Kiyamar, the Morningstar with a Legacy.

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

Kiyamar was created by an ancient lineage of Dwarves to serve in a battle against a powerful blue dragon. It was first wielded by Grevkin Stonemason, a prestigious freedom fighter. The battle ultimately ended in his demise.

Unidentified stats.

+1 steel Morningstar

Bonded: Character bonded for 24 hours. Does 2d6 electric damage to anyone making contact with it. Reflex DC15 for half. If not physically contacted for over 24 hours, a new owner may wield it.

Unfocused Chain Lightning: 3 times per day, shouting out the weapons name will issue forth an unfocused chain lightning spell that does 3d6 damage initially and strikes three other random targets for half that damage. Reflex DC 13 for half damage.

Knowledge History DC 20 will reveal the next tidbit

“Upholding the Tradition” Ritual

The blue dragon known as Halathor devilishly set up a blockade using Kobolds to stop all trade to a city on the edge of the Bright Desert, demanding all the city’s gems. The blockade lasted for a year before Grevlin set out alone to free the city from the dragon and its followers. The dragon was ultimately slain, but at a great cost. The warrior was fatally wounded and soon died. His body and the weapon were recovered and taken back to the city. To honor his sacrifice, weaponsmiths reforged the steel Morningstar with Adamantine and embedded one of the blue dragon’s scales within it.

Ritual: In addition to purchasing 2500 GP of materials, you alone must face a Lawful Evil dragon that has a CR equal to your level or higher and slay it. It doesn’t matter how you choose to achieve this task, so long as you have no assistance. You do not need to survive the encounter to complete the ritual. Doing so grants the Least Legacy powers (Kiyamar level 5 - 10).

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| --- | --- | --- | --- | --- |
| **Wielder Level** | **Attack**  **Penalty** | **Hitpoint**  **Loss** | **Reflex Save**  **Penalty** | **Ability**  **Granted** |
| 5th |  | 1 |  | +2 Morningstar (Adamantine) |
| 6th | -1 |  |  | Power of Chaos +2str |
| 7th |  |  | -1 | Speed of Chaos +5spd |
| 8th |  |  |  | --- |
| 9th |  | 2 |  | Righteous Thunderbolt |
| 10th |  |  |  | Lawless Shout |
| 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.

***Abilities:***

**Power of Chaos** grants the owner of the weapon +2 to their Strength score when the weapon is worn, wielded, or held.

**Speed of Chaos** grants the owner +5 feet to their movement speed.

**Righteous Thunderbolt** can be used three times per day by shouting the weapon‘s name. Its effects are nearly identical to the *Chain Lightning* spell, except that it deals 1d8 damage every three character levels and 1 secondary bolt per three levels. The save DC is 13 or 13 plus Charisma Modifier, whichever is higher.

**Lawless Shout**You gain the ability to shout a battlecry once per day that unleashes chaotic power to smite your enemies. This ability functions like the *Chaos Hammer* spell, except uses character levels. The save DC for this ability is 14 or 13 plus Charisma modifier, whichever is higher. Having 5 or more ranks in Intimidate increases this DC by 1. Having 15 or more ranks in Intimidate increases the DC by a total of 2

Further Advancement: Unlocking the next ritual cannot be done until the owner reaches level 11, at which point, he has to make another Knowledge History check to get the next bit of lore, or have help from someone else. Only after completing the next ritual can the Lesser Legacy powers be revealed.