

The RPG Bible

:Weapons

Volume 1

Edition 2

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Demon Sword
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Dagger of Divining
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Dagger of Grimm
Dagger of Extreme Happiness

Dagger of Happiness
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Soulzapper

Soulskinner
Souldrainer
Lifesucker
Hellbearer
Soulswallower
Soultaster
Souldevourer
Lifeeater
Lifelicker

The Twelve Swords

<krautp@sncad.snc.edu>

Shieldbreaker Symbol: warhammer
Stonecutter Symbol: block with a wedge of it cut out
Doomgiver Symbol: ring (circle)
Sightblinder Symbol: an eye, 1/4th closed
Woundhealer Symbol: open hand
Mindsword Symbol: banner on pole
Soulcutter Symbol: none
Townsaver Symbol: Crenelated wall with upraised arm holding
Wayfinder Symbol: arrow (pointer)
Farslayer Symbol: concentric circles (bullseye)
Coinspinner Symbol: pair of dice
Dragonslicer Symbol: winged serpent

Unique And Other Weapons

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Bloodfist
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Mace of Thirsting
Malamar's Hood
Rod of Cages
Spinning Axe
Vengear

Books

Epilogue/Credits

Prologue

In writing this I made sure that I didn't use anything out of any of TSR's books. Everything in this file is either made up by me or researched (mainly stumbled upon). See the Epilogue section for the credits, if I left anything out please tell me. I already have at least 200 more weapons so download the next version when it comes out. This new edition has over four hundred weapons.

Weapons

Generic Swords

Akasha

<kmhk@maristb>

Intelligence: 17

EGO: Tolerable

Alignment: Chaotic Good

Akasha or Bloodbringer is the most powerful sword of Silvain Darksword Goddess of War and Seduction (Greater Goddess). She is the wife of Thayathas (Thayathas' bow). Akasha may only be used in the nighttime; If used in the day, it must save vs. spell as a 6th level fighter or turn to ash. If this happens, the sword may be restored if the ashes are collected and mixed with nine drops of Silvain blood in its sheath. The sword talks. Its claim to fame is that it can drain life-levels at the rate of 2 per hit if the opponent is 10th level or higher and at the rate of 1 per hit if the opponent is lower than 10th level.

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!**

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.

Baarane's Swords of Agility

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 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 Short Sword

(additional properties)

Alignment: Good

Intelligence: 15

EGO: 8

Can speak in any language known to the wielder, but will speak only when questioned.

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.

Baarane's Bastard Sword

(additional properties)

Alignment: Neutral

Intelligence: Not intelligent

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 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. spells 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.

Baarane's Long Sword

(additional properties)

Alignment: Evil

Intelligence: 10

EGO: 4

This weapon cannot speak, but can communicate empathically with the wielder.

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. spells. 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.

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.

Bastard Sword

<kmhk@maristb>

Literally, +3 vs. bastards (those whose fathers are not known).

Battle-Blade

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

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. 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.

Belynn's Sword

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

These blades vary in different sizes and shapes. On a 17 roll or better, they will cast a Belynn's Burning Blood spell upon a foe, inflicting 5d5 additional HP of damage if a saving throw is failed.

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. 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. The BloodBlades function as +2 short swords. They 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 can force it back into the sheath even before it has had its fill. Otherwise, he 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 his Constitution score. 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.

Buckley

<Brian Rowe: browe@usia.gov>

I once had a character who possessed the most annoying sword I have ever seen. Endowed with an alignment of Neutral Good and an ego that was as large as its vocabulary (DM wouldn't tell us how big it actually was), its name was Buckley. It was named appropriately because if it was not wielded by a high elf of the same alignment, it communicated with the patrician airs of political prognosticator William F. Buckley, Jr. A +2 weapon in my hands, with the known abilities of 2 languages, know alignment, and hum while within 50 yards of a high elf. After searching for the originator of the blade (it was relatively new; 200 years or so), we found out why it would overpower its user and attack half-elves on sight. It was forged by a collaboration of a society of elven mages bent on the expulsion of all outside (human) influences on their forest. Half-elves were seen as the worst of all abominations as they were the offspring of collaborators. The sword would begin berating its user with mega-symbolic words, and enrage them into attacking. Buckley was a nuisance until we finally found a high elven ranger to pawn him off on. This was of course after many times when Buckley felt it was needed to insult various hunters, woodsmen, etc.

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. Upon uttering a command word, the blade can be pulled from the sword. The sword is +2, with a speed of 2. Examining the cane when the sword is not drawn does not reveal any seams whatsoever.

Catch-sword

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 wants, try to pull loose: give a Strength check, then assess the value rolled on the check in hit points if he succeeds or not!

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

Intelligence: 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: 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).

Copycat Blade

<jcrowley@wheatnma.bitnet>

Appearance: Sword hilt (no blade)

Magical adj.: +2

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.

By touching 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.

Coward Sword

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 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 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.

Daryo

<crit@acusd>

NOTE: For use with Spelljammer...

Magical adj.: +1

Intelligence: 19

Ego: 6

Alignment: Neutral Good

Magical Abilities: Automatically refreshes personal air (1/hr)
Communicates by empathy
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)

Demon Slayer (Devil Bane)

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

+5 vorpal vs. devils or demons.

Demon Slicer

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

This sword was forged by a Drow Noble who feared treachery from the Demons the priestesses of Lolth oft conjured from the Abyss. The 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. 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. spells or suffer from a Spirit Wrack spell (on a natural 20).

Draco

<shadow@norwich.net>

Sandman

This sword has a steel and silver mixed blade, and a wooden sheath wrapped in leather. The hilt and handle are identical to that of Excalibur. The blade does 1d8 damage and can cast fear and parilization four times a day.

Dragon Chopper

<pfrey@drew.bitnet>

Magical adj.: +2 (see below...)

Intelligence: 11

Ego: 19

Alignment: Lawful Good

Magical abilities: Detect evil dragons 100' radius (glowing)

Triple damage against evil dragons on a natural 20

Telepathic in alignment tongue

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". 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".

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 nonmagical +2 to hit, and +1 to damage from its edge. In addition to this, it 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).

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.

Anton's sword is a dark grey metal, similar in shape to a katana, and very undecorated. 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 third 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). I don't generally like or use experience points given for possessing a magic item, but if I did, I would give about 1200 XP. Ebonblade is worth a lot of money, being a unique creation of Anton the Smith. Think 10,000+ gold in standard AD&D economy. Of course, any player who actually sold Ebonblade deserves the loss.

Emerald Sword

<Ken Bartlett: cc1@cs.ucla.edu>

The blade of this sword +1 is made from purest emerald. When drawn, all within 30 feet of the sword must save vs. spells 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, and against such creatures it is a +2 sword.

Ethereal Blade

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

This silver bladed +1 sword appears simultaneously on the Prime Material Plane and on the Ethereal Plane. 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. Also the blade can go ethereal 3/day (taking the wielder with it). In the Ethereal Plane the blade is +2.

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.

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 mis expressed in a percentage of exploding. It is culmitive. 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. They take a damage equal to the points stored in the sword; save for 1/2 damage if you are nice. Consider the damage as Pure Magical Energy. The holder of the sword takes all damage with no save and the hand(s) are toasted. All Items on the wielder must save vs Disentergration or be gone.(Option, give items a +1 to the save for every 20 points less than 100 when it explodes.

Fire Biter

<pfrey@drew.bitnet>

Magical adj.: see below...

Intelligence: 10

Ego: 18

Alignment: Chaotic Good

Magical abilities: Detect evil fire using/dwelling creature 100' radius (glowing)
Triple damage against such creatures on a natural 20
Fire resistance for wielder
Telepathic in alignment tongue

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.

First Justice

<Big Daddy>

+2 Sword.

Always strikes first in a battle, there after receiving +3 to further initiative rolls. Damage 1d10/3d6.

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.

Flaming Wooden

<wilston@vccsouth30.its.rpi.edu>

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. 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).

Fooling Sword

<Slinky: slinky@indial1.io.com>

It is intelligent and speaks privately to the owner, claiming some pretty awesome powers. Every time the wielder tries to use one of the powers, however, the sword is able to come up with some good excuse why it shouldn't do it.

It will take a pretty long time to figure out that this sword is just bullshitting the wielder.

Frez

<Scuminus Dregg: scuminus@panix.com>

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!"

Gavin Hall Magebane

This sword ignores most magical protections. While ordinarily a +1 Sword, it ignores the AC bonuses for: Shield spells, Rings, Cloaks, and Bracers of Protection. It will go through, but not bring down Stoneskins and Walls of Force.

Godslayer

<Adam Darlow: paladin@132.68.21.1>

This is my favorite munchkin item: a sword created by Ao himself. It even has an incredibly munchkin name: Godslayer. It is a +5 vorpal weapon of speed, wounding and it has vampiric. It gives total immunity to energy-based attacks or anything that affects the mind. It can cast all known wizard and priest spells a certain number of times depending on the level. 9 times a week for 1st level spells, 8 times for 2nd... It does x4 damage against the living, x5 against the unliving, and x6 against the immortal. Its major power is to summon a god to the Prime in a physical form, generally with the intent to kill him. Basically, it is the fantasy/mythology equivalent of impeachment.

Guardian Blade

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" 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.

Hell Beater

<pfrey@drew.bitnet>

Magical adj.: +3 (+5 vs. devils) (also see below)

Intelligence: 12

Ego: 20

Alignment: Lawful Good

Magical abilities: 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)

Telepathic in alignment tongue

(Note: can only be possessed by a paladin)

How "Hell Beater" came to be possessed by Orcus: like its two brother swords, 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.

condition!* Devils will recognize this sword as Asmodeus's 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.

Hell Razor

<Bernard Wook Lee: bw12@ns1.cc.lehigh.edu>

My DM gave the party a really cool sword called **Hell Razor**. Everytime 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. So we gave the sword to the halfling psioncist that had telekinesis. He was the only one who could really use the sword and only at a far FAR distance.

Holy Avenger +5

<Curtis Baum: curtis.baum@m.cc.utah.edu>

Does Damage according to Alignment

LG-NG-CG	2d4	2d6	2d8
LN-N-CN	4d4	4d6	4d8
LE-NE-CE	6d4	6d6	6d8

No Strength Bonuses. This weapon can adjust to any size, and can teleport itself at will (with or without another person). It speaks Common stuttering with a lisp, and speaks elven with a horrible French Accent!

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.

The 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).

Some of its properties:

Illumina Sword

Robert Anderson <randerson@olp.prn.bc.ca>

The Illumina Sword has an attack of 1d100 adds a +7 bonus to all characteristics of the player, aside from that there is a one in ten chance it will cast Pearl elemental spell, regardless of race or class. but the chances of finding this sword are next to nill "very rare" %4

Improved identify 15' radius: e.g., we once encountered a high level vampire, wearing +5 plate armor. When the sword wielder invoked the identify, everyone in hearing range 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.

Reneneration (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 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 Tolkiens ring wraiths. Very nasty!

Kaklank

<brwheeler@internt.com>

The sword can cut down emmortal beings, spirits or any being that can withstand normal attacks. It has a dark black blade with a red haldle incrusted with a singled obsidian gem which is said to give it its power.

Mage Doom (Mage Bane, Mage Striker, Fighter's Dream)

Legend (mortal):

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 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 foul 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.

Legend (immortal):

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.

Appearance:

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).

Combat Bonuses:

+3, +5 vs. Magic using creatures (e.g. Dragons and creatures with innate abilities), +7 vs. Human and Demi-human Mages.

Magical Abilities:

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. The one of the following effects take place (If the effect cannot happen re-roll):

<u>d20</u>	<u>Spell Effect</u>	<u># of uses</u>
1-8	Gust of Wind	5/day
9-12	Monster Summoning IV	3/day
13-15	Great Shout	2/day
16-17	Animate Dead	2/day
18	Death Spell	1/day
19	Finger of Death	1/day
20	Power Word, Fire	1/week

These all function at level of wielder or 20th, whichever is highest.

Minor Abilities (+3, +5, +7):

- Detect Magic 25'
- Detect Enemy 20'
- Confers "one-weapon style" specialization X2
- Fly
- Speech and Telepathy
- Read Magic
- Fear Radius (mages at -3, magic using at -1)
- False Vision
- Confers 10% cumulative magic resistance

Detect scrying 100%

Major Abilities (+5, +7):

- Feeblemind * (20th level) 2/day
- Lower Resistance * (20th level) First 2 strikes/day
- Magic Negation * (see below) 1/day
- Anti-Fly * (see below) 1/day

Greater Abilities (+7):

- Kaleidoscopic Strike * (25th) 1/day
- Sword becomes +7, of wounding (see DMG for details)

* 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 enemy, discounting ALL magical protection brings down as many protections as the sword has +'s, further if there are no protection spells left, the sword may be willed to force other protections, destroying items of protection (e.g. Bracers of Defense), though these items do get a saving throw. This also causes the sword to temporarily loses the +'s it used, this lasts for 1d3 + 1 rounds. Though the defenses are permanently down.

Anti-Fly:

This affects any being the wilder wishes who is nearby (within 100 feet) or in sight. This is VERY versatile, the wilder may want "all but those 2 and me" to be affected, this will affect any air-born being, even if the wielder was completely unaware of them.

Mage Masher

<Ken Bartlett: cc1@cs.ucla.edu>

This +2 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. It has a +3 bonus against magical creatures (ones with innate magical abilities) and a +4 bonus against magic-using creatures (ones who must learn and memorize magic-user or illusionist spells).

MetalBlade

<jcrowley@wheatnma.bitnet>

Appearance: Stone or bone sword

Magical adj.: +1 (this baby doesn't NEED magical bonuses!)

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.

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. However, 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 however. 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. The sword itself resembles a katana with a wider blade, and does 1d10 damage in all size categories.

The Murphy-Clan-Sword

Anthony Murphy <Mode57@aol.com>

The Murphy-Clan-Sword is a sword that has been passed down from generation to generation. There is only 1 in existence. Forged on the anvil of Thor. This magical weapon's crossguard is shaped that of a 4 leaf clover. The benefits given to the wielder of this sword gain the following; The sword bestows the blessing of extreme luck upon the owner. When wielding it he has +5 bonus descretionary points to place on any roles he wishes 1 time a day. Much like the bonus of the sailor warrior class. Also... The wielder obtains a +3 to hit and damage. Also... The owner of this sword may charm at will 1 per day. And last but not least...the owner gains the ability of direction sense as long as he holds the sword.

OathBreaker (Chain Breaker)

This sword releases its targets from any Gases, Charms, compulsions etc. whenever it does more than minimum damage. 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. Yes, hitting a Demon with it is very likely to free it of its bonds.

Pre-intelligent sword

<Matthew Ford Silvia: msilvi31@maine.maine.edu>

That's right, it's not smart **yet**. Here's the deal...

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!**

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. The resulting sword was a +4 defender with some minor hidden problems.

- 1) If the wielder is an alcoholic, you can't get rid of it.
- 2) Any time the sword is brought with 10' of any form of alcohol, the alcohol lost it's taste and longer had its intoxicating effect.
- 3) Any individual, other than the wielder, could make a save vs. magic to realize who was responsible for his 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 away other way will reset the clock and the character will have to wait for two more years. And 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.

Purple Sword

<Jedi Knight: el001c@uhura.cc.rochester.edu>

All it is know about the wonderful thing is that whenever the blade hits any living matter it turns them... Purple. A Remove Curse spell can successful return the victim to his/her/its normal complexion.

Reverse Sword

<Steve Linton: sal@cs.st-and.ac.uk>

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).

Sacrificer

<Angelo F Benedetto: angelo@rice.edu>

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 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 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 needs to roll a 13. He rolls an 8. The fighter hits, but takes 5 pts of damage himself, roll damage against the opponent as normal. Yes, a character can knock himself out, or even kill himself by using this ability.

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).

Sexblade

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

Perverted blades forged by who knows who. These weapons could be any sort of sword and are always "keyed" to a sex (male/female). They are +1 weapons, +2 versus the opposite sex the blade is "tuned" to. Each Sexblade can also do Charm Person at 12th level daily. If a person of opposite sex uses it it will function just as an ordinary non-magical weapon of its type.

ShadowBane

A sword which give +5 to saving throws vs. illusions. In addition, any illusory creature hit by it would be instantly dispelled. It was also +1 vs. shadows and shadowy creatures.

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. Subsequently, any time they INTEND to have a sword (of whatever type) in their hand, the Shadow Sword will appear (in the expected form). It has no combat bonuses, except when fighting creatures of shadow, in which case it is +2, or in magical darkness (+1). Usually what happens is someone pick it up, it vanishes. Then in their experimentation (WHAT the HELL?) they will attempt to draw their own sword (thus desiring to have a sword in their hand), and it will appear in the proper form. It will remain until they put it down and someone picks it up again, or will 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).

Shatterer (The Sword of the Outcast, Bloodguard)

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

A sword +3 defender. If its user took no other actions in a round and was attacked by a weapon-wielding opponent, the user 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 for half). Finally, against missile weapons, it allowed a save vs. paralysis at -5 to cut the missile out of the air.

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...

Silver Sword

<Aaron Miaullis>

A completely normal short sword, except for two features: it's made of solid silver, and it's indestructible. Completely and utterly indestructible, unless you want to go to the extremes of artifact destruction methods.

It has no other bonuses.

Singing Sword

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

Whenever this sword is drawn, it sings to help boost the morale of its wielder and his 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.

Soalsucker

<Sandman: shadow@norwich.net>

This sword must be stuck in its victim all the way to the hilt then can drain the creature's soul into the pommel, a small glass ball on the bottom of the handle. If the sword hacks off an arm or leg or just a grazing wound does 25 points damage, but only if blood is drawn with the hit, if not it does 3d8+1. The souls aid the wielder, role a twenty sided die.

1d20 - way that it helps wielder

1 - +1 to intelligence

- 2 - +1 to all the wielders other weapons
- 3 - if a mage, puts one 2nd level spell in *his* book, if not does nothing
- 4 - if a mage, puts one 2nd level spell in *her* book, if not does nothing
- 5 - if a priest, puts one 3rd level prayer in *his* book, if not does nothing.
- 6 - if a priest, puts one 3rd level prayer in *her* book, if not does nothing.
- 7 - if a Fighter, +1 to *his* constitution and strength
- 8 - if a Fighter, +1 to *her* constitution and strength
- 9-10 - if an Assassin, +1 to *his/her* strength, intelligence, and Dexterity
- 11-12 - if an Arch-Assassin, +1 to *his/her* strength, intelligence, constitution and Dexterity
- 13-14 - if a Weapon Specialist, +6 to his specialized weapon.
- 15-16 - if an archer, +3 to all his arrows and +2 to all arrows fired from *his/her* bow.
- 17-20 - if an assassin, +2 to all *his/her* bolts and +4 to all bolts fired from *his/her* crossbow.

Songblade

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 sings during the 2-8 rounds. This ability can be used 4 times/day. The sword can also cast an Audible Glamour like a 7th level wizard twice a day.

Solidifyer

Sandman <shadow@norwich.net>

This sword turns any liquid into a solid and in this transformation it neutralizes poisons, acids.. and will solidify 1d100 gallons. This is one of the best weapons you will find because even if you only nick your opponent but draw blood it will turn all the blood in his/her body to ice. If no blood is drawn it does 1d12+4 damage.

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 +3. They have two powers:

The wielder is not required to have simple or trivial material components for his 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 could (for example) hold the sword in both hands, raise it above his 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.

Stargate

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.

SureBlade

This blade never strikes a friend. On fumble results where the blade would strike a friend or the wielder, or fly from his 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.

Surge's Prismatic Blade.

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

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...

Sword of Blinding

<Bryan L Scovill: bls@kepler.unh.edu>

On a natural 1 or 2 this sword produces a sun-burst as per wand of light.

Sword of Carnage

Shadow Master <shadow-master@norwich.net>

This 1d8+1 sword can send out a black blast of acid that does 1d10 damage if the wielder is 1st-5th level and 1d20+1 damage if above 6th level. This is a Evil weapon and does +1 damage if attacking someone of good alignment, and +2 if attacking a cleric.

Sword of Canine Attraction

<stnnec@macalstr.edu>

Magical Adj.: +1 (hit/dam)

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 legbone of a dragon of unknown species. 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.

Personal suggestion: don't let your players know its power... Watch them panic the next time they walk about in a city!

Sword Of Change

<Mark Chance: mark.chance@f7315.n106.z1.fidonet.org>

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 until used to kill another, different creature.

For example:

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.

Sword of Conditional Immortality

<umwrickman@memstvx1.memst.edu>

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 body (i.e. his/her back), so long as it stays in contact with him/her. This way, he user does not always have to "carry" the sword in his/her hand.

Sword acts as a +3 to hit/damage against humanoids.

Curse will only end after user has killed 10 d10 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 on 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 can not 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).

Note: for more ideas/info about this item, read *The Misenchanted Sword* by Lawrence Watt-Evans.

Sword of Conversion

<George Forman: forman@u.washington.edu>

These swords come in +1 to +3 varieties. Their power lies in converting opponents who are reduced to unconsciousness by this sword to the alignment of the wielder.

Sword of Dancing

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

This is similar in function to the Singing Sword. As combat goes on, it will make its wielder more Dexterous, helping him to avoid being hit. However, it does this by making the wielder perform more and more outrageous dance steps. Tap dance is its favorite.

Sword of Darkness

<Greg Furumoto: gfurumoth@jarthur.claremont.edu>

This sword features a permanent "Darkness, 15 feet radius" spell centered on it at all times, even when not wielded. The wielder can not see through such magical Darkness. The sword does not give other magic bonuses and any dispelled darkness will come back in 1d4 rounds.

Sword of Desperation

<Timothy M. Schreyer: schrey@gvls1.vfl.paramax.com>

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.

Sword of Dismemberment

Whoever touches this sword unsheathed immediately starts swinging wildly. Each round, the wielder has a high probability of hacking off one of his own limbs or even their head. 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 the sheathed sword, or slide it to him unsheathed with the tip of his own blade. His foe would proceed to neatly carve himself up.

Sword of Dreamless Nights

<William O. Nielsen: nielsen@gdls.com>

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.

Sword of Energy Drain and Energy Blast

<shadow@norwich.net>

Sandman

This Sword can drain the energy out of any humanoid creature, from up to 40 feet causing 1d6 hit point's lost per

round. After a round or two the character will get tired then after a few more rounds pass out (the discretion of The Dungeon Master). This sword has a white crystal blade and a black crystal hilt with five, two inch slender diamonds imbedded in each side. The handle has a hollow rod with two small magnifying lenses inside, then wrapped around with leather, and a twelve inch diamond for a pommel. The diamond is normally black but when energy is drained into it gets lighter until looking like a normal diamond then getting bright white. The magnifying lenses in the handle magnify the Damage. *see table for range.*

HP's Drained - Range of blast - Damage

1-20	- 10 feet	- 1d6
21-30	- 25 feet	- 1d8+2
31-40	- 50 feet	- 1d10+4
41-50	- 100 feet	- 1d12+6
51-60	- 150 feet	- 1d20+8
61+	- 200 feet	- 2d6 + 1d8 + 1d10+ 10

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).

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 level which goes up as the owner fights with it. This power is taken from the wielder, but as 1 Constitution point was already removed the owner isn't harmed further. The level determines which bonuses the sword has. It also determines how strong an alignment it radiates.

It radiates in the wielder alignment when level.

1-4	:weakly aligned
5-8	:medium aligned
9-12	:strongly aligned
13-	:very strong aligned.

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. 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 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:

Level	Turns Needed	Damage		Special
		When Broken	Hit	
<u>Weakly Aligned</u>				
1	0	1d10	+1	-1 constitution when connected.
2	2	3d6	+1	When broken and owner is alive he feels great loss and 1d10 damage in pain.
3	4	3d10		3/2

4 8 4d8 +2 The wielder feels good when holding it.

Medium Aligned

5 16 6d8 +2 Sword pushes wielder to fight against creature of opposite alignment - +1 to hit/damage rolls
6 32 6d10 +1 to Constitution/Strength/Dexterity scores. When held, it hold hand back (like handshake. 2d10 points of pain if broken.
7 64 7d10 +3
8 125 8d10 +3 -1 to the wielder's armor class. 3d10 points in pain if weapon is broken.

Strongly Aligned

9 250 2/1 Gives a -1 penalty to hit and damage rolls against similar alignments.
10 500 9d10 +4 Wielder regenerates 1 hit point per round in a fight. 4d10 pain if sword is destroyed.
11 1000 10d10 +4 Will not leave hand. If insisted upon, will do 1d10 damage and leave. Does another 1d10 damage if put in it's scabbard.
12 2000 12d10 +5 +5 5/2 When broken, -1 point to constitution plus 5d10 points of damage in pain.

Very Strongly Aligned

13 4000 14d10 +6 +6 3/1 Will not fight against creatures of similar alignment.

Each Level Afterwards

X +2000 +2d10 +1 +1 1/2 None.

Note: All bonuses are cumulative

Table 2: what will it do when held by some other fighter?
It will never fight exactly like by the hands of the owner...

Distance (in Miles)

Level of Owner	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. Magic for 1/2 damage.
9-12	Can't be held.	Does 1d10 damage to wielder. Saving Throw vs. Magic for 1/2 damage.	2d10 damage, no saving throw.
13+	Does 1d10 damage to wielder. Saving Throw vs. Magic for 1/2 damage.	Does 2d10 damage to wielder. Saving Throw vs. Magic for 1/2 damage.	4d10 damage, no saving throw.

Sword of Fear

<Frank Maximus: v912382@meinkema.si.hhs.nl>

Seeing this sword, every enemy immediately makes a morale-check (like a normal morale-check). Further the sword is like a normal sword, only the lemmet has the figure of a black dragon!

Sword of Flames

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

This +1 weapon can be any kind of sword. When it flames on, it has the normal pluses of a Flametongue. However, anyone hit catches fire. They then burn for the same amount of damage the next round -(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, Frostbrand, etc.).

The disadvantage with this weapon is that every ten rounds, or fraction thereof, 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.

Sword of Frenzy

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

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 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.

Sword of Gaseous Form (Sword of Fiery Throat)

On natural roll of 20 the sword releases a spray to the target's face, blinding him for 1d4 rounds, and making his throat burn.

Sword of Gleaming

<Wes Contreras: wesc@ichips.intel.com>

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 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.

Sword of Havoc

Sandman: <shadow@norwich.net>

This sword is 1d6+1 normally and when pulled from its sheath the blade lights on fire, the flame doing an additional 1d2 damage. This weapon does an *Additional* 1d4 damage if the victim is of any good Alignment.

Sword of Healing (+5 Sword of Cure Serious Wounds)

Instead of causing 1d8 damage + strength + weapon bonus, it returns 1d8 + strength bonus to damage + 5 hit points back to person struck. It is not possible to tell by merely watching combat that this sword heals wounds for the wounds merely close by natural means, i.e. clotting, etc. This sword cancels the effects of sword of wounding. This sword might be considered cursed until the actual powers of the sword are revealed.

Sword of Intercession

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 deity once per week, asking one yes-or-no question at that time. The sword will not work for those who have only converted to their new alignment or religion within the last year.

Sword of Lies

<Steve Linton: sal@cs.st-and.ac.uk>

One character I know picked up a sword that was -3, but convinced the wielder that it was +3 and that he 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.

Sword of Non-Interference

<Steve Linton: sal@cs.st-and.ac.uk>

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!").

Sword of Omens

<Mario Di Giacomo (the Harlequin): mdig8154@uriacc.uri.edu>

+3 to hit.

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. Upon speaking another phrase, releases an image of a stylized cat's head, which dispels all magic directed at wielder, and alerting the rest of the party, penetrating all barriers between it and the sky. The sword also can release a bolt of energy, doing 4d4 damage; fly as per the spell, dragging the user along; Cast a globe of invulnerability, at the price of suppressing all other functions; and act as a portal to a pocket dimension. 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.

Sword of Palaodrin

<celovine@colby.edu>

Intelligence: 17

Ego: 21

Alignment: Lawful Neutral

To hit/damage adjustment: +5

Speaks the following languages: Lawful Neutral, Elven, Dwarven, Neutral

Special Abilities: Detect Sloping Passages, Shifting Walls, Rooms, Elevators (1" radius)

Detect Magic (3" radius)

Regeneration (2 points/turn)

Pass without Trace, Death Ray, Plane Shift, Teleportation (1 time/day)

Lightning Bolt (4-6 Hit Dice, 2 times/day)

Slay Evil

Sever Neck on Roll of 16 or Higher (victim up to 10' tall)

Triple Damage plus modifier versus Evil

Double Damage versus Good (no modifier)

Immune to Disease and Gas

Protection +5 (3 times/day for 10 turns)

Deflect Magic (on command up to 7 times/day)

Affects to Personal Attributes: Major Attribute Raised to 19 Permanently

Lose 1 Point of Constitution Permanently

Storm Giant Strength (2 times/day for 2 turns each)

Deafness for 1-4 turns when first used versus Enemy

Blindness for 1-4 rounds during first combat each day

History of Origin

Several thousands of years ago, a city named Palaodrin existed 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.

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 player's Constitution.

Sword of Parrying +X

<Jared Thaler: ez040915@bullwinkle.ucdavis.edu>

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 gains the full weapon bonus. If the wielder attempts to use the weapon to strike, he only gets half bonus (rounded down) in addition, 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 parry. Thus, on any turn that the wielder attempts to attack with the sword, the sword gets its own initiative roll. This roll is modified by the sword's +. The sword attempts to parry all attacks that come after this initiative, since the wielder isn't trying to parry, this means that the sword just adds its + to all attacks after this number, unfortunately, if the wielder hasn't gotten his strike in before this, the sword is too busy parrying, and can't be used for anything else.

For Example:

Don the fighter is wielding a +5 scimitar of parrying (poor fool) against three kobolds and a third level fighter.

In the first round, Don rolls a 6, 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, as the sword would have gone into action, however, the kobolds would have to hit Don's natural AC -5, If he is in plate they don't stand a chance of hitting him.

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.

Sword of Percival Ironheart

This sword radiates Lawful Good magic and is +2 vs. evil opponents. It can speak Common and Legal and 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 chance 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.

Sword of Polymorphing

<Arthur Giannakis: agia2@mfs02.cc.monash.edu.au>

This +2 (or +3) sword appears magical when a normal detect magic is used and any PC unwise enough to wield without identifying it will find it welded to their hands even though it's not cursed in the usual - to hit and - to damage as it lowers THAC0.

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 effect, only the initial hit will have a chance at polymorph on every creature hit for the first time. The fun part is that the party will always be guessing what will appear next and since the weapon wields 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.

Sword of Random Flaux

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

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.

Sword of Reincarnation

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

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)!

It can be strange being hunted down by rabid squirrels...

Sword of Scything

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

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.

Sword of Silence

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

This weapon confers to a +1 sword/+3 vs. magic users. Those struck by this sword must make a save vs. spells at normal or be magically silenced for a number of rounds equal to the wielders total experience level. The wielder may center Silence 15' Radius around himself 3 times per day.

Sword of Strangeness

<Kkatman (Furry Rep): richa902@raven.csr.v.uidaho.edu>

Will become a random weapon the character is not proficient with.

Sword of Strife

Sandman <shadow@norwich.net>

This 1d2+1d4+1d6 sword can cast Deathspell, Deathfog, Chainlightning, Burning Hands, Melfs acid arrow, magic missile and detect evil/good 10 times a day. This sword has +2 towards magic users, +3 against fighters and Barbarians, +4 against 1/2 giants and Giants, and +5 against Immortals.

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.

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.

Swords of the Magi

<a_copeab@ccsvax.sfasu.edu>

Occurrence: 2 each of long, broad, short, falchion, etc.

Magical adj.: +1 (normally and for illusionists) +2 for magi

When used by a mage (not an illusionist):

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

Drawbacks:

The sword's power only lasts 30 minutes, at the end of which the mage is very fatigued

He is -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.

Note: mullet-class and illusionists use it as a +1 sword.

Sword of the Night, +1

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.

A light spell cast at 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 negates the darkness powers for twice as long, and the save is made at a -3 penalty.

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. It was a sword that gave the following:

5d20+20 of damage

AC -5

THAC0 +5

3 attacks per round

About 20 in INT (I never knew for sure, but I was totally under her control)

Able to withstand damage for me

Gave 50% resistance to Magic

Surely a lot of other powers I never had time to discover.

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.**

Sword Of Thunder

<zemaxdrgon@aol.com>

Shawn Fortune

You get 2 attacks and 1d8+3. It

Causes lightning once per day. Bolt of lightning causes 1d20 damage. Posseser is amune to lightning. Double Damage to creatures that use lightning.

Sword of Traits Alteration

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

This sword is semi-intelligent though single-minded. The person wielding this weapon takes one significant trait from each person harmed by this weapon. This significant trait will not be as strong as it was in the original possessor of the trait). 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 or 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. In circumstances where it is possible to use this weapon it is hard to not use this weapon (save vs. spells -2. i.e. if you are at bow range you don't have to charge the enemy at the bottom of the hill). 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 the traits are an all or none you cannot select which traits to keep and which ones to get rid of. The person is aware that he used to not possess the traits and may even be mentally tortured by the fact that he enjoys carving up squirrels in the woods while gleefully carving up Chip and Dale in the woods.

This weapon needs to be given to a player that actually can role-play the inevitable problems that will arise.

Sword of Transference

<Nosferatu>

This blade appears beautiful and alluring. It's hilt is incusted in valuable ruby's, diamonds and emeralds. The sword itself, if appraised, will prove to be made of pure platinum. Although attractive 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 thief finds the sword and is instantly attracted to it (Save vs charm -3. -5 if a thief). Upon picking it up a blank look appears on his face. 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. The thief's body no matter how he/she tries can not transfer back no matter how many times he touches it until someone else makes the transfer. It is then up to the PC whether or not they want to lure someone to the sword or remain a sword. The character's body will probably drop the sword. The sword can be safely touched if the person touching it is wearing any ring of protection. The sword cannot be wielded in battle unless the user has a ring protection.

ID: Same as the last person to touch it.

Align: Same as above.

Dam if wielded with a ring of protection: 1d10/1d12

Bonuses: +3 to hit +4 to damage.

Value: worth 90,000 gp.

Note: 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.

Sword of Travel

This sword was developed in my world. It gives the wielder the ability to travel at twice his normal rate.

It also is a +3 to hit and +3 damage. It is neutral. 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.

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. 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. Once a day the blade can be commanded to transform itself into a 12 hit die Water Elemental who will serve and protect the master of the weapon. The blade is made of Elemental water and is bound together by a force of powerful magic. Furthermore, the blade can be concealed in such things as a waterskin, flask, or the like.

Sword Snake

<aaw254@uriacc.bitnet>

Appearing: 1
AC: -2
HD: 1-6 (varies)
THAC0: Varies depending on strength
No. At: 2(slash/bite)
Damage: Small(1-6/1-2) Medium(1-8/1-4) Large(1-12/1-6)
Special Attacks: Poison
Special Defenses: Immune to sleep/charm/cold spells
Magic Resistance: Small(10%) Medium(20%) Large(30%)
Intelligence: Very intelligent
Alignment: Varies
Size: short to two-handed
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. It's poison is very weak save at +2 or you 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 it's 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 wielders alignment changes, or if the snake when found decides that it would be suicidal to attack than 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.

Sword +1, Deplorable Talker

It doesn't have much in the way of useful abilities (it might have been able to levitate itself, I don't remember), but it spent hours regaling us with tales of the exploits of its Uncle Max. Loudly.

Sword +1, +5 vs. Masonry

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.

Sword +1, +6 vs. Priests

Sandman <shadow@norwich.net>

This sword's blade is wavy with satanic symbols on it, it does +1 normally and +6 against priests with any good alignment.

Sword +1, +5 vs. Wielder

This maleficent 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.

Sword +1, +4 vs Wizards

Sandman <shadow@norwich.net>

"wizards are a menace" was the thought behind this weapon it is normaly +1 and +4 against Wizards, this was made by a wizard to kill his competition.

Sword +1, +9 Backstabber

<Paul David Walker: pdwalker@hk.super.net>

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.

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. It 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).

In any event, 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. 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 "plusses" negated if Sylvanglade's wielder does not specify otherwise. As said, 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 (vorpall 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.

TalkingBlade

+2 hit +2 Damage INT 14

Sword of Dancing once a day (or life/death situation)

Str and Con bonus once per day (or life/death situation) +1 each.

The sword alignment is Lawful Good.

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.

Talox

<brwheeler@internt.com>

A blade with the power to cut through almost any surface, not including dragons or anything with very thick armour. Anything like a lightly armoured creature can be cut in half without effort. It shoots burning blade shaped light missiles which can also penetrate the same substances. It has a blue blade with a longblack handle which ends with the head of a Griffin carved in it.

The Crystal Blades (StormBlades)

<a_copeab@ccsvax.sfasu.edu>

Magical adj.: +3 swords (There are nine)

Intelligence: 16

Ego: 16

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)

Magical abilities: Detect Law/Chaos (30' radius)

 Dispel Magic (2/day)

 Lightning Bolt (8 HD; 1/day; 360' range)

 Invisibility (on wielder/sword; 3/day)

 Become Ethereal (owner/gear affected; 1/day at will)

 No plusses lost as the swords go to other planes.

 Speaks 4 languages two of which are common & old common (DM chooses others but they may **not** be dragon, demon, devil, titan, etc.

Each sword's blade is made of Glassteed Adamite, hence the names. In combat, the blade darkens to a misty black color (hence the other name, StormBlades). 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.

The Demon Sword of Yargash

<Steve Ferguson: steve@mwpc.mcit.med.umich.edu>

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 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 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 flametongue 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 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 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.

The Fang of Ssussathilasiss

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

History: 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.

Campaign use: 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).

Powers: Constant: +4,+5 vs. Blue Dragons (slayer)

Invoked: 3/day, a blast of lightning 5' wide and 100 ft long. It inflicts 24d8+12 points of damage.

3/day, a Fireball, which has range 200' feet (hurled by blade) and inflicts 15d6 damage.

Immunities: the bearer of the fang is immune to both flame and electricity.

Curse: the bearer loses 3 points of charisma to humans and demi-humas 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.

Cataclysm: there is a 1% cumulative chance that a 10 mile radius Lightning Storm will strike the area. there are 432 bolts called down upon random targets, these bolts inflict 10d10 points of damage.

Methods of destruction: 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).

The Magic Sword

[Note: this is a hook for you - come up with a better name! It's not hard]

<Neelakantan Krishnaswami: neelk@athena.mit.edu>

<The Magic Sword> is a +1 magic blade. It is very sharp and glows. The sword has an intelligence of 12, which means it will probably be smarter than most of the fighter-type PCs who try to wield it. <The Magic Sword> is aware of this fact, and will mercilessly taunt the wielder by using words like "defenestrate."

It does not matter if the wielder is actually more intelligent than <The Magic Sword>, because it has been conditioned by so many dumb owners that it will automatically assume its wielder is slightly less intelligent than a garden slug.

Powers:

Unknown. <The Magic Sword> lies a lot, and, since most of its wielders have in fact been INT 6 fighters, they were very unclear on just what it can do. Even the mighty Gonad the Barbarian in the end met his end at the hands of <The Magic Sword> since it managed to convince him that one of its powers was "Feather Fall". In fact, it was telling the truth, but the spell duration ran out before Gonad reached the ground. It has at times claimed to have the power to cast fireballs, but this was because its wielder was a slightly confused mage who supplied the spells himself..

To be honest, it is not certain that <The Magic Sword> is actually a +1 weapon. It is a slacker and does not actually like going out and chopping people into little tiny pieces. By claiming to be only +1, it won't be used in combat against really nasty monsters, which are the only kind anyone impressive enough to possess <The Magic Sword> ever face. It is not clear how all these INT 6 fighters ever lasted long enough to become powerful enough

to get <The Magic Sword>.

The Swords of Law

<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 +4

Align LN.

Abilities: Char +2

Detect Lie

Cast command at will

Circle of protection from hostile magic 10'

Kochtamar +3

Align LE

Abilities: Char +3

Detect Lie

Fear Aura

Provides Magic Resistance 50%

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 was wielders have shown a tendency towards eventual corruption as the days of battle end, and only cold passionless law remains.

The Tony Sword

<James Vincett: jvincett@gpu.srv.ualberta.ca>

This is a +5 weapon. The pommel is the shape of a head, the head bald and the face bearded. The sword talks incessantly, gibbering away about any topic, constantly pestering its owner for attention. 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.

Thief Bane

<William O. Nielsen: nielsen@gdls.com>

A sword that whenever it 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. This would spell bad news for cowardly and/or backstabbing thieves.

Urt Gollen

<Michael J. Korvak: fsmtw1%alaska.bitnet@utarlvml.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 a gleaming black and continually oozes acid, the wielder can halt this at will. When used to backstab, Urt Gollen inflicts 3-12 points of damage and its acid causes 2-40 points of damage per round for 5 rounds unless washed off.

Viking Blade

<shadow@norwich.net>

Sandman

This Viking Sword is shaded like a Viking sword (see cover picture), but has a large T, on both sides of the blade. This sword does 1d6+1 damage normally and 1d8+2 damage in the hand of a Viking. If you don't know, the T stands for Tyr the Viking god of War.

Widowmaker

<Steve Linton: sal@cs.st-and.ac.uk>

+0 (or -2 if you want it cursed) +5 vs anyone who is married (and beserkely attacks them).

Wrong-Way-Cursed Sword

<U58563@uicvm.uic.edu>

Sticks to the **wound**. Maybe also the hand, if it's a "Wrong-Way-Double-Cursed" one. So, someone sticks you with it, twists it around and is really nasty, your friend kills him, goes to pull it out... Get acquainted, and try not to drift too far apart while you're riding.

Crossbows

Crossbow of Enchantment

This weapon casts a spell upon any nonmagical bolt placed in it, enabling it to strike any creature that can only be hit by a magical weapon. Note that there are no bonuses to hit or to damage; the crossbow merely enables one to have a chance against unnatural monsters with nonmagical bolts. No additional benefit is bestowed upon a magical bolt.

Crossbow of Healing

This red crossbow radiates chaotic good magic. A hit by this bow (usable by clerics) heals 1-6 points of damage. (On a hit roll of a natural 1, target takes 1-6 points of damage.) Only against undead does it function normally as a crossbow +1.

Crossbow of Levitation

This is a magical crossbow that gives its user the ability to levitate as per the spell. While using the crossbow of levitation, the owner's feet are not in contact with the ground; at the least, the bow owner remains 10' above any `ground' surface. Furthermore, the only other weapon the bow owner may hold in hand is a dagger or knife. If a levitate spell is used on the possessor, the bow loses all of its power for 2-12 rounds. This crossbow has a +1 bonus to hit targets, but offers no bonuses to damage done by bolts. The user of this crossbow gains a forward movement rate of 1 while levitated, but he can be towed by flying creatures.

Crossbow of Lir

This crossbow, which has a to hit bonus of +3, may be fired normally underwater at the same ranges as a normal crossbow has on land, thereby giving underwater adventurers a badly needed missile capability. In the air the bolts shot by this crossbow will travel slowly and for little distance just as if it had been a bolt shot under water by a normal crossbow, and will be able to travel freely if it is shot at water as soon as it enters the water. These bows are named after Manannan Mac Lir, Celtic god of the sea (Legends & Lore, page 28).

Hand Crossbow

Sir Jester <gideon@sojourn.com>

Weapon

Description:

Fits snugly around the wrist and forearm of a person with leather straps. A single arrow extends from elbow to hand and extends a couple inches beyond the wrist.

AMMO: 6inch to 8inch Quarrals.
DAMAGE: 1d2
RANGE: Normal Crossbow Range
COST: - (Estimated Value:150gp XP Value: 1000)
Weight: 3Lbs
Speed: Fastest

USE:

The Hand Crossbow is meant more for assassination purposes by theives and as a deadly concealable weapon. When using the Hand Crossbow a +3 Bonus accuracy to hit is used. If used in

battle, it can fire a single bolt per round. The bolt fired from a Hand Crossbow is extremely fast and extremely accurate. It is outlawed in most lands.

Bows

Bow of Accuracy

The bow of accuracy is a simple yet effective missile weapon. The magic properties of this bow are a +3 bonus to hit and damage; likewise, all ranges within normal bow range are figured as short range in regard to this weapon.

Bow of Distance

Like the bow of accuracy, this bow gives a bonus to hit and damage - a bonus of +2 in this instance. The difference between the two is that the ranges for the bow of distance are double that of a normal bow of a similar type.

Bow of Fire

Lothar

Normal composite long bow, but when shot, the arrow has a 1 in 6 chance of Creating a fireball with equal level to the caster when it hits. Note: Arrow does not need to hit to become fireball.

Bow of Fire Teeth

When fired, this bow ignites any arrow it shoots. In addition to regular damage, the arrow does 1-6 hp of fire damage. Magical arrows must save vs. magical fire if shot from this bow; if they fail the save, they catch fire and lose all magical enchantments. If they save, magical arrows perform normally. These arrows set combustibles aflame if the combustible material struck fails a save vs. normal fire.

Bows of fire teeth can set fire to a maximum of 10 arrows per day. The bow of fire teeth gives no to hit or damage bonuses other than the added damage from the arrow's flames. Such bows are generally red or yellow in color and have fire runes incorporated into their ornate designs.

Bow of Ice Fangs

This long bow, made of ivory and mithril steel, is believed to have been first created by the Elder Craftsmen of Niflheim (the area of Hades known to worshipers of the Norse gods as the land of the dead). Duplicates of the bow of ice fangs have since been crafted by human and elven mages. The main feature of the bow of ice fangs is that it creates ice arrows from the water vapor in the air. The user need only pull on the bowstring and release it; the arrows are created instantly, but may only be fired at a rate of two per round, to allow the bow's magic time to recharge. These magical arrows are +1 to hit and do double damage (2-12 hp damage) vs. fire-using and fire-dwelling creatures. If used against any other sort of being, these arrows are merely +1 to hit and damage. Each bow of ice fangs can generate a total of 101-200 ice arrows before its magic fades. A nonmagical bow of ice fangs is still finely crafted and is worth 1,000 gp.

Unfortunately, in hot climates (120 degrees F and up), the effective range of these arrows is halved. In environments where the temperature is over 300 degrees F, the ice arrows cannot form. If normal or magical arrows are fired from this bow, they do not gain the bonuses against fiery creatures, and the bow performs in all ways as a normal long bow.

Bow of O'Locksley

The famed archer and outlaw O'Locksley constructed this bow with the aid of a sympathetic mage to aid in his quest to rid the county of the harsh and oppressive master that held the peasantry in an iron vice of fear. Not a small portion of his fame as an archer without peer is due to the powers of his wondrous bow. After his tragic death, O'Locksley's bow was passed on to his nephew, Jaen of Southerton. Jaen used the bow for two decades to continue to fight injustice and evil in the county. He entrusted it to an elven friend before setting out on a secret mission from which he never returned. The elf gave the bow to his queen, and it has since been passed down among the royalty of the elven court. Several times it has been lost, but it has always been recovered due to the diligence of the elves' searches. It was last used by the elf Treestalker during a raid on the Goblin King's lair. Both Treestalker and the bow were lost after the raid, and the elves are continually searching for both.

The bow of O'Locksley is a longbow of exceptional quality; it is made of ancient yew that some say came from the great World Tree, Yaggissadril. It is a long bow +5. In the hands of a character that has longbow specialization, all ranges are considered short and the maximum range of the bow is tripled. The magic of the bow is such that it never needs restrung or tightened, even after getting wet. The draw of the bow is feather light, so extreme accuracy is easily obtained.

Bow of Speed

This weapon is +1 to hit and damage. If there are undamaged and nonmagical arrows within 10' of the bow, those arrows are teleported, nocked and ready to fire, as soon as the bowman pulls back the string. This allows the normal rate of fire for the archer to be doubled. Some 10% of these bows are able to teleport any arrow within 10', magical or not, to the bow for firing. The archer can only distinguish one arrow from another if the arrows used are distinctive; all arrows to be fired are chosen at random.

Crack-Shot

Pander <nasicato@baynet.net>

Appearance:

Crack-Shot is a Elven made bow. Other with 2 thin silver bands going down the length of the bow it is completely black.

Abilities:

+2 Composite Short Bow, Silent when fired (no Twang), and a once a the user can use a "Crack-Shot" Where the arrows from the bow cause twice normal damage (d6 x2) and "Crack" as a the mage spell "shout".

Creation: A fine Composite Short bow.

Spells: Enchant an item, shout, silence, haste, and strength.

Elven Bow +3, Last Shot

This bow appears to be a normal magic bow of +1 enchantment; however, in the hands of an elf, the full powers of this weapon are evoked. Whenever an elf uses this weapon it becomes a +3 magical weapon with ranges 50% greater than normal. The rate of fire is also increased by one arrow per round; this last arrow is fired after all other attacks have been completed for that round.

Elven Bow +2, Goblin Bane

This bow appears to be a standard long bow +1; in the hands of an elven fighter, however, its full potential is realized. The +2 bonus is gained, as well as the following characteristics: arrows fired have double normal ranges and strike for double damage (2d6+2 hp damage) against any giant-class humanoid successfully hit. This class of monsters includes those which may be struck for extra damage by rangers (as per Unearthed Arcana).

Longbow of Heartseeking

This type of long bow (self or composite) always has a +3 bonus to hit targets. It acts as a normal magical bow, except when a sufficiently high number to hit is rolled. Then, the arrow it fires strikes directly at the target creature's heart (if it has such), slaying the victim instantly (if it has but one heart). To hit numbers required for this attack are as follows:

Opponent	To hit roll
Up to man-size	21 and up
Larger than man-size	22 and up
Metal or stone*	23 and up

* If the foe is using a spell or device that has transformed him into this material.

Certain creatures (such as elementals, golems, and undead) do not have hearts and so would not be affected by this weapon. Shape-shifting creatures (such as dopplegangers) are not affected by this killing power, either.

Longbow of Marksmanship

This magical long bow (either composite or self) also gives a +2 bonus to the to hit rolls of the user in combat. However, a longbow of marksmanship also gives the user a +5 bonus to hit against any nonliving target (including golems, undead, etc.). This bonus is also gained when attempting a trick shot, as long as that shot is not intended to directly harm another character or creature. In other words, the +5 bonus applies to an attempt to shoot an apple off another character's head,

hitting an opponent's weapon, or any similar shot.

Longbow of Vampire Hunting

These bows are much like the longbow of heartseeking except that they are only useful against vampires, such that the bow can fire a wooden arrow into a vampire's heart and slay it on the spot. Any score of 20 or better, including all bonuses, means that the longbow of vampire hunting has killed the vampiric target. No other beings are so affected by this bow.

Phantom Bow

This appears to be a transparent bow with a sparkling string. When the string is drawn back, a shimmering arrow appears. Two such arrows can be fired per round as with the normal bow. The glowing arrows are +2 to hit and damage; the arrows vanish with no effect if they miss their intended target. The phantom bow fires 41-60 (1d20+40) of these arrows, after which point the bow vanishes. The bow makes saving throws as per hard metal with a +2 modifier. Normal and magical arrows can also be fired from this weapon, but magical arrows gain no additional attack bonus. Each normal arrow fired from the bow gains a +1 bonus to hit and damage in addition to all other bonuses. Furthermore, these arrows can be fired without detracting from the bow's longevity (i.e., the bow's magic is not decreased by firing normal arrows).

Katanas

Blight

-Katana +2 -

Melts Ice on contact

History : 1000 years ago Kahn Ling Wu was faced with a horrible problem. The town of which he was Daimyo was dying with the fields around it from an unending blizzard. He traveled many miles to the Qing Mountain Monastery in search of guidance from the omnipresent shukenja rumored to reside there. However, when he arrived he was told that he could not enter without a suitable offering for the temple's god. After a long and dangerous journey, Ling Wu returned with a black opal the size of a chihuahua's head. Gaining audience with the high priest of the temple, he was told to search out the mighty Wu Jen Ki-nara in the land of Wa. When he arrived in the isle of wa, he was surprised to find it covered in mists and inhabited by a strange wide-eyed people (he assumed it was from living in the fog for so long.) They also seemed to have a problem. Ki-nara, their lord, had forbid them to leave the isle, and seemed to be able to enforce it with the mists. Ling Wu didn't think this was very nice. He went to Ki-nara and demanded freedom for himself and for the people of the land. Ki-nara refused and was killed in the subsequent battle. Upon her body, Ling Wu found a katana of superior quality and engraved with glowing ice-blue runes. He returned to his land and once again sought the wisdom of the Qing shukenja. This time they informed him that the answer sought lay underneath his very own village. Finding a map within the sewers of his own city, he followed it to a castle made of ice. After carving his way through swarms of guardians (and sometimes the walls themselves) he found the cause of the blizzards, a wicked shukenja of great power. Ling Wu plunged the katana into the shukenja's heart and ended the blizzards. Thus Blight came into the land.

Blindside

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

Blindside is a +5 Katana. However, the blade is invisible. Once the blade is lifted, the wielder is able to see the blade but no one else. I remember it was intelligent, granting the wielder the ability to see invisible objects and turn invisible so many times per day. I know the first attack also allowed gained additional pluses due to the fact that the blade couldn't be seen. The blade was either CE or NE.

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 a polished blade and never loses it. The cutting-edge is a

marvel of sharpness. The katana is kept in bamboo sheath.

The katana is unbreakable. It cuts as a Sword of Sharpness but only at +2. The real power of the blade is in it 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. Called shots may be performed 4 times per day. 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.

Kopeshes Forktongue

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

A Kopesh Sword +1, +4 versus Reptiles. It has the ability to speak in the tongue of all reptiles and also has the ability to Charm Reptiles twice per day at the 7th ability of use. It has an intelligence of 14 and ego of 11.

Long Swords

Antimagical Long Sword

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

It was a longsword 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. It could ignore most spells (Wall of Force, etc.) and helped to protect its user from magical attacks. It could damage creatures that could only be hurt by magic weapons (it negated their special resistances, which are caused by their magical natures) and it hacked right through those pesky Stoneskin and Armor spells.

Best of all, since it wasn't magical, it didn't radiate magic when detected for! 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!

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 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)

Evil

Alignment:

10

Intelligence:

EGO: 4

This weapon

cannot speak, but can communicate empathically with the wielder.

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 it's 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. spells. 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.

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.

Biff (Long Sword of Annoyance)

<ben@ocvaxc>

Biff is a +3 long sword who can make himself and his caster invisible. 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.

Bill the Duck

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

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. Bill can summon any kind of duck imaginable, even the rare fire breathing duck; up to 1 per round. Wait there's more. He can also use the arcane spell of Duck Control. These powers are of course available to the paladin-wielder of the sword.

Description:

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.

Other Notes:

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.

Black Blade

<oprdc@gsumv1>

Type: long sword

Intelligence: 17

EGO: 18

Magical Adjustment: +2

Magic Resistance: 85%

Alignment: Chaotic Neutral

Description: black onyx obsidian blade with mithril inlaid along the blade and rune carved. It also has a black diamond pommel. The sheath and baldric are made of black dragon skin with mithril tooling and stitching.

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 the wielder will also gain the levels/hit dice of said person. This will last for a number of turns the creature has levels or 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 kill. This can also occur if in battle the wielder loses enough hit points to lose control. The black blade act as a dancing sword and also heals 1 point per day. It can detect traps, secret doors, and evil. It talks telepathically and can speak dwarven, black dragon, stone golem, orc and of course common.

The voice it speaks in is a deep ominous crackling tone.

Bloodshriek

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

Bloodshriek is a very thin long sword of +5 value, this sword is nasty. Although evil aligned, anyone can pick it up. However, if the wielder does not have the same alignment, it will attempt to possess the wielder(ego check). It's special abilities include: automatically strikes first(faster than speed weapons), acts as a bracer of blinding strike with that weapon(so, at 13th level, a specialized fighter would get 5 attacks/round-always), acted as vampiric ring of regeneration, and when first hit would start to shriek. This shriek would cause different affects for different level opponents, some resulting in death.

Chauseater

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

A Holy Avenger Longsword made to destroy evil. It has all the typical functions of a Holy Sword except all the Dispel magic and Magic Resistance abilities only function against evil magic and the like. It speaks the Lawful Good and Unicorn, and, can do Dispel Evil once a day and Holy Word once a 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. Note that the added powers only work for those of good aligned and paladins receive an additional +2 versus the saves for Backlash damage. It has an intelligence of 14 and an ego 14.

Chaos Blade

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

The Chaos Blade is a long sword 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 her shortly before his imprisonment by the elven wild mage Paithan Quinthani.

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. The 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 her soul. She 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.

For all of its drawbacks, the Chaos Blade is a very powerful item. It only gains a +1 bonus to hit and damage (this increases to +3 in its native Abyss), but has many other 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. 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 Blade has one final power. Whenever it hits an opponent with a natural roll of 20, roll d% 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:

d% 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. d6 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. 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 GM: the target's 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 d6 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 d6 hours. Otherwise, she is feeble-minded (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 or fall unconscious. All mind-affecting spells cast by or at affected creatures are negated for d6 turns (after which they return at full effect). No affected creature may cast a spell or use psionics for d10 rounds.

92-95 A vortex is opened, and remains for d10 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.

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. 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.

Claw Of Mystra

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

Type: long sword +3

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

Languages: Genekind, Silver Dragon, Netheries, Common.

Communication: Speech

Primary powers: Detect Evil/Good 10' radius, Detect Magic 10' radius

Extraordinary powers: Teleport 1/day, Heal 1/day.

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

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.

Dancing Sword

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

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...

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.

Darkenbane is +3 to Hit, +0 to Damage.

It is +6 to Hit and damage against Wights.

It speaks with Telepathy, but understands **all** languages.

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.

Darkenbane has a high intelligence, and an Ego of 29.

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 Dead.

The Destiny Sword

Adam Lynn<adam@yours.com>

This is an artifact I created for the use within the AD&D world I created.

Description:

This sword was forged by Satan 60 billion years ago. This sword was created for the sole purpose of killing God and ruling the heavens. During the Unholy war, that still rages on today, the sword was lost during the climax of the war. The sword found its way to earth where it was uncovered by King Edward the Tyrant. He held the sword for 23 years not knowing its true power. In the New Era War, DarCade's (emperor of a kingdom in my world) great grandfather stole the sword. It has been in the family ever since. DarCade now weilds the sword. God nor Satan cannot retrieve the sword because it has the power to destroy them. Man rules the heavens and he does not know it.

Appearance:

Long Sword +5

Alignment: Lawful Evil

Minor Powers:

Regenerate 2 HP per turn, cure serious wounds 3 times a time Major

Powers:

Protection from all known magical attacks as well as Holy Attacks. Does not protect from mundane attacks (swords, arrows, etc.) raises all attributes to their maximum while held.

Dangers:

Once you touch this sword your soul is damned to hell. When you touch it, you change to the alignment of the sword's instantly. Corrupting

Effect: Everyone wants it.

Weakness:

Theory:

personally hand the sword to God and let him cast it into a Black Hole.

Dragon Bane Holy Avenger

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

Normal character: +2 to hit +2 to damage

Paladin character: +5 to hit +5 to damage (+10 vs. Chaotic evil)

This long sword does 1d8 vs. small/medium and 1d12 vs. large creatures, 1d20 vs. dragons, has an INT of 21 and

en Ego of 6.

	Sword	Strength	Total
To hit bonuses	+5	+2	+7
To damage bonuses	+5(10)	+5	+10(15)
Damage small/medium	D8+10(15)		
Damage large	D12+10(15)		

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 gains against dragon breath. +2 to save and half damage vs all forms of dragon breath.

+ 30% loyalty/morale of followers when confronting dragons.

Immune to the fear effects (10ft radius) generated by dragons.

+ 1 to initiative when dealing with dragons.

The sword will allow the wielder to communicate in any dragon language.

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.

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

Dispel Magic - 5ft radius at level of Sword wielder. This globe automatically cancels any spells cast upon the wielder by him/her self. All potions within area of effect are destroyed. The Dispel magic will NOT effect scrolls,rings,rod/staff or wands,misc,weapons or armour. See clerical spell 3rd level

Magic Resistance - 50% magic resistance is gained by the wielder (This can be adjusted by spells cast by magic users of higher/lower than 12th level by 5%) A creature casts spells at 20th level the effective MR is reduced to 10% while against a wand of mmissiles the effective MR would be 75%.

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 chaotics or neutrals can be detected. ONLY lawfull's Yes or No.

Contact Asgargian 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 acuratley as possible for the contactee. Favours 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 Disintigration - The sword is totaly resistant to the magical/psionic attacks of disintigration or molecular re-arangement/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 augumentative 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.).

The holy avenger is one of the few magic items that does not loose 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.

NOTE: The sword is very-inteligent 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 imediatly 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 desease, etc, etc) These effects will stay and/or accumilate 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.

DragonClaw

<aaw317@uriacc.bitnet>

Magical adj.: +4 (vorpal long sword)

Spells (1/day): Fireblast (12d6)

Lightning Bolt (")

Chlorine Blast (")

Detect Evil Dragons (6")

Detect Gold/Precious Metals (ems 6")

Special abilities: 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, all 4 claws hit, the claws will animate for 1d10 additional damage and act as a dagger of venom.

The sword's special purpose is to slay evil dragons. When in combat with an evil dragon, it does double damage. It also feels a kinship to all good dragons.

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

Dragon Ember

It is a long sword +1, flame tongue. However, 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 head/sheight 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 unflinching. However, given the bad reputation it has gained over the centuries few NPC's 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.

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 "level" 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.

Dragonsword

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 Thalgurn, 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 Wyrms 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.

Description:

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.

Game Aspects:

The Dragonsword is a Holy Avenger +5 long sword inhabited by the soul of the Great Gold Wyrms Draltahn. It has an intelligence of 18 and an ego of 22 and can communicate by either speech or telepathy. 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 level or less in 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 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 23th 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 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 engaged in battle. (-4)

Is acting out of alignment. (-1 to -6, at the DM discretion)

The paladin is currently with than 10% or less of his maximum hit points. (+1)

Is acting under his god direct orders. (+2)

The character or one of his 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 has no other option (or very few other unpleasant options) but using one of the Dragonsword's powers. (+4)

If the character fails his experience level check the power will not activate (he may try again, if he wishes) and he must now roll a d20 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):

1 to 6 nothing happens.

7 sword falls from character's grasp.

8 the Dragonsword 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 "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 blinded 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 loose 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 permanently loses two hit points instead
- 22 character is feeble-minded (no save).
- 23 character ages 2d6 years.
- 24 character is transformed into a gold dragon egg. The egg hatches in 4d4 days. A wish or similar magic can bring him 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 past life.
- 25 character falls in love with the next human of opposite sex and chaotic evil alignment he encounters. He will do anything he can to regenerate and marry this person. Despite the passionate love the paladin will feel, he still knows the difference between good and evil, law and chaos, and will not be easily corrupted by his "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 with only 1 hit point. If he already had only 1 hp, he goes to zero hp and must make a system shock. If the roll fails, he dies. This damage is very difficult to heal with magic. An nth level curative spell heals n hit points.
- 27 anything the character is carrying or wearing, magical or not, is disintegrated. 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 Dragonsword is teleported to another continent, world or plane of existence.
- 32 character is teleported to one of the evil outer planes. The Dragonsword, however, is not.
- 33 or + character is utterly and irrevocably destroyed. 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.

Dreamweaver Blade

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

It's a light longsword 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 guard is styled with the thorns of the roses and tapers.

Dreamweaver was crafted by Aero, High Elven Enchanter about 250 yrs ago. It is a +1 blade when used by anyone, but this rises to +3 if used by either an elf OR an enchanter, again rising to +5 if used by an elven enchanter.

It's powers include:

- Sleep 1x/d
- Forget at the sword's prerogative
- Shadow Walk 1x/wk
- Dream 1x/wk
- Invisible Stalker upon wielder's death.

She 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.

Upon the death of the wielder, w/i a few rounds, the invisible stalker will come to take the corpse and all its possessions to the final resting place of all High Elves, wherever that may be in your campaign.

Dunamis

<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.

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 true name it and it will glow with a blue light and serve the, true name it again and it will return to plains.

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

In mech. terms It draws life form friends. The radius of effect I think would be around 30' to 60'. As to what constitutes life I suppose you could have it be either con, levels, or just hp. To effect the aging I would grant those in the area of effect a save vs. death- if they fail then they are aged... the hp (or whatever lost) by friends of the wielder should be transferred over to the wielder. These HP are lost before damage is done to the wielder's own hp. If the wielder is to go negative the sword will drain off more hp to stop this from happening.

Erebos

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

This +3 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. The sword does an extra 3 points of damage due to heat and will set aflame flammable objects. Once per day the sword can transmute any normal earth element into another normal earth element (max. 10 cu ft) (must touch to change). 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.

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.

FleshSlayer is a +3 long sword which acts as sword of wounding. It causes 3 HP of damage per round until the wound is bound or cured by magical means. The edges of the wound turn black and corrupted, and the victim must make a saving throw vs. death or contract a disease similar to mummy rot.

Frenzy

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

Longsword +1

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. Its 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, which the edge resembles a school of piranha which circle around the disc. When the wielder speaks the command word ("u-blung"), he/she can cast Free Action once a day. Frenzy always moves freely underwater.

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).

Fully Automatic Sword

Josh Miller <umhoefer@dwave.net>

Type: +2 Long Sword

Damage: 1d8 / 1d12

This appears to be a normal long sword, but when detect magic is used, it glows multiple colors, and radiates extreme magic power. This is a potent sword that gives the user 5 attacks per round, it has a speed of 2. This sword is extremely rare, and the owner will become paranoid of other people, they will tend to think people are trying to take

their sword**Golem Killer**

<Rory Toma>

Long sword +1, +3 vs. magically animated creatures (not including undead). Provides protection from Cantrips in a 5' radius.

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. What ever 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 it 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 on 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...

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 0 intelligence sword.

However, when the wielder of this magnificent weapon rolls a 20, the person 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 an 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. The levels do not have to be absorbed from the same monster, merely the same race of monster.

It takes 3 levels from 3 HD+ monsters to turn a +2 weapon into a +3.

It takes 4 levels from 4 HD+ monsters to turn a +3 weapon into a +4.

It takes 5 levels from 5 HD+ monsters to turn a +4 weapon into a +5.

When the sword becomes at least a +1 sword against 5 different kinds of monsters, then it becomes a full +1 sword though with 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's or better to make the sword +2

It takes 10 +3's or better to make the sword +3

It takes 15 +4's or better to make the sword +4

It takes 20 +5's to make the sword +5

It will never go past +5 for any reason.

Additional potential powers:

(keep track of separately)

10 levels absorbed from creatures from the elemental plain of fire gives the sword the powers of a flametongue.

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 giantslayer)

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 giantslayerThe 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 (flametongue or giantslayer) or plus per turn (taking at most 7 turns to be returned to +0) 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.)

Long Sword of One-Liners

<Geoffrey@yvax.byu.edu>

+1 long sword

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 Fischer Price or maybe the people at sesame street.

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."

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.

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. This weapon is a +3 +4 vs. Giants long sword with the following powers

- 1) Does triple sword damage vs. Giants (3-36).
- 2) Does double damage (2-24) vs. species related to giants (Ogres, Ettins, Titans, etc.).
- 3) Sustains owner without food or water for six days before owner needs to eat normally for one day.
- 4) Acts as material component for any spell cast by a ranger.
- 5) Flames as flametongue when within 10' of a troll. This may give warning to owner of the troll or to the troll of someone sneaking up on him, but it cannot be prevented.
- 6) Edge of blade glows a light blue when within 60' of humanoids.

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. 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.

Long Sword of True Vision

A long sword which grants its wielder the ability to see things disguised by invisibility and low-level illusion. Doesn't work on things disguised mundanely (e.g. someone hiding in shadows, a non-magical disguise, concealed traps, etc.).

Long Sword x2 (Doubling Sword)

Doubles the "to hit" roll, doubles damage. It is magical, but not considered a +1 or better weapon.

Long Sword +2 Lightning Brand

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

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 light in a 5' radius. This charge will give an additional d4 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 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 golden glow and will give off light

as a light spell will. This Lighting Bolt can only hit one person and it will not miss.

This sword hits as a normal plus 2 sword 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.

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

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. It is intelligent (INT 14, EGO 24).

Its alignment is neutral good, and it will only function against a good character.

Powers:

- 1) Enchanted to +3
- 2) Fly (as cast by a 12th level wizard), once/day
- 3) Detect magic at will, 100-foot range
- 4) Detects any mind-altering ability (spell, psionic, natural ability or other) within 100 feet, automatically (wielder does not need to concentrate)
- 5) 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.
- 6) The special purpose of this sword is to 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.
- 7) The sword is intelligent and communicates by speech. Note that although it 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).

MindWall

<brian@opus.chem.psu.edu>

Usually a long sword with a very keen edge and very shiny (bright) +1, +3 vs. Psionic creatures.

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 and stuns them for 1d4 rounds. If the psionic has less than the PSPs drained then drain one power for a number of rounds equal to the number of PSPs drained.

Mooseburgers

<Barbara Haddad: melchar@shakala.com>

Mooseburgers is a +1 magic long sword, that is +5 vs. mosses {& elk}, that has a wavy hilt (shaped like moose antlers). It can detect mosses out to 100'; talk common & moose; will appear in the hand of its wielder if s/he confronts a moose.... And has an ego of 24 (due to its special purpose to 'slay mosses' & other bonuses). You

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

PeopleSmasher

<kmhk@maristb>

Intelligence: 15

EGO: VERY high

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

Magical adj.: +4 (long sword) and see below...

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. The following is a breakdown of it's magical adjustments:

- +4 normally
- +5 vs. regenerating creatures
- +6 vs. cold-using and 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+)

Pirates Lucky Sword

<Hasof: ek597c%gwuvm.bitnet@utarlvml.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.

The sword functions as a normal long sword +1, unless it is in the hands of a corsair, or similar class, in which case it is +2 and has the following capabilities:

- +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).

Furthermore 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.

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

Protector

<a_copeab@ccsvax.sfasu.edu>

+2 Defender long sword

No intelligence, ego, or alignment

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.

Quar "The Destroyer"

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

Description:

This blade is a longsword 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.

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.

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 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 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 & 4 "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 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 knows of its existence.

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

Quietus

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

Long sword +3

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).

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%

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...

Quillion

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

This is a +4 silver long sword with thin black runes 'Quillion' on the blade. It can detect/locate writing 100' radius at will (wielder has a rough idea of amount), Tongues 3/day, comprehend Languages 5/day, 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), Light on command (5', 15' 30' radius). The sword tends to hum (harmonize) when music is played/sung near it.

Revelation Long Sword

<xypad@levels.unisa.edu.au>

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 polymorphed creatures.

Rust

<Patrick Rannou: rannou@hamming.poly>

Long sword -3 to hit, rusting power.

Rust looks like a normal long sword, the only noticeable detail is a small ellipsoidal brown gem in its guard. 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. A remove curse cast directly on the sword allows the wielder of the sword to make a saving throw versus magic. If he succeeds, he 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 he enters combat the sword jumps to his 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 cursed person can be. Throwing the sword away only to see it coming back right at you could be unhealthy.

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 arrows do only D6-2 of damage and that he 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...).

Note: 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!"

Satan's Tongue

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

This blade is a +2 Longsword that functions as a Sword of Life Stealing and a Thirteen Lives Stealer! 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!

Sword Of Aractos

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

This Longsword 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 cleric's taste, however his sword lives on. As told above, the sword is fashioned of black adamantine alloy and thus exceptionally resistant 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). It is a Longsword +1, +2 versus Spiders of any kind (including Driders and the like). It gives the owner the ability to Spider Climb (movement 7) at will and when held in hand grants the owner a +1 to all Poison saving throws. It can also employ a Web spell at 13th level once per week for its owner. 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 caring where it gets it from. The sword has an intelligence of 12 and ego of 13

Sword of Assassination

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

This blade is considered a Longsword...though its odd design you would think otherwise. Its blade is made of carved obsidian and is Kris shaped. Ancient Elvish runes of power have been carved onto the blade, gifting it

with dark sorcerous powers. When grasped, it turns invisible to the wielders 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. The blade, furthermore, grants a special ability to kill with supernatural precision. When used in combat, it grants a 5% accumulative chance/per level of wielder to Assassinate a chosen victim, -3% per level higher the target is above the wielder.

Sword of Dismemberment

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

This fearsome longsword +3 is the twisted cousin of the Vorpal Blade (see DMG), but instead of severing the head from the body, it severs a particular limb if the user gets a 20 or better (with modifier) on their combat roll. To find out which limb see table below. Note: For every limb severed, the victim loses 10% (rounded down) extra non-healable hit points of damage. Creatures that regenerate do not lose hit points permanently (assuming they don't die).

1d20 Roll:

1-7	Right arm
8-14	Left arm
15-17	Right leg
18-20	Left leg

Sword of Fire

Long sword.

Same as a "Bow of Fire" except for arrow ability, all effects are cumulative. 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. Sword blade is so hot that it will melt metal (other than magical) Damage of 3-30 plus 1-4 per round for 4 melee rounds if wearing metal armor due to the melted metal. Save versus Constitution from extreme pain, if failed by more than 5 points the player is paralyzed for 2-8 melee rounds if the player doesn't save the player is at minus 4 to hit for next round.

Sword of Forbearance

<reshef@techunix.bitnet>

Magical Adjustment: +1 (always a long sword; rather slim and light)

Intelligence: 0 (although it has a special purpose: to protect wielder)

Alignment: none specified (personal suggestion: LG or NG)

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 is currently, the sword adds +1 to his 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 stop to try to hit the opponent and will concentrate on defending it's wielder (it's very loyal), adding another +1 to AC and also if the wielder hits his opponent (DM's - Don't let on the sword not attacking to harm) it disarms the opponent. The AC bonuses are good only vs. hand wielded weapons. It does not affect AC vs. arrows and the like.

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 it's master a bit as that is life, but it'll try it's hardest to keep him alive and well.

This Sword is usable only by fighters as the disarm capability implies. If a non-fighter uses it, it'll protect him at 1/2 usefulness and can't disarm. If a fighter uses it to disarm an opponent it is a +3 sword. Also for a fighter who try to fend off enemies, or any other kind of non-lethal combat (as per the Unearthed Arcana or the 2nd edition).

Sword of Hope

<pargwe@morekypr.bitnet>

Here is weapon that pops up every once and awhile. Mostly when the Bad Times come...

+3 long sword

Alignment: Good

EGO: 10+ (varies with the needs of the Land)

Powers:

All spells up to 3rd level magic user and 3rd level cleric may use any of these powers, but if the wielder attempts to misuse the powers, it refuses to work. Morale of all friendly creatures remains at a steady level, never changes as long as the Hope Sword is on their side or until the evil(?) has been defeated. (as an example: Jordan has the Hope Sword in his hand. He and his 5 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. In other words, the enemies morale drops by 2 or 3.

Gives all allies a +2 saving throw, +1 to hit, and a +1 to damage.

Usually appears in a strange and awe-inspiring way... As a Sword in the Stone (as in Excalibur), fall from the sky in an incredible light and sound show. Once, it was found in an old family chest that hasn't been opened in years, etc.

When ever the evil is gone, it disappears... Is stolen, simply vanishes, flies out of your hand and up into the heaven's...

A nice weapon to have, but it never stays around for long...

Sword Of Immortal

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

A Longsword +1, +4 versus Divine Beings. As long as the owner holds the sword in his or hand or has it touching some part of his body he or she will not age.

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.

Instantly, the sword 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 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.

Sword of Many Foes

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

This weapon is a +3 long sword, 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).

Sword of Stealth

(allow any plus you desire).

Allows a continual non-detection while in the possession of its owner. Invisibility 2/day.

Usually, but not necessarily, accompanied by its sister sheath, the sheath of stealth. This sheath appears to be capable of holding a dagger, but in reality, may store the sword of stealth.

The Sword is normally a long sword (or a bastard sword).

Sword of Were

A long sword +1 with the hilt which has the look of some creature but was 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).

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 were-person that had been 'were' for 20 years. As long as the person doesn't retain the shape when the moon goes down (chance to be permanent 'stuck' that way) or have the shape when the moon goes out of full phase.

The Black Blade of Tyrants

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

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). There 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.

The Black Blade is a +3 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.

The Blade is intelligent (16) and can speak the 1st, 2nd, and 3rd tongues (all other language is unimportant, or used for treachery in it's opinion). It has Magical and Psionic abilities that it uses to enforce its will on its wielder.

Magical:

The Black Blade, for the purpose of causing strife and grief will cast Disintegrate 3 times a day, standardly directing these blasts at: Children, Favorite Magic Items of the Wielder, The Wielders 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.

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).

Thief Watcher

<brian@opus.chem.psu.edu>

A jeweled long sword of the finest quality +1, +2 vs. thieves.

This sword allows the wielder to see objects/creatures hidden in shadow (not invisible objects) and 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) and growls lowly when the wielder is the object of a pick-pocket. The wielder also gains the NWP alertness.

VampireBlade

A magical long sword that is intelligent and had this 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. It is an evil blade.

Vanshir's Warblade

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

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.

The warblade is a +3 long sword that 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.

Wilde

<ben@ocvaxc>

Flame Tongue Long Sword
Intelligence: 15

Wilde is an intelligent Flame Tongue (INT 15) 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). It also speaks 4 languages: NG, Common, Elven, Gnome; casts X-ray vision twice per day 1 turn duration, casts Detect Evil twice per day; and is a special purpose sword.

Wilde's special purpose is to kill Drows. Against Drow it is a +5 weapon. Any Drow hit with Wilde must save vs. magic or be disintegrated. Wilde speaks with English mannerisms and in a higher, more melodious voice than Horgon. Wilde objects to hitting plate mail, but will do so in the hands of his wielder - the ranger/magic user.

Windsword of Sharda

<Cristopher Esko: blacknight+@cmu.edu>

A +1 long sword, and once per day the wielder could perform a whirlwind attack, which gave him 4 attacks in one round. The sword had the potential to develop other powers such as summoning a dust devil or whirlwind once per day. The character who kept using it even when more powerful swords became available.

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.

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.

Other than these irritating properties, the sword does have some very useful abilities. For one thing, it's an excellently balanced long sword, and its craftsmanship alone gives it a +1 to hit, and a +1 to damage. A magically honed edge gives it an additional +1 damage, and the whole thing is close to unbreakable.

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.

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.

Uhm... That's all that I can think of, other than Bane's obvious telepathy.

Two-handed swords

Biter

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

Biter is a +3 estoc, a weapon inspired by the German estoc, in essence a two handed, 3 foot long stiletto. It ignores nonmagical armor, which means that leather +5 will only help you achieve AC 8 against it. Biter was actually made by good mages for the purpose of defeating evil warriors, but is non-intelligent and can be wielded by anyone, it strikes as +5 for purpose of who can be hit by it.

The Dark Avenger

Dark Avenger <Short_Dogg187@Yahoo.com>

the dark avenger is an anti paladins favorite. comes in the form of a two handed sword but get the bonuses of an unholy avenger (the exact opposite of a holy avenger). The Dark Avenger does d10+5 damage in the hands of an evil character. It does 2d10+10 in the hands of an anti

paladin. GP value 25,000

DoomBringer

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

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 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 a 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...The blade will be considered 'Cursed' while in the hands of an Evil person, and cannot be removed by normal means.

Doombringer

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

Intelligence: 17

EGO: 9

Alignment: Neutral Evil

+4 Two Handed Sword

This sword was created by a half drow sorcerer in my campaign. Its sentience is the result of a magic jarred soul of a unknown demon within its glass blade. The blade is wrought of carefully carved glass treated with a Glassteel & Permanency spell. 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. On a score of a unmodified "To hit" roll, the victim struck has to make a save vs. wands at -4 or wither for 1d8 years. The stolen energy is given the wielder in the form of added Energy Levels (1 level per year/absorbed) for a limited time (10 rounds).

DragonDeath

<Jim Vassilakos>

DragonDeath is a magical (+3) two-handed sword. It is +4 vs. reptiles, +5 vs. dragons, end +6 vs. wyrms (true dragons in my campaign). It has a tendency to glow when in presence of these creatures which it detests within an unholy wrath, and 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.

Dragonfang

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

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....

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.

Background

The dragons' 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 (fist ed. dragons remember & a 21st level monk). 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.

Abilities

ongue:

Acts as normal flame tongue (as in DMG) & 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. Magic or be slain, 3-30 pt. damage if save is made.

ongue:

Has the same abilities but effecting good instead of evil.

ined together:

Normal flame tongue properties, and 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). 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. The wielder may also cast any MU spell from 1st through 3rd level once a day.

Final Justice

<Thomas Weigel: nsbos0340@nsula.edu>

Final Justice is a great sword (I suppose it is most similar to a two handed sword) of power. It is +1 to hit in general, +2 versus Neutral characters or monsters, +3 against Evil or Chaotic alignments, and +5 against Chaotic Evil. In addition, 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).

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 an Intelligence of 13 and an 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). Final Justice is considered to be Lawful Good (painfully so).

God's Edges

<Tim Dickinson: dickinst@crl1.crl.aecl.ca>

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.

God's Edges is a +4 two-handed sword of incredible design. It is sentient, and has an intelligence of 17 and an ego of 22 (!). It can communicate telepathically with its possessor. It's of Lawful Good align, and can perform the following at will: detect evil in 100', and find and disarm any trap within 50'. Any evil creature struck by God's Edges will be affected by the permanent explosive runes inscribed on the blade at each hit.

Horgon

<ben@ocvaxc>

Two-handed frost brand Sword

Intelligence: 14

Languages: Chaotic Neutral, Common, and Gargoyle

In addition to the frost brand abilities (+3, +6 vs. fire/fire using creatures; 50% chance of extinguishing magical or non-magical fires in a 10' radius, it casts strength on its wielder twice a day (3 hours duration), and casts heal once per day.

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, the other intelligent flame tongue long sword.

Horgon's primary goal is glory.

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. The sword is intelligent (INT 13, EGO 17) and communicates via telepathy.

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.

The sword has the following powers (functions at 14th level where applicable):

Acts as a Frost Brand (+3, +6 vs. fire based creatures, fire resistance for possessor).

Bonded to Para-Elemental plane of Ice so that a successful hit inflicts an additional 2-8 points of cold damage.

2/day can inflict a Vampiric Touch on a successful hit.

1/day can cast a Wall of Ice.

Wielder is granted (single) Weapon Specialization.

Versus cold based attacks the owner saves at -2 and takes an additional point of damage per die. Note that the sword is never damaged by cold based attacks.

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.

IronFist

<Gian Luca Sacco: gls@cdi.cdc.com>

This two-handed sword is +1 to hit and +2 damage. When the wielder holds it firmly in front of him shouting "IRONFIST", the blade polymorph itself into a huge arm with powers equivalent to the Bigby's Crushing Hand spell. This can be done three times per day.

Kobold's Doom

<Jeff Hildebrand: jrah@space.honeywell.com>

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...

Minneyar

Pryrates <nohar2@aol.com>

TYPE: Sword, Two-Handed.

STATS FOR SWORD: As two handed sword, except Minneyar has a speed factor of 2.

HISTORY: Minneyar is a sword enchanted with a divinational aura. It's name is derived from an unknown language, which translated means "memory." The sword was forged from a meteor that fell from the sky. It is a fast weapon, albeit still quite heavy.

SPECIAL PROPERTIES: +3 sword. +1 APR category (if a player has 1 APR, he goes to 3/2. If he has 3/2, he goes to 2 APR...etc.) Casts WIZARD EYE, once a day. (As spell at lvl. 10)
Know Alignment - once a day.
Detect Lie aura - 50 feet.
Detect evil, at will - 60 feet.
Detect scrying, constant.
Intellegent Weapon - INT: 18, Ego: 20 (Telepathic)

DISADVANTAGES: Minneyar has a love for learning. Unfortunately, it also has a love for talking (telepathically). Minneyar will almost always talk to it's owner as long as it is out of combat. The constant flow of information and ceaseless noise causes the owner to make a madness check every month. Failure usually results in skitzophrenia, but has had other effects. (See the Domains of Dread: Ravenloft

supplement for more information on madness checks).

Rogenwhor, Sword of Might

<k181@maristb>

Two-handed sword +3

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 in opportune times. He will speak telepathically, when in public, and when the owner talks to his 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.

Rogenwohr (pronounced ROW JEN WHORE) is crafted of adamant, mythril, and platinum. The blade is pure adamant, while the hilt is made of a mixture of mythril, and platinum.

It is rumored that the spirit of Rogenwohr was a ranger in his former life.

Spell-Sucker

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

Two Handed Sword +1, +2 vs. Magic-using foes, gives 17% Magic Resistance. When it hits a wizard or the like, a random spell of the victim is sucked from his mind and then inscribed on the blade, unless a save vs. spells 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). There are usually 1-4 runes (also known as spells) already inscribed on such a blade when found. Inscribing 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. A massive Two Handed Sword, its blade of solid gold is inscribed with many spells used in battles of war. The gold piece value for the weapon alone is 25,000!

Spirit's Reach

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

This weapon is a two handed sword. 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. Spirit's Reach is +3,+5 vs. outer planar evils. Its primary purpose is to defeat both agents of the blood war, it accomplishes this through the power of disintegration (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 it's home plane. The disintegration power does **not** carry across the planes. 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. It speaks aloud and telepathically to its owner and can translate any language.

Spirit's Reach is CG aligned and will not allow itself to fall into evil possession.

Demons **can** sense the nature of this damage and will take appropriate action against the wielder.

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. The blades are +7 for to hit and damage purposes. They are highly intelligent (INT 25), and will only cooperate with an individual of the same alignment. The 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. Furthermore 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 fifty 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. Furthermore, regardless of alignment, all swords bestow the following powers upon their wielders: detect magic, detect invisibility, detect evil/good, dispel illusion on touch, immunity to fear and charm/sleep type powers and spells, IR 120', UV 120', Globe of invulnerability, tongues.

Then there are powers dependent on which alignment the blade is.

Alignment of Sword:	Power Once/Day:	Power Twice/Day:	Power Four/Day:
Lawful Good	Holy Word	Heal	Lightn Bolt
Neutral Good	Holy Word	Heal	Shock Grasp
Chaotic Good	Holy Word	Polymorph Self	Shock Grasp
Lawful Neutral	Prism Spray	Dim Door	Ice Storm
True Neutral	Prism Spray	Teleport no err	Cone Cold
Chaotic Neutral	Prism Spray	Dim Door	Ice Storm
Lawful Evil	Unholy Word	Polymorph Other	Burn Hands
Neutral Evil	Unholy Word	Harm	Burn Hands
Chaotic Evil	Unholy Word	Harm	Fire Ball

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. 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.

StarFighter

+2 two handed sword

Creates a faerie fire around any opponent within 10' radius of wielder.

Sword of Piraz the Mad

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

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 belt of storm giant strength) This great mithral blade is unaffected by any spells itself and conveys a 50% magic resistance upon the wearer while wielded. Furthermore 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. The sword has a magical bonus of +4, and does double the damage of a normal two handed sword. The handle of the sword is made of gold and set with a huge ruby containing the soul of an ancient arch-demon.

Sword of Warding

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

This two handed sword +3 sheds a light that is harmful to undead. The light will act as a cleric of level 12 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. 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.

The Sword of Rax

<Cassius Di Cianni: cassius@dcc.unicamp.br>

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.

Game aspects:

The Sword of Rax is a +3 two-handed sword, 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 can greatly augment his own physical strength. If the wielder lets the force of the Land flow through the blade and into his body for one round, his strength is increased to 18/00. If he 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 him (the 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 can

increase his 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.

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.

Thorn

Jason Camp <nohar2@aol.com>

TYPE: Magical Sword

COST: N/A

SIZE: Large

WEIGHT: Varies

TYPE: Slashing

SPEED FACTOR: Varies

SPECIAL PROPERTIES:

Counts as a two-handed sword (for wielding purposes). +5 sword. Does double damage vs. chaotic evil opponents.

SPECIAL DISADVANTAGES:

The sword Thorn will not allow any PC to wield it unless it is faced against an opponent of evil alignment. Otherwise, the sword becomes so heavy that the PC can not lift the tip of the blade off the ground (no matter what the strength of the PC is). It can, however, be carried (sheathed) as if it were a normal two-handed sword (15 Lbs).

Thorn can only be wielded by a PC of good alignment.

Treasure Sword

<Victor Danilchenko: x30kb%cunyvum@ugw.utcc.utoronto.ca>

This sword can be wielded only by a good character (any fighter class) against evil character only - will not damage neutral characters, even those threatening the wielder. Treasure swords are intelligent, +3 two-handed 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. These swords cannot be purchased or given - the sword itself guides 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 - goes back to its resting place in the ground. The sword is protected by powerful magic, and cannot be found unless the sword wants it.

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, +3 two-handed sword, and ended up in the hands of the party's (female) paladin. 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).

Urt Gollen

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

Never much liked this guy, but he deserves mention. Urt Gollen was a drow Necromancer of no small measure, and to escape his doom, he set up a chain contingency to attempt to magic jar him into the body of whatever being slayed him... It worked in a way... He was slain by a dancing sword WHILE it was dancing... I've never heard from him... But rumor has it that he still possesses at least half of his wizardry abilities... I know not his level of hitting power.

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 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 Short Sword

(additional properties)

Alignment: Good

Intelligence: 15

EGO: 8

Can speak in any language known to the wielder, but will speak only when questioned.

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.

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.

Bellyripper

<Tim Dickinson: qdickinson@crl1.crl.aecl.ca>

Bellyripper is a singular magical shortsword. 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 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.

Bellyripper is a +2 shortsword. 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.

It 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]:

sheds light in a 40' radius (note that it only does this when concentrated on, not all the time)
identifies to the wielder the most powerful opponent, if faced with a group of opponents

Blade of Ives

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

This magical short sword is somewhat special. While normally a (mere) +1, when attacking invisible opponents it acts as a +5 (meaning a +1, and the normal -4 penalty is negated). Also, when first grasped it will act to cast an invisibility spell upon the holder. This spell will be broken if one of two things occur:

- 1) the wielder unsheathes the blade
- 2) the wielder attacks an opponent.

BLOODLUST (+4 Short Sword)

Brad Bemis <bemisb@inet.att.co.kr>

<http://www.geocities.com/Area51/Cavern/1245>

Alignment: L/E

Intel: 18

Ego: 36

Bloodlust is a +4 shortsword, crafted of Mithral. It is capable of both Speech and Telepathy.

Primary abilities:

- Doubles wielders attacks per round.
- Always strikes first
- Detects invisible objects within 30ft

Extrordinary Powers:

- Fly 1 hour X 1/day
- Telekinesis, 250 lbs max, x2/day, 1 round each use

Special Purpose:

- Double Damage against Good opponents
- +2 all saving throws, -1 from each die of damage

Bonus:

On a natural 20, sucks away 1 life level from opponent. Gives wielder all HP associated with the strike for 1 hour.

The blade must be fed 1-8 pts of blood once each day, or else it will suck the points from its wielder each night as they sleep.

If the Ego of the sword is greater than that of the wielder, then in combat, the wielder must roll a wisdom check each round after combat ends or attack the nearest living creature for blood. The wielder will have a wild look of death in his eyes as he attacks.

The sword can only be removed by a priest of 22 level or higher.

Chill Short Sword

<xypad@levels.unisa.edu.au>

This is an extremely **evil** weapon, usable only by those of neutral or evil alignment. It is considered +5 for to hit purposes, but in fact is a +3 weapon to hit and damage. 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 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.

Cro

<Matt Hurd: mwh@wlv.iipo.gtegsc.com>

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. It was a short sword +1, +5 vs. orcs and goblins. it's special abilities :

detect orcs and goblins 30 yd radius
verbal communication in orcish, goblin and common
Cure Serious Wounds 2/day

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 it's 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...

Darkthorn

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

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.

Description:

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.

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. They 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.

Powers:

The sword is +4 to hit and damage, and also improves its wielder's armor class by 1. Its 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 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. Additionally, 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:

- True Seeing
- Dispel Magic
- Statue on its wielder

The first two powers function at the 10th level of ability, while Statue functions at 14th level. Each ability may be used once per day.

There is also little doubt, however, that the evil purpose of its original crafter remains within the weapon. Poison stays on the blade twice as long as normal, and while the sword is within 20' of its wielder, his alignment is always cloaked to detect as neutral. Its bearer is also protected from the adverse effects of light or light-based magic. 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.

Afterword:

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.

Experience: 9,000

Ebony Blade

<brian@opus.chem.psu.edu>

Usually a short sword of dark-metal, turns black at night. +2 in light less bright than a cont. light (i.e. torch light, etc.)

Grants wielder ultravision 90'

Create darkness 15' radius 3/day

Hide in shadows +20% (+50% if standing still) (if non-thief, skill @ 20%)

Move Silently +20% (if non-thief, skill @ 20%)

FangBlades

<muallema@ecuvml>

Unique Item. No other like them in the worlds.

+4 (paired) short swords. (intelligence and ego unknown)

Whenever a killing blow is struck with one of these blades, the victim's soul is destroyed, and the hit points of the victim are added to a running total of points stored in the sword. Whenever this total equals or exceeds 1,000 points, the wielder may add a +1 to any of his 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.

Flamebird Special

<kmhk@maristb>

Short sword with flaming spines making up the hilt (cactus-like)

Magical adj.: +1

No INT, Ego or Alignment

This short sword **can** be used by 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. The spikes:

Can be shot in a widespread arc (180 dg.) for 5 pt. of damage to any creature in that area (no to hit unless creature is on the edges).

Can be shot in a focused beam causing 20 points of damage on a successful to-hit roll.

Grow back in a week

Flow Fire

<Nikadeemous the Dark: auwrs@asuvml.inre.asu.edu>

Short Sword, made of meteorite crystal, +2, +5 vs. psi-endowed creatures,

Special benefits: +2 AC,

quickness as sword(DMG),

haste 2/day on wielder as spell level 20,

continual light (purple flame highlights invisible or out-of-phase object w/i 6 in.)

15% psi-resistance works as magic resistance

Special purpose: defeat psionicists

Special purpose powers: invisible to psi-detection,

15% psi-resistance works as magic resistance

destroy psionic powers on touch (MR and PR apply)

Intelligence: 17

Ego: 30

Penalties: if wielded for more than 1/2 week, all psi-powers removed, hatred invoked in wielder for all psi-users, if not wielded, all psi-users w/i 60' know of exact location.

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.

Goblin Blade

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

This green, crude looking shortsword +2 will, upon, a successful roll of 20, turn their opponent into a goblin (See Monstrous Manual). The victim makes a saving throw vs. Polymorph. This affliction can only be cured by a remove curse or wish or similar magic.

Goldstone Biting blade.

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

The Gnome adventures Denovan Goldstone found this gleaming short sword and has kept it for many years. It is of non-described 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.

It is a +2 short sword with a brass handle, detects gems through color change, permanently transparent now (as it is detecting the diamond in it's hilt) and, it ignores all non-magical protection... So only magic and DEX give it's victims an AC modifiers.

When Goldstone learns more about it so will you. :)

Idrenal

<jat6h@virginia.edu>

A +1 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.

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).

In game terms, the sword can be broken down as follows:

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.

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 functions as immune 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 d4 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.

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). XP (if given for possessing an item), should be around 8,000, and gold value should be appropriately high (it is a unique and coveted item, not to mention its magical abilities!).

Maelstrom (Metal Storm)

<a_copeab@ccsvax.sfasu.edu>

+2 short sword

Intelligence: 15

Ego: 7

Alignment: Neutral Good

Speaks common and Old Wyrnish (the base of all current dragon languages)

Can detect good and evil within 15'

Can create 2 illusions per day at range of 120 yards

It is moody and slightly obnoxious, however it's basically good and so isn't too much trouble

It does tend to be impulsive and in the worst situations

Nemesis 'The Sword of Pain'

Phred <johnki@innet.com>

Type: short sword

Intelligence: 17

Ego: 18

Magical Adjustment: +3

Magic Resistance: 25%

Alignment: Chaotic Neutral

Known languages:

Common, Orcish, Halfling, Undercommon, T/Cant, and it can read magical runes.

Detects: Lawfull aling. 100' radius.

This black obsidian blade has mithril inlaid along the blade and is rune carved. It also has a black onyx pommel. The sheath and baldric are made of black dragon skin with mithril tooling and stitching. Once per day, this short sword, can inflict damage as does a Symbol (of pain) to the target they hit, provided maximum damage is done. Symbol (M8th): The creature is afflicted with wracking pains shooting through ther body. Causing -2 to DEX., and a -4 pen to all rolls for the next 2d10 turns.

Spells/Powers:

- Once a week it can cast Stoneskin (M4th) at 20th level.
- Once a day it can cast Invisibillity (M2nd).
- Once a day it can cast Haste (M3rd) at 20th level.
- Note: All spells are cast by Nemesis, so if the weilder is not in good standig with the sword they might not recive them.

DM Notes:

- On the roll of a nat.1(critical fail), the weilder is the recipiant of the Symbol (of pain).
- If the pommel is grasped by any Lawfull being, they are effected by Shocking Grasp (M1st) at 20th level.
- Bonds/controlles user. Prefered C/N.
- Any time someone parrys a blow from Nemesis, there weapon must save

vs Crushing Blow or be destroyed.

Phil

<Nana Yaw Ofori: beholder@engin.umich.edu>

You'll excuse me if I'm real vague on the details, but the guy who wrote the game system changed it markedly this year so that it more resembles Earthdawn than AD&D.

The sword is a mithril short sword dedicated to Kindari, God of Chance. It grants invisibility once/day, Tasha's Uncontrollable Hideous Laughter when it feels like it, and adds bonuses to stealth and some other stuff I can't remember. There are some bonuses to hit and damage, but I can't remember them at the moment

The sword's name is Phil, or at least it was when I last checked. The sword changes its name when it feels like it. And there's one other thing... It's afraid of spiders. I didn't find this out, of course until I tried to use it to attack some demonic creature that resembled a spider quite well. I had to pull out my ordinary, pud short sword, and the foul thing promptly slew me. The sword's also afraid of monstrous demons that ravage continents, but heck, that's sensible.

Serpent's Tongue

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

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.

Description & Powers:

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.

Serpent's Tongue is +2 to hit and damage and 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.

Experience: 4,000

Short Sword of Darkness

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

This short sword is a +2 weapon. It 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.

Short Sword of Disarming

A short sword which grants its wielder +4 on attempts to disarm an opponent. On high rolls, the opponent's weapon must save vs. breaking.

Short Sword of Severing

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 as if it had the necessary plusses.

Sword of Blade Barrier

<Scott Spetalnik: scotts@fonorola.com>

Basically, it is a short sword, with all the properties (weight, size, weapon speed, damage...) of a 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.

Sword of Horus

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

This short sword +3 is dweomered with a permanent globe of invulnerability around it.

Sword of Kas

<pfrey@drew.bitnet>

(Note: These powers should be kept secret by the DM...see below)

Intelligence: 15

Ego: 19

Alignment: CE

+6 defender

Telepathy (even when not 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)

Minor Powers: Animate dead (1 figure--by touch)--7/week

Darkness (5', 10', or 15' radius)--3/day

Invisibility (improved)--3/day

Know alignment (when held)--1/day

Protection +2 (when held)

Major Powers: Fire giant strength (STR: 22 +4/+10) (when held)

Regeneration 2hp/round (but not if killed. Also, see below)

Primary Powers: Slays opponent up to 15 HD on an unadjusted 18 or higher (no save)

Total immunity from cold (when held)

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 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 he strikes an opponent.

Regeneration 2hp/round: secretly accumulate the hit points regained since being damaged, up to the amount of damage suffered. When he gets damaged in the future, this amount is subtracted, and he 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 this power. Simply take it into account during combat with such creatures.

Immunity from cold: whenever he is holding the blade, tell the character that he somehow did not take damage from the cold (he was out of the area of effect, his arm or protected him, etc.). When he does enter a cold environment, tell him he does not feel cold whenever he holds the blade. By that time, he may have fallen prey to the sword. Remember: he must be holding the sword to gain the benefits of this power. If it is at his belt, it will not work. This will force him to always carry the sword during cold adventures, thus preventing him from casting spells. But, since the sword always seems to be working and spells not, then he will not mind this and always attack with the sword when it advises him.

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 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 at all times. Examples: the powers of the sword will no longer function with him, it will be mad and jealous and hate him, it might be lost, another might take/steal it, etc. Feed the possessor all sorts of ideas to cause him 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 gets a saving throw versus magic with a +1 bonus for every point his sum is above that of the sword (this is the only adjustment he gets). If he fails, he becomes possessed. If he succeeds, he gets the option of casting it away or accepting it. Accepting it results in his 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 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. The flesh is actually undead flesh.

When hit points equal to 5 times his amount have been "regenerated", he will become an undead knight of the same level of ability as his major profession. He will be chaotic evil if not already. Until this point, the percentage that he 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 will become CE. Each time an amount of hit points equal to his original amount is regenerated, there is a 20% chance of him becoming CE. This is cumulative, so that by the time 4 times has been

reached, it is unlikely that he can resist. As soon as he becomes CE due to this effect, the undead disease instantly creeps over his entire body. The possessor's charisma also temporarily suffers. Until he becomes CE, his charisma drops 3 points, until a charisma of 3 is reached, for every time the hit points regenerated matches his original amount. When he becomes CE, his 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 has completely become undead. He can then be turned as a special monster. He can turn good clerics at his level of ability.

- 5) Another side effect of the sword is that it will cause all magic cast by the user against his 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 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 uses.

Details:

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 him and draw him 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. 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 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 through (his god) and that he should keep this secret no matter what! He should not reveal the sword's special purposes or abilities to anyone. He should use the sword in battle and consult with it whenever he 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 can. It will prompt him to be more greedy, telling him 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 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, promising him more rewards in terms of its powers. The possessed character will become crafty, quiet, and withdrawn. He will no longer participate in the conversation. Instead, he will follow party cue, waiting for an opportunity. When it presents itself, he will cut the throats of his opponents while they sleep. He will use the sword's powers to their fullest and kill everyone and everything. When he is through with a 1-6 week binge of killing everything (during this time the plus of the sword increases to +10), he will summon Orcus and become their chief henchmen. The sword will act as a gate through which they and all their minions can enter the Prime Material Plane. He will rule the plane when Orcus is away. He will become the equivalent of a Duke of Hell.

As soon as the character takes the sword as his own, he has lost the support of his deity. The sword and Orcus will prevent the possessor from knowing the loss of his deity. If the possessor calls upon his deity, the sword and Orcus will answer his call in his 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 original alignment until he becomes

CE spells cast by a character of over 15th level do have a percentage chance of detecting his 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 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 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 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."

Sword Of Lo-Cate

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

A quite potent enchanted shortsword made by a diviner. It is a Shortsword +1 and grants the user a +1 to Intelligence checks when held. It has the following powers:

Detect Evil or Good 10' Radius

Detect Magic 10' Radius

Detect Secret Doors 5' Radius

Detect Invisibility 10' Radius

Perhaps its most powerful ability and know legendary powers is the ability to Locate Object once a month at the 50th level of ability! 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.

Sword of the Night

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

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)

Sword of Nobility

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

The wielder of this ornate Shortsword becomes aloof, slightly vain, and gains a sense of refinery & etiquette. This sword is the family heirloom of an ancient and royal Elven Bloodline who's namesake has been buried in the past. It is a +1/+1 To hit/damage Sword, and its blade is keen and well balanced. Furthermore, 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.

Wooden Sword

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

This shortsword +2 is made of enchanted wood and passes through all non-magical metal as if it did not exist. Therefore all metal armors to not count in the opponents armor class. This special wood is immune to normal fires. It can instantly be destroyed by warp wood.

Sabers

Renwald

<Scuminus Dregg: scuminus@panix.com>

I recall Renwald, the cowardly saber. I forget his stats, but he was a talking sword inhabited by the soul of a former human mage. Unfortunately for him, he was in the possession of a somewhat brazen swashbuckler who

leapt headfirst into every melee, Renwald shouting all the while, "Wait!... <clang>... Can't we... <chink>... Talk this out?!"

The Drow Sabers

Sandman <shadow@norwich.net>

History: These Sabers were made for an Ancient War, by Dark Elves. Each of these five swords were made for a purpose, except Daord (see Daord). These swords were made by the Ten high Wizards of King Blendez.

Abilities shared by all.

- 1) Gives welder improvisation 90'
- 2) Gives welder +1 to Dexterity and Intelligence
- 3) Can cast feather fall, cantrip, burning hands, Knock/Lock, and lightning bolt.

Daord

This Saber has for a handle, the horn that once was on a Red Dragons nose, and a Jade Hilt. This unbreakable Saber does 2d8+3 damage normaly and 3d8+10 Damage to Ogres, Orcs, Humins, paladins, avengers, rangers, any good aligned creatures, bards, and clerics. The blade can cast darkness, spider climb, limited wish, cure serious wounds, create food/water, dimentional door, Vampiric touch, magic missile, read magic, shield and fly. Daord's blade, which is made out of one curved dimond that can turn bright white (dispelling a darkness spell if one is in effect) the sword when lite this way does 2d10+8 damage normaly and 3d12+10 Damage to Ogres, Orcs, Humins, paladins, avengers, rangers, any good beings, bards, and clerics.

Detector

Iron hilt, and handle, handle waped in leather, The blade made out of of jade. The Detector can cast detect magic, detect evil/good, detect invisibility, detect illusion, detect wind, detect weevil, detect vision, detect anti-plant misdirection, detect ball, detect crying, detect dead, detect detect spells, detect fools lightning, detect lightning bolts, detect hound, detect pervert, detect self, detect serious wounds, detect sight, detect stone to recall, detect tragic, detect unseen butler, detect visibility 15 times per day. THE sword when used in combat does 1d8 damage.

Spectra

This sword was made primarily for fighting speckters, ghosts, and spirits. Spectra does 1d6+4 damage to specters and 1d 4+4 to both of the other two. The blade is mist and will just go through anything that is material sch as normal monsters, humins etc. the handle and hilt are made out of gold. The Blade can meterialize if the weilder commands doing 1d6 damage to normal things like you and me.

Vampyre's Bane

This saber is made for slaying vampyres, and creatures afflicted with lycanthropy (such as were-wolves, were...). The blade is pure silver, the hilt of steel and an iron handle with heather wrapped around it. The handle has a 9 inch wooden spike on the hilt, this spike does 1d6 damage and is unbreakable. This sword can cast fly, and bless item 2 times per day. Engraved on the blade, hilt and handel is a crusifix (the arms on the handle, the head on the blade, and below the waist on the handle).

Ogre Bane

This sword is +7 against Ogre's and +3 normaly. this saber can cast deathspell, chain lightning and deathfog if against an Ogre and inferno fist against everything else. This spell is cast in the form of a beam of flame about 1 inch in diamiter nerest the blade and funels out 400 feet and the width at the end is 10 feet, doing 2d8 damage 1-50 feet from the blade and 1d6 after that.

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. In combat against another sword, even two-handed, it takes on the qualities and special abilities of the opponent's sword (unless, of course, the other sword is crappy and breaks; the WereBlade saves as a magical sword). Against more than one sword, the WereBlade takes on the qualities of the most powerful one.

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 Were-blade 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 Were-blade, for that combat).

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...

Scimitars

Dragon Slayer

Dragon Slayer is a 1d20+3 SCIMITAR normally it is 4d10+6 against any dragon of level 45 or lower. It will do 2d6+? (the level of the Dragon) damage to all good Dragons if the Dragon is Chaotic Evil (Red Dragons) than the sword will fly from the hands of its master chop his head than all the rest of his body into shreds, with him all the abilities and

Proficiencies that the dead character had (as seen in Highlander). The sword is +20 if used by an Evil Dragon.

Sandstorm

<Philippe Belanger: belap00@dmi.usherb.ca>

Scimitar +2

Alignment Chaotic Good

Intelligence 16

Ego 14.

Speaks Common and Djinn.

It has the following powers:

Whirlwind: Allows the wielder to attack as if wielding as Scimitar of speed. Can use this power 1/day.

Wall of Sand: Three times per day.

Sand Cone: Once per day.

Sword of Second Sight

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

A +2 Scimitar, when held, its blade becomes invisible. This causes a -4 penalty to all creatures who try to parry an attack from the user of this weapon. Furthermore, the wielder can hurl the weapon at a range of up to 60 feet. 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 & invisibility in a 3 feet radius when the blade is grasped and commanded.

The Scimitar of Lurdas

<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.

Appearance:

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.

History:

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**.

Scimitar Powers:

INT: 17

EGO: 22

Primary Powers: Detect Evil/Good in a 60' radius

Extraordinary Powers: ESP, 30 yards range- 3 times/day , 1 round per use Suggestion, 6 times/day, -4 penalty, affects the wielder only (see below)

Scimitar +5, Vorpal weapon: Severs in a natural roll of: 15-20 (Normal size, armored)

Telepathy and speech

Alignment: Chaotic Evil

Powers:

Minor: Charm Person (at will)

Regenerate (2hp/turn)

Improves Armor Class by 3 points

Haste(2/day)

Major: Globe Of Invulnerability (1/day)

STR of 23 (+5/+11)

Others: Complete Immunity to all non-magical attacks

Magic Resistance of 70%

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.

Psychopotation: Sciences- Teleport; Devotions- Dimensional Door, Dimensional Walk, Teleport Trigger.

Metapsionics: Sciences- Ultrablast; Devotions- Magnify, Psionic Inflation, Psychic Drain.

Notes:

- 1) All powers with exception to 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 tell him. 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 has to carry the weapon by his own choice for one day.
- 3) At the end of the day, when the wielder is sleeping, the sword will telepathically talk to him, 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 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 will became more powerful. If the user ever completed the mission of destroying evil in his world, he 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 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 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 soul and bring peace to him and things like that.
- 5) For each evil deed done by the wielder, his alignment will slowly turn to evil. When he 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 Al: LN

10 Al: LE

15 User becomes bonded to the sword, hair becomes old (CHA -1)

20 AL: NE, teethes grew sharp (1d4), Skin turns to red (CHA -4)

30 Small wings grow (9, D) (CHA -3)

40 AL: CE, skin falls in the feet and in the hand, wings grow larger (18, C) and claws grow (2d6 each) (CHA -8)

50 Wings grow larger (36, B), skin turns into a very deep red (CHA -7)

oo Al: CE, 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 him 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 won't know of this until he has committed 40 evil acts). As a rule of role-playing, the sword will entice the user saying that he 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 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 score, like STR or INT). If the character is completely drained by the sword, he will be irrevocably dead, not even a wish can bring the character back, because he has turned into a manes in the Abyss. When the character has fed the sword with 100 souls (20 days), he will have to seek and kill one close family member in 3 hours. If he fails to do this, the sword will automatically drain his 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 he fails he becomes bonded to the sword, nothing can separate him from it, his alignment shift to CE and the sword reveals its true nature and power. If he succeeds the sword kindly asks him if he 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 disagree, he can throw off the weapon. In any case the sword adds a +10 extra dmg bonus against these creatures.
- 10) This sword can only be used by humans of LG and evil alignment. No demihumans 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

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 ? :).

If you think that anything is too confusing about the scimitar, drop me a line and I explain it to you. The Sword of Arak was created by the Ravenloft Design Team.

TrollsBane

<Gian Luca Sacco: gls@cdi.cdc.com>

This magically enchanted scimitar does not have any plus but can hit "+1 or better monster". 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.

Ulundaris

A +1 scimitar, which when used by a Druid has the ability to cut vegetation (including wood) as if it were soft material. In combat it is +3 vs. plants.

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. 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 dance with it. After all, it's a very attractive sword.

Virtos

<Gwalchmei: zjam1@etsu.east-tenn-st.edu>

Recently I ran an adventure in which my group's usual DM ran a PC in. He created a swashbuckling type fighter up. Since the rest of the party was 4-6th level with several magic items so we gave a special one to... Virtos.

It's a 'double bladed' rapier +1 to attacks and lowers AC by 1. If the rapier is used to parry it receives twice the normal amount of parries per phase/round (in our system rapiers are allowed 3 all out parries- this magical rapier thus would get six... Yes, truly flashing). The basket hilt seems to be a complex spider web of some sort, while the whole is made of silveron. Silveron is a silver-iron compound of elven make. It is resistant to rust and such by nature, and due to its magical enchantments. It's also allowed a disarming attempt similar to khopeshes per attack (not parry).

The true name of this rapier is unknown to Virtos, as are any (if there are any) special abilities. It was a gift from Virtos' father, before he left his son to go to Evermeet.

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 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 Bastard Sword

(additional properties)

Alignment: Neutral

Intelligence: Not intelligent

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 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. spells 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 it's special abilities, but retains those abilities common to all three swords.

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.

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. This weapon behaves as a +5 Holy Avenger plus other powers:

- 1) Gives Holy avenger powers to any Lawful Good fighter class or subclass or Lawful Good cleric that can use a sword.
- 2) Makes owner completely immune to even magical diseases.
- 3) Causes all healing cast by owner to heal an extra point of damage.
- 4) Works as a mace of disruption using wielders level as level of cleric (not -2).
- 5) 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.

Crystal Sword

<doughde@rcn.bitnet>

To hit/damage adjustment: +2 or +3

Special abilities: Language translation (see below)

A bastard sword made out of a large single piece of quartz crystal. Magic makes it the same weight and hardness of a regular 2-handed sword and provides it's special ability which is not obvious or always known). 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.

Demon Bane

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

This bastard sword is +3 for all normal purposes, but has several powerful functions when used against Demons. 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. In fighting Demons, the sword is +5. The sword is only usable by Lawful Good char's.

Demon Sword

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

This +2 bastard 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. 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 sword communicates through telepathy. 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.

Icelord

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

A Frostbrand Bastard Sword of pure white crystal. It has the powers of Cone of Cold and Wall of Ice per day each at the 10th level of ability. The powers are activated by the command word "Iceman".

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.

Powers:

Intelligence of 20. Ego of 20. Communicates telepathically with wielder. Lawfully aligned. +5/+5 vorpal bastard sword. Does triple damage to chaotic creatures. Protection from Chaos (wielder). Detect Chaos (twenty feet). Acts as a mace of disruption. Lightning bolts (6d6 once per melee round). Resurrect (as a twentieth level 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.

Lifekeeper

<a_copeab@ccsvax.sfasu.edu>

Bastard sword +2

INT: 14

EGO: 10

Alignment: Chaotic Neutral (VERY slight evil tendency)

Can detect secret doors within 5'

Detect traps within 10'

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)

Speaks demon, common, alignment, and 1 other language of the DM's choice

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 its previous owner of several years, a cabman demon.

Stormblade

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

This is a +3 two-handed bastard sword that can Control Weather 3 times per day. 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. The secret of forging these ancient weapons are said to have died with the ancient Shamanistic ancestors of various barbarian tribes (in my world)

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. 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. When passing through armor or other physical objects, it leaves a trail of ice crystals and coldness behind. Those struck by this kind of sword for more than 16 hp, must save vs. paralyzation, or be stunned for the next round. 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.

Sword of Ever-Hitting

<eric@met.com>

Bastard sword

Player always hits, but a die roll is needed.

The player needs a 19 to hit the opponent, he rolls a 12 (with all bonuses), he hits but takes the remainder of [19 (to hit) - 12 (die roll) = 7 points of damage] 7 pts of damage. 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 cleric healing the character, after a Cure Light Wounds or such is cast.

If the characters are low level, I wouldn't suggest it, only the healthy fighters or bards can really use it with its negatives.

Note: 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...

Sword of Force (+2 Sword of Force Energy)

Normally in the form of a bastard sword, this sword bestows the benefit of the spell Shield when drawn.

The Faithful of Tempus

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

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

The faithful reacts as a +2 weapon to figure to-hit numbers. Once per day the wielder can invoke Battlerage upon himself and 1 person per 3 levels of experience. This is handled as you would a Berserker-fighter. The Berserker gains a +2 to hit and +3 to damage (this is not included in the +2 for the wielder i.e. +4; +5 for

wielder) but suffers a -1 on armor class. The Berserker's hitpoints may fall to as low as -20 before he is slain. If he is on a negative hit point when the final foe falls he must make a system shock or too be slain. Immediately his hit point's are adjusted to 1 if he 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.

Whiteblade

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

The whiteblade is of off world origin, it's metal is white, and it's steel handle is wrapped in some white leather. It's powers are somewhat mysterious as they have no visible effects. It is just a bit longer than a 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. In the hands of a good warrior it acts as a defender +4. it's only other power is that it renders its wielder completely immune to the draining effects of all undead and demons. It 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.

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 limed 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' & '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 it's glass like razor edge.

Combat:

Blue-blade has no active bonuses to hit or damage, but due to it's forging of silver & cold iron, it is very capable of affecting most creatures requiring an enchanted weapon to effect it. The blade, however, is imbued with various powers it may grant to it's wielder.

First, there is a 65% chance it 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.).

Secondly, blue-blade provides a circle of blue light in a 5 ft. diameter radius when grasped and commanded. Creatures of evil intent towards the owner of the weapon receive a -1 "to hit" on their thac0's if they fail a save vs. spells 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.

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 an intelligent female of some long forgotten race of winged elves.

History:

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 an 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 pre ordained for greatness in the never-ending annals of the bards.

Other Notes:

The sword is highly resistant against destruction, and receives a bonus of "+6" to resist crushing blows or any other forms of abuse. And 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.

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.

Broad Sword of Accuracy

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

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

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. This +5 weapon has many special powers:

- 1) It acts as a sword of defense.
- 2) 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.
- 3) When sword is in hand the wielder is immune to dismemberment (such as from a sword of sharpness or a vorpal weapon).
- 4) Damage from this weapon cannot be healed by regeneration. 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.
- 5) Works as a ring of vampiric regeneration.
- 6) 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.

Caledvwilch

(pronounced "Cal-ed-velch")

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

Broad sword +1/+2

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 dam. 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. Caledvwilch 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).

Caledvwilch is a weapon of exceptional quality which has just recently become magical, due to the blessing of the FR god, 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.

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!

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!!!!

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...

Crossblade

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

This weapon is a shining bastard sword, with an emblem of a large Cross upon the base of the blade. 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 an opponent's chest. This cross will drain a portion of the victim's 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 sword's owner.

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 +2 weapon that weighs 7 pounds. It has the power of Move Earth once a day and Earthquake once a month all at the 11th level of use. Use of the Earthquake is so much power that it requires the invoker to save versus Death Magic at -2 or permanently lose a point of constitution from the ordeal. 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. It speaks the languages of Gnome, Dwarf, Earth Elemental, and Xorn. Earthshatter can also Detect Sloping Passages, Stonework Traps, and Approximate Depth Underground in a 10' Radius. 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 must clean it in an underground waterfall speaking the Dwarven word for Earth. To its 'keyed' owner it weighs 7 pounds, to others it weighs a full 75 pounds!! It has an intelligence of 14 and an ego of 15.

Elf Slayers

<a_copeab@ccsvax.sfasu.edu>

Magical adj.: special (see explanation)

Intelligence: nil

Magical abilities: Hitting a full blooded faerie causes triple damage

Hitting a partially faerie folk causes double damage

Magic of armor created by faerie folk is nullified by swords

Owner gains +5 save vs. magic regardless if it is unsheathed or not.

If the result of the 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 per level of caster). Also, no magic items of any sort will function on the user as long as the sword is within a foot of him.

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.

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 flucht 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 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.

God Slayer

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

This is a three bladed broad sword. The interesting part is that the two outside blades can be fired as projectile weapons. They have a 20' range and do 2d8 damage (They are +2 to hit). Both can be fired at the same time, but they have to have the same target.

Melee:

acts as a magical +4 broad sword doing triple damage.

acts as a magical +4 broad sword doing double damage.

acts as a magical +5 broad sword that that does 2d20 points of damage vs. gods and demi-gods.

Note: the blades return to the hilt after 24 hr.

(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!)

Hell's Fury

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

A Broadsword Flame Tongue 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. In game turns it has fire powers that cost hit points to use. All powers are at the 7th level of ability.

Burning Hands - Costs the wielder 1d6 Hit Points.

Fireball - Costs the wielder 1d10 Hit Points.

Wall of Fire - Costs the wielder 1d12+1 Hit Points.

The sword can speak the languages of Fire Elementals and has a special purpose to snuff out anything related to cold or water. If it takes over its user he or she will be force 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. It has an intelligence of 14 and ego of 17.

Ironheart

<Bill Schwartz (Urklore the Iron - Leader of Anime Adventurers): urklore@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 Gold Pieces! It is a Broadsword +2, 4d6 Cold, Fire, Acid, Electrical, or Wind Blasts with a 30 foot range twice per day total, not each.

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 spirit within one mile whose death needs 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 it. The wielder cannot have more than one geas at a time. The wielder will not be harmed by ghosts nor can he attack them. He cannot throw the blade away while geased.

The sword is +2 normally, exhibiting its true power (+4) only when the wielder is geased.

Throwing Broad Sword +1

You throw it, it attacks up to two targets and returns the same round. The wielder has to make a DEX check to catch it on its flight back or take full damage.

Wizard Bane

<a_copeab@ccsvax.sfasu.edu>

+1/+2 (vs. magic users) Broad sword

Intelligence: 12

Ego: 6

Alignment: Chaotic Neutral

Communicates: semi-empathy

Can detect magic/magical beings within 15'

While grasped, gives wielder +2 save versus magic

Paralyzes any mage it hits for 1-4 rounds

Daggers & Knives

Assassin's Daggers

Bill Romano <ghost@ao.net>

The complete history of these daggers is unknown, but rumors and stories that can be attributed to them are spattered throughout history. All indicators point to their existence lasting millennia.

Each dagger is just under a foot long with a 5" hilt and a 7" double edged blade with a blood groove along the whole blade. The entire dagger appears to be crafted out of a single piece of metal, with the hilt only slightly thicker than the blade. The hilt has indentations for 4 fingers and a thick spot on the base of the blade for the thumb. Though made of a silvery metal, neither dagger reflects light in any way. Both daggers are identical, save for a small marking at the meeting of blade and hilt which give them their names.

The dagger "Death" has the marking of a horned skull with the blood groove emanating from its jawless mouth. "Toxin" has the blood groove ending at a stylized drop of liquid with a triangle in it.

Despite discussion and research by some of the most learned scholars throughout history, no consensus has been reached as to the creator or patron deity of these fell blades. No power has ever stepped forward in text or deed to claim responsibility for these foul creations. A more credible theory is that Death and Toxin are left over from a past age, and are the creations of a long dead power.

Both daggers are fully +5 and 75% of the time found or possessed as a set.

Death:

This blade causes 1d10 (+5) points of damage per strike, transferring all of these hit points to its wielder. However the wielder may not exceed his original hitpoints in this way.

The wounds caused by Death bleed profusely, causing 1 point of damage per round bleeding damage (per wound) until bound or healed. These wounds can be healed by magic or rest.

On an unmodified to-hit roll of 20, the victim must save vs death magic or die. (Undead are immune to this). This causes the blade to glow with a sickly red glare for a period of hours equal to the victims hit dice.

When drawn, Death grants its owner the ability to move silently with a 95% chance of success.

Toxin:

This dagger causes 1d6 (+5) points of damage per strike.

On any attack roll exceeding the number to hit by 2 or more, the dagger injects a venom into the victim (save vs poison, 10/20 2 rd onset) This poison is magical in nature and never need be refilled.

On any unmodified to hit roll of 20 Toxin injects a more fatal poison. (save vs poison at -4, 20/immediate death). This causes the blade to glow with a green glow resembling swamp gas for a # of rounds equal to the victims hit dice.

1/week by touching the dagger to any liquid (large cask size or smaller)

or food (roast size or smaller) the dagger can inject an odorless, tasteless poison. (save vs poison at +2, unconsciousness 1d4 turns/ coma 1d4 days).

Toxin grants its wielder the ability to hide in shadows with a 95% chance of success.

If both Toxin and Death are owned by the same individual for a period of at least 66 days, the following abilities become available to them due to attunement and magical resonance.

The ability to backstab as a thief of the same level (or if the owner IS a thief, as one 4 levels higher in regards to Thac0 and multiplier)

The ability to timestop (per 9th level wizard spell) 1/week

Both of these blades are powerful creations of something incredibly evil. Any use of these blades is considered an evil act. Only evil characters will use these blades at all. Any character touching these blades will feel a sense of power, or dread. (Depending on their alignment) If a good character attempts to use the blades, they must make an immediate alignment check, or shift one axis towards neutral evil.

The blades are intelligent, and are always on the lookout for a stronger, more powerful, more evil owner. While they have NEVER actually failed anyone, they have been known to cloud their owners thoughts, so that they perform acts that are not rational or intelligent. (Committing murder in front of a watching guard, or leaving behind personal affects at the scene of a crime).

Bane of the Dead

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

It's a +5 dagger that is particularly nasty against undead, such as vampires. Can't remember all of the stats, but the curse is: must take control of the dagger(willpower checks over a week period). If failed, the wielder begins to believe he/she is a vampire. Over the next few days, he will become convinced he is a vampire, staying out of the sun and slaying others for blood. The victim will eventually be driven to his death by the dagger's urgings. DM's discretion on how long.

BlastBlade

A shabby looking dagger that on rare occasion (randomly determined) causes a small fiery blast for 6d4 damage when it strikes its target. The weapon is not damaged by this.

Blood Claw

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

This throwing dagger is +3 to hit and damage. 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.

Blood Drinker

Sandman <shadow@norwich.net>

This unbreakable dagger was made by an evil Wizard for one of his henchmen, but he was slain and the dagger stolen. This dagger needs to drink (absorb) 12 gallons of blood a day and if it doesn't it will levetate out of its wielders shieth and place itself in his/her chest. When this dagger is stuck in the victims chest, neck, head, or back

it will Drain all the blood out of the body in a little less than 20 seconds. This normally does 1d6 damage and 2d12+6 damage to things with good alignment, it also has a few minor abilities, it allows the wielder to cast death spell, feather fall, burning hands, magic missile and chain lightning once per day .

Butt Driller

<kmhk@maristb>

+1 dagger normally

+3 if used from behind (great for thieves!)

+2 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. It hits as a +2 weapon, doing 1-2 points of damage if your lucky. Because it looks like a butter knife, Adventures may not be inclined to think its 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. The scabbard has the power of a heal spell once every full moon. If the spell is used *one* the night of the full moon, the scabbard will be able to cast the heal spell twice that day.

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...

CoinStealer

An evil +4 golden dagger 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. The blade is intelligent and has the special purpose of acquiring money. It can detect the number and type of precious metals at up to 20' and the number and type of gems at up to 10'. 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 3 emeralds in her sock and a silver piece under her wig".

Daelus

A chaotic intelligent +2 dagger, which 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.

Daemon Firebee's Blade

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

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 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 take 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 do to the heat. To show you a bit of what i mean by warped, here's a typical sight for me. While wondering 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 form 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 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 in white (a history book). After the seventh time using it, it should be obvious to all but the player (send him out of the room, call the others at home) but it should also have firm grasp on him. 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 won't put up a fight) make sure he is not satisfied with just victory once he gets into another fight. The dagger will no longer reward him with adrenaline and Magic.

Dagger of Alignment Detection

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

The target to be identified must be visible to the holder of the dagger. The weapon's aim is not especially accurate; if 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.

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 the dagger will start to heat up. The feeling is like having a hot poker stuck into the wound. Hits do additional 1d4 points of damage. To the touch the dagger will feel of normal temperature until it draws blood- that activates the burning. The dagger 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...

Dagger of the Dale

Garry J. Sled <melvidar@bigfoot.com>
<http://home.interlynx.net/~thanatos>

ááááThis is a small dagger +1. It's handle is wrought from the horn of a slain bull, and is slightly curved. The blade is dark black, and emits a deep chill, which can be sensed by anyone within 5'. This chill does no damage.

ááááWhite runes run down the side of the blade, written in a forgotten language. If a sage is consulted, and the runes translated, they read "Ice of death, smite my foes". If these words are chanted by the dagger's wielder, the blade will glow with a soft white radiance. The next creature struck by the dagger must pass a successful save vs. spells or suffer the effects of a chill touch spell. This ability may be used but once a day.

ááááEach time the dagger's chill ability is used, there is a flat 5% chance that the blade shatters due to the extreme cold, and the dagger is rendered inert.

Dagger of Disease

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

This blade is a dagger +1. This peculiar yet vicious weapon gives the victim a deadly disease, on a roll of 19 or 20, that causes one hit point of damage every turn unless a successful saving throw is made versus death magic. 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 either.

Dagger of Divining

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

This magical dagger +2 allows the user to divine the location of a certain substance (chosen below) once per day. The substance must be within 20 feet. Note: The substance is predetermined at its time of creation.

1d20 Roll:

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 Frost

Ian Arnold <Spian13@aol.com>

Weight: 40 gp
Dmg: 1d10/frost
cost/sell: 1500/450

Special:

Causes freeze which deals 1d6 Dmg for 1d10 r or make saving throw vs. poison for 1/2 dmg.

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. 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.

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 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

History

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...

Dagger of Happiness

<ben@ocvaxc>

Similar to a Dagger of Venom, it is +1 and 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. 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 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.

Dagger of Healing

<Berg Oswell: berg@eskimo.com>

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).

Dagger of Healing 2

Ian Arnold <Spian13@aol.com>

Weight: 40 gp

Cost/sell: -/1500

Dmg: 1d6

Special: Heals 1d6 hp, see description below.

Description:

The Dagger of healing is found in the High mountains of Krynn. This strange item is thought of as cursed by some people, and some consider it blessed or magical. In order to heal the 1d6 hp, you must stab or cut the target. That is why some people see it as cursed. (they'll stab an NPC and see no damage is taken) As you stab yourself, the

wound closes up instantly and you feel better than you did before you
yourself.(that is why people see it as blessed)

stabbed

Dagger of Nixus

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

This dagger will double the number of magic missiles a mage can cast - however the only drawback(s) are that the caster must actually strike the opponent with the dagger (in melee or missile) in the round the spell is cast (the throwing is the somatic component). Regardless of a hit or miss the spell is "lost" from memory (or the points are deducted). Also, the dagger must be recovered in order to do so again. 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.

Dagger of Pierce

Sandman <shadow@norwich.net>

This dagger can be used only by Thieves, Wizards, and Assassins. This weapon is best suited for thieves. It does 4d6+9 damage if backstabbing and 1d4+1 if stabbing by a mage or assassin. The dagger functions as a normal +1 dagger if not used by one of the three.

Dagger of Slice

Sandman <shadow@norwich.net>

This weapon should not be taken lightly, it will slice through 99% of materials as if they were butter. This weapon costs 2000 gold. This weapon does 6d10+10 damage **normally**.

This dagger can only be used by Thieves 15th level or more. If used by something else does 1d4+1 damage. If thrown roll on a 6 sided die 2-6 equals a hit. Once imbedded in the skin This blade will act as if dull as a butter knife if used against its owner and will not invoke any of its magical capabilities.

Dagger of Shadows

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

This +1 dagger increases shadows around the wielder. This makes them invisible in heavy shadows and adds +30% to hide in shadows normally. It has no effect out in the open on a sunny day or within a continual light spell.

Dagger of Stupidity

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

This cursed item (Dagger -2) 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 per every 2 days.

Dagger of the Sword Coasts

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

+5/+5 Dagger

The blade of the dagger is about 1.5 ft long and is made of a quite dull metal (However it has been enchanted to +5). The handle of the dagger is bound in a pale leather (human skin) but it is the pommel which makes this dagger stand out. The Pommel is carved to represent the face of a leering gargoyle with its mouth open (The mouth is stopped with a large piece of cork at present, preventing communication). The eyes of the gargoyle are luminous white pearls. The dagger is weighted in such a way that it makes throwing impossible (any attempt to throw this dagger always misses).

When the special power of the dagger is used these become blood red and glow slightly.

The dagger has verbal capabilities and is sarcastic, cutting and rude. When a hit of natural 19/20 is inflicted upon any creature which bleeds the dagger will stay in the wound and cannot be removed. The mouth will spray blood/ gore out of the mouth in the pommel of the dagger. The blood loss inflicts a further 2D4 for the next two rounds.

XP: 5,000

Sale Value: 7,000 GP

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. This weapon behaves as a Dagger of Venom +3 with the following additional powers

- 1) Doubles dagger damage when used in a backstab (2-8/2-6).
- 2) +10% on all thief abilities that get a DEX bonus.

- 3) Blade color changes to black when within 10' of a trap.
- 4) Owner is immune to poison.

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 dagger glows like a Light spell.

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. When a command word is spoken, the Dagger Tip falls from whatever it is attached to, becoming a +2 Dagger. An additional command word will make the dagger invisible. The grip is hollow: the pommel unscrews to reveal a compartment containing thief's tools. Repeating the command word causes the dagger to shrink back to its original form. The small size and relatively harmless appearance of the Dagger Tip makes it an easily concealed weapon!

Dagger +2, +4 Vs. Women & Children

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

Subject says all. A favored weapon by all cruel hearted assassins & antipaladins in my campaign.

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. The dagger is CONSIDERED +3 FOR HIT DETERMINATION, AND DOES +3 DAMAGE. Darkfang slices through metal armor like paper, NEGATING ALL NON-MAGIC BODY ARMOR PROTECTION, BUT NOT THE BONUS FOR SHIELD USE, OR ANY DEXTERITY BONUS. Magical armor allows the BONUS ONLY to be added to the opponents adjusted armor class (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 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 AT +3 TO HIT.

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.

Furthermore, Darkfang can completely HEAL ITS WIELDER ONCE PER MONTH, and may do so at its discretion.

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 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 TO 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 DMing days). Both dagger and man disappeared several years later.

[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]

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. It will act as a reduce any armor class to 9 if the armor worn, animal hide, etc., is non-magical, although any bonuses for dexterity, etc., is still applicable. The dagger still acts as a +3 dagger and will do so against magical armor too. It will also cut most any material,

stone like butter, metals like sand, and wood like flesh. The damage done by the dagger is as a short sword. The dagger has no bonuses at all against materials that are made or alloys of mithril or adamantite. It can be used to cut open chests, doors, carve stone, shape metal, etc. The dagger is balanced for throwing, and will always hit blade first and always (not mithral and adamantite) sink in to the hilt, which is made of steel and adamantite. This dagger need never make saving throws, unless it is being hit with (not hitting) a weapon or object of mithral or adamantite, whereupon it will shatter if failed.

Elven Dagger

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

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. 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. Any giant-class creature that holds or touches the weapon receives 1-4 hp damage per round of contact.

Faz'al Notchar's Enchanted Dagger

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

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 enemies tent, step inside, then use the enchanted blade upper edge to seal the fabric. It can hit creatures that can only be hit by magical weapons, but with no damage bonus.

Gorbaal's Luck, Cutlass +1

<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. Gorbaal's Luck gives the wielder a +2 to parrying and has a +2 to hit and damage when used for punching. It also gives the owner several unique benefits:

- 1) The owner can climb ropes or rigging at their *normal Movement Rate*
- 2) While held, the owner has absolute direction
- 3) The sword floats in water, but will sink while held
- 4) The wielder cannot drown

There are no command words needed for these uses.

Green Dagger of Life

Dyson <dyson@hotmail.com>

+2 green steel(from balor plane) heal all hitpoints once a day.

Hulkhorn "The Bloodblade"

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

Background:

Hulkhorn'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 colourful 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 Colourless 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 honour 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.

Description:

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.

Powers:

The dagger, which currently claims that its name is "Hulkorn," has verbal capabilities and is sarcastic, cutting and rude. It is also neutral evil in alignment, though it will allow any class or alignment to wield it without ill effects. It is a +5 weapon.

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. This power is obviously ineffective against creatures like undead, golems, etc. which lack a circulatory system.

Experience: 2,000

The Kryss Big Daddy

A dagger of "Krysses" steel that does more damage but receives a bonus to damage Damage 1d4+1/1d3+1 -1 to hit for awkwardness 10 gold weight: same as normal dagger.

All other characteristics the same.

Lecrucia the Thirsty <Aaron Miaullis>

Lecrucia is a magical dagger of grey stone. 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. Lecrucia has intelligence of 17, wisdom of 17, ego of 17.

Her powers are:

- 1) +0 base to hit/damage
- 2) +2 vs. high elves
- 3) +3 vs. grey and drow elves
- 4) +1 vs. things with blood
- 5) +6 vs. vampires (they have a lot of blood)
- 6) 2d12 blood drain AT LECRUCIA'S WILL (sustains her life force)

Lecrucia will turn against her master if he won't let her drink. If she gains control, she will plunge herself into her slave's heart and drain him or her completely. Lecrucia is Lawful Evil and will try to pervert anyone who uses her. 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.

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. The dagger once thrown is bonded to the thrower. If thrown it returns instantly to the hand thrown from. If dropped it returns to the hand dropped from. In fact nothing will remove it from the hand it was thrown from. (the spells holding it on are pretty powerful so most dispel magics won't work as an easy solution).

Nevermiss

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

A mere Throwing Knife +1 but when used to make Called Shots with it cancels out any negative modifiers for the Shot!!

Potracos

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.

Razor

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

EGO: 14
Intelligence: 9
Alignment: Neutral
Special Purpose: slay evil

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 & 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. The pearl is highly enchanted, it anti-venom upon the wielder.

Razor's blade [on a natural 20] extends magically to the length of a long sword in order to sever an opponents head. 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. Because of this it will always inflict 4 HP of damage to any opponent who is so struck by Razor's edge.

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, and it confers a 50% ability to "feather fall" if an opponent should fall from a precarious position.

Razor is quite intelligent, the sorcerer who aided in its forging housed the life essence of his familiar in the blade, a Black Crow.

Shadrax's Blade (Metalbane)

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

A dagger +4 used by an evil mage. It could be thrown to double normal range and would return to the wielder's hand. On command, the dagger could be electrified, causing 20 points of electrical damage plus normal damage (save vs. spell for half). When electrified, the blade also ignored metal armor of any sort.

The electrify could be performed 5 times per day, no more than once per round. If I remember correctly, the dagger's remaining 'charges' could be fired as a lightning bolt, causing 2d6+2 damage per charge remaining (again, save for half.) All in all, a very nasty weapon.

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 selven evil. 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 (8 charges). The blade does a base d6 damage, is +4 in

term of magic, and attacks twice per round whether thrown or held in melee. It may dance for 3 rounds and may excrete a magical poison once per day (save vs. poison: lethal vs. lawful creatures, others take 6d6). The dagger has a playful mentality but a limited intelligence.

Silent Blade

A dagger that when it is drawn from its sheath activates a Silence 20 yard spell. It was, of course, made for a thief...

It was by the way +3 and was not made to be thrown. It also has a small compartment in the hilt big enough to hold a few gems or a ring or two...

Squeaking Dagger of Throwing

<fitz@toadhall.equinox.gen.nz>

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.

Sword of Pain

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

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

Thrown Dagger of Backstabbing

This dagger allows the thief to backstab one category higher (from x3 to x4) once per day on a thrown backstab. It will return once per day and for the rest of the day will function as a dagger +1.

Thrown Dagger of Shrapnel

Sandman <shadow@norwich.net>

This dagger usually comes in a set of Ten, 40 gp per dagger. Each dagger is good for only one use, after thrown and sticks in something it explodes doing 1d20+9 damage, and 1d10+1 to all around the explosion.

Vampiric Crysdagger

This is a +1 dagger which sheds no light. When wielded by a thief, it does vampiric touch (3d6 dmg) once per day.

Vanquisher

<Big Daddy>

Quasi-relic. Dagger +2 (+3 vs. larger than human).

INT 17, EGO 19.

Known languages: Ogre, Bugbear, Lizard Man, Fire & Hill Giant.

Can read magical runes.

Detects Good/Evil 100' radius and invisible objects 1' radius.

Teleport once per day (to known location).

Special Purpose: Slay non-human monsters

Special Purpose Power: Paralysis 1d4 rounds, save vs. magic.

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 it's special purpose is kept it doesn't care who uses it.

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. However, when the true name of any creature seen by the wielder at some time in his or 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 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 d4 for hit points left, then d4 for hit points lost due to the dagger. 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.

Wackyknife

<Fizban the Fabulous: jmhamari@mtu.edu>

Wackyknife is a creation of our awesome DM. It is +1 to hit, +5 to damage, and it can hit creatures that need +5 weapons to hit.

The knife is Chaotic Neutral (my character is Chaotic Good, but Wacky's influence is pushing me toward neutral). It has 17 intelligence, and a whopping ego (I don't remember the exact number). In fact, he insists that I use his as my lead weapon. It acts as a weapon of speed, and has quite a few special powers.

It can cast comical cantrips (fart, burp, sneeze, trip, etc.) 5 times per day. It can do this on it's own, without my knowing it, or I can ask it to do it.

It allows me to cast *Web*, *Stinking Cloud*, *Haste*, and *Tasha's Uncontrollable Hideous Laughter*, once per day each.

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. ;-)

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.

Other

Darts of Stoning

Garry J. Sled <melvidar@bigfoot.com>

<http://home.interlynx.net/~thanatos>

These magical darts can be used only by mages or thieves. They are considered magical for purposes of damaging creatures immune to normal weapons, but have no active pluses. When struck by a dart of stoning, a creature must pass a save vs. death magic or be turned to stone.

If one of these darts misses, it retains it's magic, but it is destroyed if it hits its target. There are typically 1d4 of these darts.

Doublejointed Axe

Cybermage <tds124@erols.com>

Cost: 15 gp
Weight: 8 lbs
Size: M
Type: S
Speed: 5
Dam: 1d6/1d4.

Note that this is only for one attack.

This is a special kind of hand axe used primarily by half-gnolls. It is a hand axe with longer shaft and another axe blade ant the opposite end of the shaft on the other side. It is spun in the hand so that you get 2 attacks in the place of one. If a character would already get more than one attack a round double that if using a doublejointed axe.

Dwarven Molotov Cocktail

Brad LaFrance <u15871@snet.net>

The dwarves of the Kalarhast mountains use these weapons of destruction extensively. Taking a round glass vial, they fill it with a HIGHLY flammable substance, called slirth , and stuff a rag soaked with it into the top. To use, the dwarves light the end of the rag, and let it start burning, then throw the vial at the target. The vial shatters on impact with almost anything , spilling the slirth over them. The flaming rag then lights the slirth, and BOOOM. Opponent is toast. Opponent takes 2d6 damage on first round, then 1d8 damage every round after they until they can put the flames out. Putting the flames out takes two rounds of rolling on the ground, one round with someone helping, or one round if completely doused with water. A very dangerous weapon in the right hands.

Fire Bomb

Cybermage <tds124@erols.com>

weight: 5 lb
speed factor: 11
dam. vs. Med. & Small: 1d4+1d6
dam. vs. large: 1d3+1d6
type: p/special
cost: 80 gp
size: small

Fire bombs are small clay balls filled with an explosive substance made by alchemists (which explains the price). There is a fuse sticking out of them. When the fuse is lit the bomb must be thrown our teh thrower will take the damage. On impact the balls shatter causing flame damage (1d6) to all with-in 5 feet for 1d4 rounds. Also the clay shards hit the person if the attack roll succeeds. That is what causes the 1d4. A common tactic with these is to load many in a catapult, lighting the fuse, shooting it, and watching the fireworks.

Four Point Star

Frank Hackett

W: 5 lbs
S: M (4')
Cost: 30 gp
Dam.: 1d8/1d10 - 2d8+4 if thrown

Think of this weapon as a bigger version of a tire iron with sharpened arrow-heads at each end. Can be thrown for more damage.

Kashiing Spheres

Searn R. Rook <rooksr@bigvax.alfred.edu>

appearance:

Small spheres, usually no bigger than a human fist, made of varying types of materials.

Info:

Several different types of these spheres have been created. Some detonate after impact, while others will levitate before exploding while either waiting for a specified amount of time, a noise, or movement within a certain distance. All are the same in that they explode into many tiny shards that fly out in all directions. Being hit within a 5 foot radius of the explosion will allow no saving throws. Any unprotected parts of the body will be hit and can inflict from 2d6 to 4d6 points of damage, depending on the material the sphere is made of. Anybody within 10 feet diameter will get a saving throw versus dex at -2 modifier. Successful throws will reduce damage to 1d4 to 3d4. An unsuccessful throw will put damage from 1d6 to 5d4. Anybody within 25 feet will get a saving throw versus dex at a +2 modifier and only receive 1d4 if they fail and no damage if they succeed. These spheres have been made from wood, stone, and sometimes even metal.

Mace of Thirsting

Reaper <nodrog@bmts.com>

Appearance:

It appears to be a normal mace except that it is a blood-red hue.

Description:

When grasped by an evil priest it quickly changes to a night-black color and performs as a mace +1, +3 vs good. When used in combat by a priest of level 10 or higher it grants numerous other powers such as it hits as a weapon +4, +6 vs good. The priest strikes as a fighter his level -2 that has specialized in this weapon. It can also cast these spells as a wizard the same level as the priest once per day:

Enervation

Magic Jar

Finger of death and Wraith Form.

It can also cast Hellfire once before it is destroyed.

Moogle Weapons

Frank Hackett

-Boomerang-

W: Less than 1, costs 3g, 1d4/1d3. this is a normal boomerang.

-Chakram-

W: 1, costs 5g, 1d4/1d6+1. This circular steel circle has 3 triangular blades coming off it.

-Full Moon-

W:3, costs 20g, 1d8/1d10, on a natural roll of a twenty, and only an unmodified twenty the weapon has an 80% of severing a limb. This weapon is a closed circular disk with razor sharp ends. special steel gauntlets must be worn when handling (W:3, +1 to punching damage) or risk slicing your hand.

-Stout axe-

W:5, costs 7g, 1d8/1d8+1, this is a small 1 handed battle axe.

-Moogee pike-

W:6, costs 10g, 2d4/1d10, this is a small trident where the middle spike is shortest.

Namu's Claw

John Wedow <John@IHS.com>

Appears as a great black gauntlet inlaid with gold filigree in fantastic patterns that extends to the elbow on human sized creatures (won't fit others). The finger pieces are fitted with 6" long metal claws. The gauntlet's speed factor is 2, it weighs 2 lbs., and it does 1d6+4/1d6+1 dmg. It has the following powers:

climb walls 99% (a bit Noisy)

distance cut 20' (just ranged damage, no Thaco penalty)

burning hand (as Burning hands, 1d3+14 dmg, blue flame)

The item can be used by Rogues and Warriors only. Enjoy!

Hellblades

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

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, Gulgarath, 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 quite evil power.

Overall Effect

Each sword functions as a modified Sword of Sharpness, they are all +3 weapons and sever a random limb (not neck/head though) on a natural roll of 18-19. 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 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 holds onto the sword, letting go of the sword 'breaks' the umbilical cord of the sword to the owner. The swords continuously feed 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 cause (actually force) the user to attack for 1d4 rounds the nearest living thing in hope of additional 'feeding!' 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. 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 somehow separated by a different dimension or such (such as putting it in a Portable Hole or Bag of Holding).

Known Hellblades

Excalibur Junior

A perverted twisted version of that saintly weapon. It glows with a purple radiance and has the power of Armor (purple glow) thrice per day for its possessor at the 12 level of ability. It is a Broadsword with an intelligence of 15 and an ego of 10.

Souleater

A Broadsword that glows with a blackish radiance. It has the ability to Ghost Armor its possessor thrice per day at the 12th level of ability. It has an intelligence of 16 and an ego of 10.

Soulsucker

A Longsword that glows with a sickly Greenish/Yellowish radiance. This sword grants its possessor 37% Magic Resistance when held and the ability to Minor Globe of Invulnerability its owner thrice per day at the 12 level of ability. It has an intelligence of 17 and an ego of 12.

Soulzapper

A Greatsword of pure black Steel, it glows with a bright red radiance of the fires of hell itself. It grants its user Fire Resistance and has the power to Mirror Image its possessor thrice per day at the 12 level of ability. It has an intelligence of 17 and an ego of 12.

Soulskinner

A Shortsword that glows with a yellowish radiance, it has the ability to Stoneskin its possessor thrice per day at the 12 level of ability. It has an intelligence of 17 and an ego of 10.

Souldrainer

A Broadsword that glows with a sickly purplish/yellowish radiance. This sword has the ability to Negative Plane Protection its possessor thrice per day at the 12th level of use. It has an intelligence of 17 and an ego of 10.

Lifesucker

A Broadsword that glows with a whitish radiance. It permanently protects the user as a Resist Cold spell and can Protection From Good its possessor thrice per day at the 12th level of use. It has an intelligence of 16 and an ego of 12.

Hellbearer

A Broadsword that glows with a colorless radiance! It has three powers that it can grant on its possessor once a day each instead of one power thrice per day. All powers function at the 12th level of ability and are as followed: Improved Invisibility, Alter Self, and Non-Detection. It has an intelligence of 17 and an ego of 14.

Soulswallower

A massive Two-Handed sword that glows with a rainbow multi-colored radiance. It can Anti-Magic Shell its possessor thrice per day at the 12th level of ability. It has an intelligence of 17 and an ego of 15.

Soultaster

A Shortsword that glows with a bluish radiance that can Waterbreathe and Blur its possessor Thrice per day each at the 6th level of use. It has an intelligence of 15 and an ego of 12.

Souldevourer

A Bastard Sword that glows with a Grayish radiance. The sword can only do once per day Tenser's Transformation on its possessor but at the 13th level of use. It has an intelligence of 16 and an ego of 13.

Lifeeater

A Scimitar that glows with a pure ruby radiance and can Haste its possessor thrice per day at the 12th level of use. Note the user is aged **two** years per use of the Haste power. It has an intelligence of 17 and an ego of 10.

Lifelicker

A Broadsword that glows with a black radiance. 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 1hit point and one constitution less but will still be able to function normally without the needed rest. It has an intelligence of 17 and an ego of 17.

The Twelve Swords

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The gods (a mixed Greek and Roman pantheon) created the Twelve Swords as a game. They would scatter them among humans, to their chosen champions, and see whose player could collect them all. Much to their dismay the gods discovered that these weapons were powerful enough to work on the gods themselves. These Swords have claimed the lives of many a holy, and unholy, beings.

All of the Swords look identical except for a small white symbol etched into on side of the black hilt. The blade is a little over three feet long, and with a molted steel color.

Game Statistic:

They may be treated as a long sword and/or a bastard sword. 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.

Shieldbreaker (Sword of Force)

Symbol: warhammer

The most powerful of the twelve. As Vulcan's prized weapon, he invested a great deal of his essence into the blade. The Sword prevents any harm to come to the wielder from any type of weapon or spell (direct or indirect/physical or mental). As long as someone is engaging the wielder in combat he cannot release the Sword (he does not have to draw it, and may release it after all opponents disengage). The only thing that the Sword will not effect is unharmed opponents: if anyone or thing that attacks without weapons (or spells) the Sword will pass, harmlessly, through them as if they were made of air. The other disadvantage is that the Sword increases it's 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. If the wielder is below one point of Strength, he will be comatose until he reaches 1 point; regaining one point a day. After this he will regain 3 points per day for total rest, or 1 point a day for resting and traveling (riding ONLY).

COMBAT EFFECTS:

Dispels all spells used against wielder.

For every person who attacks the wielder with a weapon or spell (in melee range) the sword will: d100:

- 1 - 20% Destroys their weapon.
- 21 - 40% Cuts off one hand/arm
- 41 - 45% Cuts off both hands/arms
- 46 - 50% Cuts off one leg
- 51 -100% Kills (no save)

There is no save for any of these effects. Magic armor offers no benefit at all, nor will a Stoneskin absorb the damage.

Stonecutter (Sword of Siege)

Symbol: block with a wedge of it cut out

Stonecutter slices through rock and stone, literally, as a hot knife would through butter. If it's point is rested on stone, it will begin to cut it, with 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 limb or appendage, and on a natural roll of 20, it will destroy the monster. When used against stoneworks it does 15 points of damage.

Doomgiver (Sword of Justice)

Symbol: ring (circle)

It is the least known Sword (it was destroyed without ever have been used were the teller of the story could tell the readers).

The Sword of Justice throws the power of the opponent(s)'s attack back at them. Acts a Ring of Spell Turning (and over powers a ring) against spells. Attacks with melee weapons: attacker rolls to hit, if the score is enough to hit the ATTACKER he rolls for the amount of damage he *would* have done, then Doomgiver hits him, 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 after a spell has been cast on you will send it back to its creator.

This Sword was destroyed by Shieldbreaker.

Sightblinder (Sword of Stealth)

Symbol: an eye, 1/4th closed

When the user wears this Sword it makes him appear to all others as what they fear or love, depending on who and what they are thinking of (the wielder may change from a father to a wife, if the viewer's thoughts change). Usually groups see the wielder as the same person.

The image the wielder takes cannot be chosen, it may or may not appear to be wearing a sword (or even a Sword if others see him as a person who should be wearing one).

Also the wielder can see through all illusions, magical or otherwise. The Sword acts as a True Seeing spell when drawn.

Woundhealer (Sword of Mercy, Sword of Love)

Symbol: open hand

The Sword of Mercy cannot harm any living creature, if thrust into someone it will cure 2 - 20 points of damage, cure disease, cure blindness, and regenerate (which will also heal what the cure 2-20 doesn't).

If used against undead, they must save versus Death Magic at -8, or be rendered dead. Undead without corporal bodies can be hit, the Sword does the damage as a "normal" Sword. (ghosts, specters, phantoms, etc.). With these pluses: +3 "to hit" +3 damage.

Evil creatures from the outer planes can be fought with this Sword. It does damage as a Sword. With these pluses: +3 "to hit" +3 damage.

If used against non-organic (never living) it uses the normal pluses for a Sword, and does damage.

Mindsword

Symbol: banner on pole

All intelligent, semi and up, creatures who see this Sword drawn, become the faithful servants of the wielder. They remain faithful until the wielder loses the blade or they handle one of the other Swords and make a save. Possessing one of the other Twelve allows the person a save vs. magic 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. Creatures under the power of the Mindsword will follow ANY command given by the wielder, even suicidal instructions, with no hesitation.

Soulcutter (Sword of Despair, Tyrant's Blade)

Symbol: none

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 Sword will give the wielder a save vs. magic at +5. Once the Sword is sheathed (if it is sheathed all people effected slowly regain their normal world-view and recover (10 - level /rounds).

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 also carries another Sword and makes his save when Soulcutter is drawn).

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.

COMBAT EFFECTS:

Wielder cannot be controlled by another.

For every person who attacks the wielder (armed or unarmed), if they are within melee range) the sword will:
d100

1 - 15%	Destroys their weapon	Knocks weapon from their hand
16 - 35%	Cuts off one hand/arm	normal damage
36 - 40%	Cuts off both hands/arms	normal damage
41 - 45%	Cuts off one leg	normal damage
46 - 95%	Double damage	normal damage
96 - 100%	Kills	double damage

The disadvantage of Townsaver is that it does not protect the wielder as does the Sword of Force. If Townsaver is controlling the wielder he gains no AC bonus for dexterity and suffers a -2 to his AC.

A highly skilled fighter may be able to control the Sword. If $(\text{Level} + \text{INT} + \text{WIS} + \text{CON}) > 55$. 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 wielders attacks/per round +3 "to hit" +3 damage.

Wayfinder (Sword of Wisdom)

Symbol: arrow (pointer)

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.

Farslayer (Sword of Vengeance)

Symbol: concentric circles (bullseye)

The wielder grasps this Sword by its hilt spins in a circle and says, "For thy heart, for thy hear, 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/its heart, killing it. There is no save. No armor or magic can stop Farslayer, only Shieldbreaker can stop this Sword (Farslayer would be destroyed). The sword lays in the enemies' heart, until someone finds him and draws it out.

Coinspinner (Sword of Chance)

Symbol: pair of dice

Coinspinner can be used similar to Wayfinder, 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 itself. If not watched it may disappear. No vault, or magic can keep it in one place.

+4 Luck (all saves at +4)

+6 Luck in all games of chance

Dragonslicer (Sword of Heroes)

Symbol: winged serpent

Dragonslicer will kill any dragon whose flesh it bites. When used against dragons it has no "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.

Unique Weapons

Aeglos "Snow Point"

This was the spear of Lord Gil-galad, the leader of the Templars of Law. The spear was lost during the sacking of the Temple of Greenspar in the 3rd War of the Colors. It found its way into the possession of the king of Gwyn, Filmor Waitespar. He was slain in battle, and the spear passed on to his nephew, Vospar. Unfortunately, Vospar was reckless and foolish, and soon joined an adventure with a group of equally foolish friends. They attempted to slay the dragon

Rogdarm, who proceeded to bake the group into ashes. At a later time, Rogdarm gave the spear to an evil mage in exchange for several spells. The identity and current whereabouts of the mage are unknown.

Aeglos is a spear +4; being of particularly excellent balance and weight, it can be thrown twice as far as usual (2/4/6). It is approximately 6' long, with the 1' long, blue-steed tip fitted into the 5' long oak shaft. The oaken shaft has several runes carved into it and is magically strengthened; it has the strength of solid steel. When Aeglos is held, the user can never be surprised.

Angrist "Iron-cleaver"

This knife belonged to the halfling hero Æudric. It was believed destroyed in Æudric's battle with the demon Dragoath. It reappeared in the hands of a Eastern Wasteland hero named Pinn before being lost again.

This lawful good knife +1 is intelligent - Intelligence 15 and Ego 15 - and can speak Old Common, Lawful Good, Kirin, Eastern Barbaric, and Demon. It can detect demons up to 80 yards away, project up to 12 magic missiles each day, and teleport the wielder and all gear twice per day. Angrist can hit any demon, regardless of the 'pluses' needed to hit. When it strikes a demon, it is imprisoned unless a save vs. spell at -2 is made.

Axe of Democles

This is a battleaxe +3, but against earth and fire elementals, it increases to +5. This gleaming mithril steel axe was used by the dwarven hero Democles to defend his people from the Elementals that sought to drive the dwarves from their mines. It causes all creatures from the Elemental Planes of Earth and Fire, or the Para-Elemental Planes of Smoke, Magma, and Ooze that see it to check morale. The Axe of Democles is +5 to hit and damage vs. any such creature. When a hit is scored, the elemental or para-elemental must immediately check morale at -2. Failure indicates it flees back to its home plane.

Bloodfist

The first record of this massive black iron warhammer is its use by the evil dwarven fighter Bawdarin when he defeated the champion Falin. Soon after, the hammer disappeared when Bawdarin met an ignominious end at the Battle of the Twin Peaks.

Bloodfist is a warhammer +4. On any to hit roll of 4 or more above the number needed, the hammer causes double damage (2d4+6 / 2d4+4); if the roll is 6 above the needed number, triple damage is scored (3d4+7 / 3d4+4); and if the roll is 8 or more above the necessary number, quadruple damage (4d4+8 / 4d4+4) is inflicted. If the to hit roll is a natural 20, the target is stunned for 2-5 rounds. This hammer is not balanced for throwing.

Grond

Grond was the gigantic mace of the infamous and feared Sauron, leader of the evil Decaular Knights. It was imprisoned along with Sauron upon his defeat by the Forces of Good during the 1st Great War. No one knows what has happened to either Sauron or his mace since, though there are persistent rumors of their return.

Grond is a 5' long, pure adamantite footman's mace +6. It cannot be lifted by anyone with under an 18/01 strength, and cannot be wielded effectively unless the user has at least 19 strength. Creatures under 5' cannot wield this weapon at all, while those under 7' must use two hands.

Any creature not of evil alignment that picks up or handles this weapon will be affected as if they had received a blow from it. The mace can cause fear or darkness, 15' radius upon command. Thrice per day it will paralyze upon a touch. All hits from the mace cause triple normal damage (3d6+9 / 3d6+6) and drain 1 life energy level.

Vengear

This small dagger has been powered with an extremely potent dweomer. It has no pluses or any other bonuses when used in regular combat. However, when the true name of any creature seen by the wielder at some time in his or 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 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 d4 for hit points left, then d4 for hit points lost due to the dagger. 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 Dengg'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.

Epilogue/Credits

Items by me

Blood Drinker

Dagger of Pierce

Dagger of Slice

Draco

The Drow Blades

Ring of Lances (ring of missile weapons)

Scroll of Death

Shield of Hands

Shield of Mirrored Portal

Soal Sucker

Solidifier

Sword of Energy Drain and Energy Blast

Sword of Carnage

Sword of Havoc

Sword of Strife

Sword +1, +6 vs Priests

Sword +1, +4 vs Wizards

Thrown Dagger of Shrapnal

Viking Blade

From the MAGIC.ITEMS list

ACME Ring of Invisibility

Ring of Animal Magnetism

Ring of Annulment

Ring of Begone and Forgotten

Ring of Circular Curses

Ring of Clairaudience

Ring of Command

Ring of Damage Absorbtion

Ring of Distraction

Ring of Fashion

Ring of Fighter Power

Ring of Fire Starting

Ring of Flight

Ring of Flying

Ring of Health

Ring of Infravision

Ring of Languages

Ring of Lightning Resistance

Ring of Limited Telepathy

Ring of Magic Detection

Ring of Neutralization

Ring of Permanent X-Ray

Ring of Phantom Form

Ring of Protection from Charming

Ring of Quick Action

Ring of Range Extension

Ring of Rapid Regeneration

Ring of Serten's Spell Immunity

Ring of Shape Changing

Ring of Telepathic Communication

Ring of Teleportation

Ring of the Bard

Ring of the Drow

Ring of the Eagle

Ring of the Grasshopper
Ring of Tongues
Ring of Truthfulness
Ring of Ultravision
Ring of Vapors

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