

Fallen Moonlight Blade

Version 1.10 (Januray 2023)

<https://www.dndbeyond.com/magic-items/6089072-fallen-moonlight-blade>



Weapon (greatsword), uncommon (requires attunement by a Paladin)

This weapon seems to shine in the moonlight with a beautiful design through the blade. It has marks on its hilt that seem to provide magical effects for each soul that this weapon takes.

When you kill a creature using this weapon you can spend your bonus action to have this weapon borrow the essence of the killed creature to grant you temporary buffs. You can hold the essence and buffs last for 1 hour. When gaining another essence the hour resets but once an hour hits all essence leaves the sword and heads towards the dark side of the moon. The essence remains unless the wielder drops fall to 0 hit points or fall **unconscious**.

1. Gain a d4 of **Force Damage** per hit.
2. Gain Resistance to **Slashing Damage**.
3. Gain Resistance to **Bludgeoning Damage**.
4. Gain a d4 of **Force Damage** per hit.
5. Gain Resistance to Magic Weapon Attacks.
6. The base Damage of this Greatsword becomes 2d10 **Radiant Damage**

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Proficiency with a greatsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Bonus: Magic, Paladin, Damage, Combat, Heavy, Two-Handed

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