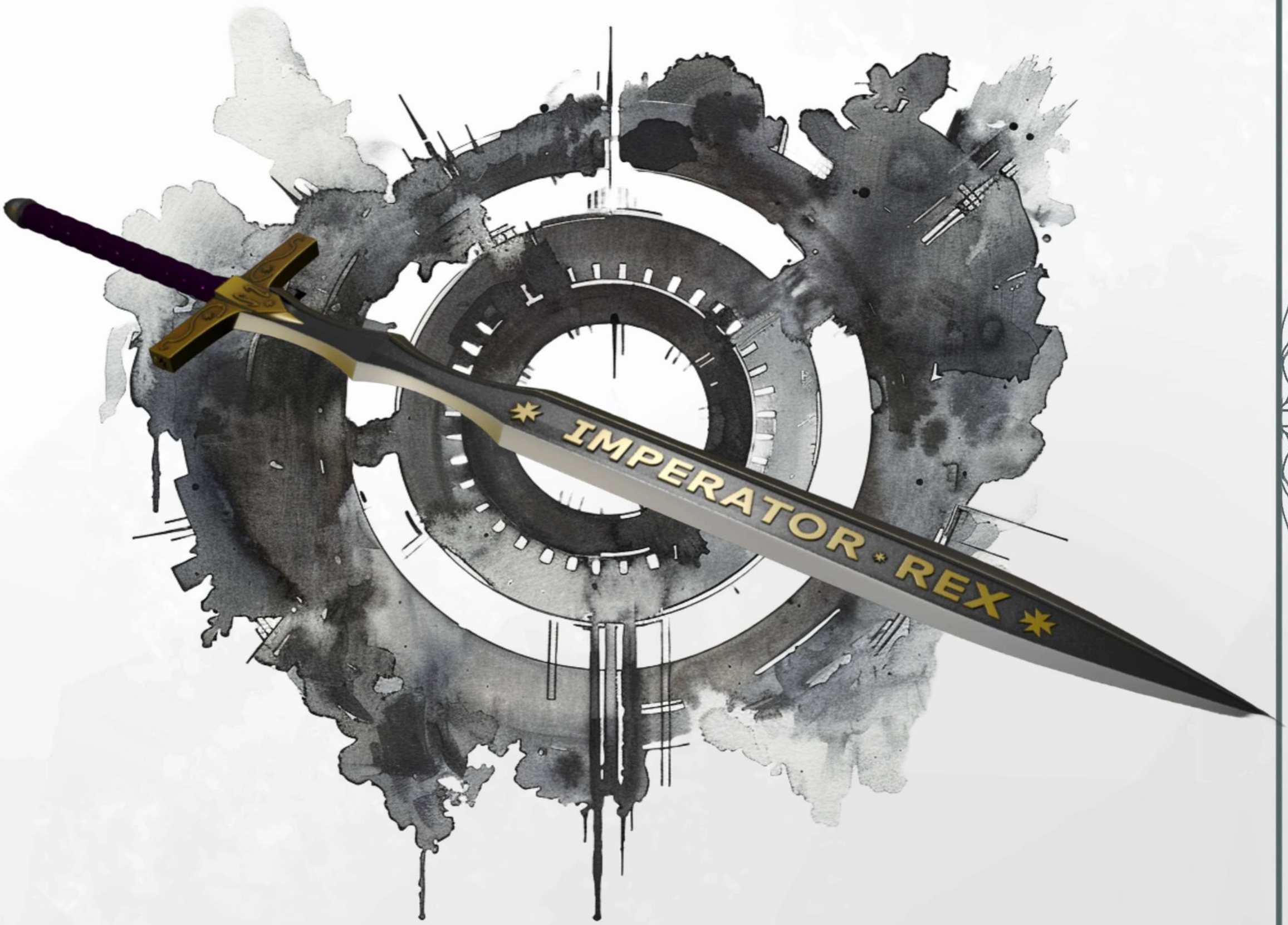
DUALINK

The Black Sword

Magic Item



Warhammer 40K Edition

The Black Sword

Legendary weapon (greatsword), requires attunement by a lawful creature

The blade is unadorned and perfectly balanced. It does not glow or burn. When raised against a sworn foe, it feels impossibly steady, as though the outcome has already been decided.

Weapon Properties

- Type: Martial melee weapon (greatsword)
- Damage: 2d6 slashing + 1d8 radiant
- Properties: Heavy, two-handed
- Magic Bonus: +3 to attack and damage rolls

Oath of the Duelist

As a bonus action, you may choose one creature you can see within 60 feet as your Sworn Enemy.

You can designate a Sworn Enemy a number of times equal to your proficiency bonus per long rest.

While a creature is your Sworn Enemy:

- You gain +1 AC against that creature.
- Your weapon attacks against it deal an additional 1d8 radiant damage.
- When you hit it, it cannot regain hit points until the start of your next turn.

The effect lasts for 1 minute or until the creature drops to 0 hit points.

You can have only one Sworn Enemy at a time.

Duelist's Resolve

While you are within 5 feet of your Sworn Enemy and no other hostile creatures are within 5 feet of you:

- You have advantage on saving throws against that creature.
- Your weapon attacks score a critical hit on a roll of 19–20 against that creature.

This encourages isolation without punishing positioning.

Emperor's Verdict

Once per long rest, when you hit your Sworn Enemy with this weapon, you may invoke final judgment. The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failure the attack deals an additional 6d10 radiant damage and has disadvantage on its next saving throw before the end of its next turn.

On a success the target takes half of the additional radiant damage.