DUALINK

Greatsword of the Red Lion

Legendary Magic Item



Elden Ring Sote Edition

Greatsword of the Red Lion

Legendary, requires attunement by a creature with Strength 18 or higher

A weapon forged beneath the shattered stars, its blade burns with the crimson will of Radahn, the once-great general who commanded gravity itself to kneel. Each swing bends the air around it, as if the world still remembers the pull of his power.

Properties

You gain a +3 bonus to attack and damage rolls made with this magic weapon and it deals an additional 1d8 force and 1d8 slashing damage on a hit.

Furthermore, you gain the following benefits:

Strength of the Lion. Your Strength score increases by 2, to a maximum of 22. Your jump distance and carrying capacity are doubled, and you leave faint gravitational ripples whenever you leap or land.

Star-Scarred Veteran. While attuned to this weapon, you gain advantage on saving throws against effects that would knock you prone, move you against your will, or reduce your speed.

Lion's Descent. When you jump or fall at least 20 feet before making a melee attack with this weapon, you may strike the ground in a burst of gravitic power. Each creature of your choice within 15 feet must succeed on a DC 18 Strength saving throw or take 4d8 force damage and be knocked prone. You can use this

feature a number of times equal to your Strength modifier (minimum once), regaining all expended uses when you finish a long rest.

Gravitic Pull. As a bonus action, choose one creature you can see within 30 feet. That creature must make a DC 18 Strength saving throw or be pulled up to 15 feet straight toward you. Once you use this feature, you can't do so again until the start of your next turn.

Special Properties

When attuned to both the Greatsword of the Red Lion and the Greatsword of Miquella's Consort, you retain all features and bonuses granted by each individual weapon. While wielding both at once, they resonate in unison, unlocking the following additional powers:

Paired Blades. While wielding both swords, they count as a single two-handed melee weapon for all features that require it (such as Great Weapon Master). You gain the benefits of the Dual Wielder feat while using these weapons, allowing you to wield a greatsword in each hand and add your ability modifier to the damage of your off-hand attack.

Consort's Light. While attuned and wielding both blades, you shed bright light in a 20-foot radius and dim light for an additional 20 feet. You have advantage on saving throws against being frightened or charmed, and you hover slightly above the ground, leaving faint trails of starlight in your wake.

Gravity Cleave. When you hit a creature with both swords on your turn, it must succeed on a DC 18 Strength saving throw or be pulled 15 feet toward you and knocked prone. You can use this feature a number of times equal to your Strength modifier (minimum 1), regaining all expended uses when you finish a long rest.

Starbreaker Slam. Slam both swords into the ground, releasing a collapsing burst of stellar force. Each creature of your choice within 30 feet must make a DC 20 Dexterity saving throw, taking 45 (10d8) force + 27 (6d8) radiant damage on a failed save, or half as much on a success.

It thrummed beneath my hands, heavy not with iron but with memory. The blade burned red, not fire, not blood, but the last breath of a dying star made steel. When I swung it, the air bent away as if the world itself feared to stand in its path. The earth would shudder, the horizon would quake, and for a moment, I understood how it felt to command gravity to kneel.

They say the Greatsword of the Red Lion still carries the will of its master, the mad general who fought even when the heavens abandoned him. But when you hold it, you will learn the truth: it is not rage that dwells within this blade, but love, fierce, ruinous love, for the stars that fell with him.