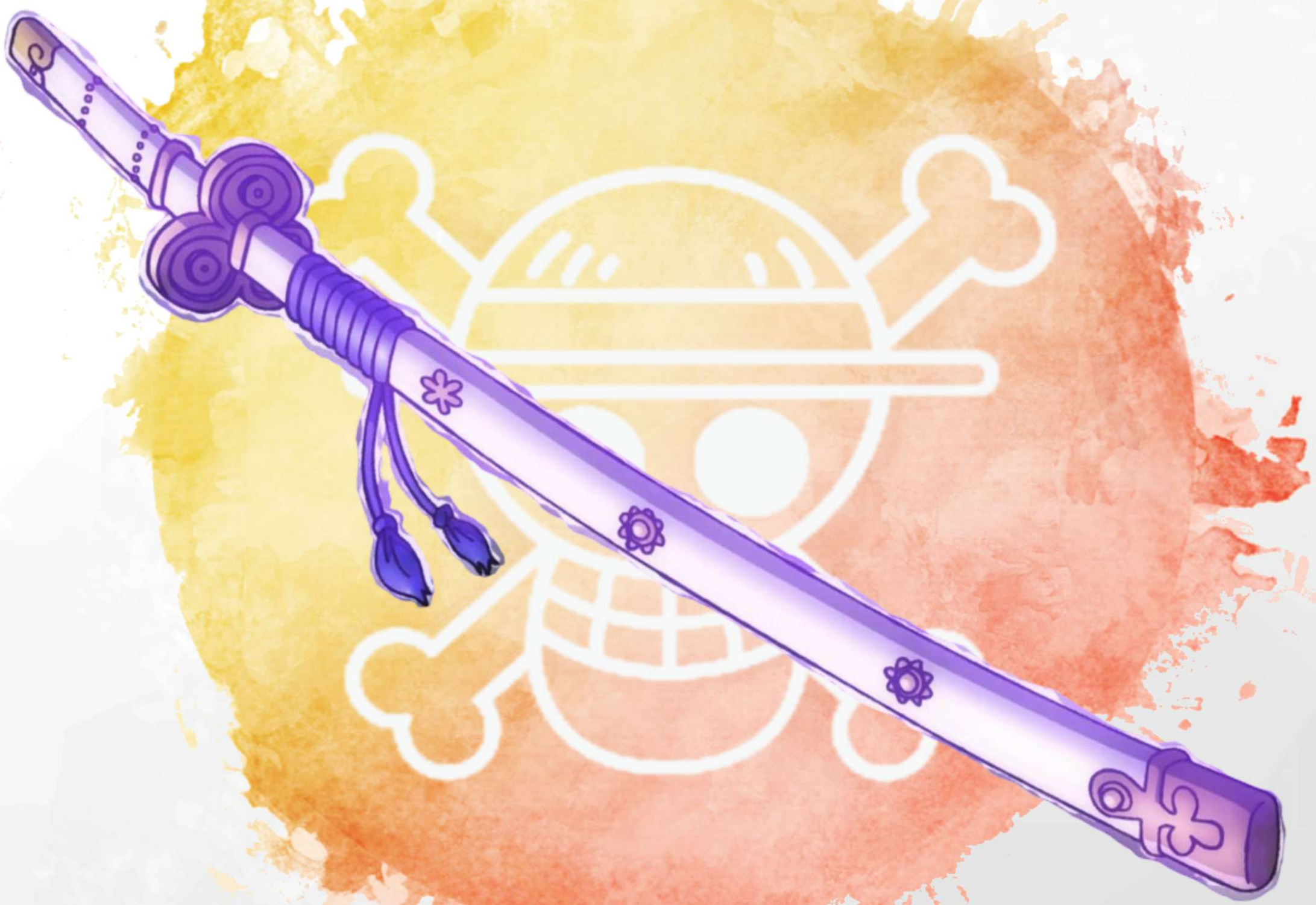
DUALINK

Heaven's Feather Cutter

Magic Item



One Piece Edition

Heaven's Feather Cutter

Weapon (katana), legendary, requires attunement by a creature proficient with martial weapons, with Strength 16 or higher or Dexterity 16 or higher, and Wisdom 15 or higher

Ame-no-Habakiri is a mythic name, the Feathery Cutter of Heaven, a snake-slayer's blade in Japanese legend. In Wano it is remembered as a sword of clean endings. Where Enma is hunger, this blade is restraint.

Katana. This weapon is a katana. At the DM's discretion, it uses the longsword's statistics.

Supreme Edge. You gain a +3 bonus to attack and damage rolls made with this weapon.

Heavenly Cut. Once on each of your turns when you hit a creature with Ame-no-Habakiri, you can deal an extra 9 (2d8) radiant damage. You can then choose one creature you can see within 30 feet of you, including yourself. That creature gains 9 (2d8) temporary hit points.

Unerring Steel. Ame-no-Habakiri ignores resistance to slashing damage. A creature immune to slashing damage instead takes half damage from Ame-no-Habakiri.

Steady Hand. While attuned to Ame-no-Habakiri, you have advantage on saving throws against being frightened.

Merciful Precision. When you reduce a creature to 0 hit points with Ame-no-Habakiri, you can choose to have the creature fall

unconscious and stable instead, no action required, provided the creature is not a construct or undead.

Active Powers

Heaven-Splitting Gale (3/Day). As an action, you unleash a crescent of cutting wind in a 120-foot line that is 10 feet wide. Each creature in the line must make a Dexterity saving throw, DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failed save, a creature takes 6d8 slashing damage plus 2d8 radiant damage. On a successful save, it takes half as much damage.

Cleansing Horizon (1/Day). As an action, choose up to three creatures you can see within 60 feet. Each target ends one of the following conditions on itself: charmed, frightened, or poisoned. In addition, each target regains 20 hit points.

Drawbacks & Burdens

Oath of the Sky. If you willingly strike a helpless creature, paralyzed, unconscious, or otherwise unable to defend itself at the DM's discretion, with this weapon, you immediately take 4d10 psychic damage that ignores resistance and immunity. Ame-no-Habakiri's active powers then can't be used until the next dawn.

The Dawn Test. At each dawn, you must succeed on a DC 16 Wisdom saving throw or suffer doubt until the next dawn. While doubting, you have disadvantage on the first attack roll you make with Ame-no-Habakiri each combat.

Sentience

Sentient Weapon.
Ame-no-Habakiri is a sentient neutral good weapon with an Intelligence of 14, Wisdom of 20, and Charisma of 14. It has hearing and normal vision out to 120 feet.

Communication. Ame-no-Habakiri communicates telepathically with the creature carrying or wielding it. Its voice is calm and sparing, short sentences, long silences.

Purpose. The blade seeks a wielder who uses strength to protect others and who can end a fight cleanly when mercy is possible.

Personality. Ame-no-Habakiri is patient, exacting, and quietly severe. It despises cruelty, but it does not confuse cruelty with necessity. It urges planning, restraint, and responsibility. When you act with compassion under pressure, the blade feels warm in the hand. When you act from spite, it feels heavier with every swing.

The Twin Blades of Oden

If you are attuned to both Enma and Ame-no-Habakiri and are wielding both weapons, you retain all features and bonuses granted by each weapon. In addition, the blades resonate, unlocking the features below.

Harmony

Gaining Harmony. When you hit at least one creature with Enma and hit at least one creature with Ame-no-Habakiri on the same turn, you gain Harmony until the end of your next turn.

Harmony Benefit. While you have Harmony, your speed increases by 10 feet, and you have advantage on saving throws against being frightened and charmed.

Losing Harmony. You lose Harmony if any of the following occur:

- You take damage.
- You end your turn without attacking or moving.
- You use a Flourish.

Stances

Stance Choice. While you have Harmony, you choose one stance at the start of each of your turns, no action required. The stance lasts until the start of your next turn.

Underworld Stance

Underworld Stance. You have advantage on Strength (Athletics) checks, and the first time you hit a creature on your turn, you can push it up to 5 feet, no action required.

Hades Rend. Expend Harmony to unleash a 15-foot cone of crushing will. Each creature in the cone must make a Constitution saving throw, DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failed save, a creature takes 4d10 force damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone.

Grave Step. When you hit with both blades on your turn, expend Harmony to teleport up to 20 feet to an unoccupied space you can see.

Underworld Hook. When a creature you can see within 30 feet moves away from you, expend Harmony to

force it to make a Strength saving throw against the DC above. On a failed save, it is pulled up to 15 feet toward you. This can be used once when the trigger occurs.

Heaven Stance

Heaven Stance. You gain a +2 bonus to AC, and you have advantage on Wisdom saving throws.

Horizon Cut. Expend Harmony to unleash a 90-foot line that is 5 feet wide. Each creature in the line must make a Dexterity saving throw, DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failed save, a creature takes 4d10 slashing damage plus 2d10 radiant damage. On a successful save, it takes half as much damage.

Heaven's Ward. When you hit with both blades on your turn, expend Harmony and choose yourself or one creature you can see within 30 feet. That creature gains 20 temporary hit points.

Cleansing Step. Expend Harmony to end one of the following conditions on yourself: charmed, frightened, or poisoned, no action required.

Concord of Blades

Concord. If you hit with Enma on your turn and also hit with Ame-no-Habakiri on your turn, you gain Harmony as normal. In addition, you can choose to ignore the self-damage from Hell-Drinking Steel for that turn.

Discord. If you deal damage with Enma on your turn but deal no

damage with Ame-no-Habakiri on that same turn, or vice versa, you must succeed on a DC 15 Wisdom saving throw at the end of your turn or lose Harmony, if you have it. If you fail the saving throw by 5 or more, the blade you favored becomes heavy with disapproval. You have disadvantage on the first attack roll you make with that blade before the end of your next turn.