

~MAGIC ITEMS~

HUNTER TOTEMS

AFTER A BIT OF WORK WITH A carving knife on the beast's hide, the hunter proudly displays his warhammer—now bedecked in the dragon's teeth and scales. When a valiant foe has been vanquished, why let such glorious trophies go to waste?

A hunter totem is made from the grisly remains of fallen creatures. A totem can be created by anyone proficient with Survival by spending 10 minutes working with the corpse of a creature that has died within the last hour. Once a totem has been harvested from a corpse, that corpse cannot be harvested for a totem again.

Note that a physical corpse is required to harvest a totem, and most fiends and summoned creatures return to their home plane or simply disappear when destroyed on the Material Plane.

A hunter totem can be attached to any simple or martial weapon by spending 1 minute's work, and a weapon can have up to 1 hunter totem attached at any time.



WRITING	ANDREW ENGELBRITE
COLOR ART	ELLIS GOODSON
EDITING	MIKE MYLER
LAYOUT	FRANK MICHIEZI

The type and quality of a hunter totem is determined by the creature type and CR of the harvested creature. If a creature has more than one creature type, you may choose which of those types of hunter totems to create from it.

Hunter totems concentrate the lingering essence contained within trophies taken from powerful creatures, but that does not intrinsically make it or the weapon it is attached to magical or resilient in any way. As such a hunter totem is considered part of any weapon it is attached to, and if that weapon is destroyed the hunter totem is destroyed as well.

The GM can choose what value to assign to hunter totems but to avoid ‘rat farming’ or similar exploits we recommend those on Table: Hunter Totems. When a creature type is particularly rare or difficult to acquire in a given campaign setting, double the listed gp value for the hunter totems. Dragon hunter totems for example, should have their listed gp value doubled in most traditional fantasy worlds.

Table: Hunter Totems

CR of the Harvested Creature	Gold Value
1–4	0 gp
5–9	50 gp
10–14	500 gp
15–20	5,000 gp

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ABERRATION TOTEM

Hunter totem, uncommon

This strange tassel has a single shriveled eyestalk that writhes and flickers towards movement. A weapon with this hunter totem reacts to movement and can serve as an early warning to the wielder. A creature wielding a weapon with this hunter totem gains a +2 bonus when rolling for initiative.

This hunter totem’s bonus to Dexterity checks for initiative increases by +1 for every 5 CR of the aberration it was harvested from (+3 for CR 5, +4 for CR 10, or +5 for CR 15 or higher).



ANGELIC TOTEM

Hunter totem, very rare

A burning bright halo shines along this feather-lined tassel. A weapon with this hunter totem sheds bright light in a 15-foot radius and dim light for an additional 15 feet, and it deals an extra 1d4 radiant damage.

This hunter totem’s damage bonus increases by +1d4 for every 5 CR of the celestial it was harvested from (2d4 for CR 5, 3d4 for CR 10, or 4d4 for CR 15 or higher).

BEAST TOTEM

Hunter totem, common

This weapon pommel has been carved from a jagged horn or bleached animal skull. A weapon with this totem gives its wielder an aura of primal and bestial malice. A creature wielding a weapon with this totem gains a +2 bonus to Charisma (Intimidation) checks.

This hunter totem’s bonus to Charisma (Intimidation) checks by +1 for every 5 CR of the beast it was harvested from (+3 for CR 5, +4 for CR 10, or +5 for CR 15 or higher).

Table: Elemental Totems

1d4	Elemental Shift
1	Roaring Winds: The weapon blasts high winds mid-strike and blusters the enemy back. The target must make a Strength saving throw with a DC equal to half of the damage dealt by the attack or be moved 5 feet directly away from you. If the saving throw fails by 5 or more, the target is also knocked prone.
2	Rocky Barrage: When it successfully hits the weapon flings gravel outward and briefly hardens as if encased in stone. It deals an extra 1d4 bludgeoning damage.
3	Fire Arc: The weapon blazes with a bolt of flame that precedes its strike. It deals an extra 1d4 fire damage.
4	Frostfall: Jagged icicles spring from the weapon as it makes solid contact with its target. It deals an extra 1d4 cold damage.

CONSTRUCT TOTEM

Hunter totem, rare

A sparking diode or glowing power crystal dangles off of this metal chain. A weapon with this hunter totem is imbued with a shred of the construct's autonomous sentience, making it able to lash out as if with a mind of its own. When you miss an attack with a weapon with this hunter totem, you can choose to reroll that attack with a –5 penalty to the attack roll. Once this hunter totem's feature has been used, it cannot be used again for the next 24 hours.

This hunter totem's attack penalty decreases by –1 for every 5 CR of the construct it was harvested from (–4 for CR 5, –3 for CR 10, –2 for CR 15 or higher).

DRAGON TOTEM

Hunter totem, very rare

Draconic scales and a dragon's tooth have been worked into this leathery pommel guard. A weapon with this hunter totem gains a +1 bonus to attack and damage rolls.

This hunter totem's bonus to attack and damage rolls increases by +1 for every 5 CR of the dragon it was harvested from (+2 for CR 10 or +3 for CR 15 or higher).



ELEMENTAL TOTEM

Hunter totem, uncommon

A small chaotic mass of elemental energy streaks about, only barely contained within this pommel. A weapon with this hunter totem is imbued with primal power and frequently changes from one state to the next. Whenever the wielder of a weapon with this hunter totem finishes a short or long rest, roll a d4 on Table: Elemental Totems and apply the result to any attacks made with the weapon until the wielder finishes another short or long rest.

The number of Elemental Shifts gained at the end of a rest increases by 1 for every 5 CR of the elemental the hunter totem was harvested from (2 for CR 5, 3 for CR 10, or all 4 for CR 15 or higher). Reroll duplicate Elemental Shifts.



FEY TOTEM

Hunter totem, uncommon

Gossamer wings decorate this gorgeous if macabre weapon tassel. A weapon with this hunter totem gives its wielder an aura of charm and poise, granting a +2 bonus to Charisma (Persuasion) checks.

This hunter totem's bonus to Charisma (Persuasion) checks increases by +1 for every 5 CR of the fey it was harvested from (+3 for CR 5, +4 for CR 10, or +5 for CR 15).

FIEND TOTEM

Hunter totem, rare

A twisted black horn has been formed into this weapon hilt. A weapon with this hunter totem darkly whispers of vengeance and self-destruction to its wielder. This weapon deals an extra 1d6 damage on a successful hit, and whenever it deals damage the wielder takes 1d4 damage of the weapon's type. Damage dealt to its wielder in this way cannot be prevented or resisted in any way.

In addition, a weapon with this hunter totem detects as a fiend by any spell or feature capable of detecting or locating fiends.

This hunter totem's extra damage increases by +1d6 (for targets) and the damage it inflicts on the wielder by +1d4 for every 5 CR of the fiend it was harvested from (+2d6 and 2d4 for CR 5, +3d6 and 3d4 for CR 10, or +4d6 and 4d4 for CR 15 or higher).



GIANT TOTEM

Hunter totem, uncommon

Bones of incredible size add a substantial heft to this primordially decorated hilt. A weapon with this hunter totem gives its wielder extra weight to throw around. A creature wielding a weapon with this hunter totem gains a +2 bonus on Strength (Athletics) checks made to shove.

This hunter totem's bonus to Strength (Athletics) checks made to shove increases by +1 for every 5 CR of the giant it was harvested from (+3 for CR 5, +4 for CR 10, or +5 for CR 15 or higher).

HUMANOID TOTEM

Hunter totem, common

A stark white humanoid skull has been garishly crafted into this large pommel. A weapon with this hunter totem gives its wielder an air of authority among warlords and tyrants but is decidedly unwelcome in more noble domains. A creature wielding a weapon with this hunter totem gains a +2 bonus on Charisma checks made to influence creatures with an evil alignment, and takes a -2 penalty on Charisma checks made to influence creatures with a good alignment.

This hunter totem's bonus to Charisma checks made to influence evil creatures increases by +1 and its penalty to influence good creatures also increases by -1 for every 5 CR of the humanoid it was harvested from (+3 and -3 for CR 5, +4 and -4 for CR 10, or +5 and -5 for CR 15 or higher).

MONSTROSITY TOTEM

Hunter totem, uncommon

A feather, a scrap of horn, or a simple tuft of fur is woven into this simple decoration as a reminder of a hard-fought victory. A weapon with this hunter totem gives its wielder extra insights into the wide assortment of creatures that they've battled and have yet to fight. A creature wielding a weapon with this hunter totem gains a +2 bonus on Wisdom (Survival) and Intelligence (Nature) checks made to identify or track a creature.

This hunter totem's bonus to Wisdom (Survival) and Intelligence (Nature) checks increases by +1 for every 5 CR of the monstrosity it was harvested from (+3 for CR 5, +4 for CR 10, or +5 for CR 15 or higher).



OOZE TOTEM

Hunter totem, uncommon

A strange oozing reliquary is built into this cross guard. A weapon with this hunter totem is constantly coated with very small amounts of acrid slime and it deals an extra 1d4 acid damage. However, its wielder can lose their grip when the slime drips in the wrong direction. When a creature wielding a weapon with this hunter totem rolls a natural 1 on their attack roll, it takes 1d4 acid damage and throw the weapon 15 feet in a randomly determined direction in addition to any other results of the attack roll.

This acid damage a weapon with this hunter totem deals increases by +1d4 for every 5 CR of the ooze creature it was harvested (2d4 for CR 5, 3d4 for CR 10, or 4d4 for CR 15 or higher).

PLANT TOTEM

Hunter totem, common

A nest of thorny vines and colorful flowers form this weapon hilt and guard. A weapon with this hunter totem still has some natural vitality, and the vines its made of enwrap and constrict when pressed. A creature wielding a weapon with this hunter totem gains a +2 bonus on Strength (Athletics) checks made to grapple.

This hunter totem's bonus to Strength (Athletics) checks increases by +1 for every 5 CR of the plant it was harvested from (+3 for CR 5, +4 for CR 10, or +5 for CR 15 or higher).



UNDEAD TOTEM

Hunter totem, uncommon

A chattering skull mutters curses or blathers incoherently from this odd pommel. A weapon with this hunter totem is unnerving and distracting to any spellcaster that can hear its mad babbling. Any creature other than the wielder within 10 feet of a weapon with this hunter totem takes a –2 penalty on Constitution saving throws made to concentrate.

In addition, a weapon with this hunter totem detects as undead by any spell or feature capable of detecting or locating undead.

This hunter totem's penalty to Constitution saving throws made to concentrate increases by –1 for every 5 CR of the undead it was harvested (–3 for CR 5, –4 for CR 10, or –5 for CR 15 or higher).

