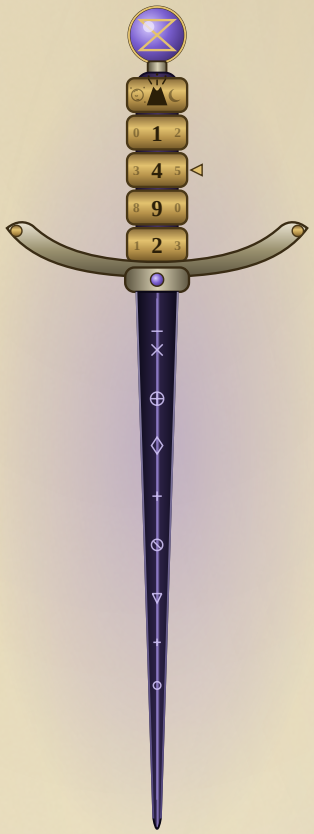
The Jathian Dagger

Weapon (dagger), legendary artifact — attunement by a changeling only



Damage. 1d4 + 2 piercing (the +2 is a magical bonus to damage rolls)

Properties. Finesse, light, one-handed, magical

Unattuned. Any changeling can wield the dagger and use every property below except *Twisting the Hilt*, which requires attunement

*A slender blade of black glass that the timeline itself refuses to remember — a mighty weapon of pacifism, winning battles without a drop of blood spilled. Down the fuller run runes in the deep Dwarven tongue: Jemed jr mot hurvaag — "… is my weapon." What **jemed** means, no dwarf will say. Those who learn it, learn it from the blade.*

Frozen in Time

Any creature other than a changeling that comes into contact with the dagger is instantly **frozen in time**. There is no saving throw. A frozen creature experiences no passage of time at all, while time flows on around it. It misses its turns, cannot act, move, or speak, and **cannot release the dagger** — contact can end only through outside force, such as the blade being struck or pulled from its grip.

Stored Harm

Damage dealt to a frozen creature is not applied. Instead, it is **stored**. The instant the creature loses contact with the dagger, every point of stored damage strikes it at once, as a single lump sum.

Holding a Creature in Time

A changeling wielding the dagger in one hand can make a single attack with it to press the blade against a creature, freezing it as above. While maintaining contact, on each of the wielder's turns they must succeed on a **Dexterity (Sleight of Hand) check** to keep hold: **DC 10** on the first turn, increasing by 2 on each turn thereafter (12, 14, 16 …). On a failure, contact is broken, the creature is freed, and all stored damage applies immediately.

While the dagger is holding a creature, it **cannot be used to attack**. If the wielder attacks with it anyway, the hold ends and the creature is freed.

Twisting the Hilt (Attunement)

Only a changeling can attune to the dagger, and its deeper gift must be won by luck. Once per day, the attuned wielder may roll a **d20**. On a **natural 20** they reach the first level of attunement: they can now twist the hilt to set the blade **one minute** into the past or the future.

While a time is set, the blade *sends* instead of holding: a creature hit by the dagger is transported to the set moment — no freeze, no saving throw. A creature sent to the **future** vanishes and reappears in the same space when that moment arrives. A creature sent to the **past** vanishes from the present and appears in that space at the earlier moment, with all that implies. If no time is set, the freeze applies as normal — the wielder must choose before striking.

On each following day the wielder may roll again. Every further natural 20 **doubles** the blade's reach: 2 minutes, then 4, then 8 — without limit.

The Chronal Rings

Set into the hilt is a row of brass rings, like the wheels of a combination lock, graven with **numbers and symbols**. They twist of their own accord to display the **current date** — wherever, and *whenever*, the blade finds itself. A **volcano** heralds an eruption soon to come; and at the calendar's still point — the year 0, where **BF** turns to **AF** — the rings show a **woman's face in the sky**.

A Blade Outside Time

An artifact of ancient **Netheril**, the dagger does not exist in time. It has no origin the timeline will admit to: a wielder who travels into the past may hand the blade to their former self — who, in years to come, will carry it back again — the dagger passing forever backward through its own history, a loop with no first link and no forging.