DUALINK

Yoru, the Black Blade

Magic Item



One Piece Edition

Yoru, the Black Blade

Weapon (greatsword), legendary (requires attunement by a creature with Strength 20 or Dexterity 18, and Wisdom 15 or higher)

Forged as one of the 12 Supreme Grade Blades, Yoru is the legendary Black Blade wielded by the world's greatest swordsman. Permanently blackened by the indomitable will and haki of its past wielders, Yoru embodies perfection in the sword. It is silent yet commanding, a blade that accepts no weakness, no hesitation, no dishonor.

Sentience

Yoru is a sentient lawful neutral weapon with an Intelligence of 14, Wisdom of 20, and Charisma of 18. It perceives the world not with words, but through an unshakable pressure of presence. When held, the wielder feels a constant awareness of judgment, an unyielding demand to walk the path of supremacy.

Communication. Yoru does not speak, but its wielder feels its intent as surges of pride, disdain, or cold disapproval. The longer one wields it, the clearer these impressions become.

Purpose. Yoru seeks the strongest swordsman. It does not care for morality, only supremacy of skill. If its wielder falters too often, the blade may attempt to sever attunement and reject them.

Personality

Yoru's spirit is austere and unyielding. It respects precision, courage, and discipline above all else, and has no patience for cowardice, indecision, or dishonor. The wielder feels this judgment constantly: a silent, immovable presence weighing upon their choices. In moments of hesitation, the blade's rejection is palpable, sometimes lashing out with psychic pain when its wielder falters. Should they fail in combat by surrendering, fleeing, or showing weakness in a duel, Yoru does not forgive. The bond will break, attunement will be severed, and the Black Blade will abandon them without hesitation. For Yoru does not serve a master; it permits itself to be carried only by those worthy of its legend.

Properties

Supreme Blade. You gain a +3 bonus to attack and damage rolls made with Yoru. The weapon ignores resistance to slashing damage. Creatures normally immune to slashing damage instead take half damage.

Black Blade Resilience. While attuned to Yoru, you gain resistance to slashing damage from all sources, and resistance to bludgeoning and piercing damage from nonmagical weapons. Yoru cannot be broken or disarmed unless you are incapacitated.

Supreme Swordsman's Focus. When you make an attack with Yoru, you may add your Wisdom modifier to

the attack roll in addition to Strength or Dexterity. If your Wisdom modifier is +3 or higher, you also gain advantage on saving throws against being frightened or charmed.

Shockwave Cut. When you score a critical hit with Yoru, a concussive blast erupts. Each creature of your choice within 15 feet of the target must succeed on a Strength saving throw (same DC as Flying Slash) or take 2d10 force damage and be knocked prone.

Flying Slash. As an action, you can unleash a blade of cutting force in a 120-foot line that is 10 feet wide. Each creature in the line must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier + your Wisdom modifier). A creature takes 2d8 slashing damage for each point of your proficiency bonus on a failed save, or half as much on a successful one. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Kokutō Issen. Once per long rest, you can unleash Yoru's supreme strike in a 150-foot line that is 10 feet wide. Each creature in the line must make a Dexterity saving throw (same DC as Flying Slash). On a failed save, a creature takes 14d10 slashing damage, or half as much on a successful one.

Burdens of the Swordsman

Legendary Burden. Attuning to

Yoru requires 24 continuous hours of training and meditation. At the end of this period, you gain 4 levels of exhaustion, which cannot be removed by magical means. While you remain attuned to Yoru, you may remove one level of this exhaustion each time you finish a long rest.

The Dawn Test. At each dawn, you must make a DC 18 Wisdom saving throw. On a failure, you suffer a –1d4 penalty on attack rolls with Yoru until the next dawn, as the blade rejects your hesitation.

The Code of the Black Blade. If you willingly retreat from a one-on-one duel while wielding Yoru, you immediately take 4d10 psychic damage, ignoring resistance and immunity.

There are blades that serve their wielders, and there are blades that rule them. Yoru is the latter, a monument to the art of killing, blackened not by corrosion but by will. The sword remembers every duel it has tasted, every soul it has measured and found wanting. Those who lift it feel not weight, but judgment; the quiet pressure of something far older than victory. It is said Yoru chooses no side, only the strong. The weak hear nothing but silence when they draw it, but the worthy hear the hum. It does not speak, yet it commands; it does not bleed, yet it demands blood. To wield Yoru is to walk the narrow edge between perfection and death, for the blade is not carried, it is endured.