

Fallen, The 1st Deepsteel Sword

Weapon, (any sword), legendary, requires attunement

This blade was the first one carved out of the bodies of the monstrous aberrations whose graves lie within the deep. Once extracted the metal was heated and forged using the flame of a Dawn Kraken, in the water of the abyssal ocean. It was purified, through the effort of righteous gods and heroes, and used to land the final blow on a monster from beyond. It has since been lost to the ages.

Inactive Form

Covered in grime, the blade has lost its past splendour.

While attuned to this weapon, you ignore movement penalties caused by underwater environments. This weapon has 2 charges that it regains daily at dawn. You can expend the charges in the following ways:

-Abysal Strike. When you hit an enemy with this weapon, you can expend 1 charge to deal an additional 1d10 cold damage (which ignores resistance) and reduce the target's speed by 10 feet until the start of your next turn.

1st Form

Trial: *Cleanse the blade from its grime and filth using the tools of the Abyssal Forge.*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The blade deals an additional 1d6 damage against aberrations.

While attuned to this weapon, you can't be disarmed of it unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

This weapon has 5 charges that it regains daily at dawn. You can expend the charges in the following ways:

-Aberrant Strike. When you hit an enemy with this weapon, you can expend 1 charge to deal an additional 1d10 necrotic damage (which ignores resistance) and reduce the target's speed by 10 feet until the start of your next turn.

-Spirit Shackles. When a creature within 120 feet of you moves or attempts to teleport, you can use your reaction to expend 3 charges and bind them. They must succeed on a DC 13 Dexterity saving throw or be restrained by ghostly souls for 1 minute as long as your concentration isn't broken (as if concentrating on a spell). This ability ignores the effects of freedom of movement or other similar spells or abilities. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.



2nd Form

Trial: *Reforge the blade with a Dawn Kraken's Flame*

Deepsteel Weapon: Weapons made from deepsteel ignore abjuration spells of 1st level or lower and ignore resistance and immunity to non-magical damage.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The blade deals an additional 2d4 damage against aberrations.

While attuned to this weapon, you can't be disarmed of it unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

This weapon has 7 charges that it regains daily at dawn. You can expend the charges in the following ways:

-Aberrant Strike. When you hit an enemy with this weapon, you can expend 1 charge to deal an additional 1d10 necrotic damage (which ignores resistance) and reduce the target's speed by 10 feet until the start of your next turn.

-Spirit Shackles. When a creature within 120 feet of you moves or attempts to teleport, you can use your reaction to expend 3 charges and bind them. They must succeed on a DC 15 Dexterity saving throw or be restrained by ghostly souls for 1 minute as long as your concentration isn't broken (as if concentrating on a spell). This ability ignores the effects of freedom of movement or other similar spells or abilities. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Curse - Aberrant Blade: The blade's aberrant nature will try to break you. You have disadvantage on saving throws against insanity and charms caused by aberrations. Each time you take psychic damage you take an additional 1d8 psychic damage.

3rd Form

Trial: *Purify the corrupt nature of the blade.*

Deepsteel Weapon. Weapons made from deepsteel ignore abjuration spells of 1st level or lower and ignore resistance and immunity to non-magical damage.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The blade deals an additional 2d6 damage against aberrations.

While attuned to this weapon, you are immune to madness, you can't be disarmed of it unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

This weapon has 10 charges that it regains daily at dawn. You can expend the charges in the following ways:

-Aberrant Strike. When you hit an enemy with this weapon, you can expend 1 charge to deal an additional 1d10 necrotic damage (which ignores resistance) and reduce the target's speed by 10 feet until the start of your next turn.

-Spirit Shackles. When a creature within 120 feet of you moves or attempts to teleport, you can use your reaction to expend 3 charges and bind them. They must succeed on a DC 17 Dexterity saving throw or be restrained by ghostly souls for 1 minute as long as your concentration isn't broken (as if concentrating on a spell). This ability ignores the effects of freedom of movement or other similar spells or abilities. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

-Absorb Madness. When you take psychic damage you can use your reaction to expend 1 charge to absorb it. You become immune to psychic damage until the start of your next turn. Also, the first time you hit with the weapon on your next turn, the target takes an extra 3d6 radiant damage.

Final Form

Trial: *Slay a God of the Deep*

Deepsteel Weapon. Weapons made from deepsteel ignore abjuration spells of 1st level or lower and ignore resistance and immunity to non-magical damage.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. The blade deals an additional 2d8 damage against aberrations.

While attuned to this weapon, you are immune to madness, you can't be disarmed of it unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

This weapon has 13 charges that it regains daily at dawn. You can expend the charges in the following ways:

-Aberrant Strike. When you hit an enemy with this weapon, you can expend 1 charge to deal an additional 1d10 necrotic damage (which ignores resistance) and reduce the target's speed by 10 feet until the start of your next turn.

-Spirit Shackles. When a creature within 120 feet of you moves or attempts to teleport, you can use your reaction to expend 3 charges and bind them. They must succeed on a DC 19 Dexterity saving throw or be restrained by ghostly souls for 1 minute as long as your concentration isn't broken (as if concentrating on a spell). This ability ignores the effects of freedom of movement or other similar spells or abilities. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

-Absorb Madness. When you take psychic damage you can use your reaction to expend 1 charge to absorb it. You become immune to psychic damage until the start of your next turn. Also, the first time you hit with the weapon on your next turn, the target takes an extra 3d6 radiant damage.

-Watchful Gaze. You can expend 3 charges to cast True Seeing on yourself