

Linda Lou's Cane of Warding

November 18, 2022

Wondrous Item, rare

This cane has 3 charges. While holding it, you can expend 1 charge as an action to inscribe a glyph that later unleashes a magical effect. You inscribe it on a surface such as a table or a section of floor or wall. The glyph can cover an area no larger than 5 feet in diameter. If the surface is moved more than 5 feet from where you cast this effect, the glyph is broken, and the effect ends without being triggered. The glyph is nearly invisible and requires a successful DC 12 Intelligence (Investigation) check to be found. The glyph is triggered when a creature touches it. Once a glyph is triggered, this effect ends. When you inscribe the glyph, choose one of the following properties:

Explosive Runes. When triggered, the glyph erupts with magical energy in a 10-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 2d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Immobilizing Runes. When triggered, the creature triggering it and all creatures within a 10-foot-radius sphere centered on the glyph must succeed on a DC 12 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its turns, each target can make another Wisdom saving throw. On a success, the effect ends on the creature.

Slippery Runes. The ground in a 10-foot square centered on the glyph becomes slippery difficult terrain for 1 hour. When

triggered, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

The cane regains all expended charges daily after a long rest.