

FEDIFENSOR

Weapon (greatsword), legendary (requires attunement by a creature of lawful good alignment)

The forging of the blade known as *Fedifensor* was the dream (quite literally) of a legendary high priest named Astramal. In divine visions, the priest saw his order destroyed by demonic forces—but he also saw the salvation of that order, in the form of a paladin in silver and white who wielded a remarkable magic greatsword. With his dream impressing upon him the form and powers of this blade, Astramal had it commissioned by master elf smiths. Those artisans would spend three years shaping steel and spellcraft to forge the sword, which they named “Defender of the Faith”—*Fedifensor* in their own tongue.

When wielded by any character of lawful good alignment, *Fedifensor* has a +1 bonus to attack and damage rolls. But when wielded by a lawful good paladin, the sword has a +3 bonus to attack and damage rolls and the following additional properties.

Warded by Magic. While you hold the weapon, you have advantage on saving throws against spells and other magical effects.

Additionally, you can use an action to cast the *dispel magic* spell on yourself or the sword, automatically ending any spell of 3rd level or lower on that target. For each spell of 4th level or higher, make an ability check using your Charisma modifier or *Fedifensor*’s modifier (+4), whichever is higher. The DC equals 10 + the spell’s level.

Slayer of Evil. While you hold the sword, you can use your Divine Sense feature without expending any of its normal uses. If *Fedifensor* is unsheathed while any fiend or undead is within 60 feet of you, the sword glows bright red, as if just drawn from a forge furnace.

Whenever you hit a demon with a melee weapon attack using *Fedifensor*, the attack deals an extra 1d8 radiant damage. Further, if you use your Divine Smite against a demon, the extra damage dealt by that feature increases by 1d8 (in addition to the extra damage above).

Sentience. *Fedifensor* is a sentient lawful good weapon with an Intelligence of 17, a Wisdom of 15, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates by transmitting emotions, sending a tingling sensation through the wielder’s hand when it wants to communicate something it has sensed. It can communicate more explicitly, through visions or dreams, when the wielder is either in a trance or asleep.

Personality. The sword cannot be touched or carried by anyone not of lawful good alignment, unless it is sheathed in the special scabbard constructed for it. A creature of another alignment that willingly comes into contact with *Fedifensor* for the first time on a turn takes 10 (3d6) psychic damage and gains 1 level of exhaustion.