DUALINK

Curseblade



Elden Ring SOTE Edition

Curseblade

Medium Undead, Chaotic Evil

Armor Class: 17 (natural armour)
Hit Points: 112 (15d8 + 45)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	15 (+3)	16 (+3)

Saving Throws: Dex +7, Wis +5
Skills: Acrobatics +7, Deception +7, Performance +7
Damage Resistances: Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Charmed, frightened
Senses: Passive Perception 11, darkvision 60 ft.
Languages: Common, Abyssal
Challenge: 7 (2,900 XP)

Dancing Strikes. When the Curseblade uses its Multiattack, it can move up to 10 feet before or after each attack without provoking opportunity attacks.

Elegance in Bloodshed. If the Curseblade reduces a creature to 0 hit points with a melee attack on its turn, it can immediately make one additional attack as a bonus action.

Curseblade's Cirque. The Curseblade wields a pair of cursed blades known as the Curseblade's Cirque. These blades are treated as magical weapons for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, when the Curseblade hits a creature with these blades, the creature must succeed on a DC 15 Constitution saving throw or suffer the ***Bleeding Wounds*** condition.

Bleeding Wounds. A creature suffering from Bleeding Wounds takes 1d6 necrotic damage at the start of each of its turns. If the creature already has this condition and fails another saving throw against it, the damage increases by 1d6, to a maximum of 3d6. The creature can make a DC 15 Constitution saving throw at the end of each of its turns to end the effect. Alternatively, any magical healing or a DC 15 Medicine check (requiring an action) also ends this effect.

Flashy Combatant. When a creature within 30 feet of the Curseblade takes damage from one of its attacks, it must make a DC 15 Wisdom saving throw or become disoriented until the end of its next turn. While disoriented, the creature has disadvantage on attack rolls and ability checks.

If the Curseblade attacks a disoriented target, it makes its first attack roll against that target with advantage.

Actions

Multiattack. The Curseblade makes two attacks with its Curseblade's Cirque.

-Curseblade's Cirque



Curseblade's Cirque. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 4 (1d8) necrotic damage. If the target fails a DC 15 Constitution saving throw, it also suffers the ***Bleeding Wounds*** condition.

Blade Dance (Recharge 5-6). The Curseblade spins rapidly in place, striking all creatures within 10 feet of it. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) slashing damage, is knocked prone, and is pushed back 10 feet. On a successful save, the creature takes half damage and is not pushed back.

Reactions

Deflecting Flourish. When the Curseblade is hit by a melee attack that it can see, it can use its reaction to reduce the damage by 1d10 + 4. If the damage is reduced to 0, the Curseblade can immediately make a single Curseblade's Cirque attack against the attacker.

Special Weakness

Echoes of Remembrance

Discovery Mechanism: A successful DC 15 Charisma (Persuasion) or Wisdom (Insight) check allows the character to perceive the Curseblade becoming erratic when hearing certain names, places, or phrases that might relate to its past.

Consequence. When affected by a spell or ability that targets the creature's mind (such as Calm Emotions, Suggestion) the Curseblade must make a Wisdom saving throw (DC equal to the spell's save DC). On a failure, the Curseblade becomes stunned for 1 round. This effect can only occur once per encounter.