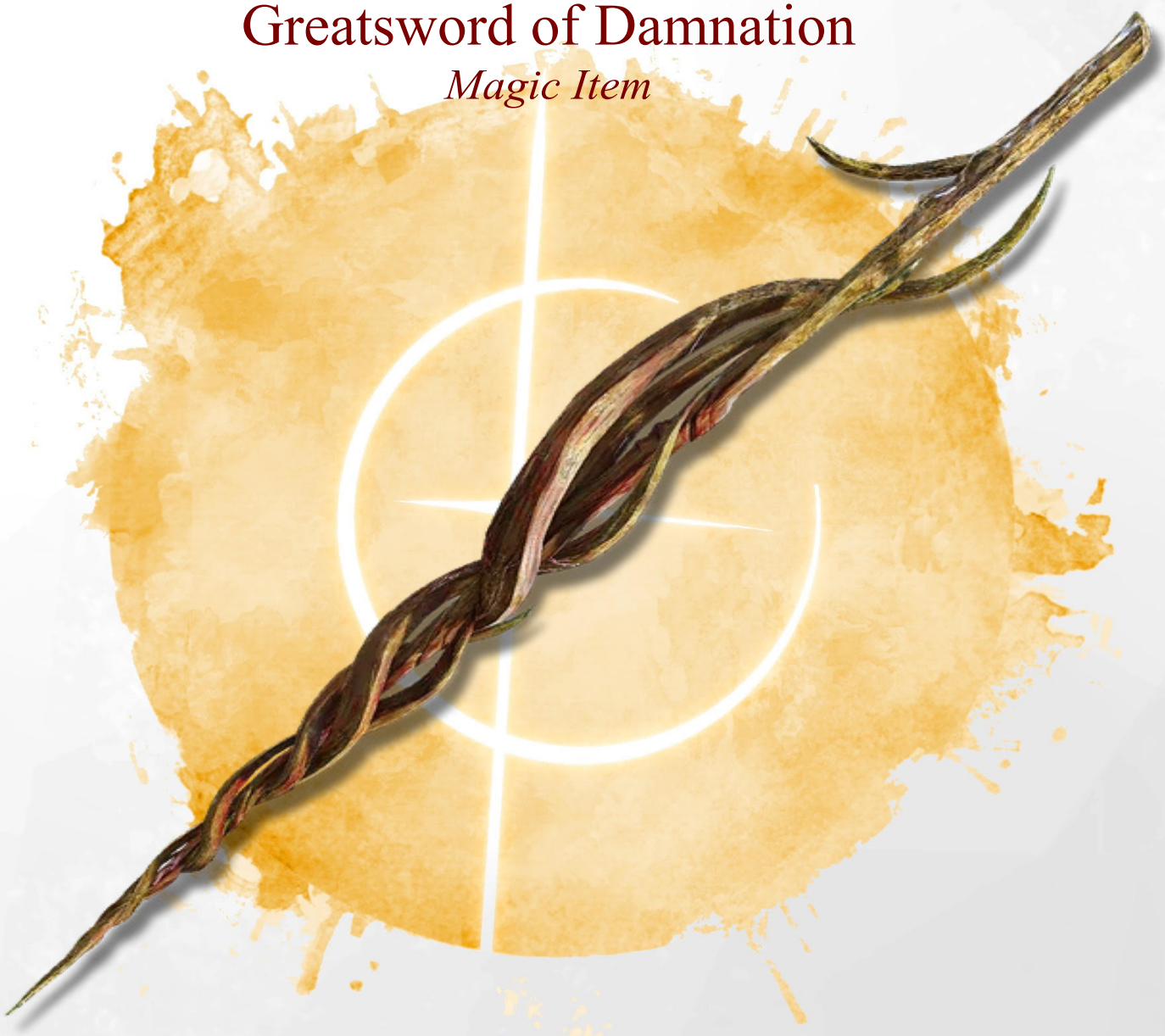
DUALINK

Greatsword of Damnation

Magic Item



Elden Ring SOTE Edition

Greatsword of Damnation

Weapon (greatsword), requires attunement by a creature with Strength 18 and Charisma 16 or higher, Legendary .

A golden greatsword that once pierced the body of Midra, master of the manse. Used by the hornsent in the execution of a damnation like no other. Its barbs writhe with radiant grief and cursed prophecy. Each swing is an echo of Midra's final betrayal, and his sacred curse.You gain a +1 bonus to attack rolls made with this magic weapon.

The greatsword has the following features:

Frenzied Nature

As a bonus action, you can shift the blade's aspect between two stances: *Crux of Torment* and *Crux of Radiance*

This transformation alters the weapon's additional damage type and its interaction with Madness. You may change stances once per short or long rest.

Crux of Torment

In this stance, the greatsword's deals an additional 1d6 psychic damage. The weapon burns openly with cursed insight, forcefully unraveling the minds of the sane. When you hit a creature with this weapon in this stance, that creature must succeed on a DC 17 Wisdom saving throw or gain 1 Madness stack, to a maximum of 6. If the target already has 3 or more Madness stacks, it takes an additional 1d6 psychic damage on a failed save.

Creatures slain by this weapon in this stance trigger Sigil Detonation.

"*The truth burns. The weak scream. The faithful ignite.*"

Crux of Radiance

In this stance, the greatsword's deals an additional 1d6 radiant damage. Yet the flame is treacherous, it does not cleanse, it spreads. When you hit a creature with this weapon that has 1 or more Madness stacks, that creature must immediately make a DC 17 Charisma saving throw. On a failure, it lashes out at a creature of the wielder's choice within 15 feet, using its reaction (if available), making a melee or spell attack as if compelled. If the attack hits, the Madness surges outward afflciting the targeted creature with 1 stack of Madness.

This stance can trigger Damnation.

"*The light does not warn. It whispers. 'Join us.'* "

Sigil Detonation

When a creature dies while affected by 3 or more Madness stacks, and you dealt the final blow using this weapon, its corpse becomes a burning sigil of the Three Fingers. All creatures within 15 feet of the corpse must make a DC 17 Wisdom saving throw.

- On a failure, they gain 2 Madness stacks and take 5d10 psychic + 5d10 fire damage.
- On a success, they take half damage and gain 1 Madness stack.

Damnation

If you hit a creature with this weapon that is below 10% of its maximum hit points and has 3 or more Madness stacks, you may force that creature to make a DC 17 Constitution or Charisma saving throw.

On a failure, the creature is instantly reduced to 0 hit points. This ability can be used once per long rest, and resets if the creature slain this way is not revived within 1 minute.

Madness Condition

When a creature gains Madness from this weapon, it accumulates Madness stacks, up to a maximum of 6. These stacks represent progressive mental deterioration caused by the weapon's cursed flame.

- At 1–2 stacks, the creature suffers disadvantage on Wisdom saving throws and Insight checks.
- At 3–4 stacks, the creature begins to fray. At the start of each of its turns, it must succeed on a DC 15 Wisdom saving throw or suffer disorientation: it cannot take reactions and must move at least 10 feet in a direction of the wielder's choice.



• At 5 stacks, the creature takes 1d10 psychic damage at the start of each of its turns and must roll a d4:

1. Scream and lose its action.
2. Attack a random nearby creature.
3. Move toward the wielder and fall prone.
4. Cast a random spell if capable, targeting an enemy or ally (50/50 chance).

• At 6 stacks, the creature is Charmed by the wielder and cannot willingly target them. At the start of each of its turns, it takes 2d10 psychic damage and must succeed on a DC 17 Wisdom saving throw or become Incapacitated until the end of its turn.

Madness stacks fade at a rate of 1 per minute outside combat, or may be removed by Greater Restoration, Calm Emotions, or similar magic.

Creatures that are immune to being Charmed by the wielder, or that are significantly more powerful, as determined by the DM, may still accrue Madness stacks, but can only be affected by the effects of 1–2 stacks.

~ Miquella's Needle

