



Artifacts of the Ages

Legendary Weapons

Edited by Marc Schmalz



Artifacts of the Ages: Legendary Weapons

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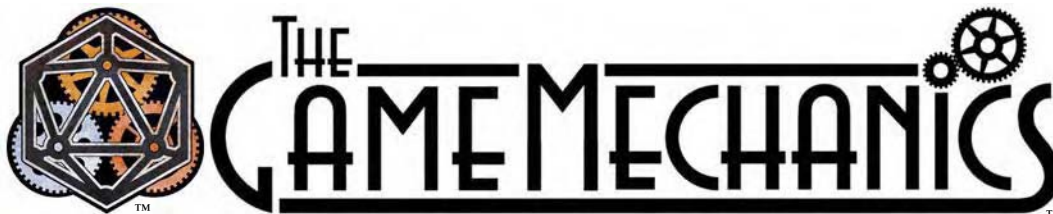
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Requires the use of the Dungeons & Dragons[®], Third Edition Core Books, published by Wizards of the Coast, Inc.

This product utilizes updated material from the v.3.5 revision.

Also requires the use of one of the following: *Swords of Our Fathers* (PDF) or *Staves of Ascendance* (PDF) from The Game Mechanics, *Artifacts of the Ages: Swords and Staves* (print) or *Artifacts of the Ages: Rings* (print) from The Game Mechanics and Green Ronin Publishing, or *Unearthed Arcana* from Wizards of the Coast.



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Introduction

Welcome to *Artifacts of the Ages: Legendary Weapons*—a sourcebook for magic weapons in fantasy d20 System games.

For most d20 System characters, weapons are their most valued and important possessions. Yet many heroes cycle through magic weapons on a regular basis, selling off a trusted blade because a new, more powerful weapon was found in the possession of a vanquished foe. While this “trading up” activity is common in fantasy roleplaying games, fans will seldom find it in fantasy literature, where a hero’s weapon is an extension of his or her own personality. Tossing aside such a weapon would be akin to losing a limb!

Legendary weapons give player characters a reason to hang on to magic items. The legendary weapons found in this book grow in power as a wielder dedicates herself to mastery of the weapon. A GM can give a family heirloom to a player at a low level, and the weapon will mete out its powers bit by bit over time, so that the GM needn’t worry

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

How to Use This Book

The weapons in this book are designed for use with the rules featured in *Swords of Our Fathers* and *Staves of Ascendance*, PDFs from The Game Mechanics available on RPGNow.com. These rules were also compiled in *Artifacts of the Ages: Swords and Staves* (from The Game Mechanics and Green Ronin Publishing) and *Unearthed Arcana* (from Wizards of the Coast). Any of these sources should give one the base one needs to introduce legendary weapons into a campaign, including full details of the prestige classes required to unlock the powers of legendary weapons.

Chapter Two details 17 legendary weapons that grow in power as their scions grow in level. Chapters are divided by scion type (battle, faith, spell, and swift), and each weapon includes a rich history, requirements for becoming its scion, a plot hook that a GM may use to introduce the weapon, and full details of its ever-growing powers. These weapons are written by some of the finest designers and developers working on the d20 System today, as well as some new and growing talent we’ve found at The Game Mechanics.

We greatly appreciate their participation in this project! Chapter Five includes new optional rules for use with legendary weapons, including further specialization of the prestige classes to match d20 System base classes.

Improving Exotic Weapons

One may find more exotic legendary weapons in these pages than one may initially expect. Without legendary weapon rules, there can be a high, hidden cost to exotic weapons. By definition, they are more rare as loot, so people who take feats for exotic weapons have a much smaller chance of finding an upgrade in a monster’s horde than someone who specializes in a more common martial weapon. Such a character may have to buy upgrades, or may decide that very nice magical martial weapon is better, leaving the exotic weapon feats unused.

With legendary weapon rules, the conditions have changed. A character is no longer taking feats to support a type of exotic weapon, but a specific weapon that will grow in power as the character advances. The risk of taking exotic weapon feats is greatly minimized because the character will probably dedicate the rest of her adventuring career to mastering that single weapon. A legendary weapon is a treasure for life, and a character who chooses to dedicate herself to advancing a legendary weapon will certainly be willing to spend the exotic weapon feats on it as well.

For the GM

Artifacts of the Ages: Legendary Weapons makes use of prestige classes in the truest sense: taking one of these classes and dedicating oneself to a legendary weapon makes a character someone special in the grand scheme of things. Consequently, the GM must be prepared to utilize these weapons in his campaign. If he’s not prepared to do so, then he should make it clear to his players that these items, and thus these prestige classes, aren’t available.

On the other hand, if a GM is willing to take this plunge, the characters can wield legendary weapons that more or less automatically scale to the level of the characters’ power—running the gamut from minor magic item to minor artifact. The very existence of these items can be used to make the campaign world that much more a magical place, full of adventure and mystery—which is what heroic fantasy is ultimately all about.

Web Enhancement

Additional material for use with *Artifacts of the Ages: Legendary Weapons* and any discovered errata can be found at The Game Mechanics’ website (www.thegamemechanics.com).

Chapter One: Variant Rules

By Rich Redman

The magic items described in this series of books build on reducing the basic character classes of fantasy d20 to four: battle scions, spell scions, faith scions, and swift scions. While those are useful general categories, they put a tremendous burden on the magic items themselves. Items designed for barbarians must advance barbarian rage as well as provide their own unique abilities, items designed for fighters need to grant additional feats, and so on.

This variant proposes variant scion classes for use in your game and suggests example alterations to existing items when using this variant.

General Rules

When a character takes his or her first level in a scion class, he or she must choose a path to follow. For example, a battle scion must choose barbarian, fighter, paladin, or ranger (your game may have additional or different basic classes). The character does not choose again, so the path is fixed at the beginning of his or her career as a scion.

Battle Scions

The table below shows the variant battle scion paths. If you use this variant, the table below replaces the standard battle scion advancement table.

Hit Die: All battle scions use d10 for Hit Dice.

Requirements

There are no changes in the rules for requirements.

Class Skills

Battle scions use the skill points and class skill list of their chosen path. For example, a fighter

that pursues a career as a ranger battle scion uses the ranger's skill points and class skill list.

Class Features

The following are class features of the battle scion prestige classes. Like the standard scion prestige classes, these abilities are retained with or without a legendary item. Each such item provides a unique set of additional special abilities, which are detailed in their descriptions in Chapter 2. These abilities accrue in addition to those in this table, but are functions of the item and are lost if the legendary item that granted them is lost.

Rage (Ex): Barbarian battle scions gain additional uses of their rage class ability as noted on the table. If the character became a barbarian battle scion before gaining the rage class ability, this does not grant it. However, when such a barbarian battle scion reaches first level as a barbarian, he immediately gains all the uses per day granted by this ability.

Bonus Feat: Fighter battle scions gain bonus feats as indicated on the table. These bonus feats must be chosen feats noted as fighter bonus feats on Table 5-1: Feats in the *PHB v3.5*.

Undead (Su): A paladin battle scion's effective cleric level when turning undead increases as noted on the table. If the paladin became a battle scion


Behind the Scenes

These variants have two, complimentary, purposes. The first is to provide more variety among the different scion classes. A barbarian battle scion will become quite different from paladin battle scion, for example.

The second is to give characters more of the signature abilities of their basic classes. Doing so relieves the legendary items of having to duplicate those abilities. This variant does not provide all the class abilities, nor does it advance the abilities it does provide as rapidly as the base class does. This is intentional.

Table 1–1: Battle Scion Variants

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Barbarian	Fighter	Paladin	Ranger
1st	+0	+2	+0	+0	+1/day rage	Bonus feat	+1 undead	+1 Ref save
2nd	+1	+3	+0	+0				+1 animal
3rd	+1	+3	+1	+1		Bonus feat	Smite evil +1/day	
4th	+2	+4	+1	+1	+1 DR			+1 animal
5th	+2	+4	+1	+1	+1/day rage			+1 Ref save
6th	+3	+5	+2	+2		Bonus feat	+1 undead	+1 animal
7th	+3	+5	+2	+2	Enhance rage			Enhance combat style
8th	+4	+6	+2	+2	+1 DR		Smite evil +1/day	+1 animal
9th	+4	+6	+3	+3	+1/day rage	Bonus feat		+1 Ref save
10th	+5	+7	+3	+3				+1 animal



before gaining the ability to turn undead, this does not grant it. However, when such a battle scion gains the ability to turn undead through cleric or paladin levels, he immediately gains all the effective levels granted by this ability.

Reflex Saves: Unlike the other three base classes that shape this variant of the battle scion, the ranger has two good saving throw bonuses: Fortitude and Reflex. This class ability improves the ranger's Reflex saving throw as noted in the table above.

Animal (Ex): Add the indicated bonus to the battle scion's ranger levels when determining adjustments for his animal companion. For example, a 6th-level ranger's animal companion has the same adjustments as that of a 3rd-level druid. The animal companion of a 4th-level ranger/2nd-level ranger battle scion has the same adjustments as that of a 2nd-level druid, because his effective ranger level is 5th when determining adjustments to his animal companion's scores and abilities.

If a ranger battle scion does not have the animal companion class ability, this does not grant it. However, when such a ranger battle scion gains the animal companion class ability through druid or ranger levels, he immediately gains all the effective levels granted by this ability.

Smite Evil (Su): A paladin battle scion gains additional uses of her ability to smite evil as noted on the table. If a battle scion does not have the ability to smite evil, this does not grant it. However, when such a battle scion gains the ability to smite evil through paladin levels, he immediately gains all the uses granted by this ability.

Damage Reduction (Ex): A barbarian battle scion's damage reduction improves as indicated on the table. If the battle scion does not yet have damage reduction, he gains it now at 1/—. If the battle scion gains additional damage reduction through barbarian levels, the bonuses stack. A 10th-level barbarian/4th-level battle scion has damage reduction of 3/—.

Enhance Rage (Ex): If the barbarian battle scion has the rage class ability, this ability grants him the Greater Rage class ability. If he has the Greater Rage class ability, this ability grants him Tireless Rage. If he has the Tireless Rage class ability, this ability grants him Mighty Rage. See the barbarian class description in Chapter 3: Classes of the *PHB v3.5* for rules on the various rage abilities.

If a character completes all ten levels of the battle scion class and then takes sufficient levels of barbarian to gain an ability granted by this class a second time, he gets no additional benefit.

Enhance Combat Style (Ex): If the ranger battle scion does not have the combat style class ability, this ability grants it to him. That means he must choose between archery or two-weapon combat

now. If the ranger battle scion has the combat style class ability, this ability grants him the improved combat style class ability. If the ranger battle scion has the improved combat style class ability, this ability grants him the combat style mastery class ability. See the ranger class description in Chapter 4: Classes of the *PHB v3.5* for rules on the various combat style abilities.

If a character completes all ten levels of the battle scion class and then takes sufficient levels of ranger to gain an ability granted by this class a second time, he gets no additional benefit.

Spell Scions

It is possible that a wizard will choose to pursue a sorcerer spell scion career, or vice versa. The path chosen is also the class to which additional caster levels apply. For example, a wizard decides to pursue his spell scion path as a sorcerer. He must add his spell scion levels to his sorcerer levels when determining spells per day and spell known.

Class Skills

Spell scions use the skill points and class skill list of their chosen path. For example, a wizard that pursues a career as a sorcerer spell scion uses the sorcerer's skill points and class skill list.

Faith Scions

The table below shows the variant faith scion paths. If you use this variant, the table below replaces the standard faith scion advancement table.

Hit Die: All faith scions use d8 for Hit Dice.

Requirements

There are no changes in the rules for requirements.

Class Skills

Faith scions use the skill points and class skill list of their chosen path. For example, a cleric that pursues a career as a druid faith scion uses the druid's skill points and class skill list.

Class Features

The following are class features of the faith scion prestige classes. Like the standard scion prestige classes, these abilities are retained with or without a legendary item. Each such item provides a unique set of additional special abilities, which are detailed in their descriptions in Chapter Two. These abilities accrue in addition to those in this table, but are functions of the item and are lost if the legendary item that granted them is lost.

Undead (Su): A cleric faith scion's effective cleric level when turning undead increases as noted on the table. If a faith scion does not yet

have the ability to turn undead, this does not grant it. However, when such a faith scion gains the ability to turn undead through cleric or paladin levels, she immediately gains the effective cleric levels granted by this ability.

Wild Shape (Su): Druid faith scions gain additional uses of their wild shape ability as noted on the table. If the character became a druid faith scion before gaining the wild shape ability, this does not grant it. However, when such a druid faith scion reaches fifth level (see enhance wild shape ability, below), he immediately gains all the uses per day granted by this ability.

Animal (Ex): Add a faith scion's levels in this class to any levels of druid or ranger when determining the abilities of the druid faith scion's animal companion. If a faith scion does not have the animal companion class ability, this does not grant it. However, when such a faith scion gains the animal companion class ability through druid or ranger levels, she immediately gains all the effective levels granted by this ability.

Spells per Day/Spells Known: At each faith scion level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in the spellcasting class he chose when he took his first level of faith scion. He gains other benefits a character of that class would have gained according to the other columns on the table.

Enhance Wild Shape (Su): If the druid faith scion does not have the wild shape class ability, this ability grants it. If the druid faith scion has the wild shape class ability, this ability grants wild shape (large). If the druid faith scion has the wild shape (large) class ability, this ability grants wild shape (tiny). If the druid faith scion has the wild shape (tiny) class ability, this ability grants wild shape (plant). If the druid faith scion has the wild shape (plant) class ability, this ability grants wild shape

(huge). If the druid faith scion has the wild shape (huge) class ability, this ability grants wild shape (elemental, 1/day). For example, a 5th-level druid/4th-level druid faith scion would already have the wild shape class ability, so when he gained his 5th-level as a faith scion he would gain wild shape (large). When he gained his 9th level as a faith scion he would be a 14th-level character and would gain wild shape (tiny), while a 14th-level druid would already have wild shape (plant).

See the druid class description in Chapter 4: Classes of the *PHB v3.5* for rules on the various wild shape abilities.

If a character completes all ten levels of the faith scion class and then takes sufficient levels of druid to gain an ability granted by this class a second time, he gets no additional benefit.

Swift Scions

The table below shows the variant swift scion paths. If you use this variant, the table below replaces the standard swift scion advancement table.

Hit Die: All swift scions use d6 for Hit Dice.

Requirements

There are no changes in the rules for requirements.

Class Skills

Swift scions use the skill points and class skill list of their chosen path. For example, a bard that pursues a career as a rogue swift scion uses the rogue's skill points and class skill list.

Class Features

The following are class features of the swift scion prestige classes. Like the standard scion prestige classes, these abilities are retained with or without a legendary item. Each such item provides a unique set of additional special abilities, which are detailed in their descriptions in Chapter Two.

Table 1–2: Faith Scion Variants

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Cleric	Druid	Spells per Day/Spells Known
1st	+0	+2	+0	+2	+1 undead	+1 wild shape, animal	+1 level of existing class
2nd	+1	+3	+0	+3	+1 undead		+1 level of existing class
3rd	+2	+3	+1	+3			+1 level of existing class
4th	+3	+4	+1	+4	+1 undead	+1 wild shape	+1 level of existing class
5th	+3	+4	+1	+4		Enhance wild shape	+1 level of existing class
6th	+4	+5	+2	+5	+1 undead	+1 wild shape	+1 level of existing class
7th	+5	+5	+2	+5			+1 level of existing class
8th	+6	+6	+2	+6	+1 undead	+1 wild shape	+1 level of existing class
9th	+6	+6	+3	+6		Enhance wild shape	+1 level of existing class
10th	+7	+7	+3	+7	+1 undead	+1 wild shape	+1 level of existing class



These abilities accrue in addition to those in this table, but are functions of the item and are lost if the legendary item that granted them is lost.

Enhance Music: If the swift scion has the *inspire courage* ability, this ability grants her the use of the *suggestion* ability. If the swift scion has the *suggestion* ability, this ability grants her the use of the *inspire greatness* ability. If the swift scion has the *inspire greatness* ability, this ability grants her the *song of freedom* ability. If the swift scion has the *song of freedom* ability, this ability grants her the *inspire heroics* ability. If the swift scion has the *inspire heroics* ability, this ability grants her the *mass suggestion* ability. See the bard class description in Chapter 4: Classes of the *PHB v3.5* for rules on the various bardic music abilities.

If a character does not yet have fascination, this ability does not grant it. If a character gains a benefit from this ability and then takes sufficient levels of bard to gain an ability granted by this class a second time, she gets no additional benefit.

Spells: At each swift scion level, the bard character gains new spells per day (and spells known, if applicable) as if she had also gained a level as a bard. She gains other benefits a bard would have gained according to the other abilities listed on the table.

Will Saves: Unlike the other base classes that shape this variant of the swift scion, the bard has two good saving throw bonuses: Reflex and Will. This class ability improves the bard's Will saving throw as noted in the table above.

Flurry (Ex): The monk swift scion's effective monk level increases at 1st level and every other level after that. Use her effective monk level on Table 3-10: The Monk in Chapter 3: Classes of the *PHB v3.5* to determine her flurry of blows attack bonus, her unarmed damage, and her monk AC bonus. If the swift scion does not yet have the

flurry class ability, this does not grant it. However, when such a swift scion gains the flurry class ability through monk levels, she also immediately gains all effective levels from this ability.

All Good Saves: Monks have good saving throw bonuses for all three saving throws. A monk swift scion uses her Reflex saving throw bonus from this table as her bonus for her Fortitude and Will saving throws.

Trap Sense (Ex): The rogue's bonus on Reflex saves made to avoid traps and dodge bonus to AC against attacks made by traps improves as indicated on this table. If the swift scion does not yet have the trap sense class ability, this does not grant it. However, when such a swift scion gains the trap sense ability through rogue levels, she immediately gains all bonuses granted by this ability.

Enhance Strike (Su): A monk swift scion's *ki* strike periodically improves. If the monk swift scion does not have the *ki* strike class ability, this ability grants her *ki* strike (magic). If the monk swift scion has the *ki* strike (magic) class ability, this ability grants her *ki* strike (lawful). If the monk swift scion has the *ki* strike (lawful) class ability, this ability grants her *ki* strike (adamantine). If the monk swift scion has the *ki* strike (adamantine) class ability, this ability grants no additional benefits. See the monk class description in Chapter 4: Classes of the *PHB v3.5* for rules on the various *ki* strike abilities.

If a character completes all ten levels of the swift scion class and then takes sufficient levels of monk to gain an ability granted by this class a second time, she gets no additional benefit.

Sneak Attack: A rogue swift scion gains additional dice of sneak attack damage as indicated on the table. If the swift scion does not yet have the sneak attack class ability, this does

Table 1–3: Swift Scion Variants

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Bard	Monk	Rogue
1st	+0	+0	+2	+0	Enhance music, +1 spells, +1 Will save	+1 flurry, all good saves	+1 trap sense
2nd	+1	+0	+3	+0	+1 spells	Enhance strike	+1d6 sneak attack
3rd	+2	+1	+3	+1	+1 spells, +1 Will save	+1 flurry	
4th	+3	+1	+4	+1	+1 spells		+1 trap sense
5th	+3	+1	+4	+1	Enhance music, +1 spells, +1 Will save	+1 flurry	Special ability
6th	+4	+2	+5	+2	+1 spells	Enhance strike	+1d6 sneak attack
7th	+5	+2	+5	+2	+1 spells, +1 Will save	+1 flurry	
8th	+6	+2	+6	+2	+1 spells		+1 trap sense
9th	+6	+3	+6	+3	+1 spells, +1 Will save	+1 flurry	
10th	+7	+3	+7	+3	Enhance music, +1 spells	Enhance strike	+1d6 sneak attack

not grant it. However, if such a swift scion gains the sneak attack class ability through rogue levels, she immediately gains the bonuses granted by this ability.

Special Ability: At 5th level, a rogue swift scion can choose one ability from the list in the rogue class description in Chapter 4: Classes of the *PHB v3.5*.

Specific Weapon Conversions

The following table contains the recommended variant scion class for each legendary item published by The Game Mechanics.

Artifacts of the Ages: Rings	
Legendary Item	Most Common Career Path
<i>Bodhita</i>	Monk
<i>Broach of Bolan</i>	Ranger
<i>Callowen's Torc</i>	Barbarian
<i>Crown of Screams</i>	Wizard
<i>Diablatorio</i>	Cleric
<i>Dyjamant</i>	Fighter
<i>Eichenfols</i>	Druid or ranger
<i>Felindur</i>	Ranger
<i>Gaofar</i>	Bard
<i>Gursahat</i>	Wizard
<i>Karag-Joz</i>	Bard
<i>Meia</i>	Wizard
<i>Munimentum</i>	Paladin
<i>Necraulonius</i>	Wizard
<i>Ottanar</i>	Rogue
<i>Pyahuso</i>	Rogue
<i>Romainu Valodus</i>	Paladin
<i>Sagazya</i>	Sorcerer
<i>Salwar</i>	Cleric
<i>Sati</i>	Fighter
<i>Sinnilas</i>	Fighter
<i>Skycrown</i>	Ranger
<i>Smarag</i>	Cleric
<i>St. Martha's Ring</i>	Cleric
<i>Ten Truths Ring</i>	Cleric or paladin
<i>Tiger's Eyes</i>	Wizard
<i>Vlieyerda</i>	Sorcerer
<i>Zafir</i>	Monk
<i>Zehir</i>	Rogue

Artifacts of the Ages: Legendary Weapons	
Legendary Item	Most Common Career Path
<i>Aquine Despoiler</i>	Ranger
<i>Brabos</i>	Fighter or ranger
<i>Creimar</i>	Fighter
<i>Dawnbringer</i>	Paladin
<i>Gamaliel</i>	Fighter
<i>Gerechtigkeitaxt</i>	Fighter
<i>Godthump*</i>	Barbarian
<i>Gorgonheart</i>	Fighter
<i>Grimmknüppel</i>	Barbarian
<i>Shademaker</i>	Rogue
<i>Silence</i>	Monk
<i>Silver Library</i>	Sorcerer
<i>Stalwart</i>	Fighter
<i>StarShard</i>	Cleric or paladin
<i>Vagnar</i>	Ranger
<i>Whisper</i>	Monk
<i>Yumruk</i>	Barbarian or fighter

Artifacts of the Ages: Swords and Staves	
Legendary Item	Most Common Career Path
<i>Brise-Coeur</i>	Bard
<i>Coedwigwyr</i>	Druid
<i>Divine Star</i>	Cleric
<i>Draakhoorn</i>	Wizard
<i>Étincelle</i>	Monk
<i>Hearthbrand</i>	Ranger
<i>La Sombra</i>	Wizard
<i>Lann Lorgaich</i>	Fighter
<i>Lumen</i>	Wizard
<i>Mother's Venom</i>	Bard
<i>Nyctophobos</i>	Rogue
<i>Ödörgi</i>	Wizard
<i>Puissant Rod</i>	Wizard
<i>Rod of the Inquisitor</i>	Cleric
<i>Samadhi**</i>	Monk
<i>Skysong</i>	Ranger
<i>Staff of Doors</i>	Wizard
<i>Stormachtig</i>	Wizard
<i>Sure</i>	Ranger
<i>Swift</i>	Ranger
<i>Sword of Kings</i>	Paladin
<i>Vengedril</i>	Fighter
<i>Vorsehung</i>	Fighter

*Remove the Evasion class ability. Instead the scion gains Tumble as a class skill.

**Remove the AC bonus ability and the flurry of blows ability.



Chapter Two: The Weapons

The secret of legendary weapons is in their power, but in their potential—just as starting characters are not yet renowned heroes, but so long as they persevere, they will become so. Therefore such weapons are best thought of as minor artifacts, similar to the staff of the magi and the hammer of thunderbolts. As the *DMG* 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.

Aquine Despoiler

Designed by Darrin Drader

A Threat from the Depths

Devastating sahuagin raids were terrorizing the coastal city of Narannor. The incursions of the sea creatures frequently spilled out beyond the dock quarters and into the streets. As more civilians became the victims of these raids, the ire of their surviving family and friends rose; the people did not believe that the city's wizards were not doing enough to provide for the protection of the common-folk. Facing the wrath of the populace, the wizards made the decision to craft *Aquine Despoiler* not only to help defend the city streets, but also to help turn the tide and push the sahuagin away from the city, and even to do battle with them where they laired.

The *Aquine Despoiler* was given to Benlor Swiftstrike, an accomplished rogue who served as the leader of the local thieves' guild, known as the Shadow Lords. With a company of adventurers and tight coordination with the city guard, the attacks were slowly but surely met and rebuffed. Over time, the numbers of attacking sahuagin began to thin, and the stalwart companions followed the foul creatures back to the watery lairs and did battle with the sahuagin lich queen Heregrim. Upon her

death, the sahuagin tribe disbanded and dissolved into numerous warring tribes.

Check Required: Knowledge (history) DC 15

With the threat from the sea eliminated, the *Aquine Despoiler* remained in possession of the Shadow Lords, passed to each successive guild leader as he or she assumed control. Fifty years ago, Janmus Talater, an assassin employed by an up and coming guild called the Dragonnes, entered the guildhouse by stealth, slew the sitting leader, and absconded with *Aquine Despoiler*. This touched off a

bloody guild war that lasted for five years. After devastating losses on both sides, the remaining Dragonnes were integrated with the Shadow Lords.

No one knows the fate of the assassin or the *Aquine Despoiler*, though the trident is believed to be in the possession of someone who has no clue as to its true power.

Check Required: Knowledge (history) DC 25

Requirements

To wield *Aquine Despoiler* as its swift scion, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Survival 4 ranks, Move Silently 10 ranks.

Feats: Weapon Focus (trident).

Restrictions

If an evil creature with the aquatic subtype grasps *Aquine Despoiler*, that creature suffers the thundering effect as though it had just been critically hit with *Aquine Despoiler*.

Attributes

Aquine Despoiler has the following attributes.

Hardness/Hit Points: 14/16.

Value: To anyone other than its battle scion, *Aquine Despoiler* appears to be worth as much as a +2 trident that grants the breathless dive ability described below (17,500 gp).

Special Abilities

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

Initial Abilities: Anyone who wields *Aquine Despoiler*, whether a battle scion or not, benefits from

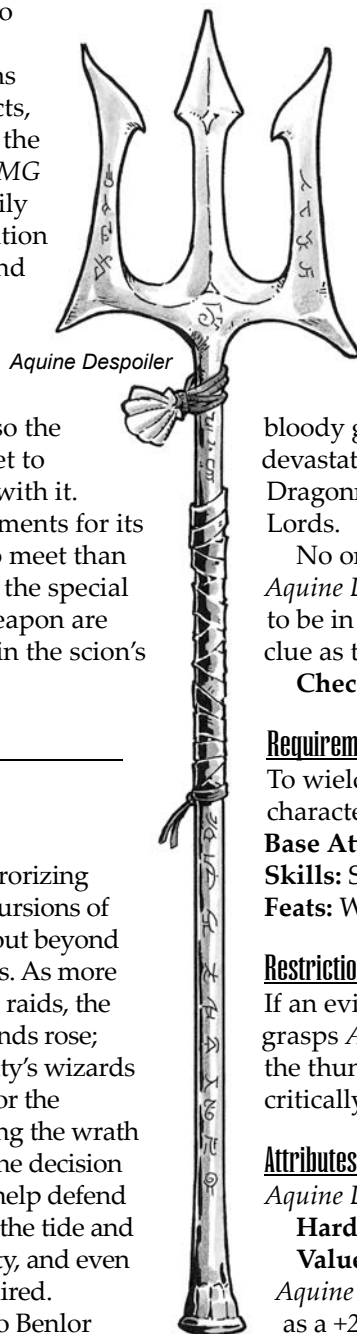


Table 2–1: Abilities Granted by *Aquine Despoiler*

Scion Level	Ability Gained	Caster Level
—	Breathless dive	5th
1st	Air bubble	6th
2nd	<i>Silence</i>	5th
3rd	Sonic	5th
4th	Enhancement bonus +3	9th
5th	<i>Freedom of movement</i>	7th
6th	<i>Greater invisibility</i>	7th
7th	Enhancement bonus +4	12th
8th	Dire form (shark) 3/day	7th
9th	Thundering	5th
10th	Enhancement bonus +5	15th

the weapon as a +2 *trident*, and also gains the benefit of the breathless dive ability described below.

Breathless Dive (Su): Any time she is submerged in water, the wielder of *Aquine Despoiler* may breathe water freely for a number of minutes equal to twice the scion's character level. This does not make the wielder unable to breathe air.

Air Bubble (Su): The wielder may create a spherical bubble of air 15 feet in diameter centered on the trident. The air in the bubble does not become foul unless a source of pollution is introduced to the bubble by the wielder. When submerged in water, the wielder hangs suspended in the center of the bubble. Other creatures in the sphere are not suspended. If used on land, the target remains in contact with the ground, but external pollutants such as smoke or poisonous gasses do not foul the air within the bubble.

Silence (Sp): Three times per day the wielder can use this ability, which works the same as the *silence* spell as cast by a 5th level sorcerer.

Sonic (Su): Upon command the *Aquine Despoiler* is sheathed in sonic vibrations, allowing it to deal an additional 1d8 points of sonic damage on a successful hit. The sound does not harm the wielder, and the effect remains active until a second command is given.

Freedom of Movement (Sp): Any time the wielder of *Aquine Despoiler* is underwater, she may activate this ability, which functions as the spell of the same name. The effect remains active until a second command is given.

Greater Invisibility (Sp): Three times per day the wielder of *Aquine Despoiler* may activate this ability, which functions the same as the spell of the same name as cast by a 10th level sorcerer.

Dire Form (Su): At 7th level, the scion gains the ability to take dire shark form up to three times per day. This ability works the same as the druid wild

shape ability, except that the wielder may only assume the form of a dire shark. When in this form *Aquine Despoiler* melds with the wielder's form and all bite attacks gain a +4 enhancement bonus and deal 1d8 points of sonic damage. At 9th level, the swift scion deals damage on critical hits as though the dire shark's teeth are thundering.

Thundering: This ability creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. *Aquine Despoiler* deals an extra 2d8 points of sonic damage on a successful critical hit. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Brabos

Designed by Marc Schmalz

While the true origins of the longbow called *Brabos* (BRAH-bos) are lost in time, this hasn't stopped bards from embellishing the history of this remarkable weapon. A bow for the mightiest of warriors, *Brabos* is certainly a great prize regardless of its forgotten true history.

Brabos is a very rough-looking composite longbow, appearing ill-balanced and poorly crafted. Its knotted wood looks like it was carved with a hand-axe rather than fine tools, and slivers protrude from it in many places. The wood is dark, and the string is thick and irregular, made from some sort of sinew.

A Bow of Uncertain Origins

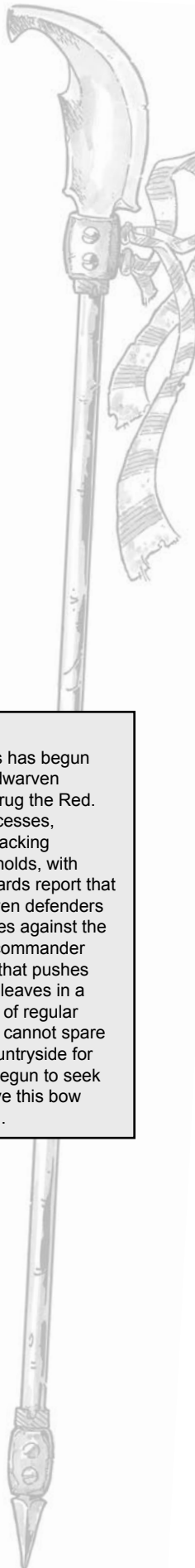
This much is known to be true: During the Battle of Eight Gods, Sem, god of strength, chose a mortal champion to lead his followers in battle. Gathering the hopeful in a forest clearing, Sem touched a solitary oak and imbued it with a mote of his own power. "Whosoever pulls this oak from the earth is my champion," he announced. Most tried and failed, until a barbarian named Hrogur ripped the Testing Oak from the ground, splintering it in his embrace as he did so.

Check Required: Knowledge (religion) DC 10.

This much has been told in bardic legend: As the contestants from Sem's challenge rallied behind Hrogur and prepared for war, a companion of one of the contestants quietly purloined a splintered plank from the shattered Testing Oak. He crafted *Brabos* from this very wood and fashioned the

Adventure Hook

A large band of hobgoblins has begun raiding the villages in the dwarven kingdom once ruled by Durrug the Red. Inspired by their early successes, the raiders have begun attacking small outposts and strongholds, with devastating effect. The guards report that even their strongest dwarven defenders are unable to hold their lines against the raiders, as the hobgoblin commander possesses a strange bow that pushes them around like so many leaves in a storm. Under the pressure of regular attacks, the dwarven lords cannot spare the soldiers to hunt the countryside for these raiders, so they've begun to seek out a party who can remove this bow from their enemy's arsenal.



string from the sinew from a fallen demon. The god-touched wood was almost impossible to work, explaining the weapon's unrefined appearance. The bow now called *Brabos* may truly be made from the Testing Oak, but its history is incomplete.

Check Required: Knowledge (local) DC 15.

During the Plague of Darkness, when darkness fell across the land like a shroud and the moon was nearly always full, legends mention a bow that may have been *Brabos*. Its scion was said to have defended a clan of mountain gnomes from wild armies of lycanthropes, knocking the shapeshifters from the mountain, plunging them to their doom.

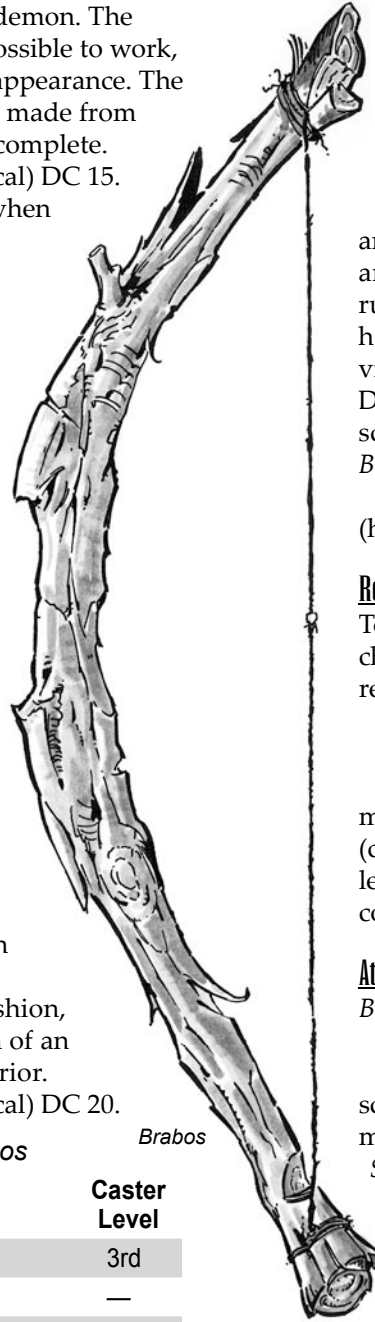
Check Required: Knowledge (local) DC 15.

Some bards like to tell a story in which *Brabos* is present in the battles between King Snowden and Duke Ravenhurst, on Ravenhurst ill-fated side. The young scion featured in these songs, a ranger named Fyrdow, put great faith in his own strength and prowess even though he obviously had not mastered the bow. Tales of Fyrdow are filled with the sort of bravado associated with many of Sem's followers. In true fashion, they also end in the untimely death of an unprepared and overconfident warrior.

Check Required: Knowledge (local) DC 20.

Table 2–2: Abilities Granted by *Brabos*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
1st	Sem's breath I	—
2nd	Enhancement bonus +2	6th
3rd	Sem's breath II	—
	Thundering	5th
4th	Sem's repose I	—
5th	Enhancement bonus +3	9th
	Sem's breath III	—
6th	Sem's breath IV	—
7th	Distance	6th
	Sem's breath V	—
8th	Sem's repose II	—
9th	Sem's breath VI	—
10th	Enhancement bonus +4	12th
	Sem's breath VII	—



In more recent times, stories tell that a scion of *Brabos* fought a clan of fire giants in the southern lands. Shocked by the power of the bow and unprepared to deal with its effects on their numbers, the giant warriors fell into disarray and were utterly destroyed by an army of dwarves. The long, peaceful rule of Dirrug the Red was said to have begun after this overwhelming victory against their old foes, though Dirrug himself was never *Brabos*'s scion. There has been no word of *Brabos* since Dirrug's reign.

Check Required: Knowledge (history) DC 15.

Requirements

To wield *Brabos* as its battle scion, a character must fulfill the following requirements:

Base Attack Bonus: +8.

Abilities: Str 17.

Special: *Archer* — The character must have either the Weapon Focus (composite longbow) feat or have levels as a ranger with the archery combat style.

Attributes

Brabos has the following attributes:

Hardness/Hit Points: 10/60.

Value: To anyone other than its battle scion, *Brabos* appears to be worth as much as a +1 *composite longbow* (+3 *Strength bonus*) (2,700 gp).

Special Abilities

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

Initial Abilities: When first acquired, *Brabos* functions as a +1 *composite longbow* (+3 *Strength bonus*). Unlike normal composite longbows, if the wielder's Strength bonus is less than the strength rating of *Brabos* (+3), the penalty on attacks with it is –6.

Sem's Breath I (Su): This ability requires a full attack action. If the attack is successful, the arrow does its standard damage, then you and the defender make opposed Strength checks in a fashion similar to a bull rush maneuver. As the battle scion of *Brabos*, you use the Strength bonus of the bow (+3), and you receive a +1 competence bonus to the

roll for every level you have in the prestige class. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable (such as a dwarf). You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. As a 1st-level battle scion of *Brabos*, your attack is treated as though it was from a Small creature.

If you beat the defender's check, you push him back 5 feet. For every full five points by which your check result is greater than the defender's, you push him back an additional five feet. As a 1st-level battle scion of *Brabos*, you may move your target a total of 10 feet (2 squares).

If you fail to beat the defender's Strength check, there is no effect.

Enhancement Bonus +2: *Brabos's* enhancement bonus increases to +2 when its battle scion reaches 2nd level.

Sem's Breath II (Su): As Sem's breath I, except you are now considered Medium-sized for purposes of the opposed check, and the maximum distance is now 15 feet (3 squares).

Thundering: *Brabos* gains thundering in the hands of its 3rd-level scion. Arrows fired from *Brabos* now create a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. Arrows fired from *Brabos* deal an extra 2d8 points of sonic damage on a successful critical hit. Subjects dealt a critical hit must make a DC 14 Fortitude save or be deafened permanently.

Sem's Repose I (Su): This ability requires a full attack action, and may only be used on an opponent who is one size category larger than you, the same size, or smaller. If the attack is successful, the arrow does its standard damage, then you make a Strength check against the target's opposed Strength or Dexterity check (whichever ability score has the higher modifier) in a fashion similar to an overrun maneuver. As the battle scion of *Brabos*, you use the Strength bonus of the bow (+3), and you receive a +1 competence bonus to the roll for every level you have in the prestige class. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable (such as a dwarf). You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. As a 4th-level battle scion of *Brabos*, your attack is treated as though it was from a Small creature.

If you win, the target is knocked prone. If you lose, there is no effect. Unlike a standard overrun maneuver, the defender does not have the opportunity to avoid this attack.

Enhancement Bonus +3: *Brabos's* enhancement bonus increases to +3 when its battle scion reaches

5th level. This makes it a +3 *thundering composite longbow* (+3 *Strength* bonus).

Sem's Breath III (Su): As Sem's breath I, except you are now considered Medium-sized for purposes of the opposed check, and the maximum distance is now 20 feet (4 squares).

Sem's Breath IV (Su): As Sem's breath I, except you are now considered Large for purposes of the opposed check, and the maximum distance is now 20 feet (4 squares).

Distance: *Brabos* has a range increment of 220 feet in the hands of its 7th-level scion.

Sem's Breath V (Su): As Sem's breath I, except you are now considered Large for purposes of the opposed check, and the maximum distance is now 25 feet (5 squares).

Sem's Repose II (Su): As Sem's repose I, except you are now considered Medium-sized.

Sem's Breath VI (Su): As Sem's breath I, except you are now considered Large for purposes of the opposed check, and the maximum distance is now 30 feet (6 squares).

Sem's Breath VII (Su): As Sem's breath I, except you are now considered Huge for purposes of the opposed check, and the maximum distance is now 30 feet (6 squares).

Criremar, The Herald

Designed by Brian Cortijo

The dwarven urgrosh *Criremar* is one whose power and importance to the dwarves of the lost outpost of Hêgnar is matched only by the obscurity of its own legend.

The Search for Hêgnar

Some six centuries ago, the growing clans of the dwarven city of Vorroth determined to carve out a settlement distant enough that their expanding population would not choke their meager resources, nor draw orcs and goblins to their most secret tunnels. The thane of the Lossenar clan set out for Hêgnar, a great underground cavern miles distant, bringing only twenty of his most loyal warriors, his herald included among them. On the passage to Hêgnar, the Lossenar dwarves encountered many difficulties, having to change their course several times so as not to permit the goblin kin that pursued them to trace their steps back to Vorroth. More than a year later, only three of the dwarves returned, the leader of the Lossenars limping sadly back into Vorroth. Hêgnar could not be found, he reported.

Check Required: Knowledge (history) DC 10
Although commanded by their thane, the herald of the clan, Perrin Stonewrath was the true leader of the Hêgnar expedition, saving the



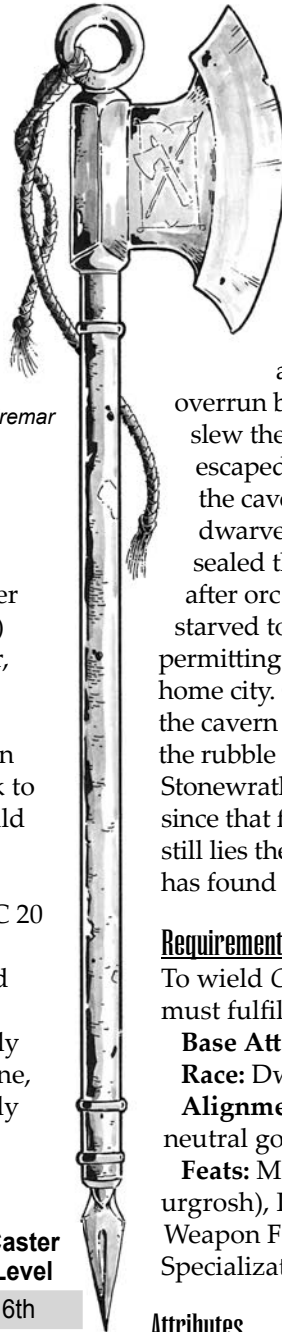
party more times than could be counted, forging defenses, organizing patrols, and ensuring that supplies could be found. His ceremonial spear, forged of adamantine, had the banner of the Lossenar dwarves torn from it as the dwarves entered the great cavern of Hêgnar. Craftsmen used adamantine ore found there to convert it to an urgrosh. The symbol of the clan, an axe cleaving a spear in two, was etched into the urgrosh's axe blade.

Check Required: Knowledge (history) DC 30

Perrin Stonewrath was a distant cousin of the royal house of Vorroth, and seventeenth-in-line to become thane should some catastrophe strike the city. Before his appointment as herald, and prior to joining the expedition to Hêgnar, Perrin was renowned as a smith, a "sniffer" (a finder of metals, particularly weapon-quality irons) and an expert planner. He spoke with a clear, commanding voice, and his advice, though seldom given, was nearly always correct. Among the elders of the clan, Perrin was seen as a paragon of dwarven virtue, a throwback to the days when the best among dwarves would be given the honor of striking out into the world to found their own clans.

Check Required: Knowledge (history) DC 20

When the remnants of the Lossenar party returned to Vorroth, they looked ragged, and their boots and travel gear had been worn through. Their weapons, however, had clearly seen little combat. The thane's axe was pristine, and was placed in a shrine of honor for nearly two-hundred fifty years. The warriors that



Criremar

returned to Vorroth with their thane spoke of a great cavern filled with rich ore and the courage of the herald that stayed behind to ensure their escape. Mysteriously, both died in their sleep that night, of wounds none could remember them re-entering the city with.

Check Required: Knowledge (history) DC 20

Nearly a year after finding and fortifying Hêgnar, Perrin Stonewrath and the dwarves of Lossenar were overrun by orcs and goblins. Although they slew the creatures by the hundred, many escaped, bringing their larger brethren to the cavern. Commanding the few surviving dwarves to return home, Perrin Stonewrath sealed the cavern behind them, slaying goblin after orc until they ceased to come. Then starved to death in the empty cavern, thus permitting his companions to return to their home city. Orcs and goblins periodically overran the cavern of Hêgnar over the centuries, but the rubble of the fortress constructed by Perrin Stonewrath has been seemingly undisturbed since that first dwarven party fled. The urgrosh still lies there, in the great cavern that no dwarf has found for centuries.

Requirements

To wield *Criremar* as its battle scion, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Race: Dwarf.

Alignment: Lawful good, lawful neutral or neutral good.

Feats: Martial Weapon Proficiency (dwarven urgrosh), Improved Sunder, Power Attack, Weapon Focus (dwarven urgrosh), Weapon Specialization (dwarven urgrosh).

Attributes

Criremar has the following attributes.

Hardness/Hit Points: 28/80.

Value: To anyone other than its battle scion, *Criremar* appears to be worth as much as a +2/+2 adamantine dwarven urgrosh (11,650 gp).

Special Abilities

Criremar provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2-3: Abilities Granted by *Criremar*).

Initial Abilities: Anyone who wields *Criremar*, whether a battle scion or not, benefits from the weapon as a +2/+2 adamantine dwarven urgrosh.

Table 2-3: Abilities Granted by *Criremar*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +2/+2	6th
1st	<i>Blessed</i>	6th
	Foebane	8th
	Two-Weapon Fighting	
2nd	Improved Two-Weapon Fighting	—
3rd	Enhancement bonus +3/+3	9th
4th	Improved Critical	—
5th	Silversheen	5th
6th	Greater Two-Weapon Fighting	—
7th	Wounding	10th
8th	Thane's voice	12th
9th	Enhancement bonus +4/+4	12th
10th	Horde of the dwarfhold	—

Blessed (Sp): Beginning at the battle scion's 1st level, *Criremar* overcomes damage reduction as a good-aligned weapon and automatically confirms any critical threats against evil foes, as though permanently affected by a *bless weapon* spell.

Foebane: Starting with the first level in the battle scion class, the wielder of *Criremar* gains the bane special weapon property against orcs, half-orcs and goblinoids. *Criremar's* enhancement bonus increases by +2 for both heads against such foes, and deals an additional +2d6 points of damage against them. Thus, its total enhancement bonus is +4/+4 for a 1st-level battle scion wielder, +5/+5 for a 3rd-level battle scion, and +6/+6 for a 9th-level battle scion.

Two-Weapon Fighting: At 1st level, rather than gaining Weapon Specialization (a prerequisite for the class), the scion gains Two-Weapon Fighting as a bonus feat, even if he does not meet the normal prerequisites for the feat.

Improved Two-Weapon Fighting: At 2nd level, the battle scion of *Criremar* gains Improved Two-Weapon Fighting as a bonus feat, even if he does not meet the normal prerequisites for the feat.

Enhancement Bonus: *Criremar's* enhancement bonus increases to +3/+3 (+5/+5 against orcs, half-orcs and goblinoids) when the battle scion reaches 3rd level and to +4/+4 (+6/+6 against orcs, half-orcs and goblinoids) when he reaches 9th level.

Improved Critical: At 4th level, the scion gains Improved Critical (dwarven urgrosh) as a bonus feat.

Silversheen (Su): Beginning at 5th level, as a standard action, the wielder of *Criremar* may tap it against the ground, causing one or both of the heads to take on the properties of an alchemical silver weapon for 1 hour, just as if it had been coated in *silversheen*. When this ability is active, the scion takes a -1 penalty on damage rolls with *Criremar* (with the usual minimum of 1 point of damage), but bypasses the damage reduction of creatures such as lycanthropes. The wielder may dismiss this effect as a free action.

Greater Two-Weapon Fighting: At 6th level, the battle scion for *Criremar* gains Greater Two-Weapon Fighting as a bonus feat, even if he does not meet the normal prerequisites for the feat.

Wounding: Beginning with the 7th scion level, *Criremar* deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to this Constitution damage.

Thane's Voice (Su): The scion is treated as though wearing a *belt of dwarvenkind* at all times, gaining a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence

bonus on similar checks when dealing with gnomes and halflings. The scion does not suffer the normal penalties to wearers of a *belt of dwarvenkind* when interacting with members of other races.

Horde of the Dwarfhold: At 10th level, the scion has gathered enough renown to add his own name to the legend of *Criremar*. This reputation has spread among the scattered dwarven clans to the point that warriors seeking to elevate (or restore) the fallen dwarven throne flock to the wielder's banner.

This ability is treated exactly as the Leadership feat, except that all of the characters followers and cohorts must be dwarves. If the battle scion already has the Leadership feat, he still benefits from this ability, and suffers no penalty to his leadership score for having two cohorts, or two separate groups of followers. His new dwarven followers and lieutenant may, however, encourage the scion of *Criremar* to slowly replace any non-dwarven followers he already has with dwarves dedicated to the finding of Hêgnar.

Dawnbringer, the Blade of Light

Designed by Owen K.C. Stephens

Though forged for a god, this blade of heroes has found its way only into mortal hands. While it carries no curse, many of its owners have carried it to their doom, for it attracts the most noble and selfless of warriors.

Fallen Gods, Rising Suns

When the world was young, a terrible battle was waged between the eight gods and the evil forces one of their number, Vurkis—god of evil—had unleashed. In this battle Vurkis became fearful the gods would lose, and thus cowardly made as if struck low and near death. Rarely are gods taken in by such deception, but Vurkis is the master of all lies, and in the darkness of battle his fellow gods believed him near the end of his faith. His sister, the goddess of wisdom Syra, lay down her weapon, *Divine Star*, to gather him to her so he might be saved. Unarmed, she was quickly slain, and her power and wisdom returned to the father of the gods, Lod.

Lod realized what trickery Vurkis had accomplished, and that Syra's death was the result. Furious, he called forth fire, and laid about to destroy any darkness or shadow that might conceal further deception. Vurkis fled his father's wrath, as did all creatures of darkness. The fires of Lod's wrath died down, but were not entirely lost, for Apon, god of the sun, gathered the last red embers

The Story of *Divine Star*

For more information on *Divine Star*, the Holy Sword, see *Artifacts of the Ages: Swords and Staves* from The Game Mechanics and Green Ronin Publishing.



to himself. Then came a time of mourning, as Apon turned his fiery chariot the blood color of the last ember's of Lod's fury, in memory of his fallen sister. This is why sunsets fill the sky with crimson.

Check Required: Knowledge (religion) DC 20.

Unwilling to be without his daughter, Lod caused Syra to be reborn as Syrnia from the stuff of stars and the clay of the earth. But her weapon, *Divine Star*, was lost to the gods, and held in trust by a band of elves. Apon grew protective of his sister, despite the fact that his fiery chariot hid her home, the moon. He swore he would find a blade to replace *Divine Star*; a weapon that would protect her from any further lies in the darkness.

Carrying the embers of Lod's fatherly rage, Apon sought the greatest and most powerful smiths and sorcerers in existence, to ply upon them to turn the fire into a weapon worthy of a goddess. He had the blade hammered of fire-infused silver by Durgendal, a mighty dwarven smith. Unsatisfied with its magnificent workmanship, Apon took it to a brooding young sorcerer named Anscomb. Anscomb had an incurable clubfoot, and thus had turned to his studies of magic with great vigor. Apon offered the sorcerer gifts only a god could provide in return for enchanting the blade. Anscomb demanded great arcane secrets from the god, as well as a vial of blood from the battle in which Syra fell. Apon agreed, and the enchantment of *Dawnbringer* began.

Anscomb wove much power into the blade, though little of it was his own. The sorcerer had plans for his own arcane energies, and thus drew heavily on the power of Apon. Anscomb was not yet the legendary sorcerer he would become, but Apon had rightly seen his true potential. Anscomb wove more than fire magic into the blade; he imbued it with a sense of righteous indignation. Much of this anger over injustice came from the embers Apon gave him, which became runes and a jewel. But Anscomb had been mistreated his whole life as well, and working the divine magic brought forth his sense of needing to right wrongs. The final weapon pulsed with crimson and gold light and brought warmth to its wielder.

Check Required: Knowledge (arcana) DC 25
Apon was well pleased with *Dawnbringer*, and took it to Syrnia. However, the goddess of wisdom was not foolish enough to wait for another to arm her. Though Syra's *Divine Star* was long since gone, Syrnia had found herself another blade. To avoid offense to her brother,

she accepted *Dawnbringer*. Unwilling to let such a tool sit unused, Syrnia searched the mortal world for a hero in need of such a blade, and found Elis Lamplighter, a paladin engaged in a war against lycanthropes. Elis had no weapon able to easily harm the beasts and constantly found herself

fighting in the darkened hours of night, when her human eyes were at a disadvantage.

Syrnia appeared to Elis as a red-haired angel, and offered her *Dawnbringer* in return for a promise to spare any shapeshifters not of evil alignment, especially were-foxes who revered Syrnia. Elis agreed, and in time came to be seen as a great champion of misunderstood good-aligned shapeshifters, and an implacable foe of evil were-giants. Elis died in a battle with hill giant wereboars, and her blade was lost.

Check Required: Knowledge (history) DC 20

Dawnbringer reappeared in the Time of Heroes in the hands of the hero Simikle, who carried the blade as one of the Hundred Heroes who went to defeat the dragon Uladon. Though Simikle did not survive the battle with the mighty dragon, his blows against Uladon weakened the evil creature and were instrumental in the heroes' eventual victory. The few surviving heroes buried Simikle with *Dawnbringer*, in a tomb with crystal windows. For years the light of the sword could be seen illuminating the tomb. After nearly a century entombed, Syrnia came on a clear, moonlit night and removed the blade, so it might once again be placed in the hands of a needy hero.

Check Required: Knowledge (arcana) DC 25

Requirements

To qualify to wield *Dawnbringer* as a battle scion, a character must fulfill all of the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Skills: Knowledge (religion) 7 ranks

Feats: Exotic Weapon proficiency (bastard sword).

Special: *Smite Evil*—To become the *Dawnbringer* battle scion, the candidate must be able to smite evil, as the paladin class ability, at least once per day, and turn (not rebuke) undead.

Attributes

Dawnbringer is a golden-hued bastard sword of high-quality workmanship. Red leather wraps the hilt, with a thin gold chain wrapped around that. A single red gem is set in the pommel, flickering

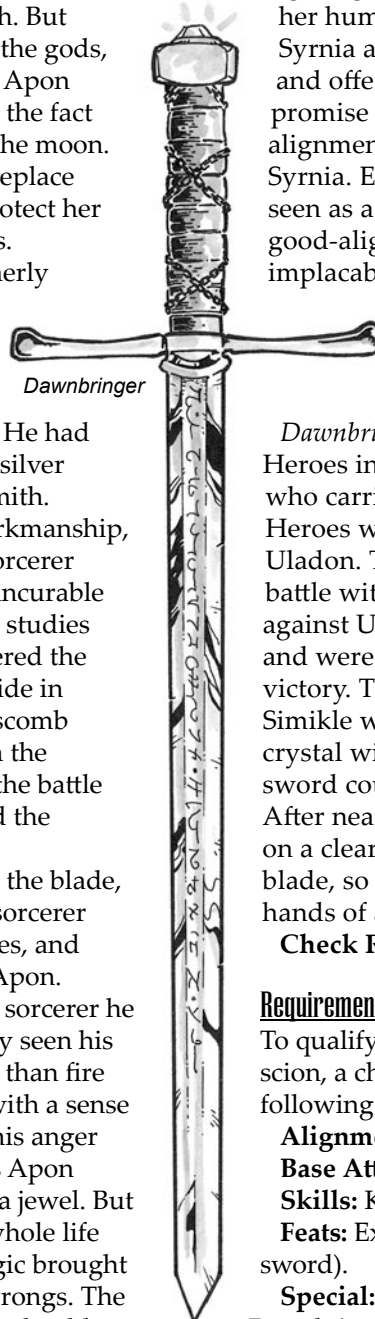


Table 2–4: Abilities Granted by *Dawnbringer*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Light	—
1st	Flaming	10th
	Healing light	—
	Spells	—
2nd	Spells	—
3rd	Spells	—
4th	Holy	7th
	Spells	—
5th	Spells	—
6th	Spells	—
7th	Enhancement bonus +2	6th
	Spells	—
8th	Spells	—
9th	Spells	—
10th	Bane	8th
	Spells	—

constantly with light as though it held a crimson flame within its heart. Holy runes run along its blade, and these also glow with a crimson light.

Hardness/Hit Points: 12/12.

Value: To someone other than a battle scion, *Dawnbringer* appears to be worth as much as a +1 silver bastard sword: 2,515 gp.

Special Abilities

Dawnbringer provides the following special abilities to its wielder, depending on the character’s level in the battle scion prestige class (see Table 2–4: Abilities Granted by *Dawnbringer*).

Initial Abilities: Anyone who wields *Dawnbringer*, whether a battle scion or not, benefits from the sword as a +1 bastard sword with its light ability (see below).

Light (Su): Whenever *Dawnbringer* is out of its scabbard, it radiates light as a torch. This is not an optional power—if *Dawnbringer* is drawn, it glows.

Spells: *Dawnbringer* grants its wielder the ability to cast divine spells from a special spell list (see Table 2–5: Spells Granted by *Dawnbringer*). To cast a spell, the battle scion must have a Wisdom score of at least 10 + the spell’s level (thus a scion with a 10 or lower Wisdom cannot cast any of *Dawnbringer*’s spells). The scion’s bonus spells are based on Wisdom, and the save DC of his spells is 10 + spell level + Wisdom bonus. If the table gives the scion 0 spells of a given level (such as 0 1st level spells), the scion can only cast spells if he receives bonus

Table 2–5: Spells Granted by *Dawnbringer*

Scion Level	Spells per Day			
	1	2	3	4
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	—	—	—
4th	1	0	—	—
5th	1	0	—	—
6th	1	1	—	—
7th	1	1	0	—
8th	1	1	1	—
9th	1	1	1	—
10th	1	1	1	1

spells from Wisdom for that level. The battle scion prepares and casts spells as a paladin.

If the battle scion also has paladin levels, his spells per day are determined by adding his paladin and battle scion class levels together and using the paladin spell chart. In this case the character adds the spells from Table 2–5: Spells Granted by *Dawnbringer* to his normal spell list, and may prepare any spells from either list normally.

Flaming: In the hands of its scion, *Dawnbringer* is a flaming weapon, able to burst into gold-and-crimson fire as a free action. This deals an additional 1d6 points of fire damage with every strike, though the fire never harms the scion or his equipment. If *Dawnbringer* leaves its scion’s hands, it immediately stops flaming. The scion may end the flames as a free action.

When flaming, *Dawnbringer* sheds light in a 60-foot radius.

Healing Light (Su): As a standard action, the *Dawnbringer* scion may generate a healing light that cures one creature touched. This functions as the paladin’s lay on hands ability, except the scion may heal a total of 4 hp/day per scion level.

Holy (Su): When the scion reaches 4th level, *Dawnbringer* becomes a holy weapon, dealing an additional 2d6 points of damage to creatures of evil alignment. As a holy weapon, *Dawnbringer* is considered to be good-aligned and thus bypasses the corresponding damage reduction. Unlike most holy weapons, *Dawnbringer* does not bestow a negative level on an evil creature attempting to wield it, as it has only its initial abilities in the hands of such a creature.

Enhancement Bonus: When the scion reaches 7th level, *Dawnbringer*’s enhancement bonus increases to +2.

Bane: When the scion reaches 10th level, *Dawnbringer* becomes a bane weapon against one



type of foe selected by the scion. This type must be one a bane weapon may normally be effective against (see *DMG v3.5* Chapter 7: Magic Items), and once selected it cannot be changed. Previous wielders of *Dawnbringer* have commonly selected dragons, giants, monstrous humanoids, evil outsiders, or undead.

Dawnbringer Scion Spell List

The *Dawnbringer* scion may prepare spells from the following list.

First level—*Continual flame, dancing lights, detect evil, faerie fire, light, produce flame, remove fear*

Second level—*Augury, burning hands, daylight, identify, locate object, zone of truth*

Third level—*Arcane sight, holy smite, invisibility purge, locate creature, searing light*

Fourth level—*Break enchantment, detect scrying, discern lies, fireball*

Gamaliel, Keeper of the White Sword

Designed by Mat Smith

The bright, curving falchion known as *Gamaliel* (guh-MAY-lee-EL) is the most recent of a long line of weapons that have served as host to the “gemstone” embodying the power that once infused the legendary *White Sword* carried by the paladin Üth P’nan.

The Battle of Leaden Skies

Among the legends from the Age of the Old Kings, amid the tales from the dreadful time known as the Plague of Darkness, there are stories of the invasion of the Sprawling Horde and the pivotal Battle of Leaden Skies.

It was a time when darkness covered the earth, an undead army led by a powerful vampire lord plagued the land, and a scourge of lycanthropes roamed the wilds—it was a time of terrible opportunity. Emboldened by the unending gloom covering the land, a marauding band of hobgoblins from the distant east seized the chance to raid several outlying villages. As the troop of invaders traveled deeper into the Old Kingdoms, its ranks swelled with a host of orcs, goblins, bugbears, and other night-stalking creatures that joined in the unchecked mayhem, forming a motley army that soon became known as the Sprawling Horde.

Check Required: Knowledge (history) DC 15.

As the Sprawling Horde ravaged across the eastern borderlands, it swiftly overwhelmed the defenders of each village, town, and stronghold it encountered. It soon became clear that only a unified militia could stand against the plague-like army. Hastily made plans were set in motion to gather the forces of several neighboring regions outside Stoneflame Keep, the fortified castle of Lord Qillan. However, the steadily advancing wave of goblinoids had gained momentum as it grew in numbers and was spotted swarming toward the Wyrmcrost Ridge—a half-day’s march from Stoneflame Keep—two full days before it was expected.

Check Required: Knowledge (history) DC 15.

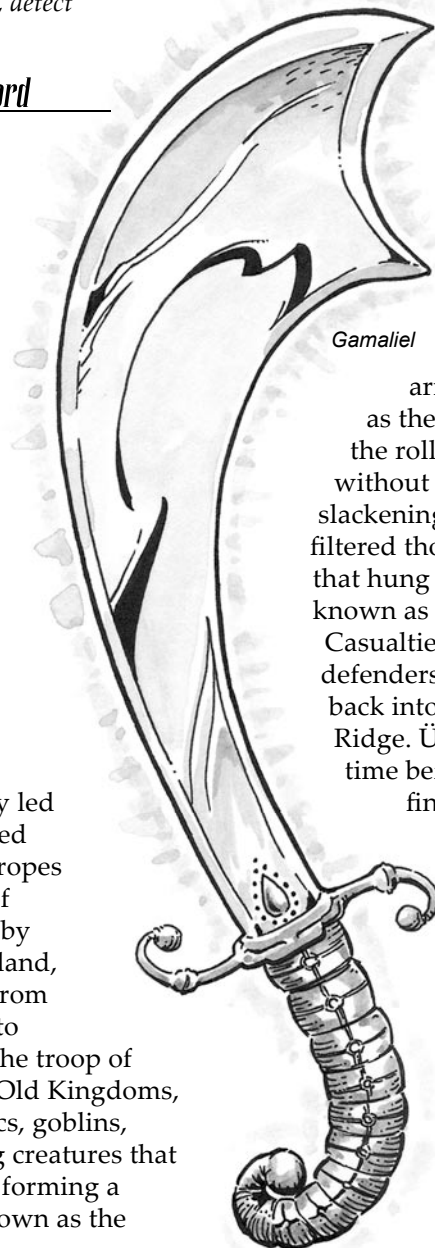
With few options available, Lord Qillan’s troops, led by the paladin Üth P’nan, marched out to meet the Sprawling Horde on the slopes of Wyrmcrost Ridge in hopes of holding off the encroaching tide of invaders long enough for reinforcements to arrive.

As the dusky day turned to fathomless night, the clash of arms and flash of magic filled air as the Sprawling Horde surged up the rolling hills. Fighting continued without respite throughout the night, slackening only as dawn’s weakened light filtered though nearly impenetrable clouds that hung over the conflict which became known as the Battle of Leaden Skies.

Casualties were great among the stalwart defenders as they were slowly driven back into the foothills of the Wyrmcrost Ridge. Üth knew it was only a matter of time before the Sprawling Horde would finally overwhelm his troops, but

he trusted that aid would soon arrive. Even as the slaving goblinoids were surrounding the fatigued warriors, the call of faint signal horns drifted across the open plains from the north and west.

Newfound hope among Üth’s beleaguered men quickly dwindled, however, when the malevolent Plague of Darkness suddenly descended fully upon the land. As shadows swept over the



Gamaliel

battlefield, the trumpeting calls of reinforcements were lost in chaos, and desperation leached into the hearts of the soldiers of Stoneflame Keep.

Knowing all would be lost if swift action was not taken, Üth P'nān brandished his mighty *White Sword* and charged back up the slopes of the Wyrcrest Ridge. Though gravely wounded by countless blades, arrows, and enchantments, the dauntless paladin reached the top of the highest peak and called upon Apon, the god of the sun, to empower his weapon. The *White Sword* flared with holy energy, driving back gloom and goblinoid alike. Though momentarily shaken by the bright light, the most powerful of the foul creatures recovered and fell upon the paladin. In a brutal instant, they struck him down and sundered his holy weapon, which sent a deafening shockwave rolling across the land stunning most of the Sprawling Horde. Even as the shards of the *White Sword* fell to the earth, its inner radiance remained aloft, now blazing with unearthly light that was visible for miles.

Check Required: Knowledge (history) DC 15.

Guided by the holy beacon, the cavalry of Lord Corralyn and heavy infantry of Lord Hasen charged forward to rally with Lord Qillan's remaining troops. The newly united militia slowly swept across Wyrcrest Ridge, crushing the disorganized goblinoid forces as the day wore on. The Sprawling Horde eventually splintered into dozens of smaller bands, which fled into the darkness.

Triumphant, the soldiers that had fought alongside Üth P'nān returned to recover his broken body and shattered weapon. While the brilliant divine energy that guided them to victory had faded, a faint silvery light remained—emanating from a milky-white crystal that lay near the paladin's outstretched sword arm. The teardrop-shaped gemstone was returned, along with the holy knight's remains, to Stoneflame Keep.

Check Required: Knowledge (history) DC 15.

The curious gemstone, later dubbed "*Apon's Tear*" was discovered to contain the essence of the holy *White Sword* of Üth P'nān. At the request of Lord Corralyn, a new magical weapon was forged—one that would house the blessed crystal and manifest the powers and abilities of the *White Sword*. That blade, named *Hope's Razor*, was the first of many different "host" weapons that have been created to serve as Keeper of the *White Sword* throughout the ages.

Check Required: Knowledge (history) DC 20.

Requirements

To qualify to wield *Gamaliel* as a battle scion, a character must fulfill all the following criteria.

Alignment: Good.

Base Attack Bonus: +6.

Feats: Combat

Expertise, Weapon Focus (host weapon—currently: falchion).

Attributes

Gamaliel is the current Keeper of the *White Sword*, though other host weapons, having been divested of *Apon's Tear* in order to craft a weapon more favorable for a new wielder, may already exist. New host weapons may be created using the guidelines set forth in the "Creating a Host Weapon" sidebar.

Gamaliel has the following attributes:

Hardness/Hit Points: *Gamaliel*: 10/10; *Apon's Tear*: 20/20.

Unlike most legendary weapons, host weapons are not subject to the Unbreakable rules (see *Artifacts of the Ages* Chapter One: The Basics), though they do apply to *Apon's Tear*. If reduced to zero hit points, *Apon's Tear* explodes in a brilliant burst of energy that deals 20d6 points of holy damage to everyone within a 50-foot radius.

Value: To anyone other than its battle scion, *Gamaliel* appears to be a +1 *defending falchion* (8,375 gp). Alone, *Apon's Tear* appears to be a quartz-like gem that casts light as a torch (10 gp).

Special Abilities

Gamaliel provides the following special abilities to its wielder, depending on the character's level in the battle scion prestige class (see Table 2–6: Abilities Granted by *Gamaliel*). These abilities are the same for any weapon currently hosting *Apon's Tear*, except for those initial abilities relating to the specific form of the host weapon. A host weapon divested of *Apon's Tear* still functions as a +1 *defending* weapon of its type.

Adventure Hook

A well-armed and armored knight is asking around about a teardrop-shaped gemstone, which is described as glowing with an inner light. He is offering a modest amount of gold for information about the magical crystal and a substantial reward for its return. If the adventurers inquire, the knight will show them a teardrop-shaped socket carved in the side of his own magical warhammer, which he explains will be the receptacle for the holy gemstone. The knight will further explain that, in all likelihood, the magical gemstone will already have been incorporated in some other weapon when it's discovered.

The adventurers will eventually come across *Gamaliel*, either in a treasure hoard or in the hands of an enemy (who, in all likelihood, is unable to access all of the *White Sword's* powers.). They will have to decide whether to keep it for themselves or to deliver it to the knight, whose motives for desiring the magical gem may be called into question.

Creating a Host Weapon

While *Gamaliel* is the current Keeper of the *White Sword*, a new host weapon may be forged to better suit a character's preferred choice of arms. The weapon must be a +1 *melee* weapon (of any type) with the *defending* special ability and have been specifically crafted to house *Apon's Tear*.

Creating a weapon worthy of becoming the Keeper of the *White Sword* is quite difficult, requiring the *Craft* Magical Arms and Armor feat and a successful *Craft* (weaponsmithing) skill check DC 35. If *Apon's Tear* is present while the weapon is being forged, the skill check is lowered to DC 30.

Removing *Apon's Tear* from a host weapon without destroying the weapon requires a day of work and a *Craft* (weaponsmithing) check (DC 20). Failure does not damage *Apon's Tear* or the host weapon, and the check may be retried.

Initial Abilities: When first acquired, *Gamaliel* functions as a +1 *defending falchion*. Anyone who wields it, whether a battle scion or not, also benefits from its ability to shed light.

Light (Su): *Gamaliel* continually sheds light equivalent to the glow from a torch (20-foot radius). This light cannot be concealed when *Gamaliel* is drawn, though it may be dimmed to a pale illumination (5-foot-radius) at will. *Gamaliel's* light cannot be entirely shut off in any way.

Protection from Evil (Sp): Beginning at 1st level, *Gamaliel's* battle scion is continually under the effect of a *protection from evil* spell cast by a sorcerer of the scion's character level.

Battle Cry (Su): The rallying calls of a 2nd-level or higher battle scion of *Gamaliel* ring out across the battlefield, bolstering the spirits of her allies. This ability functions as the bard's inspire courage ability (see the *PHB v3.5*). This bonus lasts a number of rounds equal to the scion's Charisma bonus (minimum of 1 round) and may be invoked once per day for every two levels of battle scion attained.

Enhancement Bonus: *Gamaliel's* enhancement bonus increases to +2 when the battle scion reaches 3rd level, to +3 when he reaches 6th level, and to +4 at 9th level.

Daylight (Sp): When held aloft for a full round by a 4th-level or higher battle scion, *Gamaliel* radiates an intense, silvery white light that duplicates the effects of the *daylight* spell cast by a sorcerer of the scion's character level. After *Gamaliel* is lowered, the *daylight* will persist for another five rounds before fading.

Magic Circle Against Evil: (Sp): At 5th level, *Gamaliel's* battle scion is continually under the effect of a *magic circle against evil* spell cast by a sorcerer of the scion's character level.

Whirlwind Attack (Ex): Beginning at 7th level, the battle scion of *Gamaliel* gains the use of the Whirlwind Attack feat (while wielding *Gamaliel*) if he does not already have it.

Holy (Su): When wielded by a battle scion of 8th-level or higher, *Gamaliel* deals an additional 2d6 points of damage to creatures of evil alignment. As a holy weapon, *Gamaliel* is considered to be good-aligned and thus bypasses the corresponding damage reduction. Unlike most holy weapons, *Gamaliel* does not bestow a negative level on an evil creature attempting to wield it, as it has only its initial abilities in the hands of such a creature.

Rally of Champions (Su): A battle scion of *Gamaliel* of 9th-level or higher gains the ability to call upon mystical reinforcements once every seven days. By taking a full round action to flourish *Gamaliel* overhead, the scion summons

Table 2–6: Abilities Granted by *Gamaliel*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Defending	8th
	Light	—
1st	Protection from evil	*
2nd	Battle cry	—
3rd	Enhancement bonus +2	6th
4th	Daylight	*
5th	Magic circle against evil	*
6th	Enhancement bonus +3	9th
7th	Whirlwind Attack	—
8th	Holy	7th
9th	Enhancement bonus +4	12th
	Rally of champions	—
10th	Brilliant energy	16th

*Current battle scion character level.

1d4+1 5th-level human paladins, which appear with the starting equipment for paladins (see the *PHB v3.5*). While the summoned paladins appear to be real people, they are actually constructs that will immediately disappear if they move further than 50 feet away from the scion. They'll act as commanded by the scion (fighting opponents, using abilities, etc.) until they are slain or until 1 hour has elapsed, whichever comes first.

Brilliant Energy (Su): When wielded by a battle scion of 10th-level, *Gamaliel's* blade is transformed into blindingly bright light, which allows the weapon to ignore nonliving matter, including armor bonuses to AC (including any enhancement bonuses to that armor). As a brilliant energy weapon, *Gamaliel* is unable to physically harm undead, constructs, and objects.

Gerechtigkeitaxt, the Justice Axe

Designed by Gary Astleford

The *Gerechtigkeitaxt* is an executioner's weapon what was once used to hunt down the enemies of the great Western Realms.

The High Executioners

Many scholars hold that that in times long past, the Western Realms employed an elite group known as the High Executioners to track down and punish criminals who had been condemned to die. The most powerful of these warriors, the Lord High Executioner, was rumored to utilize a headsman's axe with remarkable skill. His weapon, known as the *Gerechtigkeitaxt*, is a legendary tool that was passed from one Lord

Chapter Two: The Weapons

19

High Executioner to the next until it was lost to the shadows of time.

Check Required: Knowledge (history) DC 20.

The *Gerechtigkeittaxt* was created after the great Western Realms rose from the ashes of a vast civil war and formed a new alliance that would last nearly a thousand years. The victors, eager to set history to rights, condemned their old enemies to death in absentia. A corps of professional executioners was established to aid in locating, capturing, and putting to the axe these so-called "criminals of war."

Known as the High Executioners, these men and women were granted legal immunity in the pursuit of their quarry, and few could stand before their lawful right to punish the condemned. They traveled singly or in pairs, their features concealed by loose-fitting hoods sewn from black cloth. Most were masters of the sword and axe, utilizing such weapons to great effect in the course of their duties.

Check Required: Knowledge (history) DC 30.

The greatest of the High Executioners was Marcus Kreichar, a career soldier who had spent much of his adult life in service to his nation's armies. It was Marcus who first wielded the *Gerechtigkeittaxt*, though none are certain who the craftsman was. Rumors abound as to the artisan's identity, the most popular of which states that a celestial being created the axe in answer to Marcus' fervent prayers. The very sight of the axe was rumored to drive the guilty to openly confess their crimes in the hopes that their miserable lives would be spared.

In addition to being a powerful weapon, the *Gerechtigkeittaxt* also served as the Lord High Executioner's badge of office. Kreichar, his axe in hand, stalked the lands alone in search of his prey, bringing many great foes to their final judgement with a single heavy blow. Even with his face concealed behind his executioner's hood, Kreichar was easily recognized by the black-hafted, broad-bladed greataxe that he carried.

Check Required: Knowledge (history) DC 25.

After Kreichar's death, the *Gerechtigkeittaxt* was passed to his successor. This trend continued for many years, but was put to an end when a late Lord

High Executioner failed to name an heir. Several eligible High Executioners came forth to claim the title, but none was willing to abide the others. While these men and women squabbled amongst themselves, the axe was left imbedded in a headman's block carved from an ancient stump that had been stained with the blood of countless victims.

The king of the Western Realms saw that his own lawgivers, hungry for the power of the Lord High Executioner's office, were resorting to the very crimes that they had once prosecuted in his name.

Deeply troubled, he commanded that the High Executioners be disbanded unless they could reach some accord with one another and return to their rightful duties as servants of the crown. Few heeded his call, intent as they were upon claiming the *Gerechtigkeittaxt* and the station that it represented.

Those who defied their liege were branded traitors. They were hunted down and brought to justice, much as they themselves had once hunted down those who had sundered the laws of the Western Realms. The organization ceased to exist, and the *Gerechtigkeittaxt* itself was lost from the memory of men.

Check Required: Knowledge (history) DC 25.

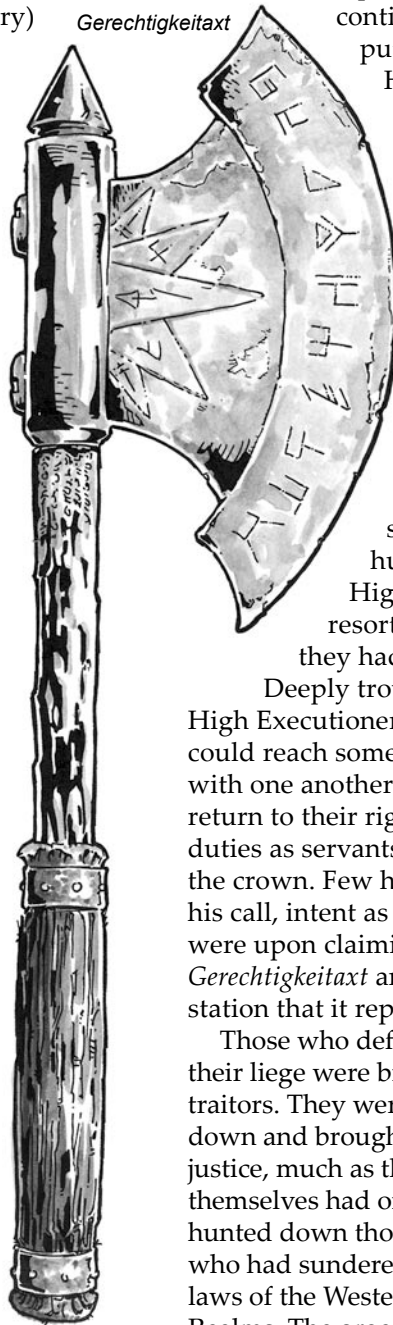
Requirements

To wield the *Gerechtigkeittaxt* as its battle scion, a character must fulfill the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +4.

Feat: Power Attack, Martial Weapon Proficiency (greataxe).



Equipment of the High Executioners

Though much of the equipment employed by the High Executioners was mundane in both form and function, they did possess some items that were wrought with powerful magic to aid them in their duties.

High Executioner's Hood: This loose hood is made from black cloth, completely concealing the features of anyone wearing it. Hoods like these were worn by the High Executioners, a group of elite warriors employed by the great Western Realms to hunt down and destroy condemned criminals. Anyone wearing a *High Executioner's hood* gains a +2 competence bonus to Intimidate skill checks, and a +4 resistance bonus to all Will saves.

Moderate abjuration; CL 12th; Craft Wondrous Item, *symbol of fear*; Price 6,500 gp; Weight 1 lb.

Special: *Authority*—Any character who wishes to become the *Gerechtigkeitaxt's* battleblade scion must first have the legal authority to mete out justice and enforce the law. This requirement can apply to anyone with some modicum of legal authority, from a high-born judge to a lowly village constable. It is up to the GM to decide if a character is properly qualified.

Attributes

The *Gerechtigkeitaxt* is an executioner's weapon comprised of a heavy, single-edged steel blade mounted to a long piece of lacquered black wood. Runes of law are etched deeply into either side of the broad axe blade, and the name of each Lord High Executioner is carved into the weapon's haft in chronological order. It has the following attributes.

Hardness/Hit Points: 9/14.

Value: To any character other than its battle scion, the *Gerechtigkeitaxt* appears to be worth as much as a +1 *axiomatic greataxe* that offers the benefits of the *Intuition* feat. (18,320 gp).

Special Abilities

The *Gerechtigkeitaxt* 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 the *Gerechtigkeitaxt*).

Initial Abilities: When first acquired, the *Gerechtigkeitaxt* is a +1 *axiomatic greataxe*. Anyone who wields it, whether a battleblade scion or not, also benefits from its *axiomatic* ability (see below).

Axiomatic: The *Gerechtigkeitaxt* is so strongly tied to the principles of law that it strikes true against chaotic foes. It deals an extra 2d6 points of damage against any creature or character of chaotic alignment, and is considered law-aligned when determining when bypassing the corresponding damage reduction. *Gerechtigkeitaxt* bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the axe is in 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 *Gerechtigkeitaxt* is wielded.

Intuition: In its constant hunt for criminals and other lawless quarry, the *Gerechtigkeitaxt* seems to grant its wielder the uncanny ability to discover hidden clues and evidence. The axe's wielder, whether a scion or not, gains the *Investigator* feat for as long as he keeps the axe in his possession. If the wielder already possesses the *Investigator* feat, this ability has no effect.

Table 2–7: Abilities Granted by *Gerechtigkeitaxt*

Scion Level	Ability Gained	Caster Level
—	<i>Axiomatic</i>	7th
	Enhancement bonus +1	3rd
	<i>Intuition</i>	—
1st	<i>Hold person</i>	3rd
2nd	<i>Castigate</i>	1st
3rd	Enhancement bonus +2	6th
4th	<i>Keen</i>	10th
5th	<i>Discern lies</i>	7th
6th	Enhancement bonus +3	9th
7th	<i>Execution</i>	—
8th	<i>Mark of justice</i>	9th
9th	Enhancement bonus +4	12th
10th	<i>Vorpal</i>	18th

Hold Person (Sp): At 1st level, the *Gerechtigkeitaxt's* battle scion can cast *hold person* twice per day.

Castigate (Su): Beginning at 2nd level, a battle scion of the *Gerechtigkeitaxt* gains a +2 insight bonus to hit enemies who have been condemned to die in a court of law. Any such enemies who are damaged by the *Gerechtigkeitaxt* are considered to be under the effect of a *doom* spell for the remainder of the encounter.

Enhancement Bonus: The *Gerechtigkeitaxt's* enhancement bonus increases to +2 when its battle scion reaches 3rd level, to +3 when he attains 6th level, and to +4 when he reaches 9th level.

Keen: When used in hand-to-hand combat by an experienced battle scion, the *Gerechtigkeitaxt* inflicts grievous wounds. When he reaches 4th level, the threat range of the *Gerechtigkeitaxt* doubles.

Discern Lies (Sp): At 5th level, the *Gerechtigkeitaxt's* scion cannot be easily fooled by those wishing to deceive him, and he gains the ability to *discern lies* at will.

Execution (Ex): Starting at 7th level, the battle scion of the *Gerechtigkeitaxt* can make a *coup de grace* attack against a helpless foe as an attack action without provoking an attack of opportunity.

Mark of Justice (Sp): The High Executioners were oftentimes the sole arbiters of a criminal's fate, especially in the wild places of the world where courts and judges hold little sway. At 8th level, the *Gerechtigkeitaxt's* battle scion can cast *mark of justice* once per day. The scion need only use a move action to touch the spell's target with the *Gerechtigkeitaxt* in order to activate this power.

Vorpal: As a headsman's axe, it is no great surprise that the *Gerechtigkeitaxt* can easily sever

the heads of its opponents. When its battle scion attains 10th level, the *Gerechtigkeitaxt* is able to sever an opponent's head on a natural roll of 20 (followed by a successful roll to confirm the critical).

Godthump

Designed by Jennifer Clarke Wilkes

Forged among the cold, unfeeling stars, and baptized in the blood of a celestial, Godthump is the most revered of goblin weapons: the greatclub with which the goblins smash through all obstacles.

The Goblins' Deliverance

Once, long ago in the Days of Long Gnawing, the enemies of the First People made war upon the goblins. Mighty spirits from the skies led armies of fierce soldiers with gleaming swords to cut the goblin warriors like the beard from a human-pig's face. This was in the time of the reign of Queen Gnagr the Pretty Fair, who bravely led her goblin troops into bold, but doomed, battle against the shining hordes.

Check Required: Knowledge (history) DC 15.

At a rocky pass called by the humans Highmouth and by the goblins Bonefield, the goblin armies made their last stand. They fought bravely (especially for goblins) and many of the metal-sheathed soldiers fell to our hooked blades and by the blessings of the great spirit Bom the Leg-Eater. But they were still outclassed and outnumbered, and Queen Gnagr rallied her troops for a final, suicidal stand against their foes, for she knew that running—attractive an option as it was—would not protect the villages behind them. Besides, she was a mean bitch who had knocked off the heads of many disobedient soldiers before.

Check Required: Knowledge (history) DC 20.

Now, at the head of the shining host, there strode a fierce being with silver hair, surrounded by the shriek of storms. It was the celestial being called a bralani, who rejoiced in slaying goblinkind and scattering their bones to the winds. It laid about with its holy sword, a whirlwind of death that tore through the midst of the goblins. It was an unstoppable, terrible force.

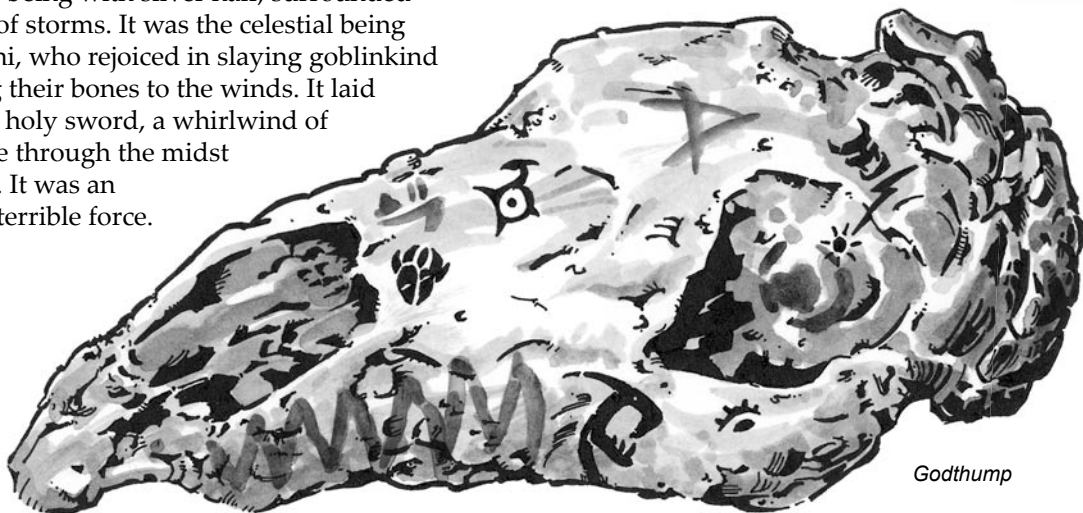
And then...

From the sky there screamed a blaze of blood-red light, and hurled from the heavens came a divine blow. It smashed the celestial in mid-swing, crushing it into a spray of gore that anointed the faces of the wondering—and suddenly encouraged—goblins. Shouting with fury and divine inspiration, they surged into the mass of human followers as they stood benumbed by the sudden erasure of their heavenly leader. Never since has goblin battle-fury been matched. The enemy was shattered and driven from the pass, leaving the corpses of hundreds behind, and Queen Gnagr called it a victory by the hands of the gods.

Check Required: Knowledge (history) DC 20.

In the crater left by the divine smite was a blackened lump of steaming iron. What god had sent this missile became the subject of often heated argument. Traditionalists swore it to be the work of Lord Greening, the patron of rancid meat and battle victory. The young and rebellious called it the fist of Bambigo, an upstart spirit of violence who had been attracting many worshipers of late. Queen Gnagr herself declared by royal decree that it was the blessing of the Ancient God himself, the Father of All Goblins, who had come to the aid of his people in their greatest peril. She proclaimed the anniversary of the Battle of Bonefield to be a holiday among the goblin peoples, to commemorate their rescue by divine intervention. And, quietly, she ordered the strange object to be brought to the inmost sanctum of the royal warren.

Generations of goblin shamans probed and worried at the object, trying to learn its secrets and hoping for a piece of that divine might—for their ruler and for themselves. They daubed it with sacred marks and muttered weird prayers over it; they drenched it in the blood of dozens of different creatures; and they



Godthump



addressed it as a god itself. Whether there was some divine spark in the thing to begin with, or whether the long years of magical and spiritual meddling imbued it somehow, what is certain is that the object became aware. Now called *Godthump*, it chooses its champions whenever the descendents of Gnagr are in terrible danger, bestowing mighty powers in defense of our people.

Check Required: Knowledge (arcana) DC 25.

Requirements

To qualify to wield *Godthump* as a battle scion, a character must fulfill all of the following criteria.

Race: Goblin.

Base Attack Bonus: +3.

Feats: Giant-Fighter (from *Cromagh's Guide to Goblinoids*—see sidebar), Weapon Focus (greatclub).

Skills: Tumble 5 ranks.

Attributes

Godthump is a pitted, blackened mass of iron about the size and shape of a brown bear's skull (an object used in goblin games such as Chaos Kegling). Its surface has partially melted and then hardened as a result of its blazing passage through the sky. Scratched and painted on its uneven surface are primitive-looking symbols of mystical power and dedication to various evil spirits that goblins

have worshiped at one time or another. The older ones are worn and faded, often with newer marks partially obscuring them. There are numerous holes suitable for a wielder to grip it, usually at the narrower end.

Hardness/Hit Points: 10/20.

Value: To someone other than a swift scion, *Godthump* appears to be worth as much as a +1 *cold iron greatclub*: 4,310 gp.

Intelligent: *Godthump* has Intelligence 10, Wisdom 13, and Charisma 15. Its ego is 24 and its alignment is chaotic evil. *Godthump* communicates through empathy.

Special Abilities

Godthump provides the following special abilities to its wielder, depending on the character's level

Table 2–8: Abilities Granted by *Godthump*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	4th
	Shriek	1st
1st	Ability bonus (Str +2, Dex +2)	8th
	Throwing	5th
2nd	Enhancement bonus +2	6th
	Evasion	—
3rd	Ability bonus (Str +4, Dex +4)	8th
	Returning	7th
4th	Damage reduction 5/cold iron	6th
	Improved giant-fighter	—
5th	Enhancement bonus +3	9th
	Thundering	5th
6th	Damage reduction 10/cold iron	7th
	Improved evasion	—
7th	—	—
8th	Enhancement bonus +4	12th
	Flaming burst	12th
9th	Ability bonus (Str +6, Dex +6)	8th
	Damage reduction 15/cold iron	8th
10th	Enhancement bonus +5	15th
	Fire immunity	—

in the swift scion prestige class (see Table 2–8: Abilities Granted by *Godthump*).

Initial Abilities: Anyone who wields *Godthump*, whether a swift scion or not, benefits from the weapon as a +1 *cold iron greatclub* and may use its shriek ability (see below).

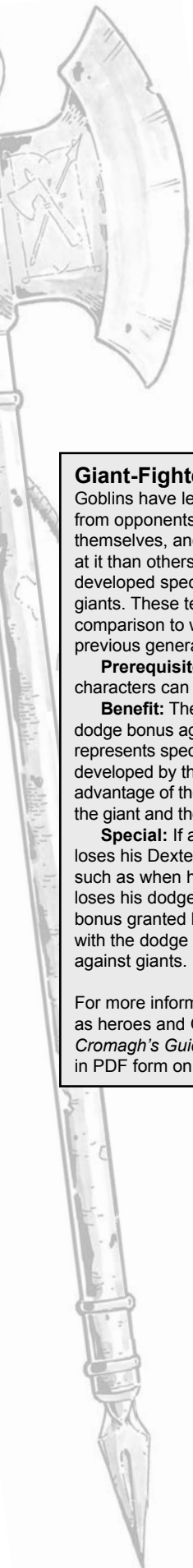
Shriek (Su): Whenever *Godthump* is swung or thrown in combat, it emits a bloodcurdling shriek that causes foes to quail. All enemies within 20 feet must succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

Ability Bonus (Ex): Beginning at 1st level, the scion gains a +2 enhancement bonus to Strength and Dexterity while wielding *Godthump*. Both enhancement bonuses increase to +4 when the scion reaches 3rd level and +6 at 9th level.

Throwing: Beginning at 1st level, in the hands of a scion, *Godthump* gains the throwing special ability and can be thrown with a range increment of 10 feet.

Enhancement Bonus: *Godthump* seems eager to leave its wielder's hand and smash into the head of the most powerful foe. At 2nd level, *Godthump's* enhancement bonus increases to +2 for the scion. This bonus increases to +3 at 5th level, +4 at 8th level, and +5 at 10th level.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex



Giant-Fighter (Feat)
Goblins have learned to run and hide from opponents considerably larger than themselves, and some goblins are better at it than others. These elite few have developed special techniques to combat giants. These techniques are remedial by comparison to what a dwarf learns from previous generations of dwarves, though.

Prerequisite: Only Small or smaller characters can select this feat.

Benefit: The character gains a +2 dodge bonus against giants. This bonus represents special tricks and techniques developed by the character to take advantage of the disparity in size between the giant and the character.

Special: If at any time a character loses his Dexterity bonus to Armor Class, such as when he's caught flat-footed, he loses his dodge bonus, too. The dodge bonus granted by this feat does not stack with the dodge bonus dwarves receive against giants.

For more information on goblinoids as heroes and GM characters, see *Cromagh's Guide to Goblinoids*, available in PDF form on RPGNow.com

saving throw for half damage (such as a *fireball*), the 2nd-level scion takes no damage with a successful saving throw. He can use evasion only if wearing light or no armor. A helpless scion does not gain the benefit of evasion.

Returning: Beginning at 3rd level, in the hands of a scion, *Godthump* gains the returning special ability. When thrown, *Godthump* flies through the air back to its scion. It returns just before the scion's next turn (and is therefore ready to use again in that turn).

Damage Reduction (Ex): Beginning at 4th level, the scion gains damage reduction 5/cold iron. This improves to 10/cold iron at 6th level and 15/cold iron at 9th level.

Improved Giant-Fighter (Ex): On reaching 4th level, the scion gains an additional +2 dodge bonus to Armor Class when fighting giants.

Thundering: Beginning at 5th level, in the hands of a scion, *Godthump* gains the thundering special ability. This ability creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. *Godthump* deals an extra 2d8 points of sonic damage on a successful critical hit. Subjects dealt a critical hit by *Godthump* must make a DC 14 Fortitude save or be deafened permanently.

Improved Evasion (Ex): Beginning at 8th level, if the scion is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw and half damage even on a failed save. He can use evasion only if wearing light or no armor. A helpless scion does not gain the benefit of improved evasion.

Flaming Burst: Beginning at 5th level, in the hands of a scion, *Godthump* gains the flaming burst special ability. A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit.

Upon command, a flaming weapon is sheathed in fire which does not harm the wielder. The effect remains until another command is given. This allows *Godthump* to deal an extra 1d6 points of fire damage on a successful hit.

In addition to the extra damage from the flaming ability, the flaming burst ability allows *Godthump* to deal an extra 1d10 points of fire damage on a

successful critical hit. Even if the flaming ability is not active, *Godthump* still deals its extra fire damage on a successful critical hit.

Fire Immunity (Ex): On reaching 10th level, the scion gains complete immunity to fire damage.

Gorgonheart

Designed by Sean K. Reynolds

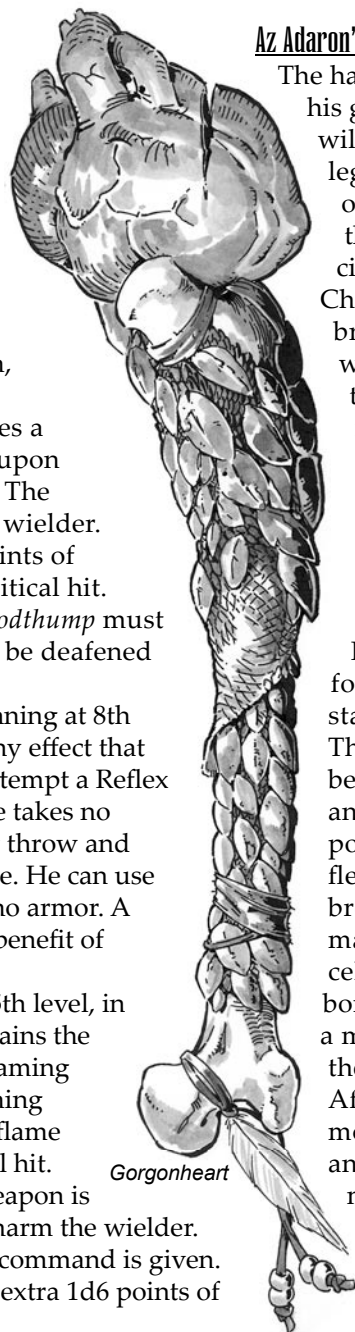
Crafted from the broken remains of a terrible monster, *Gorgonheart* is a mighty club granted by savage gods to a tribe of barbarian nomads.

Az Adaron's Legacy

The half-god hero Az Adaron was known for his great strength, stamina, and indomitable will. It was he who defeated many of the legendary monsters from the earliest age of the world, those which crawled from the primordial chaos to plague mortal civilizations. One of these creatures was Chazmax, the dragon-gorgon, whose breath turned its foes to stone and whose poisonous tail dripped venom that rendered fields barren and caused rivers to run dry. Chazmax was a foe of mankind for years, and its predation is the reason for several patches of deadly desert that resist even the greatest druidic magic to this today. Az Adaron swore to defeat Chazmax and bring back its skull as a trophy.

He tracked his foe for four months, following the dead land and human statues until he found its temporary lair. The hero crept into the cave, wrestled the beast when it awakened as he approached, and, though he was greatly weakened by poison and slowed by his own calcifying flesh, Az Adaron was eventually able to break Chazmax's neck. Using the raw magic of the earth and the ties to his celestial mother, he used the flesh and bone of the monster to create *Gorgonheart*, a magical mace that would compensate for the lingering effects of his enemy's attacks. After a century, Az Adaron gave up his mortal flesh and retired to the heavens, and his weapon was hidden away for a mortal hero to find. When the barbarian nomads were united under one king, it was said that he carried a stone-headed mace taken from a secret cave in the mountains. When he was killed and the tribes scattered, the mace disappeared.

Check Required: Knowledge (history) DC 25



Gorgonheart



Adventure Hook

Rognir the Mad, a barbarian chieftain, is known for the stone-like bull's skull he wears as a helm. Word has reached villagers living near the barbarian lands that Rognir has been raving about visions of a stone mace hidden in a mountain cave, and has mustered the warriors of his tribe to accompany him in a search for this mysterious weapon. Have the barbarian gods granted him a true vision? Is his strange helm calling him to find another artifact made from some ancient dead monster? Rognir is known for his hatred of the "city-builders" ... if he finds this weapon, will he use it to unite the tribes like they once were and make war on the civilized lands?

Duragas Iron-Fist was the champion of the god of battle over a century ago. When his nomadic people were threatened by a cabal of medusa-sorcerers intent on enslaving them for food, Duragas prayed to his god and made many sacrifices in the hopes of getting an answer to his prayers. Lod was pleased by the young barbarian's offerings and presented him with a vision of a secret cave in the holy mountain where he would

find a weapon that would help him keep his people free: *Gorgonheart*. Duragas used this weapon, a great stone-headed mace wrapped in dragon-hide, to defeat the sorcerers one by one, and after the last of the snake-witches fled his people's lands, he became king of the nomads, ruling for thirty years.

Check Required: Knowledge (history) DC 20

Durgas was stabbed in his sleep by his daughter's husband, Trazduul, who himself wanted to be king. Trazduul himself was betrayed a year later, and the nomads broke into several smaller tribes in the fallout of these attacks.

Trazduul reigned for only a year before rivals in the tribe killed him, and in the confusion his mace was stolen by his heir, who fled with a small group of kinfolk. The mace was later stolen by Durgas's heir, who led some of the nomads away from the assassin-king's tribal wars and into isolation.

Check Required: Knowledge (history) DC 20

Requirements

To qualify to wield *Gorgonheart* as a battle scion, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Feats: Iron Will.

Base Fortitude Save: +4.

Special: *Steely-Eyed*—The bearer must have resisted a petrification attack at some point in the past. *Gorgonheart* must be dipped in the blood of a creature with a racial petrification attack (gorgon, medusa, and so on) by the character wishing to unlock its powers.

Attributes

Gorgonheart is a heavy mace made out of a carved thighbone from a gorgon, wrapped in gorgon hide, and capped with the petrified heart of a gorgon. The head of the weapon is very worn, with many nicks, scratches, and gouges.

Hardness/Hit Points: 16/50.

Table 2–9: Abilities Granted by *Gorgonheart*

Scion Level	Ability Gained	Caster Level
—	Petrification resistance	—
1st	Petrification immunity	—
	Improved Initiative	—
2nd	Enhancement bonus (+2)	8th
	Ability bonus (Str +2)	8th
3rd	Animate skin (rope)	3rd
	Ability bonus (Con +2)	8th
4th	Animate skin (bridge)	8th
	Enhancement bonus (+3)	9th
5th	Alertness	—
	Ability bonus (Str +4)	8th
6th	Animate skin (armor)	15th
	Ability bonus (Con +4)	8th
7th	Petrifying blow (1/day)	—
	Enhancement bonus (+4)	12th
8th	Animate skin (carpet)	10th
	Ability bonus (Str +6)	8th
9th	Petrifying blow (3/day)	—
	Ability bonus (Con +6)	8th
10th	Enhancement bonus (+5)	15th
	Improved Critical	—

Value: To anyone other than a battle scion, *Gorgonheart* appears to be nothing more than a +1 heavy mace (2,312 gp).

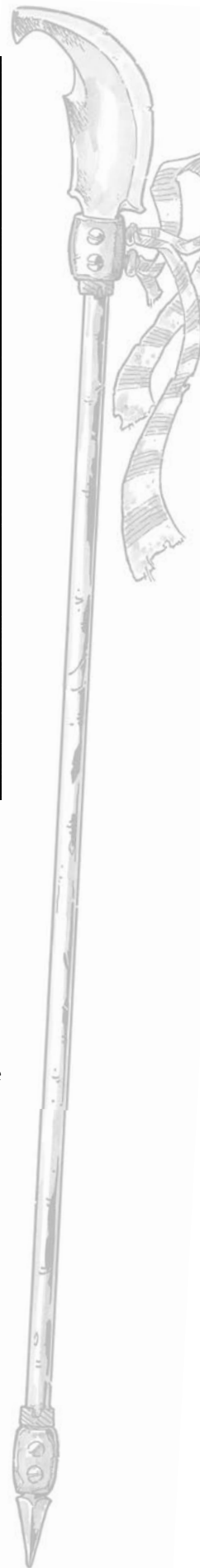
Special Abilities

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

Initial Abilities: When first acquired, *Gorgonheart* functions as a +1 heavy mace, and grants its bearer its resist petrification ability described below.

Resist Petrification (Su): The bearer of *Gorgonheart* gains a +4 resistance bonus to saving throws against petrification attacks (such as medusa gaze attacks, gorgon breath weapons, *flesh to stone* spells, and so on). *Gorgonheart* itself never turns to stone, even if its bearer does.

Petrification Immunity (Su): Starting at 1st level in the battle scion class, a bearer carrying in hand or wielding *Gorgonheart* in combat is immune to all petrification attacks. If the weapon is not wielded or held in hand (such as when carrying it in a backpack or on a belt), the bearer is not immune to petrification, but still retains effects of the resist petrification ability. If turned to stone while carrying *Gorgonheart*, he automatically reverts to



living flesh after one minute as long as the weapon remains on his person for that time.

Improved Initiative: The scion gains the Improved Initiative feat at 1st level.

Enhancement Bonus: *Gorgonheart* gains power from the devotion of its bearer. Its enhancement bonus increases to +2 for a 2nd-level scion, then to +3 at 4th, +4 at 7th, and +5 at 10th.

Ability Bonus (Ex): Beginning at second level, the scion gains a +2 enhancement bonus to Strength while wielding *Gorgonheart*. This enhancement bonus increases to +4 at 5th level and +6 at 8th level. Starting at 3rd level, the scion gains a +2 enhancement bonus to Constitution, increasing to +4 at 6th level and +6 at 9th level.

Animate Skin: Upon reaching 3rd level in the scion class, the bearer begins to awaken the special powers of the gorgon skin wrapped around the weapon's hilt. As a standard action the bearer can cause the skin to uncoil from the hilt (though it remains attached at one end). Fully unfurled, the skin is one foot wide, just over ten feet long, and no thicker than a piece of thick leather clothing. Once the skin is uncoiled, the bearer can use a free action activate any one of the available animate skin abilities; switching between any of these abilities is also a free action. Returning the skin to its rolled-up form is a

standard action (if the bearer is holding the non-rod end when he gives the roll-up command, the *Gorgonheart* ends up in his hand when it is finished rolling). Only one animate skin ability may be used at one time. The four forms of the animate skin are armor, bridge, carpet, and rope.

Armor: The gorgon hide wraps itself around the bearer, providing either a +5 natural armor bonus or a +5 armor bonus (if used as armor, treat as light armor with no armor check penalty or arcane spell failure chance). This ability is available at scion level 6.

Bridge: The bearer causes the skin to extend in a straight line and hold that shape like a plank. In this form the skin is 1 foot wide, 10 feet long, and no thicker than a piece of thick leather clothing. Normally this form is used to cross pits, cover arrow slits, or similar tasks. This ability is available at scion level 4.

Carpet: The bearer can use the extended flexible skin as if it were a 5 foot by 5 foot *carpet of flying*. This ability is available at scion level 8.

Rope: The skin contorts and stretches into a 1 inch thick piece of leatherlike cord up to 100 feet long which functions like a *rope of climbing*. This ability is available at scion level 3.

Alertness: The scion gains the Alertness feat at 5th level.

Petrifying Blow: Once per day, the bearer may activate a *flesh to stone* spell upon his target, as if *Gorgonheart* were a spell storing weapon with that spell stored within it. At 9th level he may use this ability three times per day.

Improved Critical: The scion gains the Improved Critical (heavy mace) feat.

Grimmknüppel

Designed by Rich Redman

Grimmknüppel initially appears to be a sturdy two-handed cudgel, and gradually reveals its true, fierce nature only to those worthy of the favor of Sem, god of strength and storms.

Between Lightning and Thunder

A thousand years before the birth of the High Kingdom, a tyrannical lich-king named Vyskandr the Heartless conquered and enslaved the people of the Old Kingdoms. Before the Battle of Aelthelas, when the elves of the Hidden Glade defeated Vyskandr's armies, and long before a nameless hero slew Vyskandr with the legendary sword *Lann Lorgaich*, the lich-king's undead armies roamed freely, attacking any who dared oppose their master.

Check Required: Knowledge (history) DC 10.

Across the northern borders of the Old Kingdoms were frozen lands inhabited only by barbarians. These tribes revered and feared Sem, for they respected his strength and desired to emulate it, but feared the terrible storms he brought upon the world. The barbarians were known for their exuberance and their fierce joy in life. Nothing could have been more offensive to them than the undeath of Vyskandr and his armies. Every chance they could, the barbarians raided southward, attacking strongholds of the lich-king and slaughtering his servants. Tragically, every barbarian that fell in battle – and many of the undead as well – were raised again by Vyskandr's magic to battle the barbarian raiders.

Check Required: Knowledge (history) DC 15.

Finally, there came a time when Vyskandr's foul promises twisted the heart of a clan chieftain. In

the midst of a raid, that clan betrayed the others. The forces of the barbarian hordes were decimated. A combined force of the lich-king's army and the traitorous clan pursued the survivors into the teeth of a mountain gale. In an isolated mountain grove, a barbarian warrior prayed beneath the storm-tossed branches. His will was strong, but the battle and the chase had taken a terrible physical toll. His shield was battered and bent, and his sword was broken. He grimly asked Sem for the strength and endurance to face his foes and, if fate were kind, to kill the traitorous clan chief, with his bare hands if need be.

Lightning struck a tree nearby, and the dazzled barbarian saw a smoking tree limb crash to the ground. When he walked over, he found not just a limb he could wield as an improvised weapon, but a true ironbound greatclub. With a fierce cry, he took up the weapon and stalked out of the grove.

The oral histories of the barbarian clans do not say what happened to the traitorous clan chief or his clan, but even long after Vyskandr's defeat there are lands the other clans will not enter, names they will not use, and totems they consider unlucky or cursed. None claim descent from the vanished clan.

Check Required: Knowledge (history) DC 20.

Tales circulate among the clans still of a mighty ironbound yet lightweight greatclub they call *Grimmknüppel*. They believe this is the same weapon granted to the all-but-forgotten hero by Sem to wield against the traitors and the forces of Vyskandr. When barbarians turn from their ancient ways, a hero wielding *Grimmknüppel* appears to show them the value of their traditional ways. When barbarians betray other clans to the forces of civilization, *Grimmknüppel* wreaks a bloody vengeance on the traitors.

Check Required: Knowledge (history) DC 15.

Requirements

To wield *Grimmknüppel* as its battle scion, a character must fulfill the following criteria.

Alignment: Neutral, neutral good, chaotic good, or chaotic neutral.

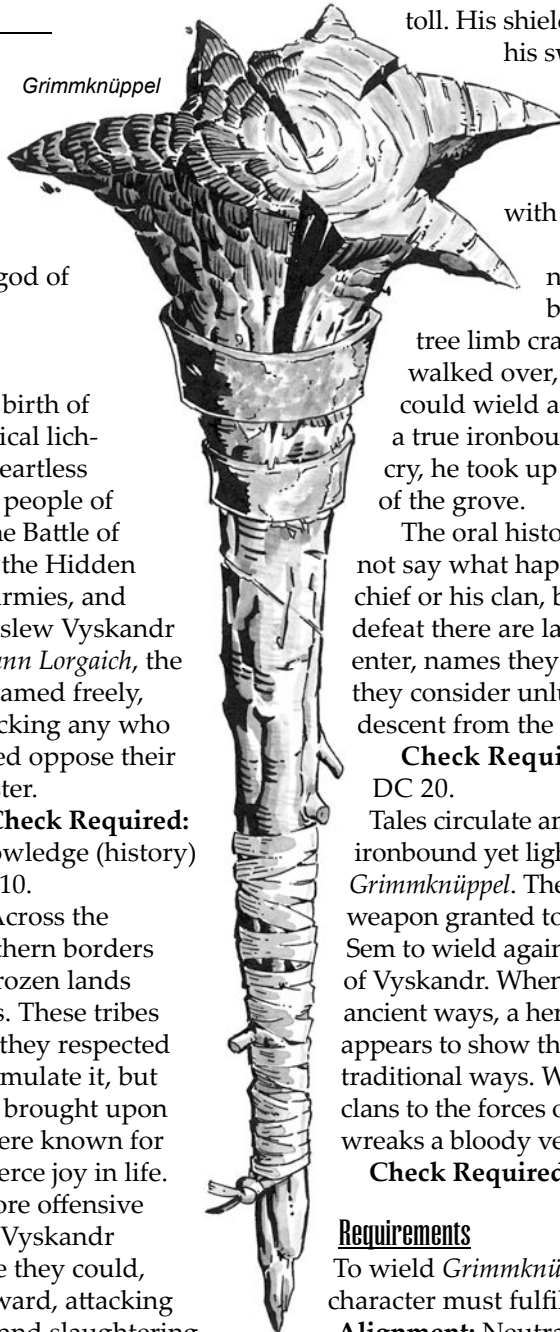
Skills: Intimidate 7 ranks, Survival 7 ranks.

Feats: Power Attack, Endurance, Diehard.

Special: *Furious*—Ability to rage or frenzy.

Special: *Mummy Slayer*—Character must have defeated a mummy (CR 5) or more powerful undead in single combat.

Grimmknüppel



The Story of Lann Lorgaich

For more information on *Lann Lorgaich*, the Questing Blade, see *Artifacts of the Ages: Swords and Staves* from The Game Mechanics and Green Ronin Publishing.

Table 2–10: Abilities Granted by *Grimmknüppel*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	Feat of strength	—
1st	Enhancement bonus +2	6th
2nd	+1 damage reduction	—
	Sem's temper	—
3rd	Thundering	5th
4th	Enhancement bonus +3	9th
5th	+2 damage reduction	—
	Sem's fury	—
6th	Sem's glare	—
	Shock	8th
7th	Enhancement bonus +4	12th
8th	Tempest force	—
	+3 damage reduction	—
9th	Anarchic	7th
10th	Enhancement bonus +5	15th
	+4 damage reduction	—

Restrictions

Should a battle scion of *Grimmknüppel* ever spare the “life” of an undead creature, he loses all special abilities granted by the battle scion prestige class. The greatclub then grants him only those abilities it would grant to any wielder. To regain the lost abilities, the character must defeat a vampire or lich in single combat. A successful Knowledge (arcana) check (DC 25) reveals this requirement.

As an additional restriction, if a battle scion of *Grimmknüppel* ever becomes lawful or evil, he loses all special abilities granted by the battle scion prestige class. The greatclub then grants him only those abilities it would grant to any wielder. To regain the lost abilities, the character must change alignment back to one of those listed in Requirements, above.

Maintenance

A battle scion of *Grimmknüppel* cannot spend more than two nights in a row in a town or city. If he is forced to do so, he suffers a negative level that cannot be removed except by spending a night in a natural setting during a storm. A successful Knowledge (arcana) check (DC 20) reveals this requirement.

Attributes

When found, *Grimmknüppel* has the following attributes.

Hardness/Hit Points: 10/25.

Value: To anyone other than its battle scion, *Grimmknüppel* appears to be worth as much as a +1 *darkwood greatclub* (2,385 gp).

Special Abilities

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

Initial Abilities:

When first acquired, *Grimmknüppel* functions as a +1 *darkwood greatclub*. Anyone who wields it, whether a battle scion or not, benefits from the lightweight nature of darkwood (*Grimmknüppel* only weighs 4 lbs.). All wielders also benefit from the feat of strength ability described below.

Feat of Strength (Su):

Once per day, as a free action, the wielder gains an enhancement bonus to Strength equal to 1 plus his levels as a scion of *Grimmknüppel*. This bonus lasts one round, and does stack with bonuses to Strength gained through rage or frenzy.

Sem's Temper (Su): *Grimmknüppel's* scion may activate his rage or frenzy ability as a free action on another character's turn, when surprised, or in response to another's action. He must be aware of the attack or action, but may be flat-footed.

Damage Reduction (Ex): At 2nd, 5th, 8th, and 10th level, the battle scion's damage reduction increases by the amount shown.

Thundering: At 3rd level, *Grimmknüppel* gains the thundering quality when its battle scion rages, creating a cacophonous roar like thunder upon striking a successful critical hit, dealing an extra 1d8 points of sonic damage. The sonic energy does not harm the wielder. Subjects dealt a critical hit by *Grimmknüppel* must make a DC 14 Fortitude save or be deafened permanently. The effect remains until the scion's rage ends.

Sem's Fury (Su): *Grimmknüppel's* scion may rage or frenzy an additional 5 rounds each time he uses that class ability.

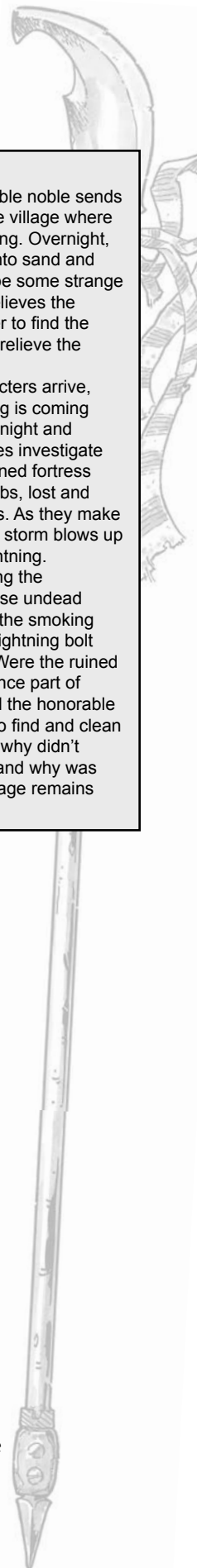
Shock: At 6th level, *Grimmknüppel* gains the shock quality when its battle scion rages. Upon command from its raging scion, the greatclub

Adventure Hook

In midsummer, an honorable noble sends the characters to a remote village where inhabitants have been dying. Overnight, the victims shrivel away into sand and dust. Locals believe it to be some strange disease, and the noble believes the characters have the power to find the cause of the disease and relieve the terrified villagers.

Shortly after the characters arrive, they realize that something is coming through open windows at night and causing the deaths. Heroes investigate further, and discover a ruined fortress atop labyrinthine catacombs, lost and forgotten in the wilderness. As they make their discovery, a summer storm blows up and a tree is struck by lightning.

Clearly Sem is watching the characters, but is it because undead lurk in the catacombs? Is the smoking tree limb dropped by the lightning bolt actually *Grimmknüppel*? Were the ruined fortress and catacombs once part of Vyskandr's defenses? Did the honorable noble expect the heroes to find and clean out the catacombs? If so, why didn't he say anything about it, and why was he so anxious that the village remains inhabited?



Adventure Hook

An aging but lithe individual wearing the distinct crimson sash of a Red Talon Blademaster has caused quite a stir since entering town a few days ago. Several challengers have fallen in breathtakingly short duels with the mysterious rapier-wielding swordsman. Is the veteran duelist a student of Ralek Fimyst or perhaps, somehow, even the man himself? Is the keen-edged blade carried by the Blademaster actually *Shademaker*, as several townsfolk have speculated? Is it possible to impress the Blademaster and become a student of the Red Talon without being run through?

is sheathed in crackling electricity, allowing it to deal an extra 1d6 points of electricity damage on a successful hit. The electricity does not harm the wielder, and the effect remains until another command is given or until the scion's rage ends.

Sem's Glare (Su):

When *Grimmknüppel's* battle scion rages, he can designate a single

foe within 30 feet and make an Intimidate check to demoralize that opponent as a free action (see *PHB v5.3* Chapter 4: Skills for the Intimidate skill and demoralizing opponents). The opponent remains shaken as long the battle scion continues to rage. He may use this ability as many times per day as he can rage, and he can affect a number of opponents in any single encounter equal to half his battle scion level, rounded down.

Tempest Force (Su): When *Grimmknüppel's* battle scion rages, he gains a +8 bonus on any Strength checks he makes to sunder items or to break inanimate, immobile objects like doors.

Anarchic: At 9th level, *Grimmknüppel* gains the anarchic quality when its battle scion rages. This makes *Grimmknüppel* chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against opponents of lawful alignment. The effect remains until the scion's rage ends.

Unlike most anarchic weapons, *Grimmknüppel* does not bestow a negative level on a lawful creature attempting to wield it, as it has only its initial abilities in the hands of such a creature.

Shademaker, the Scabbardless Blade

Designed by Mat Smith

The deadly rapier *Shademaker* became known as the Scabbardless Blade as it passed from master to apprentice and from champion to challenger innumerable times during the course of its restless and checkered past.

The Scabbardless Blade

The earliest references to the magic rapier named *Shademaker* place it in the artful hand of Cyrrus Grishant, the first mate aboard the *Drowning Harpy*, one of the more notorious pirate vessels that frequently docked at the safe port which eventually became the city of Liberty. The daring buccaneer was best known for his talent as a viciously efficient one-man boarding party. Using magically enhanced boots to leap aboard a targeted ship, Cyrrus would engage its defenders until the *Drowning Harpy* could close the distance and his other crewmates could join the battle. *Shademaker* was believed to be lost when the *Drowning Harpy* was blown to flinders by spellcasters of the invading Jade Armada during the Battle of a Thousand Sails.

Check Required: Knowledge (history) DC 15.

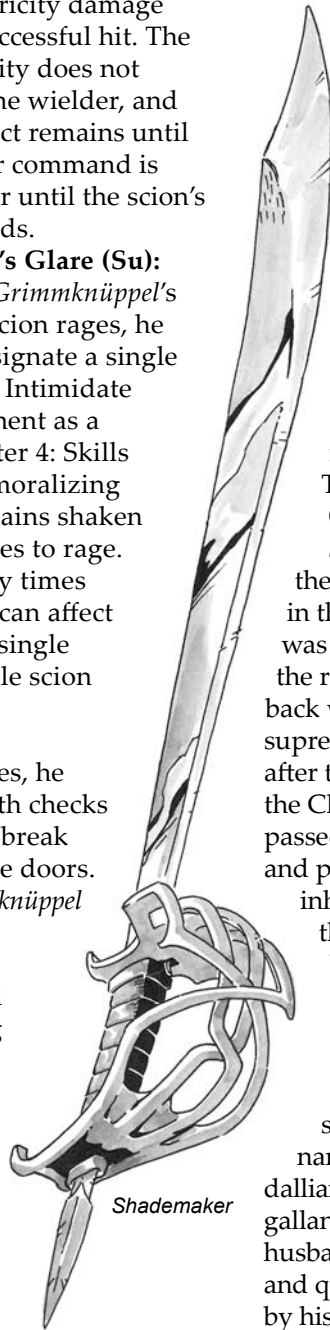
Shademaker resurfaced many years later at the side of Ülin Kilar, a captain of the guard in the city of Liberty's Lion Legions. Ülin was instrumental in several victories against the rogues and assassins of the Old Quarter back when the gods, Lod and Mol, fought for supremacy over the city of Liberty. A few years after the great battle sometimes referred to as the Cleansing of the Quarters, Ülin retired and passed *Shademaker* on to his second in command and protégé, Sivid Nul. A string of subsequent inheritors of the mighty weapon followed, though none earned the fame accredited to Ülin or Sivid.

Check Required: Knowledge (history) DC 20.

Perhaps the most well known wielder of *Shademaker*, due in no small part to his own storytelling efforts, was a wandering bard named Pargin the Feathered. The clandestine dalliances and oft-boasted deeds of the roguish gallant drew innumerable challenges from angry husbands and ambitious bravos alike. His sharp wit and quick wrist, coupled with the abilities granted by his legendary weapon, enabled Pargin to make fast work of most every challenger. As Pargin's prowess became more highly acclaimed, *Shademaker* also became known as the Duelist's Edge.

Check Required: Knowledge (history) DC 10.

Armed with *Shademaker*, the deadly mercenary Aeren Breenahl had made a name and fortune for herself long before taking on her first apprentice, and thus founding what became known as the Red Talon Academy. Not actually a fencing school, the Red Talon Academy was a collection of talented warriors that studied under Aeren, eagerly learning her techniques and style in



Chapter Two: The Weapons

29

hopes of one day succeeding her as *Shademaker's* next wielder. After nearly a decade of mentoring fewer than a dozen individuals, Aeran was slain in a duel with one of her original students, Ralek Fimyst. Ralek claimed his mistress' legendary blade and quickly disappeared. Despite the loss of *Shademaker* and its erstwhile master, a few of the Red Talon Blademasters continued to train worthy students, which in turn took on the crimson sash of the Red Talon and students of their own.

Check Required: Knowledge (history) DC 15.

Requirements

To qualify to wield *Shademaker* as a swift scion, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skills: Bluff 7 ranks, Tumble 7 ranks.

Feats: Dodge; Weapon Focus (rapier).

Special: *Sneak Attack*—The wielder must have the sneak attack ability.

Maintenance

If *Shademaker's* wielder does not spend a minimum of hour a day practicing and drilling with the legendary blade (actual combat does not count), it functions as though its wielder were one level lower as a swift scion than he actually is (minimum level 0, which is equivalent to a wielder without the prestige class). For example, if *Shademaker's* wielder is a 4th-level fighter/4th-level rogue/4th-level swift scion, and he failed to spend an hour working on his technique with the blade as required one day, he would only be able to use the Bluff skill to feint in combat as a standard action. A successful Knowledge (arcana) check (DC 20) reveals this requirement.

As an additional restriction, if a swift scion of *Shademaker* wears medium or heavier armor, he loses all special abilities granted by the battle scion prestige class. The rapier then grants him only those abilities it would grant to any wielder. The lost abilities return when the character is wearing light or no armor.

Attributes

Shademaker has the following attributes:

Hardness/Hit Points: 14/8.

Value: To anyone other than its swift scion, *Shademaker* appears to be a +2 *keen rapier* with a spring-loaded non-removable +1 *dagger* hidden in its hilt (20,622 gp).

Special Abilities

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

Table 2–11: Abilities Granted by *Shademaker*

Scion Level	Ability Gained	Caster Level
—	Canny defense	3rd
	Enhancement bonus +2 (+1)	6th
	Hidden blade	—
	Keen	—
	Persuasive	—
1st	Quick Draw	6th
	Steadfast grip	—
2nd	Two-Weapon Fighting	—
	Vigilant parry	—
3rd	Lithe defense +1	5th
	Lunge	—
4th	Increased threat (15–20)	9th
	Uncanny feint (move action)	—
5th	Parry-riposte	—
	The master's feet	—
6th	Brusque flèche	—
	Lithe defense +2	8th
7th	Heart seeker	12th
	Increased threat (14–20)	—
8th	Uncanny feint (free action)	—
9th	Lithe defense +3	7th
	Remise	—
10th	Increased threat (13–20)	15th
	Lethal riposte	—

Initial Abilities: When first acquired, *Shademaker* functions as a +2 *keen rapier*. Anyone who wields it, whether a swift scion or not, also benefits from its hidden blade, and *Shademaker's* ability to make its wielder more persuasive and able to present a canny defense.

Canny Defense: When wielding *Shademaker*, a character may add his Intelligence bonus (if any) to his Dexterity bonus to modify Armor Class. If the character is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus. If the wielder already has Canny Defense, he gains no additional benefit from this special ability.

Hidden Blade: Moving a small catch hidden within *Shademaker's* basket guard (as a free action) causes a slim-bladed +1 *dagger* to spring forth from the sword's pommel. Retracting the blade in a similar manner is also a free action. The wielder may attack with the hidden blade instead of *Shademaker's* rapier blade (as *Shademaker* is effectively a double weapon) with a –4 penalty to attack with either blade. If the wielder has the Two-Weapon Fighting feat, this penalty is reduced to –2.



Keen: *Shademaker's* extraordinarily sharp blade has a threat range of 16–20. This benefit doesn't stack with any other effect that extends the threat range of a weapon (such as *keen weapon* or the Improved Critical feat), with the one exception of *Shademaker's* own Improved Threat ability.

Persuasive: When wielding *Shademaker*, a character gains the benefit of the Persuasive feat, if she does not already have it. This provides a +2 competence bonus to all Bluff and Intimidate skill checks.

Quick Draw: *Shademaker* may be drawn by its swift scion as a free action instead of as a move action.

Steadfast Grip (Ex): When wielded by its swift scion, *Shademaker* provides a +20 bonus on any roll made to keep it from being disarmed in combat.

Two-Weapon Fighting: At 2nd level, a swift scion may wield *Shademaker* and its hidden blade as a double weapon as if she had the Two-Weapon Fighting proficiency (with a –2 penalty to attack with either blade). If the scion already has the Two-Weapon Fighting proficiency, the penalty to attack with *Shademaker* as a double weapon is further reduced to –0.

Vigilant Parry (Ex): A swift scion of *Shademaker* of 2nd level or higher may consider any incoming melee attack as an action that provokes an attack of opportunity solely for the purpose of making a vigilant parry. To attempt a vigilant parry maneuver, the scion makes an attack roll at his highest attack bonus that opposes his opponent's incoming attack. If the scion's attack roll is greater than his opponent's, the scion has parried the attack, preventing his opponent from hitting him. Because attempting a vigilant parry is considered an attack of opportunity, a scion with Combat Reflexes may use the vigilant parry ability more than once per round. If the scion is caught flat-footed, or would otherwise be unable to take an attack of opportunity against an attacker, he cannot attempt a vigilant parry.

Lithe Defense (Ex): At 3rd level, the swift scion of *Shademaker* gains the extraordinary ability to avoid being wherever an opponent strikes with a weapon. Through superior footwork and fluid movement, the scion subtly shifts just out of her opponent's line of attack gaining a +1 dodge bonus to her armor class. This bonus, which stacks with other dodge bonuses, increases to +2 at 6th level, and +3 at 9th level. If the scion is caught flat-footed or otherwise denied her Dexterity bonus, she also loses the dodge bonus of the lithe defense along with any other dodge bonuses.

Lunge (Ex): Beginning at 3rd level, *Shademaker's* swift scion may designate a one attack per round as

being a lunge. For that one attack, the scion's reach is increased by 5 feet as he extends his body and blade to quickly strike at a single foe.

Uncanny Feint (Ex): At 4th level, the swift scion of *Shademaker* may feint in combat (see *PHB v3.5* Chapter 4: Skills for the description of Bluff) as a move-equivalent action rather than a miscellaneous standard action. At 8th level, the scion can feint in combat as a free action. A swift scion of *Shademaker* can only use uncanny feint when wielding *Shademaker*.

Parry-Riposte (Ex): On reaching 5th level, a swift scion of *Shademaker* may make a single counterattack following a successful vigilant parry maneuver. If the scion's vigilant parry is successful, and her attack roll is high enough to hit her opponent's AC, the scion may choose to deliver the parry-riposte and roll damage as normal. While the parry-riposte ability cannot be used more than once per round, further uses of the vigilant parry maneuver are still possible.

The Master's Feet: Beginning at 5th level, the fame (or infamy) of a swift scion of *Shademaker* will begin to slowly attract aspirant duelists who wish to challenge, slay, or otherwise negotiate training and/or possession of *Shademaker* from the scion.

Brusque Flèche (Ex): At 6th level, the swift scion of *Shademaker* may make a charging attack with only 5 feet of movement. This movement is considered a move action (as opposed to a 5-foot move) and may draw attacks of opportunity normally.

Heart Seeker (Ex): At 6th level, the swift scion adds a +2 bonus to all rolls made to confirm critical hits made with *Shademaker*.

Increased Threat (Ex): When wielded by a swift scion of 5th level or higher, *Shademaker's* critical threat range becomes 15–20. At 7th-level, *Shademaker's* threat range becomes 14–20. At 10th-level, *Shademaker's* threat range becomes 13–20.

Remise (Ex): At 9th level, when the swift scion of *Shademaker* fails to hit on a single attack (taken as a standard action), he may opt to immediately attempt another attack using his second highest attack bonus. Once a swift scion has attempted a remise, he may make no further attacks (including attacks of opportunity) until the following round.

Lethal Riposte (Ex): When a 10th-level swift scion of *Shademaker* has successfully parried the same opponent three times (either as a vigilant parry or a parry-riposte) in the same combat, she has gained enough insight into that opponent's fighting style, and the weaknesses it presents, to deliver a potentially killing blow. In order to execute a lethal riposte, the scion must then successfully deal damage with yet another parry-



riposte maneuver. If the target of a lethal riposte attack fails a Fortitude save (DC 20 + the scion's Dexterity modifier), he dies. If the target's saving throw succeeds, the scion must search for another "chink in the armor" by successfully parrying that opponent another three times before she can attempt to deliver another lethal riposte.

Silence and Whisper, the Assassin's Tools

Designed by Eric Cagle

The Assassin's Tools, known as *Silence* and *Whisper*, are an unusual pairing of two different types of legendary weapons. Originally wielded by Ashemar, the head of the Ghostwind clan of assassins, *Silence* and *Whisper* were used in the elimination of countless personal enemies and paid targets.

The Ghostwind Clan

Liberty has always been a city full of intrigue and backstabbing. Hundreds of years ago, tensions between rival nobles, merchants, clergy, and other powerful individuals reached an all-time high and assassinations became a routine method for dealing with the opposition. The favored group for meting out these contracts was a shadowy group of monks called the Ghostwind Clan. All dealings went through the group's leader, a mysterious and dangerous man by the name of Ashemar. Ashemar preferred getting in close to deal the deathblow and came up with an unusual fighting style that made use of two different kinds of monk weapons—the siangham and kama. Named *Silence* and *Whisper*, these weapons helped make Ashemar virtually silent and almost impossible to see.

Check Required: Knowledge (history) DC 15.

As the clan's skills improved and their reputation became all the more intimidating, business began slacking off: The people that once had hired the Ghostwind Clan began to fear coming under their blades. A powerful wizard and merchant named Osak Melor made a public decree and a plea to the royalty to root out the Ghostwind clan, naming them enemies of the state. Angered at such a bold move, Ashemar, armed with *Silence* and *Whisper*, paid a personal "visit" to Osak Melor late midsummer evening. A terrible battle erupted and the wizard's mansion burned to the ground in the resulting magical firestorm. Osak Melor's charred body was found among the rubble, with *Silence* and *Whisper* buried in his chest—Ashemar was never seen or heard from again. The Ghostwind clan soon fell apart as the military and hired vigilantes hunted them down one by one.

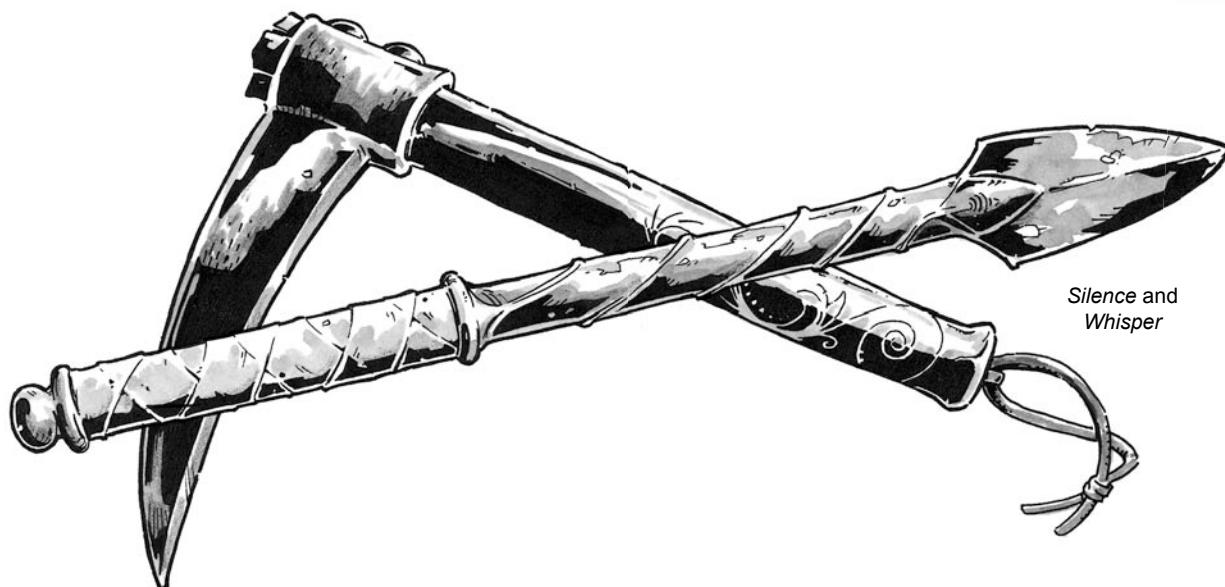
Check Required: Knowledge (history) DC 15.

Silence and *Whisper* were secreted away in the royal treasury and placed under lock and key. It is said that no one was allowed to even look at the weapons, and their reputation soon became nothing more than legend. However, during an inventory of the royal family's wealth, the box that contained the weapons was unlocked and opened—and it contained only dust. No one knows how *Silence* and *Whisper* were secreted away from the treasury's formidable defenses, or who was responsible.

Check Required: Knowledge (history) DC 10.

Adventure Hook

A rash of assassinations among Liberty's elite has all the earmarks of the Ghostwind clan—long thought extinct. The assassin was spotted only once, bearing the unusual combination of a siangham and kama which were used to stab and slice the victims into ribbons. Has the Ghostwind Clan simply been lying low all these years or has another taken up the mantle of the Clan's fallen master, Ashemar?



*Silence and
Whisper*

Requirements

To qualify to wield *Silence* and *Whisper* as a swift scion, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Base Attack Bonus: +3.

Skills: Move Silently 8 ranks, Tumble 8 ranks.

Feats: Two-Weapon Fighting.

Special: *Flurry of Blows*—The wielder must have gained the flurry of blows ability.

Special: *Sibling Weapons*—A wielder who has only one of these weapons may not advance to 6th level as its swift scion.

Maintenance

If the swift scion of *Silence* and *Whisper* wears any armor, he loses all special abilities granted by the swift scion prestige class. The weapons then grants him only those abilities they would grant to any wielder. The lost abilities return when the character is wearing no armor.

As an additional restriction, if the swift scion of *Silence* and *Whisper* loses one of these weapons after 6th level, the remaining weapon then grants him only those abilities it would grant to a 6th-level scion. The lost abilities return when the weapons are reunited.

Attributes

Silence and *Whisper* have the following attributes:

Hardness/Hit Points: *Silence:* 12/5; *Whisper:* 12/5.

Value: To anyone other than its swift scion, *Silence* appears to be as worth as much as a +1 *siangham* (2,303 gp), and *Whisper* appears to be worth as much as a +1 *kama* (2,302 gp).

Special Abilities (Silence)

Silence and *Whisper* are exceptions to the rule that a second legendary weapon must be associated with a different scion prestige class than the first. Each weapon provides the following special abilities to its wielder, depending upon the character's level in the swift scion prestige class (see Table 2–12: Abilities Granted by *Silence* and Table 2–13: Abilities Granted by *Whisper*).

Initial Abilities: When first acquired, *Silence* functions as a +1 *siangham*. Anyone who wields it, whether a swift scion or not, also benefits from the *Stealthy* feat and *know direction* ability as described below.

Stealthy: *Silence's* wielder gains the *Stealthy* feat while he wields the weapon..

Know Direction (Sp): At will, *Silence's* wielder can determine the direction to *Whisper*. 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 *Whisper* can be found. However, if he hasn't yet discovered that *Silence* is a legendary weapon (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.

Silent Moves (Su): Beginning at 1st level, the swift scion of *Silence* gains a +10 bonus to Move Silently checks.

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

Table 2–12: Abilities Granted by *Silence*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	<i>Stealthy</i>	—
	<i>Know direction</i>	1st
1st	Silent moves	10th
2nd	—	—
3rd	Enhancement bonus +2 (+3 with <i>Whisper</i>)	9th
4th	—	—
5th	<i>Ki focus</i>	—
6th	—	—
7th	<i>Zone of silence</i>	7th
8th	—	—
9th	Enhancement bonus +4	12th
10th	—	—

Table 2–13: Abilities Granted by *Whisper*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
	<i>Alertness</i>	1st
	<i>Know direction</i>	1st
1st	—	—
2nd	<i>Keen</i>	10th
3rd	—	—
4th	Enhancement bonus +2 (+3 with <i>Silence</i>)	9th
5th	—	—
6th	<i>Hide in plain sight</i>	—
7th	—	—
8th	Enhancement bonus +4	12th
9th	—	—
10th	<i>Whispering yell</i>	15th



Ki Focus (Su): Beginning at 5th level, the wielder can channel his special *ki* attacks through *Silence* as if they were unarmed attacks. These attacks include the monk's *ki* strike and quivering palm, as well as attacks made using the Stunning Fist feat.

Zone of Silence (Sp): Beginning at 7th level, *Silence* can release a five-foot radius zone centered on the swift scion that negates sound waves. The swift scion and those within the area of effect can converse normally, but no one outside can hear their voices or any other noises from within, including language-dependent or sonic spell effects (such as *command* or *shout*). Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. This effect moves with *Silence*. A successful Spot check to read lips (see *PHB* v3.5 Chapter 4: Skills) can still reveal what's said inside the *zone of silence*.

Special Abilities (Whisper)

Whisper provides the following special abilities to its wielder, depending on the character's level in the swift scion prestige class (see Table 2–12: Abilities Granted by *Whisper*).

Initial Abilities: When first acquired, *Whisper* functions as +1 *kama*. Anyone who wields it, whether a swift scion or not, also benefits from the alertness and *know direction* abilities as described below.

Alertness: *Whisper's* wielder gains the Alertness feat while he wields the weapon.

Know Direction (Sp): At will, *Whisper's* wielder can determine the direction to *Silence*. 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 *Silence* can be found. However, if he hasn't yet discovered that *Whisper* is a legendary weapon (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.

Keen: When its swift scion reaches 2nd level, *Whisper's* threat range is doubled. This benefit doesn't stack with any other effect that extends the threat range of a weapon (such as *keen weapon* or the Improved Critical feat).

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

Hide in Plain Sight (Su): Beginning at 6th level, the wielder can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, the wielder can hide from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Whispering Yell (Su): At 10th level, the wielder can release a powerful, subtle sonic attack once per day. The effect is a 30-foot cone of sonic energy, yet it only produces noticeable sound equivalent to a quiet whisper (Listen check DC 30). Any creature within the area is deafened for 2d6 rounds and takes 15d6 points of sonic damage. A successful Fortitude save (DC 20) negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 7d6 points of damage. An affected creature is allowed a Fortitude save to (DC 20) reduce the damage by half and a creature holding fragile objects can negate damage to them with a successful Reflex save (DC 20). When used in conjunction with the *zone of silence* ability granted by *Silence*, this ability functions normally, except no Listen check is allowed to notice the whispering yell.

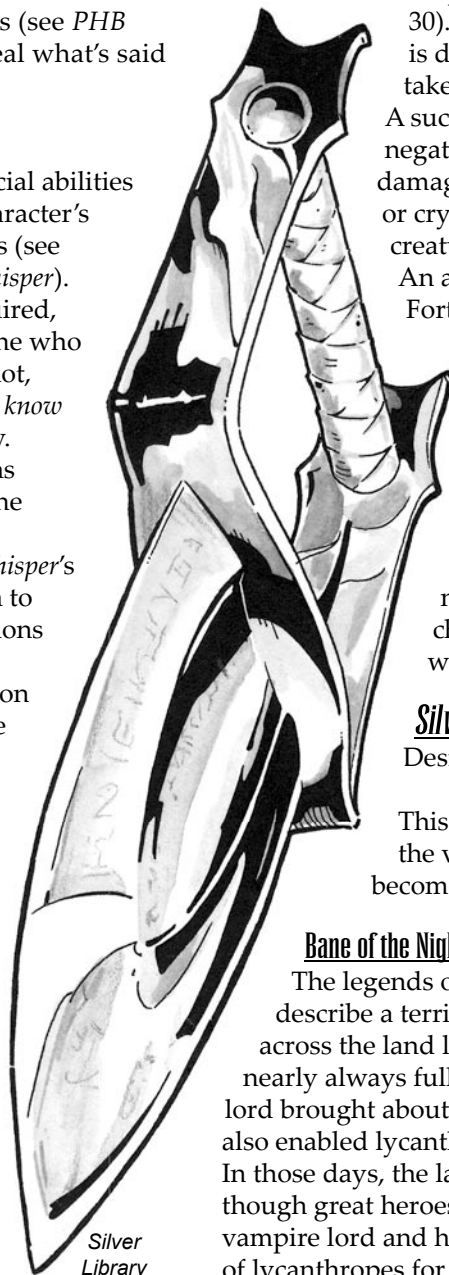
Silver Library

Designed by Rich Redman

This punching dagger increases the versatility of any sorcerer who becomes its spell scion.

Bane of the Night Lords

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. Though a powerful vampire lord brought about this Plague of Darkness, it also enabled lycanthropes to thrive and flourish. In those days, the lands were still very wild, and though great heroes eventually vanquished the vampire lord and his undead hordes, the epidemic of lycanthropes for a time ran unchecked.



Silver
Library



Check Required: Knowledge (history) DC 15.
The rangers of old—known as the Wood-Walkers—fought the lycanthropes, but every

Adventure Hook

Rumors are flying about a pack of werewolves calling themselves “Night Lords.” The characters hear stories about small villages being wiped out overnight by well-organized packs of lycanthropes, always with a werewolf in command. These “Night Lords” seem peculiarly well organized for normally chaotic evil werewolves, and characters soon find themselves in skirmishes with small groups of lycanthropes working alongside and commanding undead. Worse yet, the lycanthropes and undead are making obvious efforts to infect those they attack, or turn them into various undead spawn. If that’s not enough to get the characters involved, a human commoner comes to them and begs them for aid in capturing his wife, who is now a wererat, and curing her.

As the characters puzzle over these events, they become aware of an alarming pattern: The attackers are targeting places where one or more sorcerers are known to live, and they are ransacking buildings after the slaughter. They can become aware of this through investigation and direct observation, or through a Gather Information check (DC 15).

Clearly, some strong and evil force is organizing various forces in the region, but why? Is the Plague of Darkness truly returning? What is the connection to sorcerers and for what are the forces of evil searching? Could *Silver Library* be in the hands of a local, and perhaps unknowing, sorcerer? Who is behind all these events? How could that villain know about *Silver Library*? Why does that villain want so badly to possess it?

attack by a werereature on hapless innocents replenished the shapeshifters’ ranks. Even worse, many of the Wood-Walkers became infected themselves, and abandoned their brothers and sisters to join the lycanthropes.

Before Owyn the Harper took *Skysong* from the sleeping hand of Apon, god of the sun and thus brought victory at the Battle of the Dawn, many sought ways to overcome the “Night Lords,” as the chiefs of the lycanthrope packs were called. One was a halfling sorcerer named Dunleary, a worshipper of Lani, goddess of beauty.

Check Required: Knowledge (history) DC 20.

Dunleary was a valiant hero, proud of the draconic legacy in his blood, and determined to wield his power in the war against the lycanthropes. Yet he found his knowledge of magic meager

compared to that of the great wizards bending their will against the werereatures. This was a secret grudge he hid in his heart from all but his goddess. Dunleary turned the few spells he could cast against the werereatures again and again, until one battle when the chaos of combat separated him from the rest of the forces of good, and a wererat attacked him.

Armed only with his silver punching dagger, Dunleary defeated the wererat but was mortally wounded, his face badly torn by the lycanthrope’s claws and teeth. Dunleary prayed to Lani one final time with his dying breath, and lay still.

When his allies searched for Dunleary, they found a beautiful statue of the late halfling, and a silver punching dagger. It wound up in the hands of Berethani Covakil, and elf sorcerer who became the first spell scion of *Silver Library*.

Check Required: Knowledge (history) DC 20.
Since that time, *Silver Library* has vanished and reappeared, always where sorcerers could find it, and often when beauty and truth are threatened.

Check Required: Knowledge (history) DC 15.

Requirements

To wield *Silver Library* as a spell scion, a character must fulfill the following criteria.

Alignment: Chaotic good or chaotic neutral.

Skills: Concentration 7 ranks, Knowledge (arcana) 7 ranks.

Feats: Empower Spell, Skill Focus (Knowledge [arcana]), Weapon Focus (punching dagger)

Spells: Ability to cast 2nd-level arcane spells without preparation.

Restrictions

If a spell scion of *Silver Library* ever becomes lawful or evil, he loses all special abilities granted by the spell scion prestige class. The punching dagger then grants him only those abilities it would grant to any wielder. To regain the lost abilities, the character must change alignment back to one of those listed in Requirements, above.

If a spell scion of *Silver Library* ever becomes infected with lycanthropy, he loses all special abilities granted by the spell scion prestige class. The punching dagger then grants him only those abilities it would grant to any wielder. To regain the

Table 2–14: Abilities Granted by *Silver Library*

Scion Level	Ability Gained	Caster Level
—	Initial abilities	—
1st	Bonus Spell (+1 2nd-level spell)	—
	Enhancement bonus +1	3rd
2nd	Bonus Spell (+1 3rd-level spell)	—
	Rapid metamagic (empower spell)	—
3rd	Bonus Spell (+1 1st-level spell)	—
4th	Bonus Spell (+1 4th-level spell)	—
	Enhancement bonus +2	6th
5th	Bonus Spell (+1 2nd-level spell)	—
	Rapid metamagic (maximize spell)	—
6th	Bonus Spell (+1 3rd-level spell)	—
	Bonus Spell (+1 5th-level spell)	—
7th	Bonus Spell (+1 6th-level spell)	—
	Enhancement bonus +3	9th
8th	Bonus Spell (+1 4th-level spell)	—
9th	Rapid metamagic (widen spell)	—
10th	Bonus Spell (+1 5th-level spell)	—
	Bonus Spell (+1 7th-level spell)	—
	Enhancement bonus +4	12th

lost abilities, the character must have the disease cured or the curse lifted (depending on how you define lycanthropy in your game).

Attributes

Silver Library has the following attributes.

Hardness/Hit Points: 12/24.

Value: To anyone other than its spell scion, *Silver Library* appears to be worth as much as a masterwork alchemical silver punching dagger (322 gp).

Special Abilities

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

Initial Abilities: Regardless of its wielder's size, *Silver Library* does 1d4–1 (for being alchemical silver) points of damage, further adjusted by the wielder's Strength modifier. This ability is available when first acquired, whether the wielder is a spell scion or not.

Bonus Spells: At each level except 9th, the scion of *Silver Library* gains an additional spell known. This has no effect on the number of spells per day that the scion can cast. These spells can be common spells chosen from the sorcerer/wizard spell list (see *PHB v3.5* Chapter 11: Spells), or unusual spells that the sorcerer learned through research or study of scrolls or spellbooks. The scion of *Silver Library* loses knowledge of these spells and the ability to cast them if he is every separated from the weapon by more than 100 feet. The scion of *Silver Library* cannot learn a new spell in place of one of these spells as he can with spells gained otherwise.

Rapid Metamagic (Ex): At 2nd, 5th, and 10th level, the scion of *Silver Library* gains some ability combine metamagic feats with spontaneously casting spells without increasing the spell's level or the time to cast the spell. The highest level spell with which he can use Rapid Metamagic is equal to the highest level spell he can cast minus 3. For example, a 4th-level sorcerer/2nd level spell scion of *Silver Library* can cast up to 3rd-level spells, so he can use this ability to empower 0-level spells. As he learns higher-level spells, he can apply this ability to higher-level spells.

Empower Spell: At 2nd level, the scion of *Silver Library* may empower any spell as the Empower Spell feat once per day. This ability does not change the spell's level, does not change the casting time, and requires no advance

preparation. The scion of *Silver Library* can empower additional spells using his Empower Spell feat, and the normal rules for using metamagic feats apply to those spells. This ability cannot be combined with the Empower Spell feat, nor can it be applied multiple

times to the same spell, but it can be combined with other metamagic feats and other uses of rapid metamagic.

At 9th level, the scion may use this ability twice per day.

Maximize Spell: At 5th level, the scion of *Silver Library* may maximize a spell as the Maximize Spell feat once per day. The scion does not need to have the Maximize Spell feat to use this ability. This ability does not change the spell's level, does not change the casting time, and requires no advance preparation. This ability cannot be combined with the Maximize Spell feat, nor can it be applied multiple times to the same spell, but it can be combined with other metamagic feats and other uses of rapid metamagic. At 9th level, the scion may use this ability twice per day.

Widen Spell: At 9th level, the scion of *Silver Library* may widen a spell as the Widen Spell feat once per day. The scion does not need to have the Widen Spell feat to use this ability. This ability does not change the spell's level, does not change the casting time, and requires no advance preparation. This ability cannot be combined with the Widen Spell feat, but it can be combined with other metamagic feats and other uses of rapid metamagic.

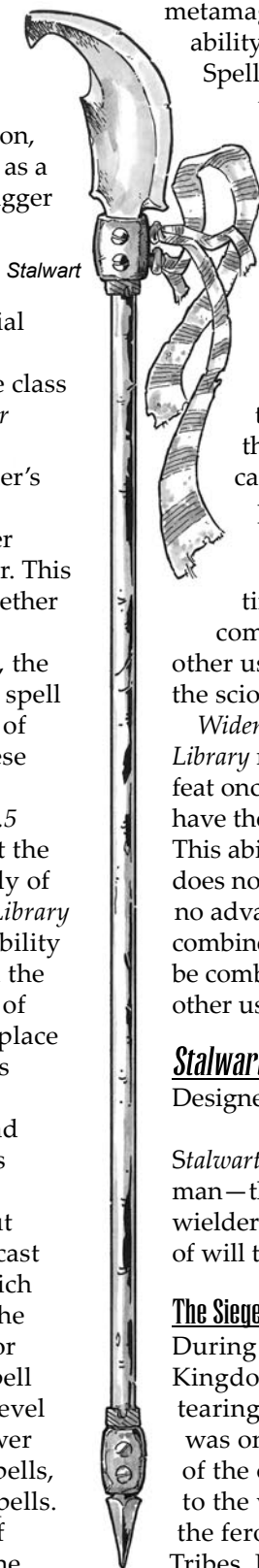
Stalwart

Designed by Eric Cagle

Stalwart is a weapon of the common fighting man—the guisarme. This polearm grants the wielder extraordinary toughness and strength of will to overcome overwhelming odds.

The Siege of Karokor

During the waning years of the High Kingdom, vast armies were hard at work tearing it apart. The fortress-city of Karokor was one of the last of the major settlements of the original kingdom to fall. Situated next to the vast chasm that serves as a border with the ferocious, barbaric lands of the Mountain Tribes, Karokor served as a bastion against the uncivilized hordes. Too often the hordes would attempt to cross the numerous stone bridges that spanned the sprawling canyon known as the Vast.



For centuries, the Vast was a natural deterrent against the predations of those that wanted the wealth of the High Kingdom for themselves, with Karokor acting as fortress, armory, and lookout.

As armies ransacked the High Kingdom from within, the nobles and watch-captains of Karokor built up their store of food and supplies, watching for danger to cross the bridges. Word of the sacking of the Kingdom soon reached the barbaric Mountain Tribes, and, seeing their opportunity, they settled their petty feuds enough to raise an enormous army with one goal in mind—the final defeat of Karokor. Thousands of warriors mustered on the opposite side of the Vast, augmented by engines of war provided by more sophisticated enemies of the High Kingdom who saw an opportunity to win a great prize. The guardians of Karokor raised the drawbridges from the slender stone bridges and prepared for the worst.

The siege lasted for several weeks, with the armies of the Mountain Tribes bombarding the walls of Karokor with the massive siege weapons and devastating magic that they had learned from their allies. Wave after wave of human barbarians, hardened mercenaries, and bugbear and goblin warriors attempted to cross the slender bridges, only to be repelled each time by the steadily dwindling soldiers of Karokor.

Check Required: Knowledge (history) DC 10.

During the siege, stealthy warriors climbed to the bottom of The Vast and back up again on the side of Karokor. While many died from the massive amount of debris falling on them, enough made it up the sides to begin looking for secret doorways that lead into the underbelly of the city. Guided by a moldering map that was smuggled out of Karokor by turncoats, the commandos found several hidden caves, proving the rumors of secret passageways to be true. Since it had never been breached before, the small contingent of soldiers that were guarding the little-used passageways were quickly overwhelmed. However, a runner made his way to the surface to muster additional soldiers to defend the catacombs below. The tide of battle quickly shifted as more and more soldiers left the walls of the city-fortress to stem the tide of warriors making their way up from below. Those soldiers that were left behind were ordered to stay at the gate, fighting to the death.

Check Required: Knowledge (history) DC 15.

One such soldier was a young, fiercely loyal member of the Karokor militia named Ashrem Volar. Ashrem and his unit were assigned to the main gate, where the brunt of the fighting took place. As more and more of his fellows were

being killed or pulled away to deal with the threat from below, Ashrem found himself in an increasingly desperate situation. Armed only with his father's polearm, a battered guisarme, Ashrem and his troop fought back the hordes that had managed to batter a hole through the main gate. Though wounded and exhausted, Ashrem fought with incredible ferocity, sending dozens of barbarians to their death as they tried to rush past him.

At one point, the soldier found himself completely alone, his companions cut to ribbons or riddled with arrows, but still he fought on. When an arrow managed to pierce his armor, Ashrem cried out to Osai, the goddess of healing, to lend her power to keep him alive. Osai heard his call and imbued the nearly dead soldier with a fraction of her power, healing his wounds. Filled with might and resolve, Ashrem became nearly invincible, dispatching any foes that came within his range—though hundreds of warriors attempted to get past him, none succeeded, and the main gate held.

The assault eventually faltered on both fronts, as the soldiers defending the catacombs managed to beat back the barbarians and seal

Table 2–15: Abilities Granted by *Stalwart*

Scion Level	Ability Gained	Caster Level
—	Diehard	—
	Enhancement bonus +1	3rd
	Improved Trip	—
	Resistance	1st
1st	Ability bonus (Con +2)	8th
	Protection from arrows	3rd
2nd	Extended reach	—
	Uncanny dodge (Dex bonus to AC)	—
3rd	Enhancement bonus +2	6th
4th	Ability bonus (Con +4)	8th
	Stoneskin	7th
5th	Defensive stance 1/day	—
	Lesser globe of invulnerability	7th
6th	Enhancement bonus +3	9th
	Fearless	—
7th	Ability bonus (Con +6)	8th
	Repulsion	11th
8th	Throwing	5th
	Defensive stance 2/day	—
9th	Enhancement bonus +4	12th
10th	Iron body	15th
	Defensive stance 3/day	—



off the passageways. However, the slender stone bridge that led up to the main gate was seriously damaged from repeated strikes by errant siege missiles. It buckled, and finally gave way as Ashrem slew the barbarian commander. The bridge tumbled into the Vast, killing thousands. Ashrem himself fell hundreds of feet into the Vast; his body was never found.

Check Required: Knowledge (history) DC 20

Although his remains were never discovered, his battered guisarme, *Stalwart*, was recovered and placed in a shrine within Karokor's most sacred temple. The people of the city venerated it as a symbol of their defiance in the face of unbelievable odds, and Ashrem was treated as the patron saint of the city's defense. Two hundred years ago, however, *Stalwart* disappeared from its case and rumors began to circulate that Osai, the goddess that had imbued it with power, had sent it to the hands of another soldier, in another land, who needed it to fight the good fight in the face of certain defeat. *Stalwart* always seems to "choose" someone of humble origins as its wielder.

Check Required: Knowledge (history) DC 25.

Requirements

To qualify to wield *Stalwart* as its battle scion, a character must fulfill the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +4

Feats: Iron Will, Toughness

Attributes

Stalwart has the following attributes.

Hardness/Hit Points: 15/10

Value: To anyone other than its battle scion, *Stalwart* appears to be worth as much as +1 *defending guisarme* (8,309 gp).

Special Abilities

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

Initial Abilities: When first acquired, *Stalwart* functions as a +1 *defending guisarme*. Anyone who wields it, whether a battle scion or not, also gains diehard and improved trip feats, even if they do not have the necessary prerequisites. They also gain the benefits of the *resistance* ability, below.

Diehard: As long as *Stalwart* is held, the wielder gains the benefits of the Diehard feat (see *PHB v3.5* Chapter 5: Feats).

Improved Trip (Ex): As long as *Stalwart* is held, the wielder gains the benefits of the Improved Trip feat (see *PHB v3.5* Chapter 5: Feats).

Resistance (Sp): As long as *Stalwart* is held, the wielder gains the benefit of *resistance*, as the spell.

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

Ability Bonus: Beginning at 1st level, the scion gains a +2 enhancement bonus to Constitution while wielding *Stalwart*. This enhancement increases to +4 at 4th level and +6 at 7th level.

Protection from Arrows (Sp): Beginning at 1st level, the battle scion of *Stalwart* can produce an effect identical to that of the *protection from arrows* spell. This ability can be used a number of times per day equal to the character's battle scion level.

Extended Reach (Su): Beginning at 2nd level, *Stalwart* automatically extends as a free action, giving it a 15 feet reach for that round.

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

Stoneskin (Sp): Beginning at 4th level, the battle scion of *Stalwart* can produce an effect identical to that of the *stoneskin* spell. This ability can be used three times per day.

Defensive Stance (Ex): Beginning at 5th level, the battle scion of *Stalwart* can perform a defensive stance. This ability functions exactly like the dwarven defender's ability of the same name as described in the *DMG v3.5*. The battle scion can use this ability once per day at 5th level, twice per day at 8th level, and three times per day at 10th level. If the battle scion already possesses this ability, he may activate it one additional time per day.

Lesser Globe of Invulnerability (Sp): Beginning at 5th level, the battle scion of *Stalwart* can produce an effect identical to that of the *lesser globe of invulnerability* spell. The battle scion may use this ability three times per day.

Fearless (Ex): At 6th level, the battle scion becomes immune to all fear effects, including spells, supernatural abilities, and dragon fear, as long as *Stalwart* is held.

Repulsion (Sp): Beginning at 7th level, the battle scion of *Stalwart* can produce an effect identical to that of the *repulsion* spell. The battle scion may use this ability once per day.

Throwing: Beginning at 8th level, the battle scion of *Stalwart* can throw the weapon with a range increment of 10 feet, as the weapon ability described in the *DMG v3.5*.

Iron Body (Sp): Beginning at 10th level, the battle scion of *Stalwart* can produce an effect identical to that of the *iron body* spell. The battle scion may use this ability three times per day.



StarShard

Designed by Andy Collins

Reputedly forged by elven clerics from a fragment of the *Divine Star*, the weapon wielded by the goddess Syra, the *StarShard* is a powerful tool in the battle against evil. A unique and unreproducible alloy of mithral, cold-forged iron, and alchemical silver, *StarShard* defies commonly held beliefs about the limits of magical weapons.

The Forging of the StarShard

The *Divine Star* was the holy sword wielded by Syra, goddess of wisdom. As the daughter of Lod, father of the gods, Syra was a shining beacon of knowledge and honor. When she died during a great battle among the gods, her sword was left behind on the battlefield, where it was discovered by elves. These elves kept the blade safe for thousands of years, patiently awaiting Syra's return. But even elves do not last forever, and eventually the temple crumbled and the sword was lost.

In the intervening centuries, rumors of the *Divine Star* were rare. Some claimed that the weapon had returned to the hands of the gods, while others believed it fell into the hands of demons and even now lay hidden deep in some hellish dimension.

Whatever the answer, some fragment of the blade's mystical energy remained behind. Bending great arcane and divine forces to his will, a mighty elven mystic theurge forged a new weapon in the spirit of

the *Divine Star*. He dedicated this blade, the *StarShard*, to the cause of good.

Check Required: Knowledge (religion) DC 15.

Typically, the *StarShard* is wielded by noble elf paladins, passed down from one generation to the next in secret ceremonies far from the eyes of evil. However, in rare times non-elf wielders have been deemed honorable enough to carry the *StarShard* in battle against evil.

The *StarShard* has slain many powerful demons and devils over the years, and is among the most feared sights to such creatures. Anyone rumored to be associated with the *StarShard* may well become a target of the minions of powerful archdevils or demon princes.

Check Required: Knowledge (religion) DC 20.

Requirements

To qualify to wield *StarShard* as its faith scion, a character must fulfill the following criteria.

Alignment: Any good.

Base Attack Bonus: +6.

Skills: Sense Motive 4 ranks.

Feats: Iron Will.

Restrictions

StarShard is not treated as a light weapon for the purpose of Weapon Finesse when wielded by a non-elf, though its other abilities are still effective.

Maintenance

StarShard must be exposed to starlight for at least one hour each week. Failure to do so reduces it to a mere +1 *holy longsword* until exposure occurs (even its special material properties are temporarily lost).

Attributes

StarShard has the following attributes.

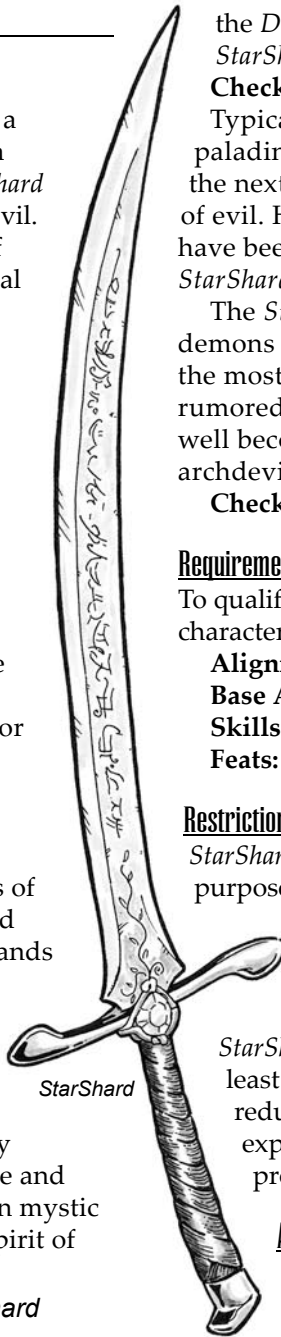
Hardness/Hit Points: 25/70.

Value: To any character other than a faith scion who meets the above requirements, *StarShard* appears to be worth as much as a +1 *holy longsword* that overcomes damage reduction as if it were cold iron and silver (market price 20,420 gp).

Special Abilities

StarShard provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2–16: Abilities Granted by *StarShard*).

Initial Abilities: When it is first acquired, *StarShard* functions as a +1 *holy longsword*. Any elf who wields it, whether a faith scion or not, also benefits from its finesse ability (see below).



StarShard

Table 2–16: Abilities Granted by *StarShard*

Scion Level	Ability Gained	Caster Level
—	Finesse	—
1st	Enhancement bonus +2	6th
2nd	Insight of Syra	—
3rd	Dodge bonus	—
4th	Enhancement bonus +3	9th
5th	Indomitable will (self)	—
6th	Evilbane	8th
7th	Enhancement bonus +4	12th
8th	<i>True seeing</i>	—
9th	Indomitable will (allies)	—
10th	Enhancement bonus +5	15th

Finesse (Ex): An elf who wields *StarShard* may treat it as a light weapon for the purpose of Weapon Finesse.

Enhancement Bonus (Ex): When a faith scion of 1st level or higher wields *StarShard*, the sword's enhancement bonus improves from +1 to +2. The bonus increases to +3 at 4th level, to +4 at 7th level, and to +5 at 10th level.

Insight of Syra (Ex): At 2nd level and higher, the faith scion who carries *StarShard* gains a +2 insight bonus on Listen, Sense Motive, and Spot checks.

Dodge Bonus (Ex): A faith scion of 3rd level or higher gains a +2 dodge bonus to AC when wielding *StarShard* alone (that is, not wielding any other weapons or carrying a shield).

Indomitable Will (Ex): While holding *StarShard*, a faith scion of 5th level or higher gains a +4 bonus on Will saves to resist enchantment spells or effects. At 9th level, this effect extends to allies of the faith scion within 10 feet.

Evilbane (Su): A faith scion of 6th level or higher wielding *StarShard* may expend one turn undead or smite evil attempt as a free action to grant the sword the bane (evil outsiders) special property for 1 minute per level. Against evil outsiders, this makes *StarShard's* effective enhancement bonus +2 better than normal (+5 at 6th level, to +6 at 7th level, and to +7 at 10th level). It also deals an extra 2d6 points of damage to evil outsiders.

True Seeing (Sp): At 8th level, the faith scion wielding *StarShard* may expend one turn undead or smite evil attempt as a free action to gain *true seeing* (as the spell).

Vagnar

Designed by Rodney Thompson

A hunter's weapon, *Vagnar* is the chosen sword of those who seek out evildoers and hunt down the source of injustice.

The Hunter

In the dark days when civilization was still spread out and unorganized, violence and crime ran rampant across the land. Even in the cities where some form of law enforcement existed, vicious criminals escaped the grasp of the government and roamed freely over the countryside. Determined to put a stop to the unchecked violence of the time, a group of wizards came together and, with the help of expert craftsmen, forged a set of swords designed to aid in bringing justice to those with no regard

for the law. These weapons were made of the finest steel that seemed almost white in the right light, with simple hilts with a golden crescent-moon shaped guard at the base of the blade. Down the side of each sword they engraved the names of the wizards involved in their

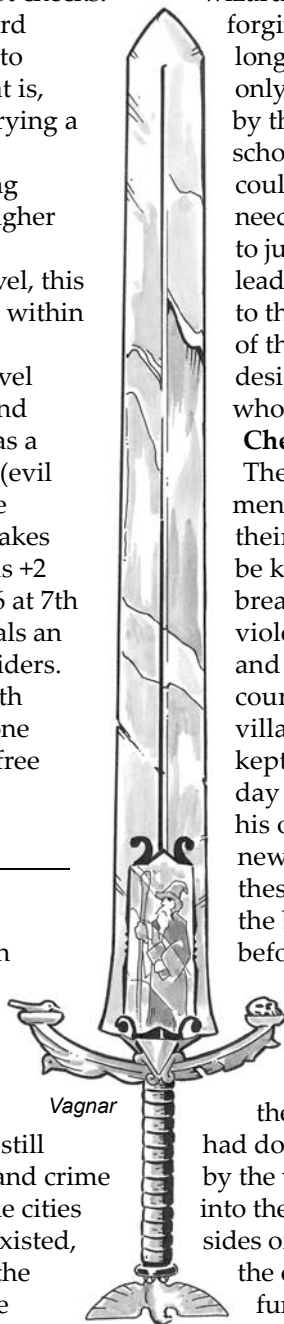
forging, written in a long-forgotten script only decipherable by the most talented scholars. Each sword could determine who needed to be brought to justice and could lead their wielders to those who continued to spread the chaos of their violence. The swords were aides, designed to hunt down and eliminate those who threatened the peace of civilization.

Check Required: Knowledge (history) DC 15.

These wizards made gifts of the swords to men of honor and decency who had proven their respect for the law. These men came to be known as lawgivers who would travel the breadth of the land seeking out criminals and violent men. At one time, they were respected and well known, given welcome in any king's court and shelter at even the most meager of village inns. They protected the people and kept them safe, and every criminal feared the day that one of these swords would show his or her image in the blade's reflection. A new era of peace and prosperity reigned, as these bringers of justice helped to eliminate the barbarism that had dominated the age before.

Check Required: Knowledge (history) DC 15.

One unfortunate side effect of the weapons' creation was that not only did they help their wielder seek out those who had done injustice, but they also were influenced by the wielder's personality. As war crept back into the land, these weapons appeared on both sides of the conflict. Since each side viewed the other as unlawful, the swords began to function as weapons of war, seeking out opposing generals and even wielders of other such swords. Both sides were decimated, and the wielders of these swords of justice dwindled in number. Most of these weapons fell into obscurity, and some were even destroyed. *Vagnar* is one such



Vagnar

Vagnar's Targets

Acting on behalf of the sword's will, the GM should designate a target for the blade whenever the previous target is brought to justice. As an intelligent weapon, *Vagnar* is more than capable of selecting its own targets without considering the will of the wielder. The GM should select targets that are not only appropriately villainous in the eyes of the hero but also those that play some part in the plot of their campaign. Additionally, since the weapon bends itself to match the wielder's view of who is deserving of justice, very rarely should the GM designate a character as the weapon's target that the battle scion would normally not consider a fitting target. Though the weapon and the wielder may clash occasionally, it should be rare or impossible that the weapon's target be an ally or friend to the battle scion.

sword, lost in a war between two countries and lost to the ages as a symbol of justice.

Check Required: Knowledge (history) DC 20.

Requirements

To wield *Vagnar* as its battle scion, a character must fulfill the following criteria:

Alignment: Lawful good or lawful neutral

Base Attack Bonus: +3

Skills: Search 6 ranks, Gather Information 6 ranks

Feats: Track

Restrictions

A battle scion of *Vagnar* who becomes non-lawful loses all use of powers granted by the weapon and the battle scion prestige class. If the character changes back to a lawful alignment, he immediately regains the use of all lost powers.

Maintenance

The wielder of *Vagnar* must spend at least one hour each day meditating on the weapon's target before retiring to bed each evening. Any day he does not do this, the sword behaves as though the wielder had no levels in the battle scion prestige class. The character may end this effect by performing the meditative exercises at any time.

Additionally, any character that does not make some attempt to seek out *Vagnar's* target may incur the weapon's disfavor. Each week that the battle scion does not make at least a satisfactory effort to seek out the sword's target causes the weapon to behave as though the wielder had one less level in the battle scion prestige class. So, a 5th level battle scion of *Vagnar* that ignored the weapon's target for 3 weeks only gains the benefits associated with a 2nd level battle scion. The battle scion regains his abilities by spending at least one full day in the pursuit of the weapon's target.

Attributes

Vagnar has the following attributes.

Hardness/Hit Points: 13/8

Value: To anyone other than its battle scion, *Vagnar* appears to be worth as much as a +1 longsword (7,815 gp).

Intelligent: *Vagnar* has Intelligence 14, Wisdom 13, and Charisma 12. Its ego is 16 and its alignment is lawful neutral. *Vagnar* communicates through empathy.

Special Abilities

Vagnar provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2–17: Abilities Granted by *Vagnar*).

Table 2–17: Abilities Granted by *Vagnar*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
1st	Target bonus +1	—
2nd	<i>Locate object</i>	3rd
3rd	Enhancement bonus +2	6th
4th	Enemy tactics	—
5th	<i>Locate creature</i>	7th
	Target bonus +2	—
6th	Enhancement bonus +3	9th
7th	Effective attack	—
8th	Improved location	—
9th	Enhancement bonus +4	12th
10th	Target bonus +3	—

Initial Abilities: When first acquired, *Vagnar* functions as a +1 longsword.

Target Bonus: At all times, *Vagnar* has a target who has committed some act of injustice that the sword deems must be atoned for. The wielder learns of this target when the target's image appears as a reflection upon the blade. While *Vagnar* has a target, its battle scion gains certain bonuses when tracking down and capturing (or killing, if necessary) the target. The battle scion gains a +1 luck bonus to attacks and damage against the target when wielding *Vagnar*; the battle scion gains a +1 insight bonus to all Gather Information, Search, and Spot checks against the target and to all Survival checks made when using the Track feat against the target. At 5th level, these bonuses increase to +2, and again to +3 at 10th level.

Once this target is captured or killed, *Vagnar* will select a new target by sunrise the following day.

Locate Object (Sp): The wielder of *Vagnar* gains the ability to cast the *locate object* spell at will, but he or she may only do so to locate an object that belongs to the weapon's chosen target (see the target bonus ability above for a description of the weapon's targets).

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

Enemy Tactics: Starting at 4th level, the battle scion gains the ability to see through the deceptions of the sword's targets and hunt them more effectively. The battle scion gains a +4 bonus to all opposed skill checks made against the sword's target when seeking out the target.

Locate Creature (Sp): The wielder of *Vagnar* gains the ability to cast the *locate creature* spell

at will, but he or she may only do so to locate the weapon's chosen target (see the target bonus ability above for a description of the weapon's targets).

Effective Attack: At 7th level, the battle scion is able to penetrate an enemy's defenses and more effectively deal damage to *Vagnar's* targets. From this point on, *Vagnar* is assumed to always be of the correct type to penetrate its target's damage reduction. For example, against a target with DR 5/silver, *Vagnar* is considered to be a silver weapon. This has no effect on creatures with damage reduction that does not specify a vulnerability, such as the damage reduction granted by the barbarian class ability.

Improved Location: At 8th level *Vagnar's* ability to seek out its targets improves to the point where it is able to overcome some natural magical limitations to its abilities. When using the *locate object* or *locate creature* spell (or the spell-like abilities granted by the weapon to its battle scion) against the sword's target, the spells may no longer be blocked by lead (in the case of *locate object*) or running water (in the case of *locate creature*). Additionally, neither is fooled by the *polymorph*, *baleful polymorph*, or *polymorph any object* spells.

Yumruk, the Giants' Fist

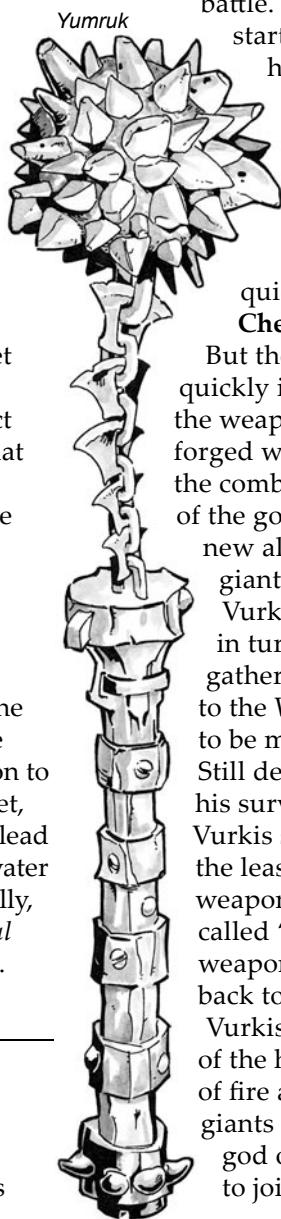
Designed by JD Wiker

Made for the hands of giant warlords, *Yumruk* is a weapon of astounding power, a single blow from which spells certain doom.

The Knotted Fist

When Vurkis resolved to make war on the other gods, he sought the aid of the giants, for only they possessed the strength and stature necessary to combat his fellow deities hand-to-hand. To curry their favor, Vurkis offered them dominion over the lands and the elements, and thus were the many races of giants spawned. But after the first clash, the giants were defeated so soundly that many surrendered to the gods and joined them as levies. Vurkis was left with only the giants to whom he had given fire, and cold, and light, and the endless hills.

Even these giants were reluctant to return to the fray, however. They remembered all too well the fury of the gods, and how they had seen their brethren torn limb from limb on the field of



battle. Vurkis, feeling more and more as though starting this war would cost him more than he would gain, knew that he couldn't afford to lose the last of his giant allies, and so agreed to forge ten mighty magic weapons for their greatest warlords. With these terrible weapons in hand, the warlords regained their lust for battle—and their followers fell quickly in line.

Check Required: Knowledge (religion) DC 20.

But they fell just as quickly in battle. Even the weapons Vurkis had forged were no match for the combined strength of the gods and their new allies, the other giant races. Each of Vurkis's warlords fell in turn, their weapons gathered up and sent to the World-Forge to be melted down. Still desperate to rally his surviving allies, Vurkis spirited away the least of his great weapons, the heavy flail called "fist" by the giants. With the gift of this weapon, he hoped to sway the remaining giants back to his side.

Vurkis barely escaped with his life. The giants of the hills attacked him on sight, and the giants of fire and cold refused to hear his words. The giants of light, however, bargained with the god of evil and accepted his gift, swearing to join him on the field of battle when the

Adventure Hook

The heroes encounter a raiding party of flail-wielding ogres, who bellow "For Yumruk!" as their battle-cry. Afterward, the heroes learn that the party was only one of many, and that some of these ogre bands are led by fire giants wielding flaming flails. Following the trail of destruction back to its source, the heroes discover the burned-out ruins of an ancient castle, where a mighty fire giant warlord makes his lair. Wielding a great heavy flail with unbelievable power, this giant has united his folk and his ogre levies to make war on all smaller races. If the heroes stop him, they can put his magic flail to a better use—or at least try to ensure that it never falls into such evil hands again.

Table 2–18: Abilities Granted by *Yumruk*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1 Reach	3rd —
1st	Bypass shield	4th
2nd	Power critical (18–20)	3rd
3rd	Enhancement bonus +2	6th
4th	No ability	—
5th	Power critical (17–20)	3rd
6th	Enhancement bonus +3	9th
7th	No ability	—
8th	Power critical (16–20)	3rd
9th	Enhancement bonus +4	12th
10th	Runtbane	15th

time came. But as soon as Vurkis departed, the light giant warlord took the flail, called *Yumruk*, straight to Lod, the father of the gods, and offered to wield it in Lod's service against the forces of evil.

Check Required: Knowledge (religion) DC 25.

Vurkis was furious at this betrayal, but consoled himself with the knowledge that he had never revealed his identity to any of the giants, so no matter how many betrayed or abandoned him, none could identify him to his father. But that didn't stop Vurkis from seeking his vengeance. Before the final clash at the Battle of Eight Gods, Vurkis cursed the light giants to fear the open places they loved so much, so that not only could they not approach the great battlefield on that fateful day, but they were forced ever after to dwell deep in the earth. In a way, though, this was a blessing, for they were spared from the slaughter of the Battle of Eight Gods.

Check Required: Knowledge (religion) DC 30.

Still, when the giants tunneled deep into the stone, they took *Yumruk* with them, and as the ages wore on, and the stone giants battled for survival again and again, *Yumruk* traded hands so many times that the giants themselves forgot who had originally wielded it—or who had forged it. From time to time, the mighty flail resurfaced, wielded in epic battles by warlords of awesome power. But always, wounds or the ravages of time saw *Yumruk*'s wielder off, and the flail found its way into other hands, to be wielded in victory—or discarded in ignorance—yet again.

Check Required: Knowledge (nature) DC 25.

Requirements

To qualify to wield *Yumruk* as a battle scion, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: Martial Weapon Proficiency, Power Attack.

Attributes

Yumruk has the following attributes.

Hardness/Hit Points: 9/14.

Value: To someone other than a battle scion, *Yumruk* appears to be worth as much as a +1 *heavy flail*: 2,315 gp.

Special Abilities

Yumruk provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2–18: Abilities Granted by *Yumruk*).

Initial Abilities: *Yumruk* appears initially as a Large +1 *heavy flail* with an especially long chain (giving it the reach ability below). Unlike other magic weapons, *Yumruk* does not magically resize to suit the wielder; it is always a Large weapon.

Reach: The wielder of *Yumruk* can use the heavy flail to attack opponents 15 feet away, but not adjacent creatures or creatures up to 10 feet away.

Bypass Shield: Opponents attacked by someone wielding *Yumruk* do not receive their shield bonus against attacks made with the flail.

Power Critical: When the wielder applies his full Base Attack Bonus to using Power Attack, the threat range for *Yumruk* increases to 17–20 (rather than 19–20). At 5th level, the threat range increases to 15–20, and at 8th level, it increases again to 13–20.

The threat range increase granted by this ability does not stack with the Improved Critical feat or any other threat range increase.

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

Runtbane: At 10th level, *Yumruk* becomes a bane weapon of unusual power. Its effective enhancement bonus is +2 better than its normal enhancement against any foe smaller than the wielder, and it deals an extra +2d6 damage against such opponents.



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