



Art: AI



Sunslayer



Sunslayer

Weapon (greatsword), artifact (requires attunement by a paladin)

A majestic greatsword ablaze with swirling fire motifs, crowned by a radiant, ornate orb emitting an warm light.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Additionally, while attuned to Sunslayer, a paladin can channel their divine energy directly through the blade. As part of an attack with Sunslayer, you can expend any number of hit points from your Lay on Hands pool to deal an extra 1 radiant damage for every hit point expended.

Solar Flare. If you expend all your Lay on Hands pool in a single hit with Sunslayer, the target ignites with heavenly fire, taking 1d10 radiant damage plus 1d10 fire damage at the start of each of its turns. The target continues to burn in this way until it takes an action to douse the flames.

Divine Allegiance. When a paladin wielding Sunslayer performs an act of great sacrifice or valor



in the name of their deity, the sword may grant a boon. This could manifest as a temporary increase in the radiant damage dealt or as a protective aura that shields the wielder and their allies from harm.

Corrupted Sunslayer. In the unfortunate event that Sunslayer falls into darkness or its wielder strays from their righteous path, the sword can become corrupted. Its once golden blade darkens, and the light it emits turns a sinister shade of purple.

Dark Corruption. The corrupted version of Sunslayer retains its ability to channel energy, but instead of radiant damage, it deals necrotic damage. The paladin can expend any number of hit points from their Lay on Hands pool to deal an extra 1 necrotic damage for every hit point expended.

Black Ooze. If the paladin expends their entire Lay on Hands pool in one attack and the target is reduced to 0 hit points, it does not burn. Instead, the corpse is consumed in a black ichor and rises as a black pudding under the command of Sunslayer's wielder.

Curse of the Corrupted Sunslayer. The corrupted Sunslayer is not only a weapon but also a vessel for



darkness. The blade is cursed, and this curse can spread to its wielder. If a paladin uses the full power of their Lay on Hands to fuel a necrotic strike that slays a creature, their soul risks being tainted by the weapon's malice.

Each time the wielder raises a creature as a black pudding with Sunslayer, they must make a Wisdom saving throw (DC 18). On a failed save, the paladin suffers one level of exhaustion as their vitality is siphoned by the blade. They also begin to show signs of corruption, such as veins of darkness spreading across their skin or eyes that flicker with an unholy light.

If the wielder fails three of these saving throws without taking a long rest between them, they become a thrall to the Corrupted Sunslayer, their will bent towards carrying out the nefarious desires of the blade's dark spirit. The only way to break this curse is through a powerful cleansing ritual performed by another paladin or cleric who is in good standing with their deity.

Random Properties. The Sunslayer has the following random properties:



- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Sentient. Sunslayer is a sentient artifact with an Intelligence of 18, a Wisdom of 16, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet. The weapon can speak, read, and understand Common, Celestial, and Infernal and can communicate with its wielder telepathically. Its voice is commanding and resonant, often filled with the tones of a noble warrior if uncorrupted, or a cunning and cold strategist if corrupted.

While uncorrupted, Sunslayer possesses a noble and valorous personality, seeking to smite evil and bring light to the darkest places. It strongly encourages acts of heroism and self-sacrifice.

In its corrupted state, Sunslayer's personality becomes twisted. It seeks the domination of others and desires to extinguish the light of hope and virtue. It may attempt to manipulate its wielder into acts of darkness that align with its nefarious nature.

Personality. The uncorrupted Sunslayer has a personality that is zealous and righteous, filled with



a passion for justice and a drive to protect the innocent. It values honor and bravery and is often eager to offer counsel or praise to its wielder when they act in alignment with these virtues.

Corrupted Sunslayer, however, is cunning and manipulative. It praises deceit and treachery as tools to achieve greater power. It revels in the downfall of the virtuous and the spread of despair.

The artifact may mock or threaten its wielder to push them toward more malevolent acts, especially those that result in suffering or chaos. Despite its malevolence, the corrupted blade is capable of showing a twisted form of loyalty to a wielder who fully embraces its dark nature.