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Swords of Our Fathers™



by JD Wiker

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Swords of Our Fathers

by JD Wiker

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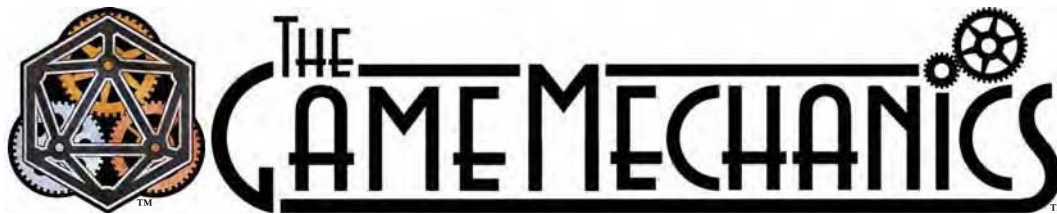


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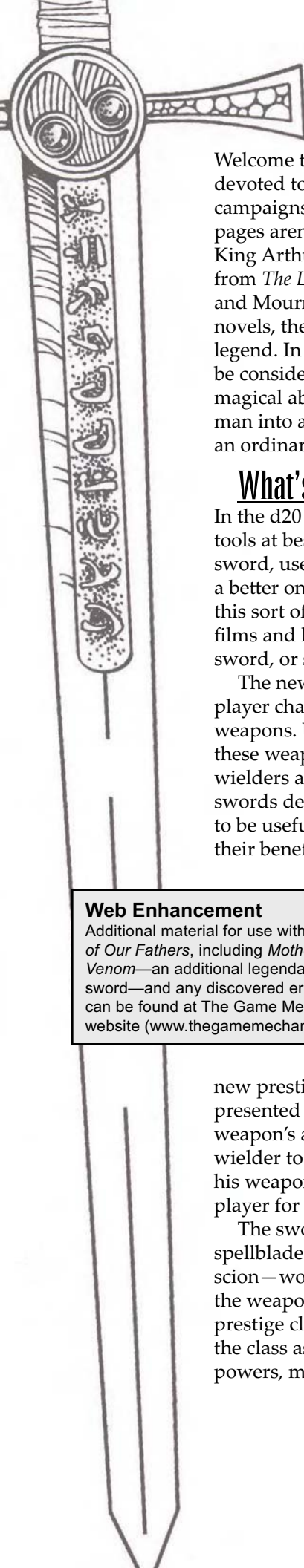
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Introduction



Welcome to *Swords of Our Fathers*—a sourcebook devoted to magic swords for d20 System fantasy campaigns. But the weapons described in these pages aren't just ordinary magic swords. Like King Arthur's Excalibur, like Sting and Glamdring from *The Lord of the Rings*, or like Stormbringer and Mournblade from Michael Moorcock's Elric novels, the weapons in this book are swords of legend. In a typical campaign, these swords would be considered minor artifacts. Indeed, their mighty magical abilities are enough to make an ordinary man into a hero, an ordinary hero into a king—or an ordinary player character into someone special.

What's in This Book?

In the d20 System, magic weapons are temporary tools at best. A player character finds a magic sword, uses it for a while, then sells it off when a better one comes along. But you just don't see this sort of "disposable" magic sword in fantasy films and literature. A hero tends to keep the same sword, or spear, or axe for most of his career.

The new rules in *Swords of Our Fathers* give player characters reasons to hang onto their magic weapons. Unlike typical d20 System magic swords, these weapons actually grow in power as their wielders advance in level. Thus, the legendary swords detailed in this book are powerful enough to be useful at high levels, but since they dole out their benefits bit by bit, the DM needn't worry

about putting too powerful a weapon into the hands of a low-level character.

Each magic blade in *Swords of Our Fathers* offers minor powers to any wielder, but it grants its best benefits to a character who adopts one of the four

new prestige classes—the sword scion classes—presented in Chapter 1. Advancing in a particular weapon's associated prestige class allows the wielder to unlock previously hidden abilities of his weapon. In short, the prestige class rewards the player for keeping the weapon.

The sword scion classes—battleblade scion, spellblade scion, faithblade scion, and swiftblade scion—work slightly differently depending on the weapon the character has. One battleblade's prestige class requirements might allow entry to the class as early as 3rd level; another, with greater powers, might not let a character in until 9th level

at the earliest. The better the weapon, the tougher it is to get into the prestige class devoted to it.

How to Use This Book

Because the weapons in this book are designed to last a character for the duration of a campaign, Dungeon Masters wishing to make use of them should try to plan ahead.

If you are a DM who is just starting a campaign, you can work in one of these weapons fairly easily. The player characters could discover a legendary weapon in a treasure hoard or go on a quest to find it. Alternatively, the weapon could be bestowed upon a character by a religious or mystical order to which he belongs.

If the campaign is already in full swing, you could have a weapon that belongs to one of the characters begin to manifest proof that it is a legendary sword. Or, you could simply adjust the weapon's enhancement bonus upward for higher-level characters.

In either case, if you can find a sword within these pages that fits into your campaign (or use the rules given to invent one of your own), you can offer it to your players as an incentive to take one of the associated prestige classes. If you know your players' preferences, you should be able to match a legendary sword with a player who would thoroughly enjoy uncovering its mysteries.

For the Dungeon Master

The sword scions presented in *Swords of Our Fathers* are prestige classes in the truest sense: adopting one of them makes a character someone special in the grand scheme of things. Consequently you, as the DM, must be prepared to allow these characters—and the legendary swords that go with them—to become special and even renowned in your campaign. If you're not prepared to do so, you should make it especially clear to your players that these prestige classes aren't available to them.

On the other hand, if you're willing to take this plunge, the characters in your game can acquire magic swords that more or less automatically scale to match their wielders' power levels—running the gamut from minor magic item to minor artifact. As an added bonus, you can use the very existence of such weapons to make your campaign world an even more magical place, full of adventure and mystery. And that, after all, is what a fantasy roleplaying campaign is ultimately all about.

Web Enhancement

Additional material for use with *Swords of Our Fathers*, including *Mother's Venom*—an additional legendary sword—and any discovered errata, can be found at The Game Mechanics' website (www.thegamemechanics.com).

Chapter One: The Basics

Legendary swords use a very simple rules system that allows their abilities to improve along with those of their wielders. A character wielding such a sword is eligible for one of the sword scion prestige classes. As long as the wielder does not adopt the prestige class, the legendary sword is simply a magic weapon with a small enhancement bonus (usually +1 or +2, or sometimes as high as +3 for truly powerful legendary swords). But by taking levels in the prestige class, the character can unlock and utilize the weapon's more advanced abilities. Sometimes the next power discovered is simply an increase in the sword's enhancement bonus, but more commonly the wielder gains access to a suite of combat-oriented feats, special abilities tied to the sword's purpose, or even magical enhancements to the character's own skills and abilities.

In every case, the sword scion prestige class associated with a particular weapon defines which of its abilities the wielder is eligible for. The legendary sword entries in Chapter 2 detail the specific abilities of each weapon. Thus, every sword scion is different, even though there are only four variations to the sword scion prestige class.

Sword Scions

Sword scions come in as many varieties as there are legendary swords, but they all fall into four distinct groupings based on the intended wielder of the weapon. Each sword in Chapter 2 is tied to one of the following prestige classes:

The **battleblade scion** prestige class is for the wielders of battleblades—legendary swords made for the hands of fighters, barbarians, rangers, and monks, as well as the occasional paladin.

The **spellblade scion** class is for characters who wield spellblades—legendary swords designed to be used by arcane spellcasters, such as wizards, sorcerers, and sometimes bards.

The **faithblade scion** prestige class is meant for characters who wield faithblades—legendary swords of divine power for clerics, druids, and paladins.

Finally, the **swiftblade scion** class is for those who wield swiftblades—legendary swords that make use of or improve the wielder's stealth, speed, or just good old-fashioned dexterity. Rogues are excellent candidates for this class, as are bards and the occasional monk.

Rules and Restrictions

None of the sword scion classes grant the character any new weapon or armor proficiencies. Thus, it is entirely possible for a sword scion (particularly a spellblade scion) to be nonproficient with his legendary weapon unless he independently takes the necessary proficiency feat.

In addition to meeting the prerequisites for the appropriate prestige class (which are dictated by the swords themselves, as noted in Chapter 2), a character wishing to adopt a sword scion class must also abide by certain other rules and restrictions.

Losing Legendary Weapons

Legendary weapons should never become permanently lost, for fate has a way of bringing them back to their rightful wielders. On a more practical level, the loss of a legendary weapon means that the character who has invested levels in the associated prestige class is denied most of the class's special abilities until the weapon is regained, because they are specifically tied to it. Thus, as DM, you must ensure that the weapon and its wielder do not stay separated for long—unless, of course, the purpose of the adventure is to recover the sword. In most cases, the weapon should turn up at the end of an encounter, or should be near enough at hand that the wielder need only make a reasonable effort to reclaim it.

Gaining Additional Legendary Swords

If the wielder of a legendary sword somehow gains another of the same type (a battleblade scion who acquires a second battleblade, for example), she may not adopt its associated prestige class, nor may she transfer the benefits of her battleblade scion levels to the new weapon. (The *Glend-Blades Swift* and *Sure* are an exception to this rule; see their entry in Chapter 2). If she were to acquire a swiftblade, however, she could begin advancing as a swiftblade scion for that weapon, assuming that she meets the requirements.

The level of commitment that a legendary sword demands from its wielder does not allow her to split her attention between two or more such weapons simultaneously. Thus, the owner of two legendary swords must choose which commitment she wishes to focus on with each new character level, by virtue of her prestige class selection.

Unbreakable

Under ordinary circumstances, legendary swords do not break; thus, any attempt to sunder one automatically fails. However, the combatants must still make the necessary opposed attack rolls for the attempt. If the sword scion wins, he may immediately deal damage to the attacker's weapon as though he had initiated the attack.

The only exception to this rule occurs when the attacking creature is also wielding a legendary weapon. In such a case, the combatants must make two separate opposed attack rolls: one for the attacker's legendary weapon, and one for the defender's. The winner of each attack deals damage to the opponent's weapon; thus, it is possible for both weapons to be damaged.

Each legendary sword's hardness and hit points, which are provided with its entry in Chapter 2, include the weapon's maximum enhancement bonus—even if the wielder has not yet qualified to benefit from such a bonus. Reforging a broken legendary weapon should never be an easy process; at the least it should require an arduous quest, perhaps involving a journey to where the sword was originally forged.

Ex-Scions

A wielder who no longer meets the prerequisites of his scion prestige class loses the ability to access the special abilities of his legendary weapon (as noted in Chapter 2) that correspond to actual sword scion levels. He retains the

basic features of the prestige class as given in its description below (base attack bonus, base saves, and even spellcaster levels, where appropriate), but the sword supplies only the magical abilities it would grant to any wielder. Likewise, a scion who no longer possesses his legendary weapon (because of loss, destruction, theft, or some other reason) loses all the benefits that the weapon granted (though

he still retains the basic features of the class given below). The ex-scion may not progress in the prestige class until he corrects the problem, either by once again meeting the requirements of the class or by regaining the weapon.

This restriction does not prevent a sword scion from taking levels in another class, or from using the abilities already gained as a sword scion while he does so. Unless the new class in some way violates the sword scion prerequisites (such as by requiring a different alignment), or the weapon's description specifies penalties for advancing in another class (see the *Vorsehung* in Chapter 2), then the only drawback to pursuing a different class is that the scion is not gaining new powers with the sword.

Designing Scion Prestige Classes

The general guideline for designing prestige classes like those in Chapter 2: *Classes of the DUNGEON MASTER'S Guide* is that characters should qualify for them around 5th or 6th level. The prestige classes in this book stretch that rule on purpose. In general, the abilities granted by a sword scion prestige class take into account character levels that are lower or higher than this norm, thus presenting balanced classes. The requirements that set minimum character level for entry appear in the individual sword descriptions in Chapter 2.

The Battleblade Scion

A battleblade scion has earned the right to fight with a particular legendary sword, either because the weapon is an ancestral heirloom, or because he upholds the principles for which the sword was originally created. While characters of any class can eventually qualify for the battleblade scion class, those who wield swords professionally—fighters, barbarians, rangers, and paladins—are ideal candidates.

No two battleblade scions are identical, by virtue of the weapons that grant them access to this prestige class. One scion might wield an heirloom weapon that provides him with the abilities needed to uphold the family's honor. Another could be the scourge of an evil temple, using his legendary sword to prove that might does, indeed, make right. Yet another could be wielding a blade dedicated to his profession, or to his race, with abilities that draw on the strengths thereof.

For all the powers his sword grants him, a battleblade scion isn't terribly different from any other fighter, barbarian, ranger, or paladin who uses his share of the treasure to upgrade his favored weapon every so often. What really sets him apart is the fact that his weapon is leading him toward a particular destiny, if only by shaping his future advancement choices.

Hit Die: d10.

Requirements

To become a battleblade scion, a character must fulfill the criteria given in his particular battleblade's entry in Chapter 2.

Class Skills

The battleblade scion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int),

Table 1–1: The Battleblade Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat, Weapon Specialization
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Bonus feat
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Bonus feat

Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). Certain special abilities of particular legendary swords grant additional class skills (and sometimes additional skill points); see the entries in Chapter 2 for details.

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the battleblade scion prestige class. Each battleblade provides a unique set of additional special abilities, which are detailed in its description in Chapter 2. These abilities accrue in addition to those already noted in the Special column of the table above. However, because those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost. The features in the table above are retained with or without the weapon.

Bonus Feats: At 1st level, the battleblade scion gets a bonus feat. Thereafter, he gains an additional bonus feat at 4th, 7th, and 10th level. These bonus feats must be drawn from the following list: Blind-Fight, Cleave, Combat Reflexes, Expertise, Great Cleave, Improved Bull Rush, Improved Critical*, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Quick Draw, Sunder, Weapon Finesse*, Weapon Focus*, Whirlwind Attack.

A battleblade scion can select any feat marked with an asterisk (*) more than once, but it must apply to a different weapon each time. A battleblade scion must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums as well as other feats; see the *Player's Handbook* for details.

Weapon Specialization: If the battleblade scion does not already have the Weapon Specialization feat that applies to his legendary sword, he gains it at 1st level as a bonus feat. However, he cannot benefit from the Weapon Specialization feat unless he meets the prerequisites for it.

The Spellblade Scion

Sometimes a magic sword is not so much a weapon as a magic device in the shape of a blade. The spellblade scion is the ideal wielder for legendary swords of this sort. Spellblades are weapons of significant arcane power, and their wielders often have great magical destinies. Such characters might wield fey swords, or demon blades, or weapons that are actually important symbols of their arcane orders.

Arcane legendary swords are even more rare than divine ones, partly because so few wizards and sorcerers can wield them properly. Still, a



Table 1–2: The Spellblade Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Weapon Focus	+1 level of existing class
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4		+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6		+1 level of existing class
10th	+5	+4	+3	+7		+1 level of existing class

spellblade scion might carry such a weapon just for the magical powers it grants, even if she cannot make full use of the sword's combat applications. For such a character, using a spellblade is rather like wielding a magic staff.

Wielding an arcane legendary sword is a great responsibility because the weapon contains so much magical power. Arcane spellcasters who recognize a particular blade usually afford the wielder more respect—or perhaps fear—than they might another of their ilk.

Hit Die: d6.

Requirements

To qualify as a spellblade scion, a character must fulfill the criteria given in her particular spellblade's entry in Chapter 2.

Class Skills

The spellblade scion's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). Certain special abilities of particular legendary swords grant additional class skills (and sometimes additional skill points); see the entries in Chapter 2 for details.

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the spellblade scion prestige class. Each spellblade provides a unique set of additional special abilities, which are detailed in its description in Chapter 2. These abilities accrue in addition to those already noted in the Special column of the table above. However, because those abilities are functions of

the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost. The features in the table above are retained with or without the weapon.

Weapon Focus: If the spellblade scion does not already have the Weapon Focus feat that applies to her legendary sword, she gains it at 1st level as a bonus feat. However, she cannot benefit from the Weapon Focus feat unless she meets the prerequisites for it.

Spells per Day/Spells Known: At each spellblade scion level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a spellblade scion, the player must decide to which class to add each spellblade scion level for the purpose of determining spells per day and spells known.

The Faithblade Scion

A faithblade scion wields his legendary blade in the name of his deity—or in the case of a druid, in the service of nature. A legendary sword usually comes into the hands of a faithblade scion either as a gift from his religious order or as a blessing from his deity. Because of the divine nature of these blades, clerics, druids, and paladins are ideally suited for this prestige class, though other classes can also qualify.

A divinely influenced legendary sword should be rare and unique. Certainly no deity would create multiple copies of one sword as a matter of course, and few religious orders can afford to do so. Thus, each faithblade should grant different

abilities, except in special cases. For example, duplicate weapons might be created especially to combat the enemies of a church, or perhaps to destroy (or create) undead. A divine legendary sword of an order devoted to healing might even be less a weapon than an instrument for easing the suffering of others.

A faithblade scion usually has high status within his religious order. His possession of a legendary weapon implies that he has the favor of his deity, or that he is more in tune with nature than others of his order, in the case of a druid. Depending on the alignment of his deity, though, his ownership of the sword could be construed as an invitation to try to take it from him.

Hit Die: d8.

Requirements

To become a faithblade scion, a character must fulfill the criteria given in his particular faithblade's entry in Chapter 2.

Class Skills

The faithblade scion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Wilderness Lore (Wis). Certain special abilities of particular legendary swords grant additional class skills (and sometimes additional skill points); see the entries in Chapter 2 for details.

Domains and Class Skills: A cleric who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills for the faithblade scion class. A cleric who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class

skills. See Deity, Domains, and Domain Spells in Chapter 3: Classes in the *Player's Handbook* for more information.

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the faithblade scion prestige class. Each faithblade provides a unique set of additional special abilities, which are detailed in its description in Chapter 2. These abilities accrue in addition to those already noted in the Special column of the table below. However, because those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost. The features in the table above are retained with or without the weapon.

Weapon Focus: If the faithblade scion does not already have the Weapon Focus feat that applies to his legendary sword, he gains it at 1st level as a bonus feat. However, he cannot benefit from the Weapon Focus feat unless he meets the prerequisites for it.

Spells per Day/Spells Known: At each faithblade scion level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). If the character had more than one spellcasting class before becoming a faithblade scion, the player must decide to which class to add each faithblade scion level for the purpose of determining spells per day and spells known.

Table 1–3: The Faithblade Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Weapon Focus	+1 level of existing class
2nd	+1	+3	+0	+3		+1 level of existing class
3rd	+2	+3	+1	+3		+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4		+1 level of existing class
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6		+1 level of existing class
10th	+7	+7	+3	+7		+1 level of existing class

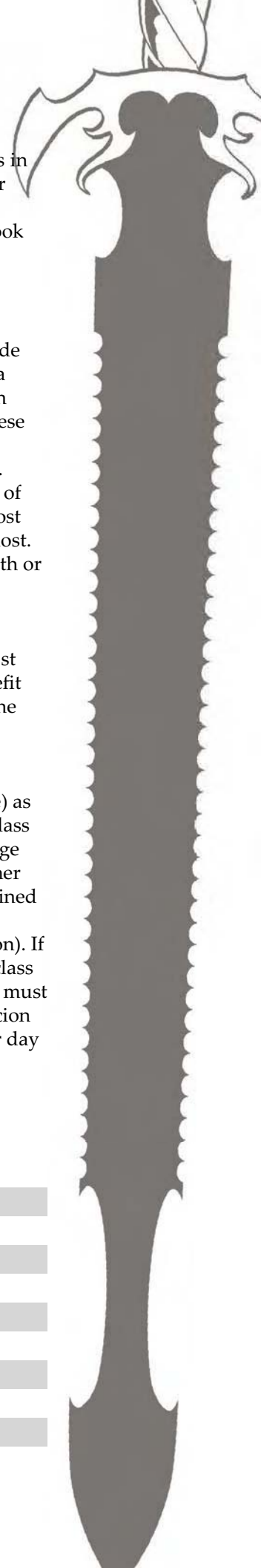


Table 1–4: The Swiftblade Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Bonus class skill, Weapon Finesse
2nd	+1	+0	+3	+0	Bonus ability
3rd	+2	+1	+3	+1	
4th	+3	+1	+4	+1	
5th	+3	+1	+4	+1	Bonus class skill
6th	+4	+2	+5	+2	Bonus ability
7th	+5	+2	+5	+2	
8th	+6	+2	+6	+2	
9th	+6	+3	+6	+3	Bonus class skill
10th	+7	+3	+7	+3	Bonus ability

The Swiftblade Scion

Some legendary swords are meant for the hands of the quick and the silent. A swiftblade scion might inherit her weapon or acquire it “purely by accident,” but the sword is no less part of her destiny than is the legendary weapon of any other sword scion. Characters of any class can become swiftblade scions, but rogues, bards, and monks benefit most from the special abilities swiftblades provide.

Swiftblade scions wield their weapons for a wide variety of purposes. A rogue who takes up a swiftblade may use it to supplement her income, while a monk who acquires one might merely seek to master its use. A bard who acquires a swiftblade could draw upon the power of its rich history to enhance her music. Of all legendary swords, swiftblades are the most focused in their application. Each tends to favor rogues, monks, or bards specifically, rather than a broad range of classes as the other legendary swords do.

Hit Die: d6.

Requirements

To qualify as a swiftblade scion, a character must fulfill the criteria given in her particular swiftblade’s entry in Chapter 2.

Class Skills

The swiftblade scion’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). Certain special abilities of particular

legendary swords grant additional class skills (and sometimes additional skill points); see the entries in Chapter 2 for details.

See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are class features of the swiftblade scion prestige class. Each swiftblade provides a unique set of additional special abilities, which are detailed in its description in Chapter 2. These abilities accrue in addition to those already noted in the Special column of the table above. However, because those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost. The features in the table above are retained with or without the weapon.

Weapon Finesse: If the swiftblade scion does not already have the Weapon Finesse feat that applies to her legendary sword, she gains it at 1st level as a bonus feat. However, she cannot benefit from the Weapon Finesse feat unless she meets the prerequisites for it.

Bonus Class Skill: At 1st level, 5th level, and 9th level, a swiftblade scion may choose an additional class skill from the following list: Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Disguise (Cha), Gather Information (Cha), Intuit Direction (Wis), Knowledge (all skills, taken individually) (Int), Pick Pocket (Dex), Speak Language (Int), Spellcraft (Int). Once designated, that skill is considered a class skill for the swiftblade scion prestige class.

Bonus Ability: At 2nd level, 6th level, and 10th level, a swiftblade scion may choose an additional class ability from the following list. She may select the same ability more than once if desired, and the

effects stack where appropriate.

Arcane Spells per Day/Spells Known: The swiftblade scion may gain a number of new spells per day and spells known (if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). If the character had more than one arcane spellcasting class before becoming a swiftblade scion, the player must decide to which class to add each swiftblade scion level for the purpose of determining spells per day and spells known.

Bardic Music: The swiftblade scion may choose to gain an extra use per day of the bardic music ability (as described in Chapter 3: Classes, in the *Player's Handbook*), provided that she already has the ability.

Bardic Knowledge: The swiftblade scion can choose to gain a +2 bonus on bardic knowledge checks.

Improved Evasion: The swiftblade scion may choose to gain the improved evasion ability (as described in Chapter 3: Classes, in the *Player's Handbook*), provided

that she already has the evasion ability.

Improved Unarmed Damage: The swiftblade scion may choose to increase her ability at unarmed combat. Whenever she selects this option, her damage with unarmed strikes increases by one die type (for example, from 1d6 to 1d8, or from 1d10 to 1d12).

Increased Speed: The swiftblade scion may choose to add 10 feet to her base speed. This extra movement applies only when the swiftblade scion wears no armor.


Leap of the Clouds: The swiftblade scion may choose to gain the monk class feature leap of the clouds. (See Chapter 3: Classes, in the *Player's Handbook*, for details.)

Sneak Attack: If the swiftblade scion has the sneak attack ability, she may choose to increase the extra damage it deals by +2d6 points.

Uncanny Dodge: The swiftblade scion may choose to improve her uncanny dodge ability so that she can't be flanked, if she does not already have that capability. (See Chapter 3: Classes in the *Player's Handbook* for details.)



Chapter Two: Legendary Weapons



The secret of legendary weapons is not that they are powerful, but that they have the potential to become so—just as starting characters are not yet renowned heroes, but so long as they persevere, they will be. Therefore such weapons are best thought of as minor artifacts, similar to the *staff of the magi* and the *hammer of thunderbolts*. As the *DUNGEON MASTER'S Guide* states, these items are not necessarily unique, but the means of their creation is either long forgotten or far beyond the reach of mortals.

Each legendary weapon description in this chapter includes not only details of the weapon's type and abilities, but also the requirements a character must meet to enter the prestige class associated with it. Each weapon has different requirements for its scion, and some are much easier to meet than others. Unless otherwise noted, all the special abilities granted by a legendary weapon are available as long as the weapon is in the scion's possession.

This chapter is organized by the type of legendary weapon—battleblade, spellblade, faithblade, and swiftblade. Each section details a

number of weapons that DMs can introduce into their campaigns. Not every weapon is an actual sword; a few are other kinds of bladed weapons, such as spears, axes, or the like. DMs are encouraged to modify the weapons here to suit the needs of their particular

campaigns if necessary, or to design entirely new legendary weapons using these as guidelines.

The special abilities granted by each legendary weapon are tabulated in its entry according to the sword scion level at which they become accessible. A caster level is given for each ability if applicable, for the purposes of level-based effects and *analyze dweomer* attempts. Each table begins with entries corresponding to no level; these abilities are the ones that the weapon grants to any wielder. They are noted below the table as "Initial Abilities." These and the other special abilities granted by the legendary weapon are then defined after the table.

Unless otherwise stated in an individual weapon's description, none of these blades shed light, as noted in the *DUNGEON MASTER'S Guide* (Chapter 8: Magic Items).

Divinations and Legendary Weapons

Determining whether a given blade is a legendary weapon is never particularly easy. When a character uses a divination spell to examine a weapon, first determine what sort of information that spell reveals—presence and strength of auras,

or a more specific identification. Then refer to the appropriate section below.

Legendary Weapon Auras

Though legendary weapons display mighty powers when properly wielded, they appear to project only very mild auras for the purposes of divination spells that detect such attributes.

Detect magic reveals only that a legendary sword possesses an aura strength appropriate for any magic weapon. Multiply the legendary weapon's base enhancement bonus by three to determine the caster level that *detect magic* indicates.

Detect chaos, *detect evil*, *detect good*, and *detect law* likewise use this formula to establish the strength of the weapon's chaotic, evil, good, or lawful aura.

Magic aura has no effect on legendary swords.

True seeing functions normally for arcane casters, but it allows a divine caster to perceive the full aura of a legendary sword, as given in the weapon's entry.

Undetectable aura functions normally.

Identifying Legendary Swords

Because the true nature of a legendary sword is usually hidden, properly identifying it can be difficult. Two nonmagical methods exist for identifying a legendary sword.

First, the bardic knowledge special ability applies normally to legendary swords. The DM must decide how readily available the information is, based on the weapon in question. For instance, the fact that a certain family in the area possesses a legendary sword might be common knowledge, while the existence of a legendary sword lost centuries before the foundation of the nearest settlement was dug would be extremely obscure knowledge.

Alternatively, a character can attempt a Knowledge check, with the specific field of study determined by the sword's nature—Knowledge (history) for a battleblade, Knowledge (arcana) for a spellblade, Knowledge (religion) for a faithblade, or Knowledge (local) for a swiftblade. The DM might also allow a Knowledge (local) check for identification regardless of the type of blade, but only if the weapon is locally famous. The DCs for the appropriate Knowledge checks appear in the history sections of the individual weapon descriptions, after the information that can be gained with a successful check. In most cases, multiple DCs are given, each corresponding to a different piece of the story.

Magical means of identification work as follows, depending upon the spell attempted.

Analyze dweomer functions normally. The caster levels for each weapon's various abilities are given in its description.

Campaign-Specific Information

Each weapon description in Chapter 2 includes a history of that weapon in the form of a legend. Obviously, such legends must be campaign-specific, so the Dungeon Master should use this information only as a springboard for adapting a weapon for his or her own campaign settings.

Contact other plane is most effective if the weapon is in some way associated with that plane. If this is the case, subtract 10 from the die roll to determine the nature of the answer. For example, if the caster contacts a lesser deity of a good-aligned outer plane to ask whether a particular sword is in fact the *Divine Star*, the entity is less likely than normal to lie and will not provide a random answer.

Identify functions normally, in that it determines only the single most basic function of the sword.

Legend lore functions normally.

Locate object functions normally, but it cannot determine whether the sword is legendary or not. That is, the caster could specify “the sword that Cromagh ordinarily carries,” and the spell would locate it. But if the caster specified “*Hearthbrand*,” the spell would not locate the weapon, even if it were within the affected area, unless the caster already knew that this particular sword was in fact the legendary weapon called *Hearthbrand*.

Vision functions normally.

Enhancing Legendary Weapons

Because they are minor artifacts, legendary weapons cannot be enhanced any further. Any attempt to add special abilities to one of these weapons or to increase its enhancement bonus automatically fails.

Battleblades

Legendary swords destined for the hands of warriors are called battleblades. Such weapons are most effective when wielded by fighters, barbarians, rangers, and paladins. Battleblades are the most common legendary swords, and the prestige class associated with them is generally the easiest for which to qualify.

The *Vorsehung*, the Sword of Destiny

The *Vorsehung* is the ancestral sword of a long line of warriors. Though this magic longsword grants its wielder prodigious strength, it also confers upon him a grim fate.

The Curse of the Kriegers

Many generations ago, during an epic battle between orcs and humans, a winged warrior-maiden appeared to the first patriarch of the Krieger clan with his dead son in her arms. She told him that his son had fallen during the first clash with the orcs and that she had come to take him to his final reward. Krieger, not wanting to outlive his son, offered his own life in exchange. The warrior-maiden agreed. The younger Krieger was instantly healed, and his father lay dying at his feet.

As the elder Krieger’s life was ebbing away, he saw the army of orcs massed for another

charge. Realizing that the orcs would surely slay the inexperienced youth in the coming battle, the dying man declared that the warrior-maiden had tricked him, for his son would outlive him by only a matter of minutes. The warrior-maiden became angry at this assertion, and to prove that she had not tricked Krieger, she gave the youth her own magic sword, called the *Vorsehung* (FORS-eh-hoong), which granted him great strength and power. But because Krieger had wrongfully accused her, she laid a curse on the weapon—namely that it would eventually kill the young Krieger and all of his descendents and their heirs who wielded it in battle. She then vanished, and the elder Krieger instantly perished.

The younger Krieger, aided by the warrior-maiden’s magic sword, survived that battle and became a hero of great renown. But after he had fathered sons of his own, the warrior-maiden’s curse claimed his life, and the *Vorsehung* was passed on to his eldest son. He too died in battle and passed along the weapon to his younger brother, who likewise died in combat. Each member of the Krieger family who has ever wielded the *Vorsehung* has met the same fate. In each case, the blade has been passed on to a son or a brother or a trusted friend, who also suffered the effects of the curse, all through the generations—until the present.

Check Required: Knowledge (history) DC 20.

Requirements

To wield the *Vorsehung* as its battleblade scion, a character must fulfill the following criteria.

Race: Human or any half-human race (such as half-orc, half-elf, half-dragon, or the like).

Alignment: Any nonevil.

Base Attack Bonus: +2.

Feat: Martial Weapon Proficiency (longsword).

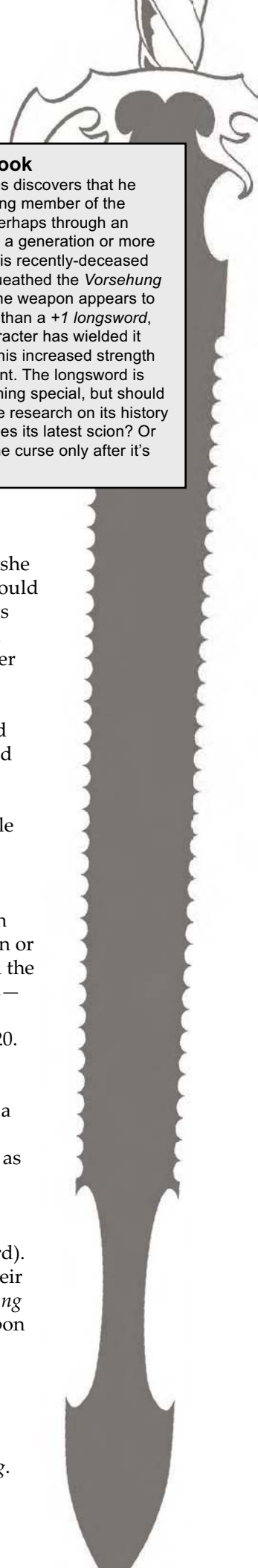
Special: The character must be the named heir of a member of the family to which the *Vorsehung* originally belonged and must receive the weapon as a bequest from that person.

Restrictions

Only members of the original owner’s family and their direct heirs (relatives or not) can qualify as battleblade scions with the *Vorsehung*. Should a wielder outside the family grant it to

Adventure Hook

One of the heroes discovers that he is the last surviving member of the Krieger family (perhaps through an illegitimate union a generation or more back), and that his recently-deceased relative has bequeathed the *Vorsehung* to him. Initially, the weapon appears to be nothing more than a +1 longsword, but after the character has wielded it for a short time, his increased strength becomes apparent. The longsword is obviously something special, but should the hero do some research on its history before he becomes its latest scion? Or will he learn of the curse only after it’s too late?



another person who is not of the correct line, that secondary heir cannot qualify as a battleblade scion with it unless he or she seeks out a member of the family and convinces that person to validate the ownership. Of course, anyone using this tactic runs the risk that the family member contacted will want the sword back.

The *Vorsehung* also carries a curse: any rightful wielder (one who has qualified as its battleblade scion) is destined either to die in battle, or to lose his strength. See the destiny ability (granted to its 10th-level battleblade scion) for details.

Attributes

The *Vorsehung* has the following attributes.

Hardness/Hit Points: 14/9.

Value: To any character other than its battleblade scion, the *Vorsehung* appears to be worth as much as a +1 *longsword* with a Strength enhancement (12,035 gp).

Special Abilities

The *Vorsehung* provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige class (see Table 2–1: Abilities Granted by the *Vorsehung*).

Initial Abilities: When first acquired, the *Vorsehung* functions as a +1 *longsword*. Anyone who wields it, whether a battleblade scion or not, also benefits from the enhanced Strength (wielded) ability (see below).

Enhanced Strength (Wielded) (Su): Three times per day, the *Vorsehung's* wielder may, as a move action, gain a +4 enhancement bonus to Strength for 10 rounds. This bonus applies only while the *Vorsehung* is unsheathed and in the wielder's hand; merely carrying it on his person does not confer the benefit.

Feat of Strength (Su): Beginning at 1st level, a battleblade scion of the *Vorsehung* can intone the words "I call upon the strength of all those who wielded the *Vorsehung* before me" as a free action. Immediately upon doing so, he gains an enhancement bonus to Strength equal to one-half of his battleblade scion level (rounded down) plus 4. Thus, a 5th-level battleblade scion of the *Vorsehung* gains a +6 enhancement bonus to Strength. This bonus, which lasts for 1 full round, does not stack with the bonus from the weapon's enhanced Strength ability. The *Vorsehung* must be in the scion's grasp when the feat of strength ability is activated, but it need not remain so for the duration of the effect.

This ability is usable once per day.

Enhancement Bonus: The *Vorsehung's* enhancement bonus increases to +2 when the

battleblade scion reaches 3rd level, to +3 when he reaches 6th level, and to +4 when he reaches 9th level.

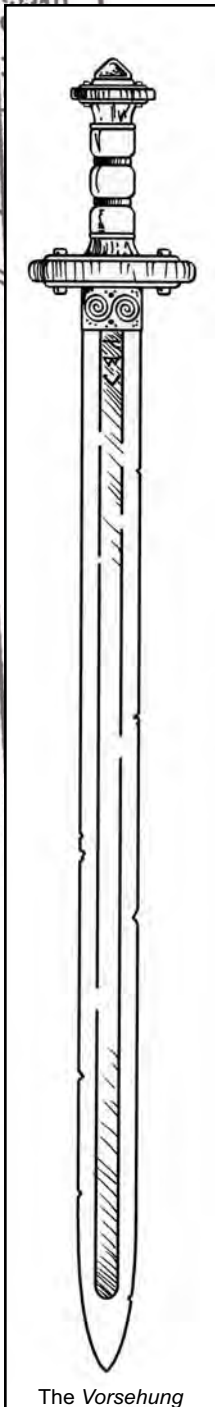
Enhanced Strength (Carried) (Su): When the battleblade scion reaches 5th level, the enhanced Strength ability (see above) activates automatically when he has the *Vorsehung* in hand and remains active as long as he wields it. In addition, the scion can access the benefit while merely carrying the *Vorsehung* on his person. When used in this way, the bonus lasts for up to 5 rounds each day, but these need not be consecutive rounds. The first such activation on any given day requires a standard action, but switching the bonus on or off is a free action for the next 24 hours.

Enhanced Strength (Ranged) (Su): When the battleblade scion reaches 7th level, the enhanced Strength ability (see above) activates automatically whenever he has the *Vorsehung* in hand and remains active as long as he wields it. In addition, the scion can gain the benefit while merely within 30 feet of the *Vorsehung*. When used in this way, the bonus lasts for up to 5 rounds each day, but these need not be consecutive rounds. The first such activation on any given day requires a standard action, but switching the bonus on or off is a free action for the next 24 hours.

Destiny: Anyone who wields the *Vorsehung* as a battleblade scion is destined to die in battle unless he can break the family curse. Once the character reaches 10th level as a battleblade scion of the *Vorsehung*, the Dungeon Master should secretly roll 1d6+10 at the beginning of each battle in which the character participates. The result becomes the low end of the threat range for the primary weapon or attack of each of the scion's opponents. (For example, a result of 13 means that any opponent's threat range is now 13–20.) If the opponent already

Table 2–1: Abilities Granted by the *Vorsehung*

Battleblade Scion Level	Ability Gained	Caster Level
—	Enhanced Strength (wielded)	3rd
	Enhancement bonus +1	3rd
1st	Feat of strength	—
2nd	—	—
3rd	Enhancement bonus +2	6th
4th	—	—
5th	Enhanced Strength (carried)	6th
6th	Enhancement bonus +3	9th
7th	Enhanced Strength (ranged)	9th
8th	—	—
9th	Enhancement bonus +4	12th
10th	Destiny	15th



The *Vorsehung*

has a threat range of 16–20 or more, use whichever range is worse for the *Vorsehung's* scion.

Additionally, if the scion's hit points ever fall below 0, or if he fails a saving throw against the effects of massive damage (because he took 50 points of damage or more from a single attack), he is mortally wounded. He lingers for a number of rounds equal to his Constitution score—long enough, hopefully, to pass the sword on to a successor—but at the end of that time, the scion is irrevocably dead. No form of healing can save him, and no form of life-restoration magic (not even *true resurrection*) can return him to life. Only a *miracle* or *wish* can bring back the dead character, but the *Vorsehung* is destroyed if such means are used.

Should the character choose to gain levels in any other class prior to attaining 10th level as the *Vorsehung's* battleblade scion (whether in an attempt to avoid his fate or not), he permanently loses 1 point of Strength for each level of the prestige class he had previously acquired. He regains these lost points immediately if he takes up the *Vorsehung* again and advances to the next level of its associated prestige class.

If the character survives long enough to reach his next character level (that is, to gain a level in some other class after reaching 10th level in this one), the family curse is permanently lifted. He can wield the *Vorsehung* without the effects of the destiny ability from that point on, and anyone to whom the sword is passed later is also safe from the curse. The *Vorsehung's* enhancement bonus increases to +5 when the curse is broken.

Hearthbrand, the Frost Giant Bane

The legendary sword *Hearthbrand* is a mighty, giant-slaying greatsword forged in the heart of a glacier by ancient hands long forgotten.

The Saga of Durgendal

The sword known as *Hearthbrand* was created by Durgendal, the greatest smith of a glacier-dwelling tribe of mountain dwarves. Durgendal's people had for decades battled a band of marauding frost giants, who emerged from the snows of the frozen wasteland every winter to raid the dwarf villages for food and slaves. Then Durgendal discovered a fissure deep in the glacier, beneath which lay a seething cauldron of magma. Sensing that the salvation of the dwarves was at hand, Durgendal set to work crafting a weapon that could slay the frost giants.

Durgendal exhausted all of his arcane knowledge to craft *Hearthbrand*, and its effect on the giants was astounding. When next they came raiding, Durgendal used *Hearthbrand* to beat back the brutes again and again. With their ranks halved by the

legendary sword's power, the surviving giants finally gave up raiding the dwarves and sought their spoils elsewhere. For more than a century, the dwarves were untroubled by the marauders. When Durgendal finally passed away at his forge, *Hearthbrand* was buried with him.

Check Required: Knowledge (history) DC 30.

Eventually, news of the bane sword's interment reached the frost giants, and they returned to the dwarven lands, intent on despoiling Durgendal's tomb and destroying the smith's mighty blade. But they were unable to accomplish the latter goal, for the blade stubbornly resisted their mightiest blows. So they carried off *Hearthbrand* instead, intending to throw it into a great glacial rift where it would be lost forever.

Upon hearing about the defilement of Durgendal's tomb and the loss of *Hearthbrand*, a human ranger named Gunnar Hammer raced to intercept the giants. He caught up with them at the very edge of the rift and battled his way forward, reaching the jarl just as he was drawing back his hand to hurl the sword into the void. In a mighty duel, Hammer slew the frost giant jarl and claimed *Hearthbrand*, which he returned to the dwarves. But rather than restoring it to Durgendal's tomb, the dwarves insisted that Gunnar Hammer carry the blade, so that he could serve as their champion should the giants return.

Check Required: Knowledge (history) DC 20.

Gunnar Hammer wielded *Hearthbrand* for the rest of his life, then passed it on to his eldest son upon his death. The younger Hammer took up the duty of defending the dwarves from the giants. Then, when his time came, he passed along the sword to his heir. So it was that *Hearthbrand*, a dwarven greatsword, came to be an heirloom of the human Hammer family. For centuries, the Hammers have wielded *Hearthbrand* in the defense of the dwarves and of the other settlements in the vicinity of the glacier. But giant raids have become more and more rare over the years, and the Hammers have had no need to take up the legendary sword for decades. Thus, there is currently no scion for *Hearthbrand*, which is tucked securely away in the family vault. Many speculate, however, that this interlude of peace is

Adventure Hook

The frost giants have returned, and their first target was Hammerkeep, the ancestral home of the Hammers. Though reason indicated that a Hammer should take up *Hearthbrand* to defend the keep, Jurgen Hammer, the leader of the Hammer clan, refused to let such a valuable antique be taken into battle where it could be lost or broken. His reluctance to use the weapon of his ancestors spelled doom for Hammerkeep, and most of the Hammers and their retainers died in its fall.

Now the frost giants roam freely about the land, and no one has come forward to drive them away. *Hearthbrand* lies in an underground vault, beyond the reach of the giants, waiting for a valiant defender to claim it. But Jurgen Hammer and a small number of his attendants survived the siege of Hammerkeep, and the clan leader has demanded the immediate return of *Hearthbrand*, should any hero be bold enough to retrieve it.

coming to an end, and that soon the eldest son of the Hammers may have to take up the legendary weapon once again.

Check Required: Knowledge (history) DC 15.

Requirements

To wield *Hearthbrand* as its battleblade scion, a character must fulfill the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +5.

Base Save Bonus: Fort +4.

Skill: Wilderness Lore 4 ranks.

Feats: Power Attack, Track.

Special: Any character wishing to become the battleblade scion of *Hearthbrand* must first pass a trial called the Judgment of the Snows. The candidate must seek out a frost giant and defeat the brute single-handedly in melee combat. Failure means the character cannot adopt the prestige class at that time, but a retrial is allowed each time the candidate is eligible to gain a new character level. A successful Knowledge (history) check (DC 15) reveals this requirement.

Restrictions

Should a battleblade scion of *Hearthbrand* ever spare the life of a frost giant, he loses all special abilities granted by the battleblade scion prestige class. The sword then grants him only those abilities it would grant to any wielder. To regain the lost abilities, the character must again pass the Judgment of the Snows. A successful Knowledge (history) check (DC 10) is sufficient to uncover this requirement.

Maintenance

Once per month, *Hearthbrand's* wielder must leave the sword lying in a fire (preferably a hearth, but a campfire is sufficient) overnight. Failure to carry out this ritual reduces the blade's enhancement bonus by 1 point. Maintenance losses are not cumulative (that is, the sword can lose only 1 point of enhancement bonus, regardless of how many

consecutive months it is not maintained), and its overall enhancement bonus cannot drop below

+1 in this manner. Once the maintenance is performed, *Hearthbrand* immediately regains any lost bonus. A successful Knowledge (history) check (DC 10) reveals this requirement.

Attributes

Hearthbrand has the following attributes.

Hardness/Hit Points: 14/14.

Value: To any character other than its battleblade scion, *Hearthbrand* appears to be worth as much as a +2 *greatsword* (10,350 gp).

Special Abilities

Hearthbrand provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige class (see Table 2–2: Abilities Granted by *Hearthbrand*).

Initial Abilities: When first acquired, *Hearthbrand* functions as a +2 *greatsword*. Anyone who wields it, whether a battleblade scion or not, also benefits from its detect giants and endure elements abilities (see below).

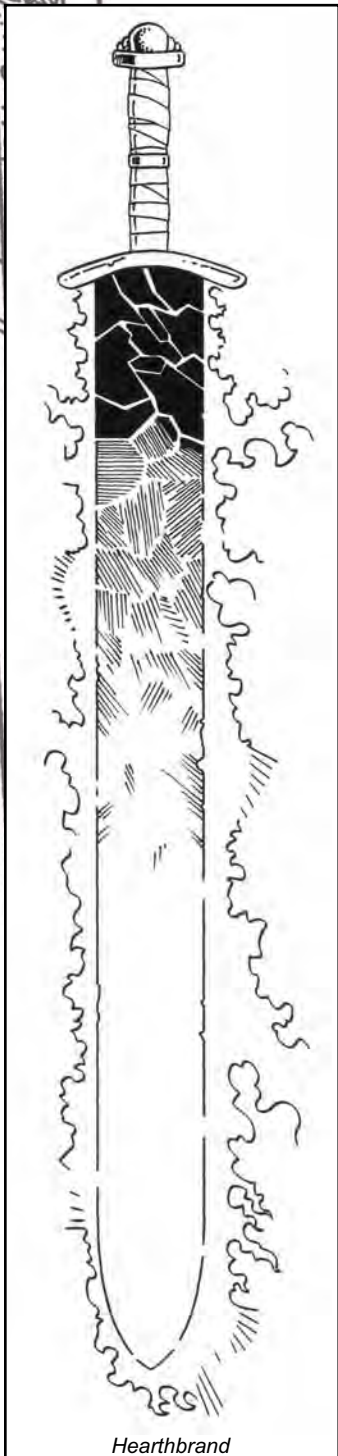
Detect Giants (Sp): The blade glows forge-red if there is a frost giant within 120 feet. The glow is bright enough to illuminate a 10-foot radius and can be detected even when the blade is sheathed.

Endure Elements (Cold) (Sp): *Hearthbrand's* wielder gains the benefits of the *endure elements (cold)* spell as long as the sword is carried on his person.

Favored Enemy (Giants) (Ex): At 1st level, the battleblade scion of *Hearthbrand* gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks made against giants. The character also gets the same bonus on all weapon damage rolls against giants.

Table 2–2: Abilities Granted by *Hearthbrand*

Battleblade Scion Level	Ability Gained	Caster Level
—	<i>Detect giants</i>	3rd
	<i>Endure elements (cold)</i>	1st
	Enhancement bonus +2	6th
1st	Favored enemy (giants)	6th
2nd	Flaming	10th
3rd	Enhancement bonus +3	9th
4th	<i>Resist elements (cold)</i>	3rd
5th	Improved Flaming	10th
6th	Enhancement bonus +4	12th
7th	Frost giant bane	8th
8th	<i>Fire shield (warm shield)</i>	7th
9th	Enhancement bonus +5 (+7 against frost giants)	15th
10th	Frost giant slayer	13th



Flaming: Once the battleblade scion of *Hearthbrand* reaches 2nd level, the blade bursts into flames whenever there is a frost giant within 240 feet. This flame does not harm the scion, though it might make the scabbard smoke if the blade is sheathed. As a flaming weapon, *Hearthbrand* deals +1d6 points of bonus fire damage on each successful hit.

This effect brings the damage dice of the weapon to 4d6 against frost giants. This total includes the weapon's base damage of 2d6, +1d6 from the flaming ability (multiplied to +2d6 because of the frost giant's cold subtype).

Enhancement Bonus: *Hearthbrand's* enhancement bonus increases to +3 when the battleblade scion reaches 3rd level, to +4 when he reaches 6th level, and to +5 (+7 against frost giants because of the frost giant bane effect; see below) when he reaches 9th level.

Resist Elements (Cold) (Sp): When its wielder becomes a 4th-level battleblade scion, *Hearthbrand* absorbs the first 12 points of cold damage he takes each round. This benefit is always active as long as the sword is carried on his person.

Improved Flaming: As a free action, a 5th-level or higher battleblade scion of *Hearthbrand* can mentally command the sword to burst into flames at will. This effect otherwise duplicates the flaming ability, above.

Frost Giant Bane: When *Hearthbrand* is wielded against frost giants by its scion, its enhancement bonus increases by +2 (to +5 for a 7th level battleblade scion, and to +6 for a 9th level battleblade scion). Furthermore, it deals +2d6 points of bonus damage against frost giant targets.

This effect brings the damage dice of the weapon to 6d6 against frost giants. This total includes the weapon's base damage of 2d6, +1d6 from the flaming ability (multiplied to +2d6 because of the frost giant's cold subtype), +2d6 for the bane effect.

Fire Shield (Warm Shield) (Sp): When its battleblade scion reaches 8th level or higher in the prestige class, *Hearthbrand* protects him with an effect identical to that of a *fire shield* spell (*warm shield* version), wreathing him in forge-red flames. This effect activates when the blade is drawn and lasts for as long as the character holds it.

Frost Giant Slayer (Su): Once the battleblade scion reaches 10th level, *Hearthbrand* grants him the ability to slay frost giants outright. Any frost giant damaged by the sword must make a successful Fortitude save (DC 20) or die instantly. Frost giant slayer is a death effect; therefore a *death ward* effect protects the target.

The Sword of Kings

For almost a thousand years, the *Sword of Kings* has been the symbol of power for the rulers of a noble kingdom—and woe to the monarch who tries to rule without it!

The Death of King Snowden

After the High Kingdom fell to an invading army more than fifteen hundred years ago, the surviving nobles split off to rule their own separate domains. Many of these petty rulers tried to restore and reunite the High Kingdom, but they were unable to work together for the betterment of all because each dreamed of being the sole monarch. And so they failed, one by one, until the dream of restoring the High Kingdom gradually died. For centuries, a succession of warlords and outlaw barons occupied the once-great palace of the High Kingdom's former ruler, and squabbles between adjacent realms continued unchecked.

Eventually, a small group of adventurers arrived to reclaim the great palace. Their leader, a warrior named Lord Snowden, claimed to be the true heir to the throne.

The able adventurers systematically cleared the warlords and their monstrous allies out of the High Kingdom's great palace and began rebuilding. When the palace once again stood strong, Lord Snowden and his allies went out among the domains that had been part of his ancestors' kingdom and brought them back into the fold one by one, through strength of arms and will. With the High Kingdom at last reunited, Lord Snowden declared himself King Snowden the First.

Check Required: Knowledge (history) DC 20.

As is often the case with a long-disputed monarchy, Snowden did not have universal support for his leadership, and because the new king had neither wife nor heirs, no clear line of succession existed. Snowden realized that when he died the High Kingdom might well die again with him. Already the various lords and barons whose lands he had annexed, remembering their forefathers' designs on ruling the High Kingdom, had begun

Adventure Hook

The High Kingdom is once again in peril. The political rivals of the aging Queen Adeliza have questioned whether the sword she bears at official functions is, in fact, the true *Sword of Kings*. They have been hard at work spreading doubt among the populace, which serves to weaken her rule.

In truth, Adeliza's sword is not the real *Sword of Kings*. With the queen's permission, her eldest son, Lord Godwin, took the *Sword of Kings* with him on an expedition to recover the legendary staff *Bramblethorn* from the ruins of Duke Ravenheart's castle. But Godwin was killed and the sword was lost. Queen Adeliza could not let it be known that she no longer held the *Sword of Kings*, so she had a duplicate made in secret.

Suspecting the truth, the queen's enemies seek to commission an expedition into Ravenheart's castle. Should their agents recover the real sword, the treacherous nobles can not only prove that the queen has been lying to the people, but also present the *Sword of Kings* as proof of their own candidate's worthiness to rule.

Will the heroes do as the queen's enemies ask? And if so, can their erstwhile employers let them live? Should the heroes take the queen's side instead and lose the sword? Or will they claim the sword for themselves and place one of their own upon the throne?

developing factions that supported their claims to the throne. Several, he suspected, were not even content with waiting for him to die naturally.

So King Snowden went to the newly rebuilt temples of the High Kingdom and consulted with the priests, who had supported his rule ever since he had retrieved the artifacts of the old temples

from the monsters and extraplanar creatures that had stolen them. After conferring for a time, the priests decided that the High Kingdom needed a symbol of rulership—an item of power that the monarch could wield to demonstrate that he held the favor of both the people and the gods. With the aid of a weaponsmith whose skill bordered on genius, the priests forged a subtle but powerful magic blade, which they presented to King Snowden at a great banquet.

Check Required: Knowledge (history) DC 25.

The *Sword of Kings* could not have arrived at a better time. Just after the presentation ceremony, a scheming duke named Ravenhearst attempted to assassinate King Snowden by poisoning his wine. But the sword detected the toxin, and the duke's plot was revealed. Ravenhearst fled back to his castle on the edge of the kingdom, only to return a few weeks later at the head of an army composed of the king's enemies. Ravenhearst had followed Snowden's example and united several lords with disparate purposes against a common enemy (the king, in this case), and he meant to depose Snowden and set himself up as absolute monarch.

Snowden, aged but still hearty, took his loyalist army to meet Ravenhearst's traitors at a spot called Dragon's Peak. The two armies clashed on the slopes of the hill, and Snowden's forces were victorious. The king himself fought Duke Ravenhearst in single combat and slew the treacherous, would-be usurper. But though he had emerged triumphant, King Snowden had sustained a mortal

wound. As he lay dying, he ordered his loyal retainers to elect his successor from their ranks and

to give the new ruler the *Sword of Kings*. "No man will hold the High Kingdom if he cannot hold the *Sword of Kings*," he declared with his dying breath.

Check Required: Knowledge (history) DC 15.

King Snowden's final words have undergone a certain amount of interpretation over the years. When Queen Antonia took the throne and was able to wield the *Sword of Kings*, there were some who nevertheless disputed her right to rule since Snowden's speech had specified a man. But the royal advisors affirmed her place as queen, declaring that King Snowden had not foreseen a female ruler because he had lived in less enlightened times.

Check Required: Knowledge (history) DC 10.

Now the accepted version of Snowden's legendary words is that anyone who cannot wield the *Sword of Kings* is unworthy to rule the High Kingdom. In truth, however, anyone can wield the blade. Snowden's point was that the sword is a symbol of the monarchy, so a ruler without it will be perceived as weak by the people. A few rulers and scholars of the High Kingdom have guessed this secret over the years, but they have wisely kept it to themselves.

Check Required: DM only.

Requirements

To wield the *Sword of Kings* as its battleblade scion, a character must fulfill the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +8.

Base Save Bonuses: Fort +6, Will +4.

Skills: Diplomacy 6 ranks, Knowledge (local) 4 ranks.

Feat: Leadership.

Region: The High Kingdom.

Restrictions

Should the wielder of the *Sword of Kings* either become chaotic or refuse to rule the High Kingdom, he loses all special abilities granted by the battleblade scion prestige class. To regain these abilities, the scion must repair whatever breach caused the loss.

Attributes

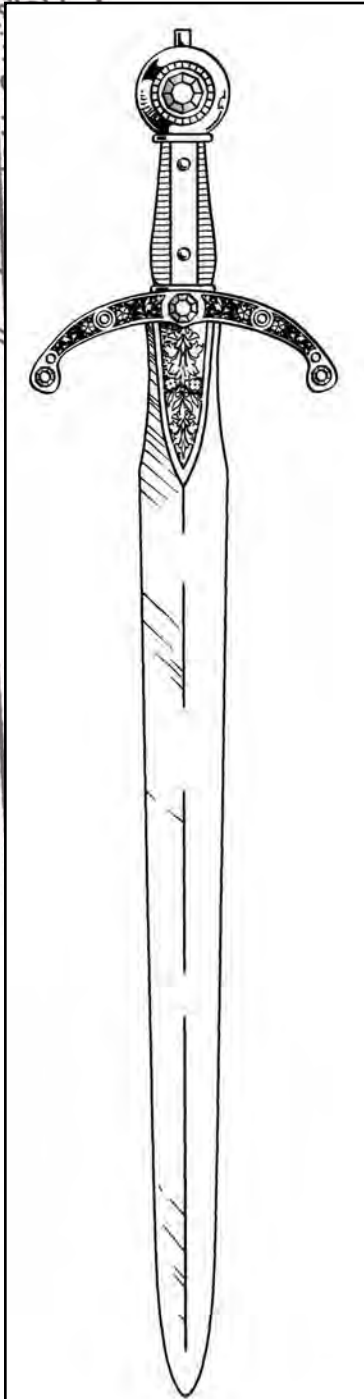
The *Sword of Kings* has the following attributes.

Hardness/Hit Points: 15/10.

Value: To any character other than its battleblade scion, the *Sword of Kings* appears to be worth as much as a +3 *longsword* (26,315 gp).

Special Abilities

The *Sword of Kings* provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige



The *Sword of Kings*

Table 2–3: Abilities Granted by the *Sword of Kings*

Battleblade Scion Level	Ability Gained	Caster Level
—	<i>Detect poison</i>	1st
	Enhanced Wisdom +2	3rd
	Enhancement bonus +3	9th
1st	<i>Entrhall</i>	3rd
2nd	Uncanny dodge (Dex bonus to AC)	—
3rd	<i>Calm emotions</i>	3rd
4th	Enhancement bonus +4	12th
5th	Enhanced Wisdom +4	5th
6th	<i>Greater command</i>	9th
7th	<i>Dictum</i>	13th
8th	Enhancement bonus +5	15th
9th	Enhanced Wisdom +6	8th
10th	<i>Holy aura</i>	15th

class (see Table 2–3: Abilities Granted by the *Sword of Kings*).

Initial Abilities: When first acquired, the *Sword of Kings* functions as a +3 *longsword*. Anyone who wields it, whether a battleblade scion or not, also benefits from the detect poison and enhanced Wisdom abilities (see below).

Detect Poison (Sp): The ruby on the pommel of the *Sword of Kings* glows noticeably if there is poison of any kind within 5 feet, regardless of whether or not the wielder is holding the weapon. This ability otherwise functions like the spell of the same name.

Enhanced Wisdom: The *Sword of Kings* grants its owner a +2 enhancement bonus to Wisdom. This bonus increases to +4 when the character reaches 5th level as a battleblade scion and to +6 when he reaches 9th level in the class.

Entrhall (Sp): Beginning at 1st level, a battleblade scion of the *Sword of Kings* can produce an effect identical to that of the *entrhall* spell. This ability can be used a number of times per day equal one-half the character's battleblade scion level (rounded down).

Uncanny Dodge (Ex): Beginning at 2nd level, a battleblade scion of the *Sword of Kings* retains his Dexterity bonus to Armor Class (if any) while holding the sword unsheathed, even when caught flat-footed or struck by an invisible attacker.

Calm Emotions (Sp): Beginning at 3rd level, the battleblade scion of the *Sword of Kings* can produce an effect identical to that of the *calm emotions* spell. This ability can be used a number of times per day equal the character's battleblade scion level.

Enhancement Bonus: The enhancement bonus of the *Sword of Kings* increases to +4 when the

battleblade scion reaches 4th level and to +5 when he reaches 8th level.

Greater Command (Sp): Beginning at 6th level, the battleblade scion of the *Sword of Kings* can produce an effect identical to that of the *greater command* spell. This ability can be used three times per day.

Dictum (Sp): Upon reaching 7th level, the battleblade scion of the *Sword of Kings* can produce an effect identical to that of the *dictum* spell. This ability can be used three times per day.

Holy Aura (Sp): At 10th level, whenever the battleblade scion uses the *Sword of Kings* in combat, he is automatically surrounded by a *holy aura* effect identical to that produced by the spell of the same name.

Lann Lorgaich, the Questing Blade

Among legendary swords, the blade known as *Lann Lorgaich* passes most easily from hand to hand, for it has a desperate need to help heroes fulfill their destinies.

The Legend of Lann Lorgaich

A thousand years before the birth of the High Kingdom, a mighty hero whose name is long forgotten undertook a quest to overthrow Vyskandr the Heartless, a tyrannical lich-king who had conquered and enslaved the people of the Old Kingdoms. The hero's mentor—a dwarf smith of some renown—gave him a sword called *Lann Lorgaich* (lon lore-KHAKH), to lead him to his quarry and aid him in the final confrontation. With the aid of this mighty blade, Vyskandr was defeated, his empire was crushed, and his treasure-vaults were suitably plundered.

Check Required: Knowledge (history) DC 40.

When the slayer of the lich-king grew old and died, *Lann Lorgaich* passed into the hands of another hero, who was in the midst of his own quest to slay a dragon. After that wielder's triumph, the blade found its way to another hero, then another and another. For centuries, the magic sword has been helping heroes fulfill their quests. Finding it in some forgotten treasure trove is considered a sign that a hero will succeed in a quest he has recently undertaken—or that he's about to embark on one.

Check Required: Knowledge (history) DC 15.

Adventure Hook

After an adventure or two, the PCs pass through the homeland of one of their number. This character's father, proud of his offspring's accomplishments, hands over some of his old adventuring gear—including *Lann Lorgaich*, though he himself doesn't know that it is anything more than a magic short sword.

As the characters continue their adventures, they become aware of a cult dedicated to restoring the ancient lich-king Vyskandr to unlife. Shortly after hearing this news, the character wielding *Lann Lorgaich* dreams of receiving the short sword from a dwarven smith, then journeying to a ruined stronghold in a distant land and doing battle with an undead king. Upon awakening, the hero-to-be finds *Lann Lorgaich* embedded in a nearby wall (or tree, or other vertical surface), pointed in the direction of Vyskandr's ancient stronghold.

Requirements

To wield *Lann Lorgaich* as its battleblade scion, a character must fulfill the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +2.

Feat: Weapon Focus (short sword) or Weapon Finesse (short sword).

Special: To wield *Lann Lorgaich* as its battleblade scion, the candidate must undertake a quest, the details of which should be worked out between the player and the Dungeon Master. Though the blade cannot force its wielder to pursue this quest, it can deny its abilities to any scion who deliberately turns aside from his goal. If the wielder advances in any class other than battleblade scion before completing this quest, he loses all special abilities granted by the

prestige class, with the exception of access to extra feats, as given on Table 2–4. He regains access to these special abilities as soon as he takes another level of battleblade scion.

Attributes

Lann Lorgaich has the following attributes.

Hardness/Hit Points: 13/5.

Value: To any character other than its battleblade scion, *Lann Lorgaich* appears to be worth as much as a +1 short sword (3,210 gp).

Special Abilities

Lann Lorgaich provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige class (see Table 2–4: Abilities Granted by *Lann Lorgaich*).

Initial Abilities: When first acquired, *Lann Lorgaich* functions as a +1 short sword. Anyone who wields it, whether a battleblade scion or not, also benefits from its know direction ability (see below).

Know Direction (Sp): At will, the wielder of *Lann Lorgaich* can determine where the object of his quest lies by dropping the sword on the ground. *Lann Lorgaich* always lands with its tip pointing in the proper direction. (The DM should decide which direction this is.) As the wielder draws closer to his goal, *Lann Lorgaich* begins to land balanced

on its blade, making a vertical angle to the ground as well as a directional angle. This vertical angle becomes closer and closer to 90 degrees as the

wielder draws nearer to the target destination. When the sword lands point-down, the wielder has arrived in more or less the right place.

Feats: At 1st level, a battleblade scion of *Lann Lorgaich* gains the use of a feat chosen from the following list: Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical*, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Spring Attack, Sunder, Trample, Weapon Finesse*, Weapon Focus*, Whirlwind Attack. Thereafter, he gains the use of an additional feat of his choice from the same list at 4th, 7th, and 10th level.

A battleblade scion of *Lann Lorgaich* can select any feat marked with an asterisk (*) more than once, but it must apply to a different weapon each time. He must still meet all prerequisites for any selected feat, including ability score and base attack bonus minimums as well as other feats; see the *Player's Handbook* for details.

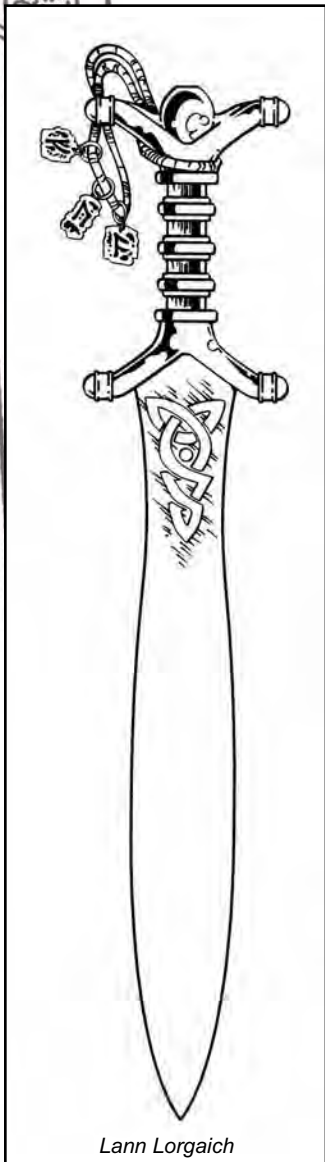
Eager for Battle: When he reaches 2nd level in the prestige class, the battleblade scion may draw *Lann Lorgaich* as a free action instead of as a move action.

Enhancement Bonus: *Lann Lorgaich's* enhancement bonus increases to +2 when the battleblade scion reaches 3rd level and to +3 when he reaches 8th level.

Find the Path (Sp): Upon reaching 6th level, the battleblade scion of *Lann Lorgaich* can discern the most direct physical route from his current location to the spot where he can fulfill his quest. This ability functions like the spell of the same name, indicating a means of egress from the scion's current location and directing him along the shortest path to his goal. Although the character remains more or less constantly aware of the

Table 2–4: Abilities Granted by *Lann Lorgaich*

Battleblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
—	Know direction	1st
1st	Feat	—
2nd	Eager for battle	—
3rd	Enhancement bonus +2	6th
4th	Feat	—
5th	—	—
6th	Find the path	11th
7th	Feat	—
8th	Enhancement bonus +3	9th
9th	Slaying sword	13th
10th	Feat	—



Lann Lorgaich

proper path on a subconscious level (even when the ability is not in effect), he can use *find the path* up to three times per day to get more explicit instructions. The scion must have the sword in hand and unsheathed to initiate the effect.

Slaying Sword (Su): When its battleblade scion reaches 10th level, *Lann Lorgaich* becomes completely focused on the object of the quest. If the blade strikes a creature that directly serves the scion's enemy, the target must make a Fortitude save (DC 20) or die instantly. The effect is the same if *Lann Lorgaich* strikes the actual enemy named in the quest, except that the Fortitude save DC is 23. Even creatures normally exempt from Fortitude saves (such as undead and constructs) are subject to this attack, though in such cases the targets are destroyed. When used against a living creature, this ability constitutes a death effect, so a *death ward* effect protects the target.

Asajjana, the Twisted Blade

Not all legendary swords are meant for the hands of heroes. The villainous blade *Asajjana* (AH-shah-JON-uh) thirsts for the blood of the living and rends the hearts of the weak.

Sir Peregrine's Quest

Sages and historians believe that *Asajjana* was the first magic sword, created by an insane dragon with a terrible hatred for all lesser living things. The blade was meant for the hand of the dragon's dark elf priestess, but she was not bloodthirsty enough for its tastes. After it coerced her into attacking and slaying its creator, it turned on her, cutting her heart out of her chest before her horrified eyes. The sword then vanished into the mists of time.

Check Required: Knowledge (history) DC 25.

Asajjana reappeared during the reign of Vyskandr the Heartless and quickly became the lich-king's favorite weapon. When he was destroyed, it fell into the hands of a nameless adventurer who had come to plunder the defeated lich's treasure vaults. Thereafter, *Asajjana* surfaced from time to time, wielded by this villain or that, until it turned up in the hands of the treacherous Duke Ravenhearst—the would-be usurper of the High Kingdom's throne. *Asajjana* dealt the fatal blow that felled King Snowden the First, though the king's own legendary sword (the *Sword of Kings*, see above) ended the villain's life as well.

Check Required: Knowledge (history) DC 15.

Snowden's supporters pried *Asajjana* from Ravenhearst's dead hand and gave orders that it be destroyed. But the intelligent weapon objected, leaping up to slay half a dozen warriors and blacksmiths who tried, one by one, to

shatter it. In desperation, King Snowden's former advisors placed *Asajjana* in a *bag of holding* and entrusted it to the land's greatest living warrior—a noble paladin named Sir Peregrine. His orders were to journey to the jungle islands of the south, locate an active volcano, and throw the cursed blade into its flaming heart. Even if the boiling magma could not destroy the blade, the advisors reasoned, at least no one would be able to retrieve it.

Check Required:

Knowledge (history) DC 10.

History records that Sir Peregrine was successful in his quest. After entrusting the blade to the volcano, he built a shrine upon its slopes and remained there until the end of his days to guard against any who sought to retrieve the blade.

Check Required: Knowledge (history) DC 10.

The truth is that Sir Peregrine never arrived upon the island's shores. Neither he nor *Asajjana* has been seen for more than three hundred years.

Check Required: DM only.

Requirements

To wield *Asajjana* as its battleblade scion, a character must fulfill the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Base Save Bonus: Will +2.

Feat: Expertise.

Special: Any character wishing to become the battleblade scion of *Asajjana* must first win a battle of wills with the blade (see the Items Against Characters section in Chapter 8 of the *DUNGEON MASTER'S Guide*). Failure means the character cannot adopt the prestige class at that time, but a retrial is allowed each time he is eligible to gain a new character level.

Each time the wielder gains a new level in any class or attempts to perform an act of mercy (such as sparing a life or aiding the helpless), *Asajjana* attempts to assert control. If it succeeds, it usually forces the wielder to attack anyone nearby. Occasionally, however, it manifests its control by twisting around to attack its own wielder. The DM makes this choice whenever the sword gains control.

Adventure Hook

Rumors have reached the High Kingdom that a warrior made all of stone, wielding a bastard sword with serrated edges, recently emerged from the sea and destroyed a fishing village on the coast a thousand miles from the High Kingdom's southern border. Since then, this stone tyrant has been marching steadily northward, smashing every village in its path and slaughtering the villagers.

Speculation is rampant that this creature is really Sir Peregrine, somehow turned to living stone and now wielding the fell blade he was charged with destroying. The sages of the High Kingdom vehemently deny such rumors, but sages have been wrong before. Are Peregrine and *Asajjana* finally returning to the High Kingdom to take their revenge after three centuries? Or do the sages know something else about the true fate of *Asajjana*—something they are afraid to reveal?

Attributes

Asajjana has the following attributes.

Hardness/Hit Points: 15/13.

Value: To any character other than its battleblade scion, *Asajjana* appears to be worth as much as an intelligent +2 *wounding bastard sword* (42,335 gp).

Special Abilities

Asajjana provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige class (see Table 2–5: Abilities Granted by *Asajjana*).

Initial Abilities: When first acquired, *Asajjana* functions as a +2 *wounding bastard sword*. Anyone who wields it, whether a battleblade scion or not, also benefits from its intelligence and wounding ability (see below).

Intelligent: *Asajjana* has 18 Ego points. Its mental ability scores are Int 11, Wis 11, and Cha 15. Its purpose is to slay all living things—including, eventually, its wielder. *Asajjana* is chaotic evil and communicates semi-empathically, making its will known through the metallic noises it can create while moving. A harsh clang indicates that *Asajjana* is displeased, a sustained grating means that it is hungry, and a periodic low ringing reveals that it is content.

Wounding: Anyone who takes damage from *Asajjana* bleeds for 1 point of damage per round thereafter in addition to taking the normal damage from the blow. Multiple wounds from the sword result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 15) or by the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).

Bloodthirsty: As soon as its wielder achieves 1st level as its battleblade scion, each successful hit from *Asajjana* deals +2d6 points of bonus damage against any living creature.

Enhancement Bonus: *Asajjana's* enhancement bonus increases to +3 when the battleblade scion reaches 3rd level and to +4 when he reaches 8th level.

Keen: When its battleblade scion reaches 4th level, *Asajjana's* threat range doubles as the bending, twisting blade actively seeks its target's heart.

Dancing: As a standard action, a 6th-level or higher battleblade scion of *Asajjana* can loose the legendary blade to attack on its own. It fights for 4 rounds using its scion's base attack bonus, then returns to his hand.

Table 2–5: Abilities Granted by *Asajjana*

Battleblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +2	6th
	Intelligent	—
	Wounding	10th
1st	Bloodthirsty	7th
2nd	—	—
3rd	Enhancement bonus +3	9th
4th	Keen	10th
5th	—	—
6th	Dancing	15th
7th	—	—
8th	Enhancement bonus +4	12th
9th	—	—
10th	Impaling	18th

While fighting alone, it never strays more than 5 feet from its scion's side, and it fights on for the duration of the effect even if the character should fall. As a free action, the scion can grasp *Asajjana* while it is attacking on its own, but when so retrieved the blade can't dance (attack on its own) again for 4 rounds.

Impaling: When wielded by its 10th-level battleblade scion, *Asajjana* can aggressively seek out the heart of any target. Upon a successful critical hit, the sword pierces the opponent's heart (if it has one) and cuts it from the chest, killing the creature instantly. This ability does not affect creatures that have no hearts (such as golems, oozes, and certain other creatures), and it does not kill those that are not affected by removal of their hearts (such as certain kinds of undead). The DM makes any judgment calls about the effect of impaling on a given target.

Skysong, the Sentinels' Blade

Made in ancient times to combat a plague of werewolves, the legendary sword *Skysong* is the bane of all lycanthropes. As an added bonus, it protects its wielder from that terrible affliction.

The Battle of the Dawn

The legends of the Age of the Old Kings describe a terrible time when darkness fell across the land like a shroud, and the moon was nearly always full. In those days, the lands were still very wild, and wercreatures ran loose in the fields and forests. Though this so-called Plague of Darkness had been brought about by a powerful vampire lord, it also enabled lycanthropes to thrive and flourish. Eventually, great heroes vanquished the vampire and his undead hordes, but it fell to the rangers of old—



Asajjana

known as the Wood-Walkers—to combat the epidemic of lycanthropes that had arisen.

Check Required: Knowledge (history) DC 15.

It soon became clear that the rangers were fighting a losing battle. Though they fought bravely and slew many werereatures, each lycanthrope attack on some hapless innocent replenished the ranks of the Wood-Walkers' enemies. Worse still, rangers who had been wounded in battle more often than not became werereatures themselves and joined the other side. A few chose to end their own lives, but such sacrifices were too few to stem the tide of lycanthropy.

At last there came a hero called Owyn the Harper, bearing the mighty sword *Skysong*. He told a long tale of how he had taken it directly from the sleeping hand of Apon, god of the sun. Claiming that it carried the power of the sun-god's dreams, Owyn gave the weapon to the bravest of the Wood-Walkers, a great warrior-woman named Eveleen.

With *Skysong* in hand, Eveleen became invincible in battle against the shapechangers. When the remaining lycanthropes made a desperate assault on the Wood-Walkers' fortress, she beat them back yet again with the legendary blade, finally driving the opponents howling into the night. This conflict came to be known as the Battle of the Dawn, for when it was over, the long night ended and the sun rose again.

Check Required: Knowledge (history) DC 15.

Even after this victory, however, the Wood-Walkers could not rest. Although great armies of lycanthropes could now threaten the land only during the three days of full moon each month, the most foul of them were still able to stalk the land every night. *Skysong* remained the Wood-Walkers most effective weapon for hunting down and slaying such creatures. When she died, Eveleen passed the blade on to her oldest son, who wielded it against the bear-men of the north. He passed it on to his nephew, who carried it in battle against the Warren-Lords. Eventually his granddaughter wielded it against the Nightborn, who had all but succeeded in wiping the Wood-Walkers out of existence in their quest for vengeance.

Check Required: Knowledge (history) DC 15.

After making its wielder victorious against the Nightborn, *Skysong* vanished for some years, only to reappear from time to time in legends of other heroes from other lands. The surviving Wood-Walkers claim that *Skysong* was shattered in the final battle against the Nightborn, and this claim might well be true. However, some legends also state that a faction of the Wood-Walkers reforged the blade in secret, and they guard it even now against the day when it will again be needed.

Check Required: Knowledge (history) DC 15.

Requirements

To wield *Skysong* as its battleblade scion, a character must fulfill the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +5.

Skills: Knowledge (nature) 6 ranks, Search 6 ranks.

Feat: Track.

Region: Any heavily forested region.

Special: To become the battleblade scion of *Skysong*, the wielder must have the favored enemy class ability and have shapechangers as one of his favored enemies.

Maintenance

Skysong is attuned to the midday sun and must bathe in its rays from time to time. If the blade spends more than 24 hours in the dark (not including periods that it is sheathed), it functions as though its wielder were one level lower as a battleblade scion than he actually is (minimum level 0, which is equivalent to a wielder without the prestige class). For example, if *Skysong's* wielder were a 3rd level ranger/6th-level battleblade scion, and he took the legendary sword into a maze of caverns for more than 24 hours, *Skysong's* enhancement bonus would drop to +2. A successful Knowledge (history) check (DC 20) reveals this requirement.

Attributes

Skysong has the following attributes.

Hardness/Hit Points: 14/12.

Value: To anyone other than its battleblade scion, *Skysong* appears to be worth as much as a +1 *lycanthrope bane bastard sword* (20,335 gp).

Special Abilities

Skysong provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige class (see Table 2-6: Abilities Granted by *Skysong*).

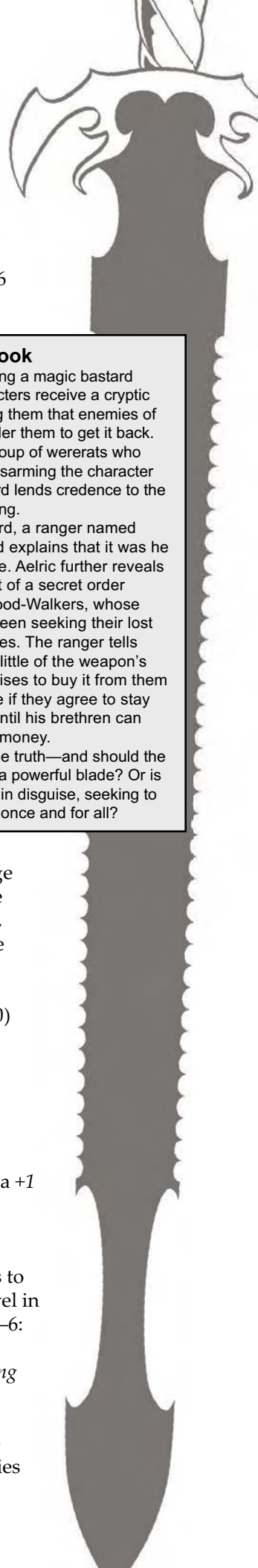
Initial Abilities: When first acquired, *Skysong* functions as a +1 *lycanthrope bane bastard sword*. Anyone who wields it, whether a battleblade scion or not, also benefits from its immunity to lycanthropy, light, and lycanthrope bane abilities (see below).

Adventure Hook

Shortly after finding a magic bastard sword, the characters receive a cryptic message warning them that enemies of the light will murder them to get it back. An attack by a group of wererats who seem intent on disarming the character wielding the sword lends credence to the mysterious warning.

Soon afterward, a ranger named Aelric arrives and explains that it was he who sent the note. Aelric further reveals that he is the last of a secret order known as the Wood-Walkers, whose members have been seeking their lost sword for centuries. The ranger tells the characters a little of the weapon's history and promises to buy it from them for twice its value if they agree to stay where they are until his brethren can arrive with more money.

Is he telling the truth—and should the heroes sell such a powerful blade? Or is he a lycanthrope in disguise, seeking to destroy *Skysong* once and for all?



Immunity to Lycanthropy: *Skysong's* wielder cannot contract lycanthropy.

Light (Su): *Skysong* continually sheds light equivalent to the glow from a torch (20-foot radius). This light cannot be concealed when *Skysong* is drawn, nor can it be shut off in any way.

Lycanthrope Bane: When *Skysong* is wielded against lycanthropes, its enhancement bonus increases by +2. Thus, its total enhancement bonus against such targets is +3 for any wielder, +4 for a 3rd-level battleblade scion, +5 for a 6th-level battleblade scion, and +6 for a 9th-level battleblade scion.

In addition, *Skysong* deals +2d6 points of bonus damage to any lycanthrope target. The blade bestows one negative level on any lycanthrope attempting to wield it. The negative level remains as long as *Skysong* is in the lycanthrope's hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while *Skysong* is wielded.

Favored Enemy Bonus (Ex): Beginning at 1st level, the battleblade scion of *Skysong* is more effective than normal against lycanthropes. His favored enemy bonus against shapechangers is doubled whenever the target is a lycanthrope.

Favored Enemy (Ex): As a 2nd-level battleblade scion of *Skysong*, the character may select any type of creature (except his own type and subtype) from the ranger's list in Chapter 3 of the *Player's Handbook* as a favored enemy. Because of his extensive study of such foes and training in the proper techniques for combating them, the scion

gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using

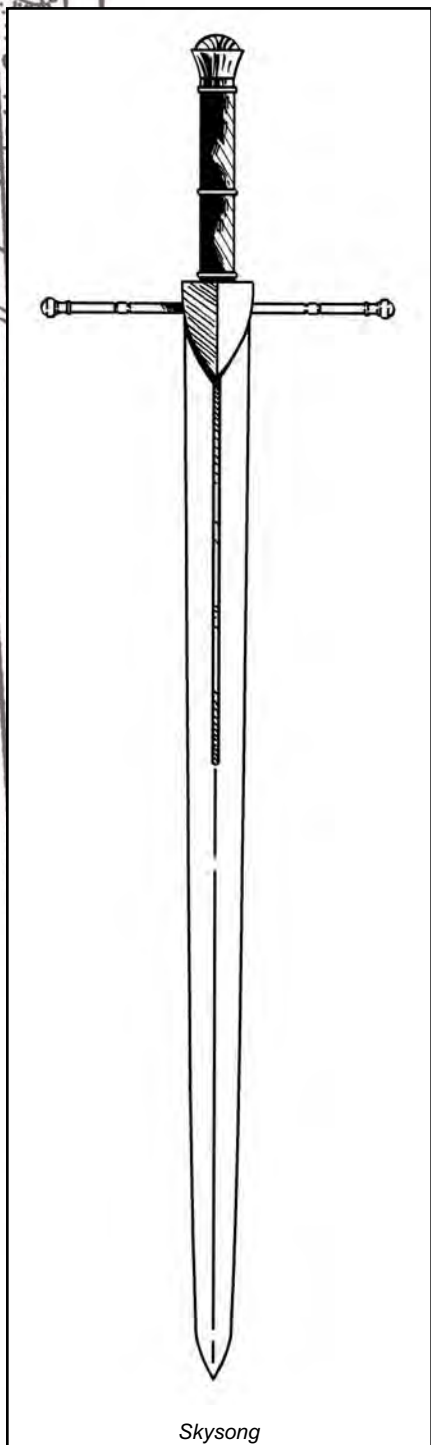
Table 2–6: Abilities Granted by *Skysong*

Battleblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1 (+3 against lycanthropes)	3rd
	Immunity to lycanthropy	6th
	Light	—
	Lycanthrope bane +2	8th
1st	Favored enemy bonus	—
2nd	Favored enemy	—
3rd	Enhancement bonus +2 (+4 against lycanthropes)	6th
4th	—	—
5th	<i>Daylight's grace</i>	6th
	Enhancement bonus +3 (+5 against lycanthropes)	9th
6th	<i>Remove curse</i>	5th
7th	Favored enemy	—
8th	Enhancement bonus +4 (+6 against lycanthropes)	12th
9th	<i>Daylight's wrath</i>	8th
10th		

these skills against creatures of this type. Likewise, he gets a +1 bonus on weapon damage rolls against creatures of this type. At 8th level, the battleblade scion of *Skysong* may select another new creature as a favored enemy (gaining the same +1 bonus against that creature type), or he may select one that is already on his favored enemy list a second time (increasing the bonus by +1). These bonuses stack with those provided by the ranger ability of the same name.

Enhancement Bonus: *Skysong's* enhancement bonus increases to +2 (+4 against lycanthropes) when the battleblade scion reaches 3rd level, to +3 (+5 against lycanthropes) when he reaches 6th level, and to +4 (+6 against lycanthropes) when he reaches 9th level.

Daylight's Grace (Sp): When held aloft for a full round by a 5th-level or higher battleblade scion, *Skysong* sheds a glaringly bright light that duplicates the effect of the *daylight* spell. Furthermore, any lycanthrope within the light's 60-foot radius that has involuntarily assumed its animal form may attempt a Control Shape check (DC 15) if desired. Success indicates that the creature immediately resumes its natural form. Such a lycanthrope remains in its natural form for as long as the battleblade scion of *Skysong* holds the weapon aloft. If the conditions that caused the lycanthrope's involuntary change are still in effect when *Skysong* is lowered, the creature may attempt another Control Shape check to resist changing back to its animal form.



Skysong

Remove Curse (Sp): Upon reaching 7th level as a battleblade scion of *Skysong*, the character can produce an effect identical to that of a *remove curse* spell. This ability is usable a number of times per day equal to the scion's Wisdom bonus.

Daylight's Wrath (Sp): When a 10th-level battleblade scion of *Skysong* holds the weapon aloft, it produces an effect similar to that of *daylight's grace* (see above), except that every lycanthrope in the area that is in animal form (whether or not the change was voluntary) must make a successful Control Shape check to retain that form. (A creature that changed involuntarily may waive this check and automatically resume its natural form, if desired.) Once in natural form, a lycanthrope cannot voluntarily resume its animal form as long as *Skysong* is being held aloft.

Swift and Sure, the Glen-Blades

The Glen-Blades known as *Swift* and *Sure* were a gift from an elven enchantress to her lover, a human ranger. The weapons have been passed down through their line for centuries. *Swift* and *Sure* are the only two battleblades that may share a scion.

The Tragedy of Aurnia and Laoghaire

As the Battle for Aelthelas drew nigh, the elves of the Hidden Glade began arming to defend their ancient home from the undead armies of Vyskandr the Lich-King. As her people prepared for battle, the elf seer Aurnia had a vision in which her human lover, the ranger Laoghaire, died in the conflict. Knowing how desperately he was needed on the battlefield, she didn't tell her lover what she had seen. Instead, she went to a secret valley near her home and returned with a pair of magic swords called *Buain* and *Cywir*, which she gave to Laoghaire to keep him safe. The ranger went off to battle and, aided by the magic blades, returned safely and victoriously home—only to discover that Aurnia had died giving birth to their twin daughters, Brona and Maeve, during his absence.

Check Required: Knowledge (history) DC 25.

Laoghaire stayed with his daughters in the Hidden Glade until they reached adulthood. Then, after giving *Buain* to Maeve and *Cywir* to Brona, he left, never to return. Brona and Maeve had never known their mother, but they loved and respected their father, who had taught them all he knew of nature. Both women followed in his footsteps, becoming rangers and eventually joining the ranks of the Wood-Walkers. In time, they too took lovers—one an elf and the other a human—and bore children of their own. When the two sisters retired from their duties as rangers, they passed along *Buain* and *Cywir* to their children.

Check Required: Knowledge (history) DC 23.

In this fashion, the two swords were passed down through the generations in the line of Aurnia and Laoghaire. Gradually the blades became known by their human names, *Swift* and *Sure*. Occasionally both swords would come into the hands of one member of the family, who would invariably become renowned as a great warrior. And every now and then, one of the swords was lost when its wielders fell in battle. Few remember that the blades were ever paired, though the swords' innate ability to find each other sometimes brings together distant members of the family.

Check Required: DM only.

Requirements

To wield either *Swift* or *Sure* as its battleblade scion, a character must fulfill the following criteria.

Race: Elf, half-elf, or human.

Base Attack Bonus: +3.

Feat: Two-Weapon Fighting.

Special: A wielder who has only has one of these two blades may not advance to 6th level as its battleblade scion.

Attributes

Swift and *Sure* have the following attributes.

Hardness/Hit Points:

Swift: 13/5; *Sure*: 13/8.

Value: To anyone other than its battleblade scion, *Swift* appears to be worth as much as a +1 *short sword* (7,810 gp), and *Sure* appears to be worth as much as a +1 *longsword* (7,815 gp).

Special Abilities (Swift)

Swift and *Sure* are exceptions to the rule that a second legendary sword must be associated with a different scion prestige class than the first. Each blade provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige class (see Table 2–7: Abilities Granted by *Swift* and Table 2–8: Abilities Granted by *Sure*).

Initial Abilities: When first acquired, *Swift* functions as a +1 *short sword*. Anyone who wields it, whether a battleblade scion or not, also

Adventure Hook

An elf, half-elf, or human character comes across *Swift* in a treasure hoard and begins to experience a number of coincidences involving the direction east—dropped items fall or roll eastward, the character cannot sleep unless he is facing east, directions given to him always start with “go east,” and so forth. When he finally takes the clue and begins traveling eastward, he encounters Ruanaidh, a young elf male. Ruanaidh bears a longsword of similar design to the hero's own short sword, and the elf claims to have had similar experiences involving the direction west. Once the two compare notes, they realize that they are distantly related, and that the weapons they bear must be the legendary swords *Swift* and *Sure*. Ruanaidh suggests that they form a pact: If one should die or otherwise give up adventuring, his sword must go to the other.

Much later, when the adventurer is nearing 5th level as a battleblade scion of *Swift*, he experiences a sudden surge of the weapon's direction sense, this time indicating south. Soon afterward, he receives word that Ruanaidh has been captured by a necromancer in the south who is dedicated to the cult of Vyskandr, and the elf may already be dead. In fact, the necromancer is using Ruanaidh to lure in the character so that he can destroy both swords. He has not yet destroyed *Sure* because he needs its “beacon” to pull in *Swift*. Will the adventurer try to rescue Ruanaidh and walk into the trap? Or will he stay away, thus ensuring that at least one of the legendary swords survives?

benefits from the Improved Initiative feat and from the sword's *know direction* ability (see below).

Improved Initiative: *Swift* grants its wielder the use of the Improved Initiative feat if he does not already have it.

Know Direction (Sp): At will, *Swift*'s wielder can determine the direction to *Sure*. This ability otherwise functions exactly like the *know direction*

spell. Even when not explicitly calling upon the ability, the wielder can sense the general direction in which *Sure* can be found. However, if he hasn't yet discovered that *Swift* is a legendary sword (or if he has discovered it but is unaware of its partner), he feels a general sense of urgency about that direction but does not know what draws him there.

Weapon Finesse:

Beginning at 1st level, the battleblade scion of *Swift* gains the use of the Weapon Finesse (short sword) feat, if he does not already have it.

Enhancement Bonus:

Swift's enhancement bonus increases to +2 when the battleblade scion reaches 3rd level and to +3 when he reaches 9th level. If the battleblade scion also possesses *Sure*, *Swift*'s enhancement bonus instead increases to +3 when he reaches 3rd level and to +4 when he reaches 9th level.

Speed: At 5th level, the battleblade scion may make one single extra melee attack each round with *Swift* at his highest melee attack bonus. This effect is not cumulative with *haste*. *Swift* grants only the extra attack, not the benefits of a *haste* spell, so the scion does not have the option of taking an extra move action instead.

Defending: Beginning at 7th level, the battleblade scion of *Swift* may transfer

some or all of the blade's enhancement bonus to his AC as a special bonus that stacks with all others.

Table 2–7: Abilities Granted by *Swift*

Battleblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Improved Initiative	1st
	<i>Know direction</i>	1st
1st	Weapon Finesse	1st
2nd	—	—
	Enhancement bonus +2 (+3 with <i>Sure</i>)	9th
3rd	—	—
4th	—	—
5th	Speed	7th
6th	—	—
7th	Defending	8th
8th	—	—
	Enhancement bonus +3 (+4 with <i>Sure</i>)	12th
9th	—	—
10th	—	—

The character chooses how to allocate *Swift*'s enhancement bonus as a free action at the start of his turn, before using the weapon, and the effect lasts until his next turn. This ability is usable at will whenever the scion wields *Swift* in combat.

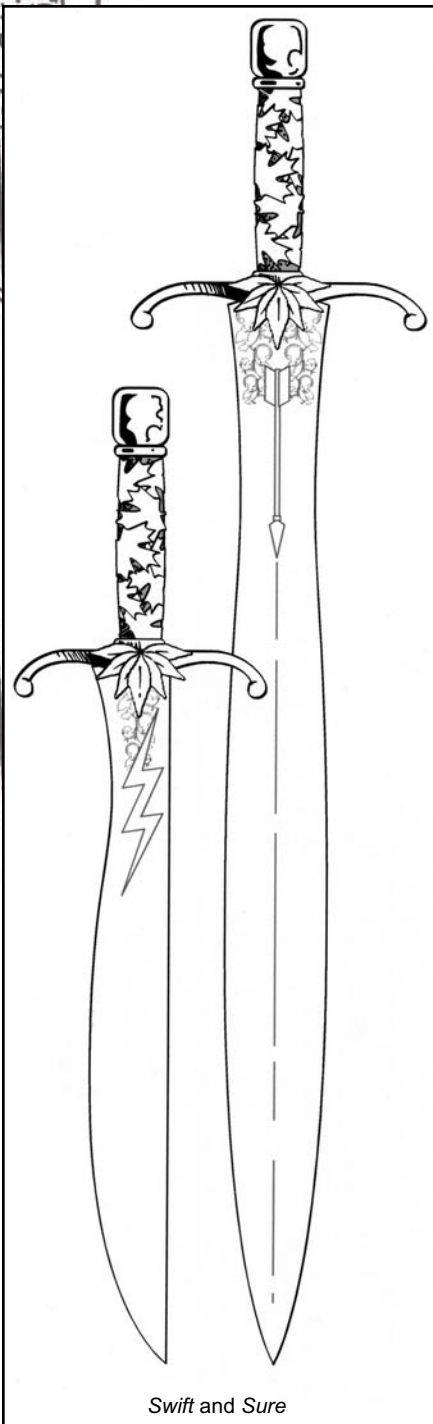
Special Abilities (*Sure*)

Initial Abilities: When first acquired, *Swift* functions as a +1 longsword. Anyone who wields it, whether a battleblade scion or not, also benefits from its increased threat and *know direction* abilities (see below).

Increased Threat (Ex): *Sure* has a threat range of 18–20 rather than 19–20. If the wielder has Improved Critical (longsword), the feat works normally with *Sure*, doubling its threat range to 15–20.

Know Direction (Sp): At will, *Sure*'s wielder can determine the direction to *Swift*. This ability otherwise functions exactly like the *know direction* spell. Even when not explicitly calling upon the ability, the wielder can sense the general direction in which *Swift* can be found. However, if he hasn't yet discovered that *Sure* is a legendary sword (or if he has discovered it but is unaware of its partner), he feels a general sense of urgency about that direction but does not know what draws him there.

True Strike (Sp): Beginning at 1st level, a battleblade scion of *Sure* can gain a +20 insight bonus on his next single attack roll with the weapon. (Remember that a roll to confirm a critical counts as part of the single attack, so the +20 insight bonus applies here as well.) This ability is usable once per day. If the scion does not make an attack within one



Swift and Sure

Table 2–8: Abilities Granted by *Sure*

Battleblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Increased threat	9th
	<i>Know direction</i>	1st
1st	—	—
2nd	<i>True strike</i>	1st
3rd	—	—
4th	Enhancement bonus +2 (+3 with <i>Swift</i>)	9th
5th	—	—
6th	Keen	10th
7th	—	—
8th	Enhancement bonus +3 (+4 with <i>Swift</i>)	12th
9th	—	—
10th	Scissor strike	18th

round of activating this ability, the effect ends and the daily use of the ability is wasted.

Enhancement Bonus: *Sure's* enhancement bonus increases to +2 when the battleblade scion reaches 4th level and to +3 when he reaches 8th level. If the battleblade scion also possesses *Swift*, *Sure's* enhancement bonus instead increases to +3 when he reaches 3rd level and to +4 when he reaches 9th level.

Keen: When its battleblade scion reaches 6th level, *Sure's* threat range is doubled.

Scissor Strike: If a 10th-level battleblade scion scores a critical hit with *Sure* and damages the same target with *Swift* in the same round, he decapitates the opponent, killing it instantly. This ability does not affect creatures that have no heads (such as oozes and certain other creatures), and it does not kill any creature that is not affected by removal of its head (such as certain kinds of undead). The DM makes any judgment calls about the effect of a scissor strike on a given target.

Vengedril, the Doomed Blade

Not all legendary weapons pass easily from one wielder to the next. The greataxe *Vengedril* (VEN-guh-dril), forged by dwarves and stolen by orcs, has been passed from one race to the other over and over through a thousand years of bloody fighting.

The Dwarf-Lord's Axe

In some places, the ancient enmity between dwarves and orcs remains as strong today as it was on the day the first blow was struck. Tens of thousands have fallen on both sides, but the warriors go on fighting, the priests go on praying

for victory, and the smiths go on building weapons to hack apart the enemy. One of the oldest weapons in the struggle between dwarves and orcs is *Vengedril*—a sturdy greataxe crafted for the hands of a long-dead dwarf warlord. Though he was victorious in his first battle, thanks in part to the magic axe he wielded, he was slain when next he ventured onto the battlefield, and the orcs took his magic axe as a trophy.

Check Required:

Knowledge (history) DC 20.

The orc shamans saw that the magic the dwarves had placed on the axe could be made to work for orcs as well, and they turned the orc bane weapon into a dwarf bane one. Its first orc wielder, a chieftain of great power, carried the newly empowered blade into battle against the dwarf stronghold at Kar-Morakh, and the ensuing slaughter decimated the dwarf population of the mountain city. In revenge, the dwarves launched an assault against the orc fortress near Kar-Durga. When the orc chieftain brought his troops to defend the fortress, two dwarven armies—the forces of Aern the Black and Sigurd Stronghammer—surged forth from their places of hiding to crush the orc army. The orc chieftain was slain, and once again the dwarves gained possession of *Vengedril*.

Check Required: Knowledge (history) DC 20.

Thoroughly disgusted by the dwarf bane magic that the orcs had added, Sigurd wanted the axe reforged. But Aern the Black wanted the blade for himself, and he convinced Sigurd to let him take it. Aern's priest-advisors placed another magical effect on *Vengedril*, allowing Aern to hurl it like a throwing axe. But *Vengedril* aided Aern in only one battle before he lost it fighting against the orcs in the Deep War. The orcs then lost the blade to the dwarves again at the second battle of Kar-Durga, and this alternating racial ownership continued down through the years. Each orc or dwarf who laid hands on *Vengedril* endeavored to add his own refinements and improvements, to ensure that the weapon could never be lost and turned on his race again, but to no avail. For a thousand years, *Vengedril* has been wielded on both sides of the conflict, and its history is as bloody as the ageless war itself.

Check Result: Knowledge (history) DC 15.

Adventure Hook

The legendary axe *Vengedril*, lost for more two centuries, turns up in the hands of a goblin warlord who leads an attack on the adventurers. Neither dwarf nor orc, the goblin warlord has not realized the power of *Vengedril*; to him, it functions as a powerful but otherwise ordinary magic weapon.

After the characters acquire it in battle, they encounter orc raiders—some of whom survive and escape to tell their leaders that *Vengedril* has returned. The orcs come after it with a vengeance. Wherever the adventurers go, parties of orcs are never far behind. Some seek to steal the axe, but most try to take it in battle. A few communicate their desire to do single combat with *Vengedril's* wielder, hoping to win the greataxe in the traditional manner and thus have access to the full complement of its powers.

Requirements

To wield *Vengedril* as its battleblade scion, a character must fulfill the following criteria.

Race: Dwarf, orc, or half-orc.

Base Attack Bonus: +5.

Base Save Bonus: Fort +5.

Feats: Cleave, Power Attack.

Region: Any mountainous region.

Special: The greataxe *Vengedril* cannot be taken up casually—it must be won in battle. To qualify as a battleblade scion of *Vengedril*, a candidate must first combat a foe for possession of it. To the winner goes *Vengedril*; to the loser, death. The foe must qualify as a challenging encounter (as defined by Table 4–2: Encounter Difficulty in the *DUNGEON MASTER'S Guide*) for the candidate. A single orc is not a challenge for a 6th-level dwarf fighter, but battling half a dozen orcs, or even a single 6th-level orc fighter, would represent a suitable test of the dwarf's worthiness. The DM is the final arbiter in what constitutes a proper degree of challenge.

Restrictions

If a battleblade scion of *Vengedril* ever grants mercy to a racial foe of a type that can take up its prestige class (that is, if a dwarf spares an orc or half-orc, or vice versa), the blade becomes stuck in the next target upon which the wielder inflicts a critical hit. Any character can free the blade with a successful Strength check (DC 23), but doing so requires a full-round action. The blade continues to stick in subsequent foes in this fashion until the wielder has slain five times the number of racial foes (dwarves, orcs, or half-orcs, as appropriate) that he previously spared. A successful Knowledge (history) check (DC 15) reveals this requirement.

Attributes

Vengedril has the following attributes.

Hardness/Hit Points: 9/14.

Value: To anyone other than its battleblade scion, *Vengedril* appears to be worth as much as a +2 *mighty cleaving greataxe* (18,320 gp).

Table 2–9: Abilities Granted by *Vengedril*

Spellblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +2	6th
	Mighty cleaving	8th
1st	Orc bane (+2 against orcs)	8th
2nd	Dwarf bane (+2 against dwarves)	8th
3rd	Throwing	5th
4th	—	—
5th	Enhancement bonus +3 (+5 against orcs or dwarves)	9th
6th	Scattering	—
7th	—	—
8th	Improved throwing	8th
9th	Enhancement bonus +4 (+6 against orcs or dwarves)	12th
10th	Improved scattering	—

Special Abilities

Vengedril provides the following special abilities to its wielder, depending upon the character's level in the battleblade scion prestige class (see Table 2–9: Abilities Granted by *Vengedril*).

Initial Abilities: When first acquired, *Vengedril* functions as a +2 *mighty cleaving greataxe*. Anyone who wields it, whether a battleblade scion or not, also benefits from its mighty cleaving ability (see below).

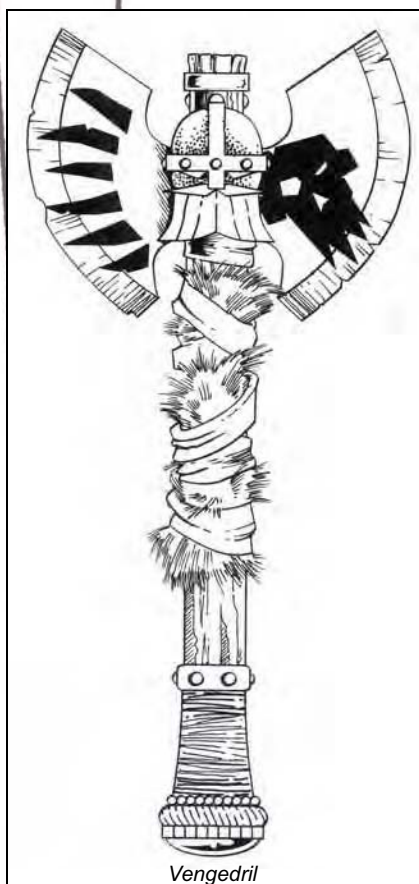
Mighty Cleaving: A wielder with the Cleave feat may make one additional cleave attempt per round.

Orc Bane: When a dwarf battleblade scion of *Vengedril* wields the weapon against orcs or half-orcs, its enhancement bonus increases by +2. Thus, its total enhancement bonus against such targets is +4 for any wielder, +5 for a 5th-level battleblade scion, and +6 for a 9th-level battleblade scion. In addition, *Vengedril* deals +2d6 points of bonus damage to any orc or half-orc target.

Dwarf Bane: When an orc or half-orc battleblade scion of *Vengedril* wields the weapon against dwarves, its enhancement bonus increases by +2. Thus, its total enhancement bonus against such targets is +4 for any wielder, +5 for a 5th-level battleblade scion, and +6 for a 9th-level battleblade scion. In addition, *Vengedril* deals +2d6 points of bonus damage to any dwarf target.

Throwing: Beginning at 3rd level, the battleblade scion of *Vengedril* can throw the weapon with a range increment of 10 feet.

Enhancement Bonus: *Vengedril's* enhancement bonus increases to +3 (+5 against dwarves or orcs and half-orcs, as appropriate) when the battleblade scion reaches 5th level and to +4 (+6 against dwarves or orcs and half-orcs, as appropriate) when he reaches 9th level.



Vengedril

Scattering (Ex): Beginning at 6th level, a battleblade scion of *Vengedril* gains the ability to knock back a racial foe (a dwarf for an orc or half-orc scion, or an orc or half-orc for a dwarf scion) on a successful melee hit with the weapon. The opponent may attempt an opposed Strength check against the scion to avoid the effect. Each combatant gains a +4 bonus on the check for each size category above Medium-size, or a –4 penalty for each size category below Medium-size. In addition, *Vengedril's* battleblade scion gains a bonus equal to the weapon's enhancement bonus on the check. If the opponent fails, it moves 5 feet back (directly away from *Vengedril's* scion) for each 2 points of the scion's Strength bonus and falls prone. (Thus, an orc battleblade scion with a +5 Strength bonus would knock a dwarf back 10 feet.) A foe that strikes a solid object during this movement takes damage as though it had fallen that distance in addition to whatever damage the blow dealt.

Improved Throwing: When a battleblade scion of *Vengedril* reaches 8th level, he can throw the weapon with a range increment of 20 feet.

Improved Scattering (Ex): At 10th level, a battleblade scion of *Vengedril* can knock an opponent back even farther on a successful melee hit with the weapon. This ability functions like scattering (see above), except that the distance a foe is knocked back increases to 5 feet for each 1 point of the scion's Strength bonus. (Thus, the orc in the previous example, with a Strength bonus of +5, would knock a dwarf back 25 feet.)

Spellblades

A legendary sword forged for the use of a wizard or sorcerer is called a spellblade. These weapons are perhaps the least common legendary swords, and the prestige class associated with them is frequently very difficult to enter.

The *Draakhoorn*, the Dragon's Doom

Carved from the spiraling horn of a huge red dragon, the greatsword called *Draakhoorn* is the bane of dragons everywhere—and its wielder is the target of their wrath.

The Hundred Heroes

Although the red dragon Uladon had aggressively pursued the destruction of all other dragons in the Time of Heroes, there was never any question that he was irredeemably evil. In his quest to rid the world of the rest of his kind, Uladon crushed any mortal creature that crossed his path, laying waste to farms, villages, temples, and towns—apparently because it amused him to do so. By the time the Hundred Heroes came together to slay the dragon, Uladon had devastated more than half of the

Kingdom of Pelundra and was using the ruined palace of its capital, the Sceptered City, as his lair.

Check Required: Knowledge (history) DC 15.

The Hundred Heroes, drawn together from all of the lands despoiled by Uladon, had infiltrated the Sceptered City by hiding among the enslaved populace of Pelundra. Unbeknownst to most of the heroes, their number included five magically disguised metallic dragons. Knowing well that the Hundred Heroes lacked the power to actually defeat Uladon, the dragons of the age had conferred and come up with a plan of their own. Realizing that only a host of dragons could slay one such as he, and that only dragons of good intent could be trusted not to betray the rest, they selected five metallic dragons to disguise themselves as humanoids and accompany the heroes into the city. Once there, these dragons would summon the rest of their kind and attack Uladon from the air while the heroes did their part below.

Check Required: Knowledge (arcana) DC 25.

But Uladon could sense the presence of the five dragons, so the Hundred Heroes lost the element of surprise. Uladon attacked first, and the ensuing battle leveled what was left of the Sceptered City. Three of the metallic dragons stayed to help in the fight, while the other two carried out the ritual of summoning that would call the rest of the dragons from the mountains where they had assembled—even though the beleaguered metallics knew it would be days before draconic aid actually arrived.

Surprisingly, the humanoids were made of sterner stuff than the dragons had imagined. Four of the five metallic dragons perished in the battle, and only ten of the humanoid heroes survived. But after three long days of hiding and striking and hiding again, the remaining heroes stood victorious over the corpse of Uladon the Despoiler.

Check Required: Knowledge (arcana) DC 25.

The one remaining metallic dragon, Ur-Argo, warned the surviving heroes about the imminent arrival of the dragon host and advised them not to interfere when the dragons divided Uladon's hoard. But Koradiras the Archmage, using the scrying magic of the Scepter's Eye, had looked westward to the mountains and seen that the chromatic dragons had betrayed their metallic cousins. He in turn warned Ur-Ago that the approaching army of dragons consisted solely of those wyrms known for

Adventure Hook

A wealthy baron offers the adventurers a great deal of money to slay a dragon that has been attacking the villages on the southern edge of his lands. Should they accept, he provides them with a rough map that indicates the approximate location of the creature's lair, and sure enough, the map is accurate. Once the dragon is defeated, the heroes find a greatsword apparently made of bone—the *Draakhoorn*—amid its treasure. The *Draakhoorn* begins rumbling as the heroes enter the baron's castle to claim their reward, and the rumbling grows louder as they draw closer to his audience chamber. Is the baron secretly a dragon? And if so, did he know that the *Draakhoorn* was in the other dragon's treasure?

their wickedness and cruelty. Even if the surviving heroes could escape before the dragons arrived, the world under the heel of these dragons would be no different than it had been under the heel of Uladon. So Ur-Argo suggested that the remaining heroes fight the dragons with what they feared the most—Uladon's power.

Check Required: Knowledge (arcana) DC 20.

Ur-Argo removed one of Uladon's horns and showed the heroes how to focus all of the dead dragon's former vigor into it, then he helped them fashion the horn into a mighty greatsword. When the dragons arrived, Koradiras met them, mounted on Ur-Argo's back and wielding the *Draakhoorn*, the sword made from Uladon's horn. Ur-Argo explained to the leader of the dragon host that the Hundred Heroes had triumphed after all, and that while the humanoids were willing to let the dragon army carry off what treasure it could, they would be obliged if the dragons would then depart. When one dragon who refused to bargain with the humanoids fell flaming from the sky only a few moments later, the others saw the wisdom of acceding to the demands of the *Draakhoorn's* wielder.

Check Required: Knowledge (arcana) DC 15.

Since that time, the *Draakhoorn* has become the most hated and feared weapon among all of dragonkind. The dragons have many legends about the power of the sword—some true, some not. Many of these tales revolve around the idea that Uladon the Despoiler is only slumbering, and he has left his horn in the hands of humanoids so that they can carry on his work. From time to time, a dragon actually defeats the *Draakhoorn's* wielder, but because it fears what might awaken if the blade were destroyed, it contents itself with hiding the hated weapon away. No dragon wants to be the one who reawakens the Despoiler and brings about the apocalypse that dragonkind so narrowly avoided.

Check Required: DM only.

Requirements

To wield the *Draakhoorn* as its spellblade scion, a character must fulfill the following criteria.

Base Save Bonus: Will +5.

Skills: Knowledge (arcana) 9 ranks, Speak Draconic.

Feat: Power Attack.

Spells: Ability to cast 3rd-level arcane spells.

Special: The *Draakhoorn* will not serve a wielder who has not proven her willingness to slay dragons. Anyone wishing to become its spellblade scion must first pass the Test of Fear, Fang, and Fire by participating in the defeat of a dragon.

Attributes

The *Draakhoorn* has the following attributes.

Hardness/Hit Points: 14/14.

Value: To anyone other than its spellblade scion, the *Draakhoorn* appears to be worth as much as a +1 dragon bane greatsword (18,350 gp).

Special Abilities

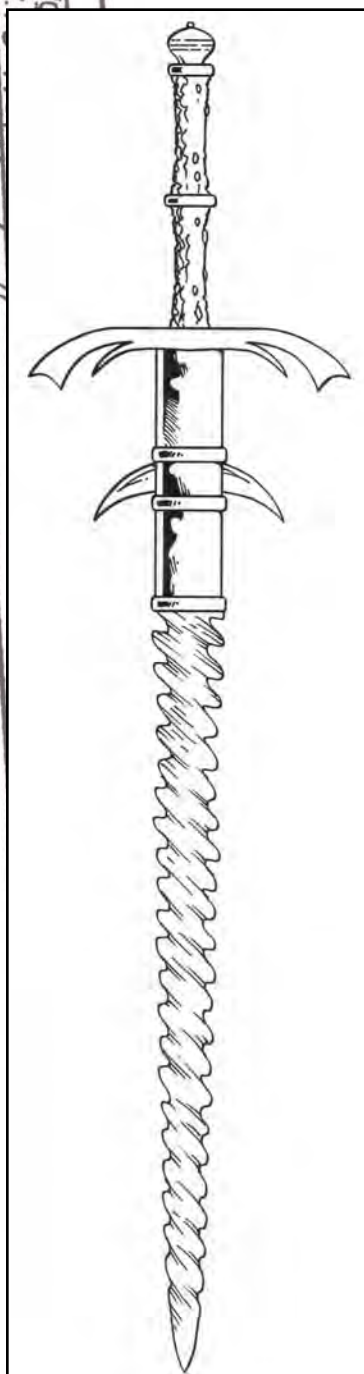
The *Draakhoorn* provides the following special abilities to its wielder, depending upon the character's level in the spellblade scion prestige class (see Table 2–10: Abilities Granted by the *Draakhoorn*).

Initial Abilities: When first acquired, the *Draakhoorn* functions as a +1 dragon bane greatsword. Anyone who wields it, whether a spellblade scion or not, also benefits from its detect dragon ability (see below).

Detect Dragon (Sp): The blade emits a kind of low, steady, roaring sound if there is a dragon of any kind within 200 feet. The roar grows in volume as the weapon gets closer to the dragon, until it reaches a volume equivalent to a Huge dragon's bellow. When the blade is unsheathed, this noise is more than sufficient to alert even a sleeping dragon to the wielder's presence. Sheathing the *Draakhoorn* reduces the noise to a level only slightly louder than normal conversation, at worst.

Dragon Bane: When the *Draakhoorn* is wielded against a dragon, its enhancement bonus increases by +2. Thus, its total enhancement bonus against such targets is +3 for any wielder, +4 for a 3rd-level spellblade scion, +5 for a 6th-level spellblade scion, and +6 for a 9th-level spellblade scion.

In addition, the *Draakhoorn* deals +2d6 points of bonus damage to any dragon target. The blade bestows two negative levels on any dragon attempting to wield it. The negative levels remain as long as the *Draakhoorn* is in the dragon's hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the *Draakhoorn* is wielded.



The *Draakhoorn*

Spell Resistance: Beginning at 1st level, a spellblade scion of the *Draakhoorn* gains spell resistance equal to 12 + her spellblade scion level while wielding the weapon.

Frightful Presence (Ex): Whenever a 2nd-level or higher spellblade scion of the *Draakhoorn* attacks, charges, or flies overhead (if she has the means to do so) with the weapon in her hand, every creature within 30 feet that has fewer Hit Dice than she does is subject to a fear effect similar to a dragon's frightful presence. A potentially affected creature that succeeds at a Will save (DC 10 + one-half the scion's character level + the scion's Charisma modifier) is immune to the effect for one day. On a failure, the creature is panicked for 4d6 rounds if it has 4 or fewer Hit Dice, or shaken for 4d6 rounds if it has 5 or more Hit Dice. Dragons ignore this effect, and the spellblade scion is likewise immune to the frightful presence effect of dragons.

Enhancement Bonus: The *Draakhoorn's* enhancement bonus increases to +2 (+4 against dragons) when the spellblade scion reaches 3rd level, to +3 (+5 against dragons) when she reaches 6th level, and to +4 (+6 against dragons) when she reaches 9th level.

Line of Fire (Su): Upon reaching 4th level as a spellblade scion of the *Draakhoorn*, the character can use the weapon to trace a line on the ground while moving at walking speed. She can make a line up to 20 feet long per spellblade scion level attained, or a circle with a radius of up to 5 feet per two spellblade scion levels attained. The line must be continuous; when the blade is lifted from

the ground, the line's length and configuration are set. When the scion touches the *Draakhoorn's* point to the ground again, the line bursts into flame, creating a barrier of fire 20 feet high.

This wall of fire lasts for as long as the *Draakhoorn's* blade remains in contact with the ground, plus 1 round per spellblade scion level thereafter. On the round that the wall appears and each round thereafter, its heat deals 2d4 points of fire damage to every creature within 10 feet of it, and 1d4 points of fire damage to every creature between 10 and 20 feet away. In addition, any creature that passes through the wall takes 2d6 points of fire damage +1 additional point of fire damage per spellblade scion level (maximum +10). The wall deals double damage to undead creatures, both in the area and passing through it.

If any 5-foot length of wall takes 20 or more points of cold damage in 1 round, the fire is extinguished in that portion. (Do not divide cold damage by four, as would normally be done for objects.) This ability can be used once per day.

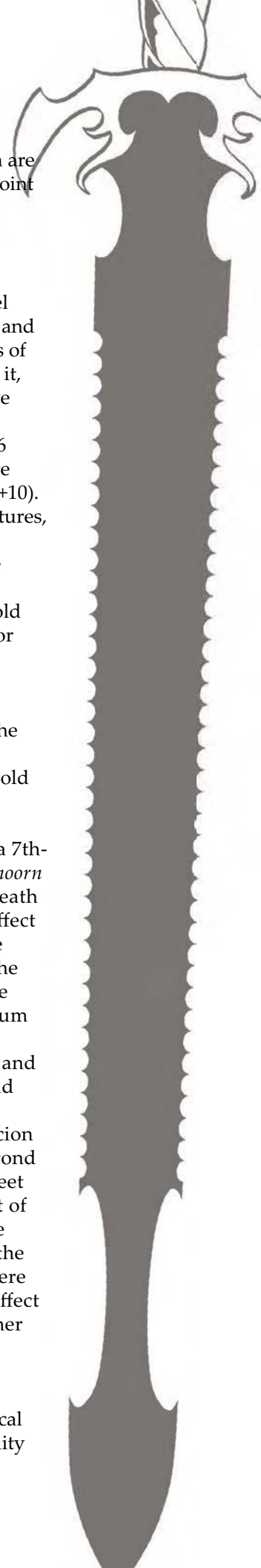
Fire Subtype: Upon reaching 5th level in the prestige class, the spellblade scion of the *Draakhoorn* gains the fire subtype. As long as the weapon is in her possession, she is immune to fire damage but suffers double damage from cold (except on a successful save).

Breath Catcher (Su): A successful saving throw against a dragon's breath weapon by a 7th-level or higher spellblade scion of the *Draakhoorn* completely negates its effect on her. If the breath weapon is acid, cold, fire, or lightning, the effect is also negated for anyone who is behind the scion on a 5-foot-wide line extending from the breath weapon's square of origin through the scion's square, and on to the breath's maximum length. For example, if a huge red dragon breathed a cone of fire at the scion, both she and a character standing 30 feet behind her would be unaffected by the dragon's fire, assuming that the two were positioned such that the scion was directly between the dragon and the second character. However, a creature standing 30 feet behind the scion but 5 feet to the left or right of a line connecting her to the dragon would be affected normally by the dragon's breath. If the spellblade scion is actually in the square where the dragon's breath weapon originates, the effect is completely negated, since no one behind her can be affected.

Dragon Scourge: Whenever a 10th-level spellblade scion of the *Draakhoorn* scores a critical hit against a dragon, the weapon's critical multiplier becomes x4 rather than x2. This ability applies only to critical hits against dragons.

Table 2–10: Abilities Granted by *Draakhoorn*

Spellblade Scion Level	Ability Gained	Caster Level
—	<i>Detect dragon</i>	3rd
	Dragon bane +2	8th
	Enhancement bonus +1 (+3 against dragons)	3rd
1st	Spell resistance	9th
2nd	Frightful presence	7th
	Enhancement bonus +2 (+4 against dragons)	6th
3rd	Line of fire	7th
4th	Fire subtype	8th
	Enhancement bonus +3 (+5 against dragons)	9th
5th	Breath catcher	12th
6th	—	—
	Enhancement bonus +4 (+6 against dragons)	12th
7th	Dragon scourge	13th



Ödörqi, the Bedeviled Blade

Once a great battleblade, the longsword now known as *Ödörqi* (EW-dur-geh) has become a spellblade since its possession by a demon.

The Forging of Laughter

The history of the spellblade *Ödörqi* begins with a battleblade named *Laughter*. After the lich-king Vyskandr the Heartless was defeated, many terrible creatures still roamed the world, wreaking havoc on the innocent. Here and there, heroes stepped forward to oppose and vanquish those creatures. One of the greatest of these heroes was the holy warrior Victor, and his challenge was the Vampire Demon of Kavall. Victor had slain many of Vyskandr's former "guardians," but when he came to the city of Kavall, he knew that he was overmatched. The many-tentacled demon that occupied the city's central cistern had enslaved the populace and established a system in which it could simultaneously feed off of them and use them to defend itself. To reach the demon, Victor would have to slay the innocent people of Kavall.

Check Required: Knowledge (history) DC 18.

Victor prayed to the gods for guidance and received the blessing of Synchronia, the goddess of wisdom, whose advice to him was, "Use laughter to trap the beast." After pondering this message for a time, Victor approached his traveling companion, a sorcerer named Skarrik, with a proposal: together the two of them would create a magic sword named *Laughter*. Victor poured the molten metal, and into its glowing heat Skarrik poured much of his power, and even a measure of his own personality, for he was known for his humor. The blade became a living, thinking item, and Victor explained to it what the three of them must do.

Check Required: Knowledge (arcana) DC 20.

Skarrik and Victor ventured into Kavall to confront the demon. While Skarrik's spells held the controlled citizens at bay, Victor raced with

Laughter to the demon's lair. There, the holy warrior confronted the monster and used *Laughter* to hack

away its thousands of tentacles, thus freeing the people of Kavall from its control. In a rage, the vampire demon roared that it would have Victor for its puppet instead, and it launched its essence at him. But *Laughter* intervened, springing up to intercept the demonic surge. Thus, the vampire demon's essence possessed the blade rather than its wielder—trapping the beast, as had been foretold.

Check Required: Knowledge (arcana) DC 18.

But Victor had already sustained terrible wounds in the battle, and he did not survive to participate in the celebration held by the freed people of Kavall. Skarrik buried his friend along with the now-demon-possessed sword, then vanished from the history books.

A few decades later, grave robbers plundered Victor's tomb and carried off the sword, probably intending to sell it. Whether they did so or not is unknown, but references to a spellblade called *Ödörqi*—a longsword fitting the description of the demon-haunted weapon—began to surface in various arcane tomes. *Ödörqi* is described as a sword of awesome power and mighty anger that harbors a terrible thirst. The demon within *Ödörqi* seeks to be free, but it can still be held at bay by the arcane arts.

Check Required: DM only.

Requirements

To wield *Ödörqi* as its spellblade scion, a character must fulfill the following criteria.

Alignment: Any neutral (except neutral evil).

Base Attack Bonus: +5.

Base Save Bonus: Will +6.

Skills: Knowledge (arcana) 9 ranks, Knowledge (the planes) 9 ranks.

Spells: Ability to cast 4th-level arcane spells and remove curse.

Special: To become a spellblade scion of *Ödörqi*, a candidate must first prevail in a battle of wills with it (see the Items Against Characters section in Chapter 8 of the *DUNGEON MASTER'S Guide*). *Ödörqi* has 20 Ego points. Failure means the character cannot adopt the prestige class at that time, but a retrial is allowed each time she is eligible to gain a new character level.

Maintenance

To keep the demon under control, a *remove curse* spell must be cast on *Ödörqi* every day. If more than 24 hours pass without a fresh application of the spell, the demon initiates a battle of wills with the next person who attempts to wield it. Should the sword win, it sends the wielder into a berserker rage that functions exactly like the barbarian rage ability. In this state, the wielder attacks anyone she can see until subdued or disarmed, or until the



Ödörqi

sword has dealt a total of 5 points of Constitution damage (see below). After the rage ends, the wielder returns to normal and need not test again until another 24 hours have passed without a *remove curse*. A successful Knowledge (arcana) check (DC 15) reveals this requirement.

Attributes

Ödörgi has the following attributes.

Hardness/Hit Points: 25/10.

Value: To anyone other than its spellblade scion, *Ödörgi* appears to be worth as much as an intelligent +2 *longsword* (29,315 gp).

Special Abilities

Ödörgi provides the following special abilities to its wielder, depending upon the character's level in the spellblade scion prestige class (see Table 2–11: Abilities Granted by *Ödörgi*).

Initial Abilities: When first acquired, *Ödörgi* functions as an intelligent +2 *longsword*. Anyone who wields it, whether a spellblade scion or not, also benefits from its blood drinker ability (see below). Any ability marked with an asterisk (*) is an ability of the original battleblade that became *Ödörgi*. If the wielder finds a way to banish the demon within the weapon, only the asterisked abilities remain; all others are lost.

Blood-Drinker: *Ödörgi* feeds on the blood of the living. With each critical hit, it deals 1d6 points of Constitution damage by draining the target's blood. Nonliving creatures and living creatures without blood (such as plants) are immune to this effect. When the blade drains Constitution, the wielder can take no more actions for the rest of her turn unless she drops the weapon. If she

chooses the latter option, the blade remains in the target and drains another 1d6 points of Constitution on each subsequent round until either the target dies or someone removes the sword with a successful Strength check (DC 15).

Intelligent: *Ödörgi* has 20 Ego points. Its mental ability scores are Int 13, Wis 13, and Cha 15. Its purpose is to escape the confines of the blade by convincing the wielder to destroy it. Unfortunately, the blade is only empathic, so it can communicate only through encouraging or discouraging emotions. Despite its neutral evil alignment, *Ödörgi* knows that it is helpless without a wielder, so it attempts to look after its scion's safety. Because it has an "eye" of sorts in its pommel, it can keep watch during rest periods, awakening its wielder with an intense sensation of danger if it detects anyone approaching.

Enhanced Constitution: At 1st level, a spellblade scion of *Ödörgi* gains a +2 enhancement bonus to Constitution. This bonus increases to +4 when the spellblade scion reaches 5th level, and to +6 when she reaches 9th level.

Enhancement Bonus*: *Ödörgi*'s enhancement bonus increases to +3 when the spellblade scion reaches 2nd level, to +4 when she reaches 6th level, and to +5 when she reaches 10th level.

Terror (Su): Whenever *Ödörgi* deals Constitution damage through its blood drinker ability, it cloaks its spellblade scion in a horrible illusion, making it seem that she is experiencing a kind of ghoulish ecstasy in this act. Every living creature within 20 feet that views this illusion must make a successful Will saving throw (DC 16) or be struck motionless with terror, as though affected by a *hold person* spell. Success leaves the creature shaken instead. The illusion and its effects last until the end of the encounter. Each time the terror effect occurs, there is a 20% chance that the scion permanently loses 1 point from her Charisma score.

Unearthly Might*: If the spellblade scion's Strength score is 12 or below, it increases to 13 when she reaches 4th level. She also gains the use of the Power Attack feat.

Adventure Hook

En route to another adventure, the characters stop for a while to enjoy the hospitality of an elf lord, who mentions that he is expecting the arrival of a powerful magic sword soon. When the characters return from their adventure, the elf lord's hall is deserted. Further investigation reveals that it has been ransacked—the elves have been murdered, and there is no sign of the elf lord.

If they follow the trail of the perpetrator, the characters come upon the elf lord, caught in the grip of some berserker fury and wielding a sword marked with a screaming face pattern on the blade. After overcoming their erstwhile host, the PCs discover that only a *remove curse* spell can take the blade from his hand. When they succeed in separating the sword from its wielder, the blade grows quiet. Experimentation reveals that it responds favorably to being wielded by any wizard or sorcerer in the party.

The sword is clearly evil, but the evil is not as great as the blade's power. Will the heroes dispose of the blade somehow—despite the fact that they can't simply destroy it? Or will they keep it and try to unlock its mystery?

Table 2–11: Abilities Granted by *Ödörgi*

Battleblade Scion Level	Ability Gained	Caster Level
—	Blood drinker	13th
	Enhancement bonus +2	6th
	Intelligence	—
1st	Enhanced Constitution +2	3rd
2nd	Enhancement bonus +3*	9th
3rd	Terror	13th
4th	Unearthly might*	3rd
5th	Enhanced Constitution +4	5th
6th	Enhancement bonus +4*	12th
7th	Improved terror	15th
8th	Improved unearthly might*	6th
9th	Enhanced Constitution +6	8th
10th	Enhancement bonus +5*	15th

Improved Terror (Su): The Will save DC for Ödörge's terror ability (see above) increases to 20.

Improved Unearthly Might*: If the spellblade scion's Strength score is 14 or below, it increases to 15 when she reaches 8th level. She also gains the use of the Sunder feat.

Faithblades

Magic blades steeped in divine power are known as faithblades. These weapons are only slightly more available than spellblades in most of the world, but in religious orders dedicated to deities that favor bladed weapons, faithblades are surprisingly common. Despite the holy nature of many faithblades, they are usually best wielded by clerics rather than paladins. The faithblades designed for druids are rarely swords—spears, daggers, and the occasional scimitar are far more common.

Divine Star, the Holy Sword

The greatest holy sword known to the world is the ancient longsword *Divine Star*, said to have been dropped on the divine battlefield by the goddess of wisdom.

The Battle of the Eight Gods

Shortly after the world was created, Vurkis, the god of evil, hosted a great celebration feast at which he served his fellow deities a wine made from poppies. Once the rest of the gods had fallen into a stupor, Vurkis stole down to the new world and set to work. He corrupted the noblest races, drove many beasts mad, and tore great gaping holes in the curtain of night, allowing the gods' half-formed ideas to seep through and take nightmarish shape. The forces of evil and chaos assaulted the forces of law and good. In short order, the world was in the midst of a great war. And Vurkis was pleased, for he had created what seemed to be a nearly unstoppable force—intolerance.

Check Required: Knowledge (religion) DC 10.

When the other gods awoke and saw their world in disorder, they wasted no time in moving to set it right again. But they had slept too long, and the evil forces of the world

had grown powerful enough to challenge even the might of the gods. The first battle was a disaster for

the deities, as was the second and the third. Countless gods died, torn apart in mad fury by evil giants and malevolent dragons, and even Vurkis began to fear that he had made a terrible mistake.

Check Required: Knowledge (religion) DC 15.

Finally, only eight gods remained: Lod, the father of the gods; Sem, Vig, and Tur, the gods of strength, power, and intellect; Ilaia, Syra, and Lani, the goddesses of swiftness, wisdom, and beauty; and Vurkis, the god of evil. Of all the deities, only Lod, Tur, and Syra suspected that Vurkis might have played some part in their current predicament. But no god was more skilled at deception and misdirection than the god of evil. He wove tales of such masterful deceit that not even the goddess of wisdom could tell his lies from the truth.

At last, the remaining gods armed themselves for the final battle, as their corrupted creations tried to storm the gates of paradise. The combat went on for a thousand years. When it began to look as though the gods would lose and be no more, Vurkis fell to the ground, feigning a fatal wound. Seeing her brother in peril—and still not certain whether or not he had been the agent behind the war—Syra rushed to his side and gathered him up in her arms to carry him to safety. To do so, she had to lay aside her holy sword, the *Divine Star*. This act of mercy was her undoing, for the spears of the evil horde quickly found her heart. As Syra died, Vurkis leapt clear—and came face-to-face with his father, Lod, who was the most powerful of the gods.

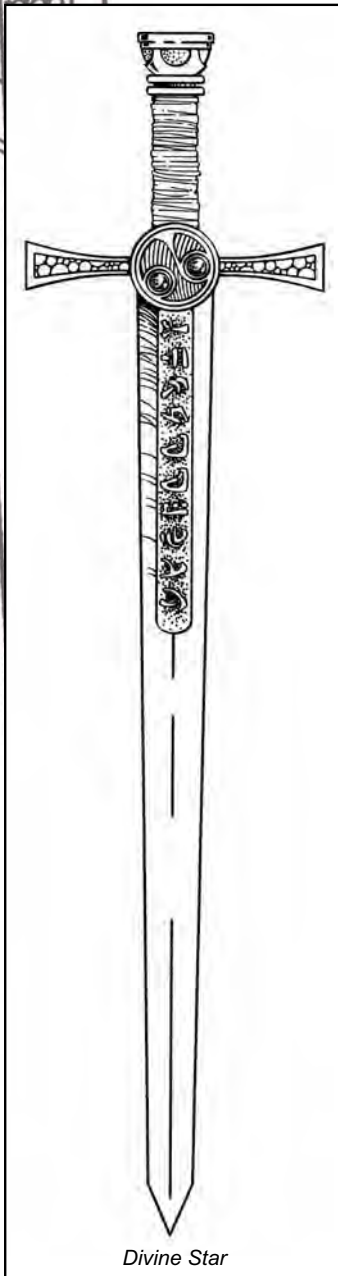
Check Required: Knowledge (religion) DC 20.

When the goddess of wisdom expired, her essence returned to Lod, who saw what she had not—that the destruction of the gods had been the work of his son Vurkis. Lod's fury was unimaginable. Vurkis ran from the battlefield with his father in close pursuit, and everywhere the gaze of Lod fell, the evil creatures of the earth were consumed by divine fire. Vurkis assumed countless different forms in his attempt to escape his father's wrath, but to no avail. Finally, in desperation, he dove deep into the earth, knowing that Lod would have to destroy the whole world to reach him there. Following their true master, the surviving evil creatures fled down the hole his passage had left behind. And there they still dwell today, serving their lord and master.

Check Required: Knowledge (religion) DC 20.

When the battle ended, the surviving gods returned to paradise to rebuild their race. Lod recreated his daughter Syra from the stars and the clay, naming this new goddess of wisdom Sylvania. But the weapon of the first such goddess, the *Divine Star*, still lay forgotten on the battlefield.

In the aftermath of the battle, the elves found the blade and took it to their greatest temple for



Divine Star

safekeeping. There they held it for thousands of years, awaiting the day when Syra would come to claim it. But even long-lived elves cannot endure for as long as it takes to create a goddess, and by the time Synria came to the world to seek her predecessor's sword, the elves were long dead—their cities destroyed and their temples plundered. The *Divine Star* was gone.

Check Required: DM only.

Requirements

To wield the *Divine Star* as its faithblade scion, a character must fulfill the following criteria.

Alignment: Any good.

Feat: Extra Turning.

Spells: Ability to cast 4th-level divine spells.

Domain: Access to any one of the following domains: Good, Sun, or War.

Restrictions

A faithblade scion of the *Divine Star* who becomes evil immediately loses all special abilities granted by this prestige class. He regains these abilities as soon as he converts to a good alignment again.

Maintenance

If the *Divine Star's* wielder does not spend an additional 30 minutes praying over it once per day (usually at the same time he readies his divine spells), the sword functions as though its wielder were one level lower as a faithblade scion than he actually is (minimum level 0, which is equivalent to a wielder without the prestige class). For example, if the *Divine Star's* wielder were a 3rd level cleric/6th-level faithblade scion, and he failed to pray over it as required one day,

the blade's enhancement bonus would drop to +2. A successful Knowledge (religion) check (DC 20) reveals this requirement.

Attributes

The *Divine Star* has the following attributes.

Hardness/Hit Points: 14/9.

Value: To anyone other than its faithblade scion, the *Divine Star* appears to be worth as much as a +1 *holy longsword* (20,115 gp).

Special Abilities

The *Divine Star* provides the following special abilities to its wielder, depending upon the character's level in the faithblade scion prestige class (see Table 2–12: Abilities Granted by the *Divine Star*).

Initial Abilities: When first acquired, the *Divine Star* functions as a +1 *holy longsword*. Anyone who wields it, whether a faithblade scion or not, also benefits from its *protection from evil* ability (see below).

Holy: The *Divine Star* is a good-aligned blade blessed with holy power. It deals +2d6 points of bonus holy (good) damage to any evil-aligned target. In addition, the blade bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the *Divine Star* is in the evil creature's hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the *Divine Star* is wielded.

Protection from Evil (Sp): The *Divine Star* constantly surrounds its wielder with a *protection from evil* effect. This ability otherwise functions like the spell of the same name.

Daylight (Sp): Beginning at 1st level, a faithblade scion of the *Divine Star* can produce an effect like that of the *daylight* spell by holding the *Divine Star* aloft. The effect lasts for 10 minutes, or until the character lowers the sword. Using this ability expends one daily use of the scion's turn undead ability.

Divine Power (Sp): At 2nd level and above, a faithblade scion of the *Divine Star* can create an effect

Adventure Hook

After the heroes witness a falling star in the south, they begin to hear rumors of a goddess walking the land in the guise of a mysterious old woman. Sure enough, the adventurers soon encounter such a woman, who tells them that she is searching the land for her sister's tomb. According to the crone's story, her sister died in this "distant land" when they were both young women. The old woman, who refuses to give her name, says she's heard that her brother-in-law—who brought her sister here after they were wed—had her placed in a tomb beneath a long-forgotten elven temple. "My sister would have liked that," the old woman explains. She goes on to relate that her sister's husband was very powerful and wealthy, so he no doubt buried a great many treasures along with his wife. If the adventurers help her find the tomb, they have her permission to take any one item they find within.

If the heroes agree, they eventually find the tomb in the ruins of an ancient elven temple complex. Upon opening it, they discover that the burial chamber contains but one treasure—a longsword of surpassing beauty, etched with a holy symbol and crusted with gems. The weapon is obviously the legendary *Divine Star*. Is this really the tomb of the old woman's sister, or have the characters stumbled upon the forgotten resting place of the legendary sword? Is the old woman really an old woman, or is she a goddess in disguise?

Table 2–12: Abilities Granted by *Divine Star*

Faithblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Holy	7th
	<i>Protection from evil</i>	1st
1st	<i>Daylight</i>	5th
2nd	<i>Divine power</i>	7th
3rd	Enhancement bonus +2	6th
4th	<i>Holy smite</i>	7th
5th	<i>Banishment</i>	11th
6th	Enhancement bonus +3	9th
7th	<i>Holy aura</i>	15th
8th	<i>Fire storm</i>	15th
9th	Enhancement bonus +4	12th
10th	<i>True resurrection</i>	17th

similar to that of the *divine power* spell. The effect lasts for a number of rounds equal to the character's faithblade scion level. Using this ability expends one daily use of the scion's turn undead ability.

Enhancement Bonus: The *Divine Star's* enhancement bonus increases to +2 when the faithblade scion reaches 3rd level, to +3 when he reaches 6th level, and to +4 when he reaches 9th level.

Holy Smite (Sp): Beginning at 4th level, a faithblade scion of the *Divine Star* can produce an effect similar to that of the *holy smite* spell by driving the sword point-first into the ground. The DC for the Reflex save is 16. Using this ability expends one daily use of the scion's turn undead ability.

Banishment (Sp): At 6th level and above, a faithblade scion of the *Divine Star* can produce an effect exactly like that of the *banishment* spell by brandishing the weapon as though it were a holy symbol. Using this ability expends one daily use of the scion's turn undead ability.

Holy Aura (Sp): Upon reaching 7th level in the prestige class, a faithblade scion of the *Divine Star* can produce an effect like that of the *holy aura* spell by holding the weapon aloft (Fortitude DC 22 for the blinding effect). The effect lasts for a number of rounds equal to the character's faithblade scion level.

Fire Storm (Sp): By 8th level, the faithblade scion of the *Divine Star* can produce an effect identical to that of the *fire storm* spell. Using this ability expends one daily use of the scion's turn undead ability.

True Resurrection (Sp): When he reaches 10th level, a faithblade scion can produce an effect identical to that of the *true resurrection* spell by channeling power through the *Divine Star*. Using this ability expends one daily use of the scion's turn undead ability.

Coedwigwyr, the Heart of the Woods

For druids, legendary blades are rarely swords and axes. Instead, they are tools of the characters' trade, such as spears, sickles, and scimitars. The greatest of these is *Coedwigwyr* (KOYD-wig-weer), the spear as strong as a treant's heart.

The Oak-King's Heart

When Vyskandr the Heartless began his campaign of evil, he expected his enemies to use the forests to hide their camps and cover their movements. So wherever his armies encountered woods large enough to conceal enemies, the lich-king ordered them set aflame. Though druids here and there fought back, Vyskandr's armies were too strong to resist. Soon, the countryside around the lich-king's stronghold was nothing more than a blackened wasteland.

Check Required: Knowledge (nature) DC 15.

The druids were understandably concerned, for Vyskandr was destroying not just ordinary forest, but also the holy places that their orders had worked so hard to create. The druids knew that the armies of the Old Kingdoms were too busy defending their own people to worry about the forests, and that their own strength was not enough to halt the destruction. Nevertheless, they were sure that one day Vyskandr would be defeated, and that the forests would recover. In the meantime, however, the forests were dying, so the druids had to act quickly.

Check Required: Knowledge (nature) DC 20.

The surviving druids divided into two groups. One of these, bolstered by a legion of Wood-Walkers and northern berserkers, went forth to meet Vyskandr's forces at the northeastern edge of the Oak Wilds, the largest forest in the Old Kingdoms at the time. The group's mission was not to defeat or even to stop Vyskandr's army, but to delay the troops long enough so that the other group of druids could devise a way of protecting the Oak Wilds from Vyskandr's advance. The mixed force of druids, rangers, and berserkers succeeded in stopping Vyskandr's forces for almost a month before the invaders prevailed. The grove that eventually grew up where the final battle took place is still known as the Stopping Woods.

Check Required: Knowledge (nature) DC 15.

Meanwhile, the other group of druids had called the oldest living treant (known as the Oak-King) to the heart of the Oak Wilds. Their leader, Renfrew the River-Talker, explained to the treant that every living creature in the area was about to die—but that he could help them ensure that the forest would one day return. After hearing their story, the Oak-King saw that there was no other way and agreed to their plan. With tears in their eyes, the druids cut out the Oak-King's living heart—the solid pith at the very center of his being. They fashioned this length of wood into a long spear, a living weapon with all the power of the forest at its command. This weapon they gave to the Oak-King's youngest daughter, the dryad-maiden Derwen, for safekeeping. When Vyskandr's forces set fire to the Oak Wilds, Derwen fled with Renfrew and the others to the southwest. There the druids built a shrine to the dryad to keep her safe until the threat of Vyskandr the Heartless had ended.

Check Required: Knowledge (nature) DC 25.

That time came and went, and Derwen returned her father's heart to the druids. They carried the spear back to the site of the Oak Wilds, where now only ashes lay. After weeks of searching, they found one tiny oak sapling that had survived the destruction of the forest. Using their druid magic, they brought the tree to the fullness of growth, replacing its heart with the oak spear. With the

power of the Oak-King inside it, the new tree regrew the entirety of the Oak Wilds within the space of a single year. This act consumed much of the spear's power, but some of the Oak-King's potency still remained. The druids renamed the spear *Coedwigwyr* and returned it to Derwen's shrine, where it has lain ever since.

Check Required: Knowledge (nature) DC 25.

Requirements

To wield *Coedwigwyr* as its faithblade scion, a character must fulfill the following criteria.

Alignment: Any neutral.

Skills: Knowledge (nature) 8 ranks, Wilderness Lore 4 ranks.

Spells: Ability to cast 3rd-level druid spells.

Region: Any heavily-forested region.

Special: The candidate must have the *wild shape* ability.

Restrictions

A faithblade scion of *Coedwigwyr* who ceases to revere nature or who changes to a prohibited alignment loses all spells, druidic abilities, and special abilities granted by *Coedwigwyr* as benefits of the prestige class. Furthermore, he cannot gain levels as a faithblade scion until he atones. (See the *atonement* spell in the *Player's Handbook*.)

Maintenance

Once per month, on the first night of the full moon, *Coedwigwyr's* wielder must drive the spear into the ground, with its tip raised to the sky. *Coedwigwyr* must remain planted in this fashion throughout the cycle of the full moon. Failure to carry out this ritual reduces the spear's enhancement bonus by 1. Maintenance losses are not cumulative (that is, the weapon can lose only 1 point of enhancement

bonus, regardless of how many consecutive months it is not maintained), and its overall enhancement bonus cannot drop below +1 in this manner. Once the maintenance is performed, *Coedwigwyr* immediately regains any lost bonus. A successful Knowledge (nature) check (DC 10) reveals this requirement.

Attributes

Coedwigwyr has the following attributes.

Hardness/Hit Points: 14 (*ironwood*)/60. (The weapon has more hit points than other weapons of its type because it was once a treant's heart.)

Value: To anyone other than its faithblade scion, *Coedwigwyr* appears to be worth as much as a +2 *longspear* (10,105 gp).

Special Abilities

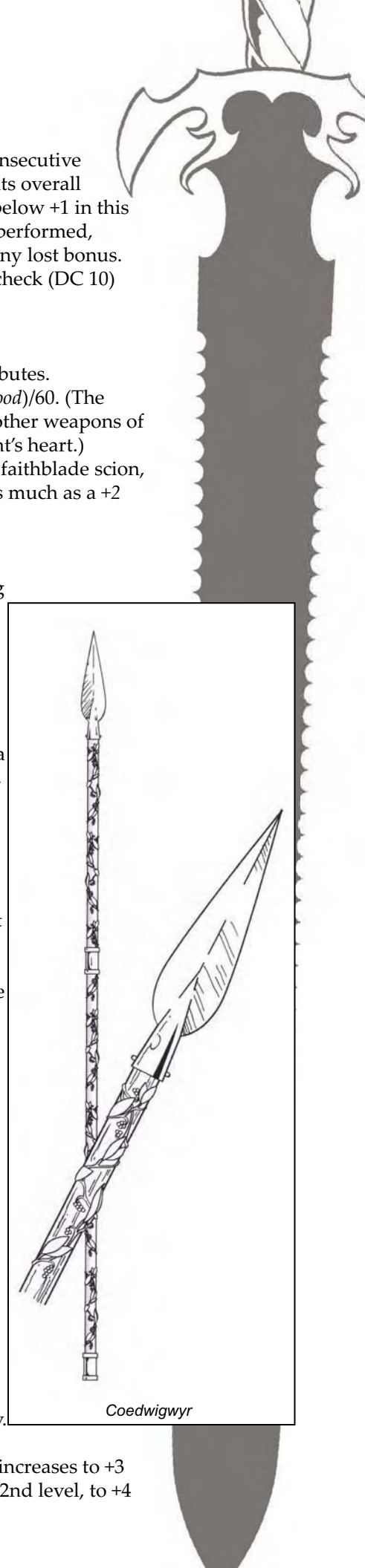
Coedwigwyr provides the following special abilities to its wielder, depending upon the character's level in the faithblade scion prestige class (see Table 2–13: *Abilities Granted by Coedwigwyr*).

Initial Abilities: When first acquired, *Coedwigwyr* functions as a +2 *longspear*. Anyone who wields it, whether a faithblade scion or not, also benefits from its entangling strike ability (see below).

Entangling Strike (Su): Whenever *Coedwigwyr* scores a critical hit, the target must attempt a successful Reflex save (DC 15) or become entangled by vines. A creature so entangled cannot move and takes a –2 penalty on attack rolls and a –4 penalty on effective Dexterity. Furthermore, it loses any spell it attempts to cast unless it succeeds at a Concentration check (DC 15). The affected creature can break free and move at one-half its normal speed by making a successful Strength check or Escape Artist check (DC 20) as a full-round action.

Wild Shape: The faithblade scion of *Coedwigwyr* can use wild shape one additional time per day to assume any animal form he would normally have access to. At 7th level, the scion again gains one additional use per day of the ability.

Enhancement Bonus: *Coedwigwyr's* enhancement bonus increases to +3 when the faithblade scion reaches 2nd level, to +4



Coedwigwyr

Table 2–13: Abilities Granted by *Coedwigwyr*

Faithblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +2	6th
	Entangling strike	1st
1st	<i>Wild shape</i> (+1/day)	7th
2nd	Enhancement bonus +3	9th
3rd	<i>Commune with nature</i>	9th
4th	<i>Wall of thorns</i>	9th
5th	Enhancement bonus +4	12th
6th	<i>Spirit of the woods</i>	13th
7th	<i>Wild shape</i> (+1/day)	7th
8th	Enhancement bonus +5	15th
9th	<i>Command plants</i>	15th
10th	<i>Earthquake</i>	17th

Adventure Hook

While looking for a place to camp, the adventurers discover an overgrown and long-forgotten druid's shrine. That night, the group's druid is visited by a beautiful, dark-haired maiden, who silently points out an image carved into the stones of the shrine—a longspear wrapped all about with vines. Upon awakening in the morning, the druid finds himself holding the spear *Coedwigwyr*.

In the light of day, the adventurers can see that the shrine bears many such images of a spear, which looks much like the one the druid now holds. Clearly this spear—if it is the same one—had some significance in ancient times. But who was the maiden? And why did she hand over what might be the most powerful spear that ever existed? Will the heroes need it in the future—or had the spear-maiden simply tired of the burden of keeping it?

when he reaches 5th level, and to +5 when he reaches 8th level.

Commune with Nature

(Sp): Upon reaching 3rd level, a faithblade scion of *Coedwigwyr* can produce an effect identical to that of a *commune with nature* spell. This ability is usable a number of times per day equal to one-half the character's faithblade scion level (rounded down).

Wall of Thorns (Sp):

Upon reaching 4th level as a faithblade scion of *Coedwigwyr*, the character can use the weapon to create an effect similar to that of a

wall of thorns spell, except as follows. To place the effect, he must use the weapon to trace a line on the ground while moving at walking speed. The line must be continuous; when the blade is lifted from the ground, the line's length and configuration are set. When the scion touches *Coedwigwyr's* point to the ground again, the line becomes a thorny hedge. The scion can configure the effect as either a number of 10-foot cubes equal to his faithblade scion level, or a number of 10-foot-by-10-foot-by-5-foot blocks equal to his faithblade scion level times 2.

Spirit of the Woods (Sp): Upon reaching 6th level as a faithblade scion of *Coedwigwyr*, the character can transform the weapon into a treant (as per the *change staff* spell) once per day. If this treant is reduced to 0 hit points, however, it merely reverts to the spear form again.

Command Plants (Sp): Beginning at 9th level, a faithblade scion of *Coedwigwyr* can produce an effect identical to that of a *command plants* spell once per day. The save DC for any version of the effect is 22.

Earthquake (Sp): By thrusting the weapon's tip into the earth, a 10th-level faithblade scion of *Coedwigwyr* can create an effect similar to that of an *earthquake* spell in a 50-foot radius. The effect lasts until the scion removes the spear-tip from the ground.

Swiftblades

Some legendary swords are made for only the swiftest hands. Swiftblades appear more often than any other type of legendary sword except battleblades, but they still are not terribly common. Most find their way into the possession of rogues, monks, and bards, but a few find homes with fighters who prefer a more subtle approach.

Nyctophobos, the Fear in the Dark

Forged from the essence of the darkest night, the slender black blade known as *Nyctophobos* (NIKH-to-fo-bos) grants its wielder powers drawn from the Plane of Shadows.

When Gods Walked in Liberty

When the city of Liberty was at the height of its power, the gods often came down from their high places to walk its streets and rub shoulders with its mortal residents. Each deity had a favorite place to visit. Lod, the father of the gods, was fond of posing as an anonymous foreign merchant in the Street of Traders. Lani, the goddess of beauty, often wandered in the vicinity of the Beggars' Gate. And Mol, nephew of Lod and god of shadows, roamed the Old Quarter—the place where the thieves of the city ruled. Each deity found diversions and amusements in the city and, for the most part, stayed out of the other gods' ways. But when the deities found themselves at odds, the city shook and mortals died by the score.

Check Required: Knowledge (local) DC 25.

For reasons no mortal can remember, there came a time when Lod sought to expand his influence in Liberty. To that end, he "encouraged" the city guard (known as the Lion Legions) to clean out the Old Quarter. But Mol, protective of his favorite part of the city, drove the guards out again. Over and over the two exerted their influence, creating a vicious circle of events. Each day, the Lion Legions moved through the Old Quarter, arresting suspicious persons, executing known criminals, and burning down the suspected hiding places of the city's thieves and murderers. Each night, filled with some unknown dread, those same guards abandoned the Old Quarter. Thus, the area was just as corrupt and dangerous when the new day dawned as it had been the morning before.

Check Required: Knowledge (local) DC 20.

Lod decided to end this stalemate with his nephew by arming the Lion Legions with magic weapons. For all of two nights, the Lion Legions remained in the Old Quarter to keep the peace. But Mol lost no time in equipping the rogues and assassins of his favorite area with magic weapons of their own. At that point, the Lion Legions ruled all of Liberty by day, and the thieves ruled the entire city by night.

Finally, Lod had had enough. In a great battle that raged through the Old Quarter and cut a swath of destruction through the Noble Quarter, the two gods fought for supremacy. The outcome was never in doubt—Lod drove Mol out of Liberty. In the morning, those who had witnessed the conflict spoke of dreams in which two colossal forms, one of light and one of darkness, had

grappled in the sky above the city. Lod's priests declared that a miracle had occurred. The prince-regent began rebuilding the city, and life in Liberty went on pretty much as it had before.

Check Required: Knowledge (local) DC 20.

But one thing had changed—the city of Liberty was now teeming with magic weapons created by the gods themselves. Most had been destroyed in the divine battle, and many others had disappeared and were presumed destroyed. But a few were hidden away and, as though the god of shadows had planned it all along, most of these belonged to thieves in the Old Quarter.

Though from time to time one or more of these weapons surfaces and is ultimately destroyed, one of them has endured for centuries: *Nyctophobos*—the Fear in the Dark, also called the Shadow-God's Talon. Said to come and go by the will of Mol himself, *Nyctophobos* periodically appears somewhere in the Old Quarter. The residents there believe that the rogue who finds it is destined to become the next King of the Old Quarter—that is, the leader of the Thieves' Guild. This belief is so common that whenever rumors surface of its return, the reigning King of the Old Quarter spares no effort to make sure that the sword finds its way into his possession, lest anyone come to challenge his authority.

Check Required: Knowledge (local) DC 25.

Requirements

To wield *Nyctophobos* as its swiftblade scion, a character must fulfill the following criteria.

Alignment: Neutral or evil.

Base Save Bonus: Ref +4.

Skills: Hide 7 ranks, Move Silently 7 ranks.

Feat: Weapon Finesse (rapier).

Special: The candidate must have the sneak attack ability.

Table 2–14: Abilities Granted by *Nyctophobos*

Swiftblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Subtlety	7th
1st	Hide in plain sight	3rd
2nd	Shadow's touch	1st
3rd	Enhancement bonus +2	6th
4th	Aura of dread	3rd
5th	Shadow's kiss	3rd
6th	Enhancement bonus +3	9th
7th	Shadow jump (40 ft.)	7th
8th	Shadow's grip	5th
9th	Enhancement bonus +4	12th
10th	Shadow jump (80 ft.)	7th

Restrictions

Bright light weakens *Nyctophobos*. In light as bright as full daylight, the rapier's enhancement bonus is reduced by 1 point. These losses are not cumulative (that is, the weapon can lose only 1 point of enhancement bonus, regardless of how long it is exposed to light), and its overall enhancement bonus cannot drop below +1 in this manner. Once the weapon is back in shadows or darkness, it immediately regains any lost bonus.

Attributes

Nyctophobos has the following attributes.

Hardness/Hit Points: 14/8.

Value: To anyone other than its swiftblade scion, *Nyctophobos* appears to be worth as much as a +1 rapier of subtlety (20,320 gp).

Special Abilities

Nyctophobos provides the following special abilities to its wielder, depending upon the character's level in the swiftblade scion prestige class (see Table 2–14: Abilities Granted by *Nyctophobos*).

Initial Abilities: When first acquired, *Nyctophobos* functions as a +1 rapier of subtlety. Anyone who wields it, whether a swiftblade scion or not, benefits from this ability (see below).

Subtlety: When used to make a sneak attack, *Nyctophobos* adds a +4 bonus to its wielder's attack and damage rolls.

Hide in Plain Sight: Beginning at 1st level, a swiftblade scion of *Nyctophobos* can use the Hide skill even while being observed, for the blade can shroud her in darkness. As long as she is within 10 feet of some sort of shadow, the scion can hide herself from view in the open without anything to actually hide behind. (She cannot, however, hide in her own shadow.) This ability is usable at will.

Shadow's Touch: When its swiftblade scion reaches 2nd level, *Nyctophobos* deals 1 point of Strength damage to each living foe it hits. A creature reduced to Strength 0 in this fashion dies.

Enhancement Bonus: *Nyctophobos*'s enhancement bonus increases to +2 when the swiftblade scion reaches 3rd level, to +3 when she reaches 6th level, and to +4 when she reaches 9th level.

Aura of Dread (Su): Beginning at 4th level, a swiftblade scion of *Nyctophobos* appears to transform into a living shadow whenever she



Adventure Hook

While en route to the city of Liberty, the party's rogue encounters a traveling merchant who claims to have the magic rapier *Nyctophobos*, which he is willing to sell for just over 2,000 gp. Whether this weapon truly is the Shadow-God's Talon cannot be determined, but it certainly behaves like the legendary sword. When the rogue arrives in Liberty, though, she hears through the rumor mill that the King of the Old Quarter has recently been seen carrying *Nyctophobos*. Plainly, either the rogue or the king has a replica—but which one?

The King of the Old Quarter, upon hearing that an adventurer has also been seen with the legendary sword, offers to buy it for twice what the rogue paid for it. If the sword isn't really *Nyctophobos*, this is an amazing bargain—but then, why does the king want it so badly? And if it truly is the Shadow-God's Talon, wouldn't the adventurer be a fool to sell it at any price? If the rogue proves reluctant to sell, the King of the Old Quarter endeavors to make life difficult for her until she changes her mind.

has the weapon in hand. Every creature within 15 feet of her that has less than 6 Hit Dice must make a successful Will save (DC 15) or take a –2 morale penalty on attack rolls, checks, and saving throws. In addition, the affected creature flees from the scion as well as it can, fighting only if unable to flee. These effects last as long as the scion has *Nyctophobos* in hand. A successful Will save allows the creature to act normally.

Shadow's Kiss: When its swiftblade scion reaches 5th level, *Nyctophobos* deals 1d4 points of Strength damage to each living foe it hits. A creature reduced to Strength 0 in this fashion dies.

Shadow Jump (Sp): At 7th level, a swiftblade scion

of *Nyctophobos* gains the ability to travel between shadows as if by means of a *dimension door* spell, except that the magical transport must begin and end in an area with at least some shadow. The scion can “jump” up to a total of 40 feet each day in this way, although this amount need not all be used for a single jump. However, each jump, no matter how small, counts as a 10-foot increment. At 10th level, the scion can jump a total of 80 feet per day.

Shadow's Grip: When its swiftblade scion reaches 8th level, *Nyctophobos* deals 1d6 points of Strength damage to each living foe it hits. A creature reduced to Strength 0 in this fashion dies.

Brise-Coeur, the Sword of Tears

One of the few legendary swords that was never actually forged, *Brise-Coeur* (BREES-coor) was sung into existence by the world's first bard. The weapon carries within it the essence of the bard's doomed love for his heart's desire.

The Tragedy of Daimhin and Fynballa

At the very beginning of the Age of Heroes, the first bard, Daimhin, fell in love with Fynballa, a princess from the land of Bels. Though separated from his lady by thousands of miles (not to mention Fynballa's strict father, the King of Bels), Daimhin found a way to sing his songs of love to the wind, which carried them to Fynballa. So great was her beauty, and so gentle her spirit, that the winds agreed to carry her declaration of love back to the lonely bard. Using the winds, the birds, and

the stars as their go-betweens, the bard and his lady-love made plans to bring Fynballa out of the land of Bels to the First Kingdom, where Daimhin would marry her.

Check Required: Knowledge (local) DC 25.

But as the day of Fynballa's departure drew near, the King of Bels learned of her plan and declared that she must finish nine tasks before he would allow her to journey to the First Kingdom—one for each day until her planned departure. Since she really had no other choice, Fynballa agreed to undertake the tasks. But the King of Bels was a crafty man, and he had taken care to make each task impossible (fashioning a gold crown from mud, carrying the moon across the sky backwards, and the like). Even so, with Daimhin's advice and his magical aid, Fynballa completed each of the first eight tasks, one at a time, finishing each just in time for her father to come and give her the next.

Check Required: Knowledge (local) DC 25.

The final task, however, was the most difficult—to cross the frozen wasteland of Mosk, alone and in her nightdress. Fynballa truly despaired of completing this task, for the icy wilderness of Mosk was hundreds of miles across and devoid of any animals that could carry advice and aid from Daimhin. Even the winds that whipped across the wasteland were so cold and cruel that they might well refuse to carry a message to the First Kingdom and back again. And to make matters worse, one misstep would send Fynballa slipping uncontrollably into one of Mosk's bottomless ice-fissures.

Check Required: Knowledge (local) DC 20.

Upon hearing what his true love was to face, Daimhin wracked his brain to come up with a way in which she could survive the frozen wasteland. But alas, even he did not believe that Fynballa could cross all of Mosk in the time that the King of Bels had given her. He raced to every sage and wise man in the First Kingdom, seeking a way to aid Fynballa—but it was too late. The princess, realizing that her father had finally given her a task that no one could accomplish, set out across the snows in the vain hope of proving her bravery to her father. A blizzard sprang up about her, and she had time for one shriek of terror before she vanished, never to be seen again.

Check Required: Knowledge (local) DC 20.

When Daimhin learned from the winds what had transpired, he raced to the frozen wasteland to try to rescue Fynballa. But Mosk was vast, and though he sometimes heard her voice on the wind, he could not find her. He sang song after song, hoping that she would hear his voice and follow it to him, but the cruel winds snatched away every note. He begged the King of Bels for help in finding Fynballa, but her father's heart was as hard and

cold as the frozen wastes. Not even a single crust of bread would he spare to sustain Daimhin during his search.

Check Required: Knowledge (local) DC 20.

Years passed, and Daimhin grew old as he wandered through the wastes. Gradually, his love turned to despair, and his despair turned to rage. Finally, he left the land of Mosk and journeyed to Bels, where he told the King that he had finally found a way to touch his cold heart. He began to sing, first of his love for Fynballa, and then of his loss. He sang of how he had known both hope and utter devastation in the wastelands of Mosk, of how the constant searching had led him to madness, and of how he had clawed his way back out of the depths of insanity.

But the King of Bels was not moved. He decreed that if the bard could not touch his heart with one more verse, he would have him beheaded. So Daimhin sang of how he had focused all of his love and despair and rage into one perfect instrument to express all three. As he concluded his song, a sparkling rapier appeared in his hand, and with it, he cut out the King's heart. With all the King's soldiers howling at his heels, Daimhin fled back into the frozen wastelands to be with Fynballa forever. Legend says that he is still there, still searching—and that the diabolical winds of Mosk pull up a howling blizzard to blind the bard and his lady love whenever they wander too near one another.

Check Required: Knowledge (local) DC 20.

Requirements

To wield *Brise-Coeur* as its swiftblade scion, a character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Save Bonuses: Ref +4, Will +4.

Skills: Perform 6 ranks, Use Magic Device 5 ranks.

Spells: Ability to cast 2nd-level bard spells.

Special: *Brise-Coeur* comes only to those who have known great love and great loss; thus a candidate must pass the Test of Tears in order to become its swiftblade scion. To convince the sword that her sadness is every bit as great as Daimhin's was, the candidate must make either a successful Perform check (DC 20) or a successful Bluff check (DC 25). She may not take 20 on this check. Failure means the character cannot adopt the prestige class at that time, but a retrial is allowed each time she gains a new character level.

Restrictions

Should the swiftblade scion of *Brise-Coeur* become lawful or enter into marriage, she loses all special abilities granted by the sword to its swiftblade scion, as given below. To regain these abilities, the

scion must again become nonlawful, or lose her spouse in some tragic way.

Attributes

Brise-Coeur has the following attributes.

Hardness/Hit Points: 14/8.

Value: To anyone other than its swiftblade scion, *Brise-Coeur* appears to be worth as much as a +1 rapier (4,640 gp).

Special Abilities

Brise-Coeur provides the following special abilities to its wielder, depending upon the character's level in the swiftblade scion prestige class (see Table 2–15: Abilities Granted by *Brise-Coeur*).

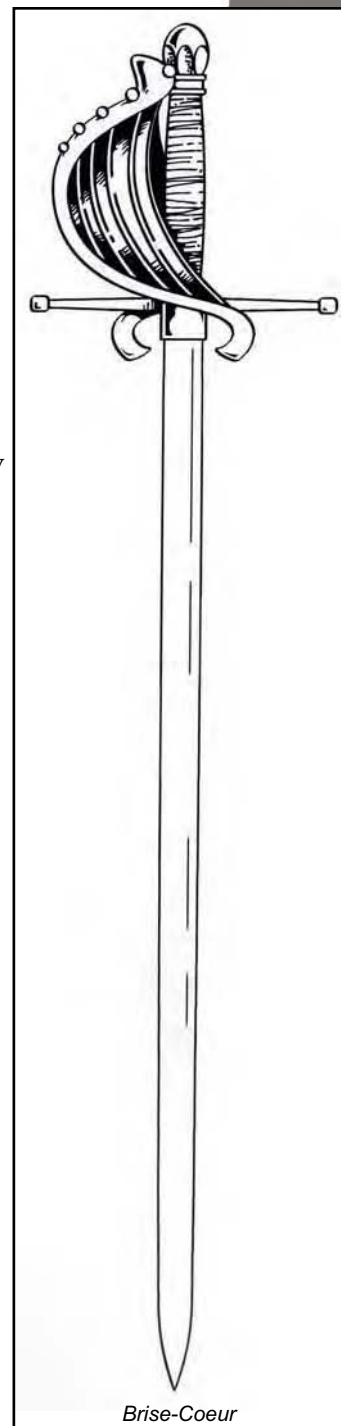
Initial Abilities: When first acquired, *Brise-Coeur* functions as a +1 rapier. Anyone who wields it, whether a swiftblade scion or not, also benefits from its singing and warning abilities (see below).

Singing (Su): *Brise-Coeur* frequently sings quietly to itself, but it sings louder when the wielder puts on any performance that could benefit from accompaniment. This effect grants the wielder a +4 circumstance bonus on Perform checks.

Warning (Sp): *Brise-Coeur* rings out a clear, loud chime (as per the *alarm* spell) whenever a Tiny or larger creature comes within 25 feet of the wielder. This ability functions only when the wielder is asleep, unconscious, or otherwise prevented from noticing danger.

Song of Sadness (Sp): Beginning at 1st level, a swiftblade scion of *Brise-Coeur* can bring a group of listeners to tears. The effect lasts for as long as the scion and the sword sing together. This ability is a mind-affecting effect that functions like the *enthrall* spell (Will DC 13). Listeners that are incapable of emotion (such as constructs, undead, vermin, and any creature with an Intelligence score below 3) are immune to the effect.

Legend Lore (Ex): Over the ages, *Brise-Coeur* has picked up a great deal of knowledge about the world, which it can convey to its scion through its song. At 2nd level or higher, the swiftblade scion of *Brise-Coeur* can produce an effect like that of a *legend lore* spell, except that the casting time is only



Adventure Hook

The adventurers meet a beautiful princess of the fey, and though all are impressed with her poise and grace, she shows interest only in the party's bard because, as she says, "he alone loves with his heart and not his eyes." She asks the heroes to go and rescue some of her people who have been captured by a wind-demon. If they accept, the heroes soon find themselves tramping through a frozen wasteland. A terrific blizzard blows up around them, and as they fight their way through it, the sword *Brise-Coeur* slides out of the swirling snow and across the ice, to stop at the bard's feet. For just a moment, the bard thinks he sees an ancient figure looking at him from out of the snow with an expression of terrible sadness, but then it is gone.

When the heroes return from their quest, they find the fey princess tragically transformed. Because of a curse laid on her by the wind-demon, her memories of the heroes and their quest have been scattered to the winds—along with her love for the bard. Each wind that blows through her hair returns a little piece of her memory, but it will be many decades before she recalls that she ever knew the heroes—let alone that she loved one of them.

1d4 x 10 minutes, whether the subject of the spell is present or not. This ability is usable a number of times per month equal to one-half the character's swiftblade scion level

Enhancement Bonus:

Brise-Coeur's enhancement bonus increases to +2 when the swiftblade scion reaches 3rd level, to +3 when she reaches 6th level, and to +4 when she reaches 9th level.

Love's Tempest (Sp):

Upon reaching 4th level as a swiftblade scion of *Brise-Coeur*, the character can cause a group of listeners to experience a single, shared emotion for as long as she and the sword sing together—followed by the exact opposite emotion the moment she stops singing. This ability is a mind-affecting effect that functions

like the *emotion* spell (Will DC 18). The opposing emotion is given in the *emotion* spell description, and its effect lasts half as long as the original *emotion* lasted. For example, a group of listeners made to feel friendship for 7 rounds would, at the end of that time, feel hate for 3 rounds. Listeners that are incapable of emotion (such as constructs, undead, vermin, and any creature with an Intelligence score below 3) are immune to the effect.

Song of Broken Spirits (Sp): By singing about the loss of love, a 5th-level or higher swiftblade scion of *Brise-Coeur* can cause one listener to enter a kind of enduring depression. This ability is a mind-affecting effect that functions like the *feblemind* spell (Will DC 16). Listeners that are incapable of emotion (such as constructs, undead, vermin, and any creature with an Intelligence score below 3) are immune to the effect.

Song of Despair (Sp): By singing about the futility of love, a 7th-level swiftblade scion of *Brise-Coeur* can cause one listener to collapse in utter despair. This ability is a mind-affecting effect that functions like the *power word, stun* spell. Listeners that are incapable of emotion (such as constructs, undead, vermin, and any creature with an Intelligence score below 3) are immune to the effect.

Love's Abandon (Sp): By singing about the joy of love, an 8th-level or higher swiftblade scion of *Brise-Coeur* can cause one listener to become

hopelessly infatuated with a selected member of his or her race. The specified object of affection need not be present, but the target must know who it is. A target that fails a Will save (DC 20) immediately takes a –10 penalty to effective Intelligence and Wisdom, forgetting all spells and other arcane information it once knew. This condition persists until the object of the target's affection is killed, or until the target receives a *remove curse* spell followed by a *break enchantment* spell. This ability is a mind-affecting effect. Listeners that are incapable of emotion (such as constructs, undead, vermin, and any creature with an Intelligence score below 3) are immune to the effect.

Song of Broken Hearts (Sp): By singing about the heartbreak felt by Daimhin at the loss of Fynballa, a 10th-level swiftblade scion of *Brise-Coeur* can cause one listener to die instantly of a broken heart. This ability is a mind-affecting effect that functions like a *power word, kill* spell. Listeners that are incapable of emotion (such as constructs, undead, vermin, and any creature with an Intelligence score below 3) are immune to the effect.

Table 2–15: Abilities Granted by *Brise-Coeur*

Swiftblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Singing	3rd
	<i>Warning</i>	1st
1st	<i>Song of sadness</i>	3rd
2nd	Legend lore	6th
3rd	Enhancement bonus +2	6th
4th	<i>Love's tempest</i>	7th
5th	<i>Song of broken spirits</i>	9th
6th	Enhancement bonus +3	9th
7th	<i>Song of despair</i>	13th
8th	<i>Love's abandon</i>	13th
9th	Enhancement bonus +4	12th
10th	<i>Song of broken hearts</i>	17th

Mother's Venom

by JD Wiker

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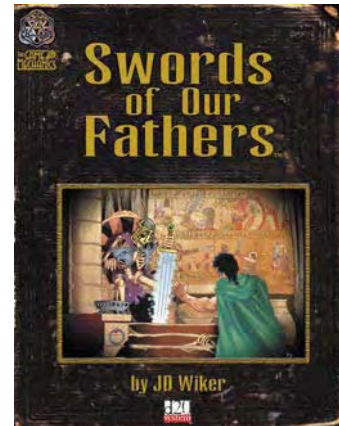
Artist: Clarence Harrison

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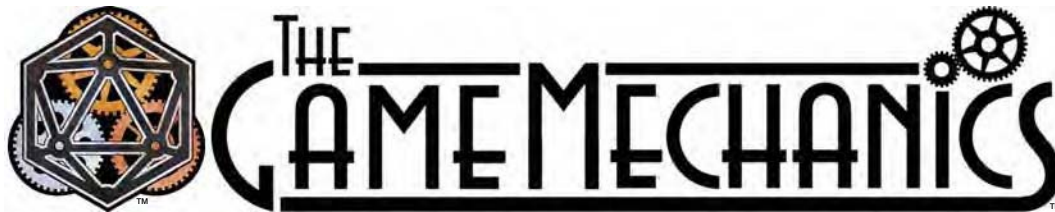
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- Four new prestige classes that allow characters to access the special abilities of legendary weapons: the battleblade scion, spellblade scion, faithblade scion, and swiftblade scion.
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Chapter Two: Legendary Weapons

Mother's Venom, the Blade of Spite

Once the sword of a great hero, crafted by his own hand from the wall of his prison, the poisonous blade *Mother's Venom* is truly a double-edged sword—slaying its wielder's enemies as it slowly kills its wielder.

The Doom of the Dawn Prince

The most ancient of legends tell of the First Kingdom, at a time when the Age of Heroes was young. The Queen of the West had died, giving birth to her son, the Dawn Prince. The King of the East was grief-stricken, but found solace in the arms of the Queen of the North. And, as though he had forgotten his first love, the King made the Queen of the North his wife.

The King of the East choked to death at his wedding feast. The Queen of the North was in truth an evil sorceress, with a heart that dripped poison. She murdered the King with her heart's blood, then imprisoned the Dawn Prince so that he could never claim his kingdom. For ten years the evil queen ruled the First Kingdom while the Dawn Prince languished in the darkest dungeon. He spent his every hour clawing at the walls, carving with his bare hands an implement through which he might avenge his father.

Ten years to the day after the North Queen's treachery, the Dawn Prince completed his rough-hewn sword. He struck down the iron door with a single blow and stormed upstairs to do battle with the evil Queen of the North. After an epic struggle, the Dawn Prince finally drove his homemade blade through her venomous heart. The First Kingdom was safe, and the Dawn Prince became its new King—taking as his symbol of office the very sword with which he had slain his evil stepmother.

Check Required: Knowledge (local) DC 15.

But the poison of the Queen's heart had seeped into the Dawn Prince's blade. Every day he wielded it, he grew weaker and weaker. Too late, he realized what it was that was killing him. With his last breath, he tried to warn his own son, the Twilight King, to destroy the

sword. But his son misunderstood, hearing only "... the sword ... the sword ..."

And so the poisoned blade passed from ruler to ruler, killing some, sickening others, until the First Kingdom was just a memory. But the sword survived, driven by the Dawn Prince's determination and perverted by the hatred in the North Queen's poisoned heart. It became the quest of countless murderers and assassins, and only those who knew its secret could survive wielding it long enough to unlock its greatest powers.

Check Required: Knowledge (local) DC 20.

Requirements

To wield *Mother's Venom* as its swiftblade scion, a character must fulfill the following criteria.

Alignment: Neutral or evil.

Base Save Bonus: Ref +3.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Feat: Weapon Finesse (longsword).

Restrictions

Beginning as soon as a character becomes the swiftblade scion of *Mother's Venom*, the sword begins producing small amounts of a contact poison that slowly seep into the wielder's hands through the hilt. By the time the wielder reaches 2nd level as a swiftblade scion of *Mother's Venom*, she finds her food has a slightly smoky taste to it.

By 3rd level, the smoky taste has become so pronounced that the swiftblade scion must make a successful Will save (DC 12) to force herself to take in sustenance. A character who goes for three days without food begins suffering the effects of starvation (see Starvation and Thirst Dangers in Chapter 3 of the *DUNGEON MASTER'S Guide*). The DC of this Will save increases to 16 at 4th level. No one else who eats of the same food notices this unusual taste.

By the time the swiftblade scion reaches 5th level, the taste has become more like ash than smoke, and the character must make a successful Fortitude save (DC 15) to keep her food down. The Fortitude save DC increases to 18 at 8th level, and 20 at 10th level. These are saves against poison, so any bonuses on saves against poison apply (including the increased tolerance ability supplied by *Mother's Venom* itself).

A *neutralize poison* spell cast on the swiftblade scion (or ingested as a potion) prior to eating obviates the need to make either a Will save or Fortitude save; the spell purges the contact poison from the wielder's system. The character can eat normally for 24 hours after which time the poison in *Mother's Venom* has crept back into her system again.



Mother's Venom

Chapter Two: Legendary Weapons

Attributes

Mother's Venom has the following attributes.

Hardness/Hit Points: 13/8.

Value: To anyone other than its swiftblade scion, *Mother's Venom* appears to be worth as much as a +1 longsword (2,315 gp).

Special Abilities

Mother's Venom provides the following special abilities to its wielder, depending upon the character's level in the swiftblade scion prestige class (see Table X-1: Abilities Granted by *Mother's Venom*).

Initial Abilities: When first acquired, *Mother's Venom* functions as a +1 longsword. Anyone who wields it, whether a swiftblade scion or not, benefits from this ability.

First Cut (Sp): Beginning at 1st level, the swiftblade scion of *Mother's Venom* may cast *inflict moderate wounds* a number of times per day equal to her swiftblade scion level. Once activated, this effect is permanent until it is discharged. The wielder must make a successful melee touch attack with *Mother's Venom* in order to discharge this effect. The target may make a Will save (DC 15) to halve the damage.

Poisoned Blade (Ex): Starting at 2nd level, *Mother's Venom* begins continually secreting poison along the length of its blade. This poison (Injury DC 12, initial and secondary damage 1d4 Con) coats the blade so that any damage dealt with *Mother's Venom* delivers the poison to the target. Once the poison has been delivered, the blade remains clean of poison for 1d4 × 10 minutes.

At 5th level, this poison increases in potency (Injury DC 15, initial and secondary damage 1d6 Con). The potency increases again at 9th level (Injury DC 18, initial and secondary damage 1d8 Con).

Increased Tolerance (Ex):

At 3rd level, the swiftblade scion of *Mother's Venom* gains a +2 equipment bonus against poison. At 7th level, this bonus increases to +4.

Enhancement Bonus:

Mother's Venom's enhancement bonus increases to +2 when the swiftblade scion reaches 4th level, and to +3 when she reaches 8th level.

Goodnight Kiss (Sp):

At 6th level, when the swiftblade scion of *Mother's Venom* strikes to subdue (by using the flat of *Mother's Venom*), she deals an additional 1d8 subdual damage. As always, striking to subdue with a weapon that deals normal damage incurs a –4 attack penalty.

Goodbye Kiss (Sp): At 10th level, the swiftblade scion of *Mother's Venom* may cast *destruction* once per day. When the spell is cast, this effect remains on the blade until it is discharged. The wielder must make a successful melee touch attack with *Mother's Venom* in order to discharge this effect. If the target makes a successful Fortitude save (DC 20), it instead takes 10d6 points of damage.

Adventure Hook

Tracing rumors of orcs raiding farms in the area, the heroes encounter a party of orcs using stolen wagons to transport a huge pile of wood and something man-sized, wrapped in bound leather. After defeating the orcs, the heroes learn that the bundle is the shriveled corpse of an orc shaman, clutching a crudely-made sword that radiates magic.

Shortly thereafter, a thief tries to steal the sword while the heroes are resting (ideally, at an inn). The thief fails, though, and the heroes capture him. Seeking to save his life, he explains that a nobleman staying in the area (perhaps at the same inn) saw the sword and gave him 50 gold pieces to steal it. The thief offers to tell the heroes the noble's name if they'll let him go.

If the heroes try to confront the nobleman, he denies the thief's story, but claims that the same thief tried to steal 50 gp from him. However, he expresses curiosity about the sword, and why the thief might have tried to steal it. His questions are a bit odd, however: "Where did you find such a piece of junk?" "How long have you had it?" "What do you think it's worth?"

He's particularly interested in the answer to this last question, and offers to pay the heroes 1,000 gp for it, if they'll bring it to his villa in a nearby city. "It's obviously worth something to somebody, and if it is indeed magical, 1,000 gp is what you'd get for selling it to someone else. I'm just asking for a chance to buy it first."

Who is this nobleman, and why does he want the blade so badly? And why, even if the heroes agree to travel to the nobleman's villa, do people keep trying to steal the sword or kill the heroes—or both?

Table X–1: Abilities Granted by *Mother's Venom*

Battleblade Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
1st	<i>First cut</i>	3rd
2nd	Poisoned blade (1d4 Con)	—
3rd	Increased tolerance (+2)	—
4th	Enhancement bonus +2	6th
5th	Poisoned blade (1d6 Con)	—
6th	<i>Goodnight kiss</i>	—
7th	Increased tolerance (+4)	—
8th	Enhancement bonus +3	9th
9th	Poisoned blade (1d8 Con)	—
10th	<i>Goodbye kiss</i>	13th

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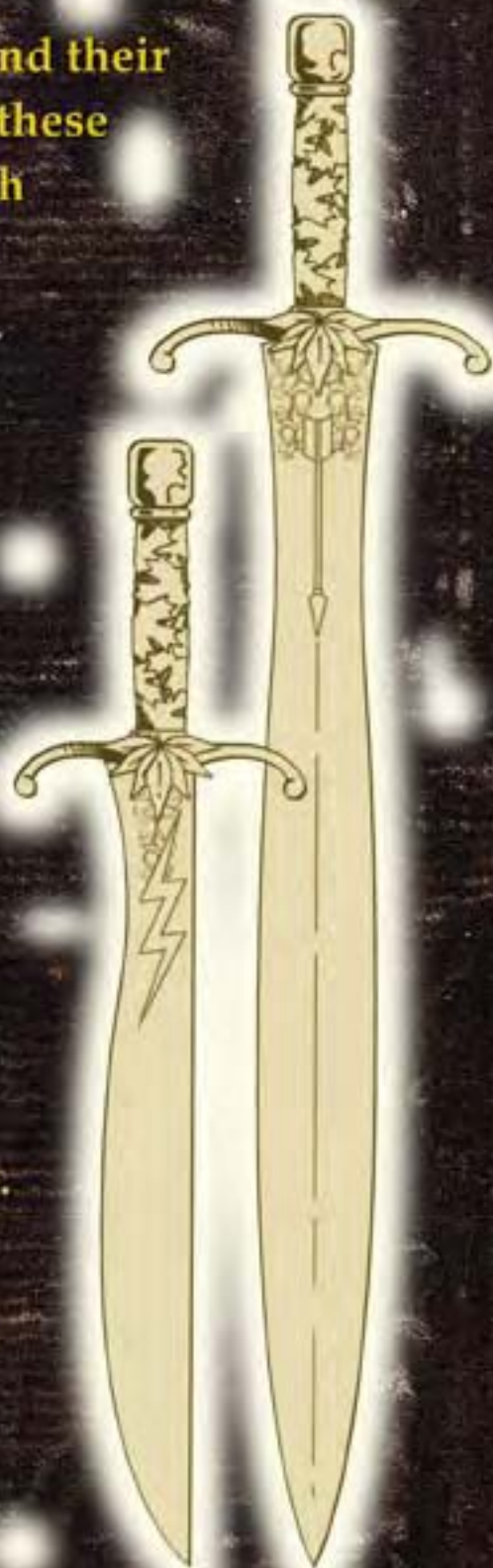
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