Fighter 1 CLASS \& LEVEL Human
RACE

Soldier BACKGROUND LN
ALIGNMENT

PLAYER NAME
EXPERIENCE POINTS



## Agiel - Rod, rare (requires attunement)

This rod functions as a magic club. When you hit a creature with a melee attack using the rod, it causes an additional 2 d 6 necrotic damage and you force the target to make a DC 20 Constitution saving throw. On a failure, the target is incapacitated for rounds equal to the difference between their saving throw and the DC.

The Agiel causes pain to whomever wields it. Mord-Sith have been trained to withstand the pain and suffer no penalties. Should anyone else attempt to wield an Agiel unattuned, they will suffer 1d6 necrotic damage once per round. They must make a Constitution saving throw each round and take an extra 1d6 necrotic damage on a failure. The DC for the saving throw starts at 20 and decreases by one for each success. A person can become attuned to the Agiel by reducing the save DC to 0 .

Torturer's tools: This set of tools includes a whip, needles, a rope or chain, a grappling hook, a collar, a branding iron, and a set of manacles. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to torture someone. (11 gp, 26 lb .)


