

CLAW OF CTHULHU

Weapon (Longsword), rare

Martial weapon, melee weapon

This longsword feels more like a living thing than an everyday weapon. It gives off a faint glow and hum. Tendrils seem to slither along the hilt and guard of this sword. The Claw of Cthulhu chooses who it can attune to.

Attunement. The sword allows you to attune to it immediately, without having to take a short rest. The first time you attune to the sword, its tendrils will extend and grab hold of your arm. you must make a Constitution saving throw (DC 12), or suffer 1d6 points of necrotic damage.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You also gain the benefits of a critical hit on rolling a 19 or 20.

On a crit, you may teleport as if casting Misty Step, and a tentacle resembling those from Arms of Hadar takes your original space. It lasts for 3 turns and you may use it to attack in a 10 ft. line, dealing 1d6 necrotic damage on a hit. (It has the same bonuses as the sword to hit.)

