DUALINK

Nale's Honorblade

Legendary Sword



Stormlight Archive Edition

Nale's Honorblade

Artifact weapon (greatsword), requires attunement

This blade does not burn. It does not blaze. It simply ends things—cleanly, lawfully, and without appeal.

Artifact Weapon Properties

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

Stormlight Reservoir

Stormlight Reservoir. Nale'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 ended your last long rest having enforced, upheld, or carried out a binding law, oath, or judgment (DM adjudication).
- If you have **0 Stormlight Dice**, you may still use Honorblade features by triggering **Overdraw**.

This blade rewards certainty. Hesitation starves it.

Edict of Finality

Edict of Finality. While you have at least **1 Stormlight Die remaining**:

- Your weapon attacks **ignore resistance** to necrotic and force damage.
- Creatures you reduce to **0 hit points** with the Honorblade

cannot benefit from death saving throws; they die outright.

- When you reduce a creature to 0 hit points, you may immediately move **up to 15 feet** without provoking opportunity attacks.

Justice does not pause.

Surge of Gravitation

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

- **Directed Fall:** You gain a **flying speed equal to your walking speed**. This flight must end on solid ground.
- **Pursuer's Lashing:** Choose one creature you can see within 30 feet. Until the end of your next turn, you may move **directly toward that creature without provoking opportunity attacks**, ignoring difficult terrain.
- **Judgment Drop (2 Dice):** Immediately move up to **40 feet straight down**. If you end this movement adjacent to a creature, your next hit this turn deals an extra **3d8 force damage**.

This flight is utilitarian, not freeform. Nale does not drift.

Surge of Division

Surge of Division. Division destroys by separation: matter from cohesion, soul from body, structure from purpose.

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

one of the following effects:

- **Sever:** The target takes an extra **3d10 necrotic damage**, and cannot regain hit points until the start of your next turn.
- **Disintegrate Structure:** If the target is an object, construct, or nonmagical structure, the hit **automatically critically hits** and ignores damage thresholds.
- **Execution Mark (2 Dice):** Mark the target until the end of your next turn.
  - The first time you hit the marked target, it takes an extra **6d10 necrotic damage**.
  - If this damage reduces the target to 0 hit points, its body is **partially disintegrated**, preventing resurrection short of *true resurrection* or *wish*.

Creatures reduced to ash by Division leave no mercy behind.

Law Above Flesh

Law Above Flesh. 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:

- **Judicial Collapse:** You gain **1 level of exhaustion**.
- **Terminal Division:** You take **4d10 necrotic 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**, you are annihilated, leaving behind only dust and judgment.

Sentence of Oblivion

Sentence of Oblivion. As an action, once per long rest, you may expend **3 Stormlight Dice** and name one creature you can see within **60 feet**. That creature must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier).

- **Failure:** The creature takes **10d10 necrotic damage**. If reduced to 0 hit points, it is **completely disintegrated**, leaving no remains.
- **Success:** The creature takes **half damage** and is **frightened of you** until the end of its next turn.

When this effect resolves:

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

There is no appeal. There is only outcome.