DUALINK

Oathkeeper, Keyblade of Remembered Promises

Magic Item



Kingdom Hearts Edition

Oathkeeper, Keyblade of Remembered Promises

Legendary weapon (longsword), requires attunement

"Power is not what you takeit's what you keep."

Weapon Profile

- Damage: 1d8 slashing (versatile 1d10)
- Properties: Versatile
- Magic Bonus: You gain a +3 bonus to attack and damage rolls made with this weapon
- The weapon counts as magical for the purpose of overcoming resistance and immunity

Promise Charges

Oathkeeper tracks Promise Charges, which represent active vows and maintained bonds.

- You can have a maximum of 5 Promise Charges
- You gain 1 Promise Charge when any of the following occur:
- You end your turn within 10 feet of at least one ally
- You hit a creature that has dealt damage to an ally since the end of your last turn
- You succeed on a saving throw against an effect that would impose a condition

Promise Charges are expended by features or lost when you finish a long rest.

Oathbound Strike

When you hit a creature with Oathkeeper, you may expend up to 3 Promise Charges.

For each Promise Charge spent, choose one option from the list

below.

If you expend 2 or more Promise Charges as part of the same attack, one ally you can see within 30 feet of you gains half the benefit of one option you chose (rounded up). You choose which option the ally receives.

Oathbound Strike Options

Each option applies immediately when the attack hits.

Radiant Judgment

- You: The attack deals an additional 1d8 radiant damage.
- Ally: The ally gains a bonus 1d4 radiant damage on the first weapon attack they hit with before the end of their next turn.

Shared Resolve

- You: You gain temporary hit points equal to your proficiency bonus.
- Ally: The ally gains temporary hit points equal to half your proficiency bonus, rounded up.

Steadfast Will

- You: You gain a bonus to one saving throw you make before the end of your next turn equal to your proficiency bonus.
- Ally: The ally gains a bonus to one saving throw they make before the end of their next turn equal to half your proficiency bonus, rounded up.

Vow of Presence

While you have at least 1 Promise Charge:

- You add your proficiency bonus to all death saving throws you make

- Allies within 10 feet of you gain a bonus to all saving throws equal to half your proficiency bonus, rounded down

This bonus is not magical; it represents confidence, coordination, and trust.

Unbroken Line

While you have 3 or more Promise Charges:

- Opportunity attacks against you are made with disadvantage
- When a creature within 5 feet of you makes an attack against an ally, you may use your reaction to make one weapon attack against that creature

Promise Eternal

When you reach 5 Promise Charges, you may activate this feature as a bonus action.

For 1 minute:

- You and allies of your choice within 15 feet of you gain:
- Resistance to all damage
- A bonus to all saving throws equal to your proficiency bonus
- Once per creature during this duration, if an affected ally would be reduced to 0 hit points, they are reduced to 1 hit point instead

When this effect ends:

- You immediately drop to 0 Promise Charges
- You gain 1 level of exhaustion

Oathkeeper will not let the line break, but it will wear you down.

Weight of a Promise

Oathkeeper carries a situational curse tied to abandonment.

- If you willingly move more than

60 feet away from all allies while you have 2 or more Promise Charges, you immediately:

- Lose all Promise Charges
- Take 4d10 psychic damage

You cannot gain Promise Charges again until the end of your next turn.

