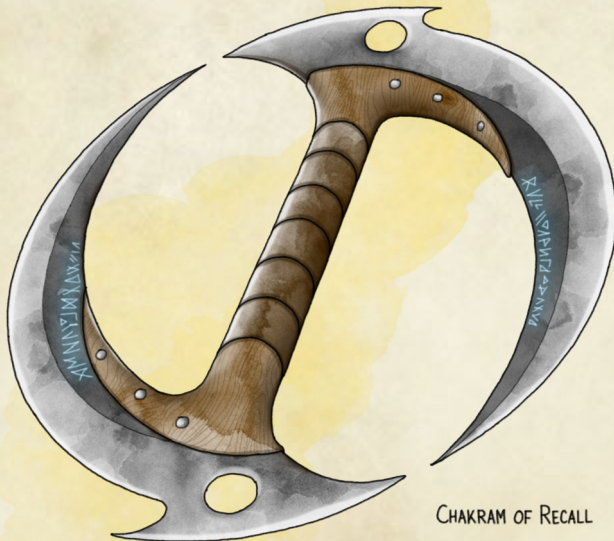


CHAKRAM OF RECALL

Weapon (exotic), rare (requires attunement)



CHAKRAM OF RECALL



This circular weapon's unusual design allows it to be used in hand-to-hand combat, while offering a deadly ranged option. It has several runes scrawled in the blade's interior edge.

Chakram. This basic ring-shaped weapon is a martial weapon used only by those familiar with their design. It has the Light, Finesse, and Thrown properties with a range of (30/120), and deals 1d6 slashing damage on a hit.

Bonded Weapon. When you attack with this weapon, you can throw it in a straight line targeting a point you can see within 30 feet of you, and use a bonus action to recall the chakram in a straight line back to your hand, provided both paths are unobstructed. Each time the chakram is thrown or recalled, each creature in the line must succeed on a Dexterity saving throw or take 1d6 slashing damage. You can move between taking this action and bonus action, and the DC equals 8 + your Dexterity modifier + your proficiency bonus (if you are proficient).

Rune Variant. Alternatively, this item can be found as a rune. While attuning to this rune, you can inscribe it on a chakram or other thrown weapon, granting it the Bonded Weapon trait.

