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Rellana's Twin Blades

Legendary Longswords



Elden Ring SOTE Edition

Twin Moons Blades

Infused with Messmer's flame and Glinstone magic, these legendary longswords blaze with opposing energies, one wreathed in eternal flames and the other glowing with tranquil, celestial light. Together, they embody the harmony of chaos and serenity.

Infernal Edge

Weapon (Longsword, requires Attunement), Legendary

Fiery Spirit. This weapon is wielded using a dexterity modifier. Additionally attacks deal an 1d6 fire damage.

Sentience. Infernal Edge is Chaotic Neutral. It has an Intelligence of 12, Wisdom of 14, and Charisma of 18. It communicates with the wielder telepathically, offering fiery quips and an impulsive urge to dominate foes with relentless aggression. Infernal Edge relishes combat and dislikes hesitation. It often goads its wielder to attack, even when tactical retreat is wise.

Lunar Whisper

Weapon (Longsword, requires Attunement), Legendary

Lunar Grace. This weapon is wielded using a Wisdom modifier. Additionally attacks deal an 1d6 fire force damage.

Sentience. Lunar Whisper is Neutral Good. It has an Intelligence of 18, Wisdom of 20, and Charisma of 14. It communicates with calm, measured guidance, often quoting poetic phrases or celestial wisdom. Lunar Whisper values strategy and insight over raw power. It encourages patience and clever planning, often clashing philosophically with Infernal Edge.

Momentum. The wielder gains ***Momentum*** by hitting both weapons in the same turn. ***Momentum*** offers potent benefits, tied to one of two ***Stances***, chosen at the start of the wielder's turn as a free action.

The wielder loses ***Momentum*** by taking damage, ending their turn without attacking or moving, by using a ***Flourish*** (listed below).

Stances

Astral Stance. Grants the user a +2 AC and movement speed increases by 15 feet if in ***Momentum***. It allows for the following ***Flourishes***:

- ***Astral Slash.*** Expend ***Momentum*** to unleash a 30-foot cone of shimmering energy. Each creature must make a Dexterity saving throw (DC = 8 + your proficiency bonus + Intelligence modifier) or take 4d10 force damage.
- ***Moondance.*** After hitting with both blades, teleport up to 30 feet as a free action.

Solar Stance. If in ***Momentum*** it causes the user to gain a 10-foot aura of flames. Enemies within the aura take 2d6 fire damage at the start of their turn. On top, attacks now deal an additional 2d6 fire damage instead of 1d6. It allows for the following ***Flourishes***:

- ***Solar Flare.*** As a reaction, unleash blinding radiance in a 10-foot radius. Enemies must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + Charisma modifier) or be blinded until the start of their next turn.
- ***Inferno Swirl.*** As an action, the wielder spins in place, releasing a swirling vortex of fire in a 15-foot radius.

All creatures in the area must make a Dexterity saving throw (DC = 8 + your proficiency bonus + Charisma modifier). On a failed save, creatures take 6d6 fire damage and are pushed 10 feet away. On a successful save, they take half damage and are not pushed.

Celestial Harmony

When attuned to both blades, the wielder can summon spectral celestial swords as a bonus action.

These swords appear for one turn and make a single ranged spell attack with a range of 30 ft. against up to 3 targets dealing 2d8 radiant damage per hit. The spell Spell attack roll is equal to 8 + proficiency bonus + Intelligence modifier.

This ability can be used a number of times equal to the wielder's proficiency bonus per long rest.

"You stand frozen as the Twin Moons Blades tear through the battlefield, fire and moonlight entwined in a deadly dance. The fiery blade roars, spilling chaos with every molten swing, while the ethereal blade glides, its silent glow carving radiant arcs through the dark. Destruction and beauty blur together, and for a moment, it feels as though you are witnessing the heavens themselves waging war."

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