DUALINK

Poleblade of the Bud

Magic Item



Elden Ring SOTE Edition

Poleblade of the Bud

Weapon (glaive, requires attunement by a creature with Dexterity 16 or higher)

Weapon of Romina. Saint of the Bud. A scarlet glaive with a dangling bud-like blade. Attacks cause buildup of rot. Once, in the crumbling, burning church, Romina held the bud in speechless silence. That bud would become her blade.

This elegant, bloom-shaped glaive radiates both sacred beauty and profane ruin. Crimson ribbons trail from its haft like wilting petals, and its curved blade pulses faintly with rot. Forged in silence and borne from divine decay, the weapon carries the legacy of Romina's final sermon, delivered not in words, but in the reaping of flesh and the planting of blight.

Bud of Scarlet Grace. You gain a +2 bonus to attack and damage rolls made with this magic weapon. The Poleblade of the Bud is treated as a glaive with Reach and Versatile Dexterity: if your Dexterity score is 18 or higher, you may wield the weapon in one hand. This weapon is not heavy and can be used with finesse-like fluidity by those attuned to its rhythm.

Ceremonial Bloom. The first attack you make with this weapon on each of your turns has its reach extended by 5 feet (15 feet total), as the blade sweeps outward in a wide, ceremonial arc. This strike is not aimed at a single target alone: it affects the primary target and all creatures in a 15-foot cone behind or beside them. Each creature in the cone must succeed on a DC 17 Dexterity saving throw or take half of the damage dealt to the primary target

Blossoming Dance. When you hit a creature with an attack using this weapon, your next attack that turn gains a +1 bonus to hit and an additional 5 feet of reach. If that attack hits, the next gains +2 to damage. If that hits, the next gains +3 to damage, and so on, up to a maximum bonus of +5. This sequence of chained strikes is called a Blossoming Dance. The chain resets immediately if you miss, fail to attack, or move more than 10 feet. All bonuses are lost at the end of your turn.

Rot Dance. As a bonus action on your turn, if you hit with at least two attacks using this weapon, you may make an additional attack with it against the same creature. If this attack hits, it applies 2 Rot Petals instead of 1.

Scarlet Rot. Whenever you deal damage to a creature with this weapon, it gains 1 stack of Rot Petals, to a maximum of 6. At the start of each of its turns, a creature with at least 1 stack of Rot Petals suffers the Scarlet Rot condition. Scarlet Rot lasts for 3 rounds unless removed earlier. A creature suffering from Scarlet Rot takes damage at the start of each of its turns, as follows:

At 3 or more stacks, the creature takes 2d6 poison damage and 1d6 necrotic damage per turn.

At 6 stacks, the damage increases to 4d6 poison damage and 2d6 necrotic damage at the start of each of the creature's turns.

While a creature is affected by Scarlet Rot, it is considered poisoned, and its speed is reduced by 10 feet. If the creature gains additional

stacks while already affected, the duration resets to 3 rounds from the most recent stack.

The Scarlet Rot condition ends early if the creature receives magical healing from a spell of 3rd level or higher, or if greater restoration, heal, or a comparable magical effect is used. Rot Petals do not accumulate beyond 6 stacks, and once Scarlet Rot ends, all stacks are removed.

Crimson Bloom. Once per long rest, when you reduce a creature to 0 hit points while it has 3 or more Rot Petals, you may cause its corpse to bloom violently. The target explodes in scarlet filaments. Each creature within 15 feet must succeed on a DC 17 Constitution saving throw or take 5d10 poison damage, become poisoned until the end of its next turn, and gain 1 Rot Petal. This explosion does not trigger if the creature is immune to disease or poison.

"It dances like a prayer and kills like a plague. The Poleblade of the Bud blooms in silence, its curved scarlet edge swaying with the grace of forgotten hymns. Threads of rot spiral from its wake, painting the air in languid ribbons of decay. Once held aloft by a saint who spoke not with words but with severance, the blade carries no judgment, only the certainty that all things, no matter how devout, must wither. Every motion is a ritual. Every strike, a petal loosed from divinity's corpse."