DUALINK

Oblivion, Keyblade of Forgotten Bonds

Magic Item



Kingdom Hearts Edition

Oblivion, Keyblade of Forgotten Bonds

Weapon (longsword), very rare, requires attunement

"Power gained by letting go."

Weapon Profile

- Damage: 1d8 slashing (versatile 1d10)
- Properties: Versatile
- Magic Bonus: +2 to attack and damage rolls
- Counts as magical for overcoming resistance and immunity

Burden of Forgetting

Oblivion uses Memory Charges, representing fragments of bonds willingly cast aside. You can hold a maximum of 5 Memory Charges. You gain 1 Memory Charge when one of the following occurs:

- You reduce a hostile creature to 0 hit points
- You fail a saving throw
- You choose to forget (see Voluntary Forgetting below)

You lose all Memory Charges when you finish a long rest.

Voluntary Forgetting

At any time on your turn, you may willingly forget something important.

Choose one:

- Take disadvantage on your next ability check (stacks with multiple uses)
- Take 1d10 psychic damage that ignores resistance

You immediately gain 1 Memory Charge.

Oblivion Strike

When you hit with Oblivion, you may expend any number of Memory Charges (max 3 per hit). For each charge spent:

- The attack deals +2d8 psychic damage

However, you cannot regain hit points until the start of your next turn.

Edge of Nothingness

While you have 3 or more Memory Charges:

- You have advantage on attack rolls made with Oblivion
- You have disadvantage on Wisdom saving throws

Empty Resolve

When you reach 5 Memory Charges, you may activate this feature as a bonus action. For 1 minute:

- Your movement speed increases by 20 feet
- Oblivion deals an extra 1d10 psychic damage on every hit
- You automatically fail your first death saving throw if you drop to 0 hit points during this minute

When the effect ends, you immediately drop to 0 Memory Charges.

The Price of Power

Oblivion is cursed.

- You cannot willingly unattune from Oblivion
- If you end a long rest with 3 or more Memory Charges, you gain one level of exhaustion
- A remove curse suppresses this curse for 24 hours, but does not remove it permanently

Destroying Oblivion requires:

- Reforging it alongside its counterpart (Oathkeeper), or
- A narrative moment where the wielder willingly gives up power with nothing in return

