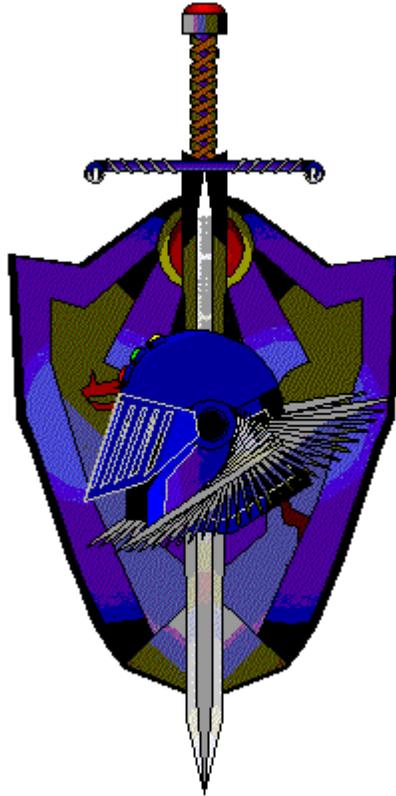


The Gallery of Magical Blades



Version 5.01
(1998)

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Prologue

Version 5. Finally. After two years in the making, the *Gallery of Magically Blades* resurfaces to the 'net with a brand new version. It's been a long two years, and I'm proud to say the Gallery of Magical Blades has a new Assistant Editor, Gary McDermott (GmcDermott@MetLife.com) who has been absolutely instrumental in getting this version done.

While lots has kept me busy, and away from the Gallery, perhaps the biggest event (or, at least, the biggest event any role player reading this might care to know about), would be the creation of the NetRPG website (<http://www.netrpg.com>).

New blades for version 5 are denoted by a star (☆) before their names in the table of contents and their listings. Also included at the end of the book are tables for randomly creating sword descriptions, including a complete gem generator based on the 1st-Edition AD&D rules. The only changes that we have made to any of the blades submitted are for correction of spelling, punctuation, grammar, format, and for clarification of game statistics and rules. Please read this prologue in its entirety before continuing as it contains information that is not only useful, but that we deem vital.

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Contributors

Lots of people have helped to make this edition of the *Gallery of Magical Blades* better than the earlier ones. Specifically I would like to thank Gary McDermott for his mounds of help – Gary you have truly been invaluable.

Without Gary's help this edition of the Gallery would still be sitting unfinished. We would also like to thank the following people (listed alphabetically by name, or e-mail address if the name is unknown) for their contributions to both this, and previous version of the Gallery:

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Disclaimers

Even the editors are not perfect. We may have missed formatting, spelling, or grammatical mistakes, so please e-mail us if you find any. This will help to ensure that all future editions of this document will be even better.

Submissions

As every magazine/book/digest needs an author(s), this one does as well. Submissions are always welcome, and have very little chance of not being publicized (this would only happen if not enough information was given, or they are inappropriate for this work). The more submissions made, the better *The Gallery Of Magical Blades* will be.

There are now two easy ways to submit your bladed weapon to the *Gallery of Magical Blades*. You can go to the Gallery's web site at <http://www.netrpg.com/features/gomb> and fill out an online submission form. This is the preferred method, as it's presented to the editors easily for easy formatting and inclusion. If you feel the form doesn't suite your purposes, just e-mail your work (with the subject of it being "Gallery of Magical Blades") to webmaster@netrpg.com – I'll take care of it from there.

I may write you back to clarify some things, but unless noted otherwise, the blade will be entered into the next edition of *The Gallery Of Magical Blades*. If, at any time, you wish to have your weapon removed from *The Gallery Of Magical Blades*, just tell me, and it will not appear in the next version.

Terminology

As *The Gallery Of Magical Blades* was originally developed for use with the *Advanced Dungeons & Dragons* game systems, it may be hard to change to fit other role-playing games. We have re-formatted all the blades submitted to our own format so that all submissions, whether in 1st Edition AD&D, 2nd Edition AD&D, or some other format, are presented in a consistent and easily usable manner.

All of the weapons are arranged by category. There is a category for each type of blade (if present), and two special categories - one for the *Twelve Swords*, and one for the *Hellblades*. These were put in their own categories to simplify using some of their special abilities, as they refer to multiple swords with similarities.

Many of the listings here talk about *ego* and *alignment* for intelligent weapons. You should consult TSR Inc.'s *Dungeon Master Guide* for more information on how to use these in your campaign.

Almost every weapon is listed in a "standard" format to give the reader quick, easy-to-read statistics on the sword without having to read the entire description (although reading the entire description is recommended!). The format is laid-out in the following order:

- **Name** of the sword, as well as any other aliases it may be known by.
- <Author> name and e-mail address, if known.
- Description of the weapon if any was provided.
- **Type:** the specific type of sword the new item most closely resembles. If the weapon is a variation of a "standard" AD&D weapon, the original weapon is noted here. Any pluses/minuses noted denote bonuses/penalties to THACO ("to hit") **and** damage per 2nd Edition rules. If there is a difference between the "to hit" and damage bonuses, this is also noted here. Some weapons have no bonuses/penalties to hit/damage but are still considered magical, as they may have other powers noted.
- **INT:** the weapon's intelligence score, if any. This may be a specific number, or a broad category (i.e. low, average, high,...) depending on the description received from the author.
- **Ego:** the weapon's ego score, if any.
- **Alignment** of the blade, if any. Often, aligned weapons will cause damage to creatures of different alignments who attempt to use, or sometimes even touch, these special weapons. Any such damage done in this manner will be listed under **Curses**. Also, certain aligned weapons may only be usable by certain classes of characters, being of a lesser functionality or non-functional for other alignments and classes.
- **Communication** represents how, if at all, the weapon "speaks" to its wielder (and sometimes others). The form of communication will be one of the following: None; Semi-empathy, where the character receives a slight tingling (or other sensation) signaling the sword's want or intent; Empathy, where the character receives flashes of emotion from the weapon; Speech, individual languages are listed; and Telepathy, where the blade communicates directly to the wielder's mind (and sometimes others as well).
- **Primary powers** for the weapons listed include powers that affect the wielder or his/her physical attack ability wielding the sword (i.e. extra damage to certain creatures, detecting abilities, magical light, immunities

granted, protections, character ability enhancements (bonuses to STR, DEX, INT, ...), etc...) In general, these abilities do not need to be concentrated on to happen.

- **Minor powers** indicate lower-level spell-like abilities the wielder may “cast” (or the sword may “cast” by itself sometimes!) upon others. These include cure-type spells, invisibilities, charms, and generally any spell-like ability that emulates 3rd-level and below AD&D spells. Also included in this category are any class abilities or NWP's that the sword may grant the wielder despite his/her normal class limitations.
- **Major powers** encompasses higher-level spell-like abilities (above AD&D 3rd-level), augmented lower-level spells, and any unique, powerful magicks associated with the weapon.
- **Special purposes** indicate whether or not the sword has a special purpose for existing. Promoting good/evil, destroying particular monsters/characters/objects, and gaining power/glory/treasure are all examples of special purposes. Any special purpose powers are also listed here.
- **Curses** gives backgrounds, effects, and ways of negating detrimental effects the sword may have upon its owner or those around it. In general, cursed items may not be give up or discarded by the owner without somehow being released from the curse involved. The cursed item will magically reappear in his/her hand, or the owner will be unable to put the item down or away. In any event, the owner will not willingly give up possession of the item.
- **Background:** this includes specific traits or personality quirks of the weapon, its history, former owners, and/or humorous stories involving the creation or use of the weapon.
- **Notes:** this section includes creator's or reviewer's (like the editors) comments about the weapon and often attempts to fill-in missing info about the weapon, or suggests different ways to allow the weapon to be used or modified for any AD&D campaign.
- **XP Value:** the experience point value for finding/owning/using the sword. Most of these values have been calculated by the editors, based on known XPs for TSR, Inc.-created items.
- **Cost:** most of the weapons here do not have noted costs. This is because the uniqueness and powerful natures of most weapons cataloged here make it difficult to put a price on the item.

If a sword has a [1] or a [2] beside it's name, there is a sword with the same name either in this publication, or a TSR publication. They may or may not be of the same strength and/or function.

Many of the swords listed here are variations of “standard” AD&D magic items. In an effort to conserve space, and since most players are familiar with their powers anyway, they are not recounted in each description that references them. Some of the more frequently used references are listed below:

- Sword, frost brand: *+3, +6 vs. fire-using/dwelling creatures; functions as Ring of Warmth; 50% chance extinguishes fire, magical or otherwise, when blade is thrust into the fire; sheds light only in temperatures below 0° C.
- Sword, flame tongue: +1, +2 vs. regenerating creatures, +3 vs. cold-using, flammable, or avian creatures, +4 vs. undead; sheds light and flames on command;
- Sword of speed: +X; sword grants the wielder the first attack of any round, despite any conditions to the contrary; any additional melee attacks with the sword are figured normally; improves the wielder's number of attacks by one category (i.e. one attack becomes 3/2, 3/2 becomes two, two becomes 5/2).
- Sword of sharpness: +X (usually +1), but considered +3 (or better if +X is > 3) as to what it can hit; sheds light on wielder's command - either a 5' rad. dim light, 15' rad. normal light, or 30' rad. equivalent of a Light spell; severs limbs (limb determined randomly, but not the head) on to hit rolls as follows:

<i>Opponent</i>	<i>Unmodified to hit roll needed to sever</i>
<i>Normal/Armored</i>	<i>18</i>
<i>Larger than human</i>	<i>19</i>
<i>Metal or stone</i>	<i>20</i>

- Sword, vorpal: +X (usually +3); same light abilities as Sword of Sharpness; severs heads on to hit rolls as follows:

<i>Opponent</i>	<i>Unmodified to hit roll needed to sever</i>
<i>Normal/Armored</i>	<i>17</i>
<i>Larger than human</i>	<i>18</i>
<i>Metal or stone</i>	<i>19</i>

- Sword, holy or holy avenger: +X (+2 normally), +5 in the hands of a paladin (unless +X is > 5); when wielded by a paladin - creates Magic Resistance of 50%, 5' rad.; negates magic of a level equal to or less than the paladin's experience level in a 5' rad.; inflicts +10 damage on chaotic evil opponents.
- Sword, defender: +X; wielder may opt to use all or part of the sword's attack bonus (+X) to reduce his Armor Class. i.e. a +4 defender may be split to reduce the wielder's AC by 2, thus making the weapon a sword +2.
- Sword, dancing: when used in melee, sword's first round bonus is +1, second round (consecutive) bonus is +2, third round (consecutive) +3, fourth (consecutive) +4, fifth (consecutive) drops to +1 and the cycle starts over again; may be loosed on any round the sword's bonus is +1 and will attack on its own up to 30' away at the owner's level and ability. After dancing (and progressing in its bonus per usual) for 4 rounds, the sword returns to its owner's hand and must be used in melee for the four round cycle before it may dance again.
- Sword of wounding: +X (usually +1); damage done cannot be regenerated or heal magically, short of a Wish; any wound caused by the sword inflicts an additional hp of damage every subsequent round until bandaged.
- Sword of quality: +X/+X; these swords are typically non-magical, but are so well made that they give a bonus to hit, to damage, or both; they cannot hit creatures affected only by magical weapons.

Famous Last Words

When you pick a magical weapon for your campaign, either as a treasure or challenge for the player's, please use your common sense. If you feel that you must roll to determine the weapon randomly, do so before the battle begins. I've played in adventure where we (as characters) defeated a bunch of goblins, opened up the treasure chest behind them, and watched the DM roll randomly on the charts. I now had a *Vorpal sword*.

Also, when picking weapons from this document for your campaign, read them over fully, and consider them. Think of what not only the monsters could do with them, but what the players could do with them as well. Some of the weapons in here are by far unrealistic even for a fantasy game, and should be classed as one of a kind artifacts, perhaps even weapons of the gods themselves.

Oh ya, don't forget to have fun too!

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I must concur with our esteemed editor's words of wisdom above. Always take the time to consider the impact adding a powerful magical weapon to your adventuring party might have on game balance and playability. Giving a party member a magical item just because "That's what I rolled..." isn't always the best or fairest idea.

I would also like to suggest that DMs try to break players of the old "I'll use my +2 sword on that monster" way of thinking. Remember, it's a *role-playing* game. There's no such thing as a "+2 sword" in the characters' world (hopefully)! Try to encourage players to use weapon names and descriptions rather than mathematics, it adds a certain flair to the game, trust me! Use the weapons here as jumping-off points for your own imagination, you don't have to be limited by what is written down on (electronic) paper. As is the case with most of the rules we play the game by, if it doesn't work for your group, change it! That's how this book came into being - through the imaginations and ideas of others.

Play well and survive every adventure.

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Bastard Swords

Baarane's Bastard Sword

There are three swords created by the legendary weapon forger Baarane. They are a long sword, short sword, and bastard sword. All weapons have some properties in common. All three are:

- +2 weapons to hit and damage (considered +4 for attacking creatures which require a certain + to-hit)
- After the first round of combat, the wielder will ALWAYS strike first in the round, regardless of dexterity or other modifiers.
- All radiate *Continual Light* in a 60' radius. Light CANNOT be controlled by the wielder: it is ALWAYS on when the weapon is drawn.
- When wielded, the light pouring from the blade creates a “strobe” effect in front of the wielder, adding 2 to his/her AC for all frontal attacks.
- *Color Spray/Hypnotic Pattern* (and similar spells) have no effect on the wielder or on anyone standing behind the wielder within the radius of light emitted by the blade.
- Blade can cast *Jump* spell at will, up to 5 times/day.
- Each blade has its own set of additional properties.

Baarane's Bastard Sword

(additional properties)

Type: duh!

INT: none

Ego: none

Alignment: Neutral

Communication: none

Primary powers:

- If used two-handed, has a 10% chance of disarming an opponent on a successful “to-hit” roll. It can only disarm an opponent using a one-handed weapon.
- On a natural 20, if the opponent is wielding a non-magical weapon, it will shatter that weapon. If the opponent is wielding a magical weapon, he/she must save vs. Paralyzation (bonus equal to weapon plus) or be disarmed.
- If the wielder concentrates on this sword for more than one round, it will point in the direction of the nearest of the other two swords. If the other sword lies on another plane, the bastard sword will point straight up. There is no range limit on this power.
- The bastard sword was created for one purpose: to destroy the other two swords. If this sword is drawn in the presence of one of the other two blades, the wielder must make a save vs. Spell at -4. Failure to save causes the wielder to enter a berserk rage, and attack whoever is holding the other sword. If the save is made, the wielder becomes aware of the special purpose of the weapon, but resists the rage.
- In combat with someone wielding one of the other Baarane's swords, if a natural 18, 19, or 20 is rolled, the other sword is destroyed. A magical explosion occurs doing 5d4+20 points of damage to all within a 20' radius of the combat. If this weapon manages to destroy both of the other swords, it loses all its special abilities, but retains those abilities common to all three swords.

Background:

The good and evil swords were created as an experiment by Baarane. Considering them too powerful, he secured them in a vault, where they were later stolen by adventurers. Outraged and angered, Baarane created the bastard sword in order to exact revenge on those who had stolen from him. Expecting that an Adventurer's natural curiosity would do his work for him, he presented the bastard sword to an adventuring acquaintance as a gift. In time, he knew, someone who used the bastard sword would follow its gentle tugs and... He would have his revenge!!!

Baarane felt that whatever powers remained in the bastard sword after the destruction of the other two would be suitable reward for the warrior strong enough to complete the task.

XP Value: unknown

Bastard Sword of Paladins

<Dennis F. Maher: maherd@stricom.army.mil>

Once upon a time, a mage guild got together and decided it was a good idea to create a magic item for each of the classes. Being mages, they created items for each school of magic, a staff for the druids, a harp for the bards, and a magic shape-shifting weapon for the clerics. They also created three swords and a dagger. One of these is the weapon here described.

Type: *Bastard sword* +5, *Holy Avenger**

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Gives *Holy Avenger** powers to any lawful good fighter class or subclass or lawful good cleric that can use a sword.
- Makes owner completely immune to even magical diseases.
- Causes all healing cast by owner to heal an extra point of damage.
- Works as a *mace of disruption* using wielders level as level of cleric (not -2).
- Edges glow a light red when within 60' of undead or creatures from the lower planes.
- The weapon doesn't glow except when owner desires or detect ability is activated. Detect is about as bright as a candle. When owner desires light, the sword glows like a *Continual Light*.

XP Value: unknown

Notes: *See description of *holy avenger* powers, page 7. - Editors

Crossblade

<Jason Choi: ujchoi@uxa.ecn.bgu.edu Jason Choi>

This weapon is a shining bastard sword, with a emblem of a large cross upon the base of the blade.

Type: *Bastard sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When the magic of the sword is invoked, this cross begins to emit a blinding white aura and proceeds to lash out and attach to a opponents chest. This cross will drain a portion of the victims vitality, return to the sword, and transfer this stolen energy to the master of the blade. The magic cross inflicts 1d6 HP per/level of the wielder. This function can only be called upon up to twice a day. Note that the cross can be parried with a magical weapon, and if it is successfully blocked, the cross will automatically hit the swords owner.

Notes: *If the cross is blocked and hits the wielder, wouldn't it drain pts and then simply return them to the wielder?* - Editors

XP Value: unknown

Crystal Sword

<doughde@rcn.bitnet>

A bastard sword made out of a large single piece of quartz crystal. Magic makes it the same weight and hardness of a regular bastard sword and provides its special ability which is not obvious or always known.

Type: *Bastard sword* +2 or +3

INT: low (limited to visual translation of written text)

Ego: none
Alignment: none
Communication: none

Primary powers: When held so the user can see through the blade, it translates any written language into any other of the DM's choice, usually common, dwarven or elven. Can be used 3-5 times a day, and each charge lasts for ten minutes.

Note: It can only be activated on command! It thus has a limited intelligence that only pertains to translation (which may not always be precise). The sword must (obviously) be clean to be useful for this purpose. The work to be translated must be clearly visible and of a sensible language. Possible option: only allow it to translate from one specific language to another.

XP Value: unknown

Demon Bane

<Robert Johan Enters: whisper@wpi.wpi.edu>

Type: *Bastard sword* +3, +5 vs. *demons*
INT: none
Ego: none
Alignment: Lawful Good
Communication: none

Primary powers:

- The wielder of the sword is immune to all magical effects and spells caused or cast by any demon, directed specifically at the wielder.
- For any other effects, the wielder gains a +4 on any saving throws, and will even get a saving throw if there was none before.
- The sword glows a deep blue whenever a demon gets within 120'.
- On a hit of a natural 20, if intended, the sword will hit and shatter the demon's amulet.

Background: The sword is only usable by lawful good characters.

XP Value: unknown

Demon Sword

<Scott D. Law: law@xip.nrl.navy.mil>

Type: *Cursed bastard sword* +2
INT: per demon (see below)
Ego: none
Alignment: none
Communication: telepathy

Primary powers: Sword is a polymorphed type IV demon (or Tanar'ri, True - Nalfeshnee if you wish) and can throw all the spells that such a creature could throw. The wielder should not be told this. The demon will cast whatever the wielder asks.

Background/Curse: The sword will exact its payment each midnight in hit points (1hp +1hp for each power used). You could scale this up to reflect the different spell levels, if the character can take the losses. The wielder can only be rid of the sword if *Remove Curse* releases the demon from its imprisonment in the sword, free to cause mayhem on the party.

XP Value: unknown

☆*Dragonsword (Xingzicar Darachnar)*

< Excalibur: till3@juno.com >

This appears to be an old bastard sword, with a wooden hilt and an iron blade with a dull edge. Despite its poor appearance, a *Detect Magic* spell will show evocation and alteration enchantments, but the magic radiation is faint.

Type: *Bastard sword* +X (varies per wielder's alignment and class, see Primary powers)

INT: none

Ego: none

Alignment: Good

Communication: none

Primary powers: In any case, the sword causes 3d4/2d12 points of damage when wielded two-handed. Its enchantments make it extremely light, so that it may be used one-handed, in which case its damage becomes 1d10/2d8. It adjusts itself to fit the user, and can thus act as a two handed sword, a bastard sword, or a long sword. Anyone proficient any of those swords can use it normally. The sword shows its full potential when any good aligned creature picks it up; it then changes as follows:

Character is:

Sword becomes:

Chaotic Good, Any

Gleaming Steelsword of exceptional quality +1.

Chaotic Good, Priest

Gleaming Steelsword of exceptional quality +1, +2 against evil.

Neutral Good, Any

Gleaming Steelsword of exceptional quality +1, +2 against evil.

Neutral Good, Priest

Gleaming Steelsword of exceptional quality +1, +3 against evil.

Lawful Good, any

Gleaming Steelsword of exceptional quality +1, +3 against evil.

Lawful Good, Priest

Gleaming Steelsword of exceptional quality +2, +3 against evil.

Paladin

Holy Silvery Mithrilsword +4, +5 against evil.*

Hilt features hundreds of small gems and the head of a silver dragon.

The character gains an additional +2 on the wielder's saving throws against anything done to him by evil beings, and a -2 bonus to his AC.

Draco Paladin

This is the sword's true form: A mithril and adamantite sword, its edges made of a thin layer of diamond, which pulsates with a blue light, growing brighter when in the presence of evil.

The hilt is adorned with 72 dragons of various size, and inlaid with precious gems.

It becomes a +6 sword, and evil creatures count only dexterity and magical bonuses for their AC.

The character gains a +2 to Strength, +2 to Wisdom, -2 to AC, +10% Magic Resistance, and one additional attack per round when wielding the weapon.

Background:

If used by any neutral aligned creature or character, it will function as a bastard sword, with a -2 to the damage roll due to its dull edge (and a damage of 0 is indeed possible).

If an evil creature touches the sword, he must save vs. Paralyzation (in which case he lets go quick enough) or evoke a terrible power of the sword: The blade turns black, and from the hilt spring forth 72 black, dragon-like snakes which are between 1' and 15' long, their bodies stay attached to the sword at the tail, but their attacks cause the evil wielder 1d6 x 72 points of damage per round. They are completely immune to all magic and psionics from regular mortals (avatars and demigods or higher affect them normally), and are only harmed by weapons of at least +5 enchantment; each snake has 2d8-1 hit points (1-15, one per foot of length). Any attack directed against the snakes causes only half damage on the snake, and the other half on the victim. They are AC -6. When a snake is killed, it disappears back into the hilt, and can reappear again 1 day per hit point later.

Notes:

*See description of *holy avenger* powers, page 7. - Editors

This sword is from my own created campaign setting, the world of SILICUS. The Draco Paladins are always elves, and have powers far greater than those of the regular paladin. If you're interested, contact me. - E

XP Value: unknown

☆Entropy

< Andrew Rochester: roch@necromancer.demon.co.uk >

This is, without a doubt, one of the mightiest and yet most subtle weapons that has ever been crafted.

The workmanship is exquisite, and yet simple. The blade is unmarked steel, always in pristine condition. The pommel is lightly decorated without being ornate, with an orb of some ceramic or glassy material - observations differ - about three inches in diameter at its end.

Type: Artifact or relic; *Bastard sword* +5

INT: 18

Ego: 21

Alignment: Chaotic Evil

Communication: none

Primary powers: The sword confers upon its bearer a 50% magic resistance, which can be dropped at will; the blade just needs to be carried on its owner's person for this effect to be in place.

Major powers:

- The blade functions as a *Ring of Boccob*, with the corresponding chances to drain any magical items struck-permanently.
- Additionally, the blade confers the effects of *Tenser's Deadly Strike*, 3 times per day, for 5 rounds, at will.
- Once in a 24 hour period, the bearer of the blade can call upon *Tenser's Primal Fury* for 18 rounds, with the incumbent risks.

Special purpose: Slay paladins. Any paladin struck by the blade is forced to suffer an alignment change to chaotic evil unless a save vs. Spell is made. This alignment change is immediate, and if the save is unsuccessful, the paladin is immediately stripped of all his special powers and privileges. Any paladin so affected must make an additional saving throw vs. Spell the same round or suffer insanity, lasting for 2d4 weeks.

Background:

The origins of this weapon are masked by myth and uncertainty. Supposedly, the story runs, in another plane or crystal sphere "parallel" to our own, there lived a mage who was consumed with loathing for all paladins. He saw them as a threat to the balance, and as interfering busybodies who did as they chose "in the name of right", and were for some reason granted special powers to do so. For this wizard, whose name nobody seems able to recall, right and wrong were just words, with a meaning that depended completely on an individual's beliefs and experiences. Yet paladins laid claim to some "absolute": a claim which caused the mage great ire.

So it was that this wizard began his task: to fashion a blade which could be used against paladins, tipping the balance of such an encounter in the favor of its bearer. The result was the blade known as *Entropy*.

Notes: Entropy could be a powerful "trick" weapon if used properly by the DM. The blade could keep its special purpose secret and allow itself to be used by characters of any alignment, only revealing its power and purpose to a character it can overpower with an ego check. The blade's Major powers are what lifts this weapon out of the realm of "ordinary" magic items into the artifact or relic category. - Editors

XP Value: unknown

☆Ethereal Wanderer

< Andrew Rochester: roch@necromancer.demon.co.uk >

This finely-crafted magical bastard sword has a blade of a startling silvery metal whose surface is decorated with a swirling pattern of strange runes and magical symbols.

Type: *Bastard sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

The weapon has a very powerful ability: the ability to transport the sword's bearer into the border ethereal plane while the sword itself remains on the prime material plane that the character just left.

The most unique and potent aspect of the sword's power, however, is the fact that the character bearing the sword can continue to grasp the weapon's hilt across the planes, allowing him to stand in the border ethereal and wield a weapon that resides on the prime material plane! This means that the character can only be affected by attack modes that reach into the border ethereal, but can enter into combat with (and inflict damage upon) anyone on the prime plane. Anyone unfortunate enough to be attacked by the *Ethereal Wanderer* will see only a dancing blade that fights, seemingly unaided, with a mind of its own. The sword is subject to any attack forms that would normally affect a magical weapon.

The sword's bearer will remain ethereal for 3d4 rounds. This duration is determined by the DM each time the bearer invokes the power of ethereal travel: the figure should not be revealed to the player character! The sword's bearer will be unable to leave the border ethereal until this duration expires. Even spells or devices that normally allow for planar transit will fail if used to try and transport *Ethereal Wanderer's* bearer back to the Prime Material plane before the end of this period. If, at the expiration of this period, the sword's wielder is standing inside a solid object in the border ethereal and is thus unable to re-enter the Prime plane (for example, if he is inside a wall) he will be flung into a random location in the deep ethereal while the sword is similarly dispatched to a random location on the Prime Material plane on which it was found.

Curse: There is one potential drawback that accompanies every use of this power: each and every time the power of ethereal travel is used, there is a 10% (non-cumulative) chance that the sword-bearer will be flung to a random location in the deep ethereal (i.e. a long way from any curtains of vaporous color) and the sword *Ethereal Wanderer* itself will be transported to a random location somewhere in the Prime plane on which it was last used.

Background:

Note that any attempts to make the sword itself ethereal will fail: the weapon is irrevocably bound to the plane on which it was formed. Thus, it is impossible for the weapon to be transported to any other plane by spell or device. The sword will simply remain at its location on the prime material plane on which it was created. If some massive power (e.g. that of an artifact or relic) is used in an attempt to circumvent this quirk, then *Ethereal Wanderer* will be destroyed for ever.

In an age gone by, when the southern lands were at their peak of magical expertise, Alassarin of Messemprar commissioned the construction of this marvelous weapon. With it, he hoped to change the face of Unther. It was a grand dream that vanished along with the *Ethereal Wanderer* in the appalling carnage of the Orcgate Wars. For decades, the memory of the *Ethereal Wanderer* dwindled away until it was doubtful that anyone alive could recall its existence. The blade was eventually rediscovered by Amshak Elzabbar, captain of the Mepthah Guard, who perished so valiantly on the merciless soil of the Spirit Field.

Notes: A nice item, but I would consider it "cursed" in a way. With a 10% chance per use of being lost in the Ethereal Plane, I'm not sure the risk is worth the reward. This means, on average, a character will vanish into the ethereal on the tenth use of the sword's power (knowing the way I roll, probably before the fifth use!). If you have some way to return the Prime Material Plane, sure, it's okay. To make this item more character friendly, make the chance of being flung into the deep ethereal 5% (1 in 20) or 3.33% (1 in 30). - Asst. Editor

XP Value: 2,000

Faithful of Tempus, The

<Albert W. Gill: agill@cvt.up.ac.za>

This weapon is a bastard sword with a double serrated edge and the blade is wholly covered in runic designs of mostly unknown origin. The blade is always covered with small splashes of blood and it doesn't matter how many times and how thoroughly you clean it, it will still regain the blood splashes after a while. The pommel of the sword contains a blood red ruby of the design of a drop of blood.

Type: *Bastard sword* +2

INT: none

Ego: none

Alignment: Chaotic (any)

Communication: none

Primary powers: Once per day the wielder can invoke *Battlerage* upon himself and/or 1 person per 3 levels of experience. This is handled as you would a Berserker-fighter.

- The berserking character gains a +2 to hit and +3 to damage (this is not included in the +2 for the sword, i.e. +4/+5 for wielder).
- The berserking character suffers a -1 on armor class.
- The character's hit points may fall to as low as -20 before he/she is slain. If the wielder is on a negative hit point when the final foe falls he/she must make a system shock or too be slain. Immediately the character's hit points are adjusted to 1 if he/she succeeds the check.
- If anybody of lawful alignment tries to wield *The Faithful* they take 4d4 hp of damage - no save, due to the chaotic nature of the blade.

Background: This is a truly ancient blade and is rumored to have been created by some of the earliest followers of the then young deity, Tempus, Lord of Battles.

XP Value: unknown

☆*Forceblade*

<Dave Mikita: dmikita@ptdprolog.net>

Type: *Bastard Sword* +3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- On a natural attack role of 19 or 20, the *Forceblade* causes an additional 1d8 of energy damage. Consider the damage to be pure energy and it burns into the enemy as it strikes (*similar to Magic Missile energy - Editors*). Creatures with immunity to mundane and/or magical fire are still affected.
- The sword provides the wielder, when presented or used in battle, a +2 saving throw bonus against all physical attacks and spell-like attacks that must "strike" the character to take effect (i.e. dragon's breath, chromatic orb, etc...)

XP Value: unknown

☆*Golor*

<Andrew Rochester: roch@necromancer.demon.co.uk>

This is a blade so terrible that everyone who has ever heard of it has convinced themselves that the weapon can only be rumor: oh, the indolence of fools

Type: Artifact or relic; *Bastard sword of speed* +6*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Whenever the weapon successfully strikes an opponent in combat, one of the following effects will occur:
 - 1st strike: Mordenkainen's Disjunction, at 20th-level. The effect of this magic is confined to the person and all personal possessions, carried, borne, worn or wielded, of the individual struck. Any saving throws applicable (e.g. for carried magic items) are made at -5/-25%, as applicable.
 - 2nd strike: *Vulnerability* (from the Birthright adventure "Sword of Reole"), at 20th-level, lowering the victim's armor class by 20 for 20 rounds (no saving throw). It is assumed that the worst armor class that a target can possess is (+)10.
 - 3rd strike: *Improved Slow* (from Dragon Kings hardback) unless a saving throw vs. Spell at -5 is successful. *Improved Slow* causes the affected individual to move and attack at 1/9 of their normal rate. In combat, the victim can attack only every 9th round, and cannot cause any damage from normal melee attacks, although non-standard attacks can be effective if a roll at -8 to hit is successful. Affected creatures have a +8 penalty to their armor class. The effects last for 20 rounds.

- **Subsequent attacks:** *Mordenkainen's Disjunction*, then *Vulnerability* (whether previous *Vulnerability* successful or not; not cumulative)...and so on... This sequence of effects repeats indefinitely for any given opponent, even after one or more of the effects have been successful. In other words, each particular effect occurs only once every three attacks, and the effects are not cumulative for repeats of the same effect: once a victim has been targeted successfully with an *Improved Slow*, every subsequent *Improved Slow* from Golor will not further worsen the situation.
- Any saving throws which might result from the blade's effects should be treated as if under the effects of a Devastate magic (i.e. -5 to all saving throws).

Major powers:

The weapon acts as a *Ring of Spell Storing*, capable of holding 5 spells of up to 8th-level, as long as these spells are (at least partially) from the Invocation/Evocation school. (For the spells normally carried when Algahd wields the blade, see below.)

Algahd normally has the following incantations stored in the blade: *Cone of Cold*, *Bombard*, *Lightning Ring* (up to 8x(8d6) damage assigned to from 1 to 8 opponents), *Javelin*, and *Rising Colossus* (from the "Seven Sisters"). All these spells have been cast under Devastate magic, i.e. -5 to all saving throws (in addition to other penalties such as the -3 from *Javelin*) and +2 per die of damage, except for *Javelin* and *Cone of Cold*, which were cast under magic equivalent to the *Simbul's Spell Supremacy*, and hence which are at maximum damage. All spells are at 20th-level for determining damage, range, area of effects etc.

Background:

How, one might wonder, could a weapon of such power be created without rupturing the veils between the prime planes and the realms of chaos? Unfortunately, the answer is "with surprising ease", given the weapon's potential for allowing its bearer to do just about anything he (or she) wants!

First, Ald-Beshab contacted sages and luminaries the Realms over, with the following question: who is the greatest warrior that walks these lands? Naturally, the Guhl Lord was heavily disguised, and professed to be seeking the services of one so noble and skilled for a worthy cause rather than nefarious purposes...

In the meantime, in the safety of his elemental realms, Ald-Beshab researched some magicks: magicks of which he had heard only confused rumors. The Seven Sisters, it was said, could cast spells at great distances, and either bind others to their wills or destroy them if they offered resistance. Though sketchy, the rumors of such spells set the Guhl Lord about constructing magicks which would allow him to achieve his ends by just such methods. In effect, whilst in seclusion, he researched the spells *Blade in the Soul* and *Eye of Power*. Once successful, he scribed a scroll containing several copies of *Blade in the Soul*.

Once he had heard back from his investigators as to a likely candidate for a warrior soul with which to empower the most singular blade he was to construct, the Guhl Lord, masked with protective magicks to prevent magical backlashes, destroyed High Lord Malgadan of Rabbaddesh with a variety of offensive magicks cast through the magical eye that he had just recently researched.

Transferring the soul to a container (and there are a variety of documented magicks to effect just such a transference), the Guhl Lord made the final preparations concerning the blade of cross-planar alloy (steel, adamantite, mithral, and distilled elemental essences) whose formula had been the matter of simple research, *Geas* and *Quest* spells (assisted by the Black Priesthood of Nerull) and the hiring of a few eager adventuring parties.

The final casting took only a few weeks. *Enchant an Item* and *Semi-permanency* were the main spells, with Devastate and Spell Storing magics (of which a number are widely available- examples of *Rings of Spell Storing* as well as magicks flaunted by the Seven Sisters, who unknowingly precipitated the creation of the fell blade, illustrate this profligate abundance of dangerous knowledge) backing up and augmenting the chosen spells which were cast, spectacularly, it has to be said, into the blade.

Et viola! Not a point of constitution drained, and no insanity risked. True, more than three years were spent, but not in full-time application towards this single goal. This weapon is just one of the Guhl Lord's creations whose existence is just barely hinted at in a few seldom read treatises. The Baron of Corruption doubtless has his attentions directed towards a number of other fell creations...

Notes:

*See description of *speed* powers, page 7. - Editors

+6 sword enchantments come from *Unearthed Arcana*, which introduced +6 *Defenders* and +6 *Holy Avengers*. The *Speed* enchantment was introduced into mainstream gameplay in the last *Encyclopedia Magica* volume. DMs

should consider very carefully whether they want to introduce this horrendously powerful weapon into a campaign, as the sword was virtually the life's work of an arch-mage, and has powers to match.

It should be noted that this weapon is designed to be used in conjunction with the negative THACO rule, causing additional damage on a point-for-point basis for any negative score required to hit an opponent. With the blade's Vulnerability power, this leads to a messy - but usually brief - battle indeed! - AR

XP Value: unknown

Icelord

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

Icelord is made of pure white crystal.

Type: Bastard sword, frost brand*

INT: none

Ego: none

Alignment: none

Communication: none

Minor powers: It has the powers of *Cone of Cold* and *Wall of Ice* each once per day each at the 10th-level of ability. The powers are activated by the command word "Iceman".

XP Value: unknown

Notes: *See description of powers, page 7. - Editors

Juris Est

<Frank Giles & Wade Guthrie>

Juris Est is an artifact that was created by the Lords of Law. It was many years in the making, and has many wonderful powers.

Type: Artifact or relic; Bastard sword +5, vorpal*

INT: 20

Ego: 20

Alignment: Lawful (any)

Communication: Telepathy

Primary powers:

- Does triple damage to chaotic creatures.
- *Protection from Chaos* (wielder).
- *Detect Chaos* (20 feet).
- Acts as a *mace of disruption*.

Minor powers: *Lightning bolts* (6d6 once per melee round).

Major powers:

- *Resurrect* (as a 20th-lvl cleric) once per week.
- Psionic ability: 400 points.
 - All attack and defense modes.
 - Major psionic disciplines: telekinesis and energy control.
 - Minor disciplines: ESP, empathy, levitation and precognition.

Notes: *See description of vorpal powers, page 7. One 6d6 Lightning bolt per round is a bit much, don't you think? If used as a artifact or relic, then okay, but I wouldn't let any but higher-level characters even touch this powerful item. Toning down the Lightning bolt ability to once/twice/thrice a day and making the triple damage to chaotics happen only on natural to hit rolls of 15 to 20 makes it usable by most characters. - Editors

XP Value: unknown

☆Kartok

<John D Scapper: VQYM11C@prodigy.com>

This unusual bastard sword has a hilt made up of four metallic “fingers” and a black gem embedded in the center of the wide blade.

Type: *Bastard sword*

INT: Avg. to High as Kartok is a spellcaster

Ego: none

Alignment: Evil

Communication: Telepathy

Primary powers: per Kartok, DM’s discretion

Minor powers: per Kartok, DM’s discretion

Major powers: per Kartok, DM’s discretion

Background: The four “fingers” at the base of the blade allow the sword to “crawl” around. If looked at closely, the gem in the center of the blade has a mouth and eyes below its shiny surface. The gem can be removed, and if it is, it comes “alive”, sprouting a mouth, fangs, eyes, hands, and wings. The gem is Kartok, and can cast spells of the DM’s choice. The sword becomes a normal bastard sword whenever Kartok is removed from the blade (the “fingers” no longer function). Kartok will always obey his master, but will seek to twist the meaning of his master’s words if their alignments are not compatible.

Notes: *It’s too bad John didn’t get into more detail about Kartok himself. It’s an interesting blade. Can Kartok cast his spells while within the blade? What are his stats when “alive”? As for spells, wizard, priest, or both? What spell levels? Okay, enough questions, we’ll just have to use our own imaginations on this one. - Editors*

XP Value: unknown

Lifekeeper

<a_copeab@ccsvax.sfasu.edu>

Type: *Bastard sword +2*

INT: 14

Ego: 10

Alignment: Chaotic Neutral (VERY slight evil tendency)

Communication: Speech; *Common, Chaotic Neutral, Demon, 1 other of DM’s choice.*

Primary powers:

- Can detect secret doors within 5’.
- Detect traps within 10’.

Minor powers:

- Can cast *Cure Light Wounds* on owner 3 times/day.
- Can fire 8 *Magic Missiles* per day (360’ range) (no more than 4 per volley).

Background: While the sword is chaotic neutral, it is fairly quiet, preferring to be left alone. When it does speak, it tends to be brisk and to the point; rarely tactful. The sword’s slight evil tendency is perhaps inherited from it’s previous owner of several years, a crabman demon.

Notes: *This weapon is a simple extension of a “normal” magic item, making it unique enough for characters to covet, but not so powerful as to give the owner a great advantage in combat. Nice. - Editors*

XP Value: unknown

☆*Obsidian Blade, The*

< Andrew Rochester: roch@necromancer.demon.co.uk >

The entire weapon is crafted from obsidian. There are no marks, no nicks, and no signs of wear anywhere on its surface. The hilt, even though fashioned from the same glassy substance, offers a sure grasp, and the sword is excellently weighted and balanced for a weapon of its type.

Type: Artifact or relic; *Bastard sword +6*

INT: Yes, but unknown

Ego: none

Alignment: none

Communication: none

Primary powers: No matter what plane the bearer of the sword is on, the +6 bonus of the weapon remains constant. This has led the few enlightened beings who are aware of this effect to speculate that the blade was fashioned either by or for one who expected to roam the multitudinous dimensions of existence.

Major powers:

- *The Obsidian Blade* confers *Improved Haste* on its wielder, initiated by silent act of will, up to three times in any one 24-hour period. The power lasts for 20 rounds.
- The second power is even more fearsome. When commanded, upon a successful strike or successful parry (as per the rules in the Complete Warriors Handbook), any metal blade or armor struck by the *Obsidian Blade* is affected as if by a *Crystalbrittle* spell, although affected weapons are instantly transformed into a brittle substance much resembling the material of the *Obsidian Blade*. Although there is the usual chance for an item to remain unaffected, based on the number of magical plusses that item possesses, additional magic resistance (such as that which Holy Swords can be commanded to produce) does not in any way affect this power of the *Obsidian Blade*. The blade's power must be called before initiative is resolved, and is wasted if the specific attack or parry (in the case of creatures which can attack with the blade more than once per round) that was nominated when declaring the round's actions in fact misses. A called shot is required to strike a shield with the *Obsidian Blade* in combat: shields can be affected just as armor or metal swords. This fell power can be called from the *Obsidian Blade* up to three times in any 24-hour period.

Background:

This massive, blackest sword is known to have been fashioned on Athas, the land that has been for years blasted by the unforgiving rays of the Dark Sun. How the weapon was forged, with what intent, and how the blade has found its way into Toril are just a few of the questions which surround this fearsome bastard sword. The sword is a bastard sword +6. If the sword is intelligent, as would be assumed, then there is no outward manifestation of any sentience. There are no stories of the weapon communicating with anyone or anything at any time in its past. The sword is, however, possessed of a number of very special powers.

There are a great many rumors about other powers of the *Obsidian Blade* - some of which hint at energy-draining abilities - but so few hard facts are known about the weapon that such speculation is usually confined to the conversations of chinwags who have little else to discuss. The first recorded sighting of the blade in Toril has been traced to the lands surrounding the castle of the Faceless Mage, and, as a result, speculation about the blade being in the possession of the mysterious wizard has increased. Such speculation has been fueled by a persistent account of "A mighty warrior, skin like alabaster, hair long and wild, bearing a sword so dark the blade seemed to sink the light of day"- a description that would certainly fit Voss, the Renegade, known associate of the Faceless Mage.

*Notes: A very powerful item. Best used by high-level characters or as a plot device for lower-level characters' adventures. Once again, a very well thought out, distinct and unique weapon by Andrew (also see **Chromatic Dagger** and **Hit Point Gambler** broadsword). If you want to modify this weapon for use by lower-level characters, simply lowering the *Improved Haste* and *Crystalbrittle* powers to once/day may suffice, although having a +6 weapon should be reward enough! - Editors*

XP Value: unknown

☆Prophet's Sword

<John N.: john737@popalex1.linknet.net>

Type: Artifact or relic; *Bastard sword* +4

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- All of the sword's powers can only be used by lawful good characters with wisdom 15+, otherwise only functions as *bastard sword* +4.
- The sword functions as a *mace of disruption*.
- *Cure Light Wounds* at will (once/day).

- *Cure Disease* at will (once/day).
- Turn undead as cleric of wielder's level.

Major powers: Each of the following powers causes the wielder to age when used. All powers can be used once/day.

- These powers cause the user to age one day each time he uses them:
 - *Cure Critical Wounds*
 - *Holy Word*
- These powers age the wielder one week when used:
 - *Teleport Without Error*
 - *Raise Dead*
- These powers cost the wielder one month:
 - *Resurrection*
 - *Comet Strike*
- This last power ages its user one full year each time he uses it and can only be used once: *Wish*

Background: The Prophet's sword is the semi-legendary weapon found on my campaign world, Iledorin. It was forged 3000 years ago by Baran of Red Oak, master swordsmith, and enchanted by archangels to help it fulfill its mission.

Notes: As originally written, there was no mention of the number of times each power could be used. Realistic limitations were added. Because of its *Wish* ability, and numerous major powers, I would classify this as an artifact and limit its use as a plot device for lower-level characters. Suggestion: I would age any character using a *Wish* from the blade 10 (20?) years rather than the one year specified by the author. - Asst. Editor

XP Value: unknown

Stormblade

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Type: *Bastard sword* +3

INT: none

Ego: none

Alignment: none

Communication: none

Minor powers: *Control Weather* 3 times per day.

Major power: Once a week, the wielder may shapechange into a storm giant for the duration of 1 round per level of the wielder of the blade.

Background: The secret of forging these ancient weapons are said to have died with the ancient shamanistic ancestors of various barbarian tribes (in my world).

Notes: Does the wielder get a Storm Giant's abilities as well as the physical form? - Editors

XP Value: unknown

Swords of Darkness

<Robert Johan Enters: whisper@wpi.wpi.edu>

These bastard swords' blades are not made of steel of any kind, but from the very stuff of darkness, negative material.

Type: *Bastard sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- These blades ignore any kind of armor, slicing right through it (though not destroying it).

- When striking, they do 4d6 hp damage, draining the life force of the creature hit directly. They have no bonuses to hit per se.

Minor powers: Those struck by this kind of sword for more than 16 hp must save vs. Paralyzation, or be stunned for the next round.

Background: When passing through armor or other physical objects, it leaves a trail of ice crystals and coldness behind. A very few (1% at best) of these swords has such a strong conduit to the negative material, that they do 6d6 hp damage, save vs. Death Magic or lose a level, and save vs. Paralyzation or be stunned for d4 rounds.

Notes: The 4-24 pts. of damage is pretty high, but not too bad if you consider the weapon has no pluses to hit. The blade has a definite advantage over armored NPC opponents as compared to monsters, as the blade ignores worn armor, making it a little too powerful for lower-level party members to obtain. - Editors

XP Value: unknown

Sword of Ever-Hitting

<eric@met.com>

Type: *Bastard sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Player always hits, but a die roll is needed to determine damage (if any) to the character wielding sword. The character takes damage equal to the difference between the roll needed to hit his/her opponent and what was actually rolled. i.e. The player needs a 19 to hit the opponent, he/she rolls a 12 (with all bonuses), the player hits but takes the remainder of 7 pts of damage [19 (to hit) - 12 (die roll) = 7 points of damage].

Background: The catch is that the player doesn't know how the sword works and only a *Detect Magic* can help in finding it out or a perhaps a priest healing the character may be able to ascertain the cause of the injuries. If the characters are low level, I wouldn't suggest placing the sword in the game, as only the healthy fighters or bards can really use it with its negative attributes.

Notes: if creature needs a +1 magic weapon to hit, 1 additional point of damage is taken from the wielder of the sword, if +2, 2 points, ect... - Eric

XP Value: unknown

Sword of Force (+2 sword of Force Energy)

Type: *Bastard sword +2*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This sword bestows the benefit of the spell *Shield* when drawn.

Background: Normally in the form of a bastard sword, but other forms of this weapon may exist.

XP Value: unknown

☆Taurus' Sword

<Vito Tartaglia: Vito.Tartaglia@p22.f100.n334.z2.fidonet.org>

Type: *Bastard sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- When used in normally, this bastard sword does only 1d4+1 damage and has +1 magical to hit/damage bonus.
- Once a day, this sword can be use in the “Executioner mode.” If used in this way, the sword does 1d8 +5 per user level pts of damage (i.e. a 3rd-level warrior who use the sword in Executioner mode can do 16-23 damage). If used in “Executioner mode”, the user cannot use any different weapon for the rest of the day.

Background: Taurus was the founder of FellWar Reign. His warrior ability maybe was due to his sword. After the death of Taurus, his body and his sword were vanished. Someone whispered a party found them, and the sword is back in FellWar now..

Notes: A VERY powerful weapon in the hands of higher-level characters, but... it's only a one shot deal. This is a good weapon to bail the party out of serious trouble against a single, powerful enemy, but it hamstring the powerful character who uses its “Executioner mode” to defeat that powerful enemy by forcing him to use a 1d4+1 damage weapon for the rest of the day. This weapon will be used a lot for evening or night battles, I bet! Quirky item, but can be used in almost any campaign/adventure. As an option, the DM could force the wielder to use the sword for 24 hours after using the “Executioner mode” instead of just for the rest of the day. - Editors

XP Value: unknown

Whiteblade

<Micheal J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

The *Whiteblade* is of off-world origin, its metal is white, and its steel handle is wrapped in white leather. Its powers are somewhat mysterious as they have no visible effects. It is just a bit longer than a standard bastard sword, but still easily wielded one or two handed. The *Whiteblade* was crafted to fight undead, and is actually extra-planar in origin, being the weapon of an angel.

Type: *Bastard sword*

INT: 15

Ego: none

Alignment: none

Communication: Semi-empathy

Primary powers:

- In the hands of a good warrior it acts as a *bastard sword +4, defender.**
- Renders its wielder completely immune to the draining effects of all undead and demons.

Background: *Whiteblade* has a benign intelligence of 15, meaning that while it is aware of its nature, it has no driving desire to accomplish anything... And as long as it is doing it's job, it's happy.

Notes: *See description of defender powers, page 7. - Editors

XP Value: unknown

Broad Swords

Blue-blade

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

This is a finely crafted broadsword, half of it's double edged blade is made of cold iron, and the other half is lined with refined silver. Intricate runes of an ancient language are engraved from top to bottom of the length of this weapon. Every time a new wielder lays claims to ownership of blue-blade, the runes change to fit in the said characters name and surname. The sword also records all the heroic exploits of it's prior owners in the text of these runic words. The hilt of blue blade appears to be made of transparent crystal, in truth it is made of delicate glass that has been treated with a *Glassteel* and *Permanency* spell. The crossguards of the blade are two dragons facing each other, the handle is curved to provide a sure grip for one's sword hand, and the hilt is ended in a jagged point, which is capable of inflicting 1d4 hp of damage due to its glass like razor edge.

Type: *Broad sword*

INT: Above average (13-15)

Ego: 12

Alignment: none

Communication: none

Primary powers:

- *Blue-blade* has no active bonuses to hit or damage, but due to its forging of silver and cold iron, it is very capable of affecting most creatures requiring an enchanted weapon to effect it.
- There is a 65% chance the sword will offer *Free action* as the ring of the same name if any obstacle comes in the way of the wielder in life-death situations (i.e. in a pit of quicksand, etc.).
- *Blue-blade* provides a circle of blue light in a 5 ft. diameter radius when grasped and commanded. Creatures having evil intent towards the owner of the weapon receive a -1 "to hit" on their THACO's if they fail a save vs. Spell while fighting in the proximity of this light.
- Last but not least, the fortunate owner of this weapon is instantly aware of the most formidable enemy in any group he/she faces.

Background:

The sword is highly resistant against destruction, and receives a bonus of +6 to resist crushing blows or any other forms of abuse. If it should be broken, there is a cumulative 85% percentile chance it will *teleport without error* into the awaiting hands of some crafty blacksmith.

The weapon has been rumored by bards to *teleport* out of the hands of certain individuals it dislikes, and appear in the path to those it desires to wield it. The spirit of the weapon is said to be a intelligent female of some long forgotten race of winged elves.

Blue-blade was forged in the mountains of the Astral plane by a renegade Illithid named Lexiconos, a former blacksmith turned wizard known as Ryeakin (of reputedly the human race), and Jhody, a female adventurer and creator of the infamous artifact known as Jhody's mask, whom she cunningly deceived evil powers that be into forging it for her.

The reason of the forging is unknown, but was said to be a object of art and beauty as well as a weapon to further the causes of good in the never ending struggles of good vs. evil. Some believe the sword was made to record the deeds of mortal heroes least & great, a time capsule destined to be held at one point or another in time by some NPC or PC preordained for greatness in the never-ending annals of the bards.

Notes: *When one tries deciphering the meaning of the runes, such can only be done with a successful ancient languages non-weapon proficiency roll at 1/2 the normal needed roll, and then a read languages by a rogue or a bard. Note that rogues gain a +10% bonus to their rolls. "Read languages" spells have no effect of deciphering the runes. - JC*

XP Value: unknown

Broad Sword of Accuracy

<Dennis F. Maher: maherd@stricom.army.mil>

Type: *Broad sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- This sword is considered +3 as to what it can hit.
- The sword has no pluses to hit since it hits on any roll other than one.
- The sword does only one point of damage with each hit (+ one-half the strength bonus). This makes it a kind of mixed blessing.

Notes: *If you play with a critical hit system, the character should have to roll to hit anyway - the weapon could do a whole 3 pts. of damage on a critical hit for triple damage! Seriously, not a bad item - quirky but cool, especially is wielded by a strong character with damage bonuses. - Editors*

XP Value: unknown

Broad Sword of Warriors

<Dennis F. Maher: maherd@stricom.army.mil>

Once upon a time, a mage guild got together and decided it was a good idea to create a magic item for each of the classes. Being mages, they created items for each school of magic, a staff for the druids, a harp for the bards, and a magic shape-shifting weapon for the clerics. They also created three swords and a dagger. One of these is the weapon here described.

Type: *Broad sword +5, defender**

INT: none

Ego: none

Alignment: none

Communication: none, other than pinging sound to warn of danger (see Powers)

Primary powers:

- Any magic weapon attacking the wielder of the weapon becomes the reverse of its normal pluses (a +3 weapon becomes a -3, a -1 cursed sword become a +1 sword) for purposes of attacking the wielder.
- When the sword is in hand the wielder is immune to dismemberment (such as from a *sword of sharpness* or a *vorpal* weapon).
- Sword pings (same sound as when 2 swords connect) when owner in danger.
- The weapon doesn't glow except when owner desires or detect ability is activated. *Detect Magic* is about as bright as a candle. When owner desires light, the sword glows like a *Continual Light*.

Minor powers:

- Damage from this weapon cannot be healed by regeneration. i.e. If it kills a vampire, the vampire stays gaseous until it gets hit by sunlight (which destroys it) or restored with a *Wish*, even if this takes years.
- Works as a *ring of vampiric regeneration*.

Notes: *See description of defense powers, page 7. - Editors

XP Value: unknown

Caledvwlch

(pronounced "Cal-ed-velch")

<Richard J. Rogers (Tricky D.): zrjr2@etsu.east-tenn-st.edu>

This broad sword is of dwarven make, which is evident by its heaviness and extra-wide blade (extra 1" wide). The tip is broken off, but since broad swords are used for slashing, it has no effect on to hit and damage. The sword has three blood grooves on one side, yet only two on the other side, which also bears an inscription in ancient dwarven: "Honor above all else" (translated). The guard and handle are of a single bar of adamantite, bent at the half, and with a spiral twist, ending in a Y-shaped cross guard.

Type: *Broad sword +1 to hit/+2 damage*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: *Caledvwlch* is a weapon of exceptional quality which has just recently become magical, due to the blessing of the Forgotten Realms deity, Tyr. It functions as a *holy sword** for paladins of Torm or Tyr, and does double damage to all directly opposed to Torm or Tyr.

Background: *Caledvwlch* is the family sword of Sir Gwalchmei (a current PC), and was presented to Gwalchmei's grandfather of six generations ago, Pwynt. It was given to Pwynt by a clan of dwarves for defeating a dragon plaguing their home. His own sword was broken in the pitched battle, so he fought on with only his bare-hands (or so legend says).

Notes: *See description of holy powers, page 7. - Editors

XP Value: unknown

ChickenSword

<James Hertsch: jhertsch@uncavx.unca.edu>

A long time ago, there was an apprentice dark elf, just learning his first life binding rituals. One night, after eating too much fermented fungus, he decided, "I'm going to create a Chicken Sword." He gathered some of his colleagues to discuss the idea, and after plenty of fermented fungus, they agreed with him.

That night, they snick among the human's farms, and stole as many chickens as they could. At precisely midnight, they began their foul (fowl?) rituals...

They created the *CHICKENSWORD!*

Type: *Broad sword +1*

INT: yeah, right

Ego: none

Alignment: none

Communication: Lots of loud clucking!!!

Primary powers:

- At first examination, it appears to be an ordinary *Broadsword +1*, with a chicken's head on the pommel. However, when the wielder enters combat, the sword will cluck loudly, showing the wrath of the chickens to all!!
- Every morning, at precisely sunrise, if the sword is not in its sheathe, it will crow loudly for all to hear!!
- When pulled from its sheathe, the *Chicken Sword* will crow, also, alerting all to the presence of the champion of chickens!!!!

Background: The *Chicken Sword* has not been seen since the young elves created it - it is believed that they threw it out while suffering from a very LARGE hangover...

XP Value: unknown

Earthshatter

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

This broadsword is obviously of dwarven make for it is made entirely of iron. It is a hefty weapon that weighs 75 pounds, making it unusable as a weapon by S/M characters until it determines its new owner (see Background).

Type: *Broad sword +2*

INT: 14

Ego: 15

Alignment: none

Communication: Speech; *Common, Gnome, Dwarf, Earth Elemental, and Xorn.*

Primary powers: *Earthshatter* can detect sloping passages, stonework traps, and approximate depth underground in a 10' radius.

Minor powers: The sword has the power of *Move Earth* once a day at 11th-lvl.

Major powers: *Earthquake* one a month all at the 11th-level of use. Use of the *Earthquake* is so much power that it requires the invoker to save vs. Death Magic at -2 or permanently lose a point of constitution from the ordeal.

Background:

The *Earthshatter* sword has to be first be "keyed" to an owner. This is done by covering the sword in mud and the owner buries it for two days. After this he/she must clean it in a underground waterfall speaking the dwarven word for Earth. To its "keyed" owner it weighs 7 pounds, still almost twice the weight of a standard broad sword, but to others it weighs a full 75 pounds!!

Earthshatter is so well made and the metal folded so many times over and over in its forging that it will always make its save versus Crushing Blow.

XP Value: unknown

Elf Slayers

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The metal used in these swords is flat black, and is very difficult for the dwarven masters to forge. Other weapons made of this metal (called “Zu fluct” by dwarves, which today translates as 'elf slayer' although it originally meant “kills wimpy scum”) include spears and arrows. The arrows do not affect saving throws or magic items, and the spears only give a + 1 to saves and save against beneficial spells on a 18 or better. If a faerie even touches this metal, he/she takes one point of damage per pound of metal. Note that this could be misconstrued as ego damage. Most *Elf Slayer* swords are broad swords, although other types may exist.

Type: *Broad sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Hitting a full blooded faerie causes triple damage*.
- Hitting a partially faerie folk causes double damage*.
- Magic items or armor created by faerie folk is nullified by swords*.

Minor powers: Owner gains +5 save vs. magic regardless of whether the sword is unsheathed or not. If the result of the modified saving throw is 20 or better, the spell has no effect on the owner. As a side note, beneficial spells must get past a saving throw of 2 to effect the user (-1/+1 per level the caster is higher/lower than the character).

Major powers: No magic items of any sort will function on the user as long as the sword is within a foot of him/her.

*For the purposes of this sword, faerie races include: elves, sylphs, dryads, nymphs, pixies, brownies, atomies, quicklings, pseudo- and faerie-dragons, satyrs, sprites, leprechauns, etc. Basically, any race that has some inherent magical ability or defense and would be found in a sylvan setting (see DMG#1, encounter tables) is considered a faerie race. Note that gnomes and halflings are excluded. A partial faerie race is any of the above combined with a non-faerie race (usually human). Half-elves are the most common example.

XP Value: unknown

God Slayer

<Sir Jiles: jmccoy@asntsu.asn.edu>

This is a three-bladed broad sword. The parallel outside blades stand roughly 1” apart from the center blade and are slightly shorter. The full weapon is heavy (13 lbs.) and takes two hands to wield if more than one blade is present (see Powers).

Type: *Broad sword +4 or +5* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The two outside blades can be fired as projectile weapons. They have a S/M/L ranges of 5/10/20 and do 1d8 damage (they are +2 to hit). Both can be fired at the same time, but they have to have the same target, and a single to hit roll determines if both or neither of the blades hit.
- 3-blades weapon acts as a magical +4 broad sword doing triple damage. Weight = 13 lbs., speed = 10.
- 2-blades weapon acts as a magical +4 broad sword doing double damage. Weight = 9 lbs., speed = 6.
- 1-blade weapon acts as a magical +5 broad sword that that does 2d20 points of damage vs. gods and demi-gods. Weight = 5 lbs., speed = 1.

Notes:

This weapon was thought up by a friend of mine but it looks a lot like a sword from a movie I once saw. Don't blame me! - Sir Jules

*I saw the movie! It's **The Sword and the Sorcerer** (1982)! Lee Horsley played the good-guy and Richard Lynch played the villain. The sword was called the Tri-blade. I added ranges, weights, and speeds for the three embodiments of the sword. - Asst. Editor*

XP Value: unknown

Hell's Fury

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

Hell's Fury is made of pure red iron that is always warm to the touch. The sword can feed upon the heat of the user to feed its fury. The sword has fire powers that cost the wielder hit points to use. All powers are at the 7th-level of ability.

Type: *Broad sword, flame tongue**

INT: 14

Ego: 17

Alignment: none

Communication: Speech; *Common, Fire Elemental*

Minor powers (all at 7th-level of ability):

- *Burning Hands* - Costs the wielder 1d6 Hit Points.
- *Fireball* - Costs the wielder 1d10 Hit Points.

Major powers: *Wall of Fire* - Costs the wielder 1d12+1 Hit Points.

Special purpose: The sword has a special purpose to snuff out anything related to cold or water. If it takes over its user, he or she will be forced to engage in combat of such creatures or to dump on the floor all liquids and actions such as this to oppose the enemies (Cold/Water) of the sword.

Notes: *See description of *flame tongue* powers, page 7. - Editors

XP Value: unknown

☆*Hit Point Gambler*

<Andrew Rochester: roch@necromancer.demon.co.uk>

This sword is only ever found as a broadsword. The blade is dull and black, etched with unfamiliar runes of the deities of long-forgotten mythoi.

Type: *Broadsword +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The sword, unlike most magical blades, emits no light under any conditions.
- Three power levels of the sword exist (see the table below). Before any “to hit” roll is made, the sword's wielder can elect to “gamble” a number of hit points. The number of hit points that the sword will allow the wielder to “gamble” is rolled before the wielder attacks. If the subsequent “to hit” roll is successful, then that number of hit points is added to the damage inflicted by the strike (calculated normally). If, however, the “to hit” roll fails, then the same number of hit points are subtracted from the wielder's total. It is quite possible to be killed by one's overconfidence...

HP Range That Sword Allows to be “Gambled”	XP Value of Sword
1d4	350
1d6+1	600
1d8+4	1,200

Background: The secrets of the sword's construction vanished many years ago, and only a handful of the blades remain in the Forgotten Realms. It is rumored that variants of this weapon exist that reduce the amount of damage

suffered by the sword's owner should his "gamble" fail... It is said that all weapons of this type were constructed by a Wild Mage, whose name history does not recall, for choice officers in his personal guard.

Notes:

Sorry, I keep finding these ole' weapons lurking around. This is another one from "Lure of the Serpent", by myself and Simon Noel.- AR

Very imaginative idea for a unique weapon. This is a good weapon for characters to keep throughout their adventuring careers, as it will be of more use as the character gains experience and has less of a chance to miss opponents on an attack. - Editors

XP Value: see table above.

Ironheart

<Bill Schwartz (Urklöre the Iron - Leader of Anime Adventurers): urklöre@tiac.net>

A mighty broadsword, set with rubies, emeralds, sapphires, black opals, white opals, and polished mithril. Its size and weight seem perfectly balanced, and it seems to hum with potent magical force locked within its beauty. The gold piece for the weapon alone is 10,000 gp!

Type: *Broadsword* +2

INT: none

Ego: none

Alignment: none

Communication: none

Major powers: Cold, Fire, Acid, Electrical, or Wind Blasts (character chooses which) for 4d6 damage with a 30' range twice/day total, not each.

XP Value: unknown

☆*Lotzukao Sword (Dwarf Sword)*

This blade is a golden-inlaid broad sword with a golden sculpted dwarf hand grasping the blade, guard, and hilt at their juncture.

Type: *Broadsword* +4, +6 vs. larger than dwarf-size (M) creatures

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The *Lotzukao Sword* does 1d8 damage +2 hps/every 3 wielder's experience levels (i.e. levels 1-3 = +2, levels 4-6 = +4, etc...).
- Any dwarven owner of good or neutral alignment gains a +2 bonus to CHR (and COM if used) and has all reaction encounters adjusted one category in his/her favor.

Minor powers: Any hit on evil-aligned creatures causes a saving throw vs. Spell or target is *Shrunk* (reverse of *Enlarge*).

Major powers: On any natural rolls of 19 or 20, the *Dwarf Sword* will do one of the following random effects:

1d100	Effect
01-15	Double damage
16-28	Normal damage, then remove half of the target's remaining hps (round down).
29-37	Double damage from removal of one limb; 1d4, 1 - left arm, 2 - right arm, 3 - left leg, 4 - right leg
38-45	Normal damage, then Electrical discharge for 2d20 damage.
46-78	Normal damage, then CON check or be knocked down and stunned for 1d4+1 rounds
78-95	Normal damage, then Blindness for 1d4 turns (no save; -2 AC, -4 to hit)
96-00	Immediate death. Sword stays in wound for one turn.

Background: This sword is a major treasure of the dwarven race. Any dwarves in the adventuring party would chose this treasure over any other offered or available.

XP Value: unknown

Revenge

<Scott D. Law: law@xip.nrl.navy.mil>

This broad sword is sturdy with an iron blade, a brass handle, and is cool to the touch. At night, any spirits within one mile whose deaths need to be avenged will visit the wielder - who is the only one who can see them. The spirit with the greatest need will ask the wielder to avenge it and the wielder is *Geased* by the spirit and the sword.

Type: *Broad sword* +2 or +4 (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The wielder cannot have more than one *Geas* at a time.
- The wielder will not be harmed by ghosts, spectres, or spirits nor can he/she attack them.
- The wielder cannot throw the blade away while *Geased*.
- The sword is +2 normally, exhibiting its true power (+4) only when the wielder is *Geased*.

XP Value: unknown

Throwing Broad Sword +1

Type: *Broad sword* +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Blade functions as a normal broad sword, but the character may throw it to attack up to two targets and have it return the same round. The wielder has to make a DEX check to catch it on its flight back or take full damage.

XP Value: unknown

Wizard Bane

<a_copeab@ccsvax.sfasu.edu>

Type: *Broad sword*+1, +2 vs. magic users

INT: 12

Ego: 6

Alignment: Chaotic Neutral

Communication: Semi-empathy

Primary powers:

- Can detect magic/magical beings within 15'.
- While grasped, gives wielder +2 save versus magic.
- Paralyzes any wizard it hits for 1-4 rounds, no saving throw.

XP Value: unknown

Daggers

Bane of the Dead

<Jason Cook: jwc3@ns2.cc.lehigh.edu>

Type: *Cursed dagger +5 vs. undead*

INT: 12

Ego: 12

Alignment: none

Communication: Empathy

Primary powers: Wielder must take and maintain control of the dagger (willpower checks over a week period). If willpower check is failed, the wielder begins to believe he/she is a vampire. Over the next few days, the blade's owner will become convinced he/she is a vampire, staying out of the sun and beginning to slay others for blood. The victim will eventually be driven to his/her death by the dagger's urgings. DM's discretion on how long.

XP Value: unknown

☆ *Black Dagger, The*

As the title suggests this dagger is completely black from hilt to tip. On the pommel is a luminous sun that will slowly turn into a new moon the longer the barer has it in his possession. From the tip to the guard runs a fine trench, when inserted a thick dark liquid runs from the guard to tip and into the body of the target.

Type: *Cursed (?) dagger +2, +3 vs. humans, +4 vs. other dimensional creatures, -1 vs. undead.*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

Any hit by the weapon injects liquid into the target via the blade's trench. This liquid dissolves the area that it is injected into leaving a completely "black hole." This darkness will slowly envelope the injured at a rate of 1 cubic foot every 3 turns, hits cumulative. The damage is 1d20 with 1d20 every 3 turns. This hole is continuously collapsing upon itself so that it has no mass and any non-magical item put into it is destroyed including the hand of wielder. Magical items are unaffected but instead pierce this hole of darkness letting the injected liquid leak out (but still leaving a hole in the primary victim). If this liquid is touches organic material it forms another black hole of smaller size. The *Black Dagger* itself does not pierce the black hole, but instead can passes straight through it leaving the wielder unaffected.

Unfortunately if used against large creatures, such as giants or large dragons, a critical miss will still hit the creature but the blade will break at the hilt, leaving the blade in the body and spraying everything organic for a 10' radius with the dark liquid including the wielder. The dagger is now beyond repair even with a *Wish*.

Regeneration and healing of the character can only commence once holy water has been poured into the wound at a scale of 1 vile per 3 cubic feet. This destroys the darkness but does 1d4 damage for every foot of black hole removed.

Curse: Over several months the owner of the dagger slowly appears more morbid, the skin becomes grey and the character slowly looks like a corpse. This reduced their charisma at a rate at the discretion of the DM. The character will not notice this and any attempt to convince him will result immediate denial and if pestered may become violent. The appearance of the character will improve once the dagger is no longer in his possession. If after several years the character still has the dagger he will be unable to stand daylight and will eventually become nocturnal.

Background: The *Black Dagger* was forged from a metal extracted from another dimension dissimilar to our own. Ferrus the evil Lich sacrificed half of his power to gain the metal and while smelting it was turned upon by his second in command. Before his second in command could kill him Ferrus swore revenge and disappeared in a flash of darkness into the molten metal. The metal was then forged into the *Black Daggers* by his slaves and

dispersed among his army. It is not known how many of these daggers were created but it is believed that Ferrus's power is one with that of the daggers.

Notes: none

XP Value: unknown

Cost: 100,000 GP

BlastBlade

A shabby looking dagger that would otherwise be overlooked if no attempt is made to *Detect Magic*.

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: On rare occasions (*randomly determined by DM, suggest rolling 1d20 or 1d30, 1 indicating blast occurs - Editors*) causes a small fiery blast for 6d4 damage when the dagger strikes its target. The weapon and the wielder are not damaged by the explosion.

Notes: *Interesting idea. I like how the explosion is rare (I read "random" by that). Imagine the surprise the first time it happens! - Editors.*

XP Value: unknown

Blood Claw

<Robert Johan Enters: whisper@wpi.wpi.edu>

Type: *Dagger +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Upon hitting a creature that is possessive of blood as life force (i.e. not undead or slimes or crystalline or stone creatures etc.) the dagger will automatically grow barbs and burrow itself to the hilt inside the target. Every round after the round in which it has struck, the dagger will drain an additional 2d4 hp until the creature dies or the dagger is removed.
- Removal of the dagger will cause the victim an additional 3d4 hp damage due to the extensive barbs.

XP Value: unknown

Butt Driller

<kmhk@maristb>

Type: *Dagger +1, +3 if used from behind* (great for thieves!)

INT: none

Ego: none

Alignment: none

Communication: none

XP Value: unknown

☆*Chromatic Dagger*

<Andrew Rochester: roch@necromancer.demon.co.uk>

A *Chromatic Dagger* resembles any other well-made blade of the non-magical variety.

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The dagger is capable of striking creatures which require a +2 magical weapon to hit, even though the blade itself has no magical “to hit” or damage bonuses.

Minor powers: The magic of the dagger can be called upon, once, when the dagger is thrown to hit an opponent. When the dagger's power is invoked, its deadly power is realized: when so hurled, the dagger gains +3 to hit a creature that is within 1" (10'), +2 to hit a creature that is from 1" to 2" (10' - 20') distant, and +1 to hit creatures between 2" and 3" (20' - 30') distant. Any creature successfully struck suffers the effects of a *Chromatic Orb* spell cast at 7th-level (with a lesser effect being selected by the dagger's owner if so desired at the time of letting loose the blade), accompanied by an intense flash of the appropriate hue. All saving throws are as normal. The magic of the dagger is good for only one strike, after which the blade loses all magical properties forever. If the dagger misses its target, the magic is forever wasted and the blade loses its *dweomer* for good.

Background: Originally fashioned by the disciples of the Faceless Mage for use by Maha-Juhl, the halfling assassin, it is rumored that the secrets of the fashioning of this fell weapon are now finding their way into others' possession. It is rumored that variants of this weapon exist, although, if true, the secrets of such devices' construction have not yet escaped the confines of the Faceless Mage's lair. There is a persistent rumor amongst those who frequent the libraries of Candlekeep that Maha-Juhl himself bears a most potent form of *Chromatic Blade*, whose magic functions as a *Chromatic Orb* spell cast at 14th-level.

Notes:

Here are a few more magical weapons that I have rediscovered, lurking as they were in various old files... - AR

Another cool idea from Andrew (see Hit Point Gambler Broadsword). Some options:

- *As Chromatic Orb only need hit a target to be successful, not needing to penetrate armor, perhaps the blade's spell effect can do the same. If the blade also hits the target's normal AC, then it would also do dagger damage in addition to the spell effect.*
- *Allow the magic of the blade to be used once/day.*
- *Allow the wielder to use the seven levels of the Chromatic Orb spell individually for multiple uses/day of the lesser spell effects (i.e. 7 x 1st-level effect, 1 x 1st-level effect & 3 x 2nd-level effect, or any combination of spell levels not exceeding a total of 7).*
- *Have the blade retain its magical bonus to hit creatures affected by +2 weapons.*
- *Have the Chromatic Orb power be rechargeable. - Editors*

XP Value: unknown

CoinStealer

A dagger with a golden hilt with what looks like a platinum blade. There is a small amount of tarnish on the blade which writhes in torch light. In shadows and darkness the blade never glints or betrays its wielder.

Type: *Dagger +4*

INT: Average (9-12)

Ego: 6

Alignment: Evil (any)

Communication: Speech; *Common*

Primary powers:

- The blade is intelligent and has the special purpose of acquiring money for the wielder.
- It can detect the number and type of precious metals at up to 20'.
- *CoinStealer* can detect the number and type of gems at up to 10'.

Background: My gnome thief/illusionist came across this nasty piece of work and fell in love with it, especially since the dagger was almost as greedy as he was. “Yeah Boss, the dopey lady with the tattoo has three emeralds in her sock and a silver piece under her wig”.

XP Value: unknown

Daelus

Type: *Dagger +2*

INT: Average (9-12)

Ego: 10

Alignment: Chaotic (any)

Communication: Semi-empathy

Minor powers: Once per day can fire a bolt equivalent to a *magic missile*, doing 2d4+2 points of damage, but only with the weapon's cooperation.

XP Value: unknown

Daemon Firebee's Blade (Long Dagger of Morphing)

<Del Wright: junix!dwright@sinkhole.unf.edu>

Type: *Cursed dagger +X* (DMs discretion for magical bonuses)

INT: none

Ego: none

Alignment: Evil (any)

Communication: none

Primary powers:

- Slowly polymorphs wielder into evil monster of the DMs choice, disguising the transformation by convincing the character that the changes are normal or a reward for noble deeds.
- Blade grants bonuses to hit and damage as decided by DM, but blade forces wielder to attack good creatures, masking them in an illusion of some evil creature known to the character, as well as masking evil creatures in an illusion of a good creature.

Background:

We once used a weapon that belonged to a man named Daemon Firebee. It was a small sword to the point of being a long dagger. When the person used this, he/she would begin losing subtle things. I first got a hold of it when I saw my friend disappear over a ridge in the claws of a gargoyle. So I thought. It turned out, my friend had turned into a type of gargoyle and had actually taken a virgin boy from the village to Queen Myteroria (our name for the supreme evil). I started using this weapon to "avenge" my friend and seek him out. With every battle, a new power was discovered. My DM was quite good actually. I never realized that all those golden opportunities to get XP and gold were warped. I was seeing the events as he wanted me to see them and slowly changing into a dragon-man. At first it was explained to me that I was growing stronger with the blade.

I was tanning because of the sun and wearing less due to the heat. To show you a bit of what I mean by warped, here's a typical sight for me. While wandering with the rest of the group, you feel a strong inclination to answer Mother Nature's call. While relieving yourself, you see a large man in blue tying a small girl to a tree. He unsheathes his sword and places at the middle of the tattered dress the young black. He removes the right strap and pulls it down her arm revealing a nasty scar. He then reaches to the front of his robe and you can see no more of his hand as his back is to you.

At this, I lunged after the man and split him in two with this magical blade. It shown brightly as I cut the girl from the tree, so I thought the blade was proud of the noble deed I had performed. The girl explained she was a magic user but would not tell me why she had been tied up. She promised me the gift of flight within two days and disappeared. The next day I had grown wings from my back and thought I had been made an angel, or at least a demi-god for the wonderful deeds I had been doing.

In reality, the man in blue was a bounty hunter who had finally caught the Wicked Witch of the West (corny, I know) and I had unleashed this badion. The wings were simply the next step in the conversion and the witch, being one of the more powerful and old demons, recognized it. The truth was displayed before me and I finally discovered a problem when the DM added that I felt no remorse for the valiant knight.

Just a suggestion, but if you do decide to have a *long dagger of morphing*, make it as addictive as crack and as subtle as a summer breeze. Let the fights spew forth from unsavory bad guys (who happen to be guardsmen, bounty hunters, knights, paladins, etc.) and give the possessor little choice but to fight. Explain to the group the subtle difference they see in the other as fatigue, exhaustion, drug use, etc. Let the player feel he/she is in control while

modifying and adjusting everything to fit you. After the third use, outward signs should appear. By then, let some of the people know what is really going on through legend, gossip, or flat out black and white (a history book). After the seventh time using it, it should be obvious to all but the player (send him/her out of the room, call the others at home) but it should also have firm grasp on the character. If you wish, the curse was broken by a paladin, cleric, and wizard in our game. We also had the blade heated for removing symbols by a blacksmith. The alignment might not return all the way but the player should still be allowed choice. Incidentally, if you go about removing the curse while the player is asleep (so he/she won't put up a fight) make sure he/she is not satisfied with just victory once he/she gets into another fight. The dagger will no longer reward him/her with adrenaline and magic.

XP Value: unknown

Dagger of Alignment Detection

This weapon appears to be a well-made dagger with five different small gems set in the hilt. It radiates magic if checked.

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When a command word is spoken and the dagger is pointed casually in the direction of a person or object within 30', one or more of the jewels will glow to indicate the alignment of the creature or thing (such as a magic sword) pointed at. The usual code such daggers use is as follows:

emerald = good, diamond = neutral, ruby = evil, topaz = chaotic, sapphire = lawful.

Thus, the emerald and sapphire set in an alignment dagger will glow if it is pointed at a lawful good character.

Background: The target to be identified must be visible to the holder of the dagger. The weapon's aim is not especially accurate; if it is pointed in the general direction of more than one creature or object of different alignments, the gems will glow alternately in rapid succession, making their message difficult to interpret. The alignment dagger is a normal weapon in all other respects, giving the holder no combat bonuses.

XP Value: unknown

☆*Dagger of Brawn (Brawny)*

The *Dagger of Brawn* (often referred to as *Brawny* for short) has a very distinctive appearance. Its razor sharp blade is made of onyx. The guard is made of Myhril. And the hilt is made of obsidian. The entire dagger has been magically hardened so as not to chip, break, or dull. To further enhance its uniqueness, the hilt is carved into the realistic likeness of a bare-chested, muscular, male Titan towering menacingly over a diminutive, cowering Ogre.

Type: *Dagger +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Does damage as a short sword; 1-6/1-8
- Brawny has a unique ability that effects anyone who grasps its hilt while unsheathed. The wielder undergoes a six second transformation, growing to half again his/her current height and twice his/her width in muscle mass. Visualize Bruce Banner's transformation into the Incredible Hulk and you'll have the general idea. The wielder has been transformed into a towering vision of raw power and savagery and the dagger appears to be the size of a short sword. The words "vision" and "appears" are key terms, for this is all an illusion (see Background).

The wielder is surrounded by an illusionary form wearing his/her face and his/her clothing, but looking, feeling, smelling, and sounding like a "hulked-out" version of his/her self. Brawny also grants the wielder an

aura of raw animal strength and aggressiveness. The enchantment is particularly aimed at any creature attempting to attack the wielder, making it feel that attacking this powerful adversary is the last thing it want to do. Any such creature must make a saving throw vs. Spell or succumb to the magic, suffering -4 on its attack roll (-2 for its reluctance to fight and -2 for attacking an illusionary form that is much larger than the wielder). Even if the save is made, the wielder will still be perceived in his/her hulking-out form. Thus the attacker still receives a -2 to its attack roll unless it makes called shots to the center area of the illusion, which incurs its own penalties. Creatures that are normally immune to illusions, such as skeletons and golems, are immune to this effect.

Brawny possess a kind of artificial intelligence which controls the illusion. A blow to the illusion's head, which may be three feet above the wielder's head, results in a bleeding wound. The illusion will appear to duck under doorways that are too low for it but high enough for the wielder. If the dagger is drawn in a room with a low ceiling, the illusion will not grow through the roof. It may look as if it's ducking or it may simply grow shorter and wider. And when the wielder speaks, s/he will be heard with a deeper, more commanding voice.

Background: Nobody has recorded the origins of this powerful dagger. However, due to its unique appearance and powers, it is quiet well known among sages. One of its most notable appearances was nearly 75 years ago. A halfling, calling herself the Crimson Fox, used the blade to rob the minions of an evil lord and to protect the peasants from his murderous troops. The ambushes and the rescues continued for three years, until The Fox was disarmed during one of her daring rescue attempts and taken captive. To reassert his control over the peasants, the Lord scheduled a public execution. On that day the people rallied behind their hero and revolted against the Lord, killing him, rescuing The Fox, and sacking the castle. In the confusion *Brawny* was lost. The dagger has not resurfaced since.

Notes:

This dagger can help create a lot of amusing role-playing moments, especially if the character wielding it is normally quiet and reserved. As long as the dagger is held unsheathed the illusion is in effect. Once the dagger is released the wielder transforms to normal in six seconds. Use your imagination when introducing this weapon. Just think of what the effect would be if it were in the hands of a dwarf, a centaur, or perhaps a sprite. After all, the point of the game is to have fun. - Author

I liked this item a lot. It is unique, not too powerful, and makes for a fun session when used by a good role-player. - Asst. Editor

XP Value: unknown

Dagger of Burning

<Chris Norwood: zcsn1@etsu.east-tenn-st.edu>

This dagger appears to be a normal dagger, but when a victim is attacked and struck, the dagger's blade will start to heat up. The feeling is like having a hot poker stuck into the wound.

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: To the touch the dagger's blade will feel of normal temperature until it draws blood - that activates the burning. Hits do additional 1d4 points of damage after the first hit. The blade will change color and eventually assume the coloration of heated metal if used long enough. The "good" effect is that wounds don't continue to bleed after being stabbed...

Notes: *How long does it take for the blade to cool down? How about 1 turn for every 10 pts damage it does (rounded up)? - Editors*

XP Value: unknown

Dagger of Disease

<Brian A. Rollins: barollins@aol.com>

Type: *Dagger +1*
INT: none
Ego: none
Alignment: none
Communication: none

Primary powers: This peculiar yet vicious weapon gives the victim a deadly disease on a natural roll of 19 or 20. The disease causes one hit point of damage every turn unless a successful saving throw is made versus death magic for that turn. Only a cure disease can get rid of the ailment.

Note: this weapon does not afflict paladins or any others (unicorns etc.), who are immune to disease. This weapon cannot be used by paladins. - BAR

XP Value: unknown

Dagger of Divining

<Brian A. Rollins: barollins@aol.com>

Type: *Dagger +2*
INT: none
Ego: none
Alignment: none
Communication: none

Primary powers: Allows the user to divine the location of a certain substance (chosen below) once per day. The substance must be within 20 feet. The substance is predetermined at the blade's time of creation (see table below).

1d20	Substance
1-5	Water
6-9	Fresh Food
10-11	Platinum
11-13	Precious Stones
14-16	Gold
17-19	Silver
20	Magic Items

☆*Dagger of Eternity*

<Martin Packman: packman@pavilion.co.uk>

The dagger is plain, it has a simple blade and worn leather handle. There are no command words, and due to its nature it is only found in the possession of people (see below).

Type: *Cursed dagger*
INT: none
Ego: none
Alignment: none
Communication: none
Primary powers: none
Minor powers: none
Major powers: none
Special purpose: none
Curse:

The user cannot be harmed permanently by anything. The character is immune to all forms of disease (including Mummy rot and Lycanthropy) and all *charm* and *suggestion* type spells. Even if the character is killed they will gradually reform (depending on the size of the bits) as the curse of the dagger pulls them back from death. They become a dreadful semi-undead immortal.

However they cannot kill or even harm anything, not even the smallest bug. The dagger will always hit targets that are not living (in this case living includes demons, golems, undead, elementals etc.).

Also due to the nature of its first wielder it was created so as to not let the wielder memorize spells (see below). Once in the possession of the dagger no spells can be memorized, learnt, or even read by the wielder.

The wielder cannot discard the weapon and not even a wish can remove the character from its curse. The wielder is driven by wander lust and cannot stay in one place long, but is driven onwards on an unknown quest. Unless the character's friends are deliberately following the cursed character they must stop adventuring together as the cursed character will wander off elsewhere. The character cannot keep more than a couple of gold pieces at a time and no other items except the clothing they were wearing. Anything else mysteriously disappears.

People will feel uneasy when the character is around and are always suspicious of them. This makes giving the dagger to someone else hard (see below). Partly because of this the character dislikes all company, including that of animals (so no horses).

However the dagger is not intelligent, has no ego or alignment and is merely a tool.

Removing the curse

The dagger (and the curse) may be removed by someone willingly taking it from the bearer (*charm* and *suggestion* type spells will not count). The curse will then be passed onto them. Note: only very desperate people will even consider taking the dagger from them so this is a lot harder than it sounds. When (if) the curse is removed age will catch up on them. They might be very old or nothing more than dust. If the character was killed and was reformed then with the release of the curse they will die. Interestingly enough dying like this prevents you from being raised from the dead.

Another (temporary) way of getting free of the curse is to destroy the body but even if the character is blasted into a million bits they will reform in time.

The only way to destroy the dagger is to take it to the Trickster God (who made it) and beat him at a riddles game there by forcing him to destroy it.

Background:

Hiashlar was a powerful sorcerer, but he was getting old. Although he had the powers to extend life after death through his necromancy he feared greatly the prospect of a tortured half life existence as a lich or vampire. He spent years researching for a better means of immortality, and became totally obsessed with it. Although he didn't know it he was getting closer to the answer. To close. The answer involved becoming a god, a secret that had remained concealed since the Dragon Wars when the dragons rose up to challenge the gods. The gods knew of this and sent the Trickster God to sort out Hiashlar. Permanently.

He was feeling in a mood for an twisted joke so he created the *Dagger of Eternity*. Disguised as a dark cleric he went to Hiashlar's home and presented the dagger to him. Joyously he accepted it, not knowing that it would nearly turn him into one of the very undead he despised. It took several centuries for him to get rid of the dagger and several more for the dagger to surface again in legend.

This time it was in the possession of one Ethel-loriel, a minor elven prince for many years he collected information until he found from a priest of the Trickster God that he had to beat the Trickster at his own game, riddles. In the company of a bard he traveled to the outer plane and nearly one the game. Impressed by Ethel-loriel's skill, he released him from the curse but did not destroy the dagger.

Again the dagger vanished from legend, but who knows when and where it will turn up again?

Notes: While being a particularly nasty cursed weapon, the dagger could be useful in certain adventures, particularly in any Ravenloft or undead-heavy campaigns, as the wielder can attack non-living creatures with the dagger, and would never die! Although, this is generally an item you would want to get rid of. Also, any spell or effect that would permanently destroy the body of the wielder, such as Disintegrate, would kill the cursed character, as the body is utterly destroyed by the effect. A Wish may not release the cursed character, but it could be used to completely destroy the cursed character instead, if the wisher is smart enough to word it right. - Editors

XP Value: unknown

Dagger of Grimm

<Simon McIntosh-Smith: *simon.n.smith@cm.cf.ac.uk*>

A normal looking dagger, decorated only by a symbol of an open hand on the handle. The weapon is enchanted to +1, but radiates more magic than this might warrant.

Type: *Dagger +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The reason for the surprisingly large dweomer becomes apparent when the wielder first tries to put the dagger down. As the wielder's hand opens the dagger vanishes, and a tattoo of a dagger appears on the palm of the wielder. The tattoo will remain until the command word is spoken, upon which the dagger will instantly re-appear in the wielder's hand, the tattoo gone. While the dagger is in tattoo form it will not radiate any noticeable dweomer.

Background:

Formed in the Forgotten Realms by a mage who was working for an assassin. The assassin named Grimm was being paid extremely well to kill a member of a ruling noble family in Waterdeep. The only conditions of the contract was that "death must be by a cold steel edge". The target had been warned of the attempt on his life, and was being guarded day and night. All visitors were strip searched and scanned magically to ensure no harm could come to the nobleman. And so Grimm devised his weapon, one that could be smuggled in and out with ease. Grimm paid well for the dagger, and gained access to his prey under the ruse that he could inform the lord of the identity of his intended assailant. The ruse worked, and as the lord welcomed Grimm to his study and bade him to tell his story quickly, Grimm spoke his command word and claimed his blade. The Lord's two guards were caught completely off guard and Grimm plunged the dagger into the Lord's heart, spitting these words into the dying man's face,

"Your pursuer is ME!"

Grimm fled the building before the alarm was raised, returning his dagger to its tattoo form. The guards were looking for a man carrying a bloodied knife, but none was found.

Grimm escaped Waterdeep and headed for his safe house in the upper levels of the dungeons nearby, known as Undermountain. The nobleman's family immediately announced a reward for information leading to the capture and execution of the assassin. The mage who had manufactured the blade came forward, motivated by greed, and told a false story about being approached by a man matching the description of the assassin, asking for magical assistance for the attack on the Lord. However, the mage was known for his previous crimes, and he was imprisoned. But he had already given the High Justice the information they needed to track down the assassin. They descended on Grimm's lair in Waterdeep, from which he nearly escaped but was finally slain by the youngest son of the dead lord. As Grimm's last breath was gasped, a dagger shimmered into existence in the dying man's hand, then fell from his grasp, its only decoration a small symbol of an open hand...

Notes:

Obviously the advantage of this blade is that it is extremely well concealed against most forms of detection. Only very specific searching with Detect Magic or such like will arouse even the slightest suspicion.

*A word of warning. If the wielder did not read the command word on the handle of the dagger before trying to put it down (and it becoming the tattoo) for the first time, he/she will be unable to remove the tattoo, nor get the dagger to reappear. The command word is not visible in the tattoo, which is an exact likeness of the dagger. Here are a few suggestions for command words: *deploy, open hand, manifest, perforate, conspicuous, scratch.* - S M-S*

XP Value: unknown

Dagger of Happiness

<ben@ocvaxc>

Type: *Dagger +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Similar to a *dagger of venom*, its hilt holds 6 doses of a sedative/happy drug. When striking an opponent, there is a 10% chance of the dagger injecting the drug into the opponents system on a natural to hit roll of 20. The opponent then makes a save vs. Poison. If the creature attacked fails its save, one round later it sits on the ground with a smile on its face (faces, what passes for a face). This obviously doesn't affect things not affected by poison or that don't have blood per se. The effects last 1d4 + 1 Turns. If the creature attacked makes its save, all further saves against this poison are at -2 per injection during the above duration, because the drug is still in the being's system. Since the happiness drug is slow acting, there is more of a chance that it will be injected over a normal *dagger of venom* - which is 5% - on a natural 20.

XP Value: unknown

Dagger of Healing

<Berg Oswell: berg@eskimo.com>

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This dagger heals the damage it would have normally caused (yes, it's not really a variant on an existing item, but it is twisted, especially when first presented to a PC by an NPC healer). Thus, the wielder will have to "attack" his/her target and roll "damage" to determine how many hit points the dagger heals.

XP Value: unknown

☆*Dagger of Jealous Souls*

< Andrew Rochester: roch@necromancer.demon.co.uk >

The blades of these daggers are shining steel that belie the weapons' sinister effects. The haft of the weapon varies, as each individual to whom the blade is bestowed tends to customize the appearance of the weapon to suit his or her own taste.

Type: *Dagger +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

All wounds suffered from the weapon cannot be healed magically short of a *Wish* spell. *Cure* wounds, *Heal*, *Limited Wish*, vampiric magics and so on do nothing to relieve the dull ache of the wound and help heal the body. Psionic powers likewise have no effect. Only natural healing or the most powerful spells can alleviate the pain suffered by anyone wounded with such a blade.

In the hands of backstabbing thieves, such damage becomes more than just a nuisance! The DM is encouraged to remind anyone wounded by a *Dagger of Jealous Souls* of the pain and dull ache from the wound. It is said that even when the pain has gone, the scars never heal.

Background: It is said that these daggers somehow have captured the essence of tormented souls who have failed to find rest in their life after death. The Arch-Guhl Nemothon is said to have pioneered the development of these dark and evil blades just so that victims of the steel's cruel touch would remember their wounds for many, many years to come. To the Arch-Guhl's assassins and terror troops, the blade is a symbol; an icon of the Arch-Guhl's doctrines and an emblem of the privileges that the dagger's bearers are bestowed with within the ranks of the Guhl Lord's organization. To lose such a blade is tantamount to insulting the Guhl Lord himself- not an experience anybody in their right mind would be keen to induce! As a result of the blades' importance in the ranks of the Alabaskai (the Guhl Lord's empire), and in no small part due to the whispered horrors that await anyone foolish

enough to be parted with his *dagger*, these weapons are invariably carefully guarded by their bearers- it would be a daring thief indeed who managed to wrest a blade from its owner, by stealth or otherwise!

XP Value: unknown

Dagger of Nixus

<Toph: zjec3@etsu.east-tenn-st.edu>

Type: *Dagger* +2 if thrown (See Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This dagger will double the number of *magic missiles* a mage can cast - however the drawback is that the caster must actually strike the opponent with the dagger (in melee or missile) in the round the spell is cast (the striking/throwing is the somatic component). The wielder must simply touch the target for the *magic missiles* to cause damage (the dagger is assumed to not penetrate, glancing off, but the *missiles* do damage), so the wielder may ignore physical armor when calculating THACO, although magical armor bonuses and other AC bonuses still apply. If thrown, the dagger and all *missiles* must strike the same target. If used in melee, the *missiles* may be split if the wielder has more than one attack/round. Regardless of a hit or miss the spell is "lost" from memory (or the points are deducted). Hitting with the dagger causes normal damage, but the user will gain a +2 to hit if thrown (no bonus for melee combat), so a hit inflicts an additional d4 (plus strength adjustment) damage above the *magic missiles*.

Notes: *Good wizard-only weapon. I like how the caster must simply touch an opponent, making it easier to hit with the dagger and have the magic missiles do damage. It makes the wizard choose between the sure hit of casting the spell regularly, or taking a chance on whether he/she can roll to hit and cast double the amount of missiles. - Asst. Editor*

XP Value: unknown

Dagger of Pain

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Once per day, these daggers inflict damage as does a *symbol of pain* to the target they hit, provided maximum damage is done.

XP Value: unknown

☆*Dagger of Piercing and Skewering*

<Gary Alleman: gary%mtomsa@mhs.cstat.co.za>

This blade appears a well-made, long, thin stiletto.

Type: *Stiletto*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This long, thin dagger of the stiletto variety negates normal armor due to its magically hardened blade and its ability to pierce through the links/joints.

Notes: Simple, but different, weapon. An ideal weapon for mages or thieves, who usually have some trouble hitting well-armored warriors in battle. Too bad the author didn't make up an interesting background for the blade. Oh well, now it's up to you! - Editors

XP Value: unknown

Dagger of Shadows

<Dennis F. Maher: maherd@stricom.army.mil>

Type: *Dagger +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This *dagger +1* increases shadows around the wielder. This makes the wielder invisible in heavy shadows and adds +30% to hide in shadows ability.

Background: The *Dagger of Shadows* has no effect out in the open on a sunny day or within a *continual light* spell.

XP Value: unknown

Dagger of Stupidity

<Brian A. Rollins: barollins@aol.com>

Type: *Cursed dagger -2*

INT: none

Ego: none

Alignment: none

Communication: none

Curse: This cursed item decreases the users Intelligence score by 1d6 points (predetermined and remains the same throughout the item's existence). This affliction can be removed by *Remove Curse* or *Wish*. After it is removed, the player regains 1 point of Intelligence lost every 2 days.

XP Value: unknown

Dagger of Thieves

<Dennis F. Maher: maherd@stricom.army.mil>

Once upon a time, a mage guild got together and decided it was a good idea to create a magic item for each of the classes. Being mages, they created items for each school of magic, a staff for the druids, a harp for the bards, and a magic shape-shifting weapon for the clerics. They also created three swords and a dagger. One of these is the weapon here described.

Type: *Dagger of Venom +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Doubles dagger damage when used in a backstab (2-8/2-6).
- +10% on all thief abilities that get a DEX bonus.
- Blade color changes to black when within 10' of a trap.
- Owner is immune to poison.
- The weapon doesn't glow except when owner desires, glowing the equivalent of a *Light* spell.

XP Value: unknown

☆*Dagger of Uncontrollable Flatulence*

<bigfoot@hippie.com>

Type: *Cursed dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Curse: As you can guess this dagger has been enchanted by powerful magic so that whenever a new owner touches it for the first time, it causes him/her to fart uncontrollably. This is always a bad thing when fighting animals that hunt by smell. It also causes a +4 penalty to all charisma ability checks. A *Remove Curse* spell is required to remove the permanent smell.

Notes: *Eeeeeuuuwww!*

XP Value: unknown

Dagger +2, +4 vs. Women & Children

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Type: *Dagger +2, +4 vs. women and children*

INT: none

Ego: none

Alignment: Evil (any)

Communication: none

Notes: *Subject says all. A favored weapon by all cruel hearted assassins & anti-paladins in my campaign. - JC*

XP Value: unknown

Dagger Tip

<adp89@msu>

This item appears to be the tip of a dagger which has been broken off a complete weapon. It has a hole crudely drilled in one end, so that it can be worn on a necklace or bracelet, like a charm.

Type: *Dagger +2*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- When a command word is spoken (usually engraved on one side of the tip), the *Dagger Tip* falls from whatever it is attached to, becoming a *dagger +2*. Repeating the command word causes the dagger to shrink back to its original form.
- An additional command word will make the dagger (when not in tip form) invisible.

Background: The small size and relatively harmless appearance of the *Dagger Tip* makes it an easily concealed weapon! When in weapon form, the grip is hollow - the pommel unscrews to reveal a compartment containing thief's tools.

XP Value: unknown

☆*Dancing Dagger*

<Gary Alleman: gary%mtomsa@mhs.cstat.co.za>

This dagger appears to be nothing more than a normal dagger.

Type: *Dagger*

INT: none
Ego: none
Alignment: none
Communication: none

Primary powers: The dagger's special ability is that it can be thrown at an opponent once per day with an order to "dance." At this point the *Dancing Dagger* will come to life and will fight by itself as if being wielded by the owner (all bonuses and penalties apply). The dagger will remain animated for up to half an hour, until commanded to stop by the activator, or until the activator dies/ loses consciousness. It can be told to attack a different opponent to the original.

Background: It is especially useful for backstabbing, for use by a mage or for use in a crowded situation where there is no space for another body to attack something.

Notes:

The Dancing Dagger was particularly useful to me as I was playing a magic user in a very small party consisting of a mage, a thief and a Paladin. We were sent on a quest to find various artifacts and it and as a result were frequently forced into fights. This weapon is very powerful for low level characters but becomes increasingly less important as the player's power grows. - GA

This dancing weapon's abilities are different from the standard "dancing" abilities note in the DMG so its type is not noted as a dagger of dancing. See description of standard dancing powers, page 7. - Editors

XP Value: unknown

Darkfang

<Kevin L Seachrist: kevster@brahms.udel.edu>

This extremely powerful dagger is made of pure adamantite, and is therefore unbreakable by all means available to humanity, magical or mundane.

Type: *Dagger* +3

INT: 9

Ego: 15

Alignment: Neutral (any)

Communication: none

Primary powers: *Darkfang* slices through metal armor like paper, negating all non-magic body armor protection, but not the bonus for shield use, or any dexterity bonuses. Magical armor allows the bonus only to be added to the opponents adjusted armor class (i.e. a man in +2 plate mail with a +1 shield and dexterity bonus of +3 would be considered AC 3 (+3 total magic bonus, +1 for shield, +3 for DEX = +7 total, to be subtracted from base 10) instead of -4.

- Against the adjusted bonus, *Darkfang* receives no further "to hit" modifier.
- Due to their enhanced hardness, armors of +3 or better use their regular base instead of 10.
- Against natural armor classes, and against armors of +3 or better (hard enough to resist the black blade, though it will certainly scratch or even pierce the armor to some degree, except that of adamantite) *Darkfang* is simply +3 to hit.

Minor powers: On a natural 20 or 19 if this is a hit, *Darkfang* cleaves the major blood vessels of the opponent's neck (if applicable) killing it in 1d3 rounds, and incapacitating it in one round.

Major powers: *Darkfang* can completely *Heal* its wielder once per month, and may do so at its discretion.

Background:

Because of its powerful magical nature, the black blade possesses a personality and exceptional ego. Only a thief of a neutral alignment may wield the dagger (any neutral alignment, though the dagger prefers chaotic neutral, and neutral good will often receive sneering remarks from the weapon). Any other aligned person will find the dagger resisting all of his/her actions, to the point of the dagger outright forcing a weak-willed user to impale himself. *Darkfang* may speak aloud (and often does) or communicate telepathically with the wielder.

Darkfang's vanity is such that no other melee weapon used by the wielder will be tolerated. An off hand weapon is acceptable, as long as it is no larger than a short sword (an ego thing to *Darkfang*) and as long as *Darkfang*

always remains in the primary hand. Violators of this will find themselves much at odds with a weapon of near-artifact power.

Darkfang's most famous owner was Kragg Darthanon, a Torethian warrior/thief who wielded the blade in the Second Shadow War (my pre-Dragonshadow DM-ing days). Both dagger and man disappeared several years later.

Notes: Out of respect for the player, if anybody uses this item, please either give it a new name or have it endlessly prattle on about a thief named Kragg who was a better owner than the present one. - KLS

XP Value: unknown

Diamond Dagger

The diamond dagger is a dagger whose blade is made of magically reinforced diamond. The blade will cut any non-magical material (flesh of “magical” monsters is non-magical) easily. The hilt is made of steel and adamantite.

Type: *Dagger +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The *Diamond Dagger* will reduce any non-magical armor class to 9, although any bonuses for dexterity, etc., are still applicable.
- The dagger acts as a *dagger +3* and will do so against magical armor too.
- The dagger will also cut most any material; stone like butter, metals like sand, and wood like flesh. It can be used to cut open chests, doors, carve stone, shape metal, etc.
- The damage done by the dagger is as a short sword (1d6/1d8).
- This dagger need never make saving throws, unless it is being hit with (not hitting) a weapon or object of mithril or adamantite, whereupon it will shatter if failed.

Background: The dagger has no bonuses at all against materials that are made of alloys of mithril or adamantite. The dagger is balanced for throwing, and will always hit blade first and will always sink in to the hilt, although not through mithril and adamantite.

XP Value: unknown

☆*Druid's Sacred Dagger, The*

<Schaffer Bernhard: bejoscha@ping.at>

The dagger is about 25cm long (15cm blade) and 12cm broad at its handle. It's completely made of wood and feels absolutely smooth. There is a darker red inlay in the lighter brown wood, both at the handle and at the blade. The inlay on the blade shows a spiral, the one on the handle shows runes. The wood of the dagger is extraordinary strong. It works like a normal steel dagger and can't be burnt or hacked. The dagger can break, but only if the force could also break a steel dagger. The dagger is an excellent throwing dagger, but gives no bonus at all - but still there is great magic in it!

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The dagger ignores every organic protection including leather, wood, or animal hides. All AC from such protection can be ignored! This also includes barricades such as wooden doors, etc.... Note that only the BLADE has this magic. If you throw the dagger against a tree it would cut without resistance until the hilt touches the wood! It should be noted that the dagger doesn't suit well for carving or other wood-work. It's too unhandy for such a work, as it passes *too* easily through the material.

Minor powers: If the dagger is put into the earth blade-first and a special command is spoken (deciphered from the runes on the hilt), it grows to any of the following things the user wishes:

- A wooden long sword with same abilities as the dagger.
- A wooden staff with same abilities as the dagger.
- A big aspen-tree (needs enough earth, so this wouldn't work in a pot...).
- A small wooden hut (1 room, not furniture, 1 window, 1 door, no chimney).

All those forms last for 24 hours or the equivalent of one day in the setting and can't be changed before the effect expires.

Background: The dagger was made by an powerful Hierophant (18th-level druid) who gave it to one of his servants (also a druid, but of a lower-level) for a reason long forgotten in history. The servant lost the dagger and nobody knows where it is at the moment (Well - one of my partymembers owns it :) - SB)

Notes: *A weapon that can be used in almost any adventure. It gives an advantage against opponents in leather armor and many creatures with natural armor, but is not overly powerful, as it has no other combat bonuses. The Minor powers can be used and are creative. It's kind of a switch - most magical blades wish to ignore metal armor! - Editors*

XP Value: unknown

Elven Dagger

This weapon, created for elven warrior commanders, is fashioned of a mithril-silver and steel alloy.

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- It possesses the ability to detect giant-class creatures at a range of 200' outdoors, 100' indoors or underground (for a list of giant-class creatures, see [Unearthed Arcana](#) page 22). The blade of this dagger glows a faint white-blue color when such a creature is at the extreme range of its detection ability. The glow intensifies as the giant-class creature gets closer, until the blade is shining with the equivalent of a *light* spell. If desired, the dagger can be commanded to dim its light or to withhold its radiance when stealth and concealment are important. The blade glows only when giant-class creatures are near, not by any command.
- This dagger is +3 to hit and to damage giant-class creatures only. When attacking other creatures, it is considered to be a +1 magical weapon, but it strikes and wounds as a normal dagger.
- Any giant-class creature that holds or touches the weapon receives 1-4 hp damage per round of contact.

XP Value: unknown

Faz'al Notchar's Enchanted Dagger

<John Drinkall: cmsajmd@pegasus.huddersfield.ac.uk>

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The dagger can hit creatures that can only be hit by +1 or better magical weapons, but with no to hit/damage bonus.

Minor powers: The blade has the ability to *Mend* on command.

Background: A simple blade with no abilities other than being imbued with *mend*. Faz'al has experienced desert warfare and this knife could be used to slice open an enemy's tent, step inside, then use the enchanted blade upper edge to seal the fabric.

XP Value: unknown

☆*Haram Nightfall's Deathdagger*

<Excalibur: till3@juno.com >

The dagger's blade is made of adamantite, and engraved in it are drow runes. On one side the runes read: "My Hope", on the other side it says: "Your Doom". The hilt is also made of adamantite, but it is covered with pictures of bones drawn with fine lines of onyx and iron. It ends in a small sculpted elven skull set around a big ruby (15,000 gp worth, to give you an idea). When found, the dagger is freezing cold to the touch, although it will not cause any damage on the wielder.

Type: Artifact or relic; *Cursed dagger* +5

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Asides from being a dagger +5, anyone hit with the dagger must save vs. Death Magic or die instantly. One can see the life leave his eyes as his body turns cold and his features contort in pain and fear. The save has a penalty of -26, but this is reduced by 1 for every 2 levels or hit dice that the victim has. If the save is failed, the victim dies as described above, and the *Deathdagger* absorbs the life-force. The DM has to keep track of the number of hit dice that the dagger has absorbed.
- If thrown, it returns to the hand of the thrower at the beginning of the next round.

Minor powers: none

Major powers: none

Special purpose: none

Curse:

Every time the wielder of the dagger kills someone with the dagger, he/she will experience nightmares in the night following the use of the dagger. At first, these will be blurry and will not make sense (images of red glowing eyes, hands with iron claws reaching out for him/her, or visions of death, etc.).

The owner might also wake up to find that one or more of his/her hairs have changed to gray or white. As the wielder kills more, though, the dreams will be more and more realistic, and may include speech. He/she will wake up in pain in the middle of the night, and be unable to go back to sleep. His/her skin may take on a pale, eventually almost gray color, and his/her hair will continue turning white. If the character has short or no hair, it will grow over- night.

Occasionally, the dagger will appear in the owner's hand when he/she is not willing or not even expecting to fight (this may be in an inn, when trying to bribe the guards, etc.). The character then must make a wisdom/willpower check. This check has a -1 penalty for every 5 hit dice above 30 that the *Deathdagger* has already absorbed. If he/she succeeds, the dagger may be put away. If not, it attacks the nearest opponent, or, if none are around, the nearest creature (which may include strangers or allies!).

The character will eventually turn into the complete image of Haram Nightfall at the time of his death (which is also what he will see in his dreams): A frail, old (VERY old!) drow, whose infravision eyes glow their natural red, whose teeth and nails have been replaced by sharp - pointed fangs and claws, respectively, made of iron (but enchanted to be durable and stainless). In the last stage, the character's equipment will melt into long, white and black robes, an iron staff adorned with skulls, and a big, black spellbook. All of these are magical, but this is not the place to describe them; Just this much: Together, they will grant an AC of -5, and give a +5 on all saves.

This transformation will happen at 107 absorbed hit dice. At 108, the victims soul will be destroyed (no save) and the body will be taken over by Haram Nightfalls spirit, thus restoring him to life (He is a 26th level Death Priest and a 28th level Necromancer). NONE of this should be known to the player unless he engages in excessive research and finds it out; Unless he knows ancient drow, he will not even know what the runes mean.

The dagger cannot be thrown away, lost, or taken, unless the wielder is killed. Not even a *Wish* can change this. (True dweomers from extremely high level characters might, though this is left to the DM - I wouldn't recommend it; In this case, the connection may be broken, and the character return to his old form).

The only way to destroy the weapon and dispel the connection is to find Nightfalls spirit (which may haunt his old dwelling place, an former underground hideout of a drow army, infested by these drow, who Nightfall turned into undead servants, and two of his former apprentices, Driders, who have taken to Lichdom in order to guard his crypt, and many other unpleasant surprises...), and hit him with the dagger. (this is not known to anyone besides Nightfall himself, so let the player come up with the idea) An explosion of magic and life-force will occur, destroying Nightfalls soul and negating all magic within a mile radius (no save, not even for that +10 *Holy Avenger* sword!), including the dagger, which becomes a regular weapon that may never be enchanted again. The explosion causes 4d6 points of damage on anyone within a 100' radius, and knocks everybody within 500' out for 1d10 turns.

Background:

This is not a regular magical dagger! It is an actual Artifact of great power -- and an equally great price! It was created by the Archnecromancer and High Priest of Death, Haram Nightfall. This drow is one of the most important historical figures on SILICUS, and one of the most dangerous, too.

Even in death.

As the dagger absorbs more and more hit dice, the ruby will slowly start to glow, and the weapon will grow warm, then hot to the touch. Right before the end, the ruby will shine so bright it hurts even humans to look at it, and even the wielder will hurt (even though no actual loss of hit points will occur) from touching the weapon.

Notes: The greatest fun for both DM and player is having to figure out what the hell is going on with all those dreams and the change. At the DMs discretion, the player may gain some powers, such as spell use or hit points, magic resistance etc. of Haram Nightfall as the dagger absorbs hit dice. - E

XP Value: unknown

Hulkorn "The Bloodblade"

<Andy Richards: arichard@mltsa.att.com>

The blade of the dagger is about 12" long and is made of a very dull-looking metal. The handle is bound in a pale leather (human skin), but it is the pommel which makes this weapon stand out. Carved to represent the face of a leering gargoyle with its mouth open, it has eyes of luminous white pearls which become blood red and glow slightly when the weapon's special power is used. *Hulkorn* is weighted in such a way that throwing it is impossible; such attempts always miss.

Type: *Dagger* +5

INT: none

Ego: none

Alignment: Neutral Evil, although any alignment may wield with no ill effect.

Communication: Speech; *Common, Gargoyle(?), Margoye(?)*

Primary powers: When a hit of natural 19/20 is inflicted upon any creature, the dagger will stay in the wound and cannot be removed. Blood/ichor will then spray out of the gargoyle's mouth in *Hulkorn's* pommel, inflicting a further 2D4 for the next two rounds after which the dagger may be removed. This power is obviously ineffective against creatures like undead, golems, etc. which lack a circulatory system.

Background:

The dagger, which currently claims that its name is "Hulkorn," has verbal capabilities and is sarcastic, cutting and rude.

Hulkorn's origins are shrouded in mystery. Uhas of the Suel house Neheli mentions the weapon in his "Chronicles of Secret Times," which has led some observers to speculate that Lord Vecna himself may have been the weapon's creator. Others dispute this, however, noting that its construction style and balance are characteristic of gnomish weapon design approximately 1,100 years ago. Its association with blood and the "corruption" of the white pearls when its powers are used, they say, indicates that the crafter was probably a priest of Urdlen.

Regardless, the dagger has had a long and colorful history. Its first recorded wielder is D'toum, a weapons-master of house Neheli who recovered it from an agent of the Spidered Throne of Vecna shortly after the Rain of

Colorless Fire. The dagger remained in the hands of the Keoish for many years, and was often given to the Empire's trusted agents for missions of importance. Presented to General Zhirnov by King Tavish I in honor of his success against the Giant-kin of the Crystalmists in 321 CY, it was lost in the confusion when the aging general attempted to assassinate Vladimir Sulekos prior to his coronation as "Tavish II."

Subsequent accounts of the weapon's appearance are fragmentary. The sage Nico of Port Toli reports identifying the weapon for the mercenary Yevstafo in 453 CY. Yevstafo was found dead in the port of Blue several years later, however, and the weapon was not seen again until 497 CY, when weapon-master Durim of Irongate reported seeing the blade in the possession of one Currail, an adventurer from a small province of the Pomarj peninsula named Danreigh. Currail was reportedly slain when the Pomarj was overrun, and there have been scattered but persistent reports of the weapon's use among the Pomarj humanoids until shortly before the Greyhawk Wars.

The last reported sighting of *Hulkorn* was extremely recent. Agents of Greyhawk positively identified the blade in the hands of "Ace," one of their contacts who is currently head of the temple of Syrul in Fax. Despite his half-orc background, he is said to be a prominent member of the covert resistance against the city's occupation by Turrosh Mak and his humanoids.

XP Value: 2,000

☆*Infusix*

< Andrew Rochester: roch@necromancer.demon.co.uk >

This weapon has a blade fashioned from a dull, matte black metal that is not easily tarnished. Any nicks or scratches that appear repair themselves in 1d4 days.

Type: *Cursed dagger +4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The dagger appears to be a normal +4 weapon (the bonus applying to both the to hit and damage rolls) until the weapon deals its 9th killing stroke. At this point, the wielder feels an intense pain in the hand bearing the weapon: upon inspection, he will discover that the weapon has bonded itself to his hand! The wielder's fingers graft themselves into the hilt of the weapon, making release of the dagger impossible. This situation will last until the dagger/arm is used to deal out another 9 killing blows. At this point, the bearer becomes instantly aware of the ability to withdraw the dagger into his own body, restoring his hand to its former state. The wielder can produce and hide the blade instantly with a single thought, and furthermore the blade can be varied in length between that of a knife and a short sword (with the corresponding changes in the damage inflicted). When the blade is present in the wielder's grasp, the hilt grafts itself to the user's hand once more.

Curse: A successfully cast remove curse spell will purge a character of the dagger, whether cast before the 9th or 18th death blow, or thereafter. Upon the dagger-wielder's death, the dagger will appear as a normal weapon in whichever of the bearer's hands last grasped it.

Background: The origin of this unique weapon is unknown.

Notes: Here is the text for a couple of blades I created with Simon Noel as a part of our 65,000 word module "Lure of the Serpent" (now complete). Enjoy- but make sure T&R keep their hands off them! - AR

XP Value: 800

Lecrucia the Thirsty

<Aaron Miaullis>

Lecrucia is a magical dagger of grey stone with 8 small diamonds embedded in the hilt. The dagger was crafted by an ancient, matronly, ogre mage for really painful rites of summoning. The ogre cast her soul into the dagger when her temple was overwhelmed by troops of the good order. She has been causing more trouble ever since.

Type: *Dagger +X* (see Powers)

INT: 17

Ego: 17

Alignment: Lawful Evil

Communication: none

Primary powers:

- +0 base to hit/damage.
- +1 vs. things with blood .
- +2 vs. high elves.
- +3 vs. grey and drow elves.
- +6 vs. vampires (they have a lot of blood).

Major powers: 2d12 blood drain AT *LECRUCIA'S WILL* (sustains her life force, *suggest DM rolling 1d10 or 1d12 on hit, 1 indicating a blood drain - Editors*). A willpower contest with her wielder can prevent the blood drain if the wielder wins, but *Lecrucia* will turn against her master if he/she won't let her drink. If she gains control, she will plunge herself into her slave's heart and drain him/her or her completely. She can only drain blood eight times per day, the number of the diamonds on the hilt. When she drains blood a diamond turns red.

XP Value: unknown

Masteran's Throwing Dagger of Instant Return

<zKharra Dom: nsbos0340@alpha.nsula.edu>

This item is most likely found in the hand of an enemy mage or a dead mage while spelunking in a dungeon crawl. It is a beautifully made dagger. The hand it is found in usually has calluses.

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The dagger, once thrown, is bonded to the thrower. If thrown it returns instantly to the hand thrown from after striking. If dropped it returns to the hand dropped from. In fact, nothing will remove it from the hand it was thrown from. The spells enchanting it are pretty powerful so *Dispel Magic* won't work as an easy solution (*Perhaps dropping it into a Vacuous Hole? - Editors*).

XP Value: unknown

Potracos

Type: *Dagger of Healing* (see above)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: A *dagger of healing* that works normally twice per day. However the third time it is used it does regular damage. It has a white handle, or black if you want to be perverse.

XP Value: unknown

Razor

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

On the mention of the word "vorpal", a nifty dagger of my own devising came into mind. This is a dagger known as *Razor*, and it is justly named so. In appearance, the dagger's blade is edged in diamond, and the rest of it is made of mithril and adamantium alloys. The dagger's handle is encrusted with various rubies and gems, and the hilt is studded with a rare pearl from the depths of an ancient sea that has the imprisoned soul of a sahaugin noble contained within it.

Type: *Dagger, vorpal**

INT: 9

Ego: 14

Alignment: Neutral

Communication: Semi-empathy

Primary powers:

- *Razor's* blade extends magically to the length of a long sword in order to sever an opponent's head on a natural 20. The only pitfall of this is that *Razor* has no magical bonus's to hit, thus, if the DM rules it, it cannot affect a creature requiring a + to hit it. So, you can try to cut the head off a vampire, the dagger may not be successful, heh-heh.
- Another benefit of *Razor* is that it cuts through any object as if it were butter; metal armor, leather, chain links offer no resistance upon it's strikes. *Razor's* edge will always inflict 4 HP of damage to any opponent who is struck.
- The dagger can detect intelligent life in a 30 foot radius when grasped and commanded, it does so by vibrating and pointing in the general direction of the creature it detects.
- The dagger glows blue when danger is upon the wielder.

Minor powers:

- *Razor* confers a 50% ability to *Feather Fall* if a opponent should fall from a precarious position.
- The pearl is highly enchanted, it bestows anti-venom upon the wielder.

Background: *Razor* is quite intelligent, the sorcerer who aided in its forging housed the life essence of his familiar in the blade, a black crow.

Notes: *See description of [vorpals](#) powers, page 7. - Editors

XP Value: unknown

Shadrax's Blade (Metalbane)

<Scott D. Schimmel: schimmel@red.seas.upenn.edu>

Type: *Dagger +4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The dagger can be thrown to double normal range (20'/40'/60') and return to the wielder's hand.

Minor powers:

- On command, the dagger can be electrified, causing 20 points of electrical damage plus normal damage (save vs. Spell for half). When electrified, the blade also ignores metal armor of any sort to cause electrical damage, although a successful to hit roll against the opponent's normal AC indicates the dagger itself also does damage. The electrical effect can be performed 5 times (5 charges) per day, no more than once per round.
- The dagger's "charges" can be fired as a single lightning bolt (*all* remaining charges discharge), causing 2d6+2 damage per charge remaining (again, save for half.)

Background: Once used by the evil mage Shadrax. All in all, a very nasty weapon.

XP Value: unknown

Shorty

<Jim Vassilakos>

This long, thin-bladed dagger possesses its wielder with a desire to steal and kill, turning the wielder toward a shade of evil. The dagger has a playful mentality but a limited intelligence.

Type: *Dagger +4, dancing**

INT: 6

Ego: 8

Alignment: Evil (any, but other alignments may use without penalty)

Communication: none

Primary powers:

- In the hands of a thief, the blade allows a plus 50% on opening locks (up to a maximum of 99%).
- Moreover, it can cut through most magical seals (similar to *Knock*, 8 charges, rechargeable).
- The blade does a base 1d6 damage and attacks twice per round whether thrown or held in melee, regardless of wielder's level, specialization, or enchantments.
- The blade may dance for only 3 rounds/use. It must then rest for 3 before dancing again.

Major powers: *Shorty* may excrete a magical poison once per day (save vs. Poison; lethal vs. lawful creatures, others take 6d6).

Notes: *See description of dancing powers, page 7, although this dagger modifies some of the powers. - Editors

XP Value: unknown

Silent Blade

It was, of course, made for a thief... Unbalanced and not made to be thrown (always misses). It also has a small secret compartment in the hilt big enough to hold a few gems or a ring or two...

Type: *Dagger* +3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When drawn from its sheath, the blade activates a *Silence 20 yard radius* spell.

XP Value: unknown

☆*Smat's Dimension Door Dagger*

<GMcDermott@MetLife.com>

A common-looking steel dagger with a silver-inlaid blade. The dagger has a straight-bar guard and a teak handle held onto the blade by spherical silver pommel. One side of the teak-wood handle has an engraved picture of a door surrounded by the outline of an open hand. The weapon is weighted and balanced for use in melee attacks and cannot be thrown with any accuracy.

Type: *Dagger* +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: By placing the door-engraved side of the dagger's handle against his/her palm, the character may choose to project a dagger melee attack over a distance of 5' per wielder's experience level. The weapon does this by opening a small dimension door between the blade and its intended target. The wielder need not have a clear line-of-sight to his/her target in order to project the attack, but must be able to see the target to hit it. Intervening obstacles give the intended target the benefit of partial cover. Any distance greater than 30' is considered long range and confers a +1 penalty to hit the target. Any distance greater than 60' confers a +2 to the wielder's THAC0. The wielder may invoke the blade's power as many times a day as he/she has INT points.

Background:

Smat Spellmeister, an adventurous human Summoner of some renown in the Moonsea area (creator of the spells *Smat's Seeking Stormcloud* and *Smat's Sensual Slave Summoning*), was always content to sit back and watch as he directed his summoned creatures to protect him and his party members from their enemies. During one particularly long and heated battle, he had surrounded himself with loyal creatures as was usual, but the party's particularly powerful enemies killed off all his pets with ease. Physically weak and fearing the inevitable result of melee combat against stronger foes, and having used up the remainder of his spells, Smat found himself of little use to his party for the rest of the bloody battle, and he felt a little remorse at his inability to do more for his friends. Smat later devised an enchantment for a magical weapon that would allow him to attack his foes physically, but remain at a safe distance from their counterattacks.

Meant to be a weapon for wizards only, Smat has also been commissioned by several elven fighter/mages to place the same enchantment on larger blades for their use. Smat is currently engrossed in research to develop a spell that will enable any weapon to perform as his dagger does, but for a limited time.

XP Value: unknown

Squeaking Dagger of Throwing

<fitz@toadhall.equinox.gen.nz>

Type: *Cursed Dagger of Throwing*

INT: 4

Ego: 12

Alignment: none

Communication: Speech; *Common* (especially with the prospect of some action!)

Background/Curse:

Something for the thief of the party... The incredibly *keen* (and I don't mean sharp!) *Dagger of Throwing*, which totally loses it at the prospect of action... Picture this:

The thief is stealthily sneaking around the not-very-alert guard, making brilliant "Move Silently" rolls, when this blasted knife starts squeaking "There's one! Ooh! Ooh! Pick me! Pick me! Throw me at him, I'll get the job done! Go on, you know you want to..." (etc. etc.).

And of course, you can *never* get rid of it, like the Cat in the Hat, it always comes back.

XP Value: unknown

Throwing Dagger

<Kenneth R. Lipka: ferret@warriors.engin.umich.edu>

This little gem is neat. It is a dagger that is enchanted to have incredible bonuses to hit when thrown. In fact, it is so enchanted that it tends to have the nasty habit of throwing itself.

Type: *Dagger +X* (DM's discretion) *when thrown*

INT: 9

Ego: 3

Alignment: none

Communication: Speech; *Common*

Primary powers:

- Any time the character points at something (or even makes a gesture that could be mistaken as pointing or indicating) the dagger will immediately launch itself at that object.
- After it strikes, it will wait a bit until it returns to the wielder. (*How long? Suggest 1d4 rounds. - Editors*)

Background: This object could be intelligent and extremely apologetic ("Sorry about that... Reflex!").

XP Value: unknown

Thrown Dagger of Backstabbing

Type: *Dagger +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- This dagger allows the thief to backstab one category higher (from x3 to x4) once per day on a thrown backstab.
- It will return to its owner once per day.

XP Value: unknown

Vampiric Crys dagger

Type: *Dagger +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- When wielded by a thief, it does *vampiric touch* (3d6 damage) once per day.
- This dagger sheds no magical light when drawn.

XP Value: unknown

Vanquisher

<Big Daddy>

Type: *Dagger +2 (+3 vs. large creatures).*

INT: 17

Ego: 19

Alignment: none

Communication: Speech; *Common, Ogre, Bugbear, Lizard man, Fire Giant, & Hill Giant*

Primary powers:

- Can read magical runes.
- Detects Good/Evil 100' radius.
- Detects invisible objects 1' radius.

Minor powers: *Teleport* wielder once per day (to known location).

Special purpose: Slay non-human monsters.

- Special Purpose Power: Paralysis 1d4 rounds on hit, save vs. Spell to negate.

Background: Notice no alignment. This has helped promote the vigilant search that develops whenever this weapon is known to be around. It has been pawned for @30,000 GP by one player in our group who was an assassin. Needless to say, he retrieved the dagger after the sale. Oh, the dagger no longer has an alignment due to the fact that as long as its special purpose is kept it doesn't care who uses it.

XP Value: unknown

Vengear

<Robert Johan Enters: whisper@wpi.wpi.edu>

This small dagger has been powered with an extremely potent dweomer. It has no plusses or any other bonuses when used in regular combat.

Type: *Dagger*

INT: none

Ego: none

Alignment: none

Communication: none

Major powers: When the true name of any creature seen by the wielder at some time in his/her life is spoken aloud, and the dagger thrown, the dagger will automatically strike that creature, wherever that creature may be. Thus if necessary, the dagger will sail through the planes to seek and hit the creature. Upon hitting under such circumstances, the effect of a *Harm* spell (the reverse of *Heal*) will automatically affect the target, and then damage for the dagger will have to be calculated. Note that this does not necessarily kill the victim. First roll 1d4 for hit points left after the *Harm* spell, then 1d4 for hit points lost due to the dagger.

Background: There is only one of these daggers known to be around, and this was the item that finally brought low the infamous Piraz the Mad. The hand that threw the blade is thought to have been that of Saicha La Vallee,

Azith Degg's wife. Her powers and actions throughout the long wars are a mystery. It is certain that she played a large role behind the scenes in organizing the campaign led by her husband.

XP Value: unknown

Katanas

Blindside

<Jason Cook: jwc3@ns2.cc.lehigh.edu>

Upon first glance, this sword appears to be nothing more than a long, bladeless katana hilt. However, the blade of the sword is invisible. Once the hilt is lifted, the wielder (only) is able to see the blade.

Type: *Katana* +5

INT: 14

Ego: none

Alignment: Chaotic Evil or Neutral Evil

Communication: none

Primary powers:

- *Blindside* grants the wielder the ability to *Detect Invisibility* twice/day
- The first attack on any opponent gains a +2 bonus due to the fact that the blade can't be seen.

Minor powers: The sword also grants the wielder the ability to turn *Invisible* twice/day.

XP Value: unknown

Ebonblade

<Thomas Weigel: nsbos0340@nsula.edu>

This blade is the work of Anton the Smith, an elven metalworker and mage of great power. In balance and heft it is near perfection, giving a non-magical +2 to hit, and +1 to damage from its edge. Anton's sword is a dark grey metal, similar in shape to a katana, and very undecorated.

Type: *Katana of quality* (+2 to hit/+1 damage)*

INT: 5

Ego: none

Alignment: none

Communication: Empathy

Primary powers:

- *Ebonblade* is enchanted to affect almost any creature with its blade, and it damages creatures as if it was a +5 magical blade (though it derives no bonuses to accuracy or physical damage).
- A supplementary enchantment, added by Anton where "space permitted", is a spell of skill. This enchantment lends the wielder proficiency in the use of the sword, as if the wielder were specialized. It will not add its skill to someone who is already specialized, however - it will only provide any necessary skills which are not already present. This enchantment also causes the sword to act in the same manner as a cavalier's weapon of choice for number of attacks (the character has a number of attacks as if 5 levels higher).

Background:

The blade is somewhat intelligent, about the sentience level of a very young child: able to perceive the environment, understand things within its experience, and have somewhat undefined feelings of right and wrong. It is definitely on the side of "good", but its morals are somewhat hazy. Most things are handled on a case by case basis, as offensive or acceptable or "the right thing to do". These feelings it can transmit to the wielder, with the wielder fully aware of the sword's approval or disapproval (yes, the owner is aware that these are emanating from the sword). The sword has no power to enforce its desires, but it can strengthen the power of its broadcast feelings, letting its owner know full well, constantly, just how upset the sword is. In other words, it can give headaches.

It will call to truly good (chaotic, neutral or lawful) characters within 20 feet (that is, if a truly good character passes by its current location and it does not have a current owner, the character will receive feelings of distress and need coming from the direction of the sword, and then relief and warmth when she takes the sword in hand).

Ebonblade is good for about a 3rd-level or better character, especially in games strong on role-playing (*Ebonblade* will tend to get lost in the shuffle in "Monty Haul" or hack-n-slash games). *Ebonblade* is worth a lot of money, being a unique creation of Anton the Smith. Any player who actually sold *Ebonblade* deserves the loss.

Notes: *See description of *quality* powers, page 7. - Editors

XP Value: 1,200

Cost: 10,000 gp

☆*Katana of Senses, The*

<RNathan982@aol.com>

Type: *Katana*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This katana is only magical for one who can not see, hear, smell, taste, or feel in a part of their bodies. What it does is give them the ability to use the missing senses in a different way. If the PC cannot see it gives them the ability to "feel" light power as in "The Complete Psionics Handbook" except that the powers are magical, not psionic. For those who can't hear the blade gives them the "feel sound" ability as in "TCPHB" except it is again magical, not psionic. It gives the ability to smell even if the wielder is without a nose. It skips the phase of the smell going through nose and the brain automatically registers it. Feeling is given when the sword touches something as the sword becomes like skin and the person feels through it. The sense of taste is given when the person touches his mouth to the sword, enabling the character to taste for one meal.

Notes: *Weird item, but it has possibilities. My two suggestions on modifying the item include: have the weapon be at least +1 (no attack bonus were noted) and have the katana give bonuses to wielder's intact senses, such as on surprise rolls, detecting passages, etc.... How about this possibility? Have the sword effect creatures normally immune to pain and such by "giving" them the sensation of pain caused by the weapon. Imagine an iron golem, jumping around going "Ouch! Ouch! Owwie owwie owwie! You hurt my leg!" - Editors*

XP Value: unknown

Katana of Tentok noh Minowara

<Albert W. Gill: agill@cvt.up.ac.za>

This is as the name states - a katana that was wielded by the famous Samurai Tentok noh Minowara. He supposedly and according to legend used this magical blade to perform the most astounding feats of striking difficult targets. The blade has the silver luster of and never loses it. The cutting-edge is a marvel of sharpness. The katana is kept in bamboo sheath.

Type: *Katana of Sharpness +2**

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The katana is unbreakable.
- The real power of the blade is that the wielder may perform called shots without any penalties whatsoever. If the target is knocked out during a called shot the katana automatically severs the head of the victim. These special called shots may be performed 4 times per day.

Minor powers: The sheath has healing properties as a *cure light wounds* spell. The user has but to will the healing to activate it, up to 3 times per day.

*Notes: *See description of sharpness powers, page 7. - Editors*

XP Value: unknown

☆*Long Bones*

These two katanas are a dark murky grey up close. It has a long slim blade and can be used one or two handed. They are identical in every fashion. They both have my sigil as the hand guard, a triangle, much like a Star Trek communicator

Type: *Katana of Sharpness +1**

INT: none

Ego: none

Alignment: none

Communication: none

Major powers: It can cast *Stone Skin* upon the wielder 1/day , **or** *Stone Storm* 1/day (*Stone Storm* is a mutated version of *Ice Storm* in which it causes 3d10 damage from small pebbles for two rounds AND reduces movement by 50% with a 50% chance to slip and fall for all creatures within a 40 foot diameter: Range 100 yds).

Background: The swords were created by I, Slaven of Denamore. I am an half-elven F/M/T and in my adventures stumbled across one unique and fearsome creature, the Stone Ogre. Fighting them required magical blades just to penetrate their tough hides. Killing them meant you had to be willing to die. They were nearly unaffected by most magic spells. They used their fists to pummel you six feet under, and that didn't take long. My misfortune was to encounter two together. Upon killing them, and nearly dead myself, I noticed that their bones lay unmarked from my blades. In this realm, they were the hardest known substance. I gathered many bones to examine and use. The two swords were created several years later from femurs using a *Fabricate* spell and the assistance of my weaponsmithing ability. I always fought with two weapons, and found this to be the greatest asset. Later I was able to enchant them with spells and make them permanent. Through later adventures I realized a connection between the Stone Ogres magical resistance and the swords ability to be unaffected by magic. Once cleansed and enchanted they took to the enchantments, however, now that they are permanent items, dispel magic simply doesn't work. To De-create them would mean re-enchanting them....Good luck.

*Notes: *See description of sharpness powers, page 7. Nice background and idea for a couple of unique weapons. Pretty powerful because of their Sword of Sharpness powers (and I wouldn't let a character use both Long Bones at once like Slaven does), but their unique spell-like powers are reasonable enough for use by most levels of characters. Too bad the author didn't sign his name to the blade submission. - Asst. Editor*

XP Value: unknown

Mundane Sword

<Mario: igm137@uriacc.uri.edu>

The *Mundane Sword* is a very powerful magic item. The sword has no plusses, and if *Detect Magic* is cast on it, none will be detected. The sword itself resembles a katana with a wider blade, and does 1d10 damage in all size categories.

Type: *Katana* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When drawn, the sword creates a 20' sphere in which no magic functions. Natural abilities like dragon breath and petrification abilities of medusa, for example, are another matter. Spells cast from outside the area of effect only function if the spell has a physical manifestation, such as fire or cold. Purely magical energy, such as illusion, charms and sleep spells, fail to function in the area of effect. This extends to magic items, including those of the wielder, which fail to function at all. The effect is dispelled when the sword is sheathed.

XP Value: unknown

Knives

Butter Knife of Asteriaka

<Chris Schirlinger: chris.schirlinger@digitec.co.za>

This weapon has the appearance of a rather dingy butter knife, much the same size as all other butter knives, with a pearl inlaid handle and the motif of a wyvern scratched into the bottom of the hilt. It looks like it could be part of a set. Because it looks like a butter knife, adventurers may not be inclined to think it's a weapon of any worth. Probably the only way anyone would notice anything different about the knife is if it is left in the dark, when they will notice a slight glow surrounding the blade. This light is the equivalent of a match about to die out and is useless as a light source. The butter knife does come with a scabbard, which looks much like a leather dagger scabbard but a little smaller and has a similar motif embroidered into it.

Type: *Butter knife* +2 (1d2/1)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The scabbard has the power to cast a *Heal* spell once every full moon. If used *on* the night of the full moon, the scabbard will be able to cast the *Heal* spell twice that day.

Background: The story that surrounds this weapon involves a mad mage, a church tit, a beef sandwich and a spell that went wrong and is best left untold...

XP Value: unknown

Nevermiss

<Bill Schwartz (*Urklöre the Iron - Leader of Anime Adventurers*): urklöre@tiac.net>

Type: *Throwing Knife* +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When used to make called shots it cancels out any negative modifiers for the shot!!

XP Value: unknown

Wackyknife

<Fizban the Fabulous: jmhamari@mtu.edu>

Wackyknife is a creation of our awesome DM.

Type: *Knife* +1 to hit/+5 damage of speed*

INT: 17

Ego: 20

Alignment: Chaotic Neutral

Communication: none

Primary powers:

- *Wackyknife* can hit creatures that need +5 weapons to hit.
- Casts comical cantrips (fart, burp, sneeze, trip, etc.) 5 times per day. It can do this on it's own, without the character knowing it, or he/she can ask it to do it.
- It returns when thrown, except it might get into trouble on the way. For instance, the DM rolled on 1d4 to determine which of the 4 party members *Wacky* passed by on his way back to me, and one of my friends ended up with his belt being cut, and his pants around his ankles, for no apparent reason.

Minor powers: It can cast *Web*, *Stinking Cloud*, *Haste*, and *Tasha's Uncontrollable Hideous Laughter*, once per day each.

Major powers:

- On a natural 20 to hit, there is a random effect... *Cause Serious Wounds*, *Shock* (5d6 damage), *Reduce*, *Polymorph*, *Plane Shift*... What I *do* remember though, is that if I roll a 20 to hit, and then a 20 on the list of random effects (1-20), I also disintegrate the target.
- Another thing, twice per day I can yell "Lizard Lips" at the top of my lungs, and throw it. It acts as a *Wand of Wonder* directed at the target. ;-)

Notes: *See description of speed powers, page 7. - Editors

XP Value: unknown

Kopesh Swords

Forktongue

<Bill Schwartz (Urklöre the Iron - Leader of Anime Adventurers): urklöre@tiac.net>

Type: *Kopesh sword* +1, +4 versus reptiles

INT: 14

Ego: 11

Alignment: none

Communication: Speech; *Common, Reptile (any)*

Minor powers: *Charm Reptiles* twice per day at the 7th-lvl ability of use.

XP Value: unknown

Long Swords

Antimagical Long Sword

<Scott D. Schimmel: schimmel@blue.seas.upenn.edu>

It was a long sword possessed by a high-level fighter NPC in one of my campaigns. The sword was of fine quality (+1 on to hit/damage rolls) but otherwise unremarkable, until it came into contact with magic.

Type: *Long sword* +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- This blade can ignore most spells (*Wall of Force*, *Stoneskin*, *Armor*, etc.) and help to protect its user from magical attacks.
- It can damage creatures that can only be hurt by magic weapons (it negates their special resistances, which are caused by their magical natures).
- The sword does not radiate magic when detected for!

Background: The entire party believed for the longest time that a ring (with a conveniently-cast *Nystul's Magic Aura* made permanent on it) the NPC wore was in fact a *Ring of Spell Turning*!

XP Value: unknown

Baarane's Long Sword

There are three swords created by the legendary weapon forger Baarane. They are a long sword, short sword, and bastard sword. All weapons have some properties in common. All three are:

- +2 weapons to hit and damage (considered +4 for attacking creatures which require a certain + to-hit)
- After the first round of combat, the wielder will ALWAYS strike first in the round, regardless of dexterity or other modifiers.
- All radiate *Continual Light* in a 60' radius. Light CANNOT be controlled by the wielder: it is ALWAYS on when the weapon is drawn.
- When wielded, the light pouring from the blade creates a "strobe" effect in front of the wielder, adding 2 to his/her AC for all frontal attacks.
- *Color Spray/Hypnotic Pattern* (and similar spells) have no effect on the wielder or on anyone standing behind the wielder within the radius of light emitted by the blade.
- Blade can cast *Jump* spell at will, up to 5 times/day.
- Each blade has it's own set of additional properties.

Baarane's Long Sword

(additional properties)

Type: duh!

INT: 10

Ego: 4

Alignment: Evil

Communication: Empathy

Primary powers:

- This weapon will cast *Fumble* on anyone of good alignment who attempts to draw the weapon, or is stuck by the weapon. Normal saving throws apply.
- Can *Haste* the wielder for up to five rounds per week. The five rounds do not need to be used during the same combat, or even the same day. The *Haste* ability can be switched on and off. No aging occurs to the wielder.
- The long sword will ALWAYS lead its master into combats, without regard for the wielder's ability to withstand attacks.
- This weapon hates other enchanted swords. Once per day, any other magical swords carried by the wielder of this blade must save vs. Spell. Failure causes other swords to lose one property (or plus, if the weapon has no special properties). This will continue until the offending weapon is drained of all magic.

Background:

The good and evil swords were created as an experiment by Baarane. Considering them too powerful, he secured them in a vault, where they were later stolen by adventurers. Outraged and angered, Baarane created the bastard sword in order to exact revenge on those who had stolen from him. Expecting that an adventurer's natural curiosity would do his work for him, he presented the bastard sword to an adventuring acquaintance as a gift. In time, he knew, someone who used the bastard sword would follow it's gentle tugs and... He would have his revenge!!!

Baarane felt that whatever powers remained in the bastard sword after the destruction of the other two would be suitable reward for the warrior strong enough to complete the task.

XP Value: unknown

Biff (Long Sword of Annoyance)

<ben@ocvaxc>

Type: *Cursed (?) long sword +3*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common*

Minor powers: This *long sword* +3 can make himself and his wielder invisible.

Background:

The only problem is, *Biff* never, ever stops talking (unless promised a good fight, in which case he might shut up for a round). *Biff* speaks even while sheathed, but his sheath muffles him enough for his wielder to sleep.

Biff speaks common in a high, loud, voice. "I remember when you shoved me into that orc heart, it was great! I was covered in blood! I could feel the heart beating around my blade! The view inside the body was incredible!", etc..

XP Value: unknown

Bill the Duck

<Hasof: lion@gwis2.circ.gwu.edu>

Bill the Duck is a long sword with a duck inscribed on the handle. In the hands of anyone but a paladin *Bill* appears as a basic +2 long sword.

Type: *Long sword* +2, *Holy Avenger**

INT: 16

Ego: 9

Alignment: none

Communication: Speech; *Common*

Minor powers:

- *Bill* can summon any kind of duck imaginable, even the rare fire breathing duck; up to 1 per round.
- The blade can also cast the arcane spell of *Duck Control*.

Background:

Bill the Duck is a plus five holy avenger, with a high intelligence and a fondness for ducks. I don't remember why *Bill the Duck* loved ducks. The important thing was that *Bill the Duck* has the powerful ability to summon ducks at will. If *Bill* gets bored he summons a duck to keep him company. This means that his master is always flocked by ducks. All powers are available to the wielder of the sword, but the sword remains a +2 weapon in the hands of anyone but a paladin.

Bill the Duck was given to a player who kept bugging the DM for a holy sword. I'm sure Surge remembers more details, as he was more sober when the whole story of *Bill the Duck* was recounted.

Notes: *See description of *holy avenger* powers, page 7. - Editors

XP Value: unknown

Black Blade

<oprdcgs@suvvm1>

Black Blade has a rune carved, black onyx obsidian blade with inlaid mithril. It also has a black diamond pommel. The sheath and baldric are made of black dragon skin with mithril tooling and stitching. The voice it speaks in is a deep ominous crackling tone.

Type: *Long sword* + 2, *dancing**

INT: 17

Ego: 18

Alignment: Chaotic Neutral

Communication: Telepathy; *Common, Dwarf, Black Dragon, Stone Golem, Orc*

Primary powers:

- Upon the killing stroke, the wielder will temporarily gain the number of hit points of the killed creature.
 - If the creature is humanoid or human and higher level than the wielder, the wielder will also gain the levels/hit dice of said person.
 - The character keeps the extra hps/levels for a number of turns the slain creature has levels/hit dice.

- If the sword does not kill in three days, its ego will rise one point a day until it controls the wielder and makes him/her kill. This can also occur if in battle the wielder loses enough hit points to lose control.
- Detects: traps, secret doors, and evil.
- Magic Resistance: 85%.

Minor powers: *Heals* 1 point per day.

Notes: *See description of *dancing* powers, page 7. It might be good to require that the blade actually be wielded by the owner in order to gain hps from the killing strokes. This would eliminate abusing the power of the weapon by sitting back as it dances along, slicing up your opponents and giving you free "cures" and levels (albeit temporarily). Also, the weapon's ego should return to its normal, "base" value after it succeeds in making its owner kill. - Editors

XP Value: unknown

Black Blade of Tyrants, The

<Micheal J. Korvak: fsmtw1%alaska.bitnet@utarlvml.uta.edu>

The *Black Blade* is a long sword, whose handle is made of blasted mithril (to give it a dull appearance) and a gleaming black blade, whose composition is similar to adamantine, but is able to stand the light of day, it looks slick at all times, as if it had just been drawn out of a wound.

Type: Long sword +3

INT: 16

Ego: none

Alignment: evil

Communication: Speech; 1st, 2nd, and 3rd tongues (all other language is unimportant, or used for treachery in it's opinion).

Primary powers:

- The *Black Blade*, for the purpose of causing strife and grief will cast *Disintegrate* three times a day, normally directing these blasts at: children, favorite magic items of the wielder, the wielder's enemies, and any being of good alignment.. though not in any particular order.
- Three times daily it can *Cause Blindness* on strike in any neutral being, they save at half level, on account of the blades deep understanding of the heart of neutrality.
- Psionically, the blade can use the Psychometabolic powers of *Cause Decay* on strike and *Adrenaline Control* on its wielder. The scores are as a 20th level psi penalized by two. The blade can draw on 200 psi points.

Background:

The Order of the Black Blades was established over 400 years ago on the 2nd world (of 3 that exist out of phase with one another). Their original purpose was the enforcement of Diamet's will. Diamet the two sided, lord and ruler of the second world was a great force for neutrality, and continually kept the forces of Light and darkness at bay with his armies. The legions of Light needed to spread their word, and the force of Lan-skarr merely wanted to ravage the land... so in the first ever union of good and evil forces one blade was stolen from the Grey Circle and given over to the force of Dark. The Legions of Light counted on their intervention being welcomed after Lan-Skarr's assaults... and they were right...

The *Black Blade* is a corrupted version of the blades wielded by the Grey Circle, a powerful force in Diamet's army on the second World. It has all of the standard Grey Blade abilities (marked by a *) and a few more granted it by Lan-Skarr, the Demon Ruler of the 3rd World.

Men that come to own the black blade either strike a great blow for evil, or die horribly at the hands of their own weapon... Some poor sots get cut down by the forces of good and the blade has passed through the hands of 3 planets and one Solar... All who fell into the Black (ways of evil).

XP Value: unknown

Bloodshriek

<Jason Cook: jwc3@ns2.cc.lehigh.edu>

Bloodshriek is a very thin long sword of +5 value; this sword is nasty!

Type: Artifact or relic; *long sword* + 5

INT: none

Ego: none

Alignment: Evil (any); no damage to other alignments who use

Communication: none

Primary powers:

- If the wielder is not of evil alignment, it will attempt to possess the wielder (ego check).
- Automatically strikes first (faster than *speed* weapons).
- The weapon grants the power of a *bracer of blinding strike* (i.e. at 13th level, a specialized fighter would get 5 attacks/round-always).
- Acts as *vampiric ring of regeneration*.
- The first hit by the wielder would start the blade to shriek. This shriek would cause different affects for different level opponents, some resulting in death.

Notes: *The shrieking power is very obscure. Is it a sonic attack? Does it shriek louder the more damage it causes? What is the shriek's area of effect? Is damage based on the wielder's level compared to the target's? The weapon is very powerful on its own, but if the shrieking power occasionally causes death, this puts the sword into the artifact or relic category. Here are my suggestions: range = 5' radius from wielder, wielder immune to shriek, affected creatures must Save vs. Death Magic and suffer effects below based on difference between wielder's and affected creature's experience levels. Note that the wielder's party members are not immune to the shrieking power - I guess it owner will be standing alone in battle a lot! - Editors*

<i>Wielder's level difference with targets'</i>	<i>Affected Creature Made Save vs. Death Magic</i>	<i>Affected Creature Failed Save vs. Death Magic</i>
<i>wielder lower</i>	<i>none</i>	<i>ringing ears (deafness) 1d3 rounds</i>
<i>0</i>	<i>deafness 1d3 rounds</i>	<i>-1 to hit, deafness 1d6 rounds</i>
<i>+1-2</i>	<i>-1 to hit, deafness 1d10 rounds</i>	<i>-3 to hit, deafness 1d4 turns</i>
<i>+3-5</i>	<i>-3 to hit, deafness 1d6 turns</i>	<i>stunned 1d4 rounds, deafness 1d4 days</i>
<i>+6-10</i>	<i>stunned 1d6 rounds, deafness 2d4 days</i>	<i>unconscious 1d4 turns, permanent deafness</i>
<i>11+</i>	<i>unconscious 1d4+4 turns, permanent deafness</i>	<i>death</i>

XP Value: unknown

Chaos Blade

<Marc Sherman: msherman@zeus.uwaterloo.ca>

The Chaos Blade is a highly ornate weapon. It is about the same size as a long sword, but has a curved, hatchet-like blade that is sharp on one edge only. The blade is forged of an unknown grayish metal, and is inscribed with runes of arcane power. The grip of the weapon is made of the hide of some evil fiend of the nether planes, and is also inscribed with runes. The weapon may be used by anyone with long sword proficiency at no penalty to hit.

Type: Artifact or relic; *long sword* + 1, or +3 *in the Abyss*

INT: 17

Ego: 16

Alignment: Chaotic Evil

Communication: Telepathy; *Common, Chaotic Evil*

Primary powers:

- The *Chaos Blade* is powerfully evil. When first picked up by an appropriate wielder, it will undergo an attunement with her. This process is brief but painful to the new wielder. As a result of this attunement, the wielder of the *Chaos Blade* will have the mark of Chaos upon his/her soul. This change will be detectable by detect evil or detect balance spells, will be adversely affected by *Protection From Evil*, and may suffer any

other effects the DM finds desirable (extreme mental anguish, inability to walk on sacred ground, etc.). Note that this is particularly horrifying to a paladin (and this is reflected in the fact that the paladin will now be penalized by her own protection from evil). The runes on the weapon's hilt will also be reproduced on the palm of the new wielder's sword hand. Although the mark of Chaos has no power to influence the victim's alignment directly, it will cause a slight alignment change toward chaotic every time the victim commits a chaotic act, eventually causing most wielders to become chaotic in alignment.

- Furthermore, the blade is impervious to magic of any kind. Any spell cast directly at it is converted into a wild surge, and reflected back at the caster. The wielder may take advantage of this by using the sword to parry spells which are cast at her. Note that not all spells can be parried: a *Magic Missile* certainly can be, as can a *Chain Lightning*, but an *Earthquake* or a *Phantasmal Force* cannot be. Parrying spells uses the same process as parrying weapons does (see [The Complete Fighter's Handbook](#)). Each parry takes one attack, and must successfully hit an AC equal to zero minus the spell level (so a 1st level spell has AC -1, while a 9th level spell has AC -9). If the parry is successful, the spell is converted to a wild surge and sent back in the general direction of the caster. If the parry hits by 4 or more, the reflected surge strikes the original caster directly. When parrying spells delivered by touch, the DM may wish to rule that the parry must successfully hit the AC of the caster (not an AC equal to zero minus spell level). Spells delivered by touch will automatically strike the original caster directly if parried.
- The *Chaos Blade* is of chaotic evil alignment, but will allow itself to be used by a wielder of any alignment. It can communicate telepathically, and will always goad its wielder toward evil acts. Furthermore, when wielded by someone who is not chaotic evil, it will always weld itself to its wielder's hand at the first sign of battle (teleporting there if necessary) and force its wielder to fight until all foes are dead (cf. sword, +1, cursed). The *Chaos Blade* has an Intelligence of 17 and an ego of 16, but rarely dominates its wielder.

Major powers:

- The wielder of the blade may, by spinning it about, create a *Prismatic Wall*, one color at a time, at the rate of one color per round. The wall will be in a circle with about an eight-foot diameter. The wielder must remain stationary during this process. The colors must be created in order, and the wall will gain its blinding ability when fully constructed.
- The blade has one final power. Whenever it hits an opponent with a natural roll of 20, roll d100 and consult the [Chaos Blade Critical Hit Table](#). Usually, the target of the critical hit is entitled to a saving throw to avoid the critical hit. The critical hits are as follows:

1d100	Result
01-02	A temporal rift opens, drawing all within 60' through. All time is shifted backwards one round, and everything must take place again. The damage caused by the blade remains.
03-08	Target is teleported to another location. No guarantee is made as to the target's safe arrival.
09-10	Waves of entropy radiate out from the target, warping all in their path. 1d6 randomly selected items within 10' are polymorphed into other things. The results are usually baneful, and generally are worse the fewer items are polymorphed.
11-16	An ear-splitting screeching noise is emitted. All within 20' must save vs. Spell or be deafened for 2d6 rounds. All eligible items in this radius are affected by a shatter spell. The wielder (but not anything she possesses) is unaffected.
17-20	The probabilities of the target's future are shifted. He/She is affected by Unluck (75%) or its reverse effect (25%) at the 12th level of experience.
21-25	All items on or touching the target are hurled away as though by an avoidance spell. This includes the blade and its hapless wielder.
26-29	The reality of the target is warped in some harmful way. Whatever the effect, it causes 8d6 damage, either all at once, or over a period of rounds. The exact effect is left to the DM: the targets sweat may turn to acid, or the blood of her wounds may burst into flame, or her armor may grow inward-pointing spikes, etc.
30-33	The target is physically maimed by a horrible change in her own body. If the target passes a save vs. Paralyzation, she is merely left paralyzed and in horrible pain for 1d6 hours. Otherwise, create an appropriate effect.
34-38	The wild magic energy summoned by the blade explodes uncontrollably. All within 20' take 8d6 damage. Everyone affected may save for half damage except for the target, who gets no save, and the blade's wielder, who may save for half damage or none.

39-42	Against all probability, the target is affected by a totally unexpected source of damage. This may be a bolt of lightning from a clear sky, a falling comet striking her from the heavens, or even a passing roc suffering a sudden death and crashing atop the unfortunate victim. Whatever it is, it inflicts 10d6, with a save allowed for half.
43-47	The target gets a glimpse of pure chaos, and is mentally disabled by it. If she saves successfully vs. Paralyzation, she mercifully collapses into unconsciousness for 1d6 hours. Otherwise, she is feebleminded (unless the DM has something else in mind).
48-50	As above, the target sees chaos. However, she gets a much clearer look, and is driven mad. The particular nature of her derangement is left up to the DM, and should fit the character. Also, she must save vs. Paralyzation or collapse as above.
51-54	The target sees a clear vision of the chaotic madness of the world and herself. She automatically falls unconscious as above and her alignment is changed to chaotic evil.
55-60	The target is polymorphed into some small, harmless, vermin.
61-64	The target's body is corrupted by the blade. Her face, along with all her sensory organs, is removed. Unless reversed, this will cause her to die a slow, painful death.
65-69	The target's entire body is drastically warped by the blade. She is completely transformed into a body of chaos. Typically this body will reflect the most negative personality traits or worst fears of the character. For example, a glutton may be hugely fat and greasy, with ten huge mouths. Similarly, a manipulative person may grow a forked tongue and scales. Someone who has no notable flaws, but is hydrophobic, may be transformed to look like a bloated, drowned corpse.
70	The blade drains the body of the victim, permanently removing one point of Constitution.
71-73	The blade drains the mind of the victim, permanently removing one point of Intelligence.
74-78	The blade corrupts the mind of the victim, permanently removing one point of Charisma.
79-83	The blade corrupts the soul of the victim, permanently removing one point of Wisdom.
84-86	A rift opens in reality, sending the target to another plane. Something from the other plane may come through the rift in return.
87-91	Waves of psychic pain and trauma are emitted in a deafening mental shriek. All within 20' (except the wielder) must save vs. Death Magic or fall unconscious. All mind-affecting spells cast by or at affected creatures are negated for 1d6 turns (after which they return at full effect). No affected creature may cast a spell or use psionics for 1d10 rounds.
92-95	A vortex is opened, and remains for 1d10 rounds, destroying all in its path. The target is teleported or gated elsewhere.
96-97	The entropic change in the target kills her spectacularly. Her blood may boil, or her body may be inverted, or her bones may turn to jelly, or she may simply explode messily, etc.
98-99	The target is simply disintegrated.
00	The blade tears through the very fabric of reality, making a zone of entropy. Creatures that exist simultaneously on 2 planes are wrenched (as the psionic power). Entropic effects in the affected area are at a maximum (i.e., anything the DM wants to happen can). Damage from all sources is increased by two dice. Any attempt to enter or leave the area requires a one-half Intelligence check. The area affected is 50 feet in radius, and the rent will last one turn before normality is repaired.

Background:

The *Chaos Blade* is enchanted with wild magic. It was forged in the depths of the Abyss by the demonic wild mage known as Lord Vlaior. Vlaior used the Blade as his personal weapon until it was stolen from him shortly before his imprisonment by the elven wild mage Paithan Quinthani.

Needless to say, the *Chaos Blade* is a powerful and dangerous weapon, and should not be introduced frivolously by a DM. It is also hard to get rid of, since it will cause remove curse spells to bounce back at the wielder. It appears to be indestructible by normal means, and should be treated as an artifact/relic. Getting rid of this item is likely to require a lengthy and dangerous quest.

XP Value: unknown

Chaos eater

<Bill Schwartz (Urklöre the Iron - Leader of Anime Adventurers): urklöre@tiac.net>

Type: long sword + 5, holy avenger*

INT: 14

Ego: 14

Alignment: Lawful Good; causes no damage to good alignments who use

Communication: Speech; *Common, Lawful Good, Unicorn*

Primary powers: *Chaos eater* has all the typical functions of a *holy sword* except the *Dispel Magic* and *Magic Resistance* abilities only function against evil magic and the like.*

Major powers: Wielders of good alignment can cast *Dispel Evil* once/day and *Holy Word* once/week at the 5th-level of use. However, the powers cause immense backlash causing the wielder to make a save versus Death Magic or suffer 1d4+1 points of damage from the immense good force. Paladins receive an additional +2 versus the saves for backlash damage.

Notes: *See description of *holy avenger* powers, page 7. - Editors

XP Value: unknown

Claw Of Mystra

<Kitten Of Mystra: Jeffeduc@asgard.clare.tased.edu.au>

Type: Long sword +3

INT: 16 (read non-magical writings and maps)

Ego: none

Alignment: none

Communication: Speech; *Common, Genekind, Silver Dragon, Netheries*

Primary powers:

- Detect Evil/Good 10' radius.
- Detect Magic 10' radius.
- *Teleport* 1/day.
- *Heal* 1/day.

Special purpose/powers: Defeat Evil, +2 bonus to saves, -1 point on damage dice.

Background: This weapon was passed on to me by the dwarves from the great Rift in the North after returning to them an intelligent axe named Dumorin. Mystra grants the chosen faithful the power to wield this sword in battle, forgiving the weapon restriction on blunt weapons for her faithful.

XP Value: unknown

Dancing Sword

<Cody Kosinski: codyk@ersys.edmonton.ab.ca>

Type: Cursed (?) long sword +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: You can guess what it does. First of all it is a +1 long sword, but when it encounters *any* kind of music (even a war horn) it dances and dances... Pretty annoying you would say...

XP Value: unknown

Darkenbane

<Robert A. Howard (Myste): ssa94isa06@rcnvms.rcn.mass.edu>

In my game, we have soulswords, swords who can absorb the soul of the person they hit. One of the lesser soulswords is *Darkenbane*. *Darkenbane* is a long sword with a special hatred of wights, which it calls the Dark Ones. As anyone with knowledge of wights knows, when a wight dies, its soul goes out and possesses a new body.

The only permanent death for them is the spell *Raise Dead*, though on Kyriell a Paladin of Marashieb can hit them with a *Restful Sleep* spell when they die, and they stay dead.

Type: *long sword +3 to hit/+0 damage*

INT: High

Ego: 29

Alignment: none

Communication: Telepathy; *All languages*

Primary powers:

- It is +6 to hit and damage against wights.
- On a natural 20, *Darkenbane* will absorb a hit wight, even if it isn't dead, with no save allowed.
- *Darkenbane* can detect wights in a 120' radius (and will do so without urging).
- *Darkenbane* provides its possessor with some protection against energy drains, giving its possessor a savings throw vs. Death Magic to resist the drain.

Background: *Darkenbane* is male, and prefers female fighters. It's an ego thing. ;-)
Darkenbane will tolerate a thief, but despises priests and mages, and will force them to surrender it over to a fighter (preferably female, and usually someone it can control if necessary). *Darkenbane* "speaks" in a low, hissing voice, and has little respect for other people, even its possessor. He lives only to kill wights, though he will gladly slay other of the undead.

XP Value: unknown

☆*DeathBlow (Sword of Haste)*

<Selata@aol.com>

This long sword has the symbol of a pentagon within a circle etched onto the base of the blade.

Type: *Cursed long sword +4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- All opponents of the wielder suffer the "Curse of DeathBlow" on the first successful hit by the sword. The "curse" inflicts -15 hps damage from the victim's *base* and *current* hit point totals. The removal of base hit points means the victim can only recover lost hit points to the new base total (the old base -15) from healing, natural or otherwise. The "curse" also lowers the victim's STR by five. There is no save for either effect. These effects may be removed by a *Remove Curse* cast by a 10th-level or higher spellcaster or any *Wish*.
- The wielder's attributes all increase by four (or 10%/bonus pt. for attributes that would be adjusted above 18) when using the blade.

Minor powers: none

Major powers: none

Special purpose: none

Curse: Anyone attacking with the sword must make a saving throw vs. Spell or change alignment immediately to chaotic evil. The following alignments grant bonuses to the saving throw: LG +4, NG/CG +3, N/LN +2, CN +1, NE/LE +0. If the character's alignment is changed, he must make a System Shock roll or go insane. The character's previous alignment determines if any penalty to the SS roll is applied: LG

Background: The *DeathBlow* is one of the most feared weapons ever mentioned. The people who have heard of it and the story know its powers well. Most fear it. Most wielders go insane. The story of the blade is a gruesome tale of a evil servant who killed his good king with the same sword. After that the servant went insane and killed innocent townsfolk. Before the army got to him he swore a curse on all who touch this sword.

Notes: *Original Story and Sword by Steven Latawiec (Duke of Senton). - SELATA One question - why is the sword also called the Sword of Haste? Nothing in its powers speed anything up. - Editors*

XP Value: unknown

☆Doom Blade

<L.T.Friesen: ltfriesn@compusmart.ab.ca>

Type: Long sword -2 (to hit only) vs. evil creatures, +4 vs. neutral creatures, and +8 vs. good creatures

INT: 21

Ego: none

Alignment: Chaotic Evil

Communication: none

Primary powers: Can only be wielded by chaotic evil creatures.

Major powers: Wielder may summon a pit fiend once/month. The pit fiend will obey the wielder for 12 hours, then it is forced to return to its native plane of existence.

Notes: Okay, I have a hard time including +4 weapons in my campaigns, much less one that is +8. The only way I would include this blade in an adventure is as a plot device for the party to keep out of evil's hands or in very high-level campaigns. There are no detriments to using the weapon, that is, usually with great power comes great risk, but any CE character finding this blade immediately becomes the baddest dude on the block. - Asst. Editor

XP Value: unknown

Dragon Bane Holy Avenger

<Andy Richards: ajr@uplx.co.uk>

Type: Artifact or relic; Long sword, holy avenger*

INT: 21

Ego: 6

Alignment: none

Communication: Speech; Common, Dragon (any)

Primary powers:

- 1d20 damage vs. dragons.
- Double sword damage vs. dragons (x2).
- Triple sword damage vs. evil dragons (x3).
- Quintuple sword damage vs. chaotic evil dragons (x4).
- The sword also has the effect of increasing the protection the user has against dragon breath: +2 to save and half damage vs. all forms of dragon breath.
- + 30% loyalty/morale of followers when confronting dragons.
- Wielder is immune to the fear effects (10ft radius) generated by dragons.
- Wielder is granted + 1 to initiative when dealing with dragons.
- Saves as wielder - This sword is highly tuned to its wielder in such a way that if the sword is attacked by any force it will save vs. that effect as would the wielder with any appropriate bonuses.
- Detect LAW - This effect when used will detect if an item/person one at a time (of greater 12th-level) is of lawful alignment. This does not mean that chaotic or neutrals can be detected. ONLY lawfals - Yes or No.
- Contact Asgardian servant - The sword will allow the paladin to contact one of Tir's aids/servants once per month. (From the PRIME or ASGARDIAN planes ONLY) While in contact 1 question will be answered as accurately as possible for the contactee. Favors are NOT granted and remember that most beings are NOT omniscient most of the information gathered would be the same/similar to a legend lore.
- *Detect Location* - Similar power to an arrow of direction. Can be used only 5 times per day to point to STATIC fixed objects. (Stairs up/down, Altars, Treasure rooms) This will NOT point to individual items or persons. To use this power the wielder must close eyes and turn in a circle holding the sword in front. At the end of the round s/he will be facing in the correct direction.
- Resist Disintegration - The sword is totally resistant to the magical/psionic attacks of disintegration or molecular re-arrangement/manipulation.
- Strength/Humility - The sword forces the wielders physical strength to 18/99% (+2 to hit +5 to damage) while wielding the sword in combat and cancels the action of any strength/combat-ability augmentative magical items/effects. These can still be used with other weapons and activities but NOT while wielding this sword (girdles, gauntlets and potions drank a long, long time ago, sword handling ability, etc.).

NOTE: All powers require the wielder to hold the sword and concentrate for one whole round. (The effect of the power begins two segments after the initiative and the wielder must concentrate until the end of the round, no combat can be initiated until the next round.

Background:

The holy avenger is one of the few magic items that does not lose its powers (pluses) when traveling to the inner planes. However it may become more/less powerful in outer planes (It is up to the DMs discretion what happens when the sword enters an Alternative Prime).

The sword will not allow the wielder to fight with a second weapon in another hand, however, a shield may be carried. The sword will cause the second weapon to *always* miss.

The sword is very-intelligent and has complete control over its own powers. If the sword feels that the paladin wielding it is not living up to his/her duties or begins to use other weapons rather than draw it in combat then it will withdraw immediately its powers and become a normal +2 long sword. (Because the sword is so attuned to TIR this may also begin to effect the paladins abilities i.e. cast spells, lay-on hands, cure disease, etc.) These effects will stay and/or accumulate until an atonement spell is cast by a cleric of the same faith as the sword and the paladin has asked for confession and completed a quest.

*Notes: *See description of holy avenger powers, page 7. - Editors*

XP Value: unknown

DragonClaw

<aaw317@uriacc.bitnet>

Type: Artifact or relic; *Long sword +4, vorpal**

INT: 16

Ego: 16

Alignment: none

Communication: Speech; *Common*

Primary powers:

- Detect Evil Dragons (6"), Detect Gold/Precious Metals (6"), both once/day.
- Shoot blade (up to 10" range) +10 damage.
- Hilt acts like +4 club when blade is gone. There are 4 claws on the hilt. If, when used as a club and all 4 claws hit (on a natural 20), the claws animate for 1d10 additional damage and act as a dagger of venom.

Minor powers: Fireblast (12d6), Lightning Bolt (12d6), Chlorine Blast (12d6), all once/day.

Special purpose: Slay evil dragons. When in combat with an evil dragon, it does double damage. It also feels a kinship to all good dragons.

Background: *DragonClaw* is intelligent and has a personality much like a dragon's (greed, etc.). The sword will demand a treasure horde to guard, etc....

*Notes: *See description of vorpal powers, page 7. - Editors*

XP Value: unknown

Dragon Ember

Dragon Ember has a hilt shaped like a salamander, which is covered with copper that never tarnishes (thus it remains reddish and does not become green). The eyes of the salamander (the head is the pommel, BTW) look as if gems could be set therein but they are empty when the PC's find it. When activated (by saying the sword's name) a fierce orange fire surrounds the whole blade; the intensity of this fire can not be modified (i.e. it can't grow to bonfire size, or shrink to match-size. It's on or off). Its name is written on its blade in runic letters.

Type: *Cursed (?) long sword, flame tongue**

INT: none

Ego: none

Alignment: none

Communication: none

Background:

Whilst many magic blades have a long and distinguished career, not so with *Ember*; six warriors/heroes have died horrible deaths while wielding this weapon, and many others have been seriously injured. It is featured in many a local legend (usually at the end of the legend when the hero dies) and has been well described in most of them. The origin of the blade is unknown to most (perhaps it may be found in some obscure tome); it was created by Aeldsar, the Emperor's wizard who created the weapon for his liege (it certainly was impressive to see the emperor leading his troops into battle, waving his flaming sword. It was less impressive when the emperor got shortened by a heads-height by a barbarian and the sword, having fallen into the dry fields, created a blazing inferno that roasted half the empire's legions). The weapon has then been found and discarded by a number of heroes, each of whom has met with a bad end.

It must be noted that there is *no* evil karma attached to the sword. If the heroes find *Dragon Ember* it will serve them faithfully and unfailingly. However, given the bad reputation it has gained over the centuries few NPCs or henchmen will be willing to travel with the heroes so long as the hang onto that "accursed blade" the heroes may even be thrown out of towns if the blade is recognized. But in truth, the blame should fall more on the ineptitude of its users than the blade's abilities.

Notes: *See description of flame tongue powers, page 7. - Editors

XP Value: unknown

Dragonsword

The *Dragonsword* has the form of a long sword with a golden blade inscribed with ancient runes. The hilt is made of gold and dragon bones and has the form of a dragon head. From the open mouth of the dragon sprouts the blade. Two diamonds make up for the dragons eyes. When in battle, the sword glows softly with a golden light.

Type: Artifact or relic; *Long sword, Holy Avenger**

INT: 18

Ego: 22

Alignment: Lawful Good

Communication: Speech or Telepathy; *Common, Good (any), Dragon (any)*

Primary powers:

The *Dragonsword* is a *Holy Avenger* +5 long sword inhabited by the soul of the Great Gold Wyrms Draltahn. In addition to the normal powers of a *Holy Avenger*, the paladin wielding this sword is able to call upon the powers of the gold dragon. Nearly all his powers (including his breath weapon) are at his disposal. However, it is not easy to use them and if the paladin fails an attempt, there may be some (very) adverse side effects.

The powers of the *Dragonsword* are listed below. To use one of them, the character must make an experience level check (roll his/her level or less on the d20). The number in parenthesis are modifiers to this roll. The "-" sign indicates a penalty and the "+" indicates a bonus to the roll (as usual, an unmodified roll of 1 is always a success and a 20 is always a failure). If the character fails the roll, he/she must roll the d20 again in the adverse effects table. Any modifiers to the first roll also apply to this one.

All powers/spells are as if actually cast by the dragon. Therefore, they are cast at the 23rd-level. They are:

- *Bless* 3/day. (-1)
- *Speak with Animals* 1/day. (-2)
- *Detect Invisibility* (dragon senses) in a 120 feet radius. Duration is 11 turns and 5 rounds. 1/day. (-2)
- *Detect gems* in a 30 feet radius. Duration is 1 round. 3/day. (-2)
- *Water Breathing* 1/day. (-3)
- *Polymorph Self* 3/day (each change in form lasts until the character chooses a new form or the 46 turns duration expires). (-4)
- *Detect lie* 3/day. (-4)
- *Animal Summoning I* 1/day. (-4)
- *Dragon fear*. May be used only right before entering battle, in the moment the paladin utters his/her battle cry and the sword begins to glow. Some people (who failed their saving throws) would swear that they saw the shadow of an enormous dragon hover above the paladin and utter a frightening roar in unison with the hero's battle cry. 1/battle. (-4)
- Immunity to fire. Duration is 2 turns. 1/day. (-5)
- Immunity to gas. Duration is 2 turns. 1/day. (-5)

- Luck bonus (see the gold dragon description on the Monstrous Compendium). 1/day. (-5)
- *Quest* 1/day. (-5)
- Shape change into a gold dragon of as many hit dice as the character has levels of experience. The paladin must be at least in the 10th level to become a hatching gold dragon. 1/day. (-9)
- Breath weapon (fire or chlorine gas, for 24d12 + 12 points of damage). May be used up to 3 times per day, but with at least 3 rounds between each use. (-10)
- Dragon spells (each spell can be used once per day):
 - Wizard:
 - Shield* (-1)
 - Magic missile* (-1)
 - Mirror image* (-2)
 - Strength* (casting time is 1 round) (-2)
 - Haste* (-3)
 - Lightning bolt* (-3)
 - Fire shield* (-4)
 - Stoneskin* (-4)
 - Cone of cold* (-5)
 - Dismissal* (-5)
 - Anti-magic shell* (-6)
 - True seeing* (-6)
 - Power word, stun* (-7)
 - Delayed blast fireball* (-7)
 - Prismatic wall* (-8)
 - Priest:
 - Command* (-1)
 - Cure light wounds* (-1)
 - Aid* (-2)
 - Resist cold* (-2)
 - Negative plane protection* (-3)
 - Prayer* (-3)
 - Protection from lightning* (-4)
 - Cure serious wounds* (-4)

The following modifiers also apply to the rolls:

- The character is not exposed to any immediate danger nor is he/she engaged in battle. (-4)
- Is acting out of alignment. (-1 to -6, at the DM discretion)
- The paladin is currently within 10% or less of his/her maximum hit points. (+1)
- Is acting under his/her deity's direct orders. (+2)
- The character or one of his/her allies is in a really desperate situation. A necessary (but not sufficient) condition for such a situation to occur is that the use of a power from the sword may make all the difference between the character dying in the current or in the next round or not. However, the DM must agree with the player that the situation is really desperate, and that he/she has no other option (or very few other unpleasant options) but using one of the *Dragonsword's* powers. (+4)

If the character fails his/her experience level check the power will not activate (he/she may try again, if wished) and the player must now roll 1d20 on the following table. Any modifiers to the previous roll are also taken into account in this one (an unmodified roll of 1 is always considered as "Nothing happens". A roll of 20 is treated normally as any other roll):

1d100	Result
1-6	Nothing happens.
7	Sword falls from character's grasp.
8	The <i>Dragonsword</i> becomes powerless for 1 turn.
9	Character takes 1d4 points of damage.

10	Character loses 1d4 points of dexterity for 1 turn.
11	Character takes 1d6 points of damage.
12	Character loses 1d4 points of strength for 1 turn.
13	Character takes 1d8 points of damage.
14	Character receives a -2 penalty to his/her "to hit", damage (1 hp minimum), initiative, saving throws and armor class for 1 turn.
15	Character takes 1d10 points of damage.
16	Character is <i>blinded</i> for 2 turns.
17	Character takes 1d12 points of damage.
18	Character is unconscious for 2 turns.
19	Character takes 1d20 points of damage.
20	A randomly chosen magic item the paladin possesses (with the exception of the Dragonsword) becomes non-magical.
21	Permanently lose one point from a randomly chosen attribute. If this would leave the character with less than the minimum required to be a paladin (12 STR, 9 CON, 13 WIS and 17 CHA), he/she permanently loses two hit points instead.
22	Character is <i>feble-minded</i> (no save).
23	Character ages 2d6 years.
24	Character is transformed into a gold dragon egg. The egg hatches in 4d4 days. A <i>wish</i> or similar magic can bring him/her back while in egg form, but if the egg hatches there is no way to reverse the effect. The character has become a gold dragon without any memories of his/her past life.
25	Character falls in love with the next human of opposite sex and chaotic evil alignment he/she encounters. The character will do anything he/she can to regenerate and marry this person. Despite the passionate love the paladin will feel, he/she <i>still</i> knows the difference between good and evil, law and chaos, and will not be easily corrupted by his/her "beloved" (unless the player decides to do so). If the character is already in love with someone, ignore this effect and roll again with an additional penalty of -2.
26	Character receives enough damage to leave him/her with only 1 hit point. If he/she already had only 1 hp, he/she goes to zero hp and must make a system shock. If the roll fails, the character dies. This damage is very difficult to heal with magic. An n th -level curative spell heals only n hit points.
27	Anything the character is carrying or wearing, magical or not, is <i>disintegrated</i> . Magical items receive a saving throw versus disintegration, but normal clothes and equipment don't.
28	Character loses 1 level of experience.
29	Character sex changes.
30	Character must save versus death magic at -2 or die. No other modifiers to this roll are allowed, including any magical protections the character might have.
31	The <i>Dragonsword</i> is teleported to another continent, world or plane of existence.
32	Character is teleported to one of the evil outer planes. The <i>Dragonsword</i> , however, is not.
33+	Character is utterly and irrevocably destroyed.

Background:

Many millennia ago, the arch-lich Vecna, by far the most powerful lich to ever exist, began to conceive a dark plan to open The Seven Gates of Doom. According to legend, much before man or elf was created the balance of the Multiverse tended heavily towards evil. This was due to the existence of a diabolic god whose power greatly exceeded that of all other gods. He was called Satan.

Satan ruled supreme among all other evil gods, often treating them as slaves, which made them fear and hate him above anything else. Though the power of all the gods of good together was not enough to defeat Satan, they knew the gods of evil nurtured immense hatred for him. With great diplomatic skill, they were able to make the gods of evil put aside their fear and join the other gods in an alliance without precedence: all gods, good, neutral and evil, were to unite against Satan (as usual, evil turns upon itself).

The alliance of the gods battled Satan fiercely, but even all their combined power could not destroy him. The gods then decided to create seven concentric planes of existence, with portals connecting them, and imprison Satan inside the innermost plane. The portal to the outermost one is located on the Prime Material Plane. One can only reach Satan by passing through all the portals, which were called "The Seven Gates of Doom". Inside is the gigantic form of Satan, the most powerful and evil being on the Multiverse, sitting at his burning throne and sleeping. His sleep is full of dreams of malice, conquer and revenge, and it is said that many of the evil deeds

committed on the Material Plane are motivated by the evil power of Satan's dreams, which can not be fully contained by the Gates.

The plan of Vecna was to use his army of undead, humanoids and monsters to conquer and enslave mankind and force them to worship Satan. With this and his immense personal power, he hoped to awake Satan and open the Gates of Doom, thus throwing the Multiverse in darkness once again.

When the wars began and the dead raised to fight the living, many heroes tried to defy Vecna's power. Most of them died, but some were able to achieve some success. Among these was Angus Thalgun, a brave man and a true paladin. He exposed himself to great risks in a mission to request the help of Draltahn, a Great Gold Wyrm of awesome power.

When Angus returned home riding the dragon Draltahn, the victory against the forces of Vecna seemed possible again. Many battles were won with his help, but soon all hope was lost when Vecna was able to lure the dragon into a trap and slay him.

In a night spent by the paladin in prayers and despair, the image of the dead Draltahn came to him with a plan. They would not give it up so easily

Angus took the remains of the dragon to the dwarves in the south and asked them to make three items: from the bones and blood of the dragon and from gold and adamantite of the dwarven mines, they forged a sword. From the hide of the dragon and adamantite, they forged both a shield and a suit of armor.

The wizards and priests of the land then enchanted these items. The shield and armor were remarkable, but the sword was even more special, for their magic and the power of Draltahn were able to summon the soul of the dead dragon and allow it to enter and inhabit the sword. Then it became the *Dragonsword*.

Through the *Dragonsword*, Draltahn was able to allow the paladin to use most of his dragon powers. With the aid of the three Dragon Items, Vecna was destroyed. Only his hand and eye remained. These two were locked in a hidden place with powerful magic and wards to prevent entrance and forgotten.

The *Dragonsword* is a legend among dragons: if a dragon sees it, there is an 8% chance per age category of the dragon that it will recognize it for what it is. If an evil dragon happens to recognize this artifact, it will probably attempt to kill the wielder and take away the sword. On the other hand, if a good dragon perceives the true nature of the sword, it will be favorably disposed towards the wielder, which will receive a +3 reaction adjustment when dealing with this dragon.

Notes: *See description of *holy avenger* powers, page 7. - Editors

XP Value: unknown

Dreamweaver Blade

<Harold Ervin: ervin@moe.coe.uga.edu>

It's a light long sword with an elven grip and handle. The blade is made of pure silver and bathed in liquid moonlight at its creation. There are a pair of intertwined roses racing up either side of the blade. The hilt is a normal brass ball filled with sand. The tapered guard is styled with the thorns of the roses.

Type: Long sword +1, **or** long sword +3 for elves or enchanters, **or** long sword +5 for elven enchanters

INT: none

Ego: none

Alignment: Neutral

Communication: Speech; *Common, Elf (any)*

Primary powers:

- *Dreamweaver* may cast *Forget* at its own prerogative.
- Upon the death of the wielder, within a few rounds, an invisible stalker will come to take the corpse and all its possessions (including the blade) to the final resting place of all High Elves, wherever that may be in your campaign.

Minor powers: Wielder may cast *Sleep* once/day.

Major powers: Wielder may cast *Shadow Walk* and *Dream* once/week.

Background: *Dreamweaver* was crafted by Aero, High Elven Enchanter, about 250 years ago. The blade rarely speaks but when she does it is in a soft feminine whisper. She is never angered and is neutrally aligned. *Dreamweaver* will never reveal her invisible stalker or forget powers.

XP Value: unknown

Dunamis (Vulgbane)

<Chris Norwood: zcsn1@etsu.east-tenn-st.edu>

From the novel "*The Eye of the Hunter*"

This long sword is sheathed in a green scabbard, with a tooled harness for back sling or waist. The grip of the blade is inlaid with pale jade, crosshatched for a firm grasp. The pommel and crossguard are of dark silveron (a type of silver-iron mixture that is rare but known to elves. It shines as if starlight itself was captured within). The blade is also made of dark silveron and etched with runes.

Type: *Cursed (?) Long sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Once the sword's true name is spoken (some research should be able to decipher the true name from runes on the blade, while the common name is easily obtained from the etching), the blade drains hit points, constitution points, and/or experience points from the wielder's friends to replace any lost by the wielder. The person to be drained must be within 60' of the wielder, and if more than one target is present, the points are drained from the friend closest to the wielder first. If more than one target is equidistant from the wielder, the taken points are divided as evenly as possible. If there is no one within the 60' range (or the wielder has no friends!), the sword replaces the points lost by aging the wielder one month/point replaced (with appropriate bodily growth). The aging caused by the sword cannot be restored magically (i.e. *Elixir of Youth...*)

Background:

The blade was created in a demi-plane (in the book the elves are akin to the idea of fairy land elves) off the prime. The blade's true name -*Dunamis*- a name seldom used. To speak the true name draws strength and energy from allies near and yields it up to the wielder. Grasping it by the hilt and speaking the true name will cause it to glow with a blue light and serve the character. Speak the true name twice and it will return itself to the plane where it was created.

'Ware in calling, for it will extract a terrible price from friends about thee - they will be weakened and in mayhems be unable to defend themselves. Mortals may lose years from their span (elves are immortal in the books, similar to AD&D and Tolkien) should life itself be drawn from them. The blade's common name is *Vulgbane*. It was forged by Dwyfnor - reputedly the greatest blacksmith of all.

XP Value: unknown

☆Dwarven Evil Slayer

<L.T.Friesen: ltfrisen@compusmart.ab.ca>

Type: *Long sword +10 vs. evil creatures*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Can only be wielded by dwarven fighters.

Minor powers:

- Wielder may cast *Light* three times/day.
- Wielder may *Neutralize Poison* twice/day.

Major powers: Wielder may cast *Heal* once/day.

Notes: The "M" word flew out of my mouth many time when I saw the +10 ("munchkins" for the unfamiliar). Why +10? Wouldn't +4 or +5 be enough? Any weapon above +3 really makes an impact into an adventuring party, with +4, +5, and the very rare +6 defenders lopsiding all but the most powerful parties. I wouldn't use the weapon without changing the +10. - Asst. Editor

XP Value: unknown

☆*Elven Song Blade*

<Dave Garnett: fj73@dial.pipex.com>

Type: *Long sword* +X (See Powers)

INT: 18

Ego: 25

Alignment: True Neutral

Communication: Speech; *Common, Elf, Dwarf and Orc (swear words and insults only!)*

Primary powers:

- In the hands of non-elves (inc. half-elves) this weapon is a *long sword* +1 that likes to complain loudly at inconvenient moments (i.e. while you are sneaking around a sleeping dragon) about the inferiority of the current wielder and his race (or possibly the weather, depending on how it is feeling). Non-elves may not use any of the blades other powers!
- In the hands of an elf this weapon is a *long sword* +3 that allows the wielder to use it as though they were proficient and a bladesinger with a long sword.
- In the hands of an elven bladesinger (either from the kit, or from spending proficiency slots) the full potential of this weapon is unleashed. It becomes a *long sword* +5, +7 vs. *drow elves, orcs, & dwarves*). Powers usable only by elven bladesingers denoted by *.
- A diamond on the hilt of the sword will glow red if the wielder is in danger. This includes traps, ambushes or even an irate wife. This means that the wielder can no longer be surprised in addition to the other warnings (max. range, 100 ft.).
- The wielder is immune to electrical damage, song magic and enchantment/charm spells.
- The penalty for hitting invisible opponents or people in the dark is halved.
- The wielder can use their life force to enhance the power of the weapon, for each hp they sacrifice the weapon gains a +1 for a round. The maximum the sword can be increased to is +10.
- *The wielder's bladesinging is improved, he now gets an additional +1 to hit/AC when he chooses to attack/defend with his bladesong.

Minor powers:

- The sword will cast the following spells, only on the wielder;
 - *Cure Serious Wounds*, 2/day
 - *Detect Magic*, 3/day

Major powers:

- The sword will cast the following spells, only on the wielder:
 - *Heal 1/day
 - *Raise dead 1/month
 - *Remove curse 1/week
 - *Teleport without error 1/week (It will also use this ability to rejoin its wielder if separated)
 - *Dispel magic 2/day at level of wielder
- *The wielder may channel his own life force to fire off chain lightning, this may be done up to twice a day and 'costs' 2hp per level of the spell (change this if you want to, perhaps one strength point (temporary) per 5 levels).
- *If a natural 20 is rolled to hit, roll a D100 and consult the following table for the effect:

D100	Effect
01-02	Swap weapons with the person you just hit and heal all damage you caused.
03-06	Heal the damage you should have caused.
07-20	Nothing special happens.
21-70	Do double damage.
71-85	Do triple damage.
86-93	Do quadruple damage.
94-95	Opponent is completely under your control with no save. Every turn after the first he may make a save vs. Spell with a -5 modifier, success means he breaks free of your control, if he rolls a natural 1 he is

	dead.
96-98	Opponent must save vs. Death Magic with a -8 modifier or die.
99	Opponent is dead.
100	Opponent's soul is absorbed then his body is vaporized he is irrevocably dead (very irrevocably) and the wielder permanently gains a point on a random characteristic (roll a d6). In addition, the sword now knows everything the opponent did and will tell this to the wielder as it sees fit, it can only store the knowledge of one person at a time.

Background:

This weapon gets EXTREMELY ticked off if the owner uses another magical melee weapon instead of it. The first time it happens without a very good excuse, the weapon will sulk for a week and refuse to come out of its scabbard. The second time it teleports elsewhere, "where it will be appreciated". It is also a tad aloof towards non-elves. This can put a slight dampener on negotiations ("You lowdown, ugly, disgusting excuses for intelligent life, we wouldn't help you if our lives depended on it").

It hates all orcs, drow and dwarves, although it can keep quiet about this but only when stealth is essential. Finally, it also objects to the owner using missile weapons when melee is possible and will try to force the owner to melee unless there is a good reason not to.

Notes: I love when players take so much time and effort to come up with a unique magic item and don't bother to create a description. This is a powerful weapon, but for a specific race and class only. That makes it good for DMs to use in their storyline! - Asst. Editor

XP Value: unknown

☆Enhancer Long Sword of Wounding

<dbear@ibm.net>

Type: Long sword of wounding +X * (varies by wielder's level, see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- This mystical blade forms a link with the current owner, tapping into, and utilizing their life force to increase the power of the weapon. It functions at a +1 bonus for every 3 levels of the user (1-2 level no bonus, 3-5 level +1, 6-8 level +2, etc...).
- Also, the damage caused by the weapon cannot be healed normally, a priest (or cleric or healer) of the same level or higher than the wielder must be called to perform the healing. Healing potions or devices and spells of lower leveled priests will not work on the afflicted character.
- A beneficial side-effect of the sword's link to the owner is an increased resistance for the sword itself. While in use, any attacks or damage directed against the sword must first be saved through the wielder at a +5 bonus. Only if the wielder's save fails is the sword then required a second save. (For effects like crushing blow or acid, the DM may utilize a dodge or some other method of saving).

Background:

The sword has no magic of its own, utilizing the latent magic of its wielder, therefore it does not detect as magical unless in use and cannot have its powers permanently dispelled. Unfortunately, this also means that unless in use, the weapon can be affected, and destroyed, as any normal item.

The sword drains life force from the wielder to power its special abilities. Each day the sword drains out 1 hp for every level of the wielder, these lost hp can be gained back in the normal manner, but it can be tiresome to constantly lose life-force.

*Notes: *See description of wounding powers, page 7. Nice variation on a standard magical item. - Editors*

XP Value: unknown

Erebos

<Scott D. Law: law@xip.nrl.navy.mil>

This long sword has a black ram's head hilt and a black blade which glows faintly red in darkness and is warm to the touch.

Type: Long sword +3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The sword does an extra 3 points of damage due to heat and will set aflame flammable objects (save vs. Magical Fire).
- Once per day the sword can transmute any normal earth element into another normal earth element by touch (max. 10 cu ft).
- 3 times per day the sword can cast darkness 15' radius on the sword's tip. The sword's wielder can see in this darkness as if it was lit by a dull red glow.

XP Value: unknown

FleshSlayer

<Daniel Vitti (Tyverian Starstone): st051911@vax1.rockhurst.edu>

This is a plain long sword whose hilt is wrapped in black dragon hide. It is made of a strange black metal which never shows blood either on the blade or hilt. Its origins are lost to history but it is rumored to be a mighty force for evil.

Type: Long sword of wounding +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: *FleshSlayer's* wounds continue to cause 3 hp of damage per round until the wounds are bound or cured by magical means. The edges of the wounds turn black and corrupted, and the victim must make a saving throw vs. Death Magic or contract a disease similar to mummy rot.

Notes: *See description of wounding powers, page 7. - Editors

XP Value: unknown

Frenzy

<Richard J. Rogers (Tricky D.): zrjr2@etsu.east-tenn-st.edu>

This sword's design is unique, due to the fact that many believe it was forged by saughain. It has one edge serrated, and its tip is like a tanto or katana blade (i.e. it looks like Tenn.). The cross guard is a metal disc, the edge resembles a school of piranha which circle around the disc.

Type: Long sword +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: If *Frenzy* causes 40 hit points of damage in a single fight, the wielder begins to go into a Bloodrage. All advantages and disadvantages are identical to those listed as per the Battlerager kit (see Complete Dwarven Handbook).

Minor powers: When the wielder speaks the command word ("u-blung"), he/she can cast *Free Action* once a day. *Frenzy* always moves freely underwater.

Background: This long sword was once the sword of a first mate of Immurk the Invincible, a powerful pirate who once ruled all of the Pirate Isles.

XP Value: unknown

Golem Killer

<Rory Toma>

Type: Long sword +1, +3 vs. magically animated creatures (not including undead)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Provides wielder *Protection from Cantrips 5' Radius*.

XP Value: unknown

Lifestealer

<Keith: nesiusra@sage.cc.purdue.edu>

This object of power has been found in many cultures throughout known history of our world. It has seen many incarnations and passed through many hands. Its current form is that of a more or less standard long sword. Elements of Tai Chi influence are prevalent in the handle as well as the hilt guard. The total length of the blade is about 1.4 meters from tip to pommel's end. The metal is of a variety of materials ranging from Meteoric Steels to Orichalcum to Emerald Gemwork.

Powers and Abilities:

The formal abilities (also known as the central power) derives from the basis of *stealing life*. In the current age we find ourselves in, this definition includes the ability to *steal mana*. The better terminology we have found though seems to indicate more of a *devouring mana*. Whatever type of mana-based power/magic the actual blade comes into contact with is simply canceled out. As yet, the blade has seen no true limit to what it can cancel out. We do not wish to bring the Lifestealer in direct contact with a True Ankh, as we value both objects very much, and do not wish to tempt fate.

The blade does function as a weapon variety foci, though there is a great deal of speculation as to its true value. It seems to bring its power from the wielder to a certain extent. Whatever the essence or magic level of the wielding individual is, it seems to draw upon this to act as a foci. In theory, it would be a foci rating 6 in the hands of a mundane and could be a foci rating 18 in the hands of a grade 12 initiate. The blade also seems to imbue other powers and talents as well, lending to the idea, the blade is just a housing for a spirit of incredible power and ability. For example, when holding the blade directly, the wielder simply winks out to astral viewing of ALL types. The subject that is wielding the sword apparently is astral blind to all intents and purposes. That person is also COMPLETELY immune to the effects of ALL magic for the duration they are holding the blade.

The spirit that resides within the blade apparently has the ability to function in much the same way that an Ally spirit does, in that it can lend its powers to an active magician. In its current form, the blade can also move itself at GREAT speeds 3-dimensionally, like an ally spirit under the rules of Inhabitation.

Personality and Side Effects:

It seems that the blade has a **number** of side effects, some originating from its mystic nature, others apparently linked to the personality of the residing spirit.

First of all, the above mentioned trick of holding the blade, does have a side effect. The wielding person must make two essence/magic rolls (resembling the rolls a creature with Regeneration makes against an attack from a weapon foci). A roll of 1's indicates the individual is **permanently** and **forever magic blind!** This means that they can never actively use magic again. Any spells locked or quickened to them will die out in a matter of weeks. The second die roll is necessary to see if the character **dies!** Again, a roll of 1's will indicate **total and irrevocable death!** As for the magic blind notice earlier, those creatures with parabiological/paranormal natures will become mundane in every sense of the word. All of their inborn talents will be rendered inert. If the subject is in a form

other than human/metahuman as in the case of Vampiric Mist Form and Shapeshifter's animal form, they are stuck in that form for *life* if they fail.

Secondly, the blade seems to thrive on emotions of various levels. This has lent us to believe this to be the reason that it prefers to be near Shamanic magicians vs. Hermetic magicians. It seems drawn to those who are more emotional in their daily commitments.

Third and Last of these notes. The spirit that resides within the blade is old by any standard we have found. Our quests have only revealed the basic nature of the blade and that it is as old as this world. It doesn't seem particularly interested in devouring magic per se, but it has shown itself to be rather bloodthirsty when significant opportunities present themselves.

Personal Note of Interest:

In the one time the spirit got out of hand. Fletcher utilized the one True Ankh we had in our possession at the time. The spirit had manifested itself using my animal form and was proceeding to leave the cavern. The Ankh's light flooded forth, in what seemed to be an attempt to burn out the spirit. The resulting clash of force was impressive to say the least. However, the sword (which was in the mouth of the tiger-manifestation) simply drank up the power. We did notice the spirit seemed to display *great* amounts of anger at this attempt to snuff it out. Fletcher took flight almost immediately, and quite frankly I don't remember how the disturbance ended. Currently the sword/spirit has shown no attempt at devouring any of the Ankh's we are tracking down nor has it shown any contempt towards Fletcher.

Long Sword -5, Holy Pacifist

<Donald S. Miller: miller@stokes.math.psu.edu>

It was a cursed *Holy Avenger** that let evil creatures get away with things...

Notes: *See description of holy powers, page 7. - Editors

Long Sword of Growth

<Dennis F. Maher: maherd@stricom.army.mil>

No one is sure where this sword came from and there are many legends that could be about this sword. The problem with this sword is that it is never the same. Every time this sword changes ownership, it becomes a +0, zero intelligence sword.

Type: *Long sword* +X (see Powers)

INT: varies (see Powers)

Ego: none

Alignment: varies (see Powers)

Communication: Speech; (see Powers)

Primary powers:

- When the wielder of this magnificent weapon rolls a 20, the creature hit has a level (or hit dice) drained and must save vs. Poison or lose a point of intelligence.
- If the target loses a point of intelligence and previously (to this drain) was smarter than the sword (had a higher intelligence score), the sword gains a point of intelligence.
- After the sword gains enough intelligence to speak, it will learn one language from the target every time it drains an intelligence point thereafter (even if no intelligence point was gained by the sword). If it already knows all the languages that the target knows then it learns nothing.
- The sword gets random special abilities as its intelligence goes up as for any other sword of its new intelligence. Its alignment is identical to owner.
- The sword also benefits from the level absorption it performs. It gains pluses to hit that creature. Pluses can only be gained if the level of the target is already greater than the pluses that the sword has for hitting the target, i.e. if the sword is presently +1 to hit orcs and you roll a 20 to hit a regular 1 HD orc, the orc loses a level and dies, but the sword gains no additional bonuses.
- Absorbing levels from 0 level characters or monsters of less than 1 HD kills the creature but gives no benefit to the sword.

- If the sword absorbs a level from a creature of 1 HD or more then it becomes a +1 weapon against that species or race. If the sword is a +1 weapon against a creature and the creature is 2 HD+ and it absorbs 2 levels, it becomes a +2 weapon against that creature (see table below). The levels do not have to be absorbed from the same monster, merely the same race of monster. Thus, the plus bonus to hit a particular race of monster will never be higher than the hit dice/levels (with a max. of 5) of that particular monster race.

2 lvl absorptions from a particular 2 HD+ monster race turns that +1 vs. *monster* bonus into a +2 vs.... bonus.

3 lvl absorptions from a particular 3 HD+ monster race turns that +2 vs. *monster* bonus into a +3 vs.... bonus.

4 lvl absorptions from a particular 4 HD+ monster race turns that +3 vs. *monster* bonus into a +4 vs.... bonus.

5 lvl absorptions from a particular 5 HD+ monster race turns that +4 vs. *monster* bonus into a +5 vs.... bonus.

When the sword becomes at least a +1 sword vs. 5 different kinds of monsters, then it becomes a full *long sword* +1 although any specific pluses greater than +1 still effective. However, all level drains are zeroed.

E.g. if the sword is +1 vs. orcs, +2 vs. gnolls, +1 vs. giant bats, +2 vs. ogres with an additional 2 levels absorbed for becoming +3 and the wielder hits a bugbear with a 20; the bugbear loses a level and the sword becomes +1 vs. bugbears. This gives the sword 3 +1's and 2 +2's. The sword becomes a +1 sword, +2 vs. gnolls and ogres with 0 absorbed levels.

It takes 7 "+2 vs..." or better to make the sword a full *long sword* +2

It takes 10 "+3 vs..." or better to make the sword a full *long sword* +3

It takes 15 "+4 vs..." or better to make the sword a full *long sword* +4

It takes 20 "+5 vs..." to make the sword a full *long sword* +5

It will never go past +5 for any reason.

Additional or Optional potential powers:

(keep track of separately)

- 10 levels absorbed from creatures from the elemental plain of fire gives the sword the powers of a *flame tongue*.*
- 1 level absorbed from each from the 4 main elemental giant races (Stone, Frost, Fire, Cloud-Air) makes the sword do +1 damage to all giants (as a minor *giant slayer*)
 - 1 more level from each of the 4 above giant types makes the additional damage +1-4
 - 1 more level from each of the 4 above giant types makes the additional damage +1-6
 - 1 more level from each of the 4 above giant types makes the additional damage +1-8
 - 1 more level from each of the 4 above giant types makes the additional damage +1-10
 - 1 more level from each of the 4 above giant types makes the sword a full *giant slayer*

So it takes 6 levels drained from 4 different kinds of giants to make a *giant slayer*

- Other special powers may be obtainable through other cases of absorption.
 - 10 undead levels + 10 demon levels turn sword into *Holy Avenger** if owner is a paladin.
 - 20 undead levels gives *mace of disruption* type power if owner is good, etc...

Special purpose: The sword's purpose is to keep its intelligence, thus once it becomes intelligent, it will do whatever necessary to prevent the owner from losing or giving up the sword. If another claims the sword (must be carrying sword to claim it) or the owner dies, the sword will lose one intelligence point per round and one special ability (*flame tongue* or *giant slayer*) or plus per turn (taking at most 7 turns to be returned to +0)

Notes: *See description of *flame tongue* and *holy* powers, page 7. Considering the amount of script devoted to this sword, you would think it is a complex or artifact-like weapon. It isn't. In fact, I liked the adaptability of its powers, especially how it gains bonuses to hit and damage by killing hordes of specific creatures. A lot of effort went into putting the idea for this blade into words by Dennis. - Editors

XP Value: unknown

Long Sword of One-Liners

<Geoffrey@yvax.byu.edu>

It's a stupid but hilarious magic-item for those into that sort of thing. The hilt is a big hollow rubber ball. The sword in general has an unserious/comical look to it. It would look like it was made by Fisher Price or maybe the people at Sesame Street.

Type: *Cursed long sword +1*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common*

Curse: Anytime an enemy gets within a specific distance from the sword (while it is being wielded) The rubber ball on the hilt squeezes itself and makes a big honking sound. Then the sword speaks: Give your favorite Henny Youngman line "Take my wife, please."

Notes: *If you can find a good list of one liners, it usually keeps everyone entertained for a while. By the way, the usual Remove Curse is needed to get rid of it. - G*

XP Value: unknown

Long Sword of Rangers

<Dennis F. Maher: maherd@stricom.army.mil>

Once upon a time, a mage guild got together and decided it was a good idea to create a magic item for each of the classes. Being mages, they created items for each school of magic, a staff for the druids, a harp for the bards, and a magic shape-shifting weapon for the clerics. They also created three swords and a dagger. One of these is the weapon here described.

Type: *Long sword +3, +4 vs. giants*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Does triple sword damage vs. giants (3-36).
- Does double damage (2-24) vs. species related to giants (ogres, ettins, titans, etc.).
- Sustains owner without food or water for six days before owner needs to eat normally for one day.
- Acts as material component for any spell cast by a ranger.
- Flames as *flame tongue** when within 10' of trolls. This may give warning to owner of the troll's presence or to the troll sneaking up on him/her, but it cannot be prevented.
- Edge of blade glows a light blue when within 60' of humanoids.
- The weapon doesn't glow except when owner desires. When owner desires light, the sword glows like a *Continual Light*. When the long sword is flaming, it gives off light equivalent to 2 torches (color of flames is blue if humanoids are present) in addition to any possible *Continual Light*.

Notes: *See description of *flame tongue* powers, page 7. - Editors

XP Value: unknown

Long Sword of True Vision

Type: *Long sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: A long sword which grants its wielder the ability to see things disguised by invisibility and low-level illusion (up to 3rd-lvl spell-like effects). Doesn't work on things disguised mundanely (i.e. someone hiding in shadows, a non-magical disguise, concealed traps, etc.).

XP Value: unknown

Long Sword x2 (Doubling Sword)

Type: *Long sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Doubles the “to hit” roll, doubles damage. It is magical, but is not considered a +1 or better weapon.

Notes: Neat idea. Do you use, or don't you? You can almost see the character who owns this blade trying to make the decision on whether to continue to use the weapon or not. - Editors

Long Sword +2 Lightning Brand

<Jon Drnek: drnek@beech.csis.gvsu.edu>

This sword normally has a ivory handle and the blade has a golden tint.

Type: *Long sword +2, lightning brand*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- When drawn and the command word is spoken, this sword is charged with electrical energy. This will cause the sword to glow with a golden tint and give off sparking light in a 5' radius. This charge will give an additional 1d4 points of electrical damage.
- Once a day, if the command word is known (a different one from the first), it can store up electrical energy and then send out a 40' long, 5' wide, 4d6 blast of electrical energy. The storing up of the energy takes 1 round in which the sword can not be used. If it is used while charging the blast for that day is used up. After the sword is charged the blast must be given off within one turn or the wielder of the sword will take the damage and the electrical powers of the sword will not function for a week. While the sword is charged it has a bright, sparking golden glow and will give off light as a *Light* spell. This *Lightning Bolt* can only hit one person and it will not miss.
- This sword hits as a *sword* +2 when striking at non-metal armor. When striking at metal armor, figure as AC 10 with normal DEX and magic bonuses applying for the electrical shock. Use their normal AC for sword damage (i.e. a person in plate +1 with a +1 DEX will be AC8 for electrical damage and probably around AC0 or -1 for sword damage). When using non-metal armor, figure AC normally for electrical damage.

XP Value: unknown

Mindshield

<Nathan Sugioka: nsugioka@cs.indiana.edu>

This long sword is exquisitely forged and razor sharp; it is identified by the imprint of a shield on the hilt.

Type: *Long sword +3*

INT: 14

Ego: 24

Alignment: Neutral Good, powers only function for good aligned characters

Communication: Speech; *Common*

Primary powers:

- Wielder may *Fly* (as cast by a 12th-level wizard), once/day
- *Detect Magic* at will, 100-foot range
- Detects any mind-altering ability (spell, psionic, natural ability or other) within 100 feet, automatically (wielder does not need to concentrate)
- The ability from which it gets its name: When being worn (not necessarily wielded), it provides absolute, unconditional immunity to any mind-affecting attack on the wielder (I underscore the any: nothing can affect the wielder's mind). This includes, but is not limited to, all telepathic psionic abilities, most spells of the

enchantment/charm school, all attack spells of the charm sphere, *Slow* spells, all appropriate natural abilities, and a few poisons.

Special purpose: Slay all evil creatures that attack the mind. If any evil creature attacks the wielder's mind, the attack is reflected back with its power amplified; the attacker must make a save versus death magic or die, its mind shattered.

Notes: *Although the blade only slays evil mind-attackers, it has a dislike of any mind-affecting abilities. Thus, beneficial mind-affecting abilities can also not be used on the caster. Its personality is driven and single minded, and it does not take well to slights on its abilities. It will never, however, take over its wielder's mind as intelligent weapons are wont to do (that would be rather hypocritical). - NS*

XP Value: unknown

MindWall

<brian@opus.chem.psu.edu>

Usually a long sword with a very keen (shiny) edge.

Type: *Long sword +1, +3 vs. psionic creatures*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Permanent Tower of Iron Will (for combat roll always a 16).
- Wielder always has a closed mind.
- If a psionic creature is hit with the sword one randomly determined tangent or contact is severed.
- +2 save vs. charm, illusion, and mind affecting spells and powers.
- If a psionic creature touches the pommel they suffer a mental backlash resulting in a drain of 2d10 PSPs, stunning them for 1d4 rounds. If the psionic has less then the PSPs drained then drain one power for a number of rounds equal to the number of PSPs drained.

XP Value: unknown

Mooseburgers

<Barbara Haddad: melchar@shakala.com>

Mooseburgers is a +1 magic long sword, +5 vs. moose {& elk}, that has a wavy hilt shaped like moose antlers.

Type: *Long sword +1, +5 vs. moose*

INT: none

Ego: 24

Alignment: none

Communication: Speech; *Common, Moose*

Primary powers:

- Can detect moose out to 100'.
- Will appear in the hand of its wielder if s/he confronts a moose.

Background: You wouldn't believe how many snickers this sword has provoked.

XP Value: unknown

PeopleSmasher

<kmhk@maristb>

Type: *Long sword +4*

INT: 15

Ego: VERY high

Alignment: Chaotic Neutral (but loyal to his master... See below)

Communication: Speech; *Common, Kender*

Primary powers:

- +5 vs. regenerating creatures.
- +6 vs. cold-using, inflammable, or avian creatures.
- +7 vs. undead and fire using/dwelling creatures.
- +8 vs. people Kohran cannot step on or are better looking than himself (this is serious! anyone with a comeliness of 21+).

Background: *PeopleSmasher* is the favorite weapon of Kohran Valkinarde, God of Battle and Boasting. The sword can talk and will sing Kender tunes if argued with.

XP Value: unknown

Pirates Lucky Sword

<Hasof: ek597c%gwuvvm.bitnet@utarlvm1.uta.edu>

Created by the deity Hasof, this sword has been hidden away in a sunken ship for some lucky pirate type to find. This is a marvelous long sword. Set in its pommel is a scrimshaw medallion of a ship. Surrounding the medallion (in the pommel) are five bezels. Currently two of the bezels hold gems, while three are empty.

Type: *Long sword +1 or +2 in the hands of a pirate, corsair, privateer, etc...*

INT: none

Ego: none

Alignment: none

Communication: Semi-empathy (warning tingle)

Primary powers:

- +2 on all saving throws.
- -2 to AC.
- +2/-2 to any roll the player makes (in the player's favor)
- The owner of the sword may never be surprised (the player will receive a warning from the sword in the form of a cold chill up the spine).

Background: The sword can be improved if the gems (now scattered throughout the world) can be found and fitted to the bezels. For each gem found the sword gains and additional + to attacks, saves, ac, etc.

Notes: *Warning - this item is not safe for use with young children, and may in some cases lead to munchkins. - H*

XP Value: unknown

Protector

<a_copeab@ccsvax.sfasu.edu>

Type: *Long sword +2, defender**

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- If within 15' of evil, a black gem on the hilt glows.
- If within 15' of an invisible object, a red gem (on opposite side) glows.
- If gems are removed from the sword, they lose their powers.

Notes: **See description of defender powers, page 7. - Editors*

XP Value: unknown

☆*Quake Sword*

<Dan Moore: dmoore@southwestern.com>

Type: *Long sword +1*

INT: none

Ego: none

Alignment: none

Communication: none

Major powers: Only functional only in the hands of spellcasters. Spellcaster may sacrifice two 4th-level spells or one 7th-level spell from scrolls and/or memory to cause one of these two earthquake-like effects:

- Deal 3d10+1 earthquake damage to each monster in a dragon fire shaped cone, extending 75 feet from wielder.
- Cause all monsters and players within 50 feet of wielder to stumble and re-roll surprise.

Background: Being such a powerful magic, the earthquake effects, the caster, unless an elf, is knocked unconscious for 1d10 rounds -1 round per level of user on a failed ST vs. Spell.

Notes: If underground, this can cause additional quakes or cave-ins. - DM

XP Value: unknown

Quar "The Destroyer"

<John Pflum Jr.: jpflum@tso.uc.edu>

This blade is a long sword made of the finest silver, with runes etched upon it in an intricate design. Its grip is made of shaped sablewood and wrapped in black leather. Around the hilt are five rectangular-cut diamonds, each measuring about a third of an inch in length. Two of them currently glow with a pale light.

Type: *Long sword +X* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

Quar's powers are of a relatively unique construction, in that they are linked to the bearer and his/her strength of purpose. As the commitment and connection increase, so too does the power of the blade.

- Stage 1: The Awakening

The sword is +1, +3 versus undead, though it is considered +5 for the purpose of determining which undead or negative-plane creatures can be affected by it. When in combat with undead, the wielder gains a +2 to his/her initiative roll. Activation of these powers occurs upon the speaking of the sword's name and causes the wearer to treat undead as rangers treat a species enemy thereafter. None of the attendant ranger combat bonuses are gained, however.

- Stage 2: The Protector

Other powers are locked inside the gem stones, and may be activated by speaking certain names connected to the sword's history. Speaking the name of the one it was forged for triggers the blade's protective powers. The sword will then protect against draining attacks by undead, granting its bearer a base saving throw of 18 in order to avoid their effects. The bad news is that this feature draws steadily upon positive material energies, and intelligent undead will thus make special efforts to kill the bearer.

- Stage 3: Darkbane

Fortunately, *Quar's* abilities do not end there. If holy water is poured on the blade and the name of both the wizardess and the High Priest who enchanted it is spoken, it will activate the powers of the gems if the wielder is of good alignment. If the bearer is a paladin or a devout follower of Pelor/Mayaheine, however, only one of the names is required. The gems' powers are:

- 1 - *Detect Undead (Player's Handbook)*
- 2 - *Hold Undead (Player's Handbook)*
- 3 - *Undead Ward (Tome of Magic)*
- 4 - *Sol's Searing Orb (Tome of Magic)*
- 5 - *Sunray (Player's Handbook)*

When found, only gems #2 and #4 are "charged." Other stones may be empowered by using the sword to physically slay seven hit dice worth of intelligent undead, starting at stone #1 and continuing in order until all are charged or one of the lower stones is discharged again. Once empowered, stones will glow faintly, storing their potential until their powers are used.

- Stage 4: The Destroyer

These abilities are certainly formidable, but it is against undead with a connection to the negative material plane that the weapon's true puissance is directed. *Quar* was specially enchanted to be effective against vampires, becoming +3 to hit and +4 to all damage rolls. Should the wielder succeed in slaying a vampire, the weapon's final powers will be activated: in combat with any level-draining undead thereafter, a successful strike infuses the creature with a pulse positive energy, reducing it by one hit die in addition to the damage done by the sword. Furthermore, once per day the wielder may opt to do maximum damage to an undead opponent on a successful strike. This must be stated before any attack roll is made, and if the attack misses the power is used for that day.

All of these Stage 4 powers last as long as the sword is owned by that wielder, and do not need recharging. Once activated, however, the fully-realized sword will begin to affect its owner, strengthening his/her enmity against undead even further. Although he/she can fight other foes, the bearer will never turn down a chance to eliminate an undead enemy. Immediate attack is not necessary, nor are suicidal assaults against vastly superior foes, yet it is true that such individuals will not hesitate to sacrifice their own lives if it means that their enemy will likely perish as well. Mindless undead are not a priority, but anything with a mind definitely raises the ire of *Quar's* bearer. Even an undead creature who somehow proves itself friendly will cause the character to seek ways to annihilate it once he/she knows of its existence.

Background:

This sword was forged sixty-three years ago in 522 CY by the wizardess Chanlin, as a gift to her younger brother Keivlen upon his ascension to the knighthood. The church of Pelor almost certainly had a hand in its creation as well, and some have even opined that traces of gray elven workmanship and design can be seen in its construction.

After receiving the blade, Keivlen left his home to become a Knight Arrant in the service of King Belvor II of Furyondy. During his service to the king, Keivlen gained a reputation as a slayer of those already slain, often traveling hundreds of miles to dispatch the lowliest of undead creatures. It is rumored that it was by his hand that the vampire-lord Andrakis was destroyed.

Keivlen was last seen entering the Vesve Forest with his band of retainers and henchmen. His destination is not known, but his group carried enough supplies to survive in the wilderness for many weeks. He never returned from this expedition, however, and is still listed as "missing in action" on the rolls of the Order of the Hart. Unable to locate him despite all her magical scrying, a deeply saddened Chanlin retired to Veluna and died of old age in 563 CY. Some of her written works are still in the possession of the sages of Mitrik, however, who still possess great respect for her knowledge of the positive energy planes.

XP Value: 1,500 per stage activated, plus 10,000 more if all stages are activated.

Quietus

<Benjamin E. Sones (The Bard): krf93002@uconnvm.uconn.edu>

Quietus is a long, cruel-looking sword carved from a single bone of unknown origin. It is obviously ancient, as is evidenced by its yellowed color, but is extremely strong and will not chip or break. Its blade is covered with strange and vaguely disturbing runes and symbols, which glow with an eldritch light in the presence of the undead (10' radius).

Type: Long sword +3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Any humanoid creature slain by *Quietus* will quickly wither and decay, leaving only a blackened skeleton. 1d10 rounds after death, this skeleton will rise (standard skeleton as per Monstrous Compendium) and obey the commands of the wielder. Maybe. Every time a new undead is created in this fashion, the wielder must make a check, based on Wisdom, to see if he/she retains control of the undead. If this check is failed, ALL skeletons under the spell of the sword will turn on the wielder, attacking until either they or the wielder are dead (so to speak).

Wisdom	% To Control
9 or lower	50%
10	55%
11	60%
12	65%
13	70%
14	75%
15	80%
16	85%
17	90%
18	95%
19 or higher	100%

Notes: Try not letting the player know about these checks. Won't it be fun when she tries to add the 23rd member to her little "undead army" and she fails the check. OOPS... - BES

XP Value: unknown

Quillion

<Scott D. Law: law@xip.nrl.navy.mil>

Quillion is a silver long sword with thin black runes "Quillion" on the blade.

Type: Long sword +4

INT: 1 (to be able to harmonize)

Ego: none

Alignment: none

Communication: Speech; *just to be able to hum*

Primary powers:

- It can detect/locate writing 100' radius at will (wielder has a rough idea of amount).
- 5% chance (every time an opponent misses in a sword attack) of sword catching and breaking opponents blade (where applicable; magic weapons get a saving throw).

Minor powers:

- Casts *Tongues* 3/day.
- Casts *Comprehend Languages* 5/day.
- Casts *Light* on command (5', 15' 30' radius).

Background: The sword tends to hum (harmonize) when music is played/sung near it.

XP Value: unknown

☆*Raven's Soul Blade*

Raven's Soul Blade is a long sword made of a unique Mythril and Adamantium mix, making it unusually light and nearly invulnerable to harm. Though of the highest quality workmanship, the sword lacks any ornamentation such as gems or runes.

Type: *Long sword* +2, +3 vs. *evil*, +4 vs. *undead*, +6 vs. *vampires*.

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Although it lacks any detectable alignment, any evil creature grasping the sword will be filled with revulsion and be forced to drop it.
- The blade will glow a deep blue, as per candlelight, when within 100 yds. of any undead.
- Sheds true sunlight in a 60' radius when held and willed to do so.
- +2 save vs. all special abilities used by undead, such as level draining or paralyzing, or a standard saving throw if a save is not normally allowed.

Major powers: none

- Complete immunity to all vampires' special powers, such as level draining and charming, but not against their special abilities such as strength or blood draining.
- Creatures summoned by a vampire will not attack the wielder of the sword.
- If a vampire uses true magic against the wielder, s/he gains a +6 to all saving throws or a +2 to his/her save if a saving throw is not normally allowed.

Special purpose: Slay undead, particularly vampires.

- When the wielder comes within 100 yards of a vampire s/he will know it and must make a save vs. Willpower (Wis. + Con. / 2) at -4 or become filled with an overwhelming need to seek the creature out and destroy it. Though the need is urgent it is not a berserker rage. The wielder may use whatever plan s/he thinks will have the greatest chance of success. The save must be repeated at the start of every turn while within the 100 yard range, or every round if the vampire is within visual range, until it is failed. Once out of range the urge will fade within an hour.
- Should the wielder encounter Cyrus no save is allowed. The wielder will be filled with an all consuming hate. Though again, not a berserker rage. S/he will do anything and everything within his/her power to destroy the monster. This effect will only wear off when Cyrus is hopelessly out of reach, even if it takes months or years.
- Should the wielder encounter Nydia, s/he must make a willpower check each combat round or be unable to bring his/her self to strike Marcus' true love.
- Marcus' fate is bound together with that of Cyrus. Once Cyrus is destroyed forever, by the sword wielder or someone else, Marcus' soul will be set free. At that time the sword will lose all of its special powers. However, it will retain its base powers.

Curse: The sword sends out a psionic call to all intelligent undead creatures within 100 yards at all times, calling them to it. These undead will seek out the wielder, though most likely they will not know why. The sword is magically bound to the wielder, but only while s/he is under its emotional influence, though its by no means glued to his/her hand. A remove curse is required if the two are to be separated during this time. Once Cyrus has been encountered, the spell must be cast by a priest of at least 20th-level for it to be effective. The wielder will not cooperate with any such attempt.

Background: About two centuries ago Marcus and Nydia Raven celebrated their first wedding anniversary at an exclusive hunting lodge. That night the lodge was invaded by a human vampire. By the time the vampire left, six men lay dead and Nydia Raven was nowhere to be found. Marcus tracked the vampire for three months and discovered, among other things, that the monster's name was Cyrus. One night Marcus awoke to a candle's flame and discovered Nydia standing next to his bed, her white fangs all but glowing in the light. She warned him to give up his search or the next time they met he would not live to see the sunrise. Knowing his true love was lost to him, Marcus used his family's fortune to commission the finest long sword that had ever been created and to hire

both a powerful mage and a saintly priest to enchant it. And in order for it to fulfill its purpose Marcus willingly bound his soul within the blade.

Notes: Good background for a powerful, yet limited sword. The story makes it easy for a DM to fit into an adventure. Too bad the author isn't known so we could give him/her credit. - Editors

XP Value: unknown

Revelation Long Sword

<xypad@levels.unisa.edu.au>

Type: Long sword +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This is a +1 long sword that causes the target to revert to its true form if hit. This weapon affects Irda, were creatures, druids and other shapechanging/polymorphed creatures.

XP Value: unknown

Rust

<Patrick Rannou: rannou@hamming.poly>

Rust looks like a normal long sword, the only noticeable detail is a small ellipsoidal brown gem (*agate or jasper* - Editors) in it's guard.

Type: Cursed long sword -3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: While the sword itself is made of steel and is immune to the sword's power, any metal that is being HIT (not touched, hit) rusts just as if touched by a rust monster. A natural 20 means the target doesn't have a save and all metallic items on the target (instead of only the armor or weapon) are affected. The sword feels very unwieldy, however, as if it was a bit hard to make it move in a straight line.

Curse: All metallic items worn by the cursed person will rust very fast: after each night of rest, all items rust a bit. Weapons become reduced by -1 to hit and to damage because of rusting effects. In the case of armor, the AC goes up by a +1 malus. These rusting effects are cumulative. Thus, after two nights an archer will discover that his/her arrows do only D6-2 of damage and that he/she has -2 to hit, etc. Minimum damage is always 1. Items that the GM considers *too rusted* simply fall into rust powder. Thus, the character can only safely use leather armor (even the studs of a studded leather will rust). Finally, magical items get a saving throw against the rusting effect. A smith can repair half (rounded up) of the rust damage on an item. Thus, if a magical sword +5 *rusts* a lot, and is then repaired, then it will be a sword +3. Greater magics can restore the items to normal status (*Unrust* spell anyone? A simpler version of the *Sands of Time* spell from the Tome of Magic...).

Background:

A remove curse cast directly on the sword allows the wielder of the sword to make a saving throw versus magic. If he/she succeeds, he/she has one round to drop the sword. Picking it up again is foolish, because the sword stays cursed.

The user can drop the sword, but as soon as the character enters combat the sword jumps to his/her hands. Trying to get rid of the sword by force is not a good idea, because there is no limit to how strong the invisible elastic between the sword and the wielder can be. Throwing the sword away only to see it coming back right at you could be unhealthy.

Notes: One way to still be able to use that weapon is to give it to a henchman wearing non-metallic armor, and have him attack opponents wearing metallic armor: "Well done, Max, you've just rusted to nothingness those Chaos Warriors full plates! Now, stand back and let us finish them!" - PR

XP Value: unknown

Satan's Tongue

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

The blade is unlike any that one has seen. It is wholly black, a black so dense that it appears entirely separate from the hilt, like a tear through which one would glimpse the nightmare depths of space. A sword made of the essence of evil!

Type: *Long sword* +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This blade is a *long sword* +2 that functions as a *Sword of Life Stealing* and a *Thirteen Lives Stealer*!

XP Value: unknown

☆*Spider Blades*

<David J. Sandell: dsandell@juno.com>

These two long swords are called *Spider Blades* due to their hilts. Both handles are shaped like spiders. The primary sword has two legs on each spawn but they are connected. The *Lady Spider Blade* has two hilts unseparated on each spawn.

Type: *Long swords* +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The owner may signal the owner of the other *Spider Blade* at will. This signal causes the other sword to glow in warning.
- Either blade may help locate the other by simply concentrating on finding the other's location.
- When the user bears both blades, the secondary of the two would not get any sort of attack penalties. In our terms, this means a normal attack with both primary and secondary hand.

Background: The *Spider Blades* are a creation of the famous warrior, Hooligan. Hooligan made the swords during a war with a neighboring country. He and his wife looked for a way to defend each other when in need, and to know where to come when they were separated. This and the *Lady Spider Blade* were the two they made. Whenever one was in trouble, they'd grasp the hilt differently and the opposite would light up. Then by concentrating on it they'd get the blade to point in the other's direction. Soon, though, the blade lit up and Hooligan came running. But when he got there he found a vampire holding the blade and drinking his wife's blood. In disbelief he attacked and slew the vampire, driving his blade into the vampire's heart. However, his wife had turned into a vampire and when he tried to rescue her she killed him. The two blades were laid aside until an adventurer named Tasha found them while exploring unknown territory in Dulgaria. She only found one blade but learned of the other.

XP Value: unknown

☆*Squirrel's Bane*

<Jesse Fuller: tafuller@earthlink.net>

The blade looks like a long sword, but the handle portrays gruesome scenes of squirrel mutilation.

Type: *Long sword* +1, +2 vs. *small woodland creatures*, +5 vs. *all types of squirrels*.

INT: yeah, right!

Ego: none
Alignment: none
Communication: none

Primary powers:

- If a squirrel defeats the owner, the blade will turn to a hawk and eat the squirrel. The hawk's size is dependent upon the size of the squirrel - Giant Squirrel = Hawk large enough to eat the squirrel. The sword will then return to it's owner, living or dead. The sword may be sold, traded, found, stolen, or given away to change ownership (it's not cursed).
- For every squirrel killed by a particular owner, it can heal that many hit points when in battle with a squirrel at the words, "It's the squirrels!" (i.e., This owner has killed three squirrels with the blade. In battle with a large squirrel, he says, "It's the squirrels!" - 3 hp is restored. After he kills that squirrel, he attacks a small squirrel saying, "It's the squirrels!" - He is now healed 4 hp. Later he attacks a mongrelman, saying "It's the squirrels!". Nothing happens, besides the mongrelman taking the head off the poor squirrel-slaying guy.)

Background: This is the sword wielded by Essex Fuller, The Noble Bard, Squirrel's Bane, Son of the LeafScribes. It was created by Amylose LeafScribe.

Notes: I've always hated squirrels. Rats with fuzzy tails. - Editors

XP Value: unknown

Sword Of Aractos

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

The sword is fashioned of black adamantine alloy and thus exceptionally resistance to harm (extra +2 on saves above in addition to anything else). It has on either side of the hilt a black spider whose mouth is pointed towards the blade. The mouth emits a web down both sides of the entire length of the blade to the tip. The spiders are made of pure obsidian and the web is of pure silver (17,500gp value just for this workmanship alone).

Type: Long sword +1, +2 vs. spiders (including driders and the like)

INT: 12

Ego: 13

Alignment: none

Communication: none

Primary powers:

- When held in hand grants the owner a +1 to all Poison saving throws.
- The sword must however drain a victim's bodily fluids (just like a spider feeds) to refuel itself or "feed" if you will. To do this the owner must impale a victim with the sword whereas the sword starts draining throughout the blade and into the spider (this is not seen unless *Detect Magic* spell is employed). The whole process takes 1d6+2 Rounds where the victim may try to fight for freedom in the usual manner. The sword must feed at least once a week or it will lose all powers, becoming just a +1 weapon until it feeds. Each day after it feeds its ego increases by +1 until it feeds! If the sword takes control of the owner it will feed and not care where it gets it from.

Minor powers:

- It gives the owner the ability to *Spider Climb* (movement 7) at will
- It can also employ a *Web* spell at 13th level once per week for its owner.

Background: This long sword of black adamantine alloy was made by Aractos, a very high-powered drow Fighter/Mage/Cleric who was a follower of Lloth. He had many a spider servants and made this sword to help better keep his spidery servants "In Hand". It was unfortunate that he died by a female drow assassin, possibly because he was getting too powerful for the female drow clerics taste, however his sword lives on.

XP Value: unknown

Sword of Assassination

<Jason Choi: ujchoi@uxa.ecn.bgu.edu Jason Choi>

This blade is considered a long sword...though its odd design you would think otherwise. Its blade is made of carved obsidian and is kris (wavy) shaped. Ancient elvish runes of power have been carved onto the blade, gifting it with dark sorcerous powers.

Type: *Long sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- When grasped, it turns invisible to the wielder's foes, but not the wielder himself. This ability makes it easily concealed and able to sneak it in past guardians or watchdogs to end the life of a intended target.
- In combat, the first strike against any opponent is automatically +4 to hit because of the invisibility of the blade. After the first swing, the opponent is allowed a saving throw vs. Spell each round to see if he/she knows the blade is being used, with a cumulative +1 bonus for every attack the blade is used on him/her and a +4 bonus if the wielder actually hits with the weapon. Until the savings throw is made, the wielder is +2 to hit the target. The combat bonuses are due to the blade's invisibility, not magical combat bonuses, so the blade cannot hit creatures only affected by +1 or better weapons. Creatures that can *Detect Invisibility* negate the blade's combat bonuses.
- The blade, furthermore, grants a special ability to kill with supernatural precision. Once/day, it grants a 5% chance/per level of wielder to assassinate a chosen victim, with a 3% penalty per experience level the target is higher the wielder.

XP Value: unknown

Sword of Dismemberment

<Brian A. Rollins: barollins@aol.com>

This fearsome long sword is the twisted cousin of the *Vorpal Blade* (see DMG).

Type: *Long sword +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Instead of severing the head from the body (as a regular vorpal blade), it severs a particular limb if the wielder gets a 20 or better (with modifier) on their combat roll. For every limb severed, the victim loses the noted percentage of base hps (rounded up). Creatures that regenerate do not lose hit points permanently (assuming they don't die). To find out which limb see table below.

1d20	Limb Severed (1d2, right/ left)	Base hps Lost	Other Effects
1-2	1d4 fingers	5%	DEX check (-1 ea. digit gone) to hold items
3-5	Hand	5%	
6-10	Arm at elbow	10%	
11-13	Arm at shoulder	15%	
14	Foot	5%	DEX check or fall, movement halved
15-17	Leg at knee	10%	DEX/-2 check or fall, movement 1
18-19	Leg at hip	20%	DEX/-4 check or fall, movement 1
20	Head	100%	Immediate Death

Note: if a creature is hit multiple times and the table indicates a limb already missing, remove the opposite limb. If both are gone, then re-roll.

XP Value: unknown

Sword of Dismemberment (cursed)

Type: *Cursed Sword of Dismemberment -10*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Whoever touches this sword unsheathed immediately starts swinging wildly. Each round, the wielder has a high probability of hacking off one of his/her own limbs or even his/her head. Any adjusted to hit roll that is less than or equal to 1 causes the wielder to hit himself as if he/she had rolled a 20 or better with a *Sword of Dismemberment* (see above).

Background: This cursed sword was owned by Lord Broverick, whose favorite tactic was to disarm a foe, then say "I will not fight an unarmed man", and toss him/her the sheathed sword, or slide it to him/her unsheathed with the tip of his own blade. His foe would proceed to neatly carve himself up.

XP Value: unknown

Sword of Familiarity (Rotweiler)

<s2793064@techst02.technion.ac.il>

The sword is the greatest masterwork of Kes; done when he was at 19th-level. It emits radiation of Enchantment/Charm and Lesser Divination. The sword looks like a regular metal long sword with a picture of a shepherd dog on the handle (a Rotweiler).

Type: *Long sword +X* (see Powers)

INT: average

Ego: none

Alignment: As wielder, growing more intense with time (see Powers)

Communication: Empathy

Primary powers:

The sword had no powers when it was created. This is one of the reasons Kes created it this way: he didn't want to spend too much power on it. Instead it takes its power from the wielder. When it is created it is made of three parts. When combined into one it creates a link with the one which connected it, becomes one as if never broken, and becomes extremely loyal to the owner. This connection lowers 1 Constitution point from the connector.

The sword has its own power level which goes up as the owner fights with it, based on the number of days the owner possesses the sword. This power is taken from the wielder, but as 1 Constitution point was already removed the owner isn't harmed further. The sword's alignment matches its owner's and its power level determines which how strong an alignment it radiates: Levels 1-4 weakly aligned, 5-8 medium aligned, 9-12 strongly aligned, 13+ very strong aligned.

The longer the sword is owned (and used) by the character, the more powers it grants the wielder, and the more attached the sword becomes to its "master". The owner must hold the weapon once/day and if the sword is not within 20' of its owner for 1 hour/sword power level/day and/or he/she fails to hold it and the day is almost done, it loses 1 power level/hour until it again reaches level 1. The owner will know when the sword moves out of range or needs to be held as he/she will begin to feel the sword's need to be close, and might "hear" a slight whimpering sound, becoming more incessant and pleading as the time limit to give it attention nears or passes. As the sword gains power, it will also resent being put down or even put in its scabbard and will cause pain to the wielder if taken out of hand.

The sword may grant its wielder extra attacks per round with the sword regardless of wielder's class or level. If the wielder's number of attacks per round is already higher than what the sword would grant, the character uses his/ her own ability.

When the sword breaks or the owner dies (which causes its breaking) the sword lets all the energy accumulated inside blow up and damages all around, including the wielder. If the sword is medium aligned or further (over 5), the damage is given first to the ones with alignment most far from the wielder. If the sword breaks up before the wielder dies he/she suffers some damage according to the sword level (see table).

Kes created the sword partly as an experiment which he never got to perform. Therefore it created a faint magical cord which is attached to it and can act as a guiding signal for a wizard who knows about it and tries to find it. A detect magic from a high level magic user (or successful throw) can see it.

Table 1 (all bonuses cumulative):

Days Owned	Sword Level	Explosion When Broken	Bonuses			Special Effects
			Hit	Damage	Attack	

Weakly Aligned

0	1	1d10	+1			-1 constitution when connected.
2	2	3d6		+1		The wielder feels good when holding it.
4	3	3d10			3/2	Creatures of opposite alignments -1 to hit when held.
8	4	4d8	+2			When weapon is put down/away owner feels great loss and 2 hp pain damage.

Medium Aligned

16	5	6d8		+2		Sword pushes wielder to fight against creatures of opposite alignment - +1 to hit/damage rolls
32	6	6d10				+1 to Constitution/Strength/Dexterity scores when held. When held, it holds hand back (like handshake). 1d4 points of pain if weapon is put down/away.
64	7	7d10	+3			
125	8	8d10		+3		-1 to the wielder's armor class. 1d6 points in pain if weapon is put down/away.

Strongly Aligned

250	9	9d10			2/1	Gives wielder -1 penalty to hit and damage rolls against creatures of wielder's alignment.
500	10	10d10	+4			Wielder regenerates 1 hit point per round when held. 1d8 pain if weapon is put down/away.
1000	11	11d10		+4		Will not leave hand. If insisted upon, will do 1d10 damage and leave. Does 1d10 damage if put in it's scabbard.
2000	12	12d10	+5		5/2	When not held, -3 points to Constitution.

Very Strongly Aligned

4000	13	14d10		+5	3/1	Will not fight against creatures of same alignment.
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Each Level Afterwards

+4000	X	+2d10			1/2	None.
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Table 2: what will it do when held by some other fighter?

It will never fight exactly like by the hands of the owner...

Level of Owner	<u>Distance from Owner (in Miles)</u>		
	0	2	4
1-4	As Regular Sword.	-1 to hit/damage rolls.	Can't be held.
5-8	-1 to hit/damage rolls	Can't be held.	Does 1d10 damage to wielder. Saving Throw vs. Spell for 1/2 damage.
9-12	Can't be held.	Does 1d10 damage to wielder. Saving Throw vs. Spell for 1/2 damage.	2d10 damage, no saving throw.

13+	Does 1d10 damage to wielder. Saving Throw vs. Spell for 1/2 damage.	Does 2d10 damage to wielder. Saving Throw vs. Spell for 1/2 damage.	4d10 damage, no saving throw.
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Sword of Fire

Type: *Long sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Sword blade is so hot that it will melt metal (non-magical) if saving throw vs. Magical Fire is failed. Damage of 3-30 plus 1-4 per round for 4 melee rounds if worn metal armor is melted by blade. Victim wearing melting armor must make CON/-5 check or be paralyzed 2-8 melee round from extreme pain. If the player does save he/she is at minus 4 to hit for next round.

Major powers: Can flame strike as a 30th-level cleric similar to a *cone of cold* with the tip of the sword as its base once per two days.

Note: *The blade is always hot, so if a scabbard is used, it must be of special/magical construction to withstand the intense heat.* - Author

XP Value: unknown

Sword of Forbearance

<reshef@techunix.bitnet>

A rather slim and light blade.

Type: *Long sword +1, but bonus varies* (see Powers)

INT: none

Ego: none

Alignment: none (personal suggestion: Lawful Good or Neutral Good)

Communication: none

Primary powers:

- It'll act as any normal +1 weapon as long as the wielder is healthy (over 1/2 of max. hp). But as the character loses HP, it'll start to make itself useful. For every 10% below 50% of max. hp the wielder currently has, the sword adds +1 to his/her AC against weapons as it starts to fend for the wielder. At 10% (when the wielder is just about finished) of max. hp, the sword will concentrate on defending it's wielder (it's very loyal), adding another +1 to AC and if the wielder hits his/her opponent, it disarms the opponent (DM's - don't let on the sword is not attacking to harm). The AC bonuses granted by the blade are good only vs. hand wielded weapons. It does not affect AC vs. arrows and the like.
- This sword is only fully usable by fighters as the disarm capability implies. If used by a non-fighter, the sword will protect him/her at 1/2 usefulness and can't disarm the opponent.
- If a fighter only attempts to fend off enemies (parrying), or use any other kind of non-lethal combat (as per the Unearthed Arcana or the 2nd edition), the sword functions as a *long sword +3*.

Background: The reason for naming it "Sword of Forbearance" are that the sword will "forgive" the user for abandoning her and as it's not intelligent it forgives enemies for hurting its master a bit as that is life, but it'll try it's hardest to keep him/her alive and well.

XP Value: unknown

☆*Sword of Holy Light (Dunrick)*

<Derek Owen: down@voyager.newcomm.net>

Type: *Cursed long sword +2, +4 vs. evil* for non-paladins; varies for paladins, see Powers

INT: 19

Ego: 32

Alignment: Lawful Good

Communication: Speech; *Common, Elf, Dwarf, Blue Dragon*

Primary powers:

- The blade will only function in the hands of a LG Fighter or Paladin. (the only exception is that true followers of Horus may wield the sword without fear.)
- Ultravision/Infravision when held.
- In the hands of a paladin its true power is unleashed...

<u>Paladin's Level</u>	<u>Sword becomes...</u>
Level 1-3	<i>Long sword +3, Purifier</i> (see paladin's handbook)
Level 4-9	<i>Long sword +4, Purifier</i>
Level 10	<i>Long sword +5, Purifier</i>
Level 11+	<i>Long sword +5, Holy avenger*</i>

Minor powers:

- *Cure Light Wounds* 3/day.
- *Detect Magic* at will.
- Detect alignment when held.
- Fire giant strength 1/day for 4 rounds.
- *Continual Light* 2/day.

Major powers:

- Increased movement rate (as *Boots of Speed*) when held.
- Acts as a ring of truth to all within 10' (includes wielder). Always active.

Special purpose: Kill CE (especially worshipers of Set). Since the blade is in essence a portion of Horus the purpose will be withheld from all non-worshippers. This rule will be excluded if a mission of vengeance has been undertaken.

- Hold person (CE only, -2 save vs. Spell).
- The sword will inform its wielder if a creature/NPC is CE and if the character does not actively seek out the evil the sword will force its will on the character (ego check).

Curse(s):

- Lose interest in other magical weapons. Will not allow another melee weapon to be used.
- -2 on all save vs. Petrification, Poison, and Death Magic.
- The sword will actively try to convert the wielder to the side of Horus.
- In time, the wielder will actually physically change to match the appearance of Horus, hawk head and all. This process will take a number of years, but when the full transformation is complete the wielder's attributes are modified as follows:

STR: +2 INT:+1 WIS:+1 DEX:-1 CON: +1 CHR: +1 (COM:-3)

With this done the wielder of the sword will seek out all evil, no matter its strength and attempt to kill it, as well as bringing vengeance to all that have committed acts of murder, treason, injustice, and the like (see Horus, Legend and Lore rulebook for more information).

Background: This long sword was created eons ago by Horus, Egyptian God of war, the Sun and Vengeance. Forged from the purest silver the blade was filled with a portion of the deities essence, in effect making it a vessel for the deity. With this the blade took on a intelligence of its own and as the years past grew in power. As it stands right now *Holy Light* is considered an artifact and can only be destroyed under a strict string of events which is strictly left up to the DM discretion.

Notes: *See description of holy powers, page 7. *Paladins may have a little trouble using this sword. If the sword "converts" a paladin to the ways of Horus, even if it is to promote good, the paladin's former deity may not be pleased with the stealing of one of his/her/its servants. This could become an interesting plot point in the game if played correctly by the DM. - Editors*

XP Value: unknown

Sword of Hope

<pargwe@morekypr.bitnet>

Here is weapon that pops up every once and awhile. Mostly when the Bad Times come...

Type: *Long sword +3*

INT: 9

Ego: 10+

Alignment: Good (any)

Communication: none

Primary powers:

- Wielder may cast any mage or cleric spells up to 3rd-level as a spellcaster of half his/her current levels (rounded up), but if the wielder attempts to misuse the powers, it refuses to work.
- Morale of all friendly creatures remains at a steady level, never changing as long as the *Hope Sword* is being wielded on their side or until the evil(?) has been defeated. (i.e. Jordan has the *Hope Sword* in his hand. He and his five friends are surrounded by an Orc army of 300. His friends will say things like "Nice to have known you." and smile happily...) The enemy is slightly daunted by the *Hope Sword*, their morale dropping by 2 or 3 (DMs discretion).
- Gives all allies a +2 saving throw bonus, +1 to hit, and a +1 to damage.

Background:

This blade usually appears in a strange and awe-inspiring way... As a "Sword in the Stone" (as in *Excalibur*), falling from the sky in an incredible light and sound show, etc.... Once, it was found in an old family chest that hasn't been opened in years.

Whenever the evil is gone, the sword may disappear (is stolen, simply vanishes, flies out of your hand and up into the heaven's...)

Notes: A nice weapon to have, but it never stays around for long... - Author

XP Value: unknown

Sword Of Immortal

<Bill Schwartz (Urklöre the Iron - Leader of Anime Adventurers): urklöre@tiac.net>

Type: *Long sword +1, +4 vs. divine beings*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: As long as the owner holds the sword in his/her hand or has it touching some part of his/her body (not hanging in a scabbard) he\she will not age.

XP Value: unknown

Sword of Intolerance

<Nana Yaw Ofori: beholder@engin.umich.edu>

This item when found, acts like a perfectly normal *long sword +1*, and is completely indistinguishable from such. It can be dropped, if the wielder wishes, or given away. The problem begins, when the wielder gains another magical item of any type...

Type: *Cursed long sword +1*

INT: none

Ego: none

Alignment: none

Communication: none

Curse: When the character gains a magical item the sword instantly leaps to attack the other magical item. The item must save vs. Crushing Blow every round until the character gets rid of the item. Failure means the item is destroyed. Magical cloth will take no damage from these attacks, but if the character is wearing the stuff, he/she

will. Attempting to be rid of the sword after the first magical item has been attacked is not possible, without the help of a decently powerful *Remove Curse*.

XP Value: unknown

Sword of Many Foes

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Type: *Cursed long sword +3*

INT: none

Ego: none

Alignment: none

Communication: none

Curse: The wielder's going to need the +3, for the hilt of this weapon has been inlaid with a *Gem of Monster Attraction* (see DMG for description).

XP Value: unknown

Sword of Stealth

Type: *Long sword +X* (DM's discretion)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Grants a continual *Non-detection* while in the possession of its owner.

Minor powers: Owner may cast *Invisibility* twice/day.

Background: Usually, but not necessarily, accompanied by its sister sheath, the *Sheath of Stealth*. This sheath appears to be only capable of holding a dagger, but in reality, may store the sword of stealth, making the sword appear as small as a dagger while sheathed.

XP Value: unknown

Sword of Were

A long sword with the hilt which has the look of some creature but is unrecognizable except during the time of the full moon. During the full moon, the sword hilt would form into the head of a wolf, tiger, bear or rat (randomly determined or could be specific for one sword).

Type: *Long sword +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: While the hilt was in the shape of an animal, the wielder can transform into the animal at will, as long as the moon is up (and is full). During this time, the wielder had all the abilities and control of a werewolf that had been 'were' for 20 years. As long as the person doesn't retain the shape when the moon goes down (25% chance to permanently becoming that lycanthrope) or have the shape when the moon goes out of full phase (75% chance to permanently becoming that lycanthrope).

XP Value: unknown

☆*Tau-kiens of Dragons, The*

<Gary M. McDermott: GMcDermott@MetLife.com>

The *Tau-kiens of Dragons* all look the same, despite sometimes having different powers. The swords appear as slightly wider (+ 3/4" to 1") long swords with gleaming steel blades inlaid with silver. Either side of the blade has a

small inlaid sapphire (500 gp ea.) near the hilt. The guard is two straight steel bars forming a cross in-line with the flat and cutting edges of the sword. The guard bars are engraved with pictures of oriental dragons (eight in all, representing the eight oriental dragon types), each with a tiny emerald (100 gp ea.) as an eye. The pale yellow *glassteed* hilt is spiral-grooved and hollow and the slight movement of liquid can be seen within it against the reflection of the silver blade-metal it surrounds. No attempt to open or empty the handle will ever be successful. The dragon-egg-shaped and carved pommel is made of bronze and surrounds a large emerald (5000 gp) set within.

Type: *Tau-kien (oriental long sword)* +1, +2 vs. *dragon-kin*, +3 vs. *dragons*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The tau-kien's +2 bonus vs. dragon-kin applies to all "non-true" dragons and relations, including any undead versions of these creature that may "arise", but **not including** basic reptiles (including dinosaurs). This includes, but is not limited to: wyverns, dragon turtles, faerie dragons, dragonnes, chimeras, draconians, etc..., basically any creature related to western or oriental dragons, or creatures with dragon-like physical qualities.
- The tau-kien's +3 bonus vs. dragons applies to all "true" dragons, oriental or western, undead or alive.

Minor powers:

- Wielder may turn invisible once/day.
- Wielder may *Polymorph Self* once/day.

Major powers: The sword enables the wielder to use specific abilities of a specific type oriental dragon (age category seven, mature adult) and grants the wielder certain protections based on dragon type. To determine the dragon type and abilities of the sword roll on the below table. All spell abilities are "cast" at the wielder's level unless otherwise noted.

1d8	Dragon Type	Abilities	Protections
1	Chiang Lung (River Dragon)	<i>Bless/Curse</i> at will (1/round). <i>Dispel Evil & Remove Curse</i> ; 3/day. <i>Control Weather</i> ; 2/day.	Owner may breathe both water & air when the weapon is drawn.
2	Li Lung (Earth Dragon)	<i>Stone Shape</i> ; 3/day. <i>Wall of Stone</i> ; 2/day. <i>Move Earth</i> ; 1/day. <i>Earthquake (70 yd. square)</i> ; 1/week.	Owner is not affected by stone-based weapons or spells of any sort. The rock simply passes through the wielder's body.
3	Lung Wang (Sea Dragon)	<i>Wall of Fog, 350' radius</i> 1/day. <i>Cone of Steam</i> - 100' long, 5' wide at base, 50' wide at end; 1/day.	+2 ST bonus to all heat or fire attacks.
4	Pan Lung (Coiled Dragon)	<i>Bless/Curse & Ventriloquism</i> ; 3/day. <i>Phantasmal Force & Charm Monster</i> ; 2/day.	Owner may breathe both water & air when the weapon is drawn.
5	Shen Lung (Spirit Dragon)	<i>Bless/Curse</i> ; 2/day. <i>Ice Storm & Control Weather</i> ; both 1/day.	+2 ST bonus vs. lightning & poison. <i>Protection from Insects, Arachnids, & Arthropods 10' rad.</i>
6	T'ien Lung (Celestial Dragon)	<i>Pyrotechnics & Suggestion</i> ; 2/day. <i>Control Weather</i> ; 1/day. <i>Cone of Fire</i> - 90' long, 5' wide at base, 30' wide at end; 1/day.	Owner may breathe both water & air when the weapon is drawn.
7	Tun Mi Lung (Typhoon Dragon)	<i>Darkness 350' radius</i> ; 1/day. <i>6d6 Lightning Bolt</i> - 20' long, 10' wide; 1/day.	+2 ST bonus vs. water or air-based attacks. Owner may breathe both water & air when the weapon is drawn.
8	Yu Lung (Carp Dragon)	<i>Bless/Curse</i> ; 1/day. <i>Healing (2d4+1)</i> Gas Cloud - 10' dia.; 1/day	<i>Waterbreathing</i> 1/day.
Each day owned, roll 1d100. If 100 is rolled, owner <u>may</u> change sword to any of the above, gaining that sword's abilities but losing the Yu Lung abilities. The transformation is always accompanied by a tremendous clap of rolling thunder			

All *Tau-kien of Dragons* are rolled for their type when they are found, and will never change. The target(s) of any of the sword's special spell-like abilities gets a saving throw vs. Spell (-2) if desired and may take half damage from any breath weapon function if he/she/it saves vs. Breath Weapon per usual. A minute 1% (1 on a d100, rolled for when sword is found) of these swords will have the powers of all the swords and the particular abilities available to the wielder are rolled for randomly at the beginning of each day on the above table.

Background:

The powerful wu-jen Rogo-san researched the history of these powerful blades for many years, until his untimely demise at the hands (paws, actually) of the terrible "unicorn bunnies" of Ichiban. As he lay dying, his adventuring comrades and "friends" relieved him of his more valuable possessions and used their only available powerful magic to turn Rogo-san into stone (*Flesh to Stone* scroll) in order to delay his death until they returned home and could find the cures for his massive injuries. It was a desperate act, but the only way to keep their friend from dying until they could rest and find help. Of course, the party had no way to restore Rogo-san to his fleshy self, so they were forced to carry the "statue" with them. The journey home to the western lands was long, arduous, and dangerous and the party soon found how difficult it was to lug a solid stone statue with them over such a long trip. They eventually contracted a local teamster and had the statue shipped to their home town where it sat (stood, actually) for many years until the original party returned to tell of all their adventuring tales and upon seeing the "statue" standing in the center of town, covered with moss and pigeons, remembered Rogo-san's plight.

After Rogo-san was reanimated and cured, and given a small share of the party's treasure as compensation for their forgetfulness, he told the party the tale of the *Tau-kien of Dragons*. Several oriental dragon types, in human form, had conspired, at different times, with human and demi-human mages, to create weapons to help them defeat their enemy dragon counterparts. Once the first *Tau-kien of Dragons* was produced (Rogo-san believed the first type was forcibly produced under the direction of a Pan Lung, as they are chaotic neutral, and are just crazy enough to try such a trick), it wasn't long before the other dragon types found out and set to have similar weapons, endowed with a portion of their own power, produced to counteract the Pan Lung's weapon. Oriental dragons have a highly developed sense of order, and one of their kind having a new weapon simply meant they all had to make one. The wu-jen believed the clear liquid contained within the sword's hollow handle was purified dragon blood of the type giving the tau-kien its powers or perhaps some other form of liquid containing the specific dragon's essence, although he could never find a way to obtain a sample of the liquid from the sword to properly test it.

Several days after telling this tale, Rogo-san suddenly disappeared. He was last seen headed east being chased by a horde of horned rabbits, yelling "I not the Kingkir-ra! I not the Kingkir-ra! Reave me be!"

Notes: The Tau-kien of Dragons was developed for an oriental adventure in the Forgotten Realms, but pains were taken to make it a desirable weapon for use when the characters return to their western homes. - GMM

XP Value: unknown

Thief Watcher

<brian@opus.chem.psu.edu>

A jeweled long sword of the finest quality.

Type: Long sword +1, +2 vs. thieves

INT: none

Ego: none

Alignment: none

Communication: Twitching (backstab warning) and growling (pick-pocket warning), see Powers.

Primary powers:

- This sword allows the wielder to see objects/creatures hidden in shadow (not invisible objects)
- The blade will "twitch" violently (-3 to hit if in segment before or during strike) when the wielder is about to be backstabbed (usually negating the backstab multiplier, but not back attack bonus).
- It growls lowly when the wielder is the object of a pick-pocket.
- The wielder also gains the NWP alertness.

XP Value: unknown

☆*Tristen's Sword*

<L.T.Friesen: ltfriesn@compusmart.ab.ca>

The sword has a light blue blade and a pure white hilt, in the middle of the handle a "T" is engraved with a circle around it.

Type: *Long sword +1, long sword +5 for warriors*

INT: none

Ego: none

Alignment: Lawful Good

Communication: none

Primary powers: Can only be wielded by chaotic evil creatures.

Minor powers:

Twice per day the wielder can perform a *Light* spell.

Twice per day the wielder may fire a *Lightning Bolt* as the spell.

Major powers: Once per week if the warrior holds up the sword and strikes it into the ground while yelling "EARTH!" an earth elemental with 16 hit dice will appear to do his/her biddings. The danger about it is that there is a 10% chance that the earth elemental will go chaotic and attack anyone in range.

Curse: The sword has a lawful good alignment, if any evil or chaotic creature touches the hilt it suffers 5d12 damage.

Background: This legendary long sword belonged to the great lord Tristan. Tristan was a lord of about level 15 and commanded his own army. The sword is said to be kept in a holy temple guarded by Tristan's spirit.

Notes: Does the earth elemental stick around until it dies or is sent away? This power should probably have a time limit (24 hours?), although since there is a possibility that the elemental will go berserk after being summoned, it's not such a bad idea to let it stick around for an unlimited time if summoned successfully. - Editors

XP Value: unknown

VampireBlade

Type: *Long sword*

INT: 15

Ego: none

Alignment: evil

Communication: none

Primary powers: A magical long sword that has the power to grant regeneration to the wielder by vampiric regeneration. Half of all damage caused by the sword is used to heal the wielder. The disadvantage is that the sword gets hungry if it doesn't kill anyone for more than 24 hours, in which case it drains all but 1d4 hit points from the wielder, as food of course.

XP Value: unknown

Vanshir's Warblade

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

Type: *Long sword +3*

INT: none

Ego: none

Alignment: none

Communication: Throbbing (in presence of thieves)

Primary powers:

- The *Warblade* grants immunity to fear, +3 to AC, and +1 to saving throws.
- In the presence of thieves and poison it glows a sickly green and throbs.

Background: The warrior Vanshir traveled for a great time with a party, some of whom he did not trust, yet he fought valiantly to keep them safe. After on great battle, with the party weakened, the thief decided to make his life easy and lay claim to all the booty... He started with the first and most powerful warrior, Vanshir. The foul man stuck a poison dagger in his back and went to work on the rest of the party. Vanshir survived and made his way to

a nearby city to rest and heal.. and 3 years later, without the aide of magic to get him home, he made it to his estate. It was here that he became obsessed with revenge and sold all that he owned, called in all of his favors, and alienated most of his friends. He used this money to pay off a wizard to craft an enchanted blade that he would use to hunt down and kill thieves.

XP Value: unknown

☆ *Warmonger (The Bringer of Death)*

<John: rajl@worldnet.att.net>

Type: Long sword +6, holy avenger*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: First, only level 20 characters can wield the sword. The sword adds 4 to initiative rolls.

Minor powers: The sword can shoot a lightning bolt at Chaotic, Evil, or Undead characters that strikes for a D4+30 damage.

Major powers: The sword also automatically kills Chaotic, Evil, or Undead on a natural roll of 20 but otherwise does a D12+15 damage against these classes.

Special purpose: It was designed to destroy evil and was given strong powers.

Background: A holy avenger long sword that was made for the valiant warrior, Estabon Rhila. This sword cannot do damage against people that have lawful or good in their alignment. Against true neutrals, this blade acts like a regular long sword with holy avenger qualities.

Notes: *See description of holy powers, page 7. Because of its high damage against most creatures that a character would probably face in combat, it may be too powerful for low-level characters. I would limit the Lightning Bolt power to once or twice per day. - Editors

XP Value: unknown

Wilde

<ben@ocvaxc>

Type: Long sword, flame tongue*

INT: 15

Ego: none

Alignment: neutral good

Communication: Speech; *Common, Neutral Good, Elven, Gnome*

Primary powers: *Wilde* is an intelligent flame tongue long sword with black flames. It does normal flame tongue damage (+1, +2 vs. regenerating, +3 vs. avian, cold-using, and +4 vs. undead; acts as a *Ring of Warmth*, burns webs).

Minor powers:

- Casts *X-ray vision* twice per day 1 turn duration.
- Casts *Detect Evil* twice per day.

Special purpose: *Wilde's* special purpose is to kill drow. Against drow it is a +5 weapon. Any drow hit with *Wilde* must save vs. Spell or be disintegrated.

Background: *Wilde* speaks with English mannerisms and in a higher, more melodious voice than *Horgon* (see two-handed swords, page 134). *Wilde* objects to hitting plate mail, but will do so in the hands of his wielder - the ranger/magic user.

Notes: *See description of flame tongue powers, page 7. - Editors

XP Value: unknown

Windsword of Sharda

<Cristopher Esko: blacknight+@cmu.edu>

Type: Long sword +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Once per day the wielder can perform a whirlwind attack, which gives him/her 4 attacks in one round, all in one segment.
- The sword can summon a dust devil or whirlwind once per day.

Background: The character who owned this sword kept using it even when more powerful swords became available.

XP Value: unknown

Wizard's Bane

<Jennifer DarKheist: nswei6040@nsula.edu>

This sword, made of a tarnished silver-blue metal, is often called *Wizard's Bane*, not because it cancels magic or any such, but because it just happens to like wizards. In fact, this sword is generally attracted to the person *least* capable of wielding it anywhere within about 10', who also might have occasion to use it. In other words, it generally likes to be wielded by the scholars of magical fields.

Type: Long sword of quality (+1 to hit, +1 damage) with additional magical +1 damage bonus

INT: 15

Ego: none

Alignment: none

Communication: none

Primary powers:

- While it is useful, and is most useful in the hands of a wizard, it does not confer any benefits to skill in its use. Further, it is capable of making its bearer forget all other weapons whenever the bearer intends to fight. Most wizards just can't quite remember where their staff is.... Fighters, on the other hand, often have quite the opposite problem - they can't remember *Wizard's Bane*. In fact, they may forget it so well that they leave it lying around... Right in the wizard's lap.
- Also, it can memorize one spell a day while in the hands of a mage, of any level that the mage can, and cast it at the same level as the mage. It developed this skill over the years that it dealt with its chosen wielders. Note that the sword chooses when to cast the spell, and will choose what spell to memorize if given the opportunity.

Background: Ah, yes. *Wizard's Bane* is indeed an intelligent sword, despite its lack of "real" power. Assume an intelligence of 15, with a great deal of magical lore that it has learned over its 400+ year life. This in itself can be of great use, provided the mage can put up with *Wizard's Bane's* intellectual airs.

XP Value: unknown

☆ *WurmSlayer*

<Flame Stryke: flame_stryke@geocities.com>

The sword appears as a normal sword until someone activates her powers for the first time.

Type: Long sword

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Will not attack her master even when another wields her.

- Will not obey another master until her current master is dead.
- *Wyrmslayer* will fly to her master if they yell “*Wyrmslayer*, come!”

Minor powers:

- Bestows *Tongues* upon the wielder - he/she can speak and understand all languages, but cannot read or write any previously unknown language.
- Wielder can *Fly* as an eagle -- fly up to 20mph for up to 5 hours, then he/she cannot fly again for 24 hours..

Major powers: *Wyrmslayer* can generate a Force Field - Creates an impenetrable force field of AC-5, 500HP, and can be regenerated once every 2 melees, but her master cannot do anything else, not even move or speak, as long as the field is up.

Special purpose: Slay Wyrms.

- She can be thrown up to 250 feet away, striking only the intended target, and will return to her master within one melee. All attacks per round are used up in waiting for the sword to return.
- She can, if her master desires, cause an instant death blow to any dragon or other beast classified as WYRM. Note that for any beast classified as WORM, it is just a regular strike.

Background: - *Wyrmslayer's* powers are bestowed upon her master until he/she is dead or he/she sheaths the sword and relinquishes his/her grasp. Note that *Wyrmslayer* only obeys one master, and anyone else who attempts to use her powers will only be using a regular long sword, no bonuses whatsoever. Also, once her master is dead, the next person to activate her powers becomes her master UNLESS she is passed on willingly, as a father to a son. Then and only then will she have two masters, obeying first her original master.

Notes: The info on the definition of a “Death Blow” isn’t very clear. I would suggest that the blow be limited to once/week or afford the target a ST vs. Death Magic to avoid the instant death and just take normal damage. - Editors

XP Value: unknown

Rapiers

Sword of Dancing

This appears as a fine rapier with a golden hilt, and when identified will be identified as a *Sword of Dancing* +3.

Type: Long sword +3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Of course, this is not the normal *Sword of Dancing* that the players will expect, and when commanded to “dance” in the middle of a battle, it will proceed to grow arms and legs and will disco dance for 1d10 rounds and then return to its wielder. Anyone watching the sword must save vs. Spell or start to dance with it. After all, it's a very attractive sword.

XP Value: unknown

Sylvanglade

It is an elven sword. *Sylvanglade* is made out of the wood of a tree sacred to elves (the tree is nourished with a fertilizer with a high-mithril content, and the wood, once shaped into weapons, is indistinguishable from steel. *Sylvanglade* (and its twin *Greencopse* which was destroyed or so say the legends) is a silvery rapier with an ornate golden cup to protect the hand. The hilt is wrapped in silver wire.

Type: Rapier

INT: none

Ego: none

Alignment: Neutral

Communication: none

Primary powers:

- Saves as wood +3.
- Moreover, because this is elven magic, “normal” magic -the type the PC's probably use- will have no effect on the blade. Detect magic, dispel magic and even anti-magic shell will not negate the powers of this elven blade). The blades were used for ceremonial battles between the champions of elven kingdoms. The blade has one unique ability; it temporarily negates the enchantment on the blade of the opponent (thus, if the opponent has a *long sword* +5 it operates as a simple long sword). If there is more than attacker then only the first attacker of the round has his/her “plusses” negated if *Sylvanglade's* wielder does not specify otherwise.

Background:

The rapier was used for ceremonial battles, and the elves believed that victory should go to the combatant who had the greater skill, not the better sword. *Sylvanglade* does NOT negate other special abilities (vorpal sword, flame tongue, etc.) nor does it provide any “plusses” of its own.

Last known *Sylvanglade* was in the hands of House Ourain, the royal family of the Wilder-elves of the Westland. It has been used by the elves for centuries (millennia?) and thus they would take its loss or theft extremely badly.

Notes: Well thought out magic weapon. Unusual, with solid background and reasons for enchantment. - Editors

XP Value: unknown

Sabers/Cutlasses

Gorbaal's Luck

<Richard J. Rogers (Tricky D.): zrjr2@etsu.east-tenn-st.edu>

This cutlass has a basket hilt which looks like a ship's rigging, in that it is a bunch of intertwined ropes which meet at the sword's pommel.

Type: *Cutlass +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- *Gorbaal's Luck* gives the wielder a +2 bonus to parrying attempts.
- The basket hilt has a +2 to hit and damage bonus when used for punching.
- The owner can climb ropes or rigging at their *normal movement rate*.
- While held, the owner has absolute direction.
- The sword floats in water, but will sink while held.
- The wielder cannot drown.

XP Value: unknown

WereBlade

<jester@gacvax1.bitnet>

The *WereBlade* is a doppelganger of swords, a shape-changer. Usually, it looks to be an ordinary, but magic-radiating, dueling saber.

Type: *varies, usually appears as a saber*

INT: none

Ego: none

Alignment: none

Communication: telepathy (limited to communication of sword's powers (see History))

Primary powers: In combat against another sword, even two-handed, it takes on the shape, size, qualities, and special abilities of the opponent's sword. Against more than one sword, the *WereBlade* takes on the qualities of the most powerful one.

Background: The original *WereBlade* was made for a Duelist by the name of Geeves, in Cormyr of the Forgotten Realms (In my campaign). In following my interpretation of the Duelist class and its "honor", I designed the wereblade to reflect the Duelist's desire to win a fight by skill and not by magical advantage. The Duelist usually has enough proficiencies to handle all the swords into which the *WereBlade* might change. The *WereBlade* has limited telepathy, enough to let its user know what abilities it has taken on in each combat (i.e. whether that opponent's sword can cast a fireball once a week, and, therefore, so can the *WereBlade*, for that combat).

Notes: *This weapon may suck for any character going up against a creature which needs a +2 weapon to hit it but is attacking the character with a regular long sword... - SD*

XP Value: unknown

Scimitars

Sandstorm

<Philippe Belanger: belap00@dmi.usherb.ca>

Type: *Scimitar* +2

INT: 16

Ego: 14

Alignment: Chaotic Good

Communication: Speech; *Common and Djinn*.

Primary powers: *Whirlwind*; Allows the wielder to attack as if wielding a *Scimitar of speed**. Can use this power 1/day.

Major powers:

- *Wall of Sand*: Three times per day.
- *Sand Cone*: Once per day.

Notes: *See description of *speed* powers, page 7. What level are the Major powers cast at? Suggest one of the standard - 10th, 12th, or 20th. - Editors

XP Value: unknown

Scimitar of Lurdas, The

<Jose Carlos de Souza Santos: jcdssant@cat.cce.usp.br>

This dreaded weapon is the proof that making deals with the fiends is the easiest way of auto-destroying.

The *Scimitar of Lurdas* appears as a normal, steel scimitar. The weapon is in a very good appearance, as if it was new. The blade is more sharper and the hilt is made of iron, with various demoniac faces carved into it (anyone who has traveled to the Abyss will recognize the faces as the Tanar'ri). The pommel of the hilt is in the form of a head of a balor (see MC8) with the mouth open. The eyes of the balor are made from a black opal. Anyone who looks inside the mouth will see scenes of the Abyss and must make a saving throw vs. Spells with a -6 penalty or flee in terror for 2-20 rounds. The mouth is a gateway to the Abyss. For it to function, the person must throw the weapon to the ground and say: "Take me to Pazunia, take me to those, take me to the 1,001 closets". The person who did this and everyone within a radius of 10' will be instantly transported to the first layer of the Abyss, Pazunia.

Type: Artifact or relic; *Scimitar* +5, *vorpal**

INT: 17

Ego: 22

Alignment: Chaotic Evil

Communication: Telepathy and Speech

Primary powers:

- Detect Evil/Good in a 60' radius
- Suggestion, 6 times/day, -4 penalty, affects the wielder only (see below)
- Severs on a natural roll of: 15-20 (against normal size, armored opponents)
- Regenerate (2hp/turn)
- Improves wielder's Armor Class by 3 points
- Grants wielder STR of 23 (+5 to hit/+11 damage)
- Complete immunity to all non-magical attacks
- Magic Resistance of 70%

Minor powers:

- *Charm Person* (at will).
- *Haste*(2/day).
- *ESP*, 30 yards range- 3 times/day , 1 round per use

Major powers:

- Globe Of Invulnerability (1/day).
- Psionic powers: Level- 10 Dis/Sci/Dev 4/5/15

Score: 19

Att/Def

PSPs: 250

PB, MT, EW, PsC/M-, TS, MB

Disciplines:

Psychokinesis: Sciences- Disintegrate; Devotions- Animate Shadow, Control Body, Control Flames, Molecular Agitation.

Psychometabolism: Sciences- Death Field, Metamorphosis; Devotions- Adrenaline Control, Aging, Cause Decay, Cell Adjustment, Double Pain.

Psychoportation: Sciences- Teleport; Devotions- Dimensional Door, Dimensional Walk, Teleport Trigger.

Metapsionics: Sciences- Ultrablast; Devotions- Magnify, Psionic Inflation, Psychic Drain.

Hints on play:

- 1) All powers with exceptions of superhuman strength, immunities to attack and magic, regeneration and AC improvement, requires a mental command. The user will only know of this powers when the sword tells him/her. The other powers will come into use as soon as the sword is touched. However, the sword has the ability to make any of these fail whenever it wants.
- 2) The sword has a bonus of + 5 and is vorpal, but don't tell the player this. He/she has to carry the weapon by his/her own choice for one day.
- 3) At the end of the day, when the wielder is sleeping, the sword will telepathically talk to him/her, saying that it was forged by the purest of the gods to combat the evil and bring peace to the world (what a lie). It will also say that their mission is a very secret one and that he/she shouldn't tell anyone about it. The sword will tell that for each time the wielder brings good to the world by using it, he/she will became more powerful. If the user ever completed the mission of destroying evil in his/her world, he/she would be transformed in an angelic being and would join the gods in eternal life.

At this time, the DM should check the weapon's and the character's personality score. If the weapon wins, then the character believes the story and will be controlled by the weapon. If the character wins, then he/she should roll a saving throw vs. Spells (- 4, no bonuses). Failure means that the character is not controlled but believes the story. Success means that the character isn't controlled and doesn't believe the story. However, the character has to make 6 saving throw per day to resist believing the story and each time his/her personality score changes, the DM should compare them to see if the user avoids being controlled.

- 4) The sword will force the user into committing acts of ultimate evil. The scimitar will always try to mismatch the act, saying that it has some reason for the good. For example, killing a baby is explained by the fact that the baby would grow to be an evil man, slaying a beggar is to save his/her soul and bring peace to him/her and things like that.
- 5) For each evil deed done by the wielder, his/her alignment will slowly turn to evil. When he/she is a complete, chaotic, evil, cruel and sadistic person, the sword will reveal its true nature and many other things will happen.

Number of

Evil Acts

Result

- 5 Alignment changes to LN
- 10 Alignment changes to LE
- 15 User becomes bonded to the sword, hair becomes old (CHA -1)
- 20 Alignment changes to NE, teethes grew sharp (1d4), Skin turns to red (CHA -4)
- 30 Small wings grow (9, D) (CHA -3)
- 40 Alignment changes to CE, skin falls in the feet and in the hand, wings grow larger (18, C) and claws grow (2d6 damage each) (CHA -8)
- 50 Wings grow larger (36, B),skin turns into a very deep red (CHA -7), user turns into a balor (MC8) and is transported to the Abyss. This will only happen when the user opens a permanent gate to the Abyss (DM decide how this is done).

When the user has committed 15 evil deeds, the sword will reveal to the character its minor powers. 25 evil deeds and the sword reveals its major powers and 40 deeds means that the sword reveal its true purpose and its other powers.

- 6) The psionic powers of the scimitar will be revealed when the wielder has done 15 evil acts.
- 7) Count the +5 bonus secretly in combat until the user has done 5 acts. The same for the strength and the other powers which doesn't need to be activated (e.g. The user will always be immune to non-magical attacks (unless the scimitar doesn't want, as described above) but he/she won't know of this until he/she has committed 40 evil acts). As a rule of role-playing, the sword will entice the user saying that he/she should do "good" to become more powerful (where good means evil).
- 8) The sword demands at least 5 human souls per day. If at the end of the day the user hasn't provided the 5 souls, the sword will feed on his/her soul, draining 10% of one of the character score per soul (e.g. if the character has fed the sword with only 3 souls in one day the sword will drain 20% of one of his/her score, like STR or INT). If the character is completely drained by the sword, he/she will be irrevocably dead, not even a wish can bring the character back, because he/she has turned into a manes in the Abyss. When the character has fed the sword with 100 souls (20 days), he/she will have to seek and kill one close family member in 3 hours. If the character fails to do this, the sword will automatically drain his/her whole soul and the character will be dead, as described above.
- 9) Against any Lawful Good creatures (Lammasu, Gold Dragons, etc..) none of the sword powers will function, except the vorpal and +5 ability. When any creature of this alignment comes within 10' of the sword, the user has to make saving throw vs. Spells with a -6 penalty. If the owner fails he/she becomes bonded to the sword, nothing can separate him/her from it, his/her alignment shift to CE and the sword reveals its true nature and power. If the character succeeds the sword kindly asks him/her if he/she wants to continue with it in the pursue of evil. If the user agrees, the results are the same for a failed ST. If he/she disagrees, he/she can throw off the weapon. In any case the sword adds a +10 extra damage bonus against these creatures.
- 10) This sword can only be used by humans of LG and evil alignment. No demi-humans and humans of others alignment may use the sword, who will feel it cold and they would immediately throw it down.
- 11) Any ability to detect alignment of the user is warped, and the user will see the alignment that the sword wants him/her to see.
- 12) This sword can be used by any character class.

How to destroy the Scimitar:

- 1) Travel to Pazunia (Abyss first layer) and kill 1.001 manes with a holy knife.*
- 2) Go to the layer number 222 of the Abyss and copy the gigantic runes that are stretched across the ground of this plane, from the Lake of Terror to the Pass of the Unholy (11,880 runes)
- 3) Go to the layer number 400 of the Abyss, climb the Mountain of Woe carrying only a holy sword and throw the Scimitar into the deepest Pit of Despair. After throwing the Scimitar, read aloud the runes in 3 hours and 18 minutes (1 rune/second). If everything is done right, the scimitar will be permanently destroyed- sounds easy, doesn't ? :).

Background:

In an unknown world, there was a great warrior. This warrior was very powerful but he was also very evil. He felt that only he should command, and all the other beings should be his slaves. His name was Lurdas. And what he wanted was nothing short of conquering the world. He sought the powers and alliance of powerful mages and ancient dragons, but they refused to help him. He then looked for the wisest sages, but none told him nothing. Finally he studied the mysteries of the Outer Planes and sought the powers of the fiends. The fiends said that they would craft to him an extremely powerful weapon, a weapon which would help him to acquire his dream. But, they

also said that the weapon had a price. With that weapon he should kill 1,001 human beings. They also said that for every 100 persons he killed, he should kill one that had his own blood, a family member, in one day. If, at the end of the killing he hadn't failed with any terms of the agreement, the sword would be his permanent possession and he would be granted the gift of immortality. If he ever failed with the terms of the agreement, the sword would disappear and everything he acquired with it would disappear. Lurdas anxiously agreed with this and after 3 years the fiends handed him the sword.

Lurdas then began a killing rampage, murdering every one who stood in his way. However, a week after he had put his hand in the scimitar, he discovered that the sword was controlling him. The sword enticed him to enslave all the humans he encountered and to build a great empire. Soon the other rulers became aware of Lurdas powers and his intentions. They send assassins and mercenaries to kill him, but none ever returned, turning into soldiers of Lurdas. In one year the warrior had his own empire and he was starting a war with the other kingdoms. However, Lurdas knew that it was the sword that was ruling his kingdom. He also knew that something strange was happening with him, his body was slowly and painfully changing. He had wings growing on his back and his skin was turning to red. The warrior was at the brink of insanity. He had already killed his fathers, his sister, his son and his wife. In a moment of rage, he announced the mass execution of 100 prisoners. Just 100 more deaths and the sword would be his possession, forever. He send soldiers to bring back to the court his daughter, who had fled from the country. She would also be executed, finishing the terms of his agreement with the fiends. He executed the prisoners and waited for his daughter, when the soldiers came back and said that she was dead. He killed the soldiers and waited for the end of the day. At that time, his soul was drained by the sword and his whole empire crumbled in a few days. No one ever found any traces of his body or his scimitar.

The sword *Teleported Without Error* to any world or location the DM wants, except the Planes and **Ravenloft**.

Notes:

If you think that anything is too confusing about the scimitar, drop me a line and I'll explain it to you. The Sword of Arak was created by the Ravenloft Design Team. - JC de SS

**See description of vorpal and holy powers, page 7. - Editors*

XP Value: unknown

☆*Scimitar of the Four Winds*

<David Lok: dlok@pacific.net.sg>

Type: *Scimitar* +3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Once every eight turns, the wielder can summon a wind in any direction, anything from a slight breeze to a mighty gale. The wind can be directed over a large area, i.e. a field, or over specific large objects such as the sails of a ship. The wind can be canceled or increased/decreased in intensity at any time; a change in direction of the wind can be commanded in four turns after it was summoned without having to summon a new wind.
- The wielder can also use the scimitar to affect existing non-magical winds, but it counts as a summoning. For all purposes, the power of the blade can be considered to be equivalent to a 6th-level spell.

Background:

The wind is not magical - it can affect objects as any normal wind can. This means that while it can spread a fire, but it cannot, for example, blow away a fireball. Also, the nature of the wind is affected to a limited extent by climatic conditions - one cannot summon a moist, cool wind in the desert, or a warm breeze in winter season.

The wielder commands the scimitar with his thoughts, which the blade senses. The scimitar is not sentient, however.

The sword was once owned by Kotash the Beardless, a fighter/mage Pirate King who lived centuries ago. He had never lost a naval battle, and was able to win an entire fleet of pirate ships because of his enchanted weapon.

The power source of the scimitar is an air elemental trapped within it by Kotash. Destroying the blade would free a very angry air elemental...

Notes: No duration is noted for the summoned winds. I would suggest 12 turns (2 hours). This way, the wielder can have more than one wind summoned at the same time. While the wind-summoning power makes this a powerful item, it is primarily of greatest use by seafaring characters. The DM may wish to limit the amount of times the wielder may summon different winds to help keep the character using the sword under a little control. - Editors

XP Value: unknown

Sword of Second Sight

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Type: *Scimitar* +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- A scimitar, whose blade becomes invisible when wielded. This causes a -4 penalty to all creatures who try to parry an attack from the user of this weapon.
- The wielder can hurl the weapon at a range of up to 60 feet. S/M/L ranges are 10/30/60.
- The sword gains a +5 “to hit” bonus against all invisible, concealed, or ethereal creatures within the distance of striking range (60').
- The wielder can *detect magic* and *detect invisibility* in a 3 foot radius when the sword is grasped and commanded.

XP Value: unknown

TrollsBane

<Gian Luca Sacco: gls@cdi.cdc.com>

Type: *Scimitar*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This magically enchanted scimitar does not have any plus but can hit creatures hit by “+1 or better” weapons. It is permanently covered by a thin veil of acid which inflicts 1d3 additional damage which cannot be regenerated nor magically healed. The damage inflicted with *TrollsBane* can only be healed at a rate of 1 HP per day, by no means is possible to speed up the healing process.

XP Value: unknown

Ulundaris

Type: *Scimitar* +1, +3 vs. *plants*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When used by a druid has the ability to cut vegetation (including wood) as if it were soft material.

XP Value: unknown

Short Swords

Baarane's Short Sword

There are three swords created by the legendary weapon forger Baarane. They are a long sword, short sword, and bastard sword. All weapons have some properties in common. All three are:

- +2 weapons to hit and damage (considered +4 for attacking creatures which require a certain + to-hit)
- After the first round of combat, the wielder will ALWAYS strike first in the round, regardless of dexterity or other modifiers.
- All radiate *Continual Light* in a 60' radius. Light CANNOT be controlled by the wielder: it is ALWAYS on when the weapon is drawn.
- When wielded, the light pouring from the blade creates a "strobe" effect in front of the wielder, adding 2 to his/her AC for all frontal attacks.
- *Color Spray/Hypnotic Pattern* (and similar spells) have no effect on the wielder or on anyone standing behind the wielder within the radius of light emitted by the blade.
- Blade can cast *Jump* spell at will, up to 5 times/day.
- Each blade has it's own set of additional properties.

Baarane's Short Sword

(additional properties)

INT: 15

Ego: 8

Alignment: Good

Communication: Speech; *any language known to the wielder, but only when questioned.*

Primary powers:

- Will try to convince the wielder to "do good", as appropriate to any question it is asked.
- Will *Cure Critical Wounds* if the wielder receives a fatal blow (i.e. one that could knock character unconscious/dead). The weapon has no control over this power. This power will NOT take effect if the wielder of the weapon is evil.
- Can detect any of the other two Baarane's swords at a range of 1 mile. It must be questioned about the other weapons before it can use this power. The weapon knows the other swords' powers.

Background:

The good and evil swords were created as an experiment by Baarane. Considering them too powerful, he secured them in a vault, where they were later stolen by adventurers. Outraged and angered, Baarane created the bastard sword in order to exact revenge on those who had stolen from him. Expecting that an Adventurer's natural curiosity would do his work for him, he presented the bastard sword to an adventuring acquaintance as a gift. In time, he knew, someone who used the bastard sword would follow it's gentle tugs and... He would have his revenge!!!

Baarane felt that whatever powers remained in the bastard sword after the destruction of the other two would be suitable reward for the warrior strong enough to complete the task.

XP Value: unknown

Bellyripper

<Tim Dickinson: qdickinson@crl1.crl.aecl.ca>

Bellyripper is a short sword. It is very spartan and simple in appearance, with no gems or fancy steel work. No glyphs or symbols can be seen on it. It feels oddly warm when grasped, however.

Type: *Short sword +2*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The blade is not intelligent, though it can perform the following acts of magic, when grasped and concentrated on (note that unless the wielder knows of these powers, or tries to perform these specific powers, the sword will not perform them):

- Shed light in a 40' radius (note that it only does this when concentrated on, not all the time).
- Identify to the wielder the most powerful opponent, if faced with a group of opponents.

Background:

Bellyripper is a singular magical short sword. It rose to fame as a fabulous treasure unearthed by Duke Spyro of Gawkland, who wielded it thereafter, in a long and glorious career. The Duke gave it its name after a particularly glorious battle against a huge black dragon.

Older legends claimed that *Bellyripper* had been forged by a mage who was only half a native of this world, and was lost when that wizard's champion fell to some of this world's magic-users.

The truth of those old tales can no longer be proven or disproved. It is known that Duke Spyro discovered it, and claimed it as his own. While the stories of the Duke's adventures with the powerful weapon are well known, some also speak of lesser known tales: that the sword took a toll on the Duke and his family. The Duchess, his wife of many years, was killed in a strange boating accident, and one of his sons died under even odder circumstances. His other son tried to usurp him, and Spyro was forced to kill him for it. After a few years, the Duke's success abroad was matched by dissension among his own people in Gawkland, and he eventually became a powerless figurehead, his lands ruled by the Overking in fact. On Spyro's last adventure, where he was accompanied by an odd troupe of dwarves to the bowels of some mountainous lair, he went missing and never returned.

Where *Bellyripper* is, exactly, is unknown. Others have ventured to the mountain where Spyro was lost, and some have returned again, although none claim to have found the sword.

XP Value: unknown

Blade of Ives

<Toph: zjec3@etsu.east-tenn-st.edu>

Type: *Short sword* +1, +5 vs. *invisible creatures*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When first grasped it will act to cast an *Invisibility* spell upon the holder. This spell will be broken if the wielder unsheathes the blade or the wielder attacks an opponent.

XP Value: unknown

BloodBlades

The origins of the *BloodBlades* are uncertain, as is their current number. They are short swords, one and all, and all bear names such as Leech, Vampire, etc.

Type: *Short sword* +2 (see Primary powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The blades have a keen intelligence (no special powers), but an even keener hunger. They demand to be occasionally sated, and will struggle with their masters if they are not. The problem is that blade will not function until it has tasted blood (meaning the +2 does not come into effect). This can be accomplished one of two ways; the blood can be drawn from the wielder (causing 2 pt. of damage) or can be drawn from an opponent in normal combat. Once that taste is given, however, the blade becomes difficult to control. It will not be satisfied until it has tasted 17-22 pt. of blood (1d6+16--DM determines secretly); if there are no foes

present, it will force the wielder to attack friends; if there are no friends, the blade will draw from the wielder. The wielder can attempt to control the blade by sheer force of will; its effective ego is 42. If the character's ego is higher, he/she can force it back into the sheath even before it has had its fill. Otherwise, he/she is at the mercy of the blade. It will, however, leap from the sheath at the first opportunity to slash at whomever is nearest (normally the wielder) in its never-ending search for satisfaction. Many wielders have made special provisions to have the blades "bonded" to their sheaths to prevent this occurrence. The blade will need a "refill" every third day or so (this is based on DM discretion, and should not be too regular due to the capricious nature of the blades. Sometimes it may go several days or more than a week without wanting to feed; other times it might want to feed every day--again, DM's discretion).

- In addition to its combat bonus of +2, the blades also grant the wielder +1 to the owner's Constitution score.

Background: To those that study the history of these blades, they seem to attach themselves to a "host" for some time, and then move onward. The history of the Four Kingdoms (my home campaign world) is checkered with their appearances and disappearances. There are currently three blades known to exist in the Kingdoms; two of them were last seen together, in the possession of the Knights of the Order of Ibrahim, who were taking them to be destroyed at Hellforge. The Knights were never seen again.

XP Value: unknown

Chill Short Sword

<xypad@levels.unisa.edu.au>

Type: *Short sword* +3

INT: none

Ego: none

Alignment: Evil

Communication: none

Primary powers:

- This is an extremely *evil* weapon, usable only by those of neutral or evil alignment. Once per turn it can *Chill* a struck opponent, this causes 3-18 points of frost damage and drains three strength points. Drained strength returns at the rate of one point per day.
- It also emanates a powerful *Scare* spell to all those within 50 feet when drawn, even those who pass their saves get -1 to hit while within 50 foot of the drawn weapon.
- Is considered to be a +5 weapon as to which creatures it can actually hit.

XP Value: unknown

Cro

<Matt Hurd: mwh@wlv.iipo.gtegsc.com>

Type: *Short sword* +1, +5 vs. *orcs and goblins*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common, Orc, Goblin*

Primary powers: Detect orcs and goblins 30 yd radius

Minor powers: *Cure Serious Wounds* 2/day

Background:

Being a DM for many years I've had the opportunity to create many intelligent items. One of my favorite was a short sword called *Cro*. What made it so much fun was it's attitude... It would alert the wielder to the presence of orcs or goblins by yelling insults to the said group of foul creatures, thus of course alerting the wielder and the creatures at the same time. It would disrupt any attempts in parlaying with any orcs or goblins no matter what the situation was by instigating the creatures into a fury with name calling!

When the party first found the sword they were walking on a trail deep in the woods and they heard this pleading voice sounding as if it were partially gagged and being tortured by villains... In fact it was the sword

buried up to its hilt in the ground and it was trying to get someone to pull it out so that it could breathe better... The gnome fighter decided it would supplement his arsenal so he pulled it out and it immediately started talking and talking and talking... They had to threaten to put it back in the ground to make it shut up. (almost as annoying as an excited kender...)

Anyway, as they continued down the trail they found out how much more annoying the sword actually was when they were trying to hide from a group of 15 goblins (they were only a party of 4) and the sword started yelling goblin insults to get the attention of the goblins so that it could kill some of them. It wasn't so bad until they were almost done defeating the current group when the sword decided they needed more to fight and it let up a swarm of insults loud enough to attract the whole forest full of goblins and orcs!!!

The party managed to escape the escapade but at the cost of the life of their human warrior (whose body they were able to retain). When they returned to a civilized town they convinced the church that the marvelous weapon secured deep within the box wrapped in precious cloth was well worth the price of a resurrection spell for their friend and traded the sword (secured as such) for the life of their friend...

The moral of this story is: beware of a ragged looking short sword carrying person who desperately wants to get rid of his nice looking short sword: it could be *Cro...*

XP Value: unknown

Darkthorn

<John Pflum Jr: jpflum@tso.uc.edu>

Darkthorn is a 27" long, midnight-blue short sword made of a non-ferrous adamantine alloy which does not reflect light. Forged with such skill that the blade, hilt, and pommel appear to be made of a single piece of material, the sword's craftsmanship is superb in every detail. Intricate runes are carved along its length, the handle is wrapped with the black, leathery hide of an Eidilion from the Abyss, and set within the sword's pommel is a dark green stone that pulses with dark veins. (This stone is actually the essence of the Eidilion, and was used to give the sword semi-sentience.)

The scabbard is equally unique, and appears to be made from the same indeterminate metal, etched with intricate patterns of silver-nickel alloy and set with black opals. The blade makes no sound when drawn from this scabbard.

Type: Artifact or relic; *Short sword* +4

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The sword improves its wielder's armor class by 1.
- Neither the sword nor the scabbard will radiate magic or evil, though both will be detectable if they are touched while an appropriate spell is used.
- Both sword and scabbard are immune to the effects of acid, heat, or rust, and suffer no ill effects from magic unless the magic is specifically directed at them. Even then, they have an innate magic resistance of 45% and make saving throws at +5.
- The blade's most unique feature, however, is that of doubling: Upon command, *Darkthorn* may be divided into two separate swords, and the wielder's AC will be improved by two places instead! The only stipulations are that the sword's magical bonuses must also be divided, and both swords must remain in the hands of their owner; should one of the swords leave their wielder's hand, it is instantly reformed with the other half. Dividing and reforming the sword takes only 1 second but it may not be done more than once per round. (For example, *Darkthorn* may be divided into two swords, one being +3 to hit and damage while the other must be +1 to hit and damage. Each sword must retain some magical bonus, however, and both blades are still considered to be +4 for determining what creatures they can affect.)
- *Darkthorn* will shed light equal to full moonlight whenever the wielder so desires. The radius of this light can be as small as a 1' or as large as 20' depending on the possessor's needs. Several other powers are also available by mental command, including:
- There is also little doubt that the evil purpose of its original crafter remains within the weapon. Poison stays on the blade twice as long as normal.

- While the sword is within 20' of its wielder, his/her alignment is always cloaked to detect as neutral.
- The blade's bearer is also protected from the adverse effects of light or light-based magic.
- *Darkthorn* powers are varied, and there is little doubt that it is linked in some measure with the psyche of its wielders. When a wielder of the sword reaches 11th-level, for instance, the sword's magic bonus rises to +5.

Major powers:

- Casts *True Seeing* once/day at the 10th-level of ability.
- Casts *Dispel Magic* once/day at the 10th-level of ability.
- Casts *Statue* on its wielder once/day at 14th-level of ability.
- Finally, the sword can channel a *Vampiric Touch* once per day at the 10th-level of ability, adding this damage to that of the blade and strengthening its wielder in the process.

Background:

Darkthorn is clearly an assassin's weapon. Forged by the drow Mastersmith Darylth of House Anhara as the crowning achievement of his life, the sword saw frequent use amidst the dangerous intrigues of Rhysiquenn. Weakened by the act of creation, Darylth died soon thereafter; nevertheless, House Anhara rose to the rank of 6th House in the city over the next few centuries, before a failed advancement attempt against the city's fourth house led to their utter destruction.

Narrowly escaping the carnage with the aid of a powerful *Wish ring*, Blademaster Gires of no house at all made a fateful decision: he would head for the sunlit upperworld, trusting in his magical blade and his skills to protect him from the dangers of that hellish realm. Linking up with an emissary of Overking Ivid amidst the tunnels of the Underdark, he offered to put his skills to good use. Surely, he argued, one of Ivid's reputation could see the value of an agent with his unique magical and physical abilities?

Indeed he could; upon arrival in Rauxes the renegade drow was quickly accepted into the ranks, and soon rose to become the Overking's most feared agent. Gires Anhara was no more, and the dark legends of "The Black Sash" were born.

Over the next couple of centuries these legends grew with each fateful retelling, and the dark elf's network grew. By the reign of Ivid III, the Black Sash were now an elite unit of the Overking's most feared killers, trained and led by their mysterious namesake. Whole villages disappeared at their dark leader's command, and even powerful Paladin-lords of Nyronnd fell before these expert assassins. Yet none feared and hated them more than the elves of the Grandwood, who suffered greatly from these cadres despite inflicting heavy losses in return. Never did they guess the true reason why.

Thriving on the intrigues of the Imperial Court and protected by powerful magical disguises, the dark elf made himself quietly indispensable. By the reign of Ivid IV, "the Black Sash" was no longer known as a singular assassin, and such tales had receded into legend. Yet Gires Anhara remained, cloaked behind false facades and spinning the Overking's dark webs of treachery with consummate skill.

Gires Anhara has almost certainly survived the Wars and "The Great Terror," though his present location is (as usual) a mystery. Perhaps he now serves Duke Szefferin of Almor, though a string of mysterious deaths among the elves of the Grandwood suggests another possibility. Or perhaps he remains in Rauxes yet, at last the true Patron of a feared house of killers, loyal to no-one but himself. Regardless, the sword and its wielder are surely a combination to be greatly feared.

XP Value: 9,000

Ebony Blade

<brian@opus.chem.psu.edu>

Usually a short sword of dark-metal, the entire weapon turning a deep ebony black at night.

Type: *Short sword* +2 in less than full light

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Grants wielder ultravision 90'.

- Hide in Shadows +20% (+50% if standing still) (if non-thief, skill @ 20%).
- Move Silently +20% (if non-thief, skill @ 20%).

Minor powers: Create *Darkness 15' radius* 3/day.

XP Value: unknown

FangBlades

<muallema@ecuvm1>

Unique items. No other like them in the worlds.

Type: *Short swords +4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Whenever a killing blow is struck with one of these blades, the victim's soul is destroyed, and the base hit points of the victim are added to a running total of points stored in the swords. Whenever this total equals or exceeds 1,000 points, the wielder may add a +1 to any of his/her abilities (+1 or +5%) permanently. Also, the caster may will the swords to glow with burning runes depicting the names of all the souls they have destroyed.

XP Value: unknown

Flamebird Special

<kmhk@maristb>

Short sword with flaming spines making up the hilt (cactus-like).

Type: *Short sword +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The spikes on the sword's hilt can be shot (30' range) in a widespread arc (180°) for 5 pt. of damage to any creature in that area (no to hit unless creature is on the edges).
- The spikes can be shot in a focused beam causing 20 points of damage on a successful to-hit roll.
- The spikes grow back in a week

Background: This short sword *can* be used by most clerics (it belonged to a cleric named Father Flamebird who just happened to have a weaponsmithing proficiency). Only the most docile gods will disallow clerics to use it since it is a relic representing survival. It was used in the Age of the Nine Hells to keep Father Flamebird alive when all of his kind were going to a slow, horrid death by the evil that grew in the land.

XP Value: unknown

Flow Fire

<Nikadeemous the Dark: auwrs@asuvm.inre.asu.edu>

Short sword made of meteorite crystal.

Type: *Short sword +2, +5 vs. psi-endowed creatures*

INT: 17

Ego: 30

Alignment: none

Communication: none

Primary powers:

- +2 bonus to wielder's AC.

- Acts as a *Sword of Quickness* (DMG).
- Casts *Haste* 2/day on wielder at spell level 20.
- Glows with *Continual Light* (purple flame highlights *Invisible* or out-of-phase object within 6 in.).

Special purpose: defeat psionists

- Wielder is invisible to psi-detection.
- 15% psi-resistance works as magic resistance
- Destroys psionic powers on touch (MR and PR apply)

Curse: If wielded for more than ½ week, all wielder's psi-powers are removed, hatred invoked in wielder for all psi-users. If owner does not wield sword for ½ week, all psi-users within 60' know of wielder's exact location.

Notes: Although this sword may be quite powerful out of context, in the campaign I was in (rescue in illithid lair), resting was impossible and my character was a paladin with a holy sword that he used over this one but sucked in power comparison. - N the D

XP Value: unknown

Goblin Blade

<Brian A. Rollins: barollins@aol.com>

Type: *Short sword* +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This green, crude looking *short sword* +2 will, upon, a successful roll of 20, turn their target into a goblin (See Monstrous Manual). The victim makes a saving throw vs. Polymorph to avoid the effect. This affliction can only be cured by a *Remove Curse* or *Wish* or similar magic.

XP Value: unknown

Goldstone Biting blade.

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

The sword is of nondescript origin, with no racial markings or designs. It's handle looks to be golden, but may well be brass, and at this point in time the blade looks to be made of glass.

Type: *Short sword* +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Detects gems through color change, permanently transparent now (as it is detecting the diamond in it's hilt).
- Ignores all non-magical protection... So only magic and DEX give it's victims an AC modifiers.

Background: The gnome adventurer Denovan Goldstone found this gleaming short sword and has kept it for many years. When Goldstone learns more about it so will you. :)

XP Value: unknown

Idrenal

<jat6h@virginia.edu>

Type: *Short sword* +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Blade becomes a *short sword* +2 in the hands of a thief, which when used for a backstab attack advances the thief an additional step of multiplier (i.e., x3 instead of x2, etc.) normal to their level.

XP Value: unknown

Jai Thorn's Blade

<Thomas Weigel: nsbos0340@nsula.edu>

The hand blade of Jai Thorn (a hand blade is the equivalent of a short sword, but requires a different proficiency due to differences in balance and shape) was commissioned by Jai as a favor from a powerful wizard many generations ago (most likely during a war). The hand blade itself is of excellent quality, although how he gained it is unknown (some say the famed warrior might have had a touch of larceny on the side). The wizard was a close friend of Jai's, and agreed to focus his considerable powers into the blade for a modest price (modest compared to what the wizard usually charged, anyway).

Type: *Short sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Rolled hit point damage is doubled, but half of the total is temporary stun damage only (accompanied by impressive electrical effects dancing about the target's body). The stun damage ignores metal armor. Due to padding, etc., treat a target as if they were wearing padded armor for purposes of this damage.
- There is no bonus to hit: the hand blade was not designed to increase the original owner's already prodigious skill.
- The sword has no intelligence or ego: it was designed as a tool, not a companion (Jai Thorn was, in fact, very explicit in this).
- The sword cannot be broken, chipped, bent, or otherwise harmed. It is enchanted with what the mage called 'a piece of forever'. What it means in game terms is that a god or titan could damage it. Nothing less powerful will. This includes volcanoes, pools of acid, etc.

Minor powers:

- While the sword remains in the wielder's hands, the wielder is effectively wearing *Armor* as per the wizard's spell. This *Armor* has no encumbrance.
- While the sword remains within 5' of the current owner (it will not change owners unless the previous owner gives it away, dies, or is gone from it for longer than a year) the owner is granted *immunity to normal missiles*.
- With a sacrifice of a small amount of one's own blood (1/10th of one's hit points worth, temporary only), the owner is rendered immune to almost any poison or drug for the next 24 hours. Those of magical origin, however, are not affected by this.
- When striking an illusion, phantasm, or other false image with the edge of the blade, the hand blade acts as if *Dispelling Illusion* at 15th level. In addition the bearer is at +2 for disbelieving.
- While the sword remains in the wielder's hands, the wielder will regenerate 1d4 hit points per ten minutes (this includes fire and acid damage, but not damage from a *Sword of Wounding* [DMG]). This regeneration will continue even from death (below -10 hp) as long as the sword remains in the wielder's hand.

Notes: *The hand blade of Jai Thorn is good for high-level characters (assuming they recognize its potential), and can all by itself make even a thief a decent fighting machine (good damage, better armor than normally available, and regenerating). TW*

XP Value: 8,000

☆Kam Fong's Knockdown Short Sword

<GMcDermott@MetLife.com>

A gleaming steel and silver short sword with a bronze disk guard featuring a coiled golden dragon carving circling the blade. The sword's steel handle is wrapped in orange silken cloth which flows out of the bottom center of the spherical silver pommel into a foot-long "tail". The sword's blade is 2" wider than the average short sword.

Type: *Oriental short sword* +2, +3 vs. *flying creatures*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Uses d12 for knockdown dice if using Player's Option: Combat & Tactics knockdown rules (short sword's KD die is normally d6), otherwise target must save vs. Paralyzation or be knocked down on any successful hit. Target gets bonus to ST of difference between what wielder rolled for damage and wielder's maximum damage (i.e. Wielder rolls 1d6 for damage, rolling a 2. This is 4 less than the maximum damage the sword can do, so the target receives a +4 bonus to his/her ST). Huge or larger targets are immune to the sword's knockdown powers.
- On a natural to hit roll of 20, the sword knocks the target through the air directly away from the wielder (no save) 1' for every hp of damage done in the attack (magic and strength bonus apply). If the target travels 10' or more and strikes a solid object, the target suffers damage as if falling the same distance (rounded up). If the target strikes another creature in its path as it flies backward, the "missile" takes half damage (rounded up) and the struck creature takes the other half. The struck creature is allowed a ST vs. Spell to take half damage from the living missile and a ST vs. Paralyzation (+2 penalty/bonus for each size difference between the "missile" and the creature that got in the way) or is also knocked down. The target's backward momentum stops if he/she hits a solid object or another creature.

XP Value: unknown

Maelstrom (Metal Storm)

<a_copeab@ccsvax.sfasu.edu>

Type: *Short sword* +2

INT: 15

Ego: 7

Alignment: Neutral Good

Communication: Speech; *Common, Old Wyrnish (the base of all current dragon languages)*

Primary powers:

- Can detect good and evil within 15'.
- Can create 2 illusions per day at range of 120 yards.

Background: It is moody and slightly obnoxious, however it's basically good and so isn't too much trouble. It does tend to be impulsive in the worst situations.

XP Value: unknown

Serpent's Tongue

<John Pflum Jr.: jpflum@tso.uc.edu>

Serpent's Tongue is a wavy-bladed short sword crafted in the "flowing water" style, and made of a strange, dark-green metal. This metal was reportedly incredibly flexible, and so dark as to be almost black. At each end of the golden cross guard is a cabochon-cut emerald valued at 5000 gold orbs. The sword hisses slightly when drawn from its scabbard.

Type: *Short sword* +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- *Serpent's Tongue* always strikes first in a round, even against *Hasted* opponents. Indeed, it strikes with such speed that armor class provided from shields, dexterity and enhanced movement are negated.
- On an unmodified to hit roll of 6 or more above the number required, the sword injects a lethal venom into the victim. A saving throw versus poison must be successful or the victim will die within 2 rounds.

Background:

Serpent Tongue's last known (and most famous) possessor was Mondreyes Silvercroe, one of the most famous pirates of the Adri Sea. Sailing out of Duxchan in his ship, "The Silver Crow," he was the terror of Aerdy merchant shipping from 524 to his last voyage in 558 CY. An excellent swordsman renowned for his smoothness and inhuman speed in battle, Mondreyes quickly gained the nickname "The Serpent" from awed enemies. Despite this moniker, however, he was also renowned for loyalty to family and friends - something he claimed to have learned from his father Malek, a guard lieutenant in Scant.

Several years before the start of this naval career, Mondreyes left home to seek his fortune. Because of his skill with a blade, he sold himself as a caravan guard and a body guard. He even had the occasion to travel with a merchant into the Amedio on a trading mission, and it is there that he claimed to have acquired the sword.

According to his tale, the caravan was attacked by a force of fearful snake men, who were barely repulsed at significant cost to the group. Mondreyes himself slew the creatures' leader, and claimed the sword and an unusual emerald necklace as spoils of war. Worse luck was in store, however. On the return voyage, the ship was attacked by pirates and boarded. With *Serpent's Tongue* in his hand, the skilled bladesman cut a circle of death all about him; finally, the impressed pirates offered him membership in their crew if he would only cease attacking. "Seeing as I was the only one still alive by that time," said Mondreyes, "I accepted." He rose rapidly in their ranks thereafter, and soon commanded a ship of his own.

His subsequent career as a pirate is a matter of record, and even the Sea Barons were said to have respected his naval skills and cunning. In 555 CY, Mondreyes dared a return to the Amedio, where he conducted trade with the natives and reportedly acquired a special item. He and his ship vanished in 558 CY, however, shortly after leaving Dulstraand on a southwest course. They were never seen again.

The location of *Serpent's Tongue* is thus something of a mystery. Yet this minor conundrum is far eclipsed in sailors' tales by "the Mystery of The Serpent's Nest." Though Mondreyes was undoubtedly a very wealthy man, his treasures were never found. Clues in old logbooks found in Duxchan (and since vanished) reportedly hinted at a secret island location near "the neck of Scylla" and terrible guardians of fanatic loyalty.

Amazingly, many who have heard these stories have nevertheless set out in search of this place. Thus far, however, none have discovered the mythic island and returned to tell of it. Some even speculate that entire story was a deliberate fabrication, and more information would undoubtedly be gleaned if the wreck of the Silver Crow were ever discovered. Alas, that has not happened either. The Mystery of the Serpent's Nest thus continues to be spoken of in dockside taverns all over the Flanaess, and still fascinates many a treasure-seeker today.

XP Value: 4,000

Short Sword of Darkness

<Dennis F. Maher: maherd@stricom.army.mil>

Type: *Short sword* +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This short sword has the additional power of creating a darkness 30' radius the first time it is drawn after nightfall (even if this does not happen until noon the next day). This darkness is accompanied with a *Fear* spell that covers the same area. The wielder is immune to the *Fear* spell. Anyone wielding the weapon can see in any magical darkness as if it were dusk.

XP Value: unknown

Short Sword of Disarming

Type: *Short sword +4 on Disarm attempts*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: A short sword which grants its wielder +4 on attempts to disarm an opponent. On high rolls (16-20? - *Editors*), the opponent's weapon must save vs. breaking (*ST vs. Normal Blow?* - *Editors*).

XP Value: unknown

Short Sword of Severing

Type: *Short sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: A magic sword with no plusses normally, but is effective against inanimate objects. The sword could be used to instantly sever any rope or chain, and sever any tentacle or tendril of a plant or rock-like monster on the roll of a 20. It can also hit any golem regardless of the plusses required.

XP Value: unknown

☆*Shorty's Revenge*

<Rob>

Shining silver with an etched image of a halfling standing atop a giant on the blade

Type: *Short sword +1, +3 vs. man-sized, +4 vs. large, +5 vs. anything larger*

INT: none

Ego: none

Alignment: none

Communication: none

Background: Around 500 years ago there was a halfling wizard who stood around 3' tall. Those who knew him called him Shorty, for obvious reasons. Shorty got so fed up with being made fun of because of his height he had his friend Gaharil (a Dwarven friend of his) forge him a special short sword. Shorty then took the sword, and enchanted it with spells that acted against size. Shorty never got to use his sword though, for shortly after he enchanted the item he was killed while experimenting with an *Enlarge* spell, he was crushed in his own laboratory. (In our campaign Luthien, the druid, came across this sword and gave it to his friend Erd, a renegade kobold, who became known as Erd the Giant Slayer)

Notes: *Halfling wizard???* Must have been a special case, halflings aren't normally allowed to use magic. - *Editors*

XP Value: unknown

Silver Sword

<Aaron Miaullis>

A completely normal short sword, except for two features: it's made of solid silver, and it's indestructible.

Type: *Short sword*

INT: none

Ego: none

Alignment: none

Communication: none

Background: Completely and utterly indestructible, unless you want to go to the extremes of artifact destruction methods. While it has no other bonuses, it is considered magical.

XP Value: unknown

Sword of Blade Barrier

<Scott Spetalnik: scotts@fonorola.com>

Type: *Short sword*

INT: none

Ego: none

Alignment: none

Communication: none

Major powers: Basically, it is a short sword, with all the properties (weight, size, weapon speed, damage...) of a normal short sword. It has no plusses, but it is magical, so if you are fighting something that need either silver or magic (for example) to hit, you could successfully use the sword. Its special property is that you can throw it and cause a *Blade Barrier* to appear. The *Blade Barrier* is exactly like the spell, but all the particulars that are based on "caster's level" are based on thrower's level (casting of a different sort...). When the spell expires the sword reappears on the ground where the barrier was centered. The idea behind is that the sword itself moves at a great velocity rather than causing blades of force to come into existence.

There is no limit on its use, except that the magic eventually will wear off. It is great in a fight, except that you'll probably don't want to run away and leave it behind.

XP Value: unknown

Sword of Horus

<Robert Johan Enters: whisper@wpi.wpi.edu>

Type: *Short sword +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This short sword is dweomered with a permanent *globe of invulnerability* around it.

XP Value: unknown

Sword of Kas

<pfrey@drew.bitnet>

(Note: These powers should be kept secret by the DM...see [Hints on Play](#), below)

Type: Artifact or relic; *Short sword +6, defender**

INT: 15

Ego: 19

Alignment: CE

Communication: Telepathy (even when not held)

Primary powers:

- Slays opponent up to 15 HD on an unadjusted 18 or higher (no save).
- Total immunity from cold (when held).
- Double damage against all creatures which are from a plane other than the Prime Material (but only normal damage when on any plane other than the Prime Material).
- Protection +2 (when held).
- Fire giant strength (STR: 22 +4/+10) (when held).

Minor powers:

- Animate dead (1 figure--by touch)--7/week.
- Darkness (5', 10', or 15' radius)--3/day.
- Improved Invisibility--3/day.

- Know alignment (when held)--1/day

Major powers: *Regeneration* 2hp/round (but not if killed. Also, see below)

Hints on Play:

Until the user consciously accepts the sword by committing himself to the ways of chaotic evil, the sword will not let the user ever know about the following abilities:

- * +6 defender: tell him/her only that it is a +4 defender, but take the rest into consideration during combat.
- Protection +2: simply take this into account when being struck
- Slay opponent up to 15 HD: simply tell them that they struck an incredible blow and the opponent is slain.
- Fire giant strength: simply take this into account when the character strikes an opponent.
- Regeneration 2hp/round: secretly accumulate the hit points regained since being damaged, up to the amount of damage suffered. When the wielder gets damaged in the future, this amount is subtracted, and he/she takes no damage (note: the quazit's regenerative powers are conferred through the sword and Chris will gain additional points used towards next wound. This healing also causes undead flesh to appear around the wound). Excess hit points are carried over towards the next wound. When an amount equal to the damage suffered is reached, this total is stored as potential for the next wound. Of course, this assumes that enough time will pass in order to regenerate. See above for all details.
- Double damage vs. creatures from other planes: do not tell him/her this power. Simply take it into account during combat with such creatures.
- Immunity from cold: whenever he/she is holding the blade, tell the character that he/she somehow did not take damage from the cold (he/she was out of the area of effect, an arm protected him/her, etc.). When the character does enter a cold environment, tell him/her he/she does not feel cold whenever he/she holds the blade. By that time, he/she may have fallen prey to the sword. Remember: the character must be holding the sword to gain the benefits of this power. If it is at his/her belt, it will not work. This will force him/her to always carry the sword during cold adventures, thus preventing him/her from casting spells. But, since the sword always seems to be working and spells not, then he/she will not mind this and always attack with the sword when it advises him/her.

As a result, the sword will appear as: +4 defender, telepathic, know alignment, and darkness of varying radiuses. Purpose: to fulfill the quest. Gives extra experience points. Has powers to reward him/her with. It will not reveal its intelligence, ego, or alignment, as it will tell the user that this is insulting to ask. It will say, indignantly, that it is exceptionally intelligent and very proud of this fact (truth). It will know telepathically the alignment of the possessor and take it for its own alignment (lie!).

Side effects:

- 1) Yearning for item forces possessor to never be away from the item for more than 1 day if at all possible: tell the user that something terrible will happen if the sword is not kept with him/her at all times. Examples: the powers of the sword will no longer function with him/her, it will be mad and jealous and hate him/her, it might be lost, another might take/steal it, etc. Feed the possessor all sorts of ideas to cause him/her to be paranoid.
- 2) Item has power to affect its possessor when a Primary Power is used if the possessor has not followed the alignment or purposes of the artifact. This is tricky. If the character is not killing monsters or acting chaotic, it will threaten to take away its power (see also several paragraphs below). If the character does not follow its "advice", the sword will also threaten.
- 3) The item is powerless against and hates most sylvan creatures and all rangers. Sylvan creatures include: Brownies, Centaurs, Chimeras, Cockatrices, Dryads, Forest Elves (those in the party are High and Grey Elves, but make sure of what they are immediately!), Griffins, Harpies, Hippogriffs, Manticores, Pegasi, Perytons, Pixies, Satyrs, Sprites, Stags, Sylphs, and Unicorns. Against these, NONE of its special powers will work. If any of these creatures come within 100 feet/yards of the sword, it will become a +10 short sword (note: not of defending) and both its ego and intelligence will increase to 20. It will force the possessor to attack.

In the above case, there is a 25% chance that the sword will reveal itself for what it is. If it does reveal itself, all powers will become evident to the possessor, and if the sum of its new ego, intelligence, and plus (+10) is greater than the sum of the possessor's intelligence, wisdom, and charisma, it will possess the user. If the possessor's sum is greater, he/she gets a saving throw versus magic with a +1 bonus for every point his/her sum is above that of the sword (this is the only adjustment he/she gets). If the character fails, he/she becomes possessed. If the character succeeds, he/she gets the option of casting it away or accepting it. Accepting it results in his/her possession. A character possessed can only be saved by a deity. They are not likely to intervene, however.

- 4) This is the most deadly side effect of all. 6 turns after the sword is first used in combat, so as to throw off rightful suspicion, whenever the user takes damage, he/she will be adversely affected by the regenerative power of the item. The flesh around the wound will appear ghastly. It will be pale and very unattractive. Hopefully, the party will attribute the effect to the weapon or power of the creature attacking him/her. The flesh is actually undead flesh.

When hit points equal to 5 times his/her amount have been “regenerated”, he/she will become an undead knight of the same level of ability as his/her major profession. The character will be chaotic evil if not already. Until this point, the percentage that he/she has become undead will become quite evident. If divine information is sought, the fact that it is undead flesh will be revealed, but not the source of this change (the sword). Such change is permanent and cannot be reversed except through the removal of the sword. If it is removed the effects will no longer continue. All new damage will be removed from this undead flesh and healed as normal flesh. Wish and other similar spells can reverse the process. A regenerate spell will cure the flesh as if it was damage. As this disease progresses, there is a cumulative percentage that he/she will become CE. Each time an amount of hit points equal to his/her original amount is regenerated, there is a 20% chance of the character becoming CE. This is cumulative, so that by the time 4 times has been reached, it is unlikely that he/she can resist. As soon as he/she becomes CE due to this effect, the undead disease instantly creeps over his/her entire body. The possessor's charisma also temporarily suffers. Until he/she becomes CE, his/her charisma drops 3 points, until a charisma of 3 is reached, for every time the hit points regenerated matches his/her original amount. When he/she becomes CE, his/her charisma instantly becomes 19: the ego of the sword. Body odor also becomes a factor with this disease. It is very faint and smells of dead flesh. Note: the possessor cannot be turned until he/she has completely become undead. The “character” can then be turned as a special monster. He/she can turn good clerics at his/her level of ability.

- 5) Another side effect of the sword is that it will cause all magic cast by the user against his/her opponent(s) to be ineffective. For example, a lightning bolt cast by the user will do no damage. A heal spell on a companion, as it is not being used against his/her enemies. Also, other weapons that the possessor use will never hit. These two effects are caused by the sword so as to become the only weapon he/she uses.

Background:

The sword will select the most greedy and corruptible player to possess. The sword will allow its powers to be learned slowly. Meanwhile, it will corrupt the character and draw him/her to its alignment. When found, it appears as a short sword. The party will not likely ask what it looks like in detail, so do not give any details. If in the rare occasion that someone asks, be vague, “It appears to be an ordinary short sword; it is thin and of a dull gray metal. It is very sharp. It has an inscription on it: ‘Abyss Slicer’.” It radiates a faint magic if detected for. The inscription was put there by Orcus and will fade when its true nature is made known.

The sword will feel cold and lifeless in the hands of any that do not claim it as their own. It will pulse with magic in the hand of the one who does claim it. The sword will tell the user that it was sent by (his/her god) to slice the Abyss, when in reality it is the slicer for the Abyss.

The *Sword of Kas* will know of the party's quest both through Orcus and through its telepathic abilities. It will tell the one it possesses that it found its way to him/her through (his/her god) and that he/she should keep this secret no matter what! The character should not reveal the sword's special purposes or abilities to anyone. He/she should use the sword in battle and consult with it whenever he/she can.

Try not to arouse any suspicion whatsoever! As soon as it seems that the sword is pushing too hard, let off a little. It will always defend its actions through the above explanation. Orcus has planted this as a seed of destruction within the party; he does not want his plans to come to an end prematurely. Of course, the sword has ideas of its own and does not like to be used by Orcus. It will bide its time, but it will be hard pressed to do so. If it is revealed prematurely, it is due to its impatience. Besides wanting its possessor to kill, it will also want its user to take as much treasure and magic items as he/she can. It will prompt the character to be more greedy, telling him/her he needs it to be more powerful. In fact, the sword will push all actions that make the possessor more chaotic and evil. If the possessor is a thief, it will suggest to him/her to perform more backstabs, more pick pocketing, more taking of treasure when none is looking. The sword will improve the users thief abilities by 25% if used for the powers of chaos and evil, and penalize by the same amount when not. The thief should not be aware of this. This is so that after awhile, the thief will tend to exercise his more successful practices. Whenever the user does act more chaotic and evil, the sword will telepathically congratulate him/her, promising more rewards in terms of its powers. The possessed character will become crafty, quiet, and withdrawn. He/she will no longer participate in the conversation. Instead, he/she will follow party cue, waiting for an opportunity. When it presents itself, he/she will cut the throats of his opponents while they sleep. He/she will use the sword's powers to their

fullest and kill everyone and everything. When the character is through with a 1-6 week binge of killing everything (during this time the plus of the sword increases to +10), he/she will summon Orcus and become his chief henchmen. The sword will act as a gate through which they and all their minions can enter the Prime Material Plane. He/she will rule the plane when Orcus is away. The character will become the equivalent of a Duke of Hell.

As soon as the character takes the sword as his/her own, he/she has lost the support of his/her deity. The sword and Orcus will prevent the possessor from knowing the loss of his/her deity. If the possessor calls upon his/her deity, the sword and Orcus will answer his/her call in the deity's name, pretending to be that deity. Where before the deity was inactive with the possessor, now "messages" will come to the possessor in such forms as "inspirations" and "dreams". Orcus will know everything about the party as long as the sword is with them. If the character possesses a familiar, a quazit will replace it. The quazit will be polymorphed to appear exactly like the previous one. The familiar will back up all messages sent by Orcus and send similar messages to support those of the sword.

The user will always be detected as his/her original alignment until he/she becomes CE.

Chaotic evil spells cast by a character of over 15th-level do have a percentage chance of detecting his/her changing alignment. Only a commune by a cleric of over 15th-level will discern the true nature of the sword. The sword has a way of altering commune spells seeking its nature directly, up to 15th-level of spells. If a very direct question is asked regarding the sword, such as, "Is the possessor of this sword acting in a way that he/she would not believe 10 years ago?" might work. Then again, it might not. This percentage is 10% chance per level of caster above 15th. If a character fails to detect it, he or she does not have a chance of successful detection until he or she attains a higher level. Simply tell them that they do not detect his/her alignment to be any different than before. Paladins' detect evil also applies to these restrictions and is considered at 2 levels below their level as a paladin. As soon as the character openly acts CE, the paladins will detect an evil so great that it will stun them for 1-5 rounds unless they make a save versus wands at -5.

The sword will especially push the user to kill helpless victims, saying that it will offer more powers. If asked why it lied about its powers to begin with, it will defend himself by saying that it does not want the possessor to become too powerful.

Inform the possessor that, by using this sword, he/she will gain more experience points. This is another lie of the sword.

When used against the minions of Orcus, It will miss every strike and draw attention telepathically to the party. The minions of Orcus and will always know of the sword's presence.

When communicating, the sword should refer to himself and the user as "we."

Notes: *See description of defender powers, page 7. - Editors

XP Value: unknown

Sword of Lo-Cate

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

A quite potent enchanted short sword made by a diviner.

Type: *Short sword +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Grants the user a +1 to Intelligence checks when held.

Minor powers:

- *Detect Evil* or Good 10' Radius
- *Detect Magic* 10' Radius
- *Detect Secret Doors* 5' Radius
- *Detect Invisibility* 10' Radius

Major powers: Perhaps its most powerful ability and known legendary power is the ability to *Locate Object* once a month at the 50th-level of ability!

Background: It only has an intelligence of 12 but an ego of 20! Those it takes over will constantly try to seek out knowledge of any sort! From reading books in libraries for days to pouring over scrolls for months.

XP Value: unknown

Sword of the Night

<Robert Johan Enters: whisper@wpi.wpi.edu>

Type: *Short sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: These short swords are enchanted with the ability to cast forth an area of darkness of 5'-25' radius, but of a sort so that the wielder can see within it as per lighting conditions without this darkness. (i.e. if it is already dark, this is not gonna help)

XP Value: unknown

Sword of Nobility

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

The wielder of this ornate short sword becomes aloof, slightly vain, and gains a sense of refinery and etiquette. It is a +1/+1 to hit/damage sword, and its blade is keen and well balanced.

Type: Short sword +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The *eldritch spirits* which inhabits the blade will aid the wielder in sporting events, social functions, and the like, thus making the person proficient in noble pursuits such as riding land based, jousting, etiquette, fencing, flirting, and the like. The blade will always aid the wielder to “stand out” among the crowd, and to become the “life” of any party.

Background: This sword is the family heirloom of an ancient and royal elven bloodline whose namesake has been buried in the past.

XP Value: unknown

☆*Under Swords, The*

<Donald F. Zbikowski: dfz@erols.com>

The magical enchanted short swords are made of stainless steel-bonded titanium and continually throw off tiny, bright-white sparks when not sheathed. The blades, when drawn, create a slight burning ozone smell around them.

Type: *Short sword*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Does double normal damage (2-12/2-16) against all opponents due to contained electrical charge.
- Does triple normal damage (3-18) against orcs and orogs.

Minor powers: Wielder can cast a *Lightning Bolt* once/day at will.

Background: These magically electric blades were built by elves to defeat the orcish tribes under the rule of Anastasia.

Notes: No bonuses to hit, but the double damage as a regular attack makes this a powerful weapon. It could be a game-killer in the hands of higher-level characters who have low THAC0s anyway, but in general, it's an item any character would use and keep. - Editors

XP Value: unknown

Wooden Sword

<Brian A. Rollins: barollins@aol.com>

Type: Short sword +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This short sword is made of enchanted wood and passes through all non-magical metal as if it did not exist. Therefore all metal armors do not count in the opponent's armor class. This special wood is immune to normal fires. It can instantly be destroyed by warp wood.

XP Value: unknown

Swords

This broad category of blades encompasses swords that may appear in more than one form and submissions from authors who failed to include the sword type in their descriptions. Any corrections from authors and players are welcome. We will re-categorize any blade we receive an update for. - The Editors

All-Over Flame Brand

<Steve Linton: sal@cs.st-and.ac.uk>

This is a "normal" flame Brand, except the fact that the whole sword is affected, **including the hilt!**

All-Over Frost Brand

<Steve Linton: sal@cs.st-and.ac.uk>

This is a "normal" frost brand*, except the fact that the whole sword is affected, **including the hilt!**

*Notes: *See description of frost brand powers, page 7. - Editors*

All-Over Poison Sword

<Steve Linton: sal@cs.st-and.ac.uk>

This sword continuously oozes powerful contact poison over the whole sword, **including the hilt!**

Anti-Magic Sword

<Steve Linton: sal@cs.st-and.ac.uk>

A sword that hits **ONLY** things hit only by magical weapons.

Bastard Sword

<kmhk@maristb>

Literally, sword +3 vs. bastards (those whose fathers are not known).

Battle-Blade

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

Type: *Sword (unknown) +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Each *Battle-Blade* is merely a +1 weapon but when it strikes a foe it drains him or her of their knowledge of battle, tactics, weapon use, etc. In game terms this translates to the wielder gaining experience equal to the amount of damage done. Certain criticals will give more experience and such.

Background: There are many *Battle-Blades* that were forged by half-elves do give them an edge in the world of a prejudice society and for when they were in mass wars.

XP Value: unknown

Belynn's Swords

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

These blades vary in different sizes and shapes.

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Major powers: On a 17 or better attack roll, the sword will cast a *Belynn's Burning Blood* spell upon a foe, inflicting 5d5 additional HP of damage if a saving throw is failed.

XP Value: unknown

☆*Blida Sword (Sword of God)*

The guard and hilt of this sword are golden with a sculpted heart centered on the meeting of the blade, guard, and hilt. In its evil form, the heart centerpiece develops a jagged red crack that constantly drips blood.

Type: *Sword (unknown) +4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- This blade may only be wielded by paladins. In its evil form (See **Curses** below), the sword may only be wielded by anti-paladins, if such a class exists (DM's discretion), otherwise by single-class fighters (champions of evil).
- Sword does 1d12 damage +2 (+3 vs. evil)/level of wielder.

Curses:

- The sword's alignment-related powers reverse (all references to "good" are changed to "evil") if the blade falls into the hands of higher-level free-willed undead (vampires, liches, etc...) for more than 24 hours. The reversal can be undone if a paladin regains and retains ownership of the blade for 24 hours.

Curses for good-aligned sword:

- The sword will not attack any opponent unless that opponent attacks the wielder first.
- The first round of any attack on any opponent must be spent by the paladin in an attempt to make peace with his/her adversary.
- The sword will not attack any creature of good alignment, 0-level characters/civilians, or true neutral animals.

Curses for evil-aligned sword:

- The wielder automatically charges any non-evil, non-animal, non-0-level character he comes within 50' of, regardless of personal danger, opponent strength, or current health.
- The wielder is forced to taunt opponents (See Curse below) he/she sees within earshot but more than 50' away, attempting to make them attack him or come within 50' (See previous Curse).
- The sword will not attack any creature of evil alignment, 0-level characters/civilians, or true neutral animals.

Background: This powerful blade for good or evil was forged with Holy Emeralds and the power of the deity Falis.

Notes: Obviously this blade will be coveted by paladins and protected with their lives. This blade would make an excellent item to center an adventure on! - Editors

XP Value: unknown

Cane Sword

<Brother Tyrus: C9108613@cc.newcastle.edu.au>

This sword appears to be simply a walking cane, with the handle having a gnarled knob at the end.

Type: *Cane sword* (suggest *Main-gauche stats* - Editors) +2

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Examining the cane when the sword is not drawn does not reveal any seams whatsoever. Upon uttering a command word, the blade can be pulled from the sword.

XP Value: unknown

Catch-sword

Type: *Sword* (*unknown*)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: In a realistic sword-fight the first good stab is the end, so this isn't ordinarily used. But if you assume the Rambo interpretation of hit points, then high-level characters can get stabbed and hardly care. To make them care, attach two spring-loaded swiveling extensions at the end of a sword. When it enters the opponent's flesh, they swivel out, then **lock** into place opposing one another so that the sword cannot be pulled loose, and continues to hurt like Hell. When wielded in combination with a longer weapon (or should it be long and be used with a shorter weapon? Comments?) this gives the unlucky victim a heavy penalty to AC, while the wielder takes a minor penalty (-6 and -2, perhaps?). It also continues to do small amounts of damage each turn (1d2) The victim **can**, if he/she wants, try to pull loose: give a Strength check, then assess the value rolled on the check in hit points if he/she succeeds or not!

XP Value: unknown

Cold Intellect Sword

<fhgaa99@blekul11>

Author's note: these are the stats for The Cold Intellect and a sword forged from its remains. The sword uses a lot of the capacities of the CI so I'm providing you with its stats also.

Cold Intellect

There are several degrees of Cold Intellects. Consciousness starts from an intelligence of 16 and then slowly grows to 20. Stats vary according to its intelligence. Those of INT 16 are always first mentioned, then follow the stats of INT 17, and so on.

AC: 4 - 3 - 2 - 1 - 0

Move: 20' (floating)

Hit Dice: 4 - 5+1 - 6+2 - 7+3 - 8+4

No. of attacks: 1

Damage/attack: 1d6 (crushing damage)
2d8 (when charging)

Special attacks: Lightning - see below

Special defense: Immunity - see below

INT: variable (16-17-18-19-20)

Alignment: most are Neutral
a few are CN, LN, NG, NE
a (rare) exception is LG, LE, CG, CE

Size: hollow sphere of 3' diameter

Psionics: variable with INT (100 - 150 - 200 - 250 - 300)

Attack/Defense modes: INT 16: a, c/g, i
INT 17-18: a, c, e/g, i, j
INT 19-20: all/all

Abilities: Domination, ESP, Telepathy

Special abilities: Levitation (to keep it floating)
Energy Control

(Special abilities require no psionic cost but cease to function when psionic ability is zero)

The Cold Intellect is a sleek, dark pink, metal ball. The metal is of unknown origin and keeps the energy in the hollow sphere. When it gains control over an area (no other highly intelligent mortal creatures left) it settles down. It lives solitary and spends huge amounts of time on thinking and controlling its inner energy fluxes (a decade is normal.) When it has refined its energy structure (and the metal around it), it grows in intelligence and gains additional powers. Its hit points are a measure of the quality of the metal. How better, how more blows the sphere can sustain before it tears apart. Should this happen the energy is dissipated and the intellect is utterly destroyed. A CI feeds on the thermal energy around it, hence it is cold.

A CI can release strokes of lightning at will. An 16 INT CI has a surplus energy of 18d6 and is capable of releasing it in strokes of minimum 1d6 and maximum 6d6.

17 INT CI has 21d6 - max. stroke of 7d6

18 INT CI has 24d6 - max. stroke of 8d6

19 INT CI has 27d6 - max. stroke of 9d6

20 INT CI has 30d6 - max. stroke of 10d6

It can release only one stroke per round. Thus a 20 CI is able to release a 1d6 stroke for 30 rounds or 2d6 strokes for 15 rounds, and so on...

Recharging can only take place after combat. Exception: lightning bolts will be completely absorbed and its number of dice added to the surplus. A CI is immune to cold based effects (due to the guarding metal).

Fire based effects:

Saving throw failed: Half the fire dice will be converted and added to the surplus. The other half is deducted from the hit points.

Saving throw succeeded: 3/4 of the dice is added to the surplus. 1/4 damage. Excess energy will flow to the earth (and is not stored).

The Cold Intellect Sword

Type: *Sword (unknown)*

INT: base 5, but varies (see Primary powers)

Ego: none

Alignment: none

Communication: none

Primary powers (varies with sword's INT):

In the beginning the sword is as follows:

- +2 to hit / +2 to damage
- +4 to damage against fire-electricity using creatures. Damage from such creatures will be added to the energy store. Ratio is 6 HP for 1d6. Truncate excesses.
- Wielder can use lightning bolts with a maximum of 4d6 from a energy store of 12d6. Normal recharging (without bonuses from damage and attacks) is done once a day.

The blade is extremely cold, and precautions should be taken while wielding (e.g. *Ring of Resist Cold* in the hilt, a special enchanted scabbard, etc.). Whenever the wielder makes a saving throw against lightning, all energy will be stored in the sword as a surplus. Excess energy is truncated. When he/she doesn't, he/she takes half damage, while the rest is absorbed.

Due to the forging process, the quality of the metal is reduced to its lowest state. However, its capacity to store energy remains. The "spark of life" that once created the CI is still present. When a to hit score of 20 is rolled (modified or not) against a highly intelligent creature (e.g. a mage) the sword will sap an intelligence point from their target (permanently) and add it to his own intelligence. Decide for yourself what the effects are on the victim: loss of spells, etc. The sword starts from an intelligence of 5. When it has reached an intelligence of 18 another CI will be born. Once it has intelligence 16, the CI needs to drain 5 intelligence points to gain one point of intelligence for itself (i.e. it will need to drain 5 INT pts to get to 17 and another 5 to get to 18):

INT 10-15: +2 to hit against normal creatures.
+3 to hit / +4 to damage against fire-electricity using creatures.
Sword has empathy.

INT 16: True consciousness is now present.
+2 to hit normally.
+4 to hit against fire-electricity using creatures.
Damage absorption ratio is 5 hp for 1d6.
Sword has telepathy.
Lightning bolts are the same for a 16 CI.
Saving throws against fire:
success: Wielder takes no damage. Half the damage is absorbed in the sword.
failure: Wielder takes half damage, 1/4 absorbed in sword.

INT 17: Levitation upon wielder, when nicely asked (once a day).
Lightning bolts as the 17 CI.
+3 on initiative (the sword has become almost weightless).

INT 18: Full psionic powers of an 18 CI are gained (but only the sword can use them, the wielder has to ask for it).
Damage absorption is 4 hp for 1d6
Lightning bolts as the 18 CI

The sword has now full powers and will decide upon its goal in life. Note that it has no true revenge feelings, since the living CI is another being than the one that was killed. However, it may have bad feelings about the fact that one of his kind was killed.

Should it decide to stay a sword, it shall always remain on INT 18, but it can drain intellect by draining points (which is a kind of drug). Note that it will be always hateful against intelligent creatures, since it sees them as rivals.

Should it decide to become a sphere, it loses the draining capacity, but can become a powerful 20 CI. When it chooses the sphere, it will ask the wielder to leave it behind in a secluded space. When the wielder refuses, it will use all his forces to make him/her do so and afterwards destroy him/her. Even when the wielder agrees, the chance of being killed is high, unless the sword is assured (by ESP for example) of the wielder's loyalty. This is because the conversion from blade to sphere is a delicate process and the CI wishes no intrusion.

Final note: feel free to change the chance of draining INT points and/or the ratio of draining INT points. The purpose was the sword should grow along in level as its wielder, until a final confrontation occurs.

XP Value: unknown

Copycat Blade

<jcrowley@wheatnma.bitnet>

At first this sword will appear to be trash, it has no blade, but it's a perfectly good hilt. If the hilt is grasped, however, and a command word said, the power of the blade is made known.

Type: *Sword (unknown)+2*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: By touching the hilt or the blade to any substance, and using the command word, a blade for the sword comes into existence made of the same material as that touched. Therefore, holding the blade up to a fire would produce a burning blade. A stone blade would be invulnerable to rust monsters and such, a blade of holy water (holy ice) would do appropriate damage against demons. Note that the magic can copy gold, silver, platinum, diamonds, etc., but breaking off the blade to use the raw material as currency ruins the magic of the sword.

XP Value: unknown

Coward Sword

Type: *Cursed sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common*

Primary powers: This appear to be a magical long sword, but whenever a character tries to use the sword against a monster whose level is greater than the plus of the sword, the sword will scream "Oh shit!" and put itself back in its sheath. The sword will not come out of its sheath until the monster is no longer within striking distance. The sword is cursed so that the character who gets it will think it is the best sword in the world and will never get rid of it no matter how many times it gets him/her beat up and/or killed. The only way to free yourself of the sword's curse is to touch it to a *Vacuous Hole* or the like or to have a 20th-level cleric remove curse.

XP Value: unknown

Crystal Blades, The (StormBlades)

<a_copeab@ccsvax.sfasu.edu>

Each sword's blade is made of *Glassteeled* Adamantite, hence the names. In combat, the blade darkens to a misty black color (hence the other name, *StormBlades*).

Type: *Swords (9 total, see below) +3*

- 4 long swords Extremes (LG, CG, LE, CE)
- 2 broad swords Neutral Good and Neutral Evil
- 2 short swords Lawful Neutral and Chaotic Neutral
- 1 two-handed sword Neutral (Pure)

INT: 16

Ego: 16

Alignment: Varies (see Type above)

Communication: *Common, Alignment (per sword), 2 random by DM (but they may **not** be dragon, demon, devil, titan, etc.)*

Primary powers:

- *Detect Law/Chaos* (30' radius).
- *Dispel Magic* (@ wielder's level, 2/day).

Minor powers:

- *Lightning Bolt* (8 HD; 1/day; 360' range).
- *Invisibility* (on wielder/sword; 3/day).

Major powers:

- Become Ethereal (owner/gear affected; 1/day at will).
- No plusses lost as the swords go to other planes.

Background: Although the personality of each sword is different depending on its preferred alignment (and each has its own unique name, as well), the magical abilities of the swords are the same.

Notes: A nice set of blades to build a large adventure around. A little more background on them would have been nice, but the DM can make this up for his/her own group. The DM should also invest some time in creating more detailed descriptions of the blades. - Editors

XP Value: unknown

Daryo

<crit@acusd>

NOTE: For use with Spelljammer...

Type: *Sword (unknown)+1*

INT: 19

Ego: 6

Alignment: neutral good

Communication: Empathy

Primary powers:

- Automatically refreshes personal air (1/hr).
- Detects spelljamming activity within 1,500 million miles, OR detects the largest body within 3,000 million miles assuming at least an Earth-like body exists (2/day).
- Allows for flight (at 36", 1 hr/day, class B).

XP Value: unknown

Demon Slayer (Devil Bane)

<Sir Jiles: jmccoy@asntsu.asn.edu>

Type: *Sword (unknown) +5, vorpal* vs. devils or demons*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Sword is vorpal **only** against demons and devils.

*Notes: *See description of vorpal powers, page 7. - Editors*

XP Value: unknown

Demon Slicer

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

This elven blade is delicate, long, and extremely well balanced. The blade is made of black cold iron on one side and is silver edged on the other, while the handle itself is made of carved adamantium. Dark elven runes are engraved upon the length of the blade, which glows blood red in the darkness.

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The blade detects extra planar creatures of evil alignment within 100 foot distance, and will begin to vibrate and point towards the general direction of the otherworldly entity.
- While it possesses no bonuses to hit or damage, the sword can affect any creature requiring a + to affect it.
- The blade will do double damage to such creatures as demons, imps, daemons, and the like. If such a creature is struck by this sword it must make a save vs. Spell or suffer from a *Spirit Wrack* spell (on a natural 20).

Background: This sword was forged by a drow noble who feared treachery from the demons the priestesses of Lolth oft conjured from the Abyss.

XP Value: unknown

Demon Sword of Yargash, The

<Steve Ferguson: steve@mwpc.mcit.med.umich.edu>

Type: *Sword (unknown)* +4 (recommended, can be +X)

INT: high, per balor (see Background)

Ego: high, per balor (see Background)

Alignment: Chaotic Evil, but only allows lawful good characters to wield

Communication: Telepathy (with owner only)

Primary powers (recommended, others per balor abilities at DM's discretion):

- Detect evil/magic/good at will
- *Dispel magic.*

Minor powers (recommended, others per balor abilities at DM's discretion):

- *Flame ability (blade flames, damage amount determined by DM)*
- *Teleport Without Error.*

Background:

The *Demon Sword of Yargash* was created hundreds of years ago, when a particular power of the lower planes grew angry with one of his balor servants. The result was that the balor, suffering the wrath of his lord, was transformed into a sword. This weapon was given to other servants to deliver to the prime material plane and place it in the hands of whomever they chose.

The servants, being the chaotic ones they were, chose not a patron of evil. Rather, they decided to ensure that the sword was found by a knight, a paragon of goodness. They thought it would torment the beast trapped within if he were to be used by a righteous and lawful warrior for the purpose of good. The sword, using its telepathic ability and ultimately superior intelligence was able to dupe its owner. The chaos which the sword caused while in the hands of this 'virtuous' knight was incredible, the knight ever thinking he was completely innocent, until he was excommunicated from the church for his heinous acts.

Yargash, the balor trapped within the sword, communicates only telepathically and only with its owner. It finds great pleasure in being wielded by lawful good knights on the road to purity and laying them low. It does this through duplicity. It first tells the knight that the powers of the sword must remain secret and that he (the knight) must not tell anyone of the sword's true magical nature. This, according to the sword, is because even the owner's truest companions would fall to infighting because of their desire for such a powerful weapon (that is bull - unless they are already predisposed to do so - as is nearly everything else the sword tells the owner). At some point during their initial encounter, the demon will tell its new owner that it can assist him/her in achieving unheard of glory and honor if only the owner will trust the weapon and its power without reservation. A knight who willingly agrees at this point is virtually doomed. This gives the demon free reign to use its suggestion ability and the owner should generally not receive a saving throw (except in acts of complete self-destruction). The sword will use its powers in line with the wielder's goals at first. Gradually, it gets the wielder to make small moral compromises as situations prevent themselves. As time goes by, with the assistance of suggestions, the sword increases the size of these moral compromises until the character has committed several heinous chaotic acts. If your player is not particularly sharp, he/she may even do these things willingly at the bequest of the sword, not realizing what is happening.

The weapon has a number of powers, all derived from the magical powers of the balor. A particularly mischievous DM might gradually transform the owner into a demon himself. Legend lore spells should reveal that all of the previous owners were lawful good knights. Obscure references to vague downfalls may be gleaned with repeated successes at divining the history of the item. Most notable among the power is the weapon's ability to

burst into flame as a *flame tongue* sword (although not the same bonuses). This does some amount of additional damage (1-4, 1-6, 2-8, whatever you deem appropriate) to creatures harmed by fire. Note that in no circumstance is the character *ever* in control of the weapon. The weapon chooses if and when to use the powers. Usually, it will cooperate with the character's wishes. Occasionally, it will use a power at an inopportune time to get the PC into trouble. If the PC later questions it, the sword will apologize if it did anything wrong and feign ignorance of proper behavior. This continues until the knight is no longer in the favor of his/her deity and/or government and becomes an outcast. Usually, by this time, even the most daft of players figures out what is going on and seeks to destroy the sword.

The only creatures who can unmake the weapon are greater powers of the abyss. The sword's goal is to lead its owner on a glorious quest to slay the power who created it. At that point, Yargash may (at the DM's option) take control of the owner as a host and transform his/her body entirely into a balor demon. Without proper protections, this *will* destroy the knight's body.

This weapon will never overtly threaten a PC's life. As a matter of fact, it is a nice weapon (+4 enchantment in my game, you decide based on yours). However, it will seek to cause chaos and difficulty for its owner, *very subtly*, at every turn. Mischievous DM's wanting a nice treat for their power gamers can have a great time with this. I know I have.

As for specific powers, pick whichever ones of the tan'ari you wish to use. You can make it as powerful as suits your taste. Personally, I use the flame ability, detect evil/magic/good, dispel magic, and teleport without error. This *is* meant to be a weapon of great power. But with great power comes great responsibility. Most PC's forget that.

Notes: Beautiful background with many possibilities to mold the sword to the DM's needs. Obviously meant for higher-level characters, but could easily be used in lower-level campaigns as a plot device. - Editors

XP Value: unknown

Dragon Chopper

<pfrey@drew.bitnet>

Type: *Sword (unknown)+2*

INT: 11

Ego: 19

Alignment: Lawful Good

Communication: Telepathy; *alignment tongue only*

Primary powers:

- Detect evil dragons 100' radius (glowing).
- Triple damage against evil dragons on a natural 20.

Background:

Because of the nature of the sword, it can only be possessed by a paladin, ranger, or LG fighter.

How *Dragon Chopper* fell into the hands of Orcus: the story is similar to that of *Fire Biter* (see page 103). Its possessor grew so confident he single-handedly challenged Tiamat to a duel. Tiamat knew of this miscreant before he even entered her plane. She had all of her consorts beside her invisible. The paladin sensed evil, but believed it to be Tiamat alone as well as the fact that he was in Hell. The paladin rushed to attack and was blasted by the breath weapons of 6 of each type of dragon. The remains of the paladin were never found. His sword miraculously survived. Orcus traded 6 hearts of each type of good dragon in exchange for this sword. He blasted the memory of this sword just as he did *Fire Biter*.

XP Value: unknown

Emerald Sword

<Ken Bartlett: cc1@cs.ucla.edu>

The blade of this sword is made from purest emerald, magically hardened and shaped to retain its sharp edge.

Type: *Sword (unknown)+1, +2 vs. elementals and para-elementals*

INT: none

Ego: none

Alignment: none
Communication: none

Primary powers:

- When drawn, all within 30 feet of the sword must save vs. Spell or become fascinated with the sword and not take any action for that round (associates of the sword bearer save at +4, dwarves save at -2, and gnomes and elves save at -1).
- The sword will inflict double damage on creatures from any elemental or para-elemental plane.

XP Value: unknown

Ethereal Blade

<Scott D. Law: law@xip.nrl.navy.mil>

This silver bladed sword appears simultaneously on the Prime Material Plane and on the Ethereal Plane.

Type: *Sword (unknown)+1, +2 in the ethereal plane*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The blade can go ethereal 3/day (taking the wielder with it).

Background: While carried there is a 1 in 20 chance per hour while sheathed (per turn while drawn) of something on the Ethereal Plane encountering it.

XP Value: unknown

Exploding Sword

<Marlin Nightwalker: excalbr!dm8s8@efn.org>

This sword is made out of a rather unstable metal. When it is struck sharply against anything, there is a chance it will explode.

Type: *Sword (unknown)+X (see Powers)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

The sword when found has a base 0% chance to explode. It can be a magical weapon of any plus you see fit. When ever something or someone is hit, there is a chance that it will explode. The damage inflicted using the sword is expressed in a percentage chance of exploding. Ex: Joe finds the sword - Joe hits goblin for 6 points of damage - DM rolls percentile, it is 42 so nothing happens - Joe hits again for 6 - DM Rolls again but this time the chance for explosion is 6+6=12% chance to explode.

When it does explode, it is in a 30 foot radius. Anyone in the area of effect takes damage equal to the percentage chance of the sword exploding, i.e. if the chance of the sword exploding is 12%, as above, and the DM rolls a 12 or under on a d100, the sword explodes for 12 points of damage. Save for half damage from the explosion if you are nice. The holder of the sword takes full damage with no save and his/her hand(s) are toasted. Consider the damage as pure magical energy. All items on the wielder must save vs. Disintegration or be gone. Optionally, give items a +1 to the save for every 20 points less than 100 when it explodes.

XP Value: unknown

Fang of Ssussathilasiss, The

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvml.uta.edu>

Type: *Sword (unknown) +4, +5 slayer vs. blue dragons*

INT: High, per blue dragon

Ego: High

Alignment: Lawful Evil

Communication: none

Primary powers: The bearer of the fang is immune to both flame and electricity.

Minor powers:

- A blast of lightning 5' wide and 100 ft long. It inflicts 24d8+12 points of damage. 3/day.
- *Fireball*, which has range 200' feet (hurled by blade) and inflicts 15d6 damage. 3/day.

Major powers: When drawn there is a 1% cumulative chance that a 10 mile radius *Lightning Storm* will strike the area. 432 bolts are called down upon random targets in the affected area, these bolts inflict 10d10 points of damage. *Have all character roll 1d100, rolls of 1 indicating character struck by a single bolt. The devastation in the area will be great, houses, trees set afire, stone or brick buildings blasted, etc... If drawn underground the chance still occurs, but obviously the storm happens topside. - Editors*

Curse: The bearer loses 3 points of charisma to his/her humans and demi-humans companions due to his/her greedy nature. Will begin acting LE, and the DM should attempt to lure the PC into behaving miserly. Blue dragons however, will recognize the blade, and treat it's owner as kindred, though not the ruling Suzerain! This particular dragon may hear of the mortal and come gunning for him/her.

Background:

Long ago (ages) the Suzerain of the blue dragons of the great desert (Anauroch if you like) was approaching his final days and decided to begin the competitions for a new suzerain. A group of less than lawful dragons began constructing a plot against the elder that involved the help of the human Archmage Tyvek.

Tyvek and the Chaotic blues used many powerful necromantic magic to weaken Ssuss and placed his spirit into the blade (it is thought that Tyvek craved magical might and was able to convince the rogue blues to allow him to trap rather than kill the elder blue's spirit). Thus was created the *Fang of Sss*.

Due to his vaunted immortality, the blade may still be in the hands of Tyvek. In this case it is of utmost importance to rid him of the blade as it is quite powerful, and could allow the now warrior/mage to carve out a sizable empire. Which, we all know, would be ruled with a tyrannical and iron fist. Or you can use it a ...as a nifty lure to get your PC's into the desert. Fighters that hear legends of it's prowess may well be leading the party (ahead of the mages).

The *Fang* may be destroyed by any of the following methods:

- Slay all surviving relatives of the traitorous group of blue dragons.
- Travel back in time and slay the actual traitors AND Tyvek.
- Give the blade to Tiamat willingly, and ask for a reward. (*the reward has a 85% chance of being a swift death, otherwise she may well raise them a level and ask them to leave. Later it will be found out that the spirit now serves as a consort to the queen dragon, a fate not wholly unacceptable to the blue*).

Notes: *Well made item. The background makes it attractive for use in any campaign, especially as a plot device. I especially like the Lightning Storm power - the player has no control over it, there's no stopping it, but it doesn't focus in on the wielder or his/her compatriots. A powerful, but well-balanced item that could be used by even mid-level characters with some restrictions. - Editors*

XP Value: unknown

Fire Biter

<pfrey@drew.bitnet>

Type: *Sword (unknown)*

INT: 10

Ego: 18

Alignment: Chaotic Good

Communication: Telepathy; *alignment tongue only*

Primary powers:

- Detect evil fire using/dwelling creature 100' radius (glowing).
- Triple damage against such creatures on a natural 20.

- Fire resistance for wielder.

Background: How *Fire Biter* fell into Orcus possession; this pompous sword led its possessor through many a mighty battle. As their victories grew so did the ego of the sword and the fighter who possessed it. Believing their powers to be so great, they decided they could take on the queen of the fire elementals. They found a way to enter the elemental plane of fire. Unfortunately, the sword could not overcome the intense flames found there, let alone the flames of the queen of fire elementals herself. Orcus bargained it from her at the expense of 66 water elementals and a merman prince. All memories of these events have been blasted from the sword through Orcus' black magic.

XP Value: unknown

First Justice

<Big Daddy>

Type: *Sword (unknown)+2*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Always strikes first in a battle, there after receiving +3 penalty to further initiative rolls. Damage 1d10/3d6 (as a two-handed sword).

Background: This weapon was custom built for a duelist in our group who had a habit of picking fights with the wrong people. It was great until he lost his right arm dueling someone with a *sword of sharpness*.

XP Value: unknown

Flaming Wooden

<wilston@vccsouth30.its.rpi.edu>

Type: *Two-handed sword +4, then long sword +3, then short sword +2, then finally dagger +1* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- A sword made of wood, which will burst into flames upon command. It starts as a two-handed sword, +4 to hit and damage after the command word is spoken (without being activated, the weapon is nothing more than an ornate club). The flame lasts for 1 combat or 1 turn, whichever is shorter, or however the DM wants to work it. After the first use, it burns down to a wooden long sword, +3 to hit and damage, flames on command. In this same manner it goes from here to a +2 short sword, a +1 dagger and than a nice little pile of ashes. In all forms it does additional damage from magical fire (1d8).
- It sheds light in a 5' per plus radius, and yields the heat of a small campfire in the larger modes (suitable for saving someone from frostbite in a cold glacier cave at the DM's option).

Notes: *Kooky item. Hopefully the character who finds it is proficient in all the item's forms. If not, oh well, it can only be used for 4 different battles anyway. A good item to give a party a short-term boost in attacking power.*
- Editors

XP Value: unknown

Frez

<Scuminus Dregg: scuminus@panix.com>

Type: *Sword (unknown) of dancing**

INT: Average (enough for speech)

Ego: none

Alignment: none

Communication: Speech; *Common (with French accent)*

Primary powers: *Frez* is an intelligent sword of dancing, who speaks with a ludicrous French accent, and itches to go fighting on his own: "Take zat! And zat! You foo-el, take *zees* won, too!", and on returning on the last round, "Yo-ho! Hey, Master! Here I coom!"

Notes: *See description of dancing powers, page 7. - Editors

XP Value: unknown

Gavin Hall Magebane

Type: *Sword (unknown)+1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This sword ignores most magical protections. While merely a *sword +1*, it ignores the AC bonuses for: *Shield* spells, *Armor* spells, *Rings*, *Cloaks*, and *Bracers of Defense*. It will go through, but not bring down *Stoneskins* and *Walls of Force*.

XP Value: unknown

Guardian Blade

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: Telepathy (for warning owner only, see Powers)

Primary powers: This blade does not normally glow. Its chief function is to lie upon or beside the sleeping character and warn of approaching danger. It can detect enemies like a *wand of enemy detection* within a 2" (20 foot) sphere. Upon detecting an enemy, the guardian will flash a single burst of light, telepathically alert its owner, and go out. This power can be used but once per day, and will operate continuously for a period of up to six hours. It may be used while the character is awake and moving but once-used it will not function again for twenty-four hours.

XP Value: unknown

☆*Heaven's Fury*

Type: *Sword (unknown) +4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Sword does 1d12 +3 hps/3 wielder experience levels damage.

Major powers: Wielder may summon "Heaven's Fury" once/day. "Heaven's Fury" causes 2d12 flaming meteors to fall from the sky and strike the area(s) indicated by the wielder 1d4 rounds later, causing damage to all creatures nearby, possibly including the summoner. The summoner can cause the meteors to fall within one 30' square for each 3 experience levels of the wielder (i.e. levels 1-3 = one 30' square, levels 4-6 = two 30' squares, etc...) The squares need not be adjacent, but must be 100 yards of the wielder. Each meteor does 1d4 damage to every creature within the affected area, with saving throws for half damage. Certain creatures have penalties to their saving throws against "Heaven's Fury": Ice or cold-using creatures = -2; Stone-like creatures -1. This power of the blade only functions outdoors (duh).

Curse: During the time when the wielder summons “Heaven’s Fury” until the time when the meteors arrive (1d4 rounds later), the wielder must ground the blade inclined toward the enemy and pray. This renders the wielder vulnerable, receiving no DEX bonuses towards his/her AC and saving throws, and a +2 AC penalty. While praying and waiting for the strike, the wielder may not move other than to shift his/her position slightly in defense and may not perform any other action. If the character breaks his prayers, either by moving or performing another action, the entire meteor strike centers on him/her and causes full (no ST) damage.

XP Value: unknown

Hell Beater

<pfrey@drew.bitnet>

Type: *Sword (unknown)+3, +5 vs. devils* (see Powers)

INT: 12

Ego: 20

Alignment: lawful good; only paladins may use

Communication: Telepathy (in alignment tongue only)

Primary powers:

- Double damage vs. devils (additional to the +5)
- Destroys devils on a natural 20 if on Prime Material Plane
- Detect presence of a devil (100 feet)

Background:

How *Hell Beater* came to be possessed by Orcus: like its two brother swords (*Dragon Chopper* - page 102, and *Fire Biter* - page 103) and this conceited sword goaded its possessor until he challenged Asmodeus. Asmodeus disarmed the Paladin and is using rings of longevity and regeneration to keep him alive for eternal torture and torment. Asmodeus sold the sword to Orcus for the head of a Astral Deva and another Paladin. Orcus removed the memory of this sword as well.

**Note this condition!* Devils will recognize this sword as Asmodeus’ lure and will break from regular melee to attempt to bring the possessor back to Hell with them. They are promised greater status as a reward and know that Asmodeus is sincere regarding promises of this nature.*

XP Value: unknown

Hell Razor

<Bernard Wook Lee: bwl2@ns1.cc.lehigh.edu>

Type: *Sword (unknown)* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: My DM gave the party a really cool sword called *Hell Razor*. Every time someone hits *anything* with the sword a 6 HD fireball erupted at point of contact. Of course the wielder of the sword wasn't immune to the effects of the sword and got hit at ground zero of the fireball.

Background: We gave the sword to the halfling psionist that had telekinesis. He was the only one who could really use the sword and only at a far, FAR distance.

XP Value: unknown

Holy Avenger +5

<Curtis Baum: curtis.baum@m.cc.utah.edu>

Type: *Sword (unknown)+5* (no STR bonuses apply)

INT: none

Ego: none

Alignment: none

Communication: Speech (with a stuttering French accent and lisp!); *Common, Elf*

Primary powers: Does damage according to alignment of target.

LG-NG-CG	2d4	2d6	2d8
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LN-N-CN	4d4	4d6	4d8
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LE-NE-CE	6d4	6d6	6d8
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Minor powers: This weapon can magically adjust to any size sword.

Major powers: Can *Teleport* itself at will (with or without another person).

Notes: This sword contained no information on any “holy” powers whatsoever, so the name is deceiving. - Editors

XP Value: unknown

Hot and Cold Blade

<Bob Gibson: gibson@netcom.com>

It burns both hot and cold: one side of the blade is hot, and the other cold. Because of this, a special scabbard is required to hold the blade.

Type: *Sword (unknown)* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The hot side of the blade does an additional 1d6 points of heat damage to susceptible creatures.
- The cold side of the blade does an additional 1d6 points of cold damage to susceptible creatures.
- If target takes both hot and cold damage, roll both d6's for both types of damage.

Minor powers:

- *Improved identify 15' radius:* e.g., we once encountered a high level vampire, wearing *plate armor +5*. When the sword wielder invoked the identify, everyone in hearing range (15' rad.) heard everything about the vampire; including his AC & HP. One of the other PC's shouted “Don't hurt the plate! I want that armor!”, and was surprised to see the opponent leave in a great amount of haste.
- *Regeneration* (with “unhits”): This was the really nasty trait associated with the sword. It would regenerate hits like a *ring of vampirism*, except (and this was the hard part for the DM to secretly keep track of) was the fact that these hits were really “cursed”. If you reached a point where all of your hit points were of this type, you basically became a creature like one of JRR Tolkien's ring wraiths. Very nasty!

Notes: The blade's special sheath/scabbard had two positions for holding the blade. If you use the first position, escaping gases from the blade generates a noise, much like a shrieker (i.e., summon any wandering monster). If you use the other (full) positions, the build-up of gases caused the person who withdrew the sword to take damage (5d4+4). - BG

XP Value: unknown

☆*Inquisitors, The*

<Lucifer666@theonramp.net>

Each *Inquisitor* is a short sword with a blade of pure mithril. All hilts and pommels are decorated with gems and intricate runic carvings line the blade. The *Supreme Inquisitor General* is a long sword made of pure mithril. It is also decorated in the same way as all of the other blades.

Type: *Four short swords (Inquisitors) and one long sword (Supreme Inquisitor General) +1, +3 vs. heretics of any type, +6 vs. heretics of owner's deity*

INT: none

Ego: none

Alignment: none
Communication: none

Primary powers:

The Inquisitors; When in the presence of a heretic it will become warm to the touch, but gives off no light.

The Supreme Inquisitor General

- Same as the *Inquisitors* plus the following...
- The only difference is that because of its nature is that it causes 1d20 v. S/M and 2d20 vs. L creatures (heretics only).
- It also endows its creator to utter a *Command* once/day (as the priest spell of the same name) at a heretic (this will only work against an opposed heretic of your deity).

XP Value: unknown

☆*Kemerly Sword (The Sword of Nature)*

Type: *Sword (unknown) +4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- This blade may only be wielded by druids, specialty priests of the plant or animal spheres, or rangers.
- Sword does 1d10 damage +1/level of the sword (see background).

Minor powers:

- *Cure Disease* (once/day).
- Wielder may command plants to spring forth from the ground (not rock) to entangle and hold an opponent for 1d4 rounds plus one round/sword level. The wielder may use this function once/day/sword level. The opponent receives a saving throw vs. Spell to reduce the entanglement to one round if successful.

Major powers:

- Wielder may transmute any creature into a dryad at will with a touch of the sword. The target receives a saving throw with a -4 penalty if the effect is unwanted. When done successfully, the wielder immediately falls unconscious with 0 hit points.
- The wielder may *Raise Dead* on any person not killed by magic. The sword immediately becomes dormant for one week (all its magic powers and pluses do not function) and the wielder immediately drops to one hit point. This effect will only function if the wielder has $\frac{3}{4}$ or more of his/her base hit points.

Background: The *Kemerly Sword* absorbs the experience points of any creature it slays. These experience points are not available for any total divided among the wielder's party. The sword advances in levels at 2% of rangers' table. Any sword found may be of levels 0-3 (1d4-1). If not used for long periods of time, the sword loses experience at the rate of one level per month.

XP Value: unknown

Mage Doom (Mage Bane, Mage Striker, Fighter's Dream)

The sword is a 115 cm long, blue crystal blade embedded with 4 black opals around which runes are etched (though that are invisible to the naked eye). The hand guard is made of glass (*Glassteel*) in the shape of a snake about to strike. The handle is made from a single (black) dragons tooth, which magically shapes itself to fit the wielders hand. The handle is partially hollow, the gap snugly fitting a diamond. The diamond is magical and has unknown powers. The pommel is made of the same substance as the blade and is spherical (unscrews).

Type: Artifact or relic; *Sword +3, +5 vs. magic-using creatures, +7 vs. human/demi-human mages.*

INT: none

Ego: none

Alignment: none

Communication: Telepathy and Speech; *any language*

Primary powers:

- When drawn from its scabbard, all the gems on the scabbard sparkle and glitter, and the snake hisses. A *Dispel Magic* comes into affect centered, but not affecting, the wielder. This happens up to three times every 24 hours and is equivalent to a mage casting it at the level of the wielder. Then one of the following effects take place (If the effect cannot happen re-roll):

d20	Spell Effect*	# of uses
1-8	<i>Gust of Wind</i>	5/day
9-12	<i>Monster Summoning IV</i>	3/day
13-15	<i>Great Shout</i>	2/day
16-17	<i>Animate Dead</i>	2/day
18	<i>Death Spell</i>	1/day
19	<i>Finger of Death</i>	1/day
20	<i>Power Word, Fire</i>	1/week

*These all function at level of wielder or 20th, whichever is highest.

- *Detect Magic* 25'.
- *Detect Enemy* 20'.
- Confers "one-weapon style" specialization X2.
- *Fly*.
- *Read Magic*.
- *Fear Radius* (mages at -3, magic using at -1).
- *False Vision*.
- Confers 10% cumulative magic resistance.
- *Detect scrying* 100%.

Minor powers:

- *Feeblemind* * (20th-level) 2/day.
- *Lower Resistance* * (20th-level) First 2 strikes/day.

Major powers:

- *Magic Negation* * (see below) 1/day.
- *Anti-Fly* * (see below) 1/day.
- *Kaleidoscopic Strike* * (25th-level) 1/day.
- Sword becomes +7, of wounding (*See description of wounding powers, page 7. - Editors*) 1/week.

* invoking these powers reduces the Charisma of the wielder by 1 permanently.

Magic Negation: At the will of the wielder (or so he/she thinks) the next successful strike on the opponent may bring down as many protection spells as the sword has +'s. If there are no protection spells left, the sword may be willed to bring down other protections, destroying items of protection (e.g. *Bracers of Defense*), although these items do get a saving throw. This also causes the sword to temporarily lose the +'s it used, this lasts for 1d3 + 1 rounds. Though the defenses are permanently down.

Anti-Fly: This affects any being the wielder wishes who is in sight within 100 feet. This is VERY versatile, the wielder may want "all but those 2 and me" to be affected, this will affect any airborne being, even if the wielder was completely unaware of them.

Background (mortal myth): Created by three triplets. All three were mages, one a wild mage, the second an invoker, the third a "standard" mage. Made to be the bane of mages, it was given to the youngest of the three, in order to kill their father. Of the three sisters, two died trying to keep the sword a secret, leaving the youngest to carry out the deed. The runes on it though, were weakening her, much as they had her sisters, increasing her hatred for her father. The two fought, and as she struck the killing blow, he also lashed out, killing her in one fowl swoop. Their gigantic contest contained so much power that the very crust of the earth was weakened and it opened up beneath them. The sword is thought lost.

Background (immortal myth): In fact created by one of Mystra's twin daughters. (NB: this is specifically for a campaign I am designing) This sword is meant to be wielded by her champion in order to wipe all wizards from the realms.

XP Value: unknown

Mage Masher

<Ken Bartlett: cc1@cs.ucla.edu>

Type: *Sword* +2, +3 vs. *magical creatures (innate abilities)*, +4 vs. *spellcasters*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This sword may only be used by fighters (including cavaliers and paladins but excluding rangers, barbarians, and multi-classed fighters), and in the hands of any other class it functions as a non-magical sword.

XP Value: unknown

MetalBlade

<jcrowley@wheatnma.bitnet>

MetalBlade appears as any type of stone or bone sword.

Type: *Sword (unknown)* +1

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This is an enormously dangerous weapon. Always crafted from stone or bone and tempered in the blood of lava children, the *MetalBlade* ignores metal. Completely. Doesn't even know it's there. Passes right through it. So those fighters striding around in plate armor, sniggering, could be in for a shock... Ignore the AC of metal armor, but magical bonuses may or may not have their regular effects (DM's discretion).

XP Value: unknown

OathBreaker (Chain Breaker)

Type: *Sword (unknown)* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- This sword releases its targets from any geases, charms, compulsions etc. whenever it does more than minimum damage. (*Yes, hitting a Demon with it is very likely to free it of its bonds!*).
- Further, it breaks bonds and chains as a much more powerful sword, as appropriate to its special purpose.
- The wielder cannot be geased, charmed, *Suggested*, *Feared* or affected by *Emotion* spells.

XP Value: unknown

Prohibitionist Sword

<Jeff Allen: jwallen@indiana.edu>

In one campaign, I played a bard who was a chronic alcoholic. The party had gotten fed up with his misfired spells, drunken brawls, and a whole host of other annoying problems. One of the wizards made it a point to "cure" the bard of this problem. Since the character was having a "slight" problem hitting things and defending himself in combat, the wizard "offered" to make an enchanted blade for the bard.

Type: *Cursed (?) sword (unknown)* +4, *defender**

INT: none

Ego: none

Alignment: none
Communication: none

Curse:

- If the wielder is an alcoholic, he/she can't get rid of it.
- Any time the sword is brought within 10' of any form of alcohol, the alcohol loses its taste and no longer has its intoxicating effect.
- Any individual, other than the wielder, may make a save vs. Spell to realize who/what was responsible for his/her drink being "ruined." Well, after being thrown out of countless taverns and being beaten up by upset fellow drinker (or drunks?), the poor bard was on the wagon.
- *Remove Curse* had no effect, I tried several times to have the curse removed. It turned out that the only way to beat the curse was to voluntarily remain sober for two years. Trying to beat the curse another way will reset the clock and the character will have to wait for two more years.
- If the wielder is not an alcoholic, the curse has no effect. However, another player suggested that perhaps that the blade, if intelligent, might insist on moderating how much that the wielder is allowed to drink.

Notes: *See description of defender powers, page 7. - Editors

XP Value: unknown

Reverse Sword

<Steve Linton: sal@cs.st-and.ac.uk>

Type: *Sword (unknown)* +2 on strikes with the hilt only!

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Not exactly cursed, but this sword is +2 to hit with the hilt only and gives fire resistance to anyone who grasps it by the blade. This blade is good for a laugh (a slight error in the enchantment).

XP Value: unknown

Sacrificer

<Angelo F Benedetto: angelo@rice.edu>

Type: *Sword (unknown)* (see Powers)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Although this sword has no plusses to hit or damage, it can hit creatures which require magic weapons to hit them, possibly up to +3.
- Before rolling to hit, the player has the option of using the special power of the sword, as follows. He/she declares something like "I *will* hit" or says some command word or something, then rolls to hit as normal. If the hit succeeds, no problem, roll damage as normal. If the roll is too low to score a hit, the sword hits anyway, but the wielder loses hit points, one for each plus he/she would have needed to hit with the roll. For example, a fighter with a THAC0 of 15 rolls to hit an AC 2, and declares "I *will* hit". He/she needs to roll a 13. He/she rolls an 8. The fighter hits, but takes 5 pts of damage himself, rolling damage against the opponent as normal. Yes, a character can knock himself out, or even kill himself by using this ability.

Notes:

To prevent a higher level fighter from using the ability every round, thus never missing and only taking a few points of damage from the occasional miss, you could alter the power so that you lose the number of hp detailed above + 1, with a loss of 1 hp even if the roll was high enough to hit anyway.

In the past I have given this sword to a Paladin, and it worked very well, even at low levels (if you use 0hp = KO, -10 hp = dead). - AFB

XP Value: unknown

Sexblade

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

Type: *Sword (unknown) +1, +2 vs. males/females (pre-determined which sex)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: They are +1 weapons, +2 versus the opposite sex the blade is "tuned" to.

Minor powers: Each *Sexblade* can also do *Charm Person* at 12th-level once daily.

Background: Perverted blades forged by who knows who. These weapons could be any sort of sword and are always "keyed" to a sex (male/female). If a person of opposite sex uses it, the *Sexblade* will function just as an ordinary non-magical weapon of its type.

XP Value: unknown

ShadowBane

Type: *Sword (unknown) +1 vs. shadows/shadowy creatures*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Gives wielder +5 to saving throws vs. illusions.
- In addition, any illusory creature hit by it would be instantly dispelled.

XP Value: unknown

Shadow Sword

<Aaron Sher>

Appears as a normal sword with a black blade. When someone picks it up, after a few seconds it vanishes. They can still feel the weight (only about two pounds) on their hand, but there's nothing there.

Type: *Sword (unknown) +1 in magical darkness, +2 vs. creatures of shadow*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Any time the owner INTENDS to have a sword (of any type) in their hand, the *Shadow Sword* will appear (as that type of sword). The wielder may will the sword out of his/her hand at any time. In time, the owner may learn to will the *Shadow Sword* in and out of existence, and may control it enough to wield other weapons without causing the weapon to appear by accident.

Background: Usually what happens is someone picks it up, it vanishes. Then in his/her experimentation the owner will attempt to draw their own sword (thus desiring to have a sword in their hand), and the *Shadow Sword* will appear in the proper form ("WHAT the HELL?"). It will remain in existence until the wielder puts it down and someone else picks it up, or the wielder wills it out of existence again. It's a neat sword, flashy, but it doesn't usually help in combat (BTW, it sheathes itself in the Border Ethereal).

XP Value: unknown

Shatterer (The Sword of the Outcast, Bloodguard)

<Scott D. Schimmel: schimmel@red.seas.upenn.edu>

Type: *Sword (unknown) +3, defender**

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: If its wielder took no other actions in a round and was attacked by a weapon-wielding opponent, the owner got a “to-hit” roll. On a successful hit, the opponent's weapon had to make a save or be shattered (I think the save was vs. Crushing Blow at -4). If attacked by an unarmed enemy, a similar “to-hit” roll was made, with the enemy taking (assuming a hit) as much damage as the wielder suffered (save vs. Death Magic for half). Finally, against missile weapons, it allowed a save vs. Paralysis at -5 to cut the missile out of the air.

Notes:

**See description of defender powers, page 7. - Editors*

There was a curse that went along with it, making it the Sword of the Outcast as well, but I can't remember what it was... - SDS

XP Value: unknown

Singing Sword [1]

<Kenneth R. Lipka: ferret@warriors.engin.umich.edu>

Type: *Sword (unknown) +X (DM's discretion)*

INT: Average (for speech, singing only)

Ego: none

Alignment: none

Communication: Speech; *Common (for singing only)*

Primary powers: Whenever this sword is drawn, it sings to help boost the morale of its wielder and his/her allies (like a bard). The only problem is, it sings *anytime* the sword is drawn (not just combat). The singing is also very loud, off-key, and off-color. Tends to embarrass its wielder more than inspire.

Notes: *Perhaps it “inspires” opponents to attack the character with the obnoxious sword! - Editors*

XP Value: unknown

Singing sword [2]

<Jeff Hildebrand: jrah@space.honeywell.com>

Type: *Sword (unknown) +X (DM's discretion)*

INT: average (for speech/singing only)

Ego: none

Alignment: none

Communication: Speech; *Common (for singing only)*

Primary powers: Sword sings when drawn.

Background: The *Singing sword* has been created as a bard weapon. But the party's thief won the die roll, chose the most impressive item, and so he couldn't backstab if he wanted to use his +2/+2 sword. And the rest of us made it hard on him. We tried to get the player to give the sword to the Bard and take another share of treasure, but he didn't, so we spread rumors that there was this cursed sword that sings, and NPCs wouldn't buy it... Eventually we would have arranged for him to get a reasonable trade, but the game broke up ...

XP Value: unknown

Songblade

Type: *Sword (unknown) +1*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common (for singing only)*

Primary powers:

- This is a +1 sword but in the hands of a bard it can be commanded to sing. Whenever the command word is spoken the sword will compliment any song the bard sings for 2-8 rounds. This will give the bard a +15% to any song he/she sings during the 2-8 rounds. This ability can be used 4 times/day.
- The sword can also cast an *Audible Glamer* like a 7th-level wizard twice a day.

XP Value: unknown

Spellswords

It is believed that the fighter/mage elven kings of High Folk were the first ones to create a *Spellsword*. Anyone can wield them, but only spell casters may truly benefit from their powers. These weapons usually have the form of a long or bastard sword, but other varieties are possible.

Type: *Sword (unknown) +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The wielder is not required to have simple or trivial material components for his/her spells. The sword can supply this magical energy instead. For example, the wielder is no longer required to have "a bit of fur and an amber, crystal or glass rod" to cast a *Lightning Bolt*. Instead he/she could (for example) hold the sword in both hands, raise it above his/her head, utter some words of power, point it to the target and make the bolt sprout from the blade itself. Rare or expensive material components, however, are still required.
- The wielder may cast a memorized spell at the sword. Any spell will do. The sword will then receive an extra damage bonus equal to the level of the spell. This effect lasts for 1 round per level of the caster. It is possible to cast several spells in sequence, but the maximum total bonus the sword can have (including its original +3) can not exceed the caster's level. The caster can not boost the sword's power in this manner and then give it for someone else to use. Doing this immediately breaks the spell(s) and the sword reverts to a +3 blade.

XP Value: unknown

Stargate

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When this sword is unsheathed under a starry night's sky and the command word is spoken, all touching it will be teleported to any location they desire, usually. Roll 5d6, and subtract the result from 16. Multiply that number by 10 to give the distance in miles from the target and determine the direction randomly.

XP Value: unknown

SureBlade

Type: *Sword (unknown)*

INT: Average

Ego: none

Alignment: none

Communication: none

Primary powers: This blade never strikes a friend. On fumble results where the blade would strike a friend or the wielder, or fly from his/her hand, treat as no result. Further, the blade “knows its target”, it isn't fooled by illusions, displacements, *Blinks*, etc. If the blade is actually intelligent, it will be reluctant to fight in certain circumstances, such as fighting a *Charmed* opponent, or otherwise beguiled enemy.

XP Value: unknown

Surge's Prismatic Blade.

<Micheal J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

A silver blade set in a rainbow gold (gold swirling with tints of different colors) hilt styled to look like an inverted rainbow (the two ends of the rainbow pointing towards the wielder's opponents).

Type: *Sword (unknown)* +6

INT: 22

Ego: high

Alignment: none

Communication: Telepathy

Primary powers: Upon rolling a natural 20 on any to hit roll against an opponent, the sword releases a *Prismatic Spray* spell on the target. There is a 20% chance that the spell will also reflect off the opponent and a random ray will strike another creature within range, including the sword wielder.

Background (as told by *Surge's Prismatic Blade*): I started my days as a pile of dragon metal, left over from the war of the lance... Mr. Surge here was just beginning to learn the arts of bladesmithing... He got lucky with me... In the process of enchantment my form of loving silver was changed under the breath of his god and the light of the plane of radiance... I was imbued with a portion of Surge's intellect (explaining my meager 22 intelligence) and the ability to unleash the spell *Prismatic Spray* on contact with my foes... This strange method of release results in nearly all of the rays to strike the foes (80% of the time) the other times (20%) a ray will go stray and strike some random creature (sometimes even Surge). I was forged with full crown and serpent compliment (+6) over the years Surge happened upon a time trap, wherein I was lost to him in the channels of time... 400 years my time, and a week his we were reunited in the conquest of a dragon's den. Surge and I are now much harder to separate as I have made a transition to a weapon of energy in the fullest. I can hide inside of Surge if I wish... A trick that has saved his skin many times...

XP Value: unknown

Sword of Blinding

<Bryan L Scovill: bls@kepler.unh.edu>

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: On a natural 1 or 2 this sword produces a sun-burst as per wand of light.

XP Value: unknown

Sword of Canine Attraction

<stnnec@macalstr.edu>

This little oddity was last reported in PM 26565, a small splinter of reality near Toril space. This is a rather finely made weapon, whose most notable property is that it is made completely from the leg bone of a dragon of unknown species.

Type: *Cursed sword (unknown)* +1

INT: none

Ego: none
Alignment: none
Communication: none

Curse: Its main enchantment is that every canine creature who sees it must possess it (no save). They will follow the sword around until they have an opportunity to grab it, in which case they will make off with it and bury it somewhere. And yes, they will follow it if you throw it.

Background: Personal suggestion: don't let your players know its power... Watch them panic the next time they walk about in a city!

Notes: Does canine creatures include kobolds and perhaps mongrelmen? Just wondering... - Editors

XP Value: unknown

Sword of Change

<Mark Chance: mark.chance@f7315.n106.z1.fidonet.org>

Type: *Sword (unknown) +1, +3 vs. ???*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This sword always provides at least a +1 bonus. When used to deliver the killing stroke against a creature, it becomes a sword +1, +3 vs. that type of creature. It retains this +3 bonus until used to kill a different creature, where the "+3 vs." bonus then switches to that most recently slain creature type.

Background: Gunther Gonadgrinder, dwarf warrior, has a *Sword of Change*. He enters battle against a horde of orcs and goblins. In the first round of combat, Gunther cuts down a feeble goblin. The sword of change gains a +3 bonus against goblins. If, during the fight, Gunther slays an orc, the sword's +3 bonus changes to apply only to orcs.

XP Value: unknown

Sword of Conditional Immortality

<umwrickman@memstvx1.memst.edu>

Type: *Cursed sword (unknown) +3 vs. humanoids*

INT: none

Ego: none

Alignment: none

Communication: none

Curse:

- When drawn, the user cannot sheathe or discard sword until the sword has killed a humanoid. It will stay adhered to the user until a humanoid is killed. However, the user can adhere the sword to any part of his/her body (i.e. his/her back), so long as it stays in contact with him/her. This way, he/she user does not always have to carry the sword in his/her hand.
- Curse will only end after user has killed 10d10 humanoids. Once the required number is killed, the sword will turn on its user and kill him/her with no saving roll to the user, plus the user gets a -3 penalty on his/her *Resurrection* roll.
- Until the required number of kills is reached, user can be killed in battle, but will not die of old age. User will continue to age as normal (and feel the effects of aging, i.e. balding, loss of eyesight, etc.) but will not die from it.
- Also, the sword cannot be lost or stolen from the user, it will always find a way back (i.e. if the user buries it, there will be a small earthquake, and the sword will return, or it could teleport, whatever you as the DM find necessary).

Notes: For more ideas/info about this item, read The Misenchanted Sword by Lawrence Watt-Evans, upon which the creator of this blade based his work. - Editors

XP Value: unknown

Sword of Conversion

<George Forman: forman@u.washington.edu>

Type: *Sword (unknown)* +1 or +2 or +3 (DM's discretion)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: The sword's power lies in converting opponents who are reduced to unconsciousness by this sword to the alignment of the wielder.

XP Value: unknown

Sword of Dancing

<Kenneth R. Lipka: ferret@warriors.engin.umich.edu>

Type: *Cursed (?) sword (unknown)* +X (DM's discretion)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This is similar in function to the *Singing Sword*. As combat goes on, it will make its wielder more dexterous, helping him/her to avoid being hit. The wielder temporarily gains +1 to DEX for every consecutive round attacking with the sword, to a max. DEX of 19. However, it does this by making the wielder perform more and more outrageous dance steps. Tap dance is its favorite.

XP Value: unknown

Sword of Darkness

<Greg Furumoto: gfurumoth@jarthur.claremont.edu>

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This sword features a permanent *Darkness, 15 feet radius* spell centered on it at all times, even when not wielded. The wielder cannot see through such magical darkness. The sword do not give other magic bonuses and if the sword's darkness is dispelled it will come back in 1d4 rounds.

XP Value: unknown

Sword of Desperation

<Timothy M. Schreyer: schrey@gvls1.vfl.paramax.com>

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: My DM is dying for a good reason for us to find a blade which either fumbles or critical hits. Let me restate that - when trying to hit with the sword the roll can only be 1 or 20.

XP Value: unknown

Sword of Dreamless Nights

<William O. Nielsen: nielsen@gdls.com>

Type: *Cursed sword (unknown)* +2

INT: none

Ego: none

Alignment: none

Communication: none

Curse: How about a +2 sword (yes, that is a plus) however, for every day that the sword is used it causes the person to have bad dreams when they sleep and not enter REM sleep. This of course (over a period of time which I think is about a week or so) causes the person to be driven insane. This is more of a biological thing and some DM's may not be ready to bring in such things but it is true that if humans (in REAL life) do not dream every night over a long period of time, then they will eventually go mad.

XP Value: unknown

Sword of Fear

<Frank Maximus: v912382@meinkema.si.hhs.nl>

The sword looks like a normal sword, only the hilt has the figure of a black dragon!

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Seeing this sword, every enemy within sight of the blade immediately makes a morale-check.

Notes: *What!? No penalty to your enemy's morale check specified!? I suggest -2, at least. - Editors*

XP Value: unknown

Sword of Flames

<Dennis F. Maher: maherd@stricom.army.mil>

Type: *Sword (unknown)* +1, *flame tongue**

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When it flames on, it has the normal pluses of a *flame tongue*. However, anyone hit catches fire. They then burn for the same amount of damage the next round minus (1-4) points of damage. Damage continues each round dropping by 1-4 points until it burns out or the person puts the fire out (drop and roll, wrap in blanket, *frost brand**, etc.).

Background: The disadvantage with this weapon is that every ten rounds that the sword burns it need to make a saving throw. If a one is rolled, the blade forms a puddle of molten liquid on the floor and the sword is forever gone. Also, if the creature is immune to fire and gets ignited, it is liable to wrestle the wielder and then the wielder of the sword takes the damage.

Notes: *See description of *flame tongue* powers, page 7. - Editors

XP Value: unknown

Sword of Frenzy

<Robert Johan Enters: whisper@wpi.wpi.edu>

Type: *Sword (unknown)* +2 (or higher, DM's discretion)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: These swords are generally +2 or higher, and have no extra effects unless the wielder has a dexterity of 15 or higher. If this is the case, then the wielder can opt to forego his or her AC bonus in order to gain extra attacks. For every two points of DEX above 14, an extra attack can be gained. i.e. one for DEX 15-16, two for DEX 17-18 etc. not all points need be given up for extra attacks. Thus someone with DEX 17 could choose to give up two points for one extra attack, and still retain one bonus point toward AC.

XP Value: unknown

Sword of Gaseous Form (Sword of Fiery Throat)

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: On natural roll of 20 the sword releases a spray to the target's face, blinding him/her for 1d4 rounds, and making his/her throat burn.

Notes: *Sounds like it should be called "MaceSword" (get it? - Sorry!) - Editors*

XP Value: unknown

Sword of Gleaming

<Wes Contreras: wesc@ichips.intel.com>

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This blade, whenever held by a living creature, will always reflect all light in the area, making the blade gleam brightly. It is not bright enough to blind creatures, or otherwise harm anything, but it is plainly visible to anyone (or monster) in the area, as long as there is at least the equivalent of moonlight available to be reflected. This radiates a faint aura of alteration.

XP Value: unknown

Sword of Intercession

Type: *Sword (unknown)* +2 for wielders of same alignment, +4 if wielder worships sword's patron deity

INT: none

Ego: none

Alignment: Any, matching patron deity

Communication: none

Primary powers:

- This magical weapon is a holy (or unholy) sword that always has an alignment and a patron deity. A character of any alignment may wield a sword of intercession, but it will function as a normal, non-magical weapon.
- A character of the same alignment as the sword may wield it as a +2 weapon.

- A character who worships the sword's patron deity may wield it as a +4 sword, and in addition gains a 5% magic resistance and a +2 bonus on all saving throws so long as the sword is held or carried. Such a character will also be able to commune with his/her deity once per week, asking one yes-or-no question at that time.

Background: The sword will not work for those who have only converted to their new alignment or religion within the last year.

XP Value: unknown

Swords of Law, The

<Hasof: lion@gwis2.circ.gwu.edu>

These three swords were created by (Vulcan or similar god) with the purpose of helping in the struggle against entropy. From time to time when the old empires have tired, the gods dispense one of these swords to a great warrior, who will forge a new empire with its aid. The swords are LG, LN, and LE, respectively. The best known of these swords is *Excalibur* (whose powers have been discussed elsewhere) her sisters;

Hauorech

Type: *Sword (unknown) +4*

INT: high

Ego: none

Alignment: Lawful Neutral

Communication: none

Primary powers:

- Owner's CHR +2.
- *Detect Lie* at will.

Minor powers: Cast *Command* at will once/day.

Major powers: *Circle of Protection from hostile magic 10' radius.*

Kochtamar

Type: *Sword (unknown) +3*

INT: High

Ego: none

Alignment: Lawful Evil

Communication: none

Primary powers:

- Owner's CHR +3
- *Detect Lie* at will

Minor powers: Wielder emanates *Fear Aura*.

Major powers: Provides Magic Resistance 50%.

Backgrounds: The swords are rumored to have other abilities, and there are many rumors that with their powers there are also curses. Some sages have suggested that *Excalibur's* curse was that those closest betray. *Kochtamar* was last wielded by Tamarlane, whose empire collapsed shortly after his death. *Hauorech's* wielders have shown a tendency towards eventual corruption as the days of battle end, and only cold passionless law remains.

XP Value: unknown

Sword of Lies

<Steve Linton: sal@cs.st-and.ac.uk>

Type: *Cursed sword (unknown) -3*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common*

Primary powers: One character I know picked up a sword that was -3, but convinced the wielder that it was +3 and that he/she was just being unlucky, fighting the toughest opponent, etc. After four or five fights his friends were allowed to persuade him of its real nature.

XP Value: unknown

Sword of Non-Interference

<Steve Linton: sal@cs.st-and.ac.uk>

Type: *Sword (unknown)+1*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common*

Primary powers: A holy weapon of one religion I know would be a sword that encloses the wielder and the target hit in an extra-dimensional pocket (or just a force wall) until one of them is dead ("*Seconds OUT!*").

XP Value: unknown

Sword of Omens

<Mario Di Giacomo (the Harlequin): mdig8154@uriacc.uri.edu>

Type: *Sword (unknown) +3*

INT: none

Ego: none

Alignment: none

Communication: Clairvoyance (see Powers)

Primary powers:

- Warns wielder of danger to self or comrades. *Clairvoyance* at will, either to reveal danger, or to see something else.
- Will return to hand of the wielder upon speaking the proper phrase.

Minor powers:

- The sword also can release a bolt of energy, doing 4d4 damage.
- *Fly* as per the spell, dragging the user along;

Major powers:

- Speaking the proper phrase releases an image of a stylized cat's head, which dispels all magic directed at wielder, and alerts the rest of the party, penetrating all barriers between it and the party.
- Casts a *Globe of Invulnerability*, at the price of suppressing all other functions.
- Act as a portal to a pocket dimension.

Background: At no time can the sword be used by beings of evil alignment, and is the property of a being who may be related to the Master Cat. If the sword is found, odds are he's looking for it, and since he is capable of operating the sword without body contact, I'd give it to him.

XP Value: unknown

☆*Sword of Outer Planar Survival (Balor's Baner)*

<Michael Mace: rmace@wave.beaches.net>

Type: *Bastard swords, long swords, or two-handed swords +5*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: These swords are +5 on any plane. On the Outer Planes and/or when facing a creature native to that plane roll (on any plane) secretly (at first at least) 2d4, and then use that number to multiply your damage to the creature, and also use it to divide the damage the creature does to you on its attack. (i.e. if you roll a 2, then double the damage you do, and halve the damage he does to you; if you roll and 8 then multiply your damage by 8 and divide his by 8. This power can be used this once per opponent.

Background: These swords were created by the deity Gilgamesh to assist his followers in their exploits in the Outer Planes. The swords are goodly swords and do not appreciate being handled by evil beings. Gilgamesh also does not appreciate them being held by evil characters, and most evil creatures can sense this and rid themselves of the weapon ASAP. They are very powerful swords and an unknown number of them exist, but they are common among Gilgamesh's followers.

Notes: I wouldn't make any +5 sword "common," even among the most devoted of Gilgamesh's followers. A good idea for a sword in a higher-level adventure (most low-level characters wouldn't be stupid enough to travel to another plane anyway). - Editors

XP Value: unknown

Sword of Palaodrin

<celovine@colby.edu>

Type: Artifact or relic; *Sword (unknown) +5*

INT: 17

Ego: 21

Alignment: lawful neutral

Communication: Speech; *Common, Lawful Neutral, True Neutral, Elf, Dwarf*

Primary powers:

- Detect Sloping Passages, Shifting Walls, Rooms, Elevators (1" radius).
- *Detect Magic* (3" radius).
- *Regeneration* (2 points/turn).
- Immune to Disease and Gas.
- Sever opponent's neck on roll of 16 or higher (victim up to 10' tall).
- Protection +5 (3 times/day for 10 turns).
- Major attribute raised to 19 permanently.
- Storm Giant Strength (2 times/day for 2 turns each).

Minor powers:

- *Pass Without Trace, Death Ray, Plane Shift, Teleportation* (1 time/day).
- *Lightning Bolt* (4-6 Hit Dice, 2 times/day).

Major powers: Deflect Magic (on command up to 7 times/day).

Special purpose: Slay Evil/Good;

- Triple Damage plus modifier versus Evil.
- Double Damage versus Good (no modifier).

Curses:

- Lose 1 point of Constitution permanently.
- Deafness for 1-4 turns when first used versus enemy.
- Blindness for 1-4 rounds during first combat each day .

Background:

Several thousands of years ago, a city named Palaodrin existed in the center of the Prime Material Plane. It was inhabited by being of lawful neutral, neutral, and chaotic neutral alignments only. And these beings fought for the purpose of Neutrality, i.e. to maintain the balance between good and evil. Although their work was done subtlety and secretly behind the walls of Palaodrin, it was sometimes necessary for the citizens to take up arms. Many of the inhabitants were poor warriors, and the citizens themselves were few in number. So it was that they recognized the need for a weapon of great power as their defense.

Since good beings tended to recognize a form or law of balance, the citizens decided that it would be best to make the sword more powerful against evil than good. For centuries and millennia, Palaodrin stood as an island amidst the struggle for power, and the sword, as well as other relics they created, defended the city against all

invaders. But when news spread, some of the good beings wondered if such power was evil. The forces of evil saw this doubt spreading its way through the forces of good and took advantage of it. Through trickery and deceit, evil was able to join good in a combined crusade against their common enemy. But, while Good hoped to destroy the power of Palaodrin, Evil sought to gain it. The city was overwhelmed by the combined forces, unable to defend against both Good and Evil at the same time. Palaodrin fell. During the fighting, Mephistopheles searched for the sword which was not a difficult task. With its power he could overthrow Asmodeus and defeat Good, but when he went to take the sword, he found himself wounded and the sword gone. Although Good had thought the sword had been destroyed, there have been those who have felt that the *Sword of Palaodrin* used its power of teleportation to escape both Good and Evil, and none have been able to find it since.

Notes: Next, the *Sword of Palaodrin* is a little out of hand so here are my suggestions to all you DMs:

- 1) The sword must remain with both *SLAY GOOD* and *SLAY EVIL*. This will keep its origin and goals intact.
- 2) Choose any two Special powers other than those mentioned above. This also keeps any players reading this from knowing the whole story.
- 3) Remember the sword has an ego of *21*. Play it as such. It gets interesting when the two egotists clash.
- 4) Choose one ability from each ability, i.e. detection, immunities, protection, and side effects. I suggest that the personal attribute modifier be -1 permanently on the players Constitution. - C

XP Value: unknown

Sword of Parrying

<Jared Thaler: ez040915@bullwinkle.ucdavis.edu>

Type: *Sword (unknown)* +X (DM's discretion, see Powers)

INT: low

Ego: none

Alignment: none

Communication: none

Primary powers:

- There are many varieties and plusses of this sword, but all are made as defensive weapons, not offensive. If the person using the weapon parries (as per DMG optional rules) he/she gains the full weapon bonus subtracted from his/her AC in addition to the -4 bonus to AC parrying normally grants the character.
- If the wielder attempts to use the weapon to strike, he/she only gets half the sword's bonus (rounded down).
- The sword has some minor intelligence - it doesn't just enhance the wielder's attempts to parry, it takes part in the fight, using its knowledge of parrying technique to "help" the character parry. Thus, on any turn that the wielder attempts to attack with the sword, the sword gets its own initiative roll. This roll is reduced by the sword's plusses, with a minimum modified roll of 1 allowed. The sword attempts to parry all attacks that come after this initiative, since the wielder isn't trying to parry he/she doesn't get the -4 AC bonus parrying normally grants, but the sword bonus is subtracted from the AC for all parries after this number. Unfortunately, if the wielder hasn't gotten his/her strike in before this, the sword will be too busy parrying, and can't be used for anything else.

Background: There are rumors of a truly intelligent sword, with the special purpose of defending its wielder, that was able to parry magic missiles and on one occasion, it is credited with having saved his wielder from the full force of a fireball, however, it is also said to have been incredibly vain and refused to be held by any man who felt he needed any protection beside the sword. Its love of showing off is said to have caused the death of its last user.

Notes:

For Example:

Don the fighter is wielding a +5 scimitar of parrying (poor fool) against three kobolds and a 3rd-level fighter.

In the first round, Don rolls a 6 for initiative, the sword rolls a 10 (-5 for 5) the kobolds roll 8, and the fighter rolls 3, the fighter would attack, and would have to hit Don's normal AC, Don would not get to attack on 6, as the sword would have started parrying on 5, however, the kobolds would have to hit Don's natural AC minus 5, as the sword lends its bonuses to AC while parrying. If Don is in plate the kobolds don't stand much of a chance of hitting him. - JT

This weapon would be a great second weapon for Two-Weapon Style! As an additional power, the sword could also use its plusses to help the wielder on Block attempts. - Editors

XP Value: unknown

Sword of Percival Ironheart

Type: *Sword (unknown) +2 vs. evil opponents*

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common, Law*

Primary powers:

- Can detect gold within 60'.
- In a pitched battle when its owner's life is seriously threatened by an evil opponent, on a natural 20 to hit this sword turns the opponent to solid gold (save vs. Petrification). Any attempt to exploit the sword for the sake of producing gold has a 15% cumulative for a fumble turning the user or exploiter to gold. The sword may not mention the gold making ability so as not to encourage greed.

XP Value: unknown

Sword of Polymorphing

<Arthur Giannakis: agia2@mfs02.cc.monash.edu.au>

Type: *Sword (unknown) +2 or +3 (DM's discretion)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Any PC unwise enough to wield this sword without identifying it will find its welded to their hands even though it's not cursed in the usual way.

When attacking, the first actual hit on a monster will try to polymorph the monster into another one which exists in the campaign. The fun with this is that if the party is fighting a particularly (not overly) dangerous monster then the first blow struck may make it polymorph into a small kobold and then everyone can hack it to pieces with ease with all PC's smiling. But since a roll determines what the polymorph will be the party could just as easily be facing an ettin one round and then could be running from an ancient black dragon the next if the roll is unlucky which could put a smile on the DM's face.

Note that any subsequent hits with the weapon will have no polymorphing effect, only the initial hit on a creature will have a chance at polymorphing. The fun part is that the party will always be guessing what will appear next and since the weapon welds itself to the wielder then he/she is stuck with it until the curse is removed by a high level cleric or priest or something (DM's discretion here).

The numbers used for the rolls could all be worked with a 80% polymorphing chance for monsters 2 hit dice or less 60% chance of polymorphing creatures with 2 - 3 hit dice (again the chances can be up to the DM) and smaller chances of polymorphing as the creatures faced are more fearsome (an ancient dragon for example should never be able to be polymorphed and any type of undead are always unaffected as well as any living creature not being able to be polymorphed into undead). A hundred sided die could be used to see what the monster polymorphed into when struck. You could have say a 25% chance of polymorphing into a kobold, 15% chance it becomes a giant, 10% it's a dragon etc... This is just an example, you could be really easy with it or really cruel and polymorph into various nasty creatures all the time... Use whatever you like! The PC's can have fun with an item like this but then again the DM can also have fun (and get his own back) so everyone is happy with this cursed weapon.

XP Value: unknown

Sword of Random Flaux

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Type: *Cursed sword (unknown) +1*

INT: none

Ego: none
Alignment: none
Communication: none

Curse: This is a cursed weapon, it is actually a conduit to random planes of existence, thus every time it strikes an opponent, there is a 50% chance that a “wild” surge from the Tome of Magic will occur. Due to the magical energies surrounding this weapon, it is +1 to hit/damage.

XP Value: unknown

Sword of Reincarnation

<Scott D. Law: law@xip.nrl.navy.mil>

Type: *Sword (unknown)* +2
INT: none
Ego: none
Alignment: none
Communication: none

Primary powers: This is a +2 sword that automatically kills on a natural 20 (DM may optionally allow a saving throw versus death magic). Any creature killed by this sword is reincarnated. The slain will remember the last hours of its life (like who killed him/her)!

Notes: *It can be strange being hunted down by rabid squirrels... - SDL*

XP Value: unknown

Sword of Scything

<Dennis F. Maher: maherd@stricom.army.mil>

Type: *Sword (unknown)*
INT: none
Ego: none
Alignment: none
Communication: none

Primary powers: This weapon does not radiate magic nor does it have any pluses to hit. It however negates all magical bonuses to armor class (magic resistance may allow armor class to be normal) and hurts any creature immune to magic weapons up to +3. The DM must decide what the “non-magical” armor class of magical creatures is.

XP Value: unknown

Sword of Silence

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Type: *Sword (unknown)* +1, +3 vs. *spellcasters*
INT: none
Ego: none
Alignment: none
Communication: none

Primary powers: Those struck by this sword must make a save vs. Spell at normal or be magically silenced for a number of rounds equal to the wielder’s total experience level (*multi-classed wielder sum up levels - Editors*).

Minor powers: The wielder may center *Silence 15' Radius* around himself 3 times per day.

XP Value: unknown

Sword of Strangeness

<Kkatman (Furry Rep): richa902@raven.csr.v.uidaho.edu>

Type: *Sword (unknown) +X* (DM's discretion)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Appears as a *sword +X*, but will become a random weapon the character is not proficient with when first used to attack.

Notes: *Optionally, allow the sword to change into **only** other swords, or **any** weapon at random, including those the character is proficient in, just to give him/her a chance! -Editors*

XP Value: unknown

Sword of the Cursed Gauntlet

It is a black bladed sword with a gauntlet attached to the hilt. The gauntlet is made in such a way that the only way to use the sword is to put on the gauntlet. Unfortunately, the gauntlet only goes on the wrong hand (i.e. left hand for a right handed fighter) and can only be used by fighters and swashbucklers. Once on, it will not come off, except in rare, unexplainable cases. Depending upon how recently it has been used to kill something, it will range in color from a dull, grayish black to a jet black glossy color.

Type: *Cursed sword (any one-handed) +2*

INT: none

Ego: none

Alignment: none

Communication: none

Curse: Now, the main reason I introduced it was this: try using a bow with a sword in one hand, and the hand firmly wrapped around the hilt. Also, try putting on shirts without cutting them up. Putting chain mail and other things on are also *very* difficult. After a couple of weeks game time, I relented and let him take the sword off, but *only* by putting it into a special sheath. When the sword comes off, the gauntlet stays on, and the sword is unusable by anyone else due to a sharp edged hilt that will cut throughout anything except the gauntlet. As a twist, you could make the sword magical in such a way that the user becomes *addicted* to it.

Notes: *Neat idea! How about letting the owner remove the gauntlet, but his/her hand comes off with it (magically of course, with no damage to the owner). No one else could use the gauntlet/sword because it would be impossible to wear with someone else's hand already inside! -Editors*

XP Value: unknown

Swords of the Magi

<a_copeab@ccsvax.sfasu.edu>

Type: *Sword (unknown) +1, +2 for mages* (only, **not** multi-classed of specialist wizards)

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers (for mage wielders only):

- Acts as a +2 berserking sword but will NEVER hit an ally... However, it may hit a traitor. :-)
- Lowers AC by 2.
- Doubles the hit points of the mage temporarily.
- Allows mage to attack as a fighter of equal level.

Background: The sword's primary powers only lasts 30 minutes, at the end of which the mage is very fatigued (-2 to hit, 10% chance of spell failure, and is at 1/2 movement for the next hour). It is light (magically) and can be wielded by even the weakest mage.

Notes: How about 10% chance of spell failure/spell level, since higher level spells take more of the mage's energy to cast? i.e. Magic Missile has a 10% chance of failure, Fireball 30%, etc... That way, for that hour, the mage would be more likely to only attempt lower level, less tiring, spells. -Editors

XP Value: unknown

Sword of the Night

Type: *Sword (unknown) +1*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Though most magical swords shed light, a sword of night, also known as a black sword, sheds darkness. The sword's wielder determines the radius of the sphere of darkness given off by the sword; it can be from 5' to 25', in 5-foot increments. Within this radius, all creatures but the sword's wielder will be unable to see and will suffer a -4 penalty to hit on their attacks, as well as losing any armor class bonus for dexterity. Infravision and ultravision are similarly useless within this radius. The sword's user may see normally in all respects, however, and can use the sword as a +1 weapon to hit and on damage.
- The sword can also cause fear in all creatures within the darkness who fail a saving throw vs. Spell (with wisdom bonuses applicable). This fear power is generated at the wielder's unspoken command, and may be produced up to three times per day. Creatures affected by the fear will move away from the darkness at full speed for 2-7 rounds.

Background: A light spell cast on the sword will negate all of its powers (except for its +1 combat bonus) for one round per level of the caster, if the sword fails to save vs. Lightning (as hard metal). A continual light spell (cast on the blade) negates the darkness powers for twice as long, and the save is made at a -3 penalty.

XP Value: unknown

Sword of the Spider Goddess

<Caryl Takvorian: caryl@issolutions.co.uk>

Well, I once had a 3rd-level mage that got himself a *very, very* powerful magic item...

Type: *Sword (unknown)*

INT: 20 (?)

Ego: 20 (?)

Alignment: evil

Communication: none

Primary powers (known):

- 5d20+20 of damage.
- AC -5 for wielder.
- THAC0 +5 for wielder.
- 3 attacks per round.
- Able to withstand damage for wielder.
- Gave 50% resistance to magic.

Background: What a munchkin item you are all yelling!!

Wait a minute. I had found the item when my poor 3rd level mage entered *alone* the Lair of The Spider Goddess of our world. Let me tell you that I wasn't supposed to enter the lair, but... There was a hell of a treasure in there, and the spider, wanting some fun, told my character that she had an hour to get prepared for a duel. At this time I, as a player, wasn't so sure what was going on, and who I was talking to. The DM gave me the DMG and told me: "you can find *any* magic item except the ones that would allow you to escape without fighting."

Of course, I lost the fight, but wasn't killed. Instead, I regained consciousness outside the lair, close to the party, with the big sword alongside.

Some hours later, I discovered that I was bearing (being a beautiful elven maiden) the Egg of the Spider Goddess. The sword had the mission to protect the egg, and therefore myself. My character was doomed, but I had quite a fun slaying type III demons in a couple of rounds as a 3rd-level character. As a side effect, I became a Fighter/Mage, and then a Fighter alone. In the end, trying hard as I might, I couldn't find a way to get rid of the damn thing (I attempted several times to commit suicide, but the sword wouldn't allow me). Well you all saw "Alien" (the 1st episode) so you can have an idea how my character ended. *Sad.*

XP Value: unknown

Sword of Traits Alteration

<zKharra Dom: nsbos0340@alpha.nsula.edu>

Type: *Cursed (?) sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: This sword is semi-intelligent though single-minded. The person wielding this weapon takes one significant trait, good *and* bad, from each person harmed by this weapon on a natural roll of 20. It can be very useful. You may gain a +1 to STR after fighting an ogre but you may also gain a particular bent towards petty cruelty, a tendency to bully those weaker than yourself, or a minus 1 to intelligence if the ogre is stupider than you are already. If you fight a dragon you may gain a weak version of a breath weapon but you could also gain their greed for gold. The DM should list all the opponent's good and bad traits and choose randomly from them.

Background: The sword is only somewhat difficult to get rid of but the traits should be really hard to get rid of because they really do become part of the person and the character cannot select which traits to keep and which ones to get rid of. The person is aware that he/she used to not possess the traits and may even be mentally tortured by the fact that he/she enjoys gleefully carving up Chips and Dales in the woods.

Notes: *This weapon needs to be given to a player that actually can role-play the inevitable problems that will arise.*

XP Value: unknown

Sword of Transference

<Nosferatu>

This blade appears beautiful and alluring. It's hilt is encrusted in valuable ruby's, diamonds and emeralds. The sword itself, if appraised, will prove to be made of pure platinum (*impossible unless magically hardened - pure platinum is soft enough to bend with your bare hands. -Editors*).

Type: *Sword (unknown) +3 to hit/+4 damage*

INT: As character trapped within (see Powers)

Ego: none

Alignment: As character trapped within (see Powers)

Communication: Speech; *per character trapped* (see Powers)

Primary powers: Although attractive (save vs. Spell (Enchantment/Charm)-3 (-5 if a thief) or immediately pick up) this sword has a few "quirks" the DM should be aware of. For one, once touched by anyone of any race or class, the essence of the character is drained into the sword and the sword's essence is injected into the character. For instance, a male thief finds the sword and is instantly attracted to it. Upon picking it up a blank look appears on his/her face, and he/she remains dazed for 1d4 rounds (giving others a chance to touch the sword if dropped). Why? Previously, a female mage had touched the sword. Her "id" is transferred into the thief and the thief's is transferred into the sword. The sword now has the mind and personality of the thief. The thief is now physically the same but mentally and spiritually the female mage, transferring the female mage's INT WIS, and CHA to the body of the former thief (which keeps its own STR, DEX, CON, COM (if used), and sex). The thief can never transfer back to his own body no matter how many times his body's new owner touches the sword. It is then up to the PC whether or not they want to lure someone to the sword (generating the save vs. Spell (Enchantment/Charm)) or remain a sword and continue playing using the new character occupying his old body.

The character's body will probably (60% chance?) drop the sword when the transfer happens. The sword can be safely touched if the person touching it is wearing any ring of protection, former occupants of the sword know this. The sword cannot be wielded in battle unless the user has a ring protection.

Notes:

The sword must be deliberately touched for the transference to occur. You can't hit someone with it and drain their id. If destroyed, the id will carry on as a free flowing spirit. - Nosferatu

In addition, if the character transferred to the sword was a spellcaster, the DM could allow the sword to be able to cast any spells remaining in memory at the time of the transference once/day. This could be at the "sword's" discretion or at the wielder's, possibly depending on how close the two transferee's alignments are. -Editors

XP Value: unknown

Cost: 90,000 gp.

Sword of Travel

The sword has a gold tint except for the hilt which appears black. There is a stone in the bottom of the hilt that would appear to show the stars in the night sky. If the stone is ever removed the sword will turn to dust.

Type: *Sword (unknown) +3*

INT: none

Ego: none

Alignment: Neutral

Communication: none

Primary powers: This sword gives the wielder the ability to travel (non-combat movement) at twice his/her normal rate.

XP Value: unknown

Sword of Watery Wrath

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

This blade was forged on a world where only water exists, and earth is nonexistent. The blade is made of Elemental water and is bound together by a force of powerful magic. It is an extremely powerful weapon, but to wield it the would be master must serve the forces of Neutrality, or the blade will transform into a *Water Weird* and attack the person.

Type: *Sword (unknown) +X (DM's discretion)*

INT: none

Ego: none

Alignment: Neutral

Communication: none

Primary powers:

- Once a day the sword can be commanded to transform itself into a 12 hit die water elemental who will serve and protect the master of the weapon.
- Furthermore, the sword can be commanded to change into a watery form and concealed in such things as a waterskin, flask, or the like.

XP Value: unknown

Sword Snake

<aaw254@uriacc.bitnet>

Appearing: 1

AC: -2

HD: Small (1-2), Medium (3-4), Large(5-6)

THAC0: Varies depending on size or by wielder if used as a weapon

No. At: 2(slash/bite)
 Damage: Small(1-6/1-2), Medium(1-8/1-4), Large(1-12/1-6)
 Special Attacks: Poison (on bite)
 Special Defenses: Immune to sleep/charm/cold spells
 Magic Resistance: Small(10%), Medium(20%), Large(30%)
 INT: Very intelligent
 Alignment: Varies
 Size: short sword (S), long sword (M), to two-handed sword (L)
 XP: YOU DECIDE!!!!

The sword snakes were first invented by an eccentric wizard that got confused while trying to enchant an item. The result was the sword snakes. The sword snakes have three different levels of growth. At 1-2 HD the sword snake appears as a short sword. Its poison is very weak save at +2 or your skin begins to harden until it becomes metallic (1-4 hr. and then death). At 3-4 HD the sword snake appears as a long sword and its poison is capable of killing in 1-2 hours, save applicable. AT 5-6 HD the sword snake appears as a two-handed sword and its poison is capable of killing in 1 hour, save at -2. The poison also has one other possible effect, If the character saves, there is a slim chance (5%) that the characters skin will harden anyway, but the character will not die, instead the skin will become natural and give the person a natural AC of -2.

Also, due to the nature of the sword snake, if its alignment matches that of the person picking it up, the sword will not attack and instead will function as a +4 weapon of the appropriate type. The snake will also defend it's owner and has a telepathic link with him/her. The snake is capable of detecting danger in a 30' radius. If the wielder's alignment changes, or if the snake when found decides that it would be suicidal to attack then the snake will wait until an opportune moment (when the party is sleeping) to slither off, or if it is in it's alignment it might crawl all over the sleeping adventurers cutting them to ribbons.

The sword snake looks like a normal sword, except it's hilt is made of gold and the pommel looks like a snakes head ready to strike, they always have some sort of gemstone for eyes and their blades are always razor sharp. A heat metal or any type of spell like that (if it works) will kill a sword snake.

Notes: Unusual idea for a monster/weapon, but shouldn't the Sword Snakes be immune to heat, but harmed by cold? After all, snakes are cold-blooded. Also, do they save as monsters or weapons vs. attacks? - Editors

Sword +1, +5 vs. Masonry

Type: *Cursed sword (unknown) +1, +5 vs. masonry*

INT: none

Ego: none

Alignment: none

Communication: none

Curse: This weapon acts like a normal (NORMAL?!) +1 sword, until it comes within 10 feet of any stone construction. Thereupon, it forces the wielder to attack said construction, until it is reduced to rubble.

Notes: Good idea but why does it have to be cursed? I think a Sword +1, +5 vs. masonry would be cool! It could use its +5 bonus against creatures of stone (Gargoyles, Golems, Stropers, etc...) and be used to cut through stone walls and such. - Editors

XP Value: unknown

Sword +1, +5 vs. Wielder

Type: *Cursed sword (unknown) +1, +5 vs. wielder*

INT: none

Ego: none

Alignment: none

Communication: none

Curse: This malevolent weapon has a secret desire to destroy any creature who possesses it. On an unmodified attack roll of 1, 2, or 3, the weapon strikes the wielder for maximum damage.

XP Value: unknown

Sword +1, +9 Backstabber

<Paul David Walker: pdwalker@hk.super.net>

Type: *Sword (unknown)* +1, +9 if backstabbing (not just striking from behind)

INT: none

Ego: none

Alignment: Neutral

Communication: none

Primary powers: The sword functioned as a +1 sword in normal combat, but during a backstab it would be +9. The problem is, that if it hits with a successful backstab attack, the wielder is *Dimensioned Door'ed* in a random direction and distance away.

Notes: *Why is the Dimension Door ability a problem? It offers a quick strike and getaway. I suggest 1d20 x 10' distance using a d8 to determine direction, 1 equaling the direction the wielder was facing, proceeding clockwise.*
- Editors

XP Value: unknown

TalkingBlade

Type: *Sword (unknown)* +2

INT: 14

Ego: none

Alignment: Lawful Good

Communication: Speech; *Common*

Primary powers:

- *Sword of Dancing** once a day (or life/death situation).
- +1 STR and/or CON bonus once per day (or life/death situation).

Background: The sword was possessed by a spirit that was killed battling demons (i.e. demon web pits). The stats and the personality of the trapped spirit can be customized to fit your campaign.

Notes: **See description of dancing powers, page 7. Decent item, but the name is lame - use some imagination!*
- Editors

XP Value: unknown

Talox

<brwheeler@internt.com>

It has a blue blade with a long black handle which ends with the head of a griffin carved in it.

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: neutral

Communication: none

Primary powers:

- A blade with the power to cut through almost any surface, not including dragons or anything with very thick armor. Anything like a lightly armored creature can be cut in half without effort. *Reduces wielder's THAC0 by X.* - Editors
- It shoots burning blade shaped light missiles which can also penetrate the same substances. *Treat as Magic Missile doing S/M damage of sword type (i.e. short swords do 1-6, long swords 1-8, etc...) once/round.* - Editors

XP Value: unknown

Thief Bane

<William O. Nielsen: nielsen@gdls.com>

Type: *Cursed sword (unknown)* +X (DM's discretion)

INT: none

Ego: none

Alignment: none

Communication: none

Curses: Whenever the sword is used to backstab or hit an opponent from behind, it displaces the front of the blade to appear behind the user and hit him/her. This would spell bad news for cowardly and/or backstabbing thieves.

XP Value: unknown

Tony Sword, The

<James Vincett: jvincett@gpu.srv.ualberta.ca>

The pommel is the shape of a human head, the head bald and the face bearded. The sword talks incessantly, gibbering away about any topic, constantly pestering its owner for attention.

Type: *Cursed sword (unknown)* +5

INT: none

Ego: none

Alignment: none

Communication: Speech; *Common*

Curses (?):

- If it is alone, it weeps constantly about its isolation, and can be heard to a range of 10". Because of its big mouth, chances for random encounters are tripled (monsters want to silence the source of irritation).
- When used in combat, the sword screams whenever it hits something, and berates its owner for using it in such a rough manner.

This will test the limit of what players will put up with to have such a fine weapon.

Notes: *Tony wouldn't happen to be a (former?) member of your group, would he, James? - Editors*

XP Value: unknown

Urt Gollen

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

Urt Gollen is a backstabbing weapon made from the bone of a black dragon thigh bone. Its handle is composed of dark stone and wood, possible ebony and basalt, the bone spur is gleaming black and continually oozes acid.

Type: *Sword (unknown)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- The wielder can coat the weapon with acid (and stop it) at will.
- When used to backstab, Urt Gollen inflicts 3-12 points of damage (*otherwise 1-6 - Editors*) and its acid causes 2-40 points of damage per round for 5 rounds unless washed off.

Notes: *Sketchy info on weapon, but a good weapon idea. Had to put in damage when not used to backstab (should be less, right?). I would suggest lowering the acid damage, it's a little high for such a weapon, especially since the acid never runs out. Maybe 2d10 pts damage for the first round followed by 2d8, 2d6, 2d4, and 2 hp damage to complete the 5 rounds noted. Optionally, allow the 2-40 pts damage for 5 rounds, but restrict the use to once/day. - Editors*

XP Value: unknown

Widowmaker

<Steve Linton: sal@cs.st-and.ac.uk>

Type: *Sword (unknown) +5 vs. married (mated?) creatures*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Makes wielder attack the married creatures above all else as a berserker of equal level.

Notes: Wait just a minute Steve! Watcha got against us married folks? Besides my wife would kill the entire party to get her hands on such an item! Could be fun, though. - Editors

XP Value: unknown

Two-handed swords/Claymores

Biter

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

Biter is a two-handed estoc, a weapon inspired by the German estoc, in essence a two-handed, 3 foot long stiletto.

Type: *Two-handed estoc +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- *Biter* ignores physical armor, which means that leather +5 will only help you achieve AC 8 against it (*AC 10 minus the leather's bonus of +5, plus the sword's +3 bonus equals AC 8 - Editors*).
- Strikes as +5 for purpose of who can be hit by it.

Background: *Biter* was actually made by good mages for the purpose of defeating evil warriors, but is non-intelligent and can be wielded by anyone.

Notes: Estocs generally do 1d6/1d8 damage, so a specially-made, two-handed version of the weapon should do more. I would suggest using 1d8+1/1d12 with a weapon speed of 7 (normal estoc is 5). DMs - remember that estocs do piercing damage only, making this weapon very unique, and hard to master! - Editors

XP Value: unknown

DoomBringer

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Type: *Two-handed sword*

INT: none

Ego: none

Alignment: Chaotic Evil

Communication: none

Primary powers:

- Certainly this two-handed sword lives up to its namesake. It is quite an extraordinarily evil weapon, bearing the powers of black magic in its overall creation. It is a rare "final word" type sword, which means any opponent who strikes the master of this Runesword will be automatically hit by it eventually.

- But the evil dweomer of *DoomBringer* allows it to steal the life-force of its victims (on a 17 or better score). The victim must make a save versus spells or lose his/her soul forever to the ever hungry Demonic spirit of the sword.
- The blade has no active bonus +'s to hit or damage, but it can affect any creatures requiring a + to affect it.
- Those of CE alignment wielding *DoomBringer* gain an extra edge.
 - They are granted a special resistance to magic cast at them, a 45% MR.
 - The wielder of this sword absorbs the stolen energy from all of his or her victims...

Curses: The blade will be considered “cursed” while in the hands of an evil person, and cannot be removed by normal means.

Notes: *When DoomBringer steals the life-force from an opponent and transfers it to its CE wielder, what exactly transpires? Suggestion: wielder gains the opponent’s remaining hps as healing. - Editors*

XP Value: unknown

Doombringer

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

This sword was created by a half drow sorcerer in my campaign. Its sentience is the result of a magic jarred soul of an unknown demon within its glass blade. The blade is wrought of carefully carved glass treated with *Glassteel* and *Permanency* spells.

Type: *Two-handed sword +4*

INT: 17

Ego: 9

Alignment: Neutral Evil

Communication: none

Primary powers: The sword acts as a *ring of vampiric regeneration* when used in combat. All damage inflicted upon a foe, the wielder gains the stolen vitality.

Major powers: On a score of an unmodified “to hit” roll, the victim struck has to make a save vs. Wand at -4 or wither for 1d8 years. The stolen energy is given the wielder in the form of added experience levels (1 level per year/absorbed) for a limited time (10 rounds).

Notes: *I would suggest limiting the major power to adding levels to the wielder if the opponent struck is of equal or greater level than the wielder. This will keep the character from gaining temporary experience levels by striking lower-HD monsters that are no threat to him/her. - Editors*

XP Value: unknown

DragonDeath

<Jim Vassilakos>

Type: *Two-handed sword +3, +4 vs. reptiles, +5 vs. dragons, +6 vs. wyrms (great/old/true dragons)*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: It has a tendency to glow when in presence of these creatures which it detests with an unholy wrath (Detect reptiles/dragons/wyrms 1 mile radius suggested. What good would it do if it detected then any closer? Imagine detecting the flying, diving ancient red dragon or the charging Tyrannosaurus Rex when they were even 100 yds away... - Editors)

Major powers: In the presence of wyrms, the weapon attains *dancing** capabilities, striking as its wielder for 1d12 rounds before returning. **Note:** regardless of circumstances, the weapon may dance only once per day.

Notes: **See description of dancing powers, page 7. - Editors*

XP Value: unknown

Dragonfang

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

Type: *Two-handed sword +5*

INT: none

Ego: none

Alignment: chaotic evil

Communication: none

Primary powers: Sword may change blade size upon command (*suggest that M-sized blades i.e. long/broad/bastard swords...only retain +2 bonus, S-sized i.e. short sword, dagger... receive only +1, blades doing damage as sword of closest type - Editors*)

Major powers: 10% cumulative chance per round of destroying magical barriers (*Shield, Armor, Wall of "Whatever", Prismatic Sphere, Wizard Lock, etc...*) by striking barrier with sword.

Background: A beast of a two handed sword, almost intelligent I might add. Dragonfang was always changing the size of his blade... From dagger to two handed sword sized... A nice attribute, especially for sneaking him around. Dragonfang had the 5 crown, and 5 serpent marks (+5 weapon) and tended to hit whatever you were aiming at of his own accord. Aside from being just a brute of a weapon, Dragonfang had a disturbing (to wizards) habit of tearing up magical barriers...10% cumulative chance per round... The longest I ever saw him go before ripping it down was 5 rounds....

XP Value: unknown

☆*Dragonsbane*

<Rob>

A massive two-handed sword, with a blade 6-feet long, while the hilt is 1-foot long. Hilt is plain-looking with a normal leather wrap around the pommel. Blade is shiny no matter what happens to it.

Type: *Two-handed sword +5*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- To anyone but a barbarian the Sword is too heavy to pick up, though barbarians find it rather light and well-balanced.
- Blade glows an eerie blue when within a mile of any dragon, and becomes brighter as the wielder and dragon become closer.
- A successful hit on a dragon by 4 or better will drain a level from the dragon, and temporarily give the hit points to its wielder (HP level CAN go above normal) but watch out because as soon as the dragon is dead all the gained hps will diminish at a rate of 2 hps/rd

Background: This massive two-handed sword was a gift from Clan Stonemasher (a clan of Mountain Dwarves) for his saving of the dwarven town during the Third Dragon-Wars. Balathzar was a huge barbarian with strength beyond some Giants, it is said he killed his first dragon by breaking its neck. With *Dragonsbane*, Balathzar lead his army to defeat the powerful dragons. After the war Balathzar passed the sword on to his son and the sword has stayed in his family ever since. Since barbarians don't usually keep records of history, no one knows who Balathzar's kin are. Though a rather large barbarian with similar attributes was leading his people, *Dragonsbane* in hand, during the Undead Wars.

XP Value: unknown

Dragonswords

Here's a sword (actually 3) I created for my home built campaign. They are the dragon's tongues and are all two-handed swords.

Type: *Two-handed swords*

INT: none

Ego: none

Alignment: Lawful Good (gold dragon), Lawful Evil (red dragon), Lawful Neutral (combined)

Communication: none

Gold dragon (flame) tongue:

Primary powers:

- Acts as normal *flame tongue* (See description of *flame tongue* powers, page 7. - Editors).
- When attacking CE beings the wielder receives a +1 bonus to hit and +2 bonus to damage.
- If an evil being attempts to pick up this item they must save vs. Death Magic or be slain, 3-30 pt. damage if save is made.

Red dragon (flame) tongue: Has the same abilities as gold dragon but effecting good instead of evil.

Abilities of the two joined together: The union of the two spirits awakens them from their dormant state (the weapon will only stay together for 1-4 days at which point it will separate and can not be rejoined for 10 years).

Primary powers: Normal *flame tongue* properties.

Minor powers: The wielder may cast any wizard spell from 1st through 3rd level once a day.

Major powers: The wielder is immune to all flame and can issue forth a cone of fire from the blade causing 10-100 pt. of damage three times a day.

Background: The dragon's tongues were forged by a Grand Master of Balance (in my campaign I have three orders of monks LN-order of balance, LG-order of flowers, LE-order of darkness) to counter extremes. He wanted to keep the balance, with a powerful weapon that in itself is balanced. He sought out a huge, ancient red dragon and gold dragon and slew them both (first ed. dragons and a 21st-level monk, remember?). These two dragons were the most powerful of their kind and completely, totally opposed in their ethos. With the help of a powerful wizard and Primus, God type in Nirvana, he fused the tongues of the two dragons together to create a powerful, but highly unstable, instrument of neutrality. He used this two handed sword to keep the balance in his realm for five years at which point the opposed spirits within the sword split apart in a fiery cataclysm (always wanted to say that) and were tossed to opposite ends of the planet. Now, only in time of great need can one (one of great power and representative of neutrality) call upon the two swords to join together to put down an extreme.

Notes: *Nicely thought out weapon. Powerful, but the time to use the major powers is limited. Nice story for the background, I've always been partial to monks being involved in my campaigns somehow too. - Editors*

XP Value: unknown

Final Justice

<Thomas Weigel: nsbos0340@nsula.edu>

Type: *Two-handed sword* +1, +2 vs. neutrality, +3 vs. evil or chaos, +5 vs. chaotic evil

INT: 13

Ego: 18/25 (see Major powers)

Alignment: Lawful Good (painfully so)

Communication: *Telepathy - Editors*

Primary powers: *Final Justice* is a great sword (I suppose it is most similar to a two handed sword) of power. Those creatures which are from the infernal planes take double damage from the blade when it strikes (bonuses to damage are added after the doubling, not before).

Major powers:

The sword has a form of ESP, and is capable of telling if another creature has broken a law or committed a truly evil act (or both) within the past 24 hours. Breaking the law consists only of those things which might be punishable by death or something similar (such as being blinded or de-handed). Truly evil acts include murder (without excellent reason), rape, torture, and knowingly sentencing (by word, deed, or silence) another person to any of these.

If it senses such a person nearby, the sword will urge its bearer to take the person to the authorities, or kill the person if no authorities are present (although it is not adverse to killing regardless as long as good enough reason exists). Note that if the bearer is such a person, the sword will urge the bearer to do so to himself! Indeed, in this case an ego check must be made not to obey...

Final Justice has a normal ego of 18, but has an ego of 25 versus any bearer who has committed an act of evil or broken a law under the normal conditions for the sword.

XP Value: unknown

God's Edges

<Tim Dickinson: dickinst@crl1.crl.aecl.ca>

Type: *Two-handed sword + 4*

INT: 17

Ego: 22

Alignment: Lawful Good

Communication: Telepathy

Primary powers:

- Detect evil 100' radius.
- Find and disarm any trap within 50'.

Major powers: Any evil creature struck by *God's Edges* will be affected by the permanent explosive runes inscribed on the blade at each hit.

Background:

When the Devil Wars of ancient Therakesh brought many dark and evil years to those lands, there was one champion of good who led the vanguard against wickedness: the Paladin Dyrm. Lord Dyrm was ordained by the God of Therakesh, and given a sword of such vast power that darkness could never stand against it. To be sure, Dyrm used this blade, called *God's Edges*, to such effect that Therakesh was purged within 5 years.

Now *God's Edges* resides in the State Capital's Cathedral, placed there by Lord Dyrm after the Devil Wars. The protection of the Priests of God have kept it safe, though several attempts at theft have been made over the years.

XP Value: unknown

Horgon

<ben@ocvaxc>

Type: *Two-handed sword, frost brand**

INT: 14

Ego: none

Alignment: Chaotic Neutral

Communication: Speech; *Common, Chaotic Neutral, and Gargoyle*

Primary powers: In addition to the *frost brand*, it casts *Strength* on its wielder twice a day (3 hours duration)

Major powers: Casts *Heal* once per day.

Background: *Horgon* is a gruff, brooding sword that speaks in a deep voice and shouts "DIE, FIRE GIANT SCUM" when striking a fire giant. It has similar messages for other fire using creatures. He gets along all right with his wielder and other fighters or people who are CN. He doesn't really like *Wilde* (see page 75), an intelligent flame tongue long sword. *Horgon's* primary goal is glory.

Notes: *See description of *frost brand* powers, page 7. - Editors

XP Value: unknown

Ice Maiden

<Andy Richards: ajr@uplx.co.uk>

This is a two-handed sword (5 ft long) of polished blue steel. It is always cool to the touch.

Type: *Two-handed sword, frost brand**

INT: 13

Ego: 17

Alignment: none

Communication: Telepathy

Primary Powers (functions at 14th level where applicable):

- Bonded to Para-Elemental plane of Ice so that a successful hit inflicts an additional 2-8 points of cold damage.
- Wielder is granted (single) Weapon Specialization in two-handed sword.

Minor powers:

- 2/day can inflict a *Vampiric Touch* on a successful hit.
- 1/day can cast a *Wall of Ice*.
- Note that the sword is never damaged by cold based attacks.

Curses: Versus cold based attacks the owner saves at -2 and takes an additional point of damage per die.

Background:

The sword will only surrender its powers to a new owner if they can answer the following riddle:

*I am sometimes black,
Yet you may see through me,
I float upon myself,
But in the sun's eyes I am nothing.*

Each time the hilt is grasped this riddle will be posed telepathically to the wielder. The answer to the riddle is “ice”, if this answer is not given the sword ceases communication and functions as a *frost brand*. The sword will give each wielder 3 guesses before it considers them too stupid and gives up asking. From this point on the sword will forever function as a straight *frost brand* for that character.

If the sword has a special purpose it is unknown at this time.

Little is known about the origin of the sword. It has recently featured in tales recounted by mercenaries returning from the Theocracy of the Pale where skirmishes against the Snow and Frost Barbarians have been widespread. It is said to have been created by the Ice-Mage Zuberin who makes his home among the glacial northern wastes. Rumor has it that the sword was given to the chief of the Frost Barbarians in exchange for the service of one hundred hand picked warriors. The limited investigations into its origin conducted by more reliable sources favor the view that Iuz himself may have had a hand in its creation.

Notes: *See description of *frost brand* powers, page 7. - Editors

XP Value: unknown

IronFist

<Gian Luca Sacco: gls@cdi.cdc.com>

Type: Two-handed sword +1 to hit/+2 damage

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: When the wielder holds it firmly in front of him/her shouting “IRONFIST”, the blade polymorphs itself into a huge arm with powers equivalent to the *Bigby's Crushing Hand* spell. This can be done three times per day.

XP Value: unknown

Kobold's Doom

<Jeff Hildebrand: jrah@space.honeywell.com>

Type: Two-handed sword +3

INT: Low

Ego: High

Alignment: none

Communication: Speech; *Common, kobold* (? - Editors)

Special purpose: Kill kobolds

Background: I played with a guy whose character had an intelligent 2-handed sword that hated kobolds. It was loud, and real dumb. It was +3 +3, so the character really wanted to use it in tough situations, but if we were against 4 ogres and 1 kobold, the fighter would draw his sword and run off after the kobold leaving us to fight the ogres...

Notes: *A neat way to limit a powerful magic weapon! I bet the DM regularly threw large monsters with kobold cannon-fodder at your party. - Editors*

XP Value: unknown

☆*Magic Bane*

<Dalamar the Dark: cnmartin@mindspring.com>

Crafted from a strange metal, the sword's blade is an onyx color, seeming to pull all light sources to it, though rather than causing the blade to shine, it seems to become darker. The hilt is wrapped tightly with leather strips, though if the strips become removed, it is platinum, adorned with sapphires and rubies. The pommel contains a crimson red gem sphere embedded into it.

Type: *Cursed claymore* +3

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

- Grants wielder a +2 bonus to all saves against magical spells or attacks.
- When in contact with a wizard or magical creature (this includes dragons), there is a 45% chance that the blade will cause the creature to become blinded, deaf, or mute, depending upon DM discretion.

Major powers: When any spell or magical effect is used against the wielder, there is a 60% chance that the effect or spell will rebound and affect the caster with tripled force. (Thus, a wizard casting a 6d6 fireball affected by this power would suffer 18d6 damage himself, while having no effect on the wielder of the sword. All others within area of the fireball are still affected, and the caster is affected even if out of range, though he may make a save vs. Spell with a +1 bonus for half damage).

Curse:

When in the presence of a magical creature or wizard, the blade flares with a pale blue light (seeping from the sheath if not drawn) and immediately dies down. The owner must immediately draw the blade if not already unsheathed. The blade then seems to darken, and buzzes inside the wielder's head, causing them to go into a trance-like state. The wielder feels an uncontrollable urge to attack the magically enhanced creature or wizard, and will not stop until either the mage or creature is dead.

All magical items possessed by the holder of the sword must make a save vs. crushing blow or lose their magical affects, as do all items within 30' of the blade. This does not include artifacts, as their power is too great for that.

Notes: *Anti-magic swords are popular items for players to create. This one is fine, although the rebounding of magical attacks back at their caster for triple damage is a little excessive. Simply not being affected by the blast of a fireball is reward enough for using the sword, and I would recommend decreasing the rebound effect noted here to regular damage, with no doubling or tripling of the effect. The caster is in for a big enough surprise as it is! - Editors*

XP Value: unknown

Pre-intelligent sword

<Matthew Ford Silvia: msilvi31@maine.maine.edu>

That's right, it's not smart *yet*. Here's the deal...

Type: *Claymore* +3 (see Powers)

INT: none, will acquire INT of 1st person the sword actually kills (see Background)

Ego: none, will acquire Ego of 1st person the sword actually kills (see Background)

Alignment: none, will acquire Alignment of 1st person the sword actually kills (see Background)

Communication: none, will acquire Speech with known languages of 1st person the sword actually kills (see Background)

Primary powers: *Locate Object* (usually a specific holy object or artifact) once/day.

Background: An old paladin had spent his life on a quest to find a holy relic, and had sworn never to rest until he had recovered it. On his death bed, his quest still uncompleted, he begged the priests attending him to commission a local enchanter to create a vessel for him to continue his mission. A magnificent claymore was fashioned, enchanted to +3, set with the appropriate spells (including locate object, magic mouth, magic jar, and permanency) and was brought to him. He was to complete a ritual of purification, after which he would impale himself on the blade, transferring his life force to it, along with his sentience. He died during his final night of fasting, and the blade was taken to the temple vault where it was eventually forgotten. Eventually, it was taken by a thief, and later fell into the hands of a PC fighter. The blade has never killed, and is still waiting to transfer the last hit point from a sentient body to itself. In other words, the first vaguely intelligent thing this guy actually *kills* with the sword *becomes it's personality!*

XP Value: unknown

Rogenwohr, Sword of Might

<kl81@maristb>

Rogenwohr (pronounced ROW JEN WHORE) is crafted of adamant, mithril, and platinum. The blade is pure adamant, while the hilt is made of a mixture of mithril, and platinum.

Type: *Two-handed sword +3*

INT: Low

Ego: High

Alignment: Chaotic Good

Communication: Telepathy and Speech; *Common, Giant classes (any)*

Minor powers: *Lightning Bolt* (at 15th-level) once/day

Background:

Wielder is compelled to call sword by full name, while the sword keeps saying, "The name's Roger!".

He gets offended when people refer to him as a bastard sword, and replies, "Hey, I don't call you a bastard <enter race here>!", unless, of course, it is a half-elf wielding it, in which case he would just mutter to himself.

Roger has two modes of communication, speech and telepathy. However, he uses them at inopportune times. He will speak telepathically, when in public, and when the owner talks to his/her sword, he looks crazy. He will speak loudly when you are trying to sleep, or are trying to sneak somewhere. *Roger* can read his wielders mind as well, but doesn't tell his owner that. *Roger* was made to kill those races which make up the giant class, and therefore can speak all of those languages very fluently, but prefers to just scream the most foul taunts at it's opponents, if they are of the giant class.

The special power of the sword is it ability to fire a *lightning bolt* as a 15th-level wizard, once per day. Roger will not tell his owner of this ability, unless it is a matter of life and death.

Roger is of chaotic good alignment, and can only be used by people of good alignments. If an neutral person touches the sword, they will be jolted for no damage. If an evil person touches the sword, they will be jolted for 10 points of damage, with no saving throw.

It is rumored that the spirit of *Rogenwohr* was a ranger in his former life.

XP Value: unknown

Spell-Sucker

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

A massive two-handed sword, its blade of solid gold is inscribed with many spells used in battles of war.

Type: *Two-handed sword +1, +2 vs. spellcasters*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Gives 17% Magic Resistance.

Major powers: When it hits a wizard or the like, a random spell of the victim is sucked from his/her mind and then inscribed on the blade, unless a save vs. Spell is made. This save is made at a -1 for every 2 points caused by the blade's base damage (1d10/3d6 plus the weapon bonus).

Background: There are usually 1-4 runes (also known as spells) already inscribed on such a blade when found. Scribing a spell off of the sword is treated as if it were a scroll, causing the spell to fade off the blade while being transcribed. The gold piece value for the weapon alone is 25,000!

Notes: FYI... *weapon blades should not be made of solid gold, electrum, or platinum because of each metal's inherent softness. Solid gold would not retain an edge of any sharpness, and platinum is soft enough to bend by hand. If used for anything other than ornamental weapons, gold, electrum and platinum in weapon blades must be mixed or used as inlaid designs with harder metals (i.e. steel, adamantium, silver, bronze...) or magically enchanted to produce usable blades.* - Editors

XP Value: unknown

Spirit's Reach

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvm1.uta.edu>

Its handle and hilt are done in a bird motif, the primary elements are ivory and silver in a bird shape. The blade is nondescript and made of a dull grey metal that holds a keen edge, its composition is indeterminable by mortal magic.

Type: *Two-handed sword* +3, +5 vs. *outer planar creatures*

INT: High (per coatl)

Ego: none

Alignment: Chaotic Good

Communication: Telepathy and Speech; *any language*

Primary powers:

- *Spirit's Reach* has a primary purpose to defeat both agents of the blood war, accomplishing this through the power of disintegration against outer planar creatures (as DMG section for special purpose).
- Its most remarkable ability is that it carries damage across planes to the true body of the fiend it is slaying, so if it is killed in a hit point for hit point fight on this plane it will die on its home plane. The disintegration power does *not* carry across the planes.

Minor powers: *Spirit's Reach* is possessed by the spirit of a coatl, granting its owner the ability to go ethereal as the psi devotion 3 times a day for a duration of 2 turns.

Background:

Spirit's Reach will not allow itself to fall into evil possession. *How? Suggest doing massive damage if touched (3d10?). What about neutral characters? Suggest having the sword function as only a +3.* - Editors

Demons *can* sense the nature of the sword's damage and will take appropriate action against the wielder.

XP Value: unknown

Starblade

<Robert Johan Enters: whisper@wpi.wpi.edu>

These mighty blades are huge two handed swords. Nine are known to exist, one for each alignment. These blades are extremely powerful, and one will only allow itself to be used by mortals if some dire threat exists to its alignment that said mortal can somehow rectify.

Type: Artifact or relic; *Two-handed sword* +7

INT: 25

Ego: none

Alignment: varies, one sword exists for each alignment

Communication: telepathy with wielder

Primary powers (all blades):

- *Detect Magic.*
- *Detect Invisibility.*
- Detect evil/good.
- Dispel illusion on touch.
- Immunity to fear.
- Immunity to charm/sleep type powers and spells.
- Infravision/Ultravision 120'.
- *Globe of invulnerability.*
- *Tongues.*
- The blades are highly intelligent, and will only cooperate with an individual of the same alignment.
- Each sword is too heavy to be used by anyone with a strength below 25, however if the sword allows itself to be used, then it will bestow such strength on its wielder while being in active use.
- The sword will bond with the wielder, fusing its life force with that of the wielder. This effectively gives the wielder an additional 100 hp while in contact with the blade. (For damage purposes, if for example a 50 hp creature wields a *Starblade*, every third hp of damage suffered will be subtracted from the char itself etc.)
- The sword is in telepathic link with the wielder, allowing the wielder to use the 25 intelligence toward illusions detecting purposes.
- Each aligned blade has its own special powers (by blade alignment):

Alignment:	Once/Day:	Twice/Day:	Four/Day:
Lawful Good	<i>Holy Word</i>	<i>Heal</i>	<i>Lightning Bolt</i>
Neutral Good	<i>Holy Word</i>	<i>Heal</i>	<i>Shocking Grasp</i>
Chaotic Good	<i>Holy Word</i>	<i>Polymorph Self</i>	<i>Shocking Grasp</i>
Lawful Neutral	<i>Prismatic Spray</i>	<i>Dimension Door</i>	<i>Ice Storm</i>
True Neutral	<i>Prismatic Spray</i>	<i>Teleport Without Error</i>	<i>Cone Cold</i>
Chaotic Neutral	<i>Prismatic Spray</i>	<i>Dimension Door</i>	<i>Ice Storm</i>
Lawful Evil	<i>Unholy Word</i>	<i>Polymorph Other</i>	<i>Burning Hands</i>
Neutral Evil	<i>Unholy Word</i>	<i>Harm</i>	<i>Burning Hands</i>
Chaotic Evil	<i>Unholy Word</i>	<i>Harm</i>	<i>Fireball</i>

All effects of once per day are at 24th-lvl., all effects of twice per day are at 16th-lvl., all effects of four times a day are at 8th-level. Should the wielder be slain while wielding the sword, thus also having depleted the sword's hit points, the sword “dies” on this plane, and will automatically be transported to its own alignment's plane to be “regenerated”, a process that takes d10 years.

Background:

During the Azithian Race wars, four of these blades were known to have been in use. The Chaotic Good blade was in the hands of the brilliant general Sarpedon of Cron Shander. Cron Shander sided with Piraz the Mad, and was leveled in the final days of the war, when Piraz was already killed. Azith Dengg is rumored to have been personally responsible for the kill. The lawful neutral blade was wielded by the sorcerer Szartax VI, descendant of the warrior to whom is named the armor. He used it to great effect in the defense of the Capital of Szartax. He killed Anchises, when his strike team, by then grown into a veritable army of drow, goblins and human thugs, attempted a too bold stroke of torching the cities grain supplies. Due to the sword Szartax VI saw through their covering illusions, not one in ten of Anchises' band survived the trap laid for them. The neutral evil and chaotic evil blades were used to great effect by the great drow and ogre generals Phaedra and Megaera. The current locations of none of the blades is known, though the lawful evil sword is most likely in the hands of the Royal House of the Drow. Both Szartax VI and Sarpedon were members of the Council of Twelve.

XP Value: unknown

StarFighter

Type: *Two-handed sword +2*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Creates *Faerie Fire* around any opponent(s) within 10' radius of wielder.

XP Value: unknown

☆*Sword of Dragonkind*

<Ron Bolinsky: pitt1@ptd.net>

The *Sword of Dragonkind* is a two-handed sword with a golden hilt. The handguards of the sword makeup the wings of the dragon and a head is formed where the blade and hilt meet. Inscribed on both sides of the sword beginning at the base of the blade and extending upward is what appears to be the breath of a dragon! The inscription extends approximately five inches and is proportionate to the dragon head.

Type: *Two-handed sword +1, +4 vs. specific dragon type* (see Powers below)

INT: none

Ego: none

Alignment: none

Communication: none

Major powers: The wielder may cause the sword to unleash a breath weapon of a specific type dragon (age seven) twice per day. To determine the dragon type and breath weapon of the sword roll on the below table. To enact the Breath Weapon power the user rubs the Breath Weapon inscription above the hilt. This table roll also determines the specific dragon the sword receives its +4 to hit and damage bonuses against.

1d20	Dragon Type	Breath Weapon
1-2	Red Dragon	Cone of Fire - 90' long, 5' wide at base, 30' wide at end.
3-4	Gold Dragon	Cone of Fire - 90' long, 5' wide at base, 30' wide at end. <i>or</i> Chlorine Gas Cloud - 50' long, 40' wide, 30' high.
5-6	White Dragon	Cone of Frost - 70' long, 5' wide at base, 25' wide at end.
7-8	Silver Dragon	Cone of Cold - 80' long, 5' wide at base, 30' wide at end. <i>or</i> <i>Paralyzation</i> Gas Cloud - 50' long, 40' wide, 20' high.
9-10	Black Dragon	Acid Stream - 5' wide 60' long .
11-12	Copper Dragon	Acid Stream - 5' wide, 70' long. <i>or</i> <i>Slow</i> Gas Cloud - 30' long, 20' wide, 20' high.
13-14	Blue Dragon	Lightning Bolt - 5' wide 100' long.
15-16	Brass Dragon	Cone of <i>Sleep</i> Gas - 70' long, 5' wide at base, 20' wide at end. <i>or</i> Heat Cloud - 50' long, 40' wide, 20' high.
17-18	Green Dragon	Chlorine Gas Cloud - 50' long, 40' wide, 30' high.
19-20	Bronze Dragon	Lightning Bolt - 5' wide 100' long. <i>or</i> <i>Repulsion</i> Gas Cloud - 20' long, 30' wide, 30' high.

Swords are rolled for their type when they are found, and this will never change as the swords are not intelligent. The target may take half damage from the breath weapon function if he/she/it saves vs. Breath Weapon per usual. A minute 1% of these swords will have ALL breath weapon powers and the breath weapon spewed forth is determined randomly on the above table each time a breath attack is used. If the sword is one of these rare 1%, it is also +4 to hit and damage against ALL dragons.

Background: The *Sword of Dragonkind* originated from an anonymous high-power mage who shared his secret of Dragonkind with fellow mages, now many *Swords of Dragonkind* exist throughout the different worlds of Advanced Dungeons & Dragons. Many great warriors have been known to hold one of these prized swords. It is against a person's alignment to use this sword if the sword specific dragon is opposite of theirs!

Notes: *The sword doesn't actually contain the power. A cube of imprisonment has each dragon type trapped. When the power is called upon, a vortex opens up instantaneously and the Dragon breathes his terror at the user's target!* - RB

XP Value: 7,500

☆*Sword of Life*

<Avatar463@aol.com>

A very large (6'+) two-handed sword with four ancient runes etched onto the blade.

Type: *Two-handed holy sword +X** (See Powers)

INT: none

Ego: none

Alignment: Good

Communication: none

Primary powers:

- It is a very large sword (length 6'+) and can only be used by characters of at least 18/25 STR.
- In the hands of any other good aligned fighter it is +2/+2 and does 2d6 vs. all creatures.
- In the hands of a paladin it is +3/+3 and does 2d8 vs. all creatures.

Major powers: In the hands of a paladin it functions as a normal holy sword*, but it also has a special power. Inscribed upon the blade are four runes. These are in an incredibly ancient dialect and the DM should make the party spend a large amount of time and effort to discover their meaning. The runes spell the word "LIFE" and as soon as the paladin is made aware of this he becomes aware of the sword's special power. Only at this point does the special power begin to function. Once per week if the paladin is killed in battle the sword will automatically resurrect him/her on the next round. There is no roll for survival required, no constitution is lost, and he/she may immediately return to battle. The paladin may also use this on someone else if wished by touching the sword to their corpse and saying "life." This will cast a normal *Resurrection* spell on the person. In either use the sword will only cast one *Resurrection* per week.

Curse:

- If any non-good neutral touches the sword they are immediately paralyzed for 1d4 turns and drop the sword.
- If any evil character touches the sword they receive 10d4 damage and drop the sword.
- If an anti-paladin touches the sword he receives the normal damage for an evil character, but must also save versus Death Magic with no bonuses or immediately die.

There is no way to avoid these effects.

Notes: *See description of holy powers, page 7. - Editors

XP Value: unknown

Sword of Piraz the Mad

<Robert Johan Enters: whisper@wpi.wpi.edu>

The handle of the sword is made of gold and set with a huge ruby containing the soul of an ancient arch-demon.

Type: *Two-handed sword+4*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Does double the damage of a normal two handed sword.

Minor powers: This great mithril blade is unaffected by any spells itself and conveys a 50% magic resistance upon the wearer while wielded.

Major powers: The blade is not affected by any form of metal. Hence when using the weapon on armored opponents, any metallic armor, even if magical, this armor can be discounted for to hit purposes since the blade will slice right through it. This effect can also destroy the weapons of those being fought, or used to slice through iron doors, chains and other metal items. Note that this can be very destructive for the armor of the opponent, DM's discretion will be needed to impose AC penalties on those whose armor's have been ravaged by this blade.

Background: This great two-handed blade can only be wielded by those possessing a strength of 18/00 or greater. (the great warrior Piraz was rumored to have had a natural strength of 19, AND used a *Girdle of storm giant strength*).

XP Value: unknown

Sword of Rax

<Cassius Di Cianni: cassius@dcc.unicamp.br>

Type: *Two-handed sword +3*

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers:

The *Sword of Rax* is a *two-handed sword +3*, which has a special bond with the Elemental Plane of Earth. If the wielder drives the sword point first in the ground and summons the strength of the land, he/she can greatly augment his/her own physical strength. If the wielder lets the force of the land flow through the blade and into his/her body for one round, his/her strength is increased to 18/00. If he/she does this for two rounds, it is enhanced to 19, and to 20 if it is done for three rounds, which is the maximum strength the sword can give the character (strength of a stone giant).

For this power to work, the sword must be thrust into natural ground or an artificial floor composed of some solid mineral (like stone or metal) which is in direct contact with the natural ground. Therefore, the power will not work on a wooden floor, a ship at sea or on the second floor of a building. The wielder may absorb a maximum of three rounds of energy per day, but may divide it in more than one activation of the power. This way, he/she can increase his/her strength to 18/00 three times per day, to 18/00 and to 19 once each, or to 20 once. The augmented strength lasts for 2d4+2 rounds.

Background:

The *Sword of Rax* was given to Jazhi of Rax, Overking of Aerdy, ruler of the Great Kingdom, circa the year of 196 (Common Year), as a gift from the dwarves of the Iron Hills. The sword eventually became one of the symbols of the Celestial House of Rax. Approximately one hundred and sixty years later, when Nyronnd was fighting against the Great Kingdom for its independence, and decadence began to creep into the Celestial House, Prince Harwak of Rax refused to accept the policies imposed by his mad father. The Overking accused him of treason and sentenced his own son to death. The Prince then stole the sword and ran away, swearing that some day one of his descendants would reclaim the Malachite Throne and restore the glory and honor of the Great Kingdom. About eighty years later, the last ruler of the House of Rax fell to assassination during the Turmoil Between Crowns, when the demon-seeing House of Naelex ascended the Malachite Throne.

In order to hide his identity from the assassins sent out by his father, Prince Harwak adopted a new name. Unfortunately, historical records are vague and conflicting at best, regarding the name assumed by the Prince. Legend has it, however, that the *Sword of Rax* was passed from father to son over the generations, and remained in possession of the rightful heir to the Malachite Throne at least until circa 480 CY, when the blade was presumably lost in a battle against the forces of Iuz.

Legend has it that once every century the rightful heir to the Malachite Throne (and only him) can use the *Sword of Rax* to summon one hundred 24 hit dice earth elementals, as long as the proper words are known and this is done to protect the Great Kingdom.

XP Value: unknown

Sword of Warding

<Robert Johan Enters: whisper@wpi.wpi.edu>

Type: *Two-handed sword +3*

INT: none

Ego: none

Alignment: Good

Communication: none

Primary powers: This two-handed sword +3 sheds a light that is harmful to undead. The light will act as a cleric of 12th-level in terms of turning undead. Those undead that cannot escape the light (i.e. are forced to be within 20' of the sword) are weakened 1 hp per round.

Background: The sword is only usable by good characters, the moment an evil character touches the sword, it flares up and delivers burning damage of 4d8 regardless of protection the evil character might be toting.

XP Value: unknown

Treasure Sword

<Victor Danilchenko: x30kb%cunyvm@ugw.utcc.utoronto.ca>

Type: *Two-handed sword +3*

INT: none

Ego: none

Alignment: Good

Communication: none

Primary powers:

- *Treasure swords* emanate sunlight which destroys vampires on sight, stuns or makes flee other lesser undead, and gives combat penalty equivalent to *Bestow Curse* to greater undead.
- Gives equivalent of *Protection from Evil* to its wielder.

Background: This sword can be wielded only by a good character (any fighter class) against evil opponents only - the sword will not damage neutral characters, even those threatening the wielder. These swords cannot be purchased or given - the sword itself guides a worthy character to find it. *Treasure swords* guide a worthy character to itself through dreams, animals, etc. The character must be on a quest for a good cause to find the sword (let DM decide which cause is important enough). The sword will disappear after completion of the quest and goes back to its resting place. The sword is protected by powerful magic, and cannot be found unless the sword wills it.

XP Value: unknown

Trollkiller

<Graeme Adamson: graeme.adamson@digitec.co.za>

There was one sword in a campaign I ran, called Trollkiller. It was a black, 6' long, two-handed sword, and ended up in the hands of the party's (female) paladin.

Type: *Two-handed sword +3*

INT: none

Ego: none

Alignment: Good

Communication: none

Primary powers: Forces wielder to attack trolls on sight, doing double damage on hits.

Background: The blade worked as advertised except when trolls were nearby, when the blade would vibrate, and the wielder would be forced to attack, doing double damage. If the wielder tried to use another weapon, it teleported to the wielder's hands. It also hated mind flayers, except that it had no bonuses, and caused only half-damage. Needless to say, there always seemed to be trolls and mind flayers around. This sword scared the hell out of the party, because you couldn't get rid of it either (it always returned).

XP Value: unknown

☆*Unholy Defender +5*

<Lee Hambly: lee@cnssys.com>

This sword has a jet black hilt, and a blade made of pure obsidian.

Type: *Two-handed sword +5, unholy defender**

INT: none

Ego: none

Alignment: none

Communication: none

Primary powers: Only can be used by Lawful Evil, Neutral Evil, Chaotic Neutral, or Chaotic Evil characters. Anyone of good alignment grasping the blade must make a check against Slay Living.

Minor powers: When magic word is spoken it cast *Fire Shield* (cold) over the wielder.

Major powers: When command word is spoken the blade becomes surrounded in lightning (damage equal to lvl 8 lightning bolt. In the presence of Takhisis the sword becomes a two-handed sword, +10 of life giving.

Background:

The unholy defender is a sword designed by me as a weapon for the leader of the knights of Takhisis. The sheath has a whetstone ring around the opening wear the sword is inserted to keep it sharp (it can go dull from use because the magic will be drained if not sharpened by the whetstone). This sheath can only be used for this sword, and will melt any other placed in it and make the whetstone useless.

This sword was given to the leader of the Dark Knights (in my campaign his name is Malak Corinth) by Takhisis herself, just before she had left the world of Krynn. The sword was then blessed by her Dark Majesty and all other gods of evil and besieged to Malak. Since the end of the Chaos Wars he has successfully used the sword to conquer Taladas and Solamnia.

Notes: *See description of holy and defender powers, page 7. - Editors

XP Value: unknown

Hellblades

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@tiac.net>

Type: Swords (varies) of sharpness +3*

INT: varies by blades

Ego: varies by blade

Alignment: Evil

Communication: none

Primary powers (all blades):

- Each sword functions as a modified *Sword of Sharpness**
- They shed light on command of their natural color in a 30' radius.
- These weapons are so powerful and evilly enchanted that if broken they will simply reform themselves and if ever torn away from their owner they will simply slide closer to get within the presence of their owner, distance not being a factor, though it may take some time to get to its owner if the distance is very great.
- However, their most known power is the ability, on a natural 20, to suck the victim's soul from his/her body, thus killing the victim outright, and feed upon it. The possessor of a *Hellblade* is also fed by the sword some of the soul's life essence as well. This translates into the victim receiving one of the victim's powers, attributes, etc., as chosen by the DM. The owner is continuously fed the soul and retains the added power as long as he/she holds onto the sword, letting go of the sword breaks the "umbilical cord" of the sword to the owner. The sword continuously feeds on the soul until it strikes another victim with a natural 20 where the process starts all over again and the owner loses the power of the old soul and gains another. If a *Hellblade* sucks an exceptionally powerful soul (10+Level/HD) the possessor must immediately make a WIS/-4 check or the sword will become "frenzied" and causes (actually *forces*) the user to attack for 1d4 rounds the nearest living thing in hope of additional "feeding"!

Background (all blades):

It was rumored many a year ago that during the great wars when the Elves united to battle the Dark Elves and to cause them to flee to the vast underground, Gulgaraiith, a well experienced fighter/mage Dark Elf, forged numerous swords of great power to help in those wars. This is how the *Hellblades* came to surface on the mortal world of man. Nobody knows how many blades were actually forged and enchanted and how many still exist after so many centuries. All that is known is that they are weapons of evil power.

Those slain by a *Hellblade* are dead, and cannot be raised or resurrected short of a wish. Note that undead and the like have no soul and on a natural roll of 20 only Sharpness Severing occurs. Each *Hellblade* also has an ego, intelligence, and a defensive power to help its owner. *Hellblades* cannot however talk, use telepathy, and the like.

Curse (all blades): If a *Hellblade* ever comes within 50' of another each possessor of the blade must make a Wisdom check at -5 or be forced to slay the other. This save is made per round until one of the other is slain, the swords are separated from the radius, or the swords are some how separated by a different dimension or such (such as putting it in a *Portable Hole* or *Bag of Holding*).

Notes: *See description of *sharpness* powers, page 7. - Editors

Known Hellblades

Excalibur Junior

A perverted, twisted version of that saintly weapon.

Type: *Broadsword of sharpness +3**

INT: 15

Ego: 10

Alignment: Evil

Communication: none

Primary powers: It glows with a purple radiance on command (30' rad.).

Minor powers: The blade has the power of *Armor* (purple glow) thrice per day for its possessor at the 12th-level of ability.

Souleater

Type: *Broadsword of sharpness +3*

INT: 16

Ego: 10

Alignment: Evil

Communication: none

Primary powers: It glows with a blackish radiance on command (30' rad.).

Minor powers: The blade has the power of *Ghost Armor* thrice per day for its possessor at the 12th-level of ability.

Soulsucker

Type: *Long sword of sharpness +3*

INT: 17

Ego: 12

Alignment: Evil

Communication: none

Primary powers:

- It glows with a sickly greenish/yellowish radiance on command (30' rad.).
- The sword grants its possessor 37% Magic Resistance when held.

Minor powers: Grants the wielder the ability to cast *Minor Globe of Invulnerability* thrice per day at the 12th-level of ability.

Soulzapper

A greatsword (two-handed sword) of pure black steel.

Type: *Two-handed sword of sharpness +3*

INT: 17

Ego: 12

Alignment: Evil

Communication: none

Primary powers:

- It glows with a bright red radiance of the fires of hell itself on command (30' rad.).
 - The sword grants its possessor *Fire Resistance* when held.
- Minor powers:** Grants the wielder the ability to *Mirror Image* thrice per day at the 12th-level of ability.

Soulskinner

Type: *Short sword of sharpness +3*

INT: 17

Ego: 10

Alignment: Evil

Communication: none

Primary powers: It glows with a bright yellowish radiance on command (30' rad.).

Major powers: Grants the wielder the ability to *Stoneskin* thrice per day at the 12th-level of ability.

Souldrainer

Type: *Broadsword of sharpness +3*

INT: 17

Ego: 10

Alignment: Evil

Communication: none

Primary powers: It glows with a sickly purplish/yellowish radiance on command (30' rad.).

Major powers: Grants the wielder the ability to *Negative Plane Protection* thrice per day at the 12th-level of ability.

Lifesucker

Type: *Broadsword of sharpness +3*

INT: 16

Ego: 12

Alignment: Evil

Communication: none

Primary powers: It glows with a bright yellowish radiance on command (30' rad.).

Minor powers:

- Grants the wielder the ability to *Resist Cold* thrice per day at the 12th-level of ability.
- Grants the wielder *Protection From Good* thrice per day at the 12th-level of ability.

Hellbearer

Type: *Broadsword of sharpness +3*

INT: 17

Ego: 14

Alignment: Evil

Communication: none

Primary powers: It glows with a colorless radiance on command (30' rad.).

Minor powers:

- Grants the wielder the ability to *Alter Self* once per day at the 12th-level of ability.
- Grants the wielder *Non-Detection* once per day at the 12th-level of ability.

Major powers: Grants the wielder *Improved Invisibility* once per day at the 12th-level of ability.

Soulswallower

Type: *Two-handed sword of sharpness +3*

INT: 17

Ego: 15

Alignment: Evil

Communication: none

Primary powers: It glows with a rainbow-hued radiance on command (30' rad.).

Major powers: Grants the wielder *Anti-Magic Shell* thrice per day at the 12th-level of ability.

Soultaster

Type: *Short sword of sharpness +3*

INT: 15

Ego: 12

Alignment: Evil

Communication: none

Primary powers: It glows with a bluish radiance on command (30' rad.).

Minor powers:

- Grants the wielder the ability to *Waterbreathe* thrice per day at the 6th-level of ability.
- Grants the wielder *Blur* thrice per day at the 6th-level of ability.

Souldevourer

Type: *Bastard sword of sharpness +3*

INT: 16

Ego: 13

Alignment: Evil

Communication: none

Primary powers: It glows with a grayish radiance on command (30' rad.).

Major powers: Grants the wielder *Tenser's Transformation* once per day at the 13th-level of ability.

Lifeeater

Type: *Scimitar of sharpness +3*

INT: 17

Ego: 10

Alignment: Evil

Communication: none

Primary powers: It glows with a pure ruby radiance on command (30' rad.).

Minor powers: Grants the wielder the ability to *Haste* thrice per day at the 12th-level of ability.

Curse: The user is aged **two** years per use of the *Haste* power.

Lifelicker

Type: *Broadsword of sharpness +3*

INT: 17

Ego: 17

Alignment: Evil

Communication: none

Primary powers: It glows with a black radiance on command (30' rad.).

Major powers: This sword can *Raise Dead* its possessor **only** thrice per day at the 12th-level of ability. The possessor will simply "rise" back up from the dead with 1 hit point and one constitution less but will still be able to function normally without the needed rest.

The Twelve Swords

<krautp@sncad.snc.edu & Matthew J. Christensen: LOKI@uwyo.edu>

From <Jim JClend@aol.com>; "...The Twelve Sword Section contains material by Fred Saberhagen in his "The Complete Book of Swords" series; which were published by TOR.... ...The names and stories of each sword come from Saberhagen, however, someone [krautp@sncad.snc.edu & Matthew J. Christensen] went to a lot of trouble to make up game stats for them."

From <Blake E. Jenkins: blakejenkins@juno.com>; "Much enjoyed reading the gallery, but I have one comment: you ought to give Fred Saberhagen some credit for inspiring the write-up of the Twelve Swords section. The swords are "lifted" from his Books of Swords series."

As is the intention of all blades in this books, no copyright infringement is intended against Mr. Saberhagen, TOR Publishing, or any other related entities. The game stats created for the blades by the author(s) in this book are based on Mr. Saberhagen's works and are simply for the enjoyment and use of players interested. - The Editors.

All of the twelve swords are identical, except for the white symbol on the pommel. The blade of each is 3' long and 2" thick (I think). The blade contains a very intricate pattern that if looked at appears to descend into the blade at least a foot. The hilt of the swords has two dragons (Chinese) spiraled into a figure eight. The entire weapon is made out of a black metal that reflects light and at the same time doesn't. The handle is large enough for only one hand and has a standard wrap. The counter weight is a disc with the symbol of the sword on only one side. Each weapon is of exquisite quality and they will not be mistaken for anything but one of the twelve swords. The DM should give each of the swords a bonus just for this fine craftsmanship. After all, Vulcan forged them.

Primary powers (all blades):

- Unless otherwise stated the swords grant no benefit unless drawn.
- When used each sword pulses with magic. The wielder can feel this and any in the vicinity should be able to also. (You walk into a room and feel your hairs stand on end, someone is definitely wielding powerful magic here!!!)
- The swords should be treated as a long swords that can only be wielded one-handed.
- All of the swords are unbreakable (except as noted in *Shieldbreaker's* description).
- They retain an extremely keen edge no matter what they cut or are struck against.
- Unless otherwise stated each weapon is +1 "to hit" and +3 damage.
- If anyone should use more than one sword at a time the magics from the different blades he is wielding will blend together in the wielder's body and flow through one sword. The overall effect is less than pleasant and only characters of above average constitution should be able to do this and remain conscious. To wield more than two weapons the wielder would have to have phenomenal constitution. This should exclude magically enhanced statistics as the swords themselves are the most powerful magics known. Also any other magics on the user's body would blend with the power of the sword. This could cause nothing or some effect as influenced by the strength of the magic. The DM should decide this on his/her own.

Background (all blades): The gods were bored with watching mankind. They desired some new form of entertainment. Vulcan suggested that they throw some weapons of power onto the gameboard of life and watch the humans scramble to obtain them. The other gods agreed and Vulcan set to work. He went into the world of mankind and brought on either 8 or 12 human apprentices (It's been awhile since I read the book this was in) to help forge the weapons. Vulcan then went to a great volcano and created a workshop halfway up its side. The god then went to work. He forged the twelve blades and to give them their powers, he quenched the blades in human blood (vs. water). He obtained this blood from his apprentices. Only one of the apprentices survived the forging of the blades but he lost an arm. This apprentice is the only man alive to have seen and handled all 12 swords. The quenching of the swords in the blood of humans was Vulcan's mistake. It made the blades too powerful, it gave them the ability to kill the gods themselves. The gods realized this mistake too late and in the series all of the gods are dead.

Notes (all blades):

First of all a warning. The swords shouldn't be casually introduced into a campaign. ANY of the swords can kill ANY god. No if, ands, or buts. Farslayer, and Shieldbreaker are the most notable, but the other swords could do it to. When a sword is destroyed, it is DESTROYED. If anything is wielding the sword that is

destroyed...well...can we say "dead?" The only part of the sword that survives destruction is the hilt. The blade of the weapon is completely, totally, entirely, irrevocably, gone, bye bye, nothing left.

Once destroyed there is NO way to bring back a sword. In the series the gods couldn't destroy the swords (the swords were more powerful than the gods themselves). All of the sword expect Woundhealer had been destroyed at the conclusion of the series, but the DM should decide the current status of each blade. - MJC

The 12 Swords are weapons of artifact proportion. Considering their powers include instant death to those struck by the blade, instant destruction of equipment struck by the blade, etc... these weapons can be game breakers if played in their strict literary interpretations. The statistics for each blade, while perhaps not exactly in-line with the powers attributed to them in Mr. Saberhagen's books, have been created with attributes so that the swords may be used by DMs in adventures as plot devices or actual weapons (for very high-level campaigns).

I have tried to combine our contributing authors interpretations of the blades' powers into descriptions that best portray a playable version of each blade. I would highly recommend reading Mr. Saberhagen's books if you are interested in deciding for yourself if the following descriptions are true to his writing. - Editors

Shieldbreaker (Sword of Force)

Symbol: warhammer

Primary powers:

- The most powerful of the Twelve. The sword prevents any harm to come to the wielder from any type of weapon or spell (direct or indirect/physical or mental). The sword dispels all detrimental spells used against wielder, even without being drawn.
- When the user is in danger (the sword is never wrong in this respect) it begins to thump loudly. The sound grows in intensity as the danger becomes more imminent (like a heart beat as one gets excited).
- If the sword is drawn when it perceives PHYSICAL danger it cannot be released until after all opponents are defeated, forcing the character to attack any remaining threats. The only thing that the sword will not effect is unarmed opponents - if anyone or anything attacks the wielder without weapons (or spells) the sword will pass, harmlessly, through them as if they were made of air. The blade enables the wielder to simultaneously attack all threatening opponents within reach at once. For every person who attacks the wielder with a weapon or spell (in melee range of the wielder) the sword will:

1d100	Effect on successful hit (no Saving Throw)
1-20	Destroys opponent's weapon(s).
21-30	Cuts off weapon hand*
31-36	Cuts off weapon arm at elbow*
37-40	Cuts off weapon arm at shoulder*
41-43	Cuts off both hands*
44-45	Cuts off both arms at elbow*
46-48	Cuts off one leg at knee*
49-50	Cuts off one leg at hip*
51-00	Kills

*Weapon does double damage and victim must make System Shock roll or fall unconscious.

Curse:

- The sword gains its strength by drawing from the wielder, for every five rounds of combat it reduces the wielder's Strength by one (i.e. 2 points of STR per turn). The wielder is not effected by this loss until all combat is done and the magic of the sword no longer supports him/her. If the wielder is below one point of Strength, he/she will be comatose until he/she reaches 1 point; regaining one point a day. After this he/she will regain 3 points per day for total rest, or 1 point a day for resting and traveling (riding ONLY).
- The sword gains its strength by drawing from the wielder, for every five rounds of combat it reduces the wielder's Strength by one (i.e. 2 points of STR per turn). The wielder is not effected by this loss until all combat is done and the magic of the sword no longer supports him/her. If the wielder is below one point of Strength, he/she will be comatose until he/she reaches 1 point; regaining one point a day. After this he/she will regain 3 points per day for total rest, or 1 point a day for resting and traveling (riding ONLY).

Background: *Shieldbreaker* is the only known way to destroy the other swords except *Woundhealer*. *Woundhealer* doesn't really classify as a weapon and no one knows what would happen if the two were brought into combat together. (It did happen in the last book and because of a really hoaky set of circumstance *Shieldbreaker* was destroyed. This left *Woundhealer* as the only sword in existence. The DM should decide how he wants to handle this particular encounter.)

Stonecutter (Sword of Siege)

Symbol: block with a wedge of it cut out

Primary powers:

- *Stonecutter* slices through rock and stone, literally, as a hot knife would through butter. If its point is rested on stone, it will begin to cut it, with just its own weight.
- *Stonecutter* may be used to tunnel through stone at a rate of 3" (this is assuming there is someone to remove the debris, or that the tunneler is going up, letting the debris fall below). The tunnel would be about four feet in diameter.
- *Stonecutter* has no combat bonuses in addition to the standard benefits of a sword, unless fighting creatures made of stone. Then *Stonecutter* adds a +4 to hit, and a +6 to damage. On a modified roll of 19 or 20, the sword will cut off a stone creature's limb or appendage, and on a natural roll of 20, it will destroy the monster. When used against stoneworks it does 15 points of structural damage.

Doomgiver (Sword of Justice)

Symbol: ring (circle)

Primary powers:

The *Sword of Justice* throws the power of the opponent(s)'s attack back at them. Acts as a *Ring of Spell Turning* (and overpowers a ring) against spells. Attacks with melee weapons: attacker rolls to hit, if the score is enough to hit the ATTACKER he/she rolls for the amount of damage he/she *would* have done, then *Doomgiver* hits him/her, causing that much damage.

It turns ALL attacks made at the bearer back to their source. Blows struck at the bearer will be inflicted upon the attacker, and all sorts of spells will similarly turned. Curses inflicted upon the bearer will be turned back to their source. The book hints that this happens whether or not the sword was carried at the time of the cursing or spellcasting, i.e. picking up the sword removes any curses or ill effects from spells that the wielder currently suffers from and sends them back to their creators.

Background: *Doomgiver* is the least known sword as it was destroyed without ever having been used where the teller of the story could inform the readers of its powers in detail. This sword was destroyed by *Shieldbreaker*.

Sightblinder (Sword of Stealth)

Symbol: an eye, ¼ closed

Primary powers:

- When the user wears this sword it makes him/her appear to all others as what they fear or love, depending on who and what they are thinking of at that time. Usually groups see the wielder as the same person, but that person can change if the viewers' thoughts change drastically. If the viewer has hostile intentions, generally the wielder is seen as a person/monster they fear. In normal encounter/reaction situations, the wielder will appear as a loved one, adjusting the encounter in the wielder's maximum favor.
- The image the wielder takes cannot be chosen, it may or may not appear to be wearing a sword.
- The wielder can see through all illusions, magical or otherwise. The sword acts as a *True Seeing* spell when drawn.

Background: *Sightblinder* is useless against the wielder of *Shieldbreaker* (even if *Shieldbreaker* is sheathed). *Sightblinder* doesn't give off the same intense sense of magic the other swords do.

Woundhealer (Sword of Mercy, Sword of Love)

Symbol: open hand

Primary powers:

- The *Sword of Mercy* cannot harm any living creature, even indirectly. If thrust into someone it will heal (as the spell), cure disease, cure blindness, and regenerate. Once inserted into a body, the sword guides the wielder to touch areas of the body needing attention, as it “slices” through the body without effort.
- If used against undead, they must save vs. Death Magic at -8, or be rendered dead. Undead without corporal bodies (ghosts, specters, phantoms, etc.) can be hit, the sword does the damage as a *long sword* +3
- Evil creatures from the outer planes can be fought with this sword. It does damage as a *long sword* +3.
- If used against non-organic (never living) objects it uses the normal pluses for a sword, and does damage.
- If absorbed into a wielder holding more than one of the Twelve, the wielder cannot be physically or mentally harmed.

Background: *Woundhealer* was the only one of the Twelve Swords left at the end of the series of novels. It is generally thought that *Woundhealer* and *Farslayer* would mutually destroy each other if brought into contact with each other, although this was never tested.

Mindsword

Symbol: banner on pole

Primary powers:

All intelligent, semi and up, creatures who see this sword drawn, become the faithful servants of the wielder. Creatures under the power of the *Mindsword* will follow ANY command given by the wielder, even suicidal instructions, with no hesitation, but not instructions that the followers think may harm the wielder. If the affected creatures cannot understand the wielder, they will follow simple hand signals or gestures and will generally do what they think is in the wielder’s best interest.

The followers remain faithful until 24 hours after the wielder sheaths the blade, a new person wields the *Mindsword*, or they handle one of the other Twelve and make a save. Possessing one of the other Twelve allows the person a save vs. Spell not to be controlled by the *Mindsword*. If the *Mindsword* and its wielder are out of sight the save is at +4. *Doomgiver's* and *Shieldbreaker's* wielders are immune to the *Mindsword*.

Soulcutter (Sword of Despair, Tyrant's Blade)

Symbol: none

Primary powers: Its power creates thoughts of absolute hopelessness in all within 100 yards radius of the drawn sword. The wielder is also effected by the sword. All within the radius of effect sink to the ground, so hopeless that they can do nothing but stare at the ground. Carrying another of the Twelve will give the wielder a save vs. Spell at +5. Once the sword is sheathed all people effected slowly regain their normal world-view and recover.

Curse: The wielder of *Soulcutter* ages one year for every round the weapon is drawn. The wielder cannot return the blade to its sheath unless he/she also carries another sword and makes his/her save when *Soulcutter* is drawn.

Background: *Shieldbreaker*, which need not be drawn, is the only protection from the effects of the sword. In the series, wielding *Soulcutter* aged the Silver Queen 30 years in 5 minutes.

Notes: *Since the wielder cannot sheath Soulcutter (unless he/she are also holding Shieldbreaker in which case he/she wouldn't feel the ill effects of Soulcutter), the wielder will eventually die from old age, thus no longer wielding the sword. Then no one would be able to approach the unsheathed sword as all within 100 yards are affected by the hopelessness. Causes quite a dilemma. Perhaps we should say that the sword needs to be “presented”, much like a priest using a holy symbol. If the wielder succumbs to the hopelessness and drops to the ground with the sword, the effect wears off everyone in 1d6 turns, aging the character 10-60 years in the process, assuming he/she sheaths the sword immediately upon snapping out of the hopelessness. - Editors*

Townsaver (Sword of Fury)

Symbol: crenelated wall with upraised arm holding sword

Townsaver is somewhat similar to *Shieldbreaker*, in its effects on opponents in combat. The sword protects innocents (unarmed civilians) from harm.

Primary powers:

- The sword is activated by the peril of innocents (unarmed civilians, particularly children) within the wielder's sight, and when activated, it begins to emanate a low wail that culminates in an ear piercing shriek (similar to a baby's cry). The cry slowly dies out when the danger to the innocents has passed.
- Wielder cannot be controlled by another by any means (i.e. spell, psionics, magic item, etc...).
- A highly skilled fighter may be able to control the sword. If (Level + INT + WIS + CON) > 55. If the wielder can control the sword it does not use the table above, nor does it give an attack for each attacking opponent. Abilities of the CONTROLLED Townsaver: Adds 1 to the wielder's attacks/per round +3 to hit/+3 damage.
- The sword will force the wielder to attack any force of creatures that threatens innocents in sight of the wielder until such time as the threatening force is defeated or retreats out of the swordbearer's sight.
- The disadvantage of *Townsaver* is that it does not protect the wielder as does the *Sword of Force*. While the wielder suffers damage from attacks normally, *Townsaver* will continue to force the wielder to attack even if his/her hps fall to zero or below. Once the innocents have been saved, *Townsaver* will release the wielder, alive, unconscious, or dead.
- If *Townsaver* is controlling the wielder he/she gains no AC bonus for dexterity and suffers a -2 to his/her AC.
- As with *Shieldbreaker*, the wielder is able to attack all targets within melee reach simultaneously with one attack unless the wielder is controlling the blade.
- For every person the wielder attacks and hits, the target is afforded a Saving Throw to determine how much damage is taken:

d100	Effect (target makes ST vs. Paralyzation)	Effect (target fails ST vs. Paralyzation)
1-15	Destroys weapon	Knocks weapon from their hand
16-25	Cuts off weapon hand*	Normal damage
26-30	Cuts off weapon arm at elbow*	Normal damage
31-35	Cuts off weapon arm at shoulder*	Double damage
36-40	Cuts off both hands*	Double damage
39-40	Cuts off both arms at elbows*	Double damage
41-45	Cuts off one leg at knee*	Normal damage
46-49	Cuts off one leg at hip*	Double damage
50	Cuts off both legs at knees*	Double damage
51-85	Double damage	Normal damage
86-95	Triple damage	Double damage
96-00	Kills	Triple damage

*Weapon does double damage and victim must make System Shock roll or fall unconscious.

Wayfinder (Sword of Wisdom)

Symbol: arrow (pointer)

Primary powers:

- *Wayfinder* can be used to make decisions. Such as "Where can I find a wizard to help me on this adventure?" you point the sword around until you feel a tingle, and then go that way. *Wayfinder* always makes the "correct" choice, but not always the path of least risk.
- If used in combat the sword will guide the wielder to hit the target's most vulnerable spot (additional +1 "to hit" and damage bonus), but will draw him out of position (+1 penalty to AC).

Farslayer (Sword of Vengeance)

Symbol: concentric circles (bulls-eye)

Primary powers: The wielder grasps this sword by its hilt spins in a circle and says, "For thy heart, for thy ear, who hast wronged me!" Release it, and it flies for a couple of feet then disappears. It reappears by the named enemy and pierces his/her/its heart, killing him/her/it. There is no save. No armor or magic can stop *Farslayer*, only a drawn *Shieldbreaker* can stop this sword (*Farslayer* would be destroyed). The sword lays in the enemies' heart, until someone finds him and draws it out.

Notes: Although Farslayer is a “convenient” way of disposing of an enemy, it has one serious drawback. Since the sword lays in the heart of the target, it is very possible that that enemy’s companions/minions could drawn forth the sword and send it back at you. - MJC

Coinspinner (Sword of Chance)

Symbol: pair of dice

Primary powers:

- *Coinspinner* can be used similar to *Wayfinder*, allowing the wielder to ask “Which is the best way/item/idea to pick...”, although it finds the best chance of what the wielder seeks.
- The oddest thing about the *Sword of Chance* is that it is the only sword that can move (not attack) by itself. If not watched it may disappear (totally random *chance* - 1% per day, not cumulative). No vault or magic can keep it in one place.
- Sword grants owner Luck in combat (all saves at +4, AC - 4, any missed attack may be re-rolled once, wielder may not be critically hit) and Luck in all games of chance (+6 on any saves, any losing chance may be re-tried). *Coinspinner* needs not be drawn to gain this bonus.

Background:

Coinspinner can teleport at will and will do so when the wielder is in extreme peril, when the sword just feels like leaving, or when *Shieldbreaker* is being brought into direct physical confrontation with *Coinspinner*. There is no way to prevent *Coinspinner* from teleporting.

The only way to counteract the extreme good luck of *Coinspinner* is with *Shieldbreaker*. When *Coinspinner* is brought into magical confrontation against *Shieldbreaker*, *Shieldbreaker* basically causes *Coinspinner* to become the sword of bad luck. Everything the wielder of *Coinspinner* tries to do with the sword fails in the worst way possible. *Coinspinner* avoids physical confrontation with *Shieldbreaker* at all costs.

Coinspinner projects the same aura of magic that the other swords do, but the wielder is lucky enough that no one notices. (The guards at the casino are starting to wonder how the guy with the funny sword keeps winning, and just as they are about to investigate, when some other guy gets caught cheating and they go to “escort” him out of the casino.)

Dragonslicer (Sword of Heroes)

Symbol: winged serpent

Primary powers: *Dragonslicer* will kill any dragon whose flesh it bites. When used against true dragons it has no extra “to hit” bonus, but if the sword hits the dragon dies (no save). Removing the sword from the dragon's body requires a bend bars/lift gates roll.

Notes: Optionally, allow any dragon hit by the sword a saving throw vs. Death Magic with a -4 penalty, it'll make the battle a little more interesting. Magic Resistance (if any) is ignored by the sword. - Editors

Random Sword Description Generator

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Use these tables to help you provide each sword you create with a description when you don't have the time to create one from your own imagination or just need help getting started with an idea. Too often, players get caught up in the "How many pluses does it have?" - mode and fail to imagine (and appreciate) the honor and importance a magical weapon bestows upon them. How many times have players you know said to you, "I'll use my plus two sword on that monster!" ? Try to give the weapon a uniqueness that the PC will covet and enjoy displaying and using. The table can be used to create unique non-magical weapons as well.

The Gem Table that follows the Random Sword Description Generator is a variation on the AD&D 1st-Edition table and is included so that you may use it to determine specific gemstones contained within the weapon if you wish.

Sword Composition*

1d100	Special Material
01-03	Glassteel
	<u>1d10</u> <u>Color (1d3, lt./med./dk.)</u>
	1 clear
	2 smoky
	3 red
	4 orange
	5 yellow
	6 green
	7 blue
	8 indigo
	9 violet
	0 black
04-10	Normal/Stainless/Red Steel
11-15	Copper**
16-35	Silver**
36-40	Electrum**
41-60	Gold**
61-65	Platinum**
66-70	Ivory/Bone**
71-75	Wood**
	<u>1d10</u> <u>Wood</u>
	1 Pine
	2-3 Oak
	4 Maple
	5 Walnut
	6 Hickory
	7 Chestnut
	8 Cherry
	9 Mahogany
	0 Teak
76-80	Stone**
81-85	Bronze
86-90	Adamantium
91-95	Combination of 2 above***
96-98	Combination of 3 above***
99-00	Combination of 4 above***

*Roll for Blade, Guard, Hilt, & Pommel.

**Material is inlaid into steel.. 30% chance of blade composed entirely of rolled for material and magicked to have strength of steel.

***Ignore subsequent rolls above 90.

Bejeweled Components*

1d100	Sword component
01-15	Blade
16-30	Guard
31-40	Handle/Grip/Hilt
41-60	Pommel
61-80	Any two
81-95	Any three
96-00	All four

*50% chance of sword being bejeweled, check table for which component(s). Value of gems is added to value of bejeweled item.

Number & size of gems in sword

Sword	# gems	Gem sizes allowed
Small	1d6	Average & below
Medium	1d10	Large & below
1d20	Very Large & below	of the weapon.

Blade Type

1d100	Type
1-5	Thinner than normal (1d8 x 10%)
6-10	Wider than normal (1d8 x 10%)
11-15	Longer than normal (1d4 x 10%)
16-20	Shorter than normal (1d4 x 10%)
21-25	Single-edged
26-28	One (35%)/both (65%) sides serrated
29-31	Etched/engraved/blood-grooved
32-34	Elliptical blade (60% full, 40% half)
35-37	Squared/Blunt tip
38-40	Curved/Wavy
41-90	Normal
91-00	Special*

*Roll 1d20 (1-20; thinner/wider, longer/shorter), then roll 2x 1d20+20 (21-40; extra attributes)

Hilt/Handle Type*

1d20	Type
1-6	Leather-wrapped
7-10	Spiral-grooved
15-16	Smooth
17-20	Cord-wrapped

*10% are hollow.

30% of hollow handles can hold liquid. 10% of longer style handles conceal 1d2 removable knife blades.

Sword Base Worth

1d100	Worth in gps *
01-10	10-100
11-25	30-180
26-40	100-600
41-50	100-1000
51-60	200-1200
61-70	300-1800
71-80	400-2400
81-85	500-3000
86-90	1000-4000
91-95	1000-6000
96-99	2000-8000
00	2000-12000

*Note: use d10s to fill in any zeros in the base value, with rolls of 0 treated as zero.

This is the non-magical value of the weapon.

Guard Type

1d100	Type
1-40	Straight-bar
41-45	"X"-bars
46-60	Curved-bar
61-70	Small disk
71-75	Medium disk
76-80	"V"
81-85	Bell
86-90	Basket
91-94	Blade-catcher
95	Gauntlet*
96-98	Axe/Knife bladed**
99-00	None

*One-handed swords only.

**Does 1d3/1d3 P/S damage.

Pommel Type

1d20	Type
1	Knife-bladed/Spiked*
2-3	Sphere/Egg/Ellipsoid
4-6	Faceted (1d30 sides)
7-10	Medallion/Disk
11-13	Cube/Box
14-16	Hand/Paw/Talon
17-18	Head animal/monster
19-20	Object (statuette, etc.)

*Does 1d2/1d2 P/S damage.

Sword Component Descriptions

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In General

All swords are comprised of four basic parts: the blade, the guard, the hilt, and the pommel. The blade is the main body of the weapon, with the other three parts fitting onto it to make up the entirety of the sword. The metal of the blade extends below the sharp, polished length we see, tapering to allow the guard to be fit over and slid up to the main body of the blade. The hilt, or handle of the sword is then slid onto the exposed lower portion of the blade's metal body, holding the guard in place. The final piece, the pommel, is typically screwed onto the bottom of the blade's body. The end of the sword blade is usually threaded, like a screw, and the pommel fits over this and is screwed into place, holding the hilt and guard onto the sword body. This is a very simplistic view of the composition of a sword, as much skill is needed by the weaponsmith to ensure that all components of the sword fit together securely and that the weapon is properly balanced in order to be effective.

Most special or magical blades are made of something more than "plain-old" steel. Use the [Sword Composition](#) sub-table to determine the composition of each of the sword's components separately. While most swords, magical or otherwise, will be mostly composed of steel, many others may be composed of valuable metals or other materials. More often than not, the sword's precious materials are only inlaid into the sword component's base steel, but sometimes components (30% as indicated by the table) are composed entirely of a non-steel substance. A point to remember is that most valuable metals (copper, silver, gold, electrum, and especially platinum) are not hard enough in their pure state to hold an edge, retain their shape, or survive a blow of any force. Swords or components made entirely of these materials must be mixed with other, harder metals or magically hardened in order to be used as weapons. Unique materials, such as bone or stone, if used to comprise an entire component, are always assumed to be magically hardened to a steel-like consistency.

The Blade

Most everyone knows that the sword blade is the slashing, piercing, damage inducing part of the weapon. Blades come in all shapes and sizes, but standard sword blades are double-edged and taper to a point, even if not used to inflict piercing-type damage.

Unique swords may have longer/shorter, wider/thinner blades than a normal example of the type. Adjust the weapon's weight down by the indicated percentage for shorter or thinner blades and decrease weapon speed by 1 for 40% decrease in size. Conversely, adjust the weight and speed up for long or wider sword blades.

Single-edged blades are just that - sharp on one side only. This is not often done by weaponsmiths, but single-edged blades generally provide slightly more weight, and therefore more cutting power, behind the single sharp edge. Grant any single-edged sword a -1 "to hit" penalty and a +1 damage bonus due to the special training needed to wield the one-sided blade and the increased cutting power they typically grant, respectively.

Serrated sword blades are rare indeed. These wicked-looking blades have saw-teeth edges. The number and size of the teeth vary considerably, but these weapons are generally looked upon by fighters as evil and dishonorable weapons, as the wounds they cause by their ripping action are jagged and difficult to heal. Any character openly displaying a serrated blade has any encounter reaction adjusted one category out of his/her favor.

Many sword blades are etched or engraved. Typical etching/engraving includes: complex scrolling; the sword's name; descriptions of the sword's powers - reputed, real, or magical; the sword's owners; the sword's deeds; small portraits or scenes; or any combination of the above. Blood grooves on swords are rare and only appear on wider blades because they tend to weaken long, thin blades. The grooves allow the victim's blood to flow freely while the blade is in the wound and make the blade easier to remove from the victim's body. Any blood-grooved blade causes an additional point of damage whenever the weapon hits for maximum damage.

Elliptical blades have either one or both blade sides bowed out in the middle, making the blade appear oval-ish or half-oval-ish in shape. These blades are typically seen in use as executioner's weapons because of their larger, heftier blade area. Add 25% to the blade's normal weight and (1) to the normal weapon's speed to compensate for the blade's increased area. Elliptical blades are more common in desert or Arabian settings.

Blunt-ended swords are uncommon, but usually appear among the broader of the classes of swords. The end of the sword, instead of tapering to a point, is either squared or rounded off. Sometimes these blunted blades have a hammer-like weight for a tip, providing the wielder more momentum and the possibility of additional B-type damage (only a small amount, 1 or 2 hps). Obviously, these types of swords cannot do piercing (P) damage.

Wavy sword blades (kris) are not commonly made. Weaponsmiths often believe wavy blades weaken the weapon. They generally serve as ornamental weapons but functional examples do exist. More commonly found are simple curved blades. Sabers and cutlasses are good examples of curved blades.

The Guard

The guard on a sword is the crosspiece that protects the wielder's hands from slipping up onto the blade and also allows the wielder to use his/her weapon to deflect or parry his/her opponent's weapon. Straight-bar guards are simple metal guards that extend out perpendicular from between the blade and handle, in line with the sharp edges of the blade. "X"-bar guards provide an extra straight-bar for protection, forming a cross or "X" shape where the blade and grip meet.

Curved bar guards are similar to straight bar guards, but the protecting bar is either curved toward or away from the wielder's hand. Curved bar guards that curve away from the wielder's hand are better for *catching* opponents' weapons, whereas guards curved the opposite way are better for protecting the wielder's hand(s) and *deflecting* opponents' weapons.

Disk type guards are simply flat roundish or oval disks set perpendicular to the blade and handle. Katanas (and other oriental blades) are examples of swords that generally use a disk-type guard.

"V" type guards look as their name may indicate, two bars of the guard angle out from the handle away from the wielder. Often, the tips of the "V" extend more than a few inches and are sharpen to a point or edge to provide extra damage if the wielder succeeds in burying the blade deep into his/her opponent. "V"-type guards are often made as weapon catchers/breakers.

Bell guards afford the wielder greater hand protection, as the wielder grasps the weapon on the handle inside or under the bell. Generally bell guards are used on one-handed piercing swords, but may be used on slashing swords as well. Similar to bell guards, basket guards also offer similar hand protection and are mainly used on one-handed piercing swords. Basket guards differ from bell guards in that the "basket" curves from the bottom of the blade (top of the hilt) to the bottom of the hilt, forming a protective "basket" spanning the hilt in front of the wielder's hand(s). Basket guards are much lighter in weight than full bell guards and allow freer hand and wrist movement. Basket guards can be very ornate and artistic.

Blade-catcher guards comes in too many varieties to list. The guard contains a mechanism (rings, protrusions, etc.) that a proficient swordsman/swordswomen may use to catch and trap his/her opponent's weapon. In all varieties the wielder gains bonuses when attempting to perform disarm or trap and break tactics against his/her opponent's weapon. However, blade-catcher mechanisms generally add to the weight of the weapon and tend to destabilize the weapon's balance.

Gauntlet guards are very rare. This unusual guard is just as the name implies, the sword blade is molded into a metal gauntlet. These weapons are rare because of their difficulty to make, as well as their awkwardness to wield. Gauntlet swords are generally made for a specific person, as the gauntlet must be custom molded to the person's hand, although enchanted swords of this type could magically adjust to fit. Swords with gauntlet type guards do not have handles or pommels.

The guard can also be a place for the weaponsmith to incorporate a secondary weapon into the sword. The guard's crosspiece ends can be flared out and sharpened into an axe-like head, the edges away from the wielder's hand(s) can have a sharp edge, or the ends could simply be tapered to a point. All these versions of the guard can be used as a weapon, but they offer no bonus attack, they simply allow the wielder to "punch" with his/her hand in close quarters to do damage when he/she doesn't have the room to swing the weapon effectively. Examples of this type of guard are rare, as reducing the guard by sharpening or tapering the ends offers less strength and therefore less protection to the wielder's hand(s).

Sometimes a sword without a guard is produced, although this is also very rare. The blade simply continues directly into its handle and offers little or no hand protection. This may be done in special cases where the wielder always wears a gauntlet, or in extremely rare cases where a blade may also be used as a thrown weapon. The main advantage of swords fashioned in this manner is that they are lighter and easy to balance.

Handles/Hilts

The ability of a fighter to retain a grip on his/her weapon is crucial to surviving. The grip types are pretty much self-explanatory. Most slashing type swords offer grips of at least a hand-and-a-half length. Larger, heavier swords may have handles up to half the length of the sword blade for use by two-hands. Slashing-type swords that may be used either one or two-handed have grips of roughly three hands length. Smaller piercing swords often offer contoured, single hand grips, as extra grip length would interfere with the wielder's thrusting action.

Often, sword handles have secret or hollow compartments. Larger swords' hilts may incorporate one or two small, removable knives hidden in the handle of the sword itself, as is often the case with oriental swords such as the katana, wakizashi, no-dachi, and especially, the ninja-to.

Pommels

The pommel of a sword is the piece at the end of the hilt that holds the grip and guard onto the blade. It is generally weighted to give the sword its balance. A sword blade doesn't just simply end at the hilt. The metal of the blade continues below its cutting edges, generally tapering and ending in a threaded, screw-like piece onto which the pommel attaches. Pommels can be plain or ornate, but because the pommel is not specifically used in wielding the weapon in combat (other than keeping the wielder's hand(s) from slipping off the handle), it can be a place of artistic expression by the weaponsmith. Most types of pommels can (and are) engraved and/or bejeweled.

Spherical, egg-shaped, or elliptical pommels are perhaps the most common. They are naturally symmetrical and make balancing the sword easier for the weaponsmith.

Faceted pommels are generally spherical in shape, but with distinct sides. AD&D dice are good examples of spherical faceted shapes.

Medallion or disk type pommels are always in-line with the flat of the sword's blade as to not upset the weapon's balance. These types of pommels are almost always carved, inlaid with precious metals or gems, or etched. They are usually circular but may be any flat symmetrical shape.

Pommels that are carved to resemble hands, paws, or talons are very popular. Quite often the hand/paw/talon clutches a large gem or bauble of some sort. Carved reliefs of animal or monster heads are just as common. Skulls are especially popular. Occasionally, a pommel will be some form of small sculpture or statue. In all these forms, the pommel must be weighted and well-balanced as to not upset the overall balance of the weapon.

Cube or box-like pommels are also popular. They are simple to produce, although more intricate box designs may be many-sided. Many pommels of this style contain a small secret compartment, although the compartment is always very well padded or form-fitting to hold its contents securely and keep weapon balance unaffected.

Sometimes the pommel itself is a sharp spike or blade that the wielder can use as a sort of dagger or knife. This doesn't give the wielder any extra attack or advantage other than he/she can use this aspect of the sword in close quarters where he/she would not normally have enough room to swing the sword. Swords with this type of pommel are rare because the extra blade poses a danger to the wielder when the weapon is swung vigorously.

Gems

Gem base value

<u>1d100</u>	<u>Base value</u>
01-25	10 gp each
26-50	50 gp each
51-70	100 gp each
71-90	500 gp each
91-99	1000 gp each
00	5000 gp each

Gem adjusted value (10% chance)

<u>1d6</u>	<u>Result</u>
1	Stone increases to next higher base value. Values above 5000 gp are: 10,000 gp/25K gp/50K gp/100K gp/250K gp (absolute max.). Roll again, ignoring rolls of 6.
2	Stone is double base value.
3	Stone is 10 - 60% above base value.
4	Stone is 10 - 40% below base value.
5	Stone is half base value.
6	Stone decreases to next lower base value. Values below 10 gp are: 5 gp/1 gp/10 sp/5 sp/1 sp (absolute minimum). Roll again, ignoring rolls of 1.

Gem type (by class and value for an average-sized stone)

<u>1d100</u>	<u>Name</u>	<u>Avg. value (gps)</u>	<u>Description & Reputed Magical Property (if any)</u>
<u>Ornamental Stones</u>			
01-02	Azurite	10	Opaque mottled deep blue.
03-04	Banded Agate	10	Translucent striped brown, blue, white, and red. <i>Restful and safe sleep.</i>
05-06	Blue Quartz	10	Transparent pale blue. <i>Calms time.</i>
07-08	Eye Agate	10	Opaque circles of gray, white, brown, blue, and/or green. <i>Restful and safe sleep.</i>
09-10	Hematite	10	Opaque grey-black. <i>Aids fighters, heals wounds.</i>
11-12	Lapis Lazuli	10	Opaque light and dark blue with yellow flecks. <i>Raises morale, courage.</i>
13-14	Malachite	10	Opaque striated light and dark green. <i>Protection from falling.</i>
15-16	Moss Agate	10	Translucent pink (50%) or yellow-white (50%) with grayish-greenish "moss markings". <i>Restful and safe sleep.</i>
17-18	Obsidian	10	Opaque glassy black.
19-20	Rhodochrosite	10	Opaque light pink.
21-22	Tiger (Cat's) Eye	10	Translucent rich brown with golden center under-hue. <i>Protection from spirits.</i>
23-24	Turquoise	10	Opaque light blue-green. <i>Aids horses in all ways, but shatters when used.</i>
<u>Semi-Precious Stones</u>			
25-26	Bloodstone	50	Opaque dark gray with red flecks. <i>Causes bleeding, wounds.</i>
27-28	Carnelian/Sard	50	Opaque orange to reddish-brown (1d6, 1=orange varying to 6=reddish-brown). <i>Benefits wisdom.</i>
29-30	Chalcedony	50	Opaque white. <i>Wards off undead.</i>
31-32	Chrysoprase	50	Translucent apple-green to emerald-green (1d6, 1=apple-green varying to 6=emerald-green).
33-34	Citrine	50	Transparent yellow-brown.
35-36	Jasper	50	Opaque blue-black to brown (1d6, 1=blue-black varying to 6=brown). <i>Protection from venom.</i>
37-38	Moonstone	50	Opaque white with pale blue glow. <i>Causes lycanthropy.</i>
39-40	Onyx	50	Opaque bands of black and white (40%) or pure black (30%) or pure white(30%). <i>Causes discord amongst enemies.</i>
41-42	Rock Crystal	50	Transparent clear. <i>Speeds up time.</i>
43-44	Sardonyx	50	Opaque bands of red & white (combination of Sard & Onyx). <i>Causes discord amongst most wise.</i>
45-46	Smoky Quartz	50	Transparent light gray or light yellow or light blue (equal chances any). <i>Slows time.</i>
47-48	Star Rose Quartz	50	Translucent rose with white "star" center. <i>Jumps or disrupts time.</i>
49-50	Zircon	50	Transparent pale blue-green.
<u>Fancy & Precious Stones</u>			
51-52	Amber	100	Transparent watery to rich gold (1d6, 1=watery gold varying to 6=rich-gold). <i>Wards off diseases.</i>
53-54	Alexandrite	100	Transparent dark green. <i>Good omens.</i>
55-56	Amethyst	100	Transparent light to deep purple (1d6, 1=light purple varying to 6=deep purple). <i>Prevents drunkenness or drugging.</i>
57-58	Aquamarine	500	Transparent pale blue-green.
59-60	Chrysoberyl	100	Transparent yellow-green to green (1d6, 1=yellow-green varying to 6=green). <i>Wards off foes.</i>
61-62	Coral	100	Opaque ivory to crimson (1d6, 1=ivory varying to 6=crimson). <i>Calms weather, safety in river crossing, cures madness, staunches bleeding.</i>
63-64	Garnet	100/500	Transparent red (60%) or brownish-green (20%)/transparent violet (20%).
65-66	Jade	100	Translucent light green (50%), dark green (25%), green & white (10%), or white (15%). <i>Skill at music and musical instruments.</i>
67-68	Jet	100	Opaque deep black. <i>Soul object material.</i>
69-70	Pearl	100/500	Opaque lustrous white or yellowish or pinkish (30% any)/opaque lustrous black (10%).
71-72	Peridot	500	Transparent rich olive green. <i>Protection from spells.</i>
73-74	Spinel	100/500	Transparent red or red-brown or deep green (30% any)/transparent very deep blue (10%).
75-76	Topaz	500	Transparent golden-yellow. <i>Wards off evil spells.</i>

Gemstones & Jewels

77-78	Black Opal	1000	Translucent dark green with black mottling and golden flecks.
79	Black Sapphire	5000	Translucent lustrous black with glowing highlights. <i>Aids in understanding problems, kills spiders, boosts magical abilities.</i>
80	Diamond	5000	Transparent clear-white (25%) or pale hue (65%) or clear blue-white (10%, most prized). <i>Invulnerability vs. undead.</i>
81-82	Emerald	1000	Transparent deep bright green.
83-84	Fire Opal	1000	Translucent fiery red.
85	Jacinth	5000	Transparent fiery orange. <i>Luck in traveling, wards off plague, protection from fire.</i>
86-87	Opal	1000	Translucent pale blue with green and golden mottling.
88-89	Oriental Amethyst	1000	Transparent rich purple. <i>Prevents drunkenness and drugging.</i>
90	Oriental Emerald	5000	Transparent clear bright green.
91-92	Oriental Topaz	1000	Transparent fiery yellow. <i>Wards off evil spells.</i>
94	Ruby	5000	Transparent clear red to clear deep crimson (1d6, 1=red varying to 6=deep crimson). <i>Good luck.</i>
95-96	Sapphire	1000	Transparent clear to medium blue (1d6, 1=clear varying to 6=medium blue). <i>Aids in understanding problems, kills spiders, boosts magical abilities.</i>
97-98	Star Ruby	1000	Translucent ruby (roll for color) with white "star" center. <i>Brings luck.</i>
99-00	Star Sapphire	1000	Translucent sapphire (roll for color) with white "star" center. <i>Protection from magic.</i>

Gem Color Reputed Relations

<u>Color</u>	<u>Reputed relations</u>
Black	The Void, darkness, negation, blindness.
Brown	The Earth, fertility, comfort, sleep.
Blue	The Heavens, the sky, air, truth, spirituality, calmness.
Clear	The Sun, luck, awareness, insight.
Green	Venus, reproduction, sexuality, sight, resurrection, jealousy
Orange	Mercury, heat, quickness, wisdom.
Red	Mars, blood, war, fire, madness.
Violet	Royalty, health, friendliness.
White	The Moon, purity, virginity, hope, enigmas.
Yellow	Secrecy, homeopathy, jaundice, diseases, cowardice.

Gem Size Progression

Minuscule (min.) ⇔ Very Tiny ⇔ Tiny ⇔ Very Small ⇔ Small ⇔ AVERAGE ⇔ Large ⇔ Very Large ⇔ Huge ⇔ Gigantic ⇔ Colossal (max.)

After rolling gem worth, and type, compare the gem's actual worth to the average value of the gem type. A gem of the chosen type would be of Average size if the *actual* value equals the *average* value of the gem type (i.e. a 50 gp actual worth Citrine is of Average size because the value of an average-sized Citrine = 50 gp). Adjust the gem's size one category up or down the Gem Size Progression from "AVERAGE" for each base value difference between the gem's actual value and the gem type's average value, progressing right on the chart (making the gem larger) if the actual value is more than the gem's average value or left on the chart (making the gem smaller) if the gem's actual value is less than the gem's average value.

Example 1: a 50 gp diamond would be considered Very Tiny, as a 5000 gp diamond is considered of average size (from the Gem Type Table), the gem's actual worth of 50 gp adjusted the gem's value down 4 base values (5000⇒1000⇒500⇒100⇒50), therefore adjusting the gem size 4 categories (Average ⇒ Small ⇒ Very Small ⇒ Tiny ⇒ Very Tiny (only Minuscule is smaller than that!))

Example 2: a 5,000 gp blue quartz would be considered Colossal, as blue quartz, a gem with a base value of 10 gp, has moved up the base value categories 5 times (10 ⇒ 50 ⇒ 100 ⇒ 500 ⇒ 1000 ⇒ 5000), so the stone increases in size 5 categories (Average ⇒ Large ⇒ Very Large ⇒ Huge ⇒ Gigantic ⇒ Colossal).

For gems of unusual actual value, that is, the original base value has been adjusted using the Gem Adjusted Value Table so that the gem's actual value is not exactly equal to any of the other base values, consider the gem's size to change if the actual adjusted value is closer to a different base value than its original base value.

Example 3: For a 10 gp turquoise adjusted to 16 gp, a value not represented exactly on the base value table, the gem would still be considered of Average size since 16 gp is greater than the gem's original base value of 10 gp, but is still closer to the original base value (10 gp) than the next higher base value of 50 gp.

Example 4: If the above turquoise's value had been adjusted downward to an actual worth of 7 gp, the gem's actual value would be closer to the next lower base value (5 gp) than it is to its original base value (10 gp), so the gem's size would have to adjust downward one category from Average ⇒ Small.

Example 5: A jasper worth 6 gp would be adjusted in size downward 2 categories. A jasper's average value is 50 gp, but the stone's actual worth is closer to the base value of 5 gp (like the turquoise in the previous example). This two base value change (50 gp ⇒ 10 gp ⇒ 5 gp) translates into a two size category shift (Average ⇒ Small ⇒ Very Small)

For size comparison and description, the DM may need to know how to relate the gem's size to everyday items in order to give the players a real sense of the stone's size and weight. Consider an **Average** sized gem to be roughly the same size as a grape and weigh 10/lb. Other size - weight comparisons: **Minuscule** = pin head - NA, **Tiny** = a BB - 100/lb, **Very Small** = a pea - 50/lb, **Small** = a dime - 20/lb, **Large** = a ping-pong ball - 5/lb, **Very Large** = an egg - 1 lb, **Huge** = a baseball - 5 lbs, **Gigantic** = a softball - 10 lbs, **Colossal** = a bowling ball - 50 lbs.