

Shard of the Corruptor's Prison

Item · Wondrous Item · Common (Requires Attunement)

Weight: Less than 1 lb

Cost: Not offered on any open market. A Tier 1 Shard without provenance might fetch 200-500 gp as an unusual inert curiosity from a buyer who did not recognize it. Anyone who knew what it was would either attempt to secure it through other means or pay whatever was asked in private -- and by Tier 2, Charoth's network is looking for it, which changes the calculus of advertising its sale entirely.

Magical Properties

Scaling uncommon-to-legendary item. A fragment of the material used to construct Charoth's prison. Grows in power as the attuned holder actively opposes Charoth's influence in the world. Three tiers of ability, unlocked at GM-defined milestones.

The Shard is a piece of translucent grey-white material, irregular in shape, approximately two inches at its longest dimension. It is not stone, not glass, not crystal -- it has properties of all three without being any of them. It is cold to the touch, always, regardless of how long it has been held or what temperature surrounds it. In complete darkness it emits a faint luminescence that is not quite white -- slightly blue, slightly silver, the color of something that was made to contain rather than to illuminate.

The prison that held Charoth was constructed from material that did not exist before the coalition of Orders, Clerics, and Warlocks worked together to make it. The material was synthesized specifically for this purpose -- stable enough to hold a deity, flexible enough to be shaped, impervious to arcane force from within. When the prison was vacated, it did not collapse cleanly. Fragments scattered. Most are unaccounted for. The few that have been found and tested share consistent properties: they are cold, they are indestructible by mundane means, and they respond to proximity with Charoth's influence by growing warmer.

This last property is the most significant. A Shard in the presence of someone under Charoth's active influence -- not a historical association, but a current, ongoing redirection of their ideals -- grows noticeably warm to the touch of its attuned holder. It does not glow. It does not make noise. It simply becomes warm in a way that cold things should not become warm, and the holder knows what this means.

Properties by Tier

Tier thresholds are set by the GM based on meaningful opposition to Charoth's influence: Tier 1 at first awareness of Charoth as an active threat, Tier 2 after directly disrupting one of Charoth's operations or freeing someone from his influence, Tier 3 after a major victory against Charoth's active plans.

Tier 1 -- Awareness

- **Warmth Sense:** The Shard grows warm when held by the attuned holder in the presence of a creature currently under Charoth's active influence (not historical association -- active, ongoing redirection). The holder feels this warmth but does not automatically know its source or meaning.
- **Resistance:** You have advantage on saving throws against charm and persuasion effects originating from creatures under Charoth's influence.
- **Indestructible:** The Shard cannot be damaged, destroyed, or dispelled by any means available at this tier.

Tier 2 -- Recognition

All Tier 1 properties, plus:

- **Warmth Clarity:** You now know when the Shard's warmth indicates Charoth's active influence specifically, as distinct from other magical effects.
- **Breaking the Thread:** Once per long rest, you may touch a creature with the Shard and speak a truth about their situation directly and clearly. If that creature is under Charoth's active influence, they must succeed on a DC 17 Wisdom saving throw or the influence is suppressed for 24 hours -- not broken, suppressed. They are aware of the suppression and can choose to re-examine what they have been guided toward. What they do with that 24 hours is their own choice.
- **Charoth's Notice:** Charoth becomes aware of the Shard's existence and approximate location at this tier. He does not act directly, but his network will begin looking for it.

Tier 3 -- Severance

All Tier 1 and 2 properties, plus:

- **Permanent Breaking:** The Breaking the Thread property now permanently severs Charoth's influence rather than suppressing it, on a failed save. A creature freed this way is immune to Charoth's direct influence for one year.
- **Prison Memory:** Once per long rest, you may hold the Shard and concentrate for 1 minute. You receive a fragment of sensory memory from the prison itself -- a moment from Charoth's imprisonment or from Zebadiah Zorandor's time within it. The GM determines which moment. These memories are not controllable or searchable -- they surface as the Shard chooses.
- **Charoth's Hatred:** Charoth is aware of the Shard's holder specifically. His network actively prioritizes finding and neutralizing them. They cannot be targeted by Charoth's influence directly - - the Shard's nature makes them resistant to it -- but they can be targeted by everything else Charoth can bring to bear.