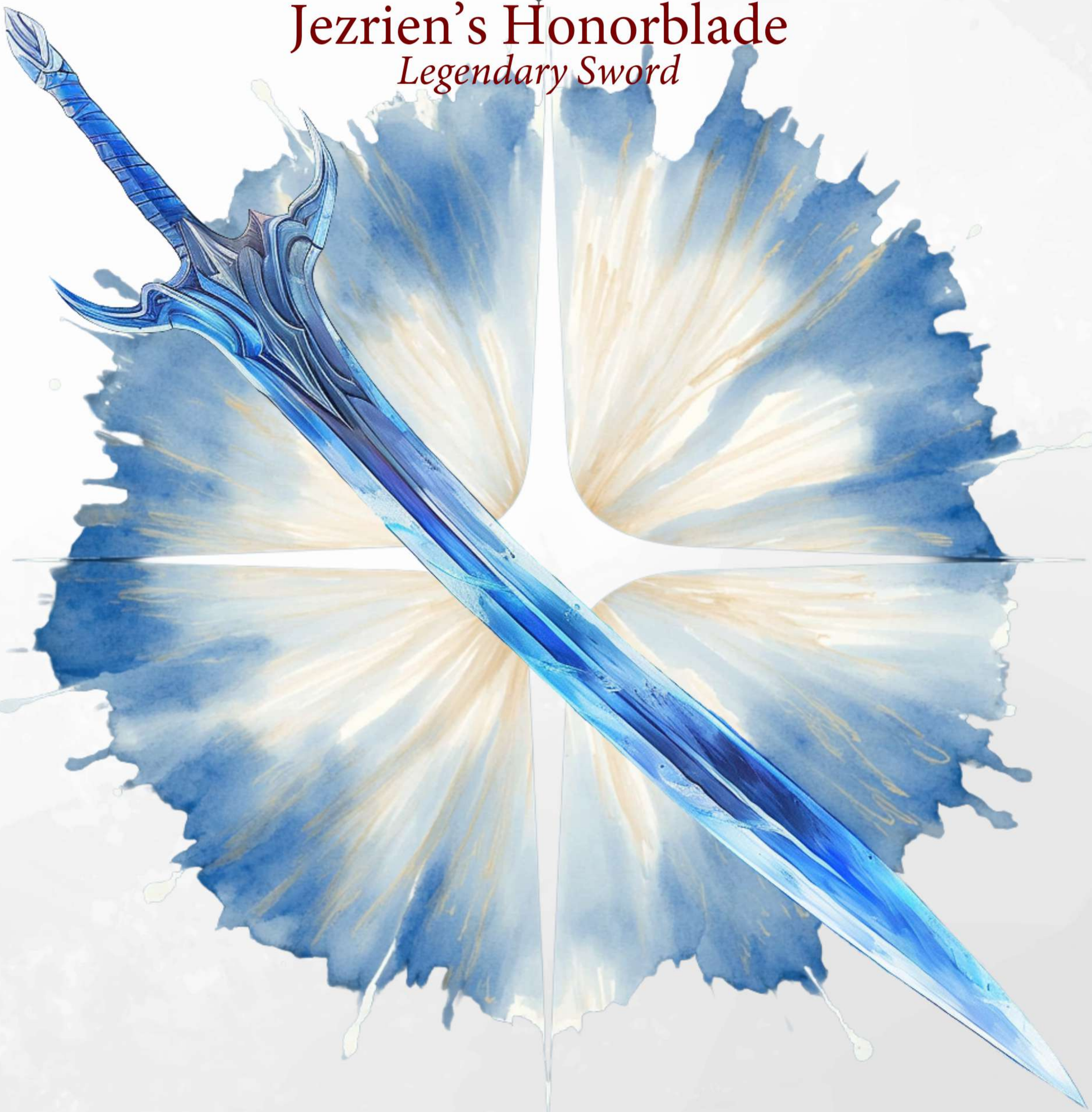
DUALINK

Jezrien's Honorblade

Legendary Sword



Stormlight Archive Edition

Jezrien's Honorblade

Artifact weapon (longsword), requires attunement

When this blade is drawn, the world loosens. Weight becomes optional. Direction becomes negotiable. Only momentum remains absolute.

Artifact Weapon Properties

- You gain a **+3 bonus** to attack and damage rolls made with this weapon.
- The Honorblade deals **force or radiant damage** (your choice on each hit).
- The Honorblade ignores resistance to nonmagical weapon damage.

This weapon is not sentient, but its power is raw, volatile, and uncaring.

Stormlight Reservoir

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

- You have a number of **Stormlight Dice equal to your proficiency bonus**. These dice are **d8s**.
- You regain all expended Stormlight Dice at dawn **only if** you finished your last long rest exposed to open sky, high altitude, or powerful winds (DM adjudication).
- If you have **0 Stormlight Dice**, you may still use Honorblade features by triggering **Overdraw**.

This reservoir is intentionally small. The blade is not meant to be used safely.

Wind-King's Momentum

Wind-King's Momentum. While you have at least **1 Stormlight Die remaining**, you gain the following benefits:

- You take **no falling damage**.
- Opportunity attacks against you are made at **disadvantage**.
- If you move at least **20 feet** before hitting a creature with the Honorblade, the first hit you score each turn deals an extra **2d8 force damage**.

Surge of Gravitation

Surge of Gravitation. When you hit a creature with the Honorblade, or as a bonus action on your turn, you may expend **1 Stormlight Die** to apply one of the following effects until the end of your next turn:

- **Basic Lashing:** You gain a **flying speed equal to twice your walking speed**.
- **Reverse Lashing:** One creature you can see within 30 feet must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or be **pulled up to 30 feet** in a direction you choose.
- **Full Lashing (2 Dice):** You immediately move up to **60 feet** in any direction, ignoring difficult terrain and opportunity attacks.

If you end your turn airborne while you have **no Stormlight Dice remaining**, you immediately fall.

Surge of Adhesion

Surge of Adhesion. As an action, you may expend **1 Stormlight Die** to manifest binding pressure. Choose one effect:

- **Windbinding:** One creature you can see within 30 feet must succeed on a Strength saving throw or be **restrained** until the end of your next turn.
- **Pressure Seal:** You bind surfaces, objects, or creatures together in a **10-foot cube** you can see within 30 feet.
  The area becomes **immobile terrain**; creatures inside have **speed 0** until the start of your next turn.

If you expend **2 Stormlight Dice**, the chosen effect lasts **1 minute**, but requires **concentration** as if concentrating on a spell.

Overdra

Overdra. 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:

- **Collapse of Will:** You gain **1 level of exhaustion**.
- **Spiritual Hemorrhage:** You take **4d10 force damage**, and your **hit point maximum is reduced by the same amount**.

The damage and maximum hit point reduction from Spiritual Hemorrhage:

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

If this reduction would reduce your hit point maximum to **0**, you die as uncontrolled Stormlight tears your soul free.

Cataclysmic Lashing

Cataclysmic Lashing. As an action, you may expend **3 Stormlight Dice** to rewrite gravity in a **60-foot-radius sphere** centered on you for 1 round:

- Creatures you choose in the area gain a **flying speed of 60 feet**.
- All other creatures must make a Strength saving throw or be **hurled up to 40 feet** in a direction you choose and **knocked prone**.
- Unsecured objects, debris, and loose terrain are violently displaced at the DM's discretion.

When this effect ends:

- Your Stormlight Dice are reduced to **0**
- **Overdraw** is triggered automatically (no choice; resolve one consequence)