DUALINK

Ishar's Honorblade

Legendary Sword



Stormlight Archive Edition

Ishar's Honorblade

Artifact weapon (longsword), requires attunement

This blade does not cut flesh. It cuts bonds. Allegiance, gravity, magic, identity, everything that claims permanence learns how fragile it truly is.

Artifact Weapon Properties

- You gain a +3 bonus to attack and damage rolls made with this weapon.
- The Honorblade deals force damage.
- The Honorblade ignores resistance to nonmagical weapon damage.

Stormlight Reservoir

Stormlight Reservoir. Ishar's Honorblade is fueled by Stormlight, represented by Stormlight Dice.

- You have Stormlight Dice equal to your proficiency bonus (d8s).
- You regain all expended Stormlight Dice at dawn only if you completed a long rest while bound by an oath, promise, command structure, or formal allegiance (DM adjudication).
- If you have 0 Stormlight Dice, you may still use Honorblade features by triggering Overdraw.

This blade does not reward freedom. It rewards authority.

Bondsmith's Dominion

Bondsmith's Dominion. While you have at least 1 Stormlight Die remaining:

- Creatures within 10 feet of you have disadvantage on saving

throws to resist being grappled, restrained, or moved against their will.

- You have advantage on checks made to contest magical control, possession, or domination.
- You may maintain one additional concentration effect, but only if at least one of them originated from this Honorblade.

Surge of Adhesion

Surge of Adhesion. As an action, you may expend 1 Stormlight Die to impose supernatural Connection. Choose one effect:

- Forced Bond: One creature you can see within 30 feet must succeed on a Charisma saving throw
  (DC = 8 + your proficiency bonus + your Strength or Charisma modifier) or become bound to you until the end of your next turn.
  - While bound, the creature's speed is 0
  - The creature has disadvantage on attack rolls against creatures other than you
- Shared Burden: Choose two creatures you can see within 30 feet. Until the end of your next turn, any damage dealt to one of them is mirrored to the other (same type, half the amount).
- Seal of Authority: One magical effect, condition, or spell of 5th level or lower affecting a creature you can see is suppressed until the start of your next turn.

If you expend 2 Stormlight Dice, the chosen effect lasts 1 minute and

requires concentration.

Surge of Tension

Surge of Tension. Tension manipulates rigidity, structure, and resistance, not by force, but by redefining constraints.

When you hit a creature or object with the Honorblade, you may expend 1 Stormlight Die to apply one effect:

- Unmake Defense: The target's AC is reduced by 2 until the start of your next turn, and it cannot benefit from shields or cover during that time.
- Rigidize Space: A 15-foot cube you can see becomes perfectly rigid until the start of your next turn.
  - The area cannot be entered or exited
  - Movement through it is impossible, even via teleportation
- Structural Betrayal (2 Dice): The target has vulnerability to all damage until the start of your next turn.

Overdraw

Overdraw. If you use an Honorblade feature while you have 0 Stormlight Dice, you may still do so, but you immediately choose one of the following consequences:

- Fractured Identity: You gain 1 level of exhaustion, and you have disadvantage on Charisma saving throws until the end of your next long rest.
- Severed Connection: You take 4d10 force damage, and your hit point maximum is reduced by the same amount.

This damage and maximum hit point reduction:

- Ignore resistance and immunity
- Cannot be reduced or prevented
- Last until you finish a long rest

If this reduction would reduce your hit point maximum to 0, your spirit unravels, leaving a body without identity.

Usurp the Bonds

Usurp the Bonds. As an action, you may expend 3 Stormlight Dice and target one creature you can see within 60 feet.

That creature must make a Charisma saving throw.

- Failure: You choose one of the following until the end of your next turn:
  - End all attunements the creature has to magic items
  - Suppress all active magical effects on the creature
  - Force the creature to concentrate on a spell or effect of your choice (if able)
- Success: The creature is immune to this feature for 24 hours.

When this effect resolves:

- Your Stormlight Dice are reduced to 0
- Overdraw is triggered automatically (resolve one consequence)

Reality does not resist you. It renegotiates.