

Azagar's Artifacts

• Sabre of the Horselords •

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AZAGAR'S ARTIFACTS: SABRE OF THE HORSELORDS
Published by Blackdirge Publishing, ©2009

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SABRE OF THE HORSELORDS

The *Sabre of the Horselords* is appropriate for character is the middle of the heroic tier and upward.

AZAGAR'S NOTES

There are a lot of tales of hobgoblins riding giant wolves and other such nonsense, mostly perpetrated by the elves to make us seem fiercer than we actually are, probably so they don't feel so bad when we knock the hell out of them. Well, let me tell you, I hate riding anything – well, except an ornery hobgoblin wench from time to time – and I certainly wouldn't degrade myself by clinging to the nape of some great, filthy beast. Hobgoblins live and die with the infantry, and if we need cavalry, well, it turns out goblins are actually good for something.

On one campaign into the steppes of Izull, I was given a force of two thousand goblin auxiliaries, wolf-riders every one. I admit I was less than perky about having to drag a horde of unorganized, three-foot-tall hero-fodder into battle with me. But thank the bloody gods I've learned to follow orders, even ones that look like idiocy at first glance.

The steppes of Izull are home to the Drugari, a nomadic bunch of humans that travel around in great hordes; hordes made even bigger by all the damned horses they bring along with them. See, that's the thing with the Drugari, they are born into the saddle, and if there are better horsemen in the world, I've yet to see them.

The Drugari had been making a lot of noise on our northern border, and it looked like some Khan of theirs had united a bunch of their little tribes into a fairly sizable army. Well, that didn't sit right with his Imperial Majesty, and I was sent, along with five thousand legionnaires, to take the fight out of our neighbors to the north. We understood that the Drugari army was primarily light cavalry, and that they were hell on horseback with those powerful little bows they favored. So the goblins and their wolves were sent along to give us a hand if things got sticky. And by the Horned God's scrotum, did they ever.

Like a damned fool, I had our goblin wolf-riders bring up the vanguard, and the first time my legionnaires ran afoul of the Drugari horseman, they shot us to pieces, riding into bow range, letting fly, and then retreating. My boys simply couldn't catch the miserable bastards in their heavy kit, and we were forced to retreat.

I sure as hellfire didn't want to be humiliated like that again, so I was forced to sink so low as to turn to a goblin for counsel. As it turned out, the captain of the goblin wolf-riders was a savvy little runt, and when we met the Drugari again, he and his boys were ready. Gods, those goblins and their wolves ripped into the Drugari like camp mutts chasing after scraps, pulling down the humans' horses and giving the Drugari a taste of their own medicine with flights of black-feathered goblin arrows.

It was a good, old-fashioned slaughter. And since the Drugari Khan was dumb enough to ride with his warriors in the front line, the whole damn war ended right there. The goblin wolf-rider captain awarded me with the Khan's magic saber, a perfect weapon for a mounted warrior, which is why it's probably doing little more than collecting dust in my treasure vault.

Sabre of the Horselords

Heroic Level

The Sabre of the Horselords was once the weapon of Obari Khan, the feared Drugari warlord that united his people into a single devastating army. It is imbued with the Khan's indomitable spirit, skill at arms, and mastery of all things related to mounted combat.

The *Sabre of the Horselords* is a +2 doomrider scimitar.

Enhancement: Attack rolls and damage rolls

Critical: +2d6 damage, or +2d8 damage while mounted

Property: While mounted you receive a +1 item bonus to all defenses.

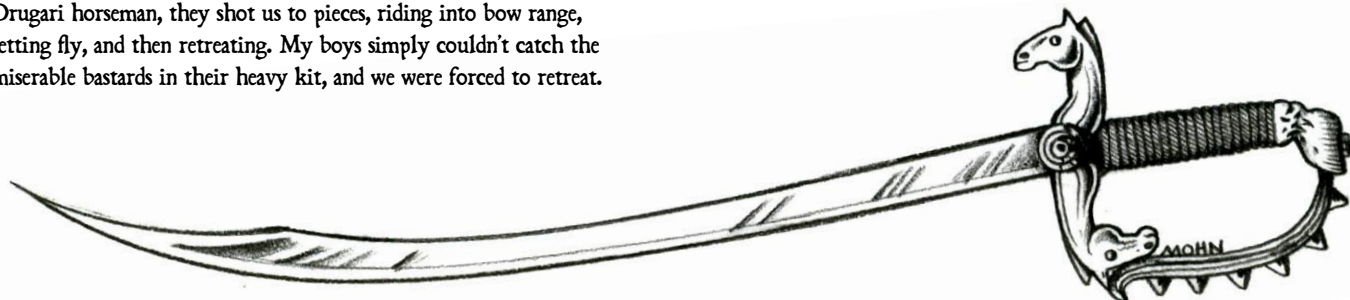
Property: While mounted, you gain an extra 2 damage on melee attacks against enemies on foot. This increases to 3 extra damage when you charge.

Power (At-Will): Immediate Reaction. When your mount is the target of a melee attack, you may roll a saving throw, and if successful, you negate the hit on your mount.

Power (At-Will + Martial, Weapon): Standard Action. While mounted, you may use *sure strike* (fighter 1).

Power (Daily): Minor Action: You may add +2 to the speed of any mount you are riding until the end of the encounter.

Power (Daily + Charm): Standard Action: You may attempt to charm any beast or magical beast with fewer levels than you with the mount key word: Level +3 vs. Will, the target is charmed. If successful, the beast or magical beast serves you as a mount for one day. At the end of this time, the beast or magical beast bears you no ill will, but it cannot be charmed again for 24 hours



APPEARANCE

The *Sabre of the Horselords* is styled in the fashion of the Drugari horselords. Its blade is narrow, single-edged, and tapers delicately to a sharp, thrusting point. Its hilt is wrapped in silver wire and features a spiked knuckle guard of brass and iron. The *Sabre* sheds no light, but does bear the sigil of Ruadran, the Drugari god of horses.

SABRE OF THE HORSELORDS LORE

History DC 18: The *Sabre of the Horselords* was once the weapon of Obari Khan, the feared Drugari warlord that united his people into a single devastating army. Obari, however, underestimated his neighbors to the south, the hobgoblin Imperial Horde, and began a series of probing raids along the border between the two nations. The hobgoblins quickly tired of Obari's antagonizing and sent a large force of hobgoblin legionnaires, accompanied by two thousand goblin wolf-riders to confront the Khan. After taking the brunt of a series of hit and run skirmishes, the hobgoblins eventually cornered Obari and smashed his army, killing the Khan in the process.

GOALS OF THE SABRE OF THE HORSELORDS

- Attach itself to a hero renowned for his skill at mounted warfare.
- Prove itself against other mounted warriors.
- Slay hobgoblins.

ROLEPLAYING THE SABRE OF THE HORSELORDS

The *Sabre of the Horselords* exists to slaughter foes from the back of a charging mount. It is only satisfied when its wielder is flourishing it in the midst of a cavalry charge, or cutting down enemies on foot as they flee before its wielder's mount. In addition, due to its long interment with the hobgoblin warmaster Azagar, the *Sabre* has an abiding hatred of all hobgoblins and urges its wielder to attack them whenever possible. The *Sabre* communicates with its wielder in only the simplest emotional urges, usually nothing more than raw anger or childish elation.

CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Owner rides a mount of his level or higher	+2
Owner defeats an enemy of his level or higher while mounted (maximum 1/day)	+1
Owner defeats a hobgoblin of his level or higher (maximum 1/day)	+1
Owner defeats an enemy of his level or higher while on foot (maximum 1/day)	-2
Owner is forcefully dismounted while in combat	-1

PLEASED (16-20)

"The great Khan would be pleased by our victories."

The *Sabre of the Horselords* is thrilled to have an owner that is both a powerful warrior and a master equestrian.

Property: You receive a +1 item bonus to all defenses even while on foot. When mounted, the bonuses increase to a +2 item bonus to all defenses. This supercedes the normal bonuses granted by the artifact.

Power (Daily): Minor Action. While mounted, you call forth an *aura of fear* (aura 2) that lasts until the end of your next turn. All enemies within the aura suffer a -1 penalty attack and damage rolls against you. Enemies on foot suffer a -2 penalty to attack and damage rolls.

SATISFIED (12-15)

"They shall flee before us!"

The *Sabre* is happy with its owner's skill at mounted combat. It urges him on to greater endeavors by expending more of its energy to keep him in the saddle.

Property: You receive a +5 bonus to saving throws to avoid being knocked prone while mounted (forcefully dismounted).

NORMAL (5-11)

"Many enemies await the taste of steel and the horror of pounding hooves."

The *Sabre* urges its wielder to seek out enemies worthy of fighting, especially other mounted warriors or hobgoblins.

UNSATISFIED (1-4)

"This may be too fine a weapon for one such as I."

The *Sabre* is unhappy with its current owner, who is likely spending too much time afoot or acting in a cowardly manner.

Special: Enemies on foot gain a +1 bonus to attack and damage rolls against you.

ANGERED (0 OR LOWER)

"The great Khan laughs at my failure from the afterlife."

The *Sabre's* wielder is entirely unsuitable, and the sword will not tolerate such an unworthy master for long.

Enhancement: The artifact's enhancement bonuses drops to +1

Critical: +1d6 damage, or +1d8 damage while mounted

Special: Enemies on foot gain a +2 bonus to attack and damage rolls against you.

MOVING ON

"The horselords shall sing songs of our exploits."

The *Sabre of the Horselords* has seen its owner slaughter many powerful enemies and display near peerless skill at mounted combat. It recognizes that other warriors may grow just as great by the benefit of its powers. When its wielder next gains a level, *Saddlescourse* disappears, and its sentience and powers appear in a distant land for another skilled equestrian to find. If the sword is at least satisfied, it leaves in its place a +3 *doomrider scimitar* for its former owner to wield in its place.

THE SABRE OF THE HORSELORDS IN YOUR GAME

Below are two adventure hooks involving the *Sabre of the Horselords*. Both are appropriate for PCs in the middle of the heroic tier.

The Robber Knight: Sir Navar Blacktree is a hedge knight of surpassing martial skill who possesses little of the qualities that make a knight a knight. He is cruel and wicked, and when unable to attach himself to a noble house in need of competent soldiers, he happily turns brigand. Recently, Sir Navar attacked and killed a group of Drugari horsemen while they slept beside the road. Little did Sir Navar know that one of the Drugari he killed was Zota Khan, a powerful Drugari warlord, travelling in secret to the lands of his cousin in the east. Zota carried his birthright, the powerful sword the *Sabre*, which has been passed down by the horselords in his family for centuries.

Already an accomplished rider, the *Sabre* has transformed Sir Navar into a mounted terror, and he has been challenging those he meets to a knightly duel on horseback. Those who refuse Sir Navar's challenge are killed out of hand and robbed. To date, those who have accepted the challenge have been no match for Sir Navar and the *Sabre*.

Growing bolder with each murder, Sir Navar has gathered a small group of brigands and is quickly on his way to becoming a true brigand lord. That is, unless, a group of heroes can put an end to the robber knight's predations...

Doomrider Weapon

Level 7+

This weapon is the scourge of enemies on foot.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Weapon: Light Blade, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus while mounted

Property: When riding a creature with an ability with the mount keyword, you may access that ability as if you were 2 levels higher.

Power (Encounter): Standard Action. While mounted, you may move up to your mount's full speed and make one melee basic attack at any point during that movement. You don't provoke opportunity attacks when moving away from the target of the attack. If you use this power on an unmounted foe, you deal an additional 1d8 damage on a successful hit.

Level 12 or 17: 2d8 extra damage.

Level 22 or 27: 3d8 extra damage.

Sword of Peace: After years of war, a peace accord has finally been reached between the Kingdom of Othria and the fierce horselords of the Drugari. As a gesture of friendship, the King of Othria is returning a prized Drugari artifact taken from the body of Zota Khan, the leading horselord among the Drugari, in the last great battle between the two nations. The artifact, the magical *Sabre of the Horselords*, is a symbol of leadership among the Drugari, and its return would go a long way in repairing the strained relations between Othria and the Drugari.

To make certain that the *Sabre* reaches the Drugari lands, the king of Othria has hired a group of noble and skilled heroes to bring the weapon safely home. Unfortunately, not all within the Kingdom of Othria wish to see the war with the Drugari end. The Silent Knives, a powerful thieves' guild, have been able to run their criminal enterprises without interference since the majority of those who enforce the law have been called away to fight the Drugari. The Silent Knives have no wish to see the freedom they have recently enjoyed end, and are planning a daring raid to steal the *Sabre* while it is in transit to the Drugari lands. If the Kingdom of Othria were to lose the precious sword, it would be seen as grave insult by the Drugari, and hostilities between the two nations would almost certainly resume.



SABRE OF THE HORSELORDS: PLAYER REFERENCE SHEET

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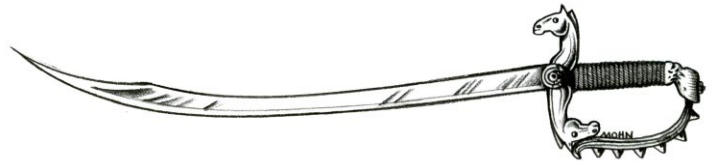
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