

HOLY MOONLIGHT SWORD

Weapon (longsword), artefact, requires attunement by a creature with 13 Intelligence or higher.

"An arcane sword discovered long ago by explorers. When blue moonlight dances around the sword, and it channels the abyssal cosmos, its great blade will hurl a shadowy lightwave. The Holy Moonlight Sword is synonymous with the Holy Blade, but few have ever set eyes on the great blade, and whatever guidance it has to offer, it seems to be of a very private, elusive sort."

You gain +3 to attack and damage rolls made with this magic weapon. A creature with an Intelligence score of 16 or higher is considered proficient with this weapon.

While being attuned to this weapon, you have advantage on saving throws against being charmed. In addition, when you attack with that weapon, you can use your Intelligence modifier, instead of Strength, for the attack and damage rolls and can cast the *guidance* cantrip, Intelligence is your spellcasting modifier for the spell.

Once per short or long rest, you can unleash the true power of the blade by uttering its command word (no action required). The weapon becomes imbued with arcane powers for 1 minute. While transformed it gains the following properties:

- The blade becomes a +3 greatsword that deals force damage with which you are proficient. You gain a bonus to damage dealt by this weapon equal to your Intelligence modifier.
- While holding the blade you are immune to being charmed.
- Once per turn, when you make attack with the Holy Moonlight Sword in its transformed state, you send out a deflagration of arcane energy with the slash. A moonlight crescent is emitted from the blade in a 30-foot long, 5-foot wide line in the direction you attacked. Any creature in the line must succeed a DC Dexterity saving throw (DC equal 8 + Proficiency bonus + Intelligence modifier), taking 5d10 force damage on failure or half as much on a success. If a creature is hit by the initial attack it automatically fails this saving throw.

GM NOTE

Alternatively you can give this weapon as an evolving weapon which levels up with your player following this scheme.



EVOLVING WEAPON

This weapon starts off as a regular longsword at 1st level, becomes a +1 weapon at level 4, a +2 weapon at level 9, and a +3 weapon at level 15.

- To unlock the *guidance* cantrip, the weapon must draw blood on the night of a full moon.
- To unlock the advantage on saving throws against being charmed a fey creature must be killed with the blade.
- To be able to use your Intelligence modifier, instead of Strength, for the attack and damage rolls a player must carry the blade with them for a period of 1 month without ever removing the attunement.
- To unlock the transformation it must have unlocked all the previous abilities AND killed an aberration of CR 9 or higher. At first the transformation is only available once per day, the greatsword transformation has the same bonus to attack and damage roll as the longsword and the arcane slash deals 3d10 force damage on a failure or half on a success.
- After slaying two aberrations of CR 14 or higher, the transformation unlocks its full power, but can still only be used once per long rest.
- After slaying one Legendary Aberration of CR 16 or higher, the blade unlocks all its powers.