**Blackrazor, the Sword of Souls**

A basic knowledge history check could be used. DC 15 for this check.

“No living being can positively identify the strange material from which Blackrazor was crafted because the sword comes from an alternate reality, now long dead, whose physical laws were not like those known by today’s sages. In the dying days of that plane, the Githrazai brought the weapon out of its native multiverse into their own for use in a great conflict.”

Unidentified stats:

+1 greatsword.

“When held, Blackrazor shines like a shard of the night sky filled with stars. It looks like a window into another reality. When delivering a killing blow, the wielder hears faint whispers and laughter.”

Knowledge History DC 20 will reveal the next information.

**“Dominating the Blade” Ritual**

In truth, the blade’s current form is not its true shape. Originally, the greatsword was a living being - a native of a strange multiverse the Githrazai visited. Through a strange ritual practiced by the ancient denizens of that dimension, the Githrazai bent first the entity’s will, and then its form, until they had the weapon they desired.

*Ritual:* You must anoint Blackrazor with special oils to stir its spirit to life temporarily, then defeat the blade in a contest of will. To do so, you must meditate uninterrupted for one minute while holding the blade. Afterward, make a Concentration Check DC 15 to command the blade. You may not take ten on this check. If you fail, you gain one negative level. If you fail by five or more, you must immediately reattempt the domination ritual. Any failure ruins the materials used to anoint the blade. Removing negative levels 24 hours later requires a DC 15 Fort save. *Cost: 1500GP* - Grants the Least Legacy powers (Blackrazor level 5 - 10).

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| --- | --- | --- | --- | --- | --- |
| **Wielder Level** | **Attack**  **Penalty** | **Hitpoint**  **Loss** | **Fort Save**  **Penalty** | **Ego** | **Ability**  **Granted** |
| 5th |  |  |  | 3 | Sentience, Least |
| 6th | -1 |  |  | 3 | Mental Ward +1 |
| 7th |  | 2 | -1 | 4 | +2 Greatsword |
| 8th |  | 2 |  | 8 | Sentience, Minor |
| 9th |  |  |  | 9 | *Detect Life* |
| 10th |  | 2 | -2 | 9 | Souldrinking 2/day |
| 11th |  |  |  |  | ?? |
| 12th |  |  |  |  | ?? |
| 13th |  |  |  |  | ?? |
| 14th |  |  |  |  | ?? |
| 15th |  |  |  |  | ?? |
| 16th |  |  |  |  | ?? |
| 17th |  |  |  |  | ?? |
| 18th |  |  |  |  | ?? |
| 19th |  |  |  |  | ?? |
| 20th |  |  |  |  | ?? |

***Stat drain:*** Utilizing a weapon of such power has its own obvious drawbacks. Artifacts and items imbued with powerful capabilities often tap the wielder’s own vital energy to unlock its full potential. You must make this sacrifice willingly to forge a bond between you and your item. HP loss stacks. Other losses are totals.

***Abilities:***

**Sentience:** Blackrazor’s malign spirit awakens as the wielder grows in power.

*Sentience, Least:* The greatsword becomes an intelligent item. (Int 13, Wis 10, Cha 13) A personality conflict can occur whenever the wielder attempts to utilize a melee weapon other than Blackrazor. In such a conflict, the owner must make a Will save DC equal to the item’s Ego score. If the owner fails, Blackrazor forces the owner to use it. The sword communicates via empathy and it has a Lawful Neutral alignment. The weapon’s primary emotion is hungry longing typically directed toward powerful creatures. The greatsword can hear and see to a range of 60 feet.

*Sentience, Minor:* At 8th level, Blackrazor’s Int and Cha scores increase to 16. It can now communicate telepathically and speaks Abyssal, Common, Draconic, and Giant. It now also has Darkvision to 60 feet.

**Mental Ward:** While wielding Blackrazor, you gain a bonus on saving throws against mind-affecting effects. This bonus is +1 at 6th level.

**Detect Life:** Three times per day, while holding Blackrazor, you can detect the presence of living creatures by speaking the command word. This ability functions like *Detect Undead* of caster level 5th, except that it detects the presence or absence of living creatures, along with their number and how strong they are during later rounds. Lingering auras of living creatures are not detected.

**Souldrinking:**When a hit from Blackrazor reduces a living opponent to 0 or fewer HP, you may activate the *Death Knell* spell effect on that target as a swift action. The Will save is DC 12 + either Blackrazor’s Cha modifier, or your own, whichever is higher. If the creature fails the save, it is sucked into Blackrazor. Any creature slain in this manner can’t be raised from the dead by anything less than *Miracle, True Resurrection,* or *Wish.* If you mistakenly use this ability on an undead creature, it still counts as a use of the ability, but instead of the normal effects, you gain one negative level. (The Fort save to remove this negative level after 24 hours is 12 + Blackrazor’s Cha modifier.) The Undead also gains 5 temporary HP. If the negative levels you have accumulated total more than your character level, you are instantly slain and absorbed into Blackrazor.