



FORGOTTEN REALMS



SWORDS OF IMPILTUR

IMBRAR'S INHERITANCE

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IMBRAR'S INHERITANCE

When my brother Imbrar failed to return from his ill-fated foray into the Giantspires, I grieved for him as only a sister can. Yet in the winters that followed, with Impiltur beset by many foes, I grieved still more for the five-score blades lost with his Royal Guard. My brother had inherited these swords along with his throne and gambled them like a profligate wastrel. In losing them, Imbrar squandered an inheritance that did not truly belong to him, and I despaired at the generations to come who would rue his rashness and misplaced heroism.

Queen Ilmara of Impiltur
Thoughts Atop a Throne
Year of the Countless Scribes (1166 DR)

The recent efforts of the sage Othiyr Velthran of Turlagol to detail and provide information as to the last known whereabouts of the trove of swords known to history as “Soargar’s Legacy” and lost with King Imbrar of Impiltur in the Year of the Luminar Procession (1127 DR) has renewed a great deal of interest in these fabled, missing blades. The tragic story of Imbrar’s disappearance and the loss of his Royal Guard’s swords is still a tale that captivates and mystifies listeners throughout the lands of the Inner Sea. So much so in fact, that the reigning monarch of Impiltur, the Queen-Regent Sambryl, has sponsored no less than three adventuring bands in recent years to explore the Giantspire Mountains and seek to reclaim some or all of the lost swords and even to perhaps unravel the mysterious fate of lost King Imbrar.

Prior to giving her blessing to the Company of the Frozen Behir, the Men of the Flaming Tabard and the Black Blade Venturers, Sambryl called upon Relamon, the Royal Sage of Impiltur, to search through the Court’s ancient and scanty records (much diminished during the Kingless Years) and glean what information he could regarding the origins of these lost blades, their appearance and powers. It is from the earnest toil of Relamon and his loremaster colleagues that the following five swords are detailed below.

DORNAVVER “DEMONBANE”

Weapon (longsword), legendary (requires attunement)

Lore: Named for the master swordsmith who forged it, *Dornavver* is only rarely called by its true name. Most sages and historians prefer the imagery that springs to mind when it is referred to as “Demonbane”, and many tales and fragments of lore surrounding the blade refer to it in this fashion. The sword was fashioned in the Year of the Wrath Sword (275 DR) in response to the proliferation of evil artifacts created during the reign of the Qysar Shoon IV of the Shoon Imperium. Relics such as *Kuraltaar “the Demonshield”*, *Jaralth “the Fiendspike”* and *Morthinmar “the Sallet of Sorrow”* convinced the clergy of Ilmater that the faith required more than just prayer to combat the spread of evil throughout the South.

As recorded in the book *Relics of the Righteous* by the Sage of the Just Gods, Thontoros the Learned, the Feast of the Moon in Uktar of 275 DR saw a great, holy gathering at the ancient stone circle known as Allyn’s Anvil, where the legendary “*Demonsbane Shields*” had been consecrated by the Just God himself more than two centuries before. Present were Archsufferer Irmakul “Bloodthews” of Memnon, Revered Brother Filithan of Bormton (a now-ruined village north of present-day Trademeet), Exalted

Servant Volshur the Crooked and a host of other senior priests of the Crying God. On that night, their fervent prayers interspersed with their cries of suffering, infused *Dornavver* with its mighty enchantments.

The sword was entrusted to the Holy Warriors of Suffering, a knightly order of paladins affiliated to the Church of Ilmater who at the time had their fortress at what is now known as Castle Dasaajk, east of the Purple Hills. It is known that over one hundred winters after the sword was entrusted to the Holy Warriors, one of their number took up the blade and travelled north, coming to the tower of Ulldoon “the Mage of Fangs”. The wizard Ulldoon was a ruthless, some say insane, spellhurler who consorted with many denizens of the lower planes. He established the small realm of Faerlorna in the lands north of the Cloud Peaks and grew fond of summoning fiends of all types to send against rival holds that bordered his realm as well as the elves of Askavar who had their homes in the nearby Glimmerwood (present-day Wood of Sharp Teeth). The tale of how this unnamed paladin, wielding the mighty *Dornavver*, vanquished Faerlorna and the fiends therein is recounted in a ballad titled “Ulldoon’s Doom”, a popular song still sung by bards of the Sword Coast today.

After the fall of Faerlorna, the blade known as “*Demonbane*” was taken by its wielder west of the Heartlands and disappeared from recorded history for over a century. It is known that during the tragic procession of battles that preceded the fall of fabled Myth Drannor, many Dalesmen and more than a few War Wizards of Cormyr took up arms to assist the elves and other races who called the City of Songs home. The court records of King Draxius “the Neverdying” of Cormyr recount how the ambitious Mindal Rowanmantle, a noble younger son, gathered a ragtag army of volunteers made up of Dalefolk and warriors of Cormyr and led them to fight alongside the forces of Cormanthyr. The only known description of this campaign is found in the diary of the War Wizard Landraul Skatterhawk, which now rests in the Royal Cormyrean Archives in Suzail. Landraul wrote about a blade that fit the description of *Dornavver* as being in the possession of the paladin Sarshel Elethlim and wielded by him in the Battles of Snowsblood Trail and Standing Stone’s Blood during the Year of the Firedrake (713 DR).

Sarshel Elethlim went on to lead the Triad Crusade against the fiend army that overran and despoiled fair Impiltur more than a decade after the fall of Myth Drannor. Sarshel wielded *Dornavver* throughout the many battles of the Fiend Wars (729 – 732 DR) and used it to devastating effect when he shattered the Crown of Narfell in the Citadel of Conjurers, breaking the power of Orcus over the last demon army and sending it into headlong retreat. His bravery and leadership saw him crowned king of Impiltur, and *Dornavver* became one of the royal blades of the kingdom.

After the death of Sarshel, “*Demonbane*” was borne, but seldom wielded, by monarchs of the realm, out of reverence for the man who had led the realm out of darkness. In the years that followed, the sword was employed in battle only twice. In 786 DR, Prince Nord and his brothers donned all of the holy regalia of Impiltur, including the legendary “*Demonsbane Shields*”, to banish the balor Ndulu and his demon host from their realm. In that storied battle, Nord wielded *Dornavver* and gained for himself eternal glory.

The only other time that “*Demonbane*” was wielded in battle prior to the fall of Old Impiltur in 926 DR, was during the time of King Beldred. His reign is famous for “the Scouring”, a year-long

campaign in the Year of the Empty Throne (850 DR) that saw the young king lead an army of holy knights deep into the depths of the Rawlinswood, slaying and driving forth pockets of demons that had survived the Fiend Wars. Whilst this campaign averted an age-old threat to the kingdom, it unfortunately released a horde of harried demons on the tribes of Narfell to the north of Impiltur. The tribesmen sought their revenge on Impiltur in 862 DR when they united under the chieftain Galush and rode forth to invade the realm and claim, as the sage Ithyran described, the “warm lands of their ancestors”. Despite being defeated at the Battle of Twelvepikes on the banks of the Soleine River, the nomads managed to do great damage to the outlying eastern borders of the realm, but did little to weaken the realm proper. Their defeat and the death of their leader saw the nomad horsemen turn tail and flee back to the Nar steppes, closing another chapter in Impiltur’s “golden age”.

As with all the other blades of Imbrar’s Royal Guard, *Dornavver* was safely kept by the Mage Royal Soargar in his tower in Lyrabar until the victory of Imphras the Great over the hobgoblin hordes in the Year of the Dawndance (1095 DR) and the re-establishment of the monarchy two years later. Most sages and historians of Impiltur believe that King Imbrar himself wielded “*Demonbane*” when he marched north from his lands in 1127 DR to quell the hobgoblin menace stirring once again in the Giantspire Mountains. Others state that he gave the blade to his general and commander of his Royal Guard, Lord Osper Wellhaven. The only thing that the sages are prepared to agree on is that the whereabouts and fate of *Dornavver* remain a mystery that is yet to be solved.

Description: *Dornavver* is a longsword forged of some unknown alloy, and its blade is multi-hued. The long hilt is wrapped with silver wire and the crosspiece is also plated with this holy metal. The pommel is etched with the symbol of Ilmater, the Broken God.

You gain a +3 bonus to attack and damage rolls made with this magic weapon and any demon struck by the blade must make a DC 18 Charisma saving throw or be banished back to its home plane. In addition, when you hit a demon with this weapon, the demon takes an extra 3d6 radiant damage. For the purpose of this weapon, “demon” refers to any creature with the fiend type that is native to the Infinite Layers of the Abyss.

The sword emits a dim, blue light in a 20-foot radius when brought within 60 feet of a demon and the bearer of the blade has advantage on all saving throws versus spells, actions or abilities employed by demons.

“*Demonbane*” is legendary among demonkind, and can be readily recognized by any demon with a successful DC 10 Intelligence check. The attitude of any demon seeing this blade immediately shifts to hostile (see page 244 of the *Dungeon Master’s Guide*) with respect to the wielder. Most demons will immediately communicate the sword’s location and ownership to their fellows once they learn of it.

FELTHANN “LILUTH’S SUMMERTONGUE”

Weapon (longsword), legendary (requires attunement)

Lore: The origins of this blade are unknown, but most sages agree that it is a work of great antiquity, likely from the time of the legendary Talfir, the human race who lived in the present-day Chionthar valley. Believed to have been forged in the years following the fall of Netheril, a blade matching *Felthann’s* description is noted in scraps of ancient lore kept in Candlekeep. These tales talk of a mighty blade wielded in an abortive attempt to overthrow the rule of the legendary Verraketh the Shadowking.

The failure of this plot saw the sword disappear from recorded history, as the fearful conspirators were slain by the vengeful Verraketh or fled his dread realm.

The blade next appears in the records of the elven sage Inthalistor Symbaern who recounts how a blade matching *Felthann’s* description was in the possession of Princess Liluth of Tsornyl prior to her death and the destruction of her city by the forces of Moander “the Darkbringer” in the Year of Clinging Death (75 DR). It is clear that *Felthann*, known to the elves of Cormanthyr as “Liluth’s Summertongue”, survived the depredations of Moander’s minions and the death of Liluth, for it was noted as being kept along with countless other treasures in the Vault of Ages deep beneath the city of Cormanthor circa 240 DR. Confirmation of the sword’s whereabouts at this time comes from none other than the great sage Elminster himself, who handled the blade when being tested by Coronal Eltargrim and the mighty Srinshree upon first entering what was to become the fabled city of Myth Drannor.

It is known that in the last desperate days of the defence of Myth Drannor, many powerful weapons were given to elf warriors and select humans by the ruling Council of Twelve in a vain attempt to turn the tide of battle against the forces of the Army of Darkness. *Felthann* was entrusted to Belthar Garshin, a paladin of Torm, who survived the Weeping War and escaped from the City of Songs despite its ruin and fall.

After spending the next several winters hunting and slaying the many evils still plaguing the woodlands of Cormanthyr, Belthar became one of the chief lieutenants of Sarshel Elethlim when the Fiend Wars commenced in 729 DR against the demon hordes that had overrun the kingdom of Impiltur. Belthar wielded *Felthann* valiantly in the first battles fought by the holy warriors of the Triad Crusade, single-handedly vanquishing the nalfeshnee Krilizzar and a pack of rutterkin at the Battle of Morlath’s Sacrifice and leading the vanguard of the army to a crushing victory against the half-fiend, personal guard of the self-styled cambion “king” Agrosh, at the Battle of Horned Heads. Unfortunately, the brave Belthar was slain in a cunning ambush by swarm of vroock and succubi in the assault leading up to the final battle against the balor Ndulu and his demon army at the Citadel of Conjurers.

With his dying breath, Belthar called to his young squire Halanter Elethlim, son of Sarshel, and entrusted him with *Felthann*, charging him with becoming a paladin of true faith and virtue. The end of the Fiend Wars and the crowning of Sarshel as Impiltur’s king, saw the establishment of the Elethlim dynasty in Impiltur. Halanter became Crown Prince of the kingdom and ruled in turn when his father died of natural causes a scant two years after their great victory over the forces of evil. Upon gaining the throne, Halanter I kept *Felthann* by his side till the birth of his first son and heir, Erynd. When Erynd was old enough to bear arms, he was gifted with his father’s sword by the proud Halanter, and bore it in preference to the sword *Galathos*, the weapon customarily borne by the Crown Prince of Impiltur during the tenure of the previous Durlarven dynasty.

In the Year of the Moaning Gorge (786 DR), King Erynd gave *Felthann* to his eldest son and heir, Crown Prince Essys, when he and his two brothers arrayed for battle against the returned balor Ndulu and his demonic followers. His death at the Battle of Moaning Gorge saw the blade taken to the Hall of the Fallen within the Royal Palace in Lyrabar by his grief-stricken brother, the now Crown Prince Nord who acceded to the throne only two years later. There it remained a testament to the sacrifice of the scions of Sarshel, until the waning days of the kingdom when the Mage

Royal Soargar obtained *Felthann* and many other treasures of the realm for safekeeping, to await the day when the nation would rise anew.

The loss of the blades of Imphras after King Imbrar's reckless foray into the Giantspire Mountains means that the current fate and whereabouts of the sword *Felthann* remain a mystery. Perhaps it is lost forever, or mayhap it will soon be claimed by a band of brave adventurers with the courage and skill to prevail against the dangers of the wild lands north of Impiltur.

Description: Forged of cold iron, *Felthann* is a longsword with a hilt wrapped with gold wire and a pommel embedded with a sunstone gem. On one side of the blade, the word "Felthann" is etched in Draconic runes, and the word "Sansrar" can be found on the other face. Sages believe that this latter word may be one of the secret names of the dead god Amaunator.

You gain a +2 bonus to attack and damage rolls made with this magic weapon and you have immunity to necrotic damage. The sword has 3 charges and while holding it, you can use an action and expend one charge to cast *sunburst* (save DC 17). The word "Sansrar" is the command word for the blade's *sunburst* property. The sword regains 1d3 expended charges daily at dawn.

ILTORNAR "THE GORETOOTH"

Weapon (greatsword), legendary (requires attunement)

Lore: This blade is one of the most ancient heirlooms of the Impilturian monarchy and was that realm's first sword of state before being replaced with a more ceremonial, less martial weapon. The sword was forged in the Year of the Winking Eye (-277 DR) by the dwarven smith Iltorn Crownshield of Eartheart. Iltornar, or "Iltorn's Cutter" in the dwarvish tongue, was crafted for a minor noble of Jhaamdath by the name of Olryn Mirandor. He had made the long journey to the Great Rift of the gold dwarves seeking a sword to commemorate the birth of his first son and heir, and to celebrate the rapidly improving fortunes of his family. Little did he know that the blade he purchased would see the rise and fall of kingdoms, and figure in one of the most heroic episodes in Impiltur's history.

When the High Magic of the elves of Nikerymath destroyed the nation of Jhaamdath in the Year of Furious Waves (-255 DR), many people of that broken realm embarked upon a great tide of migration northwards with the passing of the years. Among their number was one Impil Mirandor who led the remnants of his once proud family and a host of loyal retainers on a long and arduous sea voyage that eventually brought them to the northern shore of what was to become known as the Easting Reach. Impil's party made landfall in the Year of Old Beginnings (-135 DR) and immediately came into contact with the native Nar population.

Impil's first act was to raise a small, stone tower on a rocky tor that lay atop a long abandoned dwarven delve on the coast. Over time this settlement attracted many Nar traders and farmers and came to be known as Impil's Tor. Seemingly blessed by the gods, the Mirandors prospered in their new home and claimed lordship over the area surrounding their family hold for a day's ride in every direction. The success of the Mirandor holding saw increased trade with the local Nar tribes and over time, the dwarves of the Earthfasts. In the Year of Elven Delights (-118 DR), Ornrath Mirandor built the first stone walls around their ever-growing settlement and named it Lyrabar, harking back to the settlement's dwarven roots and cementing trade ties with the dwarves of the surrounding mountains. The success of Lyrabar as a centre for trade and a bastion against the fell creatures that were

unleashed with the fall of Narfell saw the local populace look increasingly to the strong Mirandor family for protection, guidance and authority. In time, several Nar clans swore fealty to Inrath, son of Ornrath, greatly expanding the hold's population and territory.

In the Year of Splendor (-74 DR), Inrath Mirandor, descendant of the great Impil, crowned himself king of Impiltur, a realm named in memory of his revered ancestor. At his coronation, King Inrath brandished the great blade *Iltornar* as he gloried in the adulation of his new subjects, and declared the establishment of the Mirandor dynasty. From that day on, the sword *Iltornar* rested on a fabulously carved plinth of phandar wood in the throne room of the Impiltur kings, save when it was wielded in battle by the reigning monarch. During the reign of King Ellarath "the Faerie King", who came to the throne in the Year of the Jealous Spouse (178 DR), the elves of the Grey Forest gifted Ellarath with a new blade to commemorate the concord known as the Silver Arrow Pact between Impiltur and the elven realm of Vedrymmell. King Ellarath, obsessed with all things elvish, adopted this new blade as sword of state, leaving *Iltornar* to gather dust in the depths of the Royal Treasure Vaults.

The sword *Iltornar* languished in the hidden depths of the Royal Palace in Lyrabar, forgotten by the ruling kings and queens of the day, until the reign of King Forvar II of the Durlarven dynasty in the Year of the Dowager Lady (726 DR). The Durlarvens desire to expand Impiltur began with the encouragement of settlers to seek new lands.

The late 600s DR saw countless Impilturian settlers enter the environs of the Great Dale and the impenetrable Auldgloom Forest and blaze trails, fell lumber and form settlements beneath the boughs or on the fringes of the Rawlinswood and Forest of Lethyr. This surge of humanity into the sparsely inhabited lands east of the kingdom inadvertently awakened a host of slumbering evils. Long-buried demons, half-fiends, and tieflings began slowly gathering on the eastern fringes of the kingdom into what the sage Savanth of Hlammach would later describe as "the Scaled Horde". With the realm unaware of the evil it had awakened, the demon army unleashed itself on unsuspecting Impiltur and quickly brought that proud realm to its knees.

As Impiltur's armies were defeated and resistance to the Scaled Horde crumbled, King Forvar took up the blade *Iltornar* and led the last of his knights against the fiends assailing Lyrabar so as to buy time for the evacuation of many of his subjects by sea. With him was his queen, the beautiful and courageous Andonia, for when word of the horde's approach was given she refused to flee with the other women of the Royal Court. When Forvar fell in battle, Queen Andonia took up the king's blade and wielded it with such grim purpose and deadly skill that her demon opponents quailed at the sight of her. That day, Queen Andonia slew no less than a score dretch, a handful of chasme, the tiefling "general" Kartul "the Darkflame" and the mighty glabrezu Zarishlix before she was overwhelmed by a horde of fiends. Her brave sacrifice and battle prowess became a thing of legend and earned the blade *Iltornar* the sobriquet "*the Goretooth*" for the fearsome carnage it caused.

With the end of the Fiend Wars and the triumph of the Triad Crusade in 732 DR, *Iltornar* was restored to the newly established Elethlim dynasty. The new royals of Impiltur seldom wielded the sword however due to its size and heft and the fact that the kings and princes of the realm preferred other blades such as *Dornavver* and *Felthann*.

It is known that after the accession of King Imbrar of Impiltur in the Year of the Rose Pearls (1122 DR), he gave the sword *Iltornar* to his personal bodyguard, the famed sword master Rauntor

“Swiftblade” Forgeworn. Rauntor was lost with the other members of Imbrar’s Royal Guard during their daring foray into the Giantspire Mountains in 1127 DR. No-one in Impiltur or any other surrounding lands have seen or heard of “*the Goretooth*” since that fateful expedition. Only when the mystery of Imbrar’s fate is unveiled will there be an ending to the tales of this and many other blades.

Description: *Itornar* is a greatsword forged of some unknown alloy that has a noticeable, purple sheen to it. It is hilted with adamantine and has adamantine turned down quillons. The hilt is wrapped with black dragon hide and the pommel is a cube of adamantine with the Crownshield forge-mark etched into each face. The sword’s blade has a long ‘blood groove’ down almost its entire length.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this magic sword, the target takes an extra 2d6 acid damage. The sword has 4 charges and while holding it, you can use an action and expend one charge to cast *Melf’s acid arrow* (as a 5th level spell) at a single target within range. The sword regains 1d4 expended charges daily at dawn.

PALRETH

Weapon (Chondathan steelsword), legendary (requires attunement)

Lore: This sword is one of the few remaining examples of the skill and artistry of the legendary swordsmith Gorlan “Smokeknuckle” Rilintar. Gorlan’s thatched smithy stood on a rocky outcrop a day’s ride east of Suzail and welcomed a steady procession of clients eager to obtain one of his matchless blades. Gorlan was famous not only for his skill at the forge but also for the fact that he only took on the commissions that interested him. In fifty years toil, it is doubtful whether he produced more than twenty blades and was infamous in his day for refusing to craft a sword for King Keldroun of Cormyr, deeming the particular blade sought to be beneath his talents.

Gorlan is known to have forged *Palreth* to the exacting specifications of Lord Indra Mornthorn, a powerful and wealthy noble of Old Impiltur who was ambassador to the court of Keldroun and his successor Berost “the Bold”. The blade was completed in the Year of the Two Dranners (296 DR) and then Mornthorn took it north to Myth Drannor where it was enchanted by a host of senior mages from the Irithlium, a newly founded wizard school. Lord Mornthorn tarried in Myth Drannor for a handful of years, sampling the newly opened city’s delights, before his liege King Toaven recalled him to Impiltur.

Upon his return to Impiltur, it became clear that Lord Mornthorn’s immense wealth was matched only by his colossal ambition. He bid for the hand of Princess Merralyn, Toaven’s eldest daughter, seeking to join the Mornthorn line with the Mirandor ruling family. When the canny princess rebuffed his advances, Lord Mornthorn was both humiliated and enraged. He resolved to force the issue and Princess Merralyn’s honor was saved only by the fortunate arrival of her brother, the Crown Prince Tarth.

In the tumult that followed Lord Mornthorn and Prince Tarth fought blade to blade and it was Tarth’s youth and battle skill that prevailed over Mornthorn’s guile and the power of his blade *Palreth*. Crown Prince Tarth claimed the sword as his own after the victory, and wielded the blade for several winters before a newer, brighter blade caught his fancy whereupon *Palreth* was consigned to languish in the Royal Treasure Vaults.

In the Year of the Wyvernfall (512 DR), the orcish chieftain Ulbror led a horde out of Vastar and into the uplands of Impiltur by means of countless, small mountain trails over the Earthspurs. Ulbror sought to attack and pillage the defenceless settlements scattered throughout the region and establish his own realm away from the vicious inter-tribal warfare that raged between the orcs of Vastar. The monarch of Impiltur at that time was Sharaun, an old and complacent king who had never faced any foe of the realm in open battle. When word of the horde incursion reached Lyrabar, Sharaun gathered his sons and what armymen he could muster and marched to confront the orcs, instructing his son-in-law Duke Harandil Durlarven to rouse the militia and nobles of the western reaches of the kingdom and join him with all speed.

What followed was a disaster of the greatest magnitude. Approaching without the benefit of adequate scouting, King Sharaun and his small vanguard were assailed from all sides by an orc army more than ten times their number. Pushed back to the Gloom Fens (a stretch of marshland that once stretched from the western shore of Bluefang Water to within sight of the Earthspur foothills), Sharaun and his entire army, including the three princes of Impiltur, were slain by the savage orcs. The next day, a more cautious Duke Harandil came upon the orcish army encamped near the marshes. Exhausted from battle and the grisly feasting that had followed the slaughter, the orcs were no match for Duke Harandil’s vengeful army and were defeated at the Battle of Bloody Reeds. Following the battle, with the death of Sharaun and his sons leaving the Mirandor dynasty heirless, Duke Harandil was proclaimed king of Impiltur by acclamation, establishing the Durlarven dynasty.

It is known that Crown Prince Suldorn, son of king Sharaun, bore *Palreth* in the Gloom Fens Disaster but the blade was not recovered from his corpse. It was taken by orcs who survived King Harandil’s triumph and they fled north and west back to Vastar, eluding the warriors of Impiltur who mercilessly hunted down the scattered remnants of the horde. The sword was lost for near a hundred winters before the Company of the Battlehorn reclaimed it in a skirmish with orcs fleeing the defeat of the orcish chieftain Grimmerfang by the dwarves of Roldilar, “the Realm of Glimmering Swords”, in the Year of the Jester’s Smile (612 DR). *Palreth* brought the Company of the Battlehorn considerable wealth when they surrendered it to agents of King Bellodur I that year, and it remained the property of the crown throughout the centuries that followed. With the fall of the kingdom, *Palreth* and many other treasures were safeguarded by the Mage Royal Soargar during the Kingless Years (926 DR-1097 DR) until the rebirth of the realm with the coming to power of Imphras the Great.

The sword *Palreth* is recorded as being wielded by Lord Authilbrar Starsunder, a trusted retainer and close friend of King Imbrar in the tragic invasion of the Giantspires in 1127 DR. The blade’s fate, like that of Authilbrar, his liege and sword companions, is unknown.

Description: *Palreth* is one of the earliest known examples of the style of blade known as a “Chondathan steelsword” ever fashioned in the Forest Kingdom. Its blade and hilt are crafted from dwarf-forged steel and it has ornate, black enamelled cross-quillons to protect the hand of the wielder. The pommel is unusual in that it is shaped in the form of a small, stylised human hand.

A Chondathan steelsword is akin to a longsword, but the blade is wider at the base and slightly longer. It inflicts 2d4 slashing damage on a successful strike. *Palreth* is considered to be a magic weapon but provides no bonus to attack or damage rolls.

Upon the mental command of the bearer, the sword's pommel-hand closes around any one example of four different gem types: beljuril, black sapphire, diamond, or jacinth. If more than one such gem or any other object is placed in the pommel, the hand does not close.

Once the fist is closed around a gem, the blade gains the following damage bonuses: 3d6 lightning damage (beljuril), 3d6 acid damage (black sapphire), 3d6 cold damage (diamond), or 3d6 fire damage (jacinth). Removing a gem from the pommel or placing a new gem in the pommel is a bonus action. Replacing one gem with another is an action.

ULFINDOS "THE CORSAIR SCOURGE"

Weapon (cutlass), legendary (requires attunement)

Lore: The origins of this sword are unknown, for it first came to light in the Year of the Dark Venom (37 DR) when the mercenary Vaerom Obarskyr of Impiltur, brother to the reigning King Faerlthann of Cormyr, made a long sea voyage to the Forest Kingdom. Vaerom travelled to Cormyr to return the remains of Suzara, his and Faerlthann's mother, to the land she had forsaken some twenty-five years before.

Tales speak of the love that Suzara always held for Ondeth, the Founding Father of Cormyr, and her wish to be buried near his remains upon her death. More cynical observers note that the sly Vaerom used the death of his mother to try and sway his brother into establishing a family base in Cormyr where his mercenary company would be subject only to laws favorable to them. Whatever the reason, Vaerom was given short shrift by Faerlthann, and returned to Impiltur after his mother's internment a very disappointed man.

On the sea voyage back to Lyrabar, Vaerom and his men were waylaid by pirates near The Neck, the entrance to the Dragonmere. The confident pirates swarmed aboard Vaerom's vessel only to be confronted by his battle-hardened crew of professional fighting men. In the fight that followed, Vaerom personally slew the pirate captain and claimed the blade *Ulfindos* from his corpse. Vaerom bore the blade throughout the years that followed and used it to grim effect when the Obarskyrs rallied behind the usurper Morlorn in the Year of the Climber's Rest (72 DR).

Morlorn, uncle to the reigning King Varanth II of Impiltur, arranged the poisoning of his nephew and seized the throne, using the mercenary army of the Obarskyrs to crush all opposition to his rule. Vaerom and the Obarskyrs had long been frustrated in their attempts to achieve noble station in Impiltur. Galled by the royal status of their cousins in far off Cormyr, the Obarskyrs were persuaded by Morlorn that he alone was the family's gateway to the noble status that they craved so greatly.

Foolishly, Morlorn failed to ensure the death of Varanth's wife Queen Ilithra, and their son, the Crown Prince Baranth who fled into the depths of the Grey Forest on the western fringes of the kingdom. Well hidden, Baranth commenced a clever, guerrilla campaign against his uncle and took advantage of the fears of several important noble families that the Obarskyrs would be raised to a pre-eminent position in the realm. Over the next handful of years, Baranth worked steadfastly to gather followers and rally nobles to his cause, all the while escaping the many assassination attempts and armed incursions organised by Morlorn to have him slain. In 77 DR, Baranth and his followers aided by the moon elves of Vedrymmell finally marched forth from the forest to remove the treasonous Morlorn from the throne.

The "Usurper King" met the prince's army at the crossroads village of Ironrock, north of Hlammach, and was defeated in what

came to be known as the Battle of Ilithra's Smile. Crowned on the battlefield, King Baranth's first decree was to proclaim Vaerom and his five sons outlaws but pardon their wives, children and erstwhile loyal followers. In doing so, King Baranth removed the threat of the Obarskyrs to the other noble families of the realm but showed his mercy and compassion as ruler. Vaerom, bereft of all support, fled the realm immediately with his sons and *Ulfindos* passed into the hands of the Mirandor dynasty.

The sword remained in the royal vaults until the time of King Darthorn II, who assumed the throne in the Year of Fraying Binds (343 DR). Darthorn II was plagued throughout the early years of his reign by a vast pirate fleet out of Altumbel led by the pirate "king" Azeddar, a renegade of Unther. Building a strong navy of swift, coastal galleys, Darthorn II led the fleet of Impiltur to victory after victory over the following two years, the blade *Ulfindos* by his side. After a great victory at the Battle of Splintered Prows in 352 DR, the strength of Azeddar and his pirates was ended forever, and the victorious Darthorn II bestowed the name "*the Corsair Scourge*" on the blade *Ulfindos* in memory of his triumph.

After his death, his son and namesake, Darthorn III, succeeded him in the Year of the Maiden's Fancy (369 DR). A courageous warrior and sailor, much in the mold of his father, Darthorn III's life was shattered by the death of his queen and eldest son during the Prayerbane Plague that devastated Impiltur in the Year of the Thoughtful Man (374 DR). Overwhelmed by despair, Darthorn III threw himself off the Royal Barge anchored in Lyrabar's harbor a scant month after his son's funeral. When the royal corpse was recovered, it was observed that the grief-stricken king had clumsily sewn lead weights into his royal robes to ensure his death by drowning.

From that time onward, *Ulfindos* was deemed unlucky by the monarchs of the Mirandor dynasty and wielded only rarely. It was displayed with other treasures of the kingdom in the Glittering Gallery within the Royal Palace in Lyrabar until the Mage Royal Soargar took the blade into safekeeping as Impiltur fragmented into warring city-states in 926 DR.

After the Kingless Years and the crowning of Imphras I in the Year of the Gleaming Crown (1097 DR), the "*Corsair Scourge*" was wielded by one of Imphras' loyal battle companions who became in time the Royal Guard. The sword was subsequently lost in the Giantspires with King Imbrar after his disastrous expedition to eradicate the hobgoblin threat once and for all. No word has ever come out of the Giantspire Mountains as to the ultimate fate of *Ulfindos*. It may yet rest in some craggy ravine or have been spirited away by parties unknown to far, distant lands. All that is known is that it remains to be claimed by some brave soul or souls in the years to come.

Description: This sword's curved blade is forged of mithral and engraved on one side with its name in Thorass script. The weapon boasts a large basket guard of spell-toughened platinum; a hilt of mithral bound with treated sharkskin and has a rare, rainbow pearl set in its pommel. Known to seafarers as a "cutlass", the blade has the same properties as a shortsword save that it inflicts 1d6 slashing damage on a successful strike.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 5 charges and regains 1d4+1 expended charges daily at dawn. The sword allows you to use an action to cast the following spells, expending the necessary number of charges: *gust of wind* (1 charge), *water breathing* (1 charge), *water walk* (1 charge), or *wind wall* (1 charge).

This work was intended to be a follow-up to my first published article in Dragon #277 titled "Soargar's Legacy" and now revamped for 5E here at the DM's Guild [Link](#). When it was submitted, the editor advised that Dragon magazine was not interested in publishing the article as it was "too campaign setting heavy" and an offering that only a fan of the Forgotten Realms could appreciate. At the time, I took that feedback as a badge of honor. Many years later I was gratified to see that the sword "Dornavver" found its way into the 3E sourcebook "Champions of Valor" through the good graces of the esteemed Eric L. Boyd, Realms writer extraordinaire. Other aspects of the article formed the foundation for the lineage of Impiltur featured in the sourcebook "Grand History of the Realms". It must be noted that Eric L. Boyd has been a great servant of the Realms over many, many years. He's told me that time and time again.

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Layout: George Krashos

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