

Weapon (longsword), legendary (requires attunement by a creature of non-lawful alignment)
Martial Weapon, Melee Weapon
1d8 Slashing - Versatile (1d10)

Among the hoard rests a sword sheath made entirely of polished obsidian, black rock as reflective as window glass. Pulling the sword from the sheath reveals that the blade appears to be broken, one edge of the sword is irregularly jagged, as if it was snapped in half lengthwise. In addition the blade is not made of any familiar metal. That is to say, it doesn't appear to be metal at all, but merely a hunk of air that reflects the stars above. When you move the blade, so too does the reflection move, so that it appears as though it is a mirror of the sky above shifting just as swiftly as your wrist swirls. It was clear from the moment you placed your hand on the hilt that the sword contains powerful magic, and yet, you can feel that part of its power is missing. Looking down at the blade you can see that in its broken state the weapon it most closely resembles is a Tindarese sword called a katana, but the back side of the weapon is cracked and jagged, including the crossbar. In a moment your mind latches onto the truth, this is one half of a greatsword that was split right down the middle. After only a moment of the sword being in your hand you hear a voice in your head. The voice is a deep bass like the sound of thunder, and the first words it says to you are: "You now hold in your hands one half of the blade that devoured a hundred thousand souls before even the elves were born. I am the world-ender, the god-render, the soul-sunderer. No foe can stand against me in my full power." After hearing the voice you feel the overwhelming desire to do two things. Feed the sword a fresh soul. Any soul will do, perhaps one of your companions, they are close and easily killed. The second is to make the sword whole again by finding its other half. Your only dilemma now is which to accomplish first.

(This compulsion amounts to a Charisma contest, but because of the sword's currently broken condition the wielder rolls with advantage. If they fail the save, they will make one sword attack against their closest ally. They can make a new contest roll at the end of each round of initiative. The owner of 1/2 Blackrazor must overcome this same contest once for every three long rests (3 days), if in that same time the sword has not devoured a soul.)

Broken Blackrazor is equivalent to a +3 magic longsword. 1d8 (+ STR Mod) slashing - versatile (1d10) You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Devour Soul.

Whenever you use it to reduce a creature to 0 hit points, the sword slays the creature and devours its soul, unless it is a construct or an undead. A creature whose soul has been devoured by Blackrazor can be restored to life only by a wish spell. If you hit an undead with this weapon, you take 1d10 necrotic damage and the target regains 1d10 hit points. If this necrotic damage reduces you to 0 hit points, Blackrazor devours your soul.

Soul Hunter.

While you are attuned to and holding the weapon, you are aware of the presence of Tiny or larger creatures within 60 feet of you that aren't constructs or undead. You also can't be charmed or frightened. Blackrazor can cast the haste spell on you once per day. It decides when to cast the spell and maintains concentration on it so that you don't have to.

Sentience.

Broken Blackrazor is a sentient chaotic neutral weapon with an Intelligence of 10, a Wisdom of 10, and a Charisma of 10. It has hearing and darkvision out to a range of 120 feet. If it is merged with its other half it has INT 17, WIS 10, and Charisma 19.

The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to it, Blackrazor also understands every language you know.

Personality.

Blackrazor speaks with an imperious tone, as though accustomed to being obeyed.

The sword's purpose is to consume souls. It doesn't care whose souls it eats, including the wielder's. The sword believes that all matter and energy sprang from a void of negative energy and will one day return to it. Blackrazor is meant to hurry that process along.

Blackrazor's hunger for souls must be regularly fed. If the sword goes three days or more without consuming a soul, a conflict between it and its wielder occurs at the next sunset.

Blackrazor's wielder, even if they are not yet attuned, endures this conflict in the form of a Charisma contest, but because of the sword's currently broken condition the wielder rolls with advantage. If they fail the contest, they will immediately use their actions to move, if necessary, and take the Attack action using the sword to roll an attack against the closest living being. They will continue to attack that creature until it is dead and its soul consumed, or until they have succeeded on a new Charisma contest roll. The sword's wielder can make a new contest roll at the end of each round of initiative wherein they have attacked anyone that would be considered their ally. As mentioned, if Blackrazor has not consumed a soul after its wielder has taken three long rests, the conflict happens again at sunset of the third day.

This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

When both halves of Blackrazor are brought together it is a heavy, two-handed greatsword.