

# DARK SOULS ITEMS: MAGIC WEAPONS



cattered throughout the world are powerful magic weapons, forgotten by time, waiting to be discovered and used in battle once again. Such weapons are unique, often legendary, their names remembered long after the warriors who used them have been forgotten.

## BLACK KNIGHT SWORD

Weapon (longsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has the following additional properties.

**Fiend's Bane.** The weapon deals an additional 1d6 damage to fiends.

**Perseverance.** If an attacker that you can see hits you with a weapon attack, you can use your reaction to reduce the attack's damage against you by 1d8.

## DEMON'S SCAR

Weapon (scimitar), uncommon (requires attunement)

This curved sword, save for its hilt, is composed entirely of flame, and deals fire damage instead of slashing damage. The weapon has the following additional properties.

**Collapsible.** While holding the hilt of this weapon, you can use a bonus action to cause the blade to disappear or reappear.

**Flaming Spin Slash.** When you hit a target with an attack using this weapon, you can use a bonus action to leave a 5-foot diameter area of molten flame in the target's space, which remains there until the start of your next turn. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 12 Dexterity saving throw or take 2d6 fire damage.

**Spell Catalyst.** This weapon functions as both an arcane focus and a holy symbol for the purpose of casting spells. Additionally, while holding this weapon, you can perform the somatic components of spells, even if you are holding an object in your other hand.

## DRAGONSLAYER SWORDSPEAR

Weapon (halberd), very rare (requires attunement)

This ornate, golden polearm was made for fighting dragons in a bygone age. Attacks with the weapon deal an additional 2d6 lightning damage. Additionally, you can use an action on your turn to cause lightning to strike a 5-foot wide, 30-foot high cylinder within 30 feet of you. Each creature within the area must succeed on a DC 15 Dexterity saving throw or take 4d6 lightning damage.

## INFUSED WEAPONS

Weapon (any), rarity varies (requires attunement)

It takes a special kind of blacksmith to infuse magic into a weapon. Be it elemental fire or the dark of the Abyss, such weapons require great skill—and often a specially enchanted coal—to craft. The following types of weapons might be infused by a skilled blacksmith:

**Blood Weapon (rare).** This weapon is enchanted to dig deeper into weak spots, causing far greater damage than an ordinary weapon. Attacks with this weapon score a critical hit on a roll of 19 or 20. Additionally, you can add one additional die to the damage rolls of critical hits made with this weapon.

**Deep Weapon (uncommon).** When drawn, this weapon becomes wreathed in darkness, and deals necrotic damage instead of its normal damage type.

**Fire Weapon (uncommon).** When drawn, this weapon becomes wreathed in flames, and deals fire damage instead of its normal damage type.

**Lightning Weapon (uncommon).** When drawn, this weapon becomes wreathed in crackling electricity, and deals lightning damage instead of its normal damage type.

## MOONLIGHT GREATSWORD

Weapon (greatsword), legendary (requires attunement) The pale, blue blade of this ancient sword glows with the light of the moon. You gain a +2 bonus to attack and damage rolls made with this magic weapon. The sword has 10 charges, which it uses for some of the following other properties. The sword regains 1d8+2 expended charges daily at dawn.

It has the following properties:

**Mage Blade.** You can choose to add your Intelligence modifier, instead of your Strength modifier, to attack and damage rolls made with this weapon.

**Moonlight Vortex.** As an action, you expend 2 charges to unleash a single devastating strike of pure magical energy. Make a single melee weapon attack against a target within your reach. On a hit, the target takes 6d6 force damage, in addition to the weapon's normal damage.

**Moonlight Wave.** As an action, you expend 1 charge to launch a projectile of magical energy. Make a single ranged spell attack (attack bonus equals your proficiency bonus + your Intelligence modifier) against a target within 30 feet. On a hit, the target takes force damage equal to 3d6 plus your Intelligence modifier.

