The Book of Swords

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Generic Swords

** Akasha

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 nightime; 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 Silvains 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.

** 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 emmitted by the blade.
* Blade can cast Jump spell at will, up to 5 times/day.
* Each blade has it's own set of additional properties.

BAARANE'S SHORT SWORD: (additional properties)

* 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 weilder to "do good", as appropriate to any question it is asked.
* Will Cure Critical Wounds if the weilder receives a "fatal blow" (i.e. one that could knock character unconsious/dead). The weapon has no control over this power. This power will NOT take effect if the weilder 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 sucessful "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. Paralization (bonus = 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 berserker rage, and attack whoever is holding the other sword. If the save is made, the weilder 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.

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 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.

(I ran an entire campaign around the theft, and eventual destruction, of these swords. They can provide a most interesting addition to any storyline...)

** Bastard Sword

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

** BloodBlades

The origins of the Bloodblades are uncertain, as is their current number. They are shortswords, 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 funtion 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 pts. 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 satisified until it has tasted 17-22 pts 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 as 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 occurance. 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 Ibrahil, who were taking them to be destroyed at Hellforge. The Knights were never seen again.

** Cold Intellect Sword

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).

Fire based effects:

Saving throw failed: Half the fire dice will be converted and added to the surplus. The other half is deducted from the hit points.

Saving throw succeeded: 3/4 of the dice is added to the surplus. 1/4 damage. Excess energy will flow to the earth (and is not stored).

<u>The Cold Intellect Sword</u>

In the beginning the sword is as follows:

+2 to hit / +2 to damage

+4 to damage against fire-electricity using creatures. Damage from such creatures will be added to the energy store. Ratio is 6 HP for 1d6. Truncate excesses.

Wielder can use lightning bolts with a maximum of 4d6 from a energy store of 12d6. Normal recharging (without bonuses from damage and attacks) is done once a day.

The blade is extremely cold, and precautions should be taken while wielding (e.g. Ring of Resist Cold in the hilt, a special enchanted scabbard, etc...). When the wielder makes its saving throw against lightning, all energy will be stored in the sword as a surplus. Excess energy is truncated. When he doesn't, he takes half damage, while the rest is absorbed.

Due to the forging process, the quality of the metal is reduced to its lowest state. However, its capacity to store energy remains. The 'spark of life' that once created the CI is still present. When a to hit score of 20 is rolled (modified or not) against a highly intelligent creature (e.g. a mage) the sword will sap an intelligence point from him (permanently) and add it to his own intelligence. Decide for yourself what the effects are on the victim: loss of spells, etc... The sword starts from an intelligence of 5. When it has reached an intelligence of 10 another CI will be born. Once it has intelligence 16, draining intelligence is at a ratio of 5 drained points for one intelligence point for the CI:

Int 10-15: +2 to hit against normal creatures
+3 to hit / +4 to damage against fire-electricity using creatures
Sword has empathy

Int 16: True consciousness is now present.

+2 to hit normally
+4 to hit against fire-electricity using creatures
Damage absorbation ratio is 5 hp for 1d6
Sword has telepathy
Lightning bolts are the same for a 16 CI
Saving throws against fire: success: Wielder takes no damage. Half the damage is absorbed in the sword
failed: Wielder takes half damage, 1/4 absorbed in sword

Int 17: Levitation upon wielder, when nicely asked (once a day)
Ligthning bolts as the 17 CI
+3 on initiative (the sword has become almost weightless)

Int 18: Full psionic powers of an 18 CI are gained (but only the sword can use them, the wielder has to ask for it)
Damage absorbation is 4 hp for 1d6
Lightning bolts as the 18 CI

The sword has now full powers and will decide upon its goal in life. Note that it has no true revenge feelings, since the living CI is another being than the one that was killed. However, it may have bad feelings about the fact that one of his kind was killed.

Should it decide to stay a sword, it shall always remain on Int 18, but it can drink intellect by draining points (which is a kind of drug). Note that it will be always hateful against intelligent creatures, since it sees them as rivals.

Should it decide to become a sphere, it loses the draining capacity, but can become a powerful 20 CI. When it chooses the sphere, it will ask the wielder to leave it behind in a secluded space. When the wielder refuses, it will use all his forces to make him do so and afterwards destroy him. Even when the wielder agrees, the chance of being killed is high, unless the sword is assured (by ESP for example) of the wielder's loyalty. This is because the conversion from blade to sphere is a delicate process and the CI wishes no intrusion.

Final note: feel free to change the chance of draining INT points and/or the ratio of draining INT points. The purpose was the sword should grow along in level as its wielder, until a final confrontation occurs.

** Copycat Blade

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.

** Daryo

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 milion 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)

** Dragon Chopper

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".

** Fire Biter

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 weilder
Telepathic in alignment tongue

How "Fire Biter" fell into Orcus's 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's black magic.

** First Justice

+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.

** 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.

** 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

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 posessed 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 challanged Asmodeus. Asmodeus disarmed the Paladin and is using rings of longevity and regeneration to keep him alive for eternal torture and torment. Asmodeus sold the sword to Orcus for the head of a Astral Deva and another Paladin. Orcus removed the memory of this sword as well.

Note this condition! Devils will recognize this sword as Asmodeus'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.

** MetalBlade

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.

** OathBreaker (Chain Breaker)

This sword releases its targets from any Geases, 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.

** 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

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 axpected 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).

** Silver Sword

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 extrems of artifact destruction methods.

It has no other bonuses.

** 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 Glamer like a 7th level wizard twice a day.

** Spellswords

It is believed that the fighter/mage elven kings of Highfolk were the first ones to create a Spellsword. Anyone can wield them, but only spell casters may truly benefit from their powers. This 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 it's 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.

** Sword of Canine Attraction

Magical Adj: +1 (hit/dam)

This little oddity was last reported in PM 26565, a small splinter of reality near Torilspace. 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 posess 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 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 favourite tactic was to disarm a foe, then say "I will not fight anunarmed man", and toss him the sheathed sword, or slide it to him unsheathed with the tip of his own blade. His foe would procede to neatly carve himself up.

** Sword of the Famillarity (Rotweiler)

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 sheperd 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 to much power on it. Instead it takes it's 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 connecter.

The sword has it's 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 allingnment it radiates.

It radiates in the wielder allignment when lvl 1-4 :weakly alligned
5-8 :medium alligned
9-12:strong alligned
13- :very strong alligned.

When the sword breaks or the owner dies (which causes it's breaking) the sword lets all the energy accumulated inside blow up and damages all around. If the sword is medium alligned 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 weilder 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 performe. 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 MU (or successfull throw) can see it.

table 1:
all bonuses are accumulative

level	turns needed	damage when broken	bonuses th	da	sp	special
Weakly Aligned						
1	0	1d10	+1			-1 con when connected
2	2	3d6		+1		when broken and owner is alive he feels great loss and suffers 1d10 in pain
3	4	3d10			3/2	the weilder feels good when holding
4	8	4d8	+2			
Medium Aligned						
5	16	6d8		+2		pushes wielder to fight against opposite alignment giving extra +1 +1
6	32	6d10				+1 con +1 str +1 dex.when held it holds hand back (like an handshake).2d10 pain
7	64	7d10	+3			
8	125	8d10		+3		-1 ac.3d10 pain
Strongly Aligned						
9	250				2/1	gives -1,-1 against own alignment
10	500	9d10	+4			regenerate 1hp/round in fight.4d10 pain
11	1000	10d10		+4		would not leave hand.when one insist will do 1d10 and leave.does another 1d10 if put in scabard.
12	2000	12d10	+5	+5	5/2	when broken-like familiar+5d10 pain
Very Strongly Aligned						
13	4000	14d10	+6	+6	3/1	will not fight against own alignment
Each level afterwards is:						
	+2000	+2d10	+1	+1	+1/2	

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 / level	0	2	4
1-4	as regular sword	-1 -1	can't hold
5-8	-1 -1	can't hold	does 1d10 magic.S.T 50% V magic
9-12	can't hold	1d10 as in 5-8/4	2d10.no S.T.
13-	1d10	2d10	4d10.no S.T.

| | | |

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

Instead of causing 1d8 damage + str + weapon bonus, it returns 1d8 + STR bonus to damage + 5 hit points back to person struck. It is not possible to tell be 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 Palaodrin

Intelligence: 17
Ego: 21
Alignment: Lawful Neutral
To hit/damage adjustment: +5
Speaks the following languages: Lawful Neutral, Elvish, Dwarvish, Neutral
Special Abilities: Detect Sloping Passages (1" radius)
Detect Magic (3" radius)
Detect Shifting Walls, Rooms, Elevators (1" radius)
Regeneration (2 points/turn)
Pass without Trace (1 time/day)
Death Ray (1 time/day)
Plane Shift (1 time/day)
Lightning Bolt (4-6 Hit Dice, 2 times/day)
Teleportation (1 time/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 subtlely 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 keeps 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. detections, immunities, protection, and side effects. I suggest that the personal attribute modifier be -1 permanently on the players Constitution.

** 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 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 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 sowrd is to put on the gauntlet. Unfortunately, the gauntlet only goes on the wrong hand (ie left hand for a right handed fighter) and can only be be used by fighters and swashbucklers. Once on, it will not come off, except in rare, unexplicable 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 chainmail 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 throught 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

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... heh heh)
- 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 weilded by even the weakest mage.
Note: multi-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 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 Snake

# 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 ecentric wizard thet 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 metalic (1-4 Hrs. 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 charecters skin will harden anyway, but the charecter 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 weilders alignment changes, or if the snake when found decides that it would be suicidal to attack than the snake will wait until an opportun 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, +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.

** Sylvanglade

It is an elvish sword. Sylvanglade is made oout of the wood of a tree sacred to elves (the tree is nurished 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 elvish 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 elvish kingdoms. The blade has one unique ability; it temporarily negates the enchantment on the blade of the opponent (thus, if the opponent has a

longsword +5 it operates as a simple longsword). 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 (vorpal sword, flametongue, 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 (millenia?) 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 possesed 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 campagne.

** The Crystal Blades (StormBlades)

Magical adj: +3 swords (There are nine)
Intelligence: 16
Ego: 16

4 long swords	Extremes (LG, CG, LE, CE)
2 broadswords	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 weilder/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, daemon, titan, etc...

Each sword's blade is made of Glassteeled 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.

** WereBlade

The WereBlade is a doppleganger of swords, a shape-changer. Usually, it looks to be an ordinary, but magic-radiating, dueling sabre. 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...

Long Swords

** Biff (Long Sword of Annoyance)

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's 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.

** Black Blade

Type: long sword
Intelligence: 17
EGO: 18
Magical Adjustment: +2
Magic Resistance: 85%
Alignment: Chaotic Neutral
Description: black onyx obsidian blade with mitheral 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 looses 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 dwarvish, black dragon, stone golem, orc and of course common.

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

** DragonClaw

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 longsword +1, flametongue. 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 gotshortened 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 unfailingly. 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 therin 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 (ie 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 millenia 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 trough 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 Wyrm of awesome power.

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

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

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 Wyrm 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 bellow. 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 choses 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 hatchling 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 unpleasing 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 or less 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 looses 1d4 points of dexterity for 1 turn.
11	character takes 1d6 points of damage.
12	character looses 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 looses two hit points instead
22	character is *feebleminded* (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 and must be removed from play.
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 easely 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 carring or wearing, magical or not, is *disintegrated*. Magical items receive a saving throw versus disintegration, but normal clothes and equipment don't.
28	character looses 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 more	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.

** 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 (eg 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.

** MindWall

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

Powers:

- Permenent Tower of Iron Will (for combat roll always a 16)
- Weilder 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 psion has less then the PSPs drained then drain one power for a number of rounds equal to the number of PSPs drained.

** PeopleSmasher

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+)

** Protector

+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.

** Sword of Fire

Long sword.

Same as bow 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 it's 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 paralysed 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

Magical Adjustment: +1 (always a long sword; rather slim and light)
Intelligence: 0 *(although it has a special purpose: to protect weilder)*
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 looses 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 usefullnes 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 Anearthed Arcana or the 2'nd edition).

** Sword of Hope

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 my 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-imspiring 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 Stealth *(allow any plus you desire)*

Allows a continual non-detection while in the possesion 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.

** Thief Watcher

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

This sword allows the weilder 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 weilder is about to be backstabbed (usually negating the backstab multiplier, but not back attack bonus) and growls lowly when the weilder is the object of a pick-pocket. The weilder also gains the NWP alertness.

** VampireBlade

A magical long sword that is intelligent and had ths 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.

** Wilde

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, Elvish, 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 disintigrated. Wilde speaks with English mannerisms and in a higher, more melodius 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

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.

Short Swords

** Ebony Blade

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

Grants weilder 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

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

Short sword with flaming spines making up the hilt (cactuslike)
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 deg.) for 5 pts 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 sucessful to-hit roll.
- grow back in a week

** Idrenal

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.

** Maelstrom (Metal Storm)

+2 short sword

Intelligence: 15
Ego: 7
Alignment: Neutral Good

- Speaks common and Auld Wyrmish (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

** 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 Kas

(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 (St: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!), Griffons, 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 lighning 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 corruptable 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. If in the rare occasion that someone asks, be vague, "It appears to be an ordinary short sword; it is thin and of a dull gray metal. It is very sharp. It has an inscription on it: 'Abyss Slicer'." It radiates a faint magic if detected for. The inscription was put there by Orcus and will fade when its true nature is made known.

The sword will feel cold and lifeless in the hands of any that do not claim it as their own. It will pulse with magic in the hand of the one who does claim it.

The sword will tell the user that it was sent by (his 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 pickpocketing, more taking of treasure when noone 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 similiar 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."

Scimitars

**** 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.

Bastard Swords

** Crystal Sword

To hit/damage adjustment: +2 or +3
Special abilities: Language translation (see below)

A bastard sword made out of a large single peice 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, usally common, dwarvish or elvish. 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 pretains 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.

** Juris Est

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

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 missles 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 it's previous owner of several years, a cambion demon.

**** 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.

Two-handed swords

** DragonDeath

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.

** 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 Grandmaster of Balence (in my campaign I have three orders of monks LN-order of balence, LG-order of flowers, LE-order of darkness) to counter extremes. He wanted to keep the balence, 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 completly, totaly 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 balence in his realm for five years at which point the opposed spirits within the sword split apart in a fiery cataclism (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

Gold dragon (flame) tongue: Acts as normal flame tongue (as in DMG) & when attacking CE beings the wielder recieves a +1 bonus to hit and +2 bonus to damage & if an evil being attemps to pick up this item they must save vs. Magic or be slain, 3-30 pts. damage if save is made.

Red dragon (flame) tongue has the same abilities but effecting good instead of evil.

Abilities of the two joined together: Normal flame tongue properties, and the union of the two spirits awakens them from their dorment state (the weapon will only stay together for 1-4 days at which point it will seperate 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 pts of damage three times a day. The wielder may also cast any MU spell from 1st through 3rd level once a day.

Yeah its powerful but it only lasts for 1-4 days and because of the type of wielder it will most likely be an NPC and controlled by the DM.

** Horgon

Two-Handed Frostbrand Sword
Intelligence: 14
Languages: Chaotic Neutral, Common, and Gargoyle

In addition to the Frostbrand 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 weilder 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 alright 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.

** IronFist

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.

** Rogenwhor, Sword of Might

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 oportune times. He will speak telepathicly, when in public, and when the owner talks to his sword, he looks crazy. He will speak outloud 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 lightining 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 platnum.

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

** StarFighter (+2 2-handed sword)

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

Broadswords

** Elf Slayers

Magical adj: special (see explaination)
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 (see other notes on magical resistance).

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 funtion 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 fluct by Dwarves, which today translates as 'elf slayer' although it originally meant 'kills wimpy scum') include spears and arrows. The arrows do not affect saving throws or magic items, and the spears only give a + 1 to saves and save against beneficial spells on a 18 or better. If a faerie even touches this metal, he takes one point of damage per pound of metal. Note that this could be misconstrued as ego damage. Most Elf Slayer swords are broadswords.

** Throwing Broadsword +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

+1/+2 (vs. magic users) Broadsword
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

** 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.

** Butt Driller

+1 dagger normally
+3 if used from behind (great for thieves!)

** 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 it's 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 tatoo 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.

** 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 Happiness

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.

** DaggerTip

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 braclet, 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 thieve'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!

** Diamond Dagger

The diamond dagger is a dagger who's 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 mithral 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.

** Lecrucia the Thristy

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 everwhelmed 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 WHIL (substains her life force)

Lecrucia will turn againsta her master if he won't let her drink. If she gains control, she will plunge herself into her slaves 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.

** 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.

** Silent Blade

A dagger that when it is drawn from it's sheath activates a "Silence 20 yard" spell. It was, of course, made for a theif...

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...

** 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.

** 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.

** 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

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.

THE TWELVE SWORDS

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 STATISTICS:

They may be treated as a longsword 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 symbol: warhammer**

The Sword of Force

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 (ie 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 travelling (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** **symbol: block with a wedge of it cut out**

Sword of Siege

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** **symbol: ring (circle)**

Sword of Justice

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.

**** Sightblinder** **symbol: an eye, 1/4th closed**

Sword of Stealth

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** **symbol: open hand**

Sword of Mercy

Sword of Love

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, spectres, 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** **symbol: none**

Sword of Despair
Tyrant's Blade

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 isdrawn. The wielder cannot return the blade to its sheath unless he also carries another Sword and makes his save when Soulcutter is drawn).

**** Townsaver** **symbol: Crenelated wall with upraised arm holding sword**

Sword of Fury

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 (Level + INT + WIS + CON) > 55. If the wielder can control the sword it does not use the table above, nor does it give an attack for each attacking opponent.
Abilities of the CONTROLLED Townsaver: Adds 1 to the wielders attacks/per round +3 "to hit" +3 damage.

**** Wayfinder** **symbol: arrow (pointer)**

Sword of Wisdom

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** **symbol: concentric circles (bullseye)**

Sword of Vengeance

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** **symbol: pair of dice**

Sword of Chance

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** **symbol: winged serpent**

Sword of Heroes

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.