**Blackrazor, the Sword of Souls, Lesser Stats**

Knowledge History DC 20 will reveal the next information.

**“Opening the Soul” Ritual**

The rulers of Blackrazor’s home dimension were powerful beings who controlled all known planes of existence within their multiverse. Order was absolute-entropy and decay of all kinds had been virtually eliminated. But despite the power these rulers wielded their control eventually faltered, allowing horrible creatures to pour forth from forbidden realms into their multiverse to poison all of that reality.

*Ritual:* While wielding Blackrazor, you must be subjected to negative energy effects such as Enervation or Level-Drain, totaling at least two levels. These levels may only be removed by the normally allowed Fortitude save. Cost: 13,000 gp. Feat Granted: Lesser Legacy(Blackrazor)

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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 |  |  |  | 12 | Sentience, Major; +3 Greatsword |
| 12th |  |  |  | 14 | Souldrinking 3/day |
| 13th |  |  |  | 16 | +4 Greatsword |
| 14th |  |  |  | 18 | Mental Ward +3 |
| 15th |  |  |  | 20 | Vicious Weapon, Abomination |
| 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 (Ex):** Blackrazor’s malign spirit awakens as the wielder grows in power.

*Sentience, Major:* When the weilder gains 11th, level, Blackrazor's sentience becomes fully awakened. Its intelligence and charisma each improve to 18, it gains *Infernal* as a language, its hearing range extends to 120ft, and it can now see to 120ft with Darkvision and Blindsense.

**Mental Ward:** While wielding Blackrazor, you gain a bonus on saving throws against mind-affecting

effects. This bonus is +3 at 14th level.

**Vicious Weapon:** The disruptive powers of this weapon do extra damage. When attacking, this weapon does an extra 2d6 damage to the enemy, but also 1d6 damage to the wielder.

**Abomination:** The power of this blade becomes apparent to all undead forces. When the wielder reaches the 15th level, he becomes able to cast Rebuke or Command Undead. The power of this ability uses the wielder's ECL instead of cleric levels. You may use this ability a number of times per day equal to 2+ Cha modifier.