

Legendary Blades

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About Purple Duck Games

Purple Duck Games is the vanity press company created by hobbylancer, Mark Gedak and freelancer, Stefen Styrsky. Purple Duck Games strives to bring you the consumer, tightly focused releases for your favourite open game license game. If you have any comments, suggestions or a list of abuses I've made toward the English language please don't hesitate to email me at publisher@purpleduckgames.com.

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Introduction

We have all heard tales of the heroic young adventurer who picks up a magical sword from a time long forgotten and grows in power and acclaim alongside the weapon until both reach their full potential. Legendary weapons have been proposed by a number of different publishers in a number of different supplements. The crux of the design always seems to be that there must be a trade off for the power gained -- be it quest requirements, progression in a prestige class, or loss of other abilities. At my table we have used legendary weapons for a number of years and we have found that this class punishment discourages characters from taking up legendary weapons because the cost is too great. For the legendary blades below I'm suggesting the following advancement.

Advancement

- All weapons have a base legendary weapon level that is usually a *+1 weapon*.
- The legendary weapons listed have requirements required to attune them to the wielder.
- If by 4th level, the wielder of the legendary weapon has met the requirements to attune the weapon, it increases in power to its second weapon level.
- For every two levels of experience the wielder gains while using the legendary weapon, the weapon's power level will increase by one level.
- Any spell-like abilities gained through the use of this legendary weapon are based on the wielder's highest mental characteristic (Int, Wis, or Cha).
- The caster level required for any effects of the legendary weapon are based on the wielder's total Hit Dice.

From Feedback

Alex: These seem really powerful (which they should be, being legendary weapons of course), however, why not limit these so that once the wielder unlocks the powers, he also forges a bond with the weapon and cannot wield other weapons without taking a penalty? This would definitely add some flavor to the wielder and the legendary weapon, in fact, if another tried to wield the weapon... that person would gain some sort of penalty as well.

- This is an excellent idea as well. In my campaign, Dirk's character has a legendary weapon and without me inflicting any penalty on him he use this one weapon 90%+ of the time. I think wielders of legendary weapons will use them in every opportunity, however if you have a concern like Alex indicated here I suggest you use this variant rule.

Variant Rule - Jealousy: All legendary weapons are jealous of the power they lend to their wielders. Once a wielder has met the requirements to use a legendary weapon and unlocked its second-level abilities that weapon forms a bond with the wielder. If the wielder uses another melee weapon in combat he suffers a -4 penalty on attack and damage rolls. Ranged weapon do not provoke jealousy from legendary melee weapons, but they will provoke jealousy in other ranged weapons.

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Alieywishia, Orc Scourge

Once wielded by the first elven king, *Orc Scourge* was lost for centuries after the First War between orcs and elves. A band of deep-delving dwarfs rediscovered it in the tomb of an orc chief, secreted there so the blade could never again harm the orc race. The dwarfs' attempt to sell *Orc Scourge* back to the elves soured relations between the two nations for centuries.

Orc Scourge is a finely made curved sword. Its length and size belie its almost weightless heft, yet it sits firmly and perfectly balanced in the palm. While unadorned, the hilt displays a form of elven script used since ancient times.

Alieywishia grants the wielder proficiency in combat against the elven race's hated enemy: orcs. Wielders feel an intense hatred for the humanoids and go out of their way to hunt and kill them whenever possible. *Alieywishia* not only grants the wielder the ability to easily kill orcs, but it also imbues the user with abilities that make it easier for the individual to enter and slay orcs in their dark, underground homes. At its most powerful, *Orc Scourge* negates an orc's combat ferocity and kills the brutes with even the slightest wound.

Requirements:

To unlock the full potential of *Orc Scourge*, a character must fulfill the following requirements.

Base Attack Bonus: +3

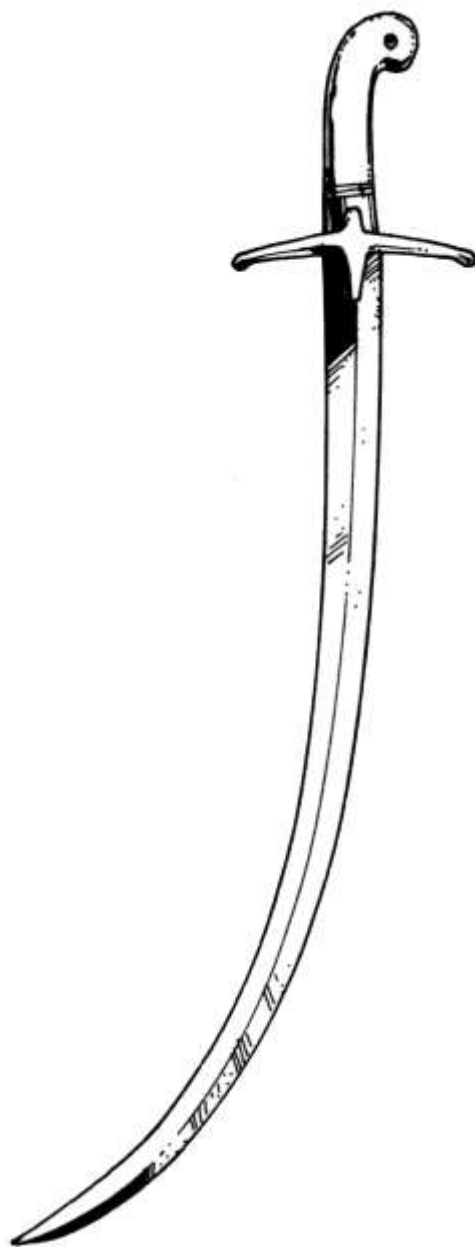
Feats: Exotic Weapon Proficiency (Elven Curved Blade), Weapon Finesse

Race: Elven blood

Alter Self (Sp) The wielder gains the ability to use *alter self* to take the shape of an orc three times per day.

Calm Strike (Su) At 9th level, as a full round action the wielder can make a single melee attack against a creature. On a hit that creature's soul is calmed and it loses access to the ferocity special ability for a number of rounds equal to the wielder's level. Additionally, raging costs double the number of rounds as normal for the struck creature.

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Cat's Grace (Sp) The wielder gains the ability to use *cat's grace* three times per day.

Darkvision (Sp) The wielder gains the ability to use *darkvision* three times per day.

Favored Enemy (Orcs) (Ex) The wielder gains a +2 bonus on Bluff, Knowledge (local), Perception, Sense Motive and Survival checks against creatures of the orc subtype. Likewise he gains a +2 bonus on weapon attack and damage rolls against them. If the wielder is a ranger with Favored Enemy (Orcs), this bonus stacks.

Orc Slayer (Su) At 10th level, the wielder of *Alieywishia* gains the ability to slay orcs outright. Any orc struck with this blade must make a Fortitude save DC 20 or die.

Sunburst (Su) At 6th level, the *Alieywishia* is charged with a holy light that dazzles any creatures with light sensitivity within 30 ft. of it.

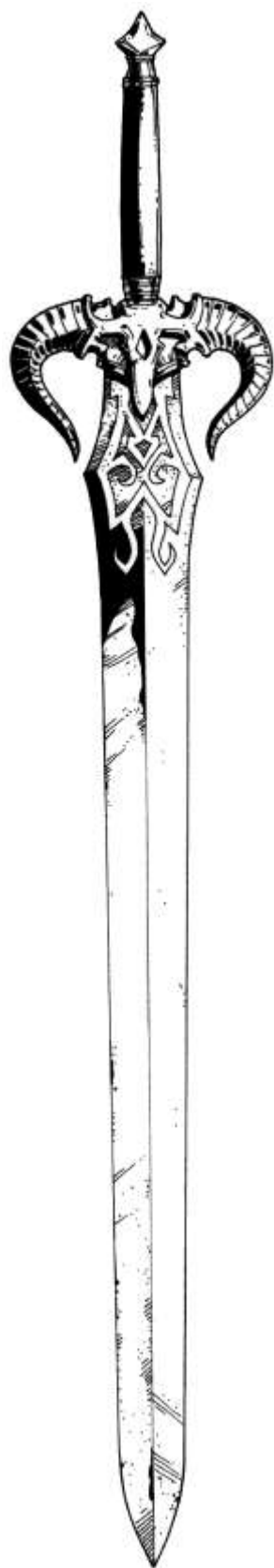
Weapon Level	Wielder Minimum Level	Abilities
1 st	---	+1 <i>elven curved blade</i>
2 nd	4 th	<i>Darkvision</i> (3/day)
3 rd	6 th	Favoured enemy (orcs)
4 th	8 th	+2 <i>elven curved blade</i>
5 th	10 th	<i>Alter self</i> (orc only) (3/day)
6 th	12 th	Sunburst
7 th	14 th	+2 <i>orcbane elven curved blade</i>
8 th	16 th	<i>Cat's grace</i> (3/day)
9 th	18 th	Calm strike
10 th	20 th	Orc slayer

Orc Bane: An *orc bane weapon* excels at fighting humanoids with the (orc) subtype. Against orcs, the weapon's enhancement bonus is +2 better than the actual bonus. It also deals an extra 2d6 points of damage against orcs.

Moderate conjuration; **CL** 8th; Craft Magic Arms and Armor, *summon monster I*; **Price** +1

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Asterion's Soul



Bane of the Seven Principalities, the great minotaur of Huq known as Asterion ruled his kingdom with an iron fist. Not so much a despot as a scourge, Asterion rarely appeared outside his ancient labyrinth-fortress. He fielded no army and possessed no lieutenants who carried out orders or made sure his subjects followed his will. If and when Asterion desired tribute or sacrifice he appeared at a vassal's home and took what he wanted. Those who resisted died.

As part of the tribute that placated the beast, the Seven Principalities each year sent one young man and one young woman to his castle. No mystery surrounded their fates. Asterion hunted and ate the children. The year no tribute was sent Asterion rampaged through the countryside, slaying cattle, knocking down farmhouses and slaughtering the populace.

Salvation appeared in the form of a young man. No one knew him, but he volunteered to take the place of a victim. When the group arrived at the gate to Asterion's hold, he went in first, telling the rest to stay behind until he emerged. He fearlessly confronted the minotaur, tore the creature's sword out of its dirty hands and plunged the blade into the monster's heart. As the bull-man thrashed and bellowed, his slayer revealed his true form -- an archon come to end Asterion's vile reign. Instead of casting Asterion's soul into Hell, the archon cursed him, declaring from now on it would inhabit the very sword that took the beast's life, forever without pleasure, forever a servant of another creature.

In that moment the weapon *Asterion's Soul* was made. The minotaur's soul grants the wielder powers associated with the bull-beasts. When employed the wielder hears Asterion raging at his fate and forced servitude.

Requirements

To unlock the full potential of *Asterion's Soul*, a character must fulfill the following requirements.

Feats: Improved Bull Rush, Power Attack

Skills: Intimidate 4 ranks, Knowledge (geography) 4 ranks

Bull's Strength (Sp) The wielder may use *bull's strength* three times per day.

Bull Rush Strike (Ex) The wielder gains the Bull Rush Strike feat when wielding *Asterion's Soul*.

Darkvision (Ex) The wielder of *Asterion's Soul* can see in darkness up to 60 ft.

Enlarge Person (Sp) The wielder may use *enlarge person* three times per day.

Natural Cunning (Ex) The wielder of *Asterion's Soul* is immune to the *maze* spell and can never be lost. Further they are never caught flat-footed.

Powerful Charge (Ex) When the wielder charges an opponent he deals twice the weapon's base damage and one and one-half times his Strength modifier.

Thundering Hooves (Ex) Whenever the wielder makes full attack with *Asterion's Soul*, he can make an additional kick attack at his full attack bonus that deals lethal unarmed damage appropriate for his size plus 1d6 points of sonic damage.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 longsword
2 nd	4 th	<i>Bull's strength</i> (3/day)
3 rd	6 th	Darkvision 60 ft.
4 th	8 th	+1 sundering longsword
5 th	10 th	Bull Rush Strike
6 th	12 th	Powerful Charge
7 th	14 th	+2 sundering longsword
8 th	16 th	<i>Enlarge person</i> (3/day)
9 th	18 th	Thundering hooves
10 th	20 th	+3 sundering longsword

Sundering: A *sundering weapon* allows a wielder to attack opponent's weapons as if he had the Improved Sunder feat.

Faint evocation; **CL** 5th; Craft Magic Arms and Armor, *shatter*; **Price** +1 bonus

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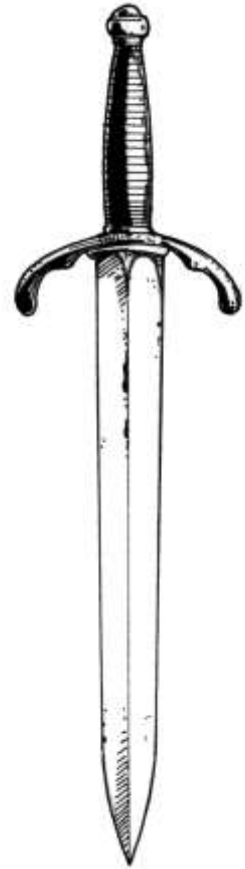
Counter

Not all swords of legend are major weapons. Blades passed down through the centuries run the gamut from massive two-handed claymores to the palm-sized stilettoes.

Counter is one of the smaller examples. A *main gauche* or parrying dagger, it is employed in the off-hand to deflect sword blows or slip beneath the parried blade of an opponent.

The renowned fencer, rogue and all-around trickster Rabelais of Iffud fashioned his own *main gauche* when he found other such weapons lacking. He imbued the dagger with his own style and flair, and the more he used it the more it grew in capability. His skill increased to such a level, Rabelais and his *Counter* was soon the envy of other fencers of Iffud. They conspired against him and framed Rabelais for the theft of the Archbishop's signet ring. Though Iffud went to prison, the plan was only half-successful. His enemies never found *Counter* despite a decade to search Rabelais's home and belongings.

Upon release Rabelais took revenge on his persecutors. He hunted and killed them one by one. Not only did Rabelais punish the men who ruined his life, he shamed them by besting them in duels he fought solely with his *main gauche* in his left hand. Only a concerted assault by his foes drove him away, but not before Rabelais and his opponents were mortally wounded. *Counter* was not with Rabelais's body when he was discovered, and every century or so it appears in the hands of a similar dashing rogue who gains inspiration from its original owner's story.



Requirements

To unlock the full potential of *Counter*, a character must fulfill the following requirements.

Feats: Combat Reflexes, Two-Weapon Fighting

Skills: Bluff 4 ranks

Cloak of Shadows (Su) While using *Counter* to parry attacks, the wielder manifests a cloak of shadows that grants 20% concealment for 1 round.

Deflect Arrows (Ex) The wielder gains the ability to Deflect Arrows as the feat when *Counter* is used in the off-hand.

Magic Hat (Sp) The wielder gains the ability to use *magic hat* three times per day. He must possess an adequate piece of headwear to use this effect as well.

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Off-Hand Disarm (Ex) The wielder may perform the disarm combat maneuver with *Counter* against any attack that is successfully parried.

Storage (Su) The wielder may store *Counter* within his body as though he possessed a *glove of storing*. *Counter* is the only object that can be stored in this way.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 <i>main gauche</i>
2 nd	4 th	Deflect Arrows
3 rd	6 th	+2 <i>main gauche</i>
4 th	8 th	<i>Magic hat</i> (3/day)
5 th	10 th	+3 <i>main gauche</i>
6 th	12 th	Storage
7 th	14 th	+4 <i>main gauche</i>
8 th	16 th	<i>Cloak of Shadows</i>
9 th	18 th	+5 <i>main gauche</i>
10 th	20 th	Off-handed disarm

Main Gauche: This parrying dagger is typically wielded in the off-hand and used for deflecting and catching opponents' strikes. When used in this manner it adds a +2 bonus to your CMD for the purpose of parrying.

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Light Melee Weapon								
<i>Main Gauche</i>	6 gp	1d3	1d4	x3	--	1 lb.	P	Parry

Note: As an off-hand weapon it is inappropriate for Counter to use the Jealously variant rule.

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Crusader's Sword

The blade known as the *Crusader's Sword* is not a single weapon. In times of great need a deity bestows the *Crusader's Sword* upon a chosen mortal whose destiny is to protect the Material Plane from an extraplanar evil. While so rare as to almost be unique, history records more than one individual wielding the *Crusader's Sword* at the same time. It is unknown if there are limited number of *Crusader's Swords*, or if each is the creation of divine will.

A deity usually places the *Crusader's Sword* somewhere his or her champion will eventually find it. Once discovered, the sword calls out to the hero, promising them great power and adventure if they wield it. It glows with a silver light until taken up. Once in hand, the destined wielder gains a fuller sense of confidence and righteousness, and intuitively understands they have a greater destiny in which the *Crusader's Sword* plays a part.

If the wielder strays from the appointed path the sword disappears and the god selects a new bearer. In any case, the *Crusader's Sword* leaves the Material Plane if the wielder is slain or his mission is finally complete.

Requirements

To successfully wield *Crusader's Sword* to its fullest potential, a character must fulfill the following requirements.

Alignment: good

Class: Cleric, Inquisitor or Paladin

Skills: Knowledge (religion) 4 ranks

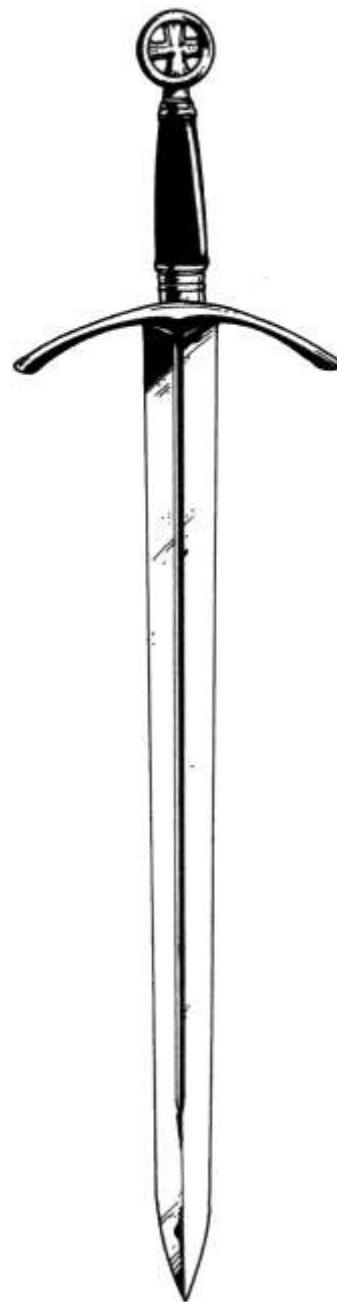
Feats: Weapon Focus (longsword)

Banishment (Sp) When using this spell-like ability, *Crusader's Sword* provides a +2 bonus on the caster level check against spell resistance and increases the save DC by 4.

Bless (Sp) The wielder may use *bless* three times per day.

Divine Power (Sp) The wielder may use *divine power* three times per day.

Hallowed Ground (Su) Once per day the wielder of the *Crusader's Sword* can sanctify the area around him as if he cast the *hallow* spell. The effect lasts for a number of rounds equal to the



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sword's level. The sword's *consecrated* enhancement operates within this area of hallowed ground.

Holy Critical (Su) The *Crusader's Sword* grants the wielder a +4 bonus to confirm critical hits against evil outsiders. On a successful critical hit against an evil outsider the sword also inflicts +2d6 damage.

My Sword is My Strength (Su) Three times per day the wielder of the *Crusader's Sword* may use a Fort save or Will save in place of a Reflex save. This must be declared before the die is rolled.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 long sword
2 nd	4 th	Bless (3/day)
3 rd	6 th	My Sword is My Strength
4 th	8 th	+1 consecrated long sword
5 th	10 th	Divine Power (3/day)
6 th	12 th	Hallowed Ground
7 th	14 th	+2 consecrated long sword
8 th	16 th	Holy Critical
9 th	18 th	Banishment (1/day)
10 th	20 th	+2 consecrated holy long sword

Consecrated: A *consecrated weapon* is attuned to holy places. The weapon does +2d6 bonus damage when it is wielded on ground sacred to a particular deity.

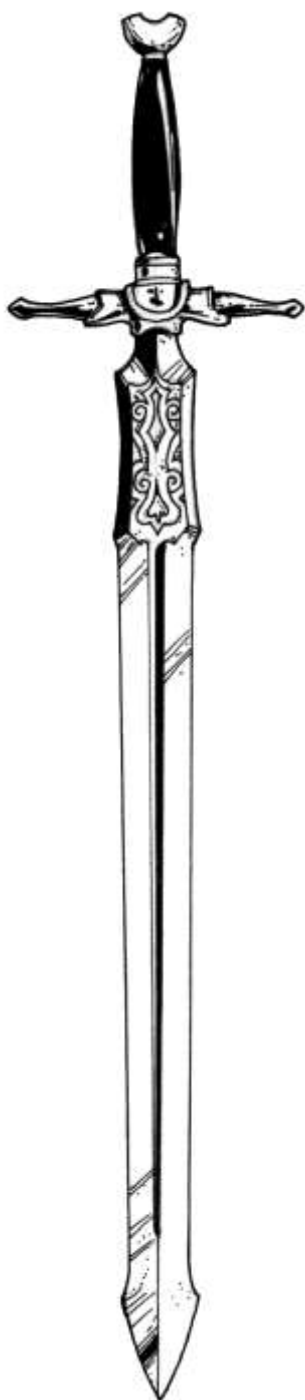
Moderate abjuration; **CL** 8th; Craft Magic Arms and Armor; *bless, consecrate*; **Price** +1 bonus.

Holy: A *holy weapon* is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of evil alignment. It bestows one permanent negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded.

Moderate evocation [good]; **CL** 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; **Price** +2 bonus

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Diamond's Edge



The elemental plane of earth holds many wonders, from xorn who glide through stone with the ease a fish swims through water to the sentient golems of Scoria who toil in foundries to create an army of their kind. The strangest and rarest of all denizens of the elemental plane of earth is the diamond dragon.

Legends say diamond dragons once ruled the plane of earth. They wielded strange mind powers and their claws and teeth hewed through rock the way metal passes through flesh. So feared are the diamond dragons even the great Pashas deny their existence, unwilling to admit such powerful beings ever lived. Whether diamond dragons truly exist or are simply a tale told to scare young elementals, one piece of evidence in their favour is *Diamond's Edge*.

The *Diamond's Edge* is said to have been forged from either the slain body of a diamond dragon, scales stolen from a dragon's hide, or gifted to a mortal paladin who had done a diamond dragon some great service. The legends vary but the sword itself remains the same. *Diamond's Edge* is an incredibly sharp weapon that becomes deadlier the longer the wielder uses it. At its most powerful *Diamond's Edge* can behead opponents and sever limbs with a single cut. Those who possess the sword often find themselves hunted by others who covet the weapon and its deadly edge.

Requirements

To unlock the full potential of the *Diamond Edge*, a character must fulfill the following requirements.

Feats: Improved Sunder, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills: Acrobatics 4 ranks, Intimidate 4 ranks

Bleeding Strike (Ex) Any time the wielder scores a critical hit with *Diamond's Edge*, he deals a number of points of bleed damage equal to the critical multiplier.

Bloodthirsty (Ex) When attacking with *Diamond's Edge* the wielder gain a +4 bonus to confirm critical hits as if the he possessed the Critical Focus feat.

Dangerous Strike (Ex) For every 5 points of damage dealt against a single target in combat, the wielder of *Diamond's Edge* gains a +1 circumstance bonus to demoralize that opponent with the Intimidate skill.

Ignore Hardness (Ex) When *Diamond's Edge* is used sunder armor, a weapon or an item it ignores a number of points of hardness as shown on the chart.

Keen Edge (Sp) The wielder may use *keen edge* three times per day.

Shatter (Sp) The wielder may use *shatter* three times per day.

True Strike (Sp) The wielder may use *true strike* three times per day.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 longsword
2 nd	4 th	True strike (3/day)
3 rd	6 th	Demoralizing Strike
4 th	8 th	Ignore Hardness 5
5 th	10 th	Shatter (3/day)
6 th	12 th	Bleeding Strike
7 th	14 th	Ignore Hardness 10
8 th	16 th	Keen Edge (3/day)
9 th	18 th	Bloodthirsty
10 th	20 th	+1 vorpal longsword

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A *vorpal weapon* must be a slashing melee weapon.

Strong necromancy and transmutation; **CL** 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; **Price** +5 bonus

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Ebon Whispers



The Shadow League brings a holy passion to their job as assassins. While most hired killers simply do it from a combination of sadistic pleasure and monetary greed, the Shadow League considers each death, each perfect kill, an act of worship. The more silent the death and the more unsuspecting the target, the murderer earns that much more grace in the eyes of the Lords of Shadow.

The League believes their divine patrons exist to maintain order and balance between the two extremes of light and dark, of good and evil. The Shadow League takes contracts only after consulting their deities through an Umbral priest. They care not if the target represents the qualities of good and righteousness or base and abject evil, only that the creature's death ensures the continued order of the universe.

To aid in assassinations, the Shadow League bestows upon their most capable operatives a throwing dagger called *Ebon Whispers*. The blade is made of black steel and possesses a deep channel to better funnel off arterial blood. Rumors tell that a few early examples of the blade -- lost when a Shadow assassin failed on an assignment or a victim escaped with the blade lodged in their flesh -- reside in treasure hoards or the secret holdings of dukes and kings. If true, such knives are best kept in secret. The Shadow League would stop at nothing to reclaim one of their daggers.

Requirements

To unlock the full potential of the *Ebon Whispers*, a character must fulfill the following requirements.

Sneak Attack: +2d6

Rogue Talents: Minor magic

Skills: Climb 4 ranks, Stealth 4 ranks

Flat-foot strike (Ex) Anyone hit with *Ebon Whispers* when it is thrown is denied their Dexterity bonus to AC against the thrower's attacks for a number of rounds equal to their Charisma modifier.

Improved Wind Stance (Ex): When using *Ebon Whispers* in combat the 20% concealment gained from moving applies to both melee and ranged attacks.

Invisibility (Sp): The wielder gains the ability to use *invisibility* three times per day.

Pass Without Trace (Sp): The wielder gains the ability to use *pass without trace* at-will.

Wind Stance: The wielder gains the feat Wind Stance when using *Ebon Whispers* in combat.

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Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 <i>throwing dagger</i>
2 nd	4 th	Flat-foot strike
3 rd	6 th	+1 <i>returning throwing dagger</i>
4 th	8 th	<i>Invisibility</i> (3/day)
5 th	10 th	+1 <i>distance returning throwing dagger</i>
6 th	12 th	Wind Stance
7 th	14 th	+2 <i>distance returning throwing dagger</i>
8 th	16 th	<i>Pass without trace</i> (at-will)
9 th	18 th	+3 <i>distance returning throwing dagger</i>
10 th	20 th	Improved Wind Stance

Throwing Dagger: Throwing daggers are specially weighted to fly farther than normal daggers. They suffer a -1 attack penalty in melee combat.

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Light Melee Weapon								
Throwing Dagger	3 gp	1d3	1d4	19-20/x3	20 ft.	1 lb.	P	---

Distance: This special ability can only be placed on a ranged weapon. A *distance weapon* has double the range increment for other weapons of its kind.

Strong conjuration; **CL** 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; **Price** +1

Returning: This special ability can only be placed on a weapon that can be thrown. A *returning weapon* flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a *returning weapon* when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor; *telekinesis*; **Price** +1 bonus

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Endless Winter

After the fall of the Red King, the Northlands returned to the rule of man. The resurgence may have been just a brief moment of solace if not for the sword known as *Endless Winter* and the man who wielded it.

Though cold, mountainous and inhospitable, the Northlands possess a few things in abundance, namely gold and silver. Purer veins of the metal ores are unknown. Those who control the land, gain access to great wealth. A few dwarves live there, but not enough to challenge others. Only men possess the numbers to hold and mine the mountains.

What fire giants lack in numbers they make up for in brute strength. Soon after men returned to the Northlands, a massive tribe of fire giants attacked the new settlements. Drawn by gold and lava flows beneath the mountains the fire giants intended to make the Northlands their own.

Sigmund Four-Swords (named for his ability to fight with two blades at such speed it appeared he wielded four) rallied his people. His knowledge of the terrain and the best ways to slay the fire giants turned the tide. In a series of clever ambushes the Northland warriors slaughtered the invaders. Sigmund fought with a sword named *Endless Winter* and the blade's frosty magic cut gaping wounds in his giant opponents.

Sigmund's only defeat came when he confronted the fire-giant king. Though he mortally wounded the monarch, Sigmund's injuries proved too much. He died at the same moment as his enemy, and his sword tumbled into a deep crevasse. His men claim they saw Sigmund's spirit enter his sword. Legends say a worthy bearer who finds *Endless Winter* eventually causes the weapon to manifest the great powers of cold and the north.

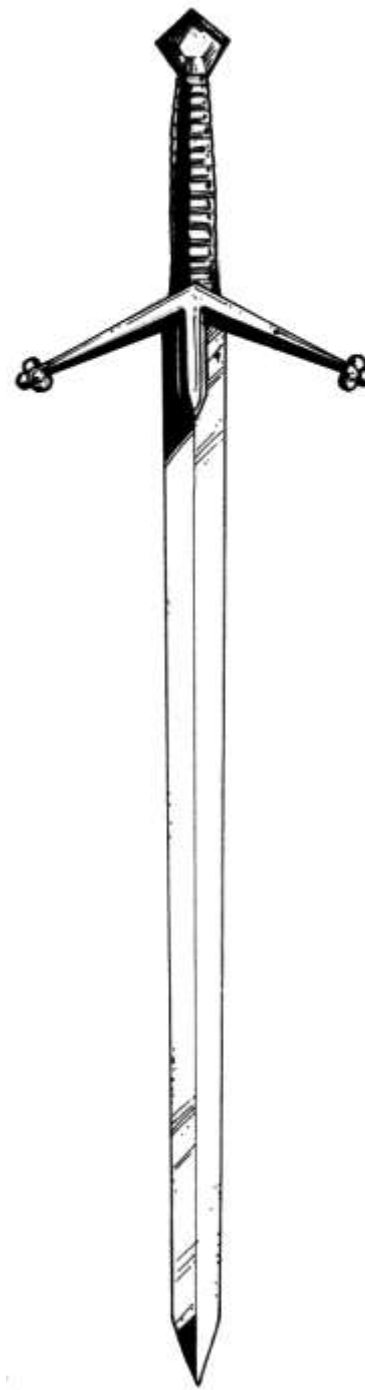
Requirements

To unlock the full potential of *Endless Winter*, a character must fulfill the following requirements.

Race: Human, Half-Orc, Dwarf

Skills: Survival 4 ranks

Special: Must have one of the following class features: favored terrain (cold), elemental bloodline, ice subdomain, or artic native



Chill Touch (Sp) The wielder may use *chill touch* three times per day.

Cold Resistance (Su) The wielder gradually becomes more and more resistant to cold energy. At 2nd level he gains cold resistance 5. This increases to cold resistance 10 at 5th level and cold resistance 15 at 8th level.

Freezing Fog (Sp) The wielder may use *freezing fog* three times per day.

Wall of Ice (Sp) The wielder may use *wall of ice* three times per day.

Weapon Level	Wielder Minimum Level	Abilities
1st	----	+1 <i>bastard sword</i>
2nd	4th	Cold resistance 5
3rd	6th	<i>Chill touch</i> (3/day)
4th	8th	+1 <i>frost bastard sword</i>
5th	10th	Cold resistance 10
6th	12th	<i>Freezing fog</i> (3/day)
7th	14th	+2 <i>frost bastard sword</i>
8th	16th	Cold resistance 15
9th	18th	<i>Wall of ice</i> (3/day)
10th	20th	+3 <i>frost bastard sword</i>

Frost: Upon command, a *frost weapon* is sheathed in icy cold that deals an extra 1d6 points of cold damage on a successful hit. The cold does not harm the wielder. The effect remains until another command is given.

Moderate evocation; **CR** 8th; Craft Magic Arms and Armor; *chill metal* or *ice storm*; **Price** +1 bonus

Open Game Content: The text on pages 2 through 37 are open game content.

Gladiator's Response

Of all the world's legendary swords, *Gladiator's Response* is perhaps the most famous. It first appeared in the hands of Thara-Sool, a prize fighter from the hinterlands of Kesh, known for his daring maneuvers and flamboyant style. The coliseum was his playground and he reigned undefeated for two decades, finally retiring in style to a seaside villa.

His sword disappeared after his death. Since then it occasionally appears in the hands of men and women with fighting styles similar to those employed by Thara-Sool. *Gladiator's Response* works best when the wielder attempts dangerous tricks in combat such as disarming an opponent or tumbling past one foe to get to another, and grants bonuses to encourage such action. As a weapon designed for coliseum matches it also inflicts greater damage on animals and strange beasts, since gladiators often pit themselves against such creatures for the crowd's enjoyment.

The origin of *Gladiator's Response* is unknown. A few surmise a wealthy patron bestowed it upon Thara-Sool so he could win matches more easily and ensure the patron profited from bets he placed upon the fighter. Others say the weapon absorbed a portion of Thara-Sool's daring and courageous personality after years of accompanying the gladiator into the arena.

Requirements

To successfully wield *Gladiator's Response* to its fullest potential, a character must fulfill the following requirements.

Charisma: 13

Feats: Combat Expertise

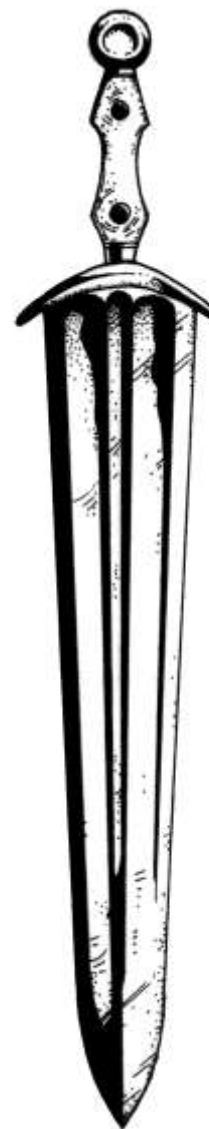
Skills: Acrobatics 4 ranks or Bluff 4 ranks

Arena Fighter (Su) The wielder of *Gladiator's Response* becomes a duelist without peer. When he engages in melee combat and no other allies are within 10 feet of him, he adds a +2 bonus to his attack rolls and AC (but not his flat-footed AC). These bonuses increase to +4 at 8th level.

Eagle's Splendor (Sp) The wielder may use *eagle's splendor* three times per day.

Flamboyant Maneuvers (Su) *Gladiator's Response* allows the wielder to add his Charisma modifier to his CMB and CMD.

Freedom (Sp) The wielder may use *freedom* once per day.



Showman (Su) The wielder of *Gladiator's Response* adds his Charisma modifier to all Acrobatics, Climb, Escape Artist, Fly and Ride skill checks.

Weapon Level	Wielder Minimum Level	Abilities
1st	----	+1 <i>short sword</i>
2nd	4th	<i>Eagle's splendor</i> (3/day)
3rd	6th	Showman
4th	8th	+2 <i>animal bane short sword</i>
5th	10th	Arena Fighter +2
6th	12th	Flamboyant Maneuvers
7th	14th	+2 <i>animal bane magical beast bane short sword</i>
8th	16th	Arena Fighter +4
9th	18th	<i>Freedom</i> (1/day)
10th	20th	+3 <i>animal bane magical beast bane short sword</i>

Animal Bane: An *animal bane weapon* excels at fighting animals. Against animals, the weapon's enhancement bonus is +2 better than the actual bonus. It also deals an extra 2d6 points of damage against animals.

Moderate conjuration; **CL** 8th; Craft Magic Arms and Armor, *summon monster I*; **Price** +1

Magical Beast Bane: A *magical beast bane weapon* excels at fighting magical beasts. Against magical beasts, the weapon's enhancement bonus is +2 better than the actual bonus. It also deals an extra 2d6 points of damage against magical beasts.

Moderate conjuration; **CL** 8th; Craft Magic Arms and Armor, *summon monster I*; **Price** +1

Open Game Content: The text on pages 2 through 37 are open game content.

Guardian



Some say the that the true measure of an individual can only be assessed when they are called upon to protect their country, while others say it is when they are called upon to protect their friends. Arnold Steelwind never got the chance to enter into such philosophical arguments when the time came, for at the Redwall he was forced to defend both against never-ending hordes of humanoids.

The Redwall stood between the impassable Stiletto Peaks and the only way into the Duchy of Selern from the east. In the Summer of 2131, the hobgoblin tribes of the Broken Skull and the gnolls of the Bloody Claw joined forces to destroy Selern once and for all. For years both of these tribes had rallied armies against the northern border of Selern only to have their attempts repelled by the Duke's soldiers.

Splitting in two, the allied humanoids attacked the northern border while secretly sending another force around the Stiletto Peaks to the relatively unguarded RedWall. From inside the wall, Arnold and his militia of 85 men held off thousands of screaming, barbaric hobgoblins and gnolls for 93 days. Redwall fell on the 93rd day when Arnold died in battle with the hobgoblin leader. The Last Stand of Redwall, Arnold Steelwind and his sword *Guardian* are legends still within modern Selern.

Requirements

To unlock the full potential of the *Guardian*, a character must fulfill the following requirements.

Feats: Combat Expertise, Step Up

Skills: Heal 4 ranks

Cure Critical Wounds (Sp) The wielder can use *cure critical wounds* three times per day.

Defense Expertise (Ex) The wielder can apply the AC bonus he gains from Combat Expertise to an ally's AC instead of himself if they are within 5 ft.

Defense Master (Ex) The wielder can apply the AC bonus he gains from Combat Expertise to himself and two allies within 5 ft.

Reposition (Ex) The wielder can take a 5 ft. step in any round, even if he has taken a move action.

Shield (Sp) The wielder can use *shield* three times per day.

Open Game Content: The text on pages 2 through 37 are open game content.

Shield Other (Sp) The wielder can use *shield other* three times per day.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 <i>short sword</i>
2 nd	4 th	<i>Shield</i> (3/day)
3 rd	6 th	Reposition
4 th	8 th	+2 <i>short sword</i>
5 th	10 th	Defense Expertise
6 th	12 th	<i>Shield Other</i> (3/day)
7 th	14 th	+3 <i>short sword</i>
8 th	16 th	Defense Master
9 th	18 th	<i>Cure critical wounds</i> (3/day)
10 th	20 th	+3 <i>defending shortsword</i>

Defending: A *defending weapon* allows the wielder to transfer some or all of the weapon's enhancement bonus to his Armor Class as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the bonus to Armor Class lasts until his next turn.

Moderate abjuration; **CL** 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; **Price** +1 bonus

Lion of Iskander



The great general Iskander of the southern lands was only twenty-eight when he died, but already he had conquered more territory than any other leader in history. His short reign was characterized by the rule of law, generosity and the advancement of culture. Iskander possessed such a great reputation for fairness, the people he conquered soon embraced his leadership, so much better was he than the despots who formally ruled them.

His death left a gaping wound in his kingdom. Iskander possessed no heir and his generals did not embrace his principles. They fell to squabbling amongst themselves and Iskander's empire was soon torn apart in a civil war.

To preserve the memory of Iskander his court magician created a sword that would carry on his best qualities and aid rulers who tried to emulate him. The man named the sword the *Lion of Iskander*, referring to its regal heritage and Iskander's prowess in combat. The *Lion of Iskander* grants the wielder formidable combat abilities and inspires great loyalty in his followers.

Requirements

To unlock the full potential of the *Lion of Iskander*, a character must fulfill the following requirements.

Class: Cavalier, fighter or paladin

Feats: Persuasive or Skill Focus (Diplomacy)

Skill: Diplomacy 4 ranks

Battle Roar (Su) Three times per day as a standard action the wielder of the *Lion of Iskander* can emit a ferocious roar. The wielder makes an Intimidate skill check against all opponents within 30 feet. If the user successfully demoralizes an opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the wielder's check exceeds the DC. This ability does not stack with itself, but multiple uses increase duration.

Leader of Men (Su) The wielder of the *Lion of Iskander* gains a +1 bonus to his Leadership score. He may also choose to gain an advanced absolute or celestial dire lion as a cohort instead of a normal cohort. Each time the dire lion cohort would advance in level it instead gains +2 Hit Dice with all applicable benefits for advancing such as base attack bonus, feats, ability score increases, etc. In addition, the wielder of the sword grants an additional +1 bonus to attack rolls

to allies who gain a flanking bonus because of a square he threatens. These bonuses increase to +2 at 6th level and +3 at 9th level.

Lion of Battle (Su) At 5th level the wielder of *Lion of Iskander* can transform into a celestial dire lion once per day for a number of rounds equal to the wielder's level. Changing form either into a dire lion or to the sword wielder's original shape is a standard action that does not provoke an attack of opportunity. While in this form he may still use battle roar. In this form the wielder gains a +4 size bonus to Strength, and a +4 natural armor bonus and DR 5/evil. The lion's natural attacks are considered magic for the purposes of overcoming damage reduction. In all other ways this acts as *beast shape III*. At 8th level, the bonuses to Strength and natural armor increase to +6, and the wielder also gains a +2 size bonus to Constitution and DR 10/evil. The lion's natural weapons at 8th level are considered magic and lawful for the purposes of overcoming damage reduction. In all other ways this acts as *beast shape IV*.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 longsword
2 nd	4 th	Battle Roar
3 rd	6 th	Leader of Men +1
4 th	8 th	+1 flaming longsword
5 th	10 th	Lion of Battle
6 th	12 th	Leader of Men +2
7 th	14 th	+2 flaming longsword
8 th	16 th	Lion of Battle
9 th	18 th	Leader of Men +3
10 th	20 th	+3 flaming longsword

Flaming: Upon command, a *flaming weapon* is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

Moderate evocation; **CL** 10th; Craft Magic Arms and Armor, *flame blade* or *flame strike* or *fireball*; **Price** +1

Mitra's Blade

Said to be a shard of sunlight made solid, *Mitra's Blade* was forged in kiln of the sun god's temple at the time-lost oasis of Siwath. Once a millennium, in an event called the Day of Eternal Night, the lord of darkness wages a battle against life and light. During this time the sun cannot rise and the undead walk the land. It is said just before each Day of Eternal Night a warrior appears to take up *Mitra's Blade* against the swarming, undead hordes. Prophecy also indicates if no warrior emerges to defend the temple at Siwath, the lord of darkness will rule the earth for eternity.

Mitra's Blade is a falchion. The curved blade glows with light at all times despite what the wielder wishes. The pommel sports a bright red ruby and the hilt is a half-circle said to symbolize the rising sun. Wielders strike with the speed of sunlight and eventually gain the gift of prophecy. The sword is also particularly attuned to destroying undead, and deals extra damage against them.

Requirements

To unlock the full potential of *Mitra's Blade*, a character must fulfill the following requirements.

Base Attack Bonus: +3

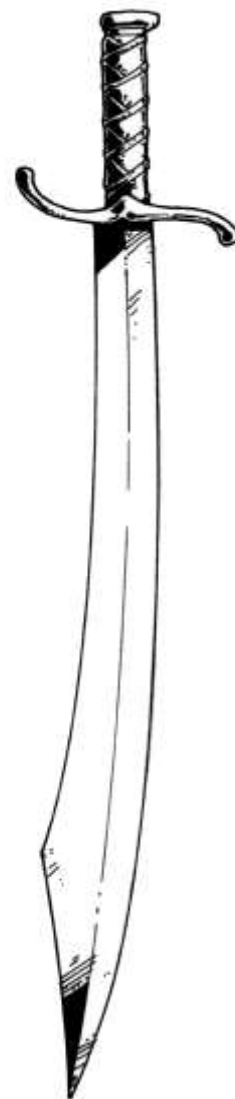
Feats: Quick Draw, Weapon Focus (falchion)

Flashing Attack (Su) At 2nd level, the wielder of *Mitra's Blade* gains a +1 bonus to initiative rolls on the same round the sword is drawn. This bonus increase to +2 at 5th level, and to +3 at 8th level.

Dawn Burst (Su) At 3rd level the wielder can command *Mitra's Blade* to emit a sudden flash of light, blinding all creatures within 60 feet that possesses darkvision for 1d4 rounds. This ability is usable once per day.

Searing Light (Sp) The wielder can use *searing light* once per day.

Sun God's Blade (Su) At 9th level, *Mitra's Blade* gains a +4 bonus to confirm critical hits against corporeal undead creatures and deals full damage against incorporeal undead. In addition, the wielder can call upon the sun god's gift of prophecy. He may use *augury* 3/day.



Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 <i>falchion</i>
2 nd	4 th	Flashing attack +1
3 rd	6 th	<i>Searing light</i> (1/day)
4 th	8 th	+2 <i>falchion</i>
5 th	10 th	Flashing attack +2
6 th	12 th	Dawn burst
7 th	14 th	+2 <i>undead bane falchion</i>
8 th	16 th	Flashing attack +3
9 th	18 th	Sun god's blade
10 th	20 th	+3 <i>keen undead bane falchion</i>

Keen: This ability doubles the threat range of a weapon. Only piercing and slashing melee weapons can be *keen*. This benefit does not stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; **CL** 10th; Craft Magic Arms and Armor, *keen edge*; **Price** +1

Undead Bane: An *undead bane weapon* excels at fighting undead creatures. Against undead, the weapon's enhancement bonus is +2 better than the actual bonus. It also deals an extra 2d6 points of damage against undead.

Moderate conjuration; **CL** 8th; Craft Magic Arms and Armor, *awaken the dead I*; **Price** +1

Moon's Vengeance

Tragedy often gives birth to a legendary sword. The exquisite blade known as *Moon's Vengeance* emerged from such a despondent tale. Years ago, there lived a woman called the Iron Witch. With her knowledge of magic and innate skill at metal working, the Iron Witch fashioned blades of incredible sharpness and potency.

Not a crone, but a beautiful woman, the Iron Witch lived happily with her husband and three children. They would prove her undoing, for a woman with such power eventually attracts the attention of someone who wishes to use her without fair recompense. This happened when a pack of lycanthropes threatened the witch's family if she did not fashion for them a set of blades capable of killing humans they way silver poisons werewolves. She refused and instead forged enough silver weapons for the duke's men to hunt and kill the shapechangers. In an act of revenge, the last werewolf slew the Iron Witch's family and infected her with the curse of lycanthropy.

She spent the next thirty days sweating at the forge, crafting her most potent blade ever. The Iron Witch poured every ounce of hatred and despair she possessed into the metal that would become *Moon's Vengeance*. On the thirtieth day, just as she pulled the blade from the cooling oil one last time, the full moon rose. She felt herself undergoing the change she had dreaded for the past month. She slit her throat with *Moon's Vengeance*. The weapon would be her lasting vengeance against all shapeshifters.



Requirements

To unlock the full potential of the *Moon's Vengeance*, a character must fulfill the following requirements.

Feats: Skill Focus (Survival)

Skills: Knowledge (local) 4 ranks, Knowledge (nature) 4 ranks

Spellcasting: Ability to cast *summon nature's ally* I.

Beast Shape I (Sp) The wielder may use *beast shape I* three times per day.

Beast Shape II (Sp) The wielder may use *beast shape II* three times per day.

Beast Shape III (Sp) The wielder may use *beast shape III* three times per day.

Detect Lycanthrope (Su) The wielder of *Moon's Vengeance* gains the constant ability to sense lycanthropes within 60 ft.

Staggering Strike (Ex) Any lycanthrope struck with the *Moon's Vengeance* becomes staggered for 1d4 rounds.

Open Game Content: The text on pages 2 through 37 are open game content.

True Form (Su) When *Moon's Vengeance* strikes a true lycanthrope, it forces them into their animal form for 1d6 rounds. If *Moon's Vengeance* strikes an afflicted lycanthrope, it forces them into their humanoid form for 1d6 rounds. A successful Will save (DC 10 + 1/2 wielder's Hit Dice + highest mental characteristic modifier) negates this effect.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 silver side sword
2 nd	4 th	Beast shape I (3/day)
3 rd	6 th	Detect Lycanthrope (constant)
4 th	8 th	+1 shapechanger bane silver side sword
5 th	10 th	Beast shape II (3/day)
6 th	12 th	Staggering Strike
7 th	14 th	+2 shapechanger bane silver side sword
8 th	16 th	Beast shape III (3/day)
9 th	18 th	True form
10 th	20 th	+3 shapechanger bane silver side sword

Shapechanger Bane: A *shapechanger bane weapon* excels at fighting humanoids with the (shaperchanger) subtype. Against shaperchangers, the weapon's enhancement bonus is +2 better than the actual bonus. It also deals an extra 2d6 points of damage against shapechangers.

Moderate conjuration; **CL** 8th; Craft Magic Arms and Armor, *summon monster I*; **Price** +1

Side-Sword: Also known as a cut-and-thrust sword, the side-sword is a durable, well-made weapon that combines features of both the classic longsword and the rapier. This weapon is not as nimble as the rapier or as powerful as the longsword, but is capable of delivering thrusts and slashes with equal ease.

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
One-handed Melee Weapon								
Side Sword	18 gp	1d4	1d6	19-20/x2	--	3 lb.	S or P	----

Open Game Content: The text on pages 2 through 37 are open game content.

The Red King's Judgement

When the Red King ruled the Northlands all races suffered. The man, or rather monster, inherited the brutal disposition of his ogre mother and the aggressive cunning and intelligence of his red dragon father. No other tribal leader of humanoids could hope to challenge him. He gathered under his banner the mountain clans of goblins, bugbears and giants and waged a war of annihilation against the civilized lands.

The sword he fashioned became known as the *Red King's Judgement*, for no one survived an encounter with the blade. Along with a suit of armor made from the hide of his deceased father (some say he slew the dragon simply for its scales), the Red King used this sword to gather a great host and drive men from the Northlands. His reign ended two centuries later when a band of stalwart adventurers infiltrated his mountain home and caught the ogre-dragon unaware and without his battle dress. Currently, the sword sits buried in a subterranean vault to keep it out of the hands of individuals who might use it to restart the Red King's empire.

The *Red King's Judgement* glows with a crimson tinge, almost as if the molten steel was mixed with blood. The weapon grants the wielder power over fire. Creatures born of reptiles and dragons instantly recognize the weapon as once belonging to the Red King and flock to the side of the current wielder.

Requirements

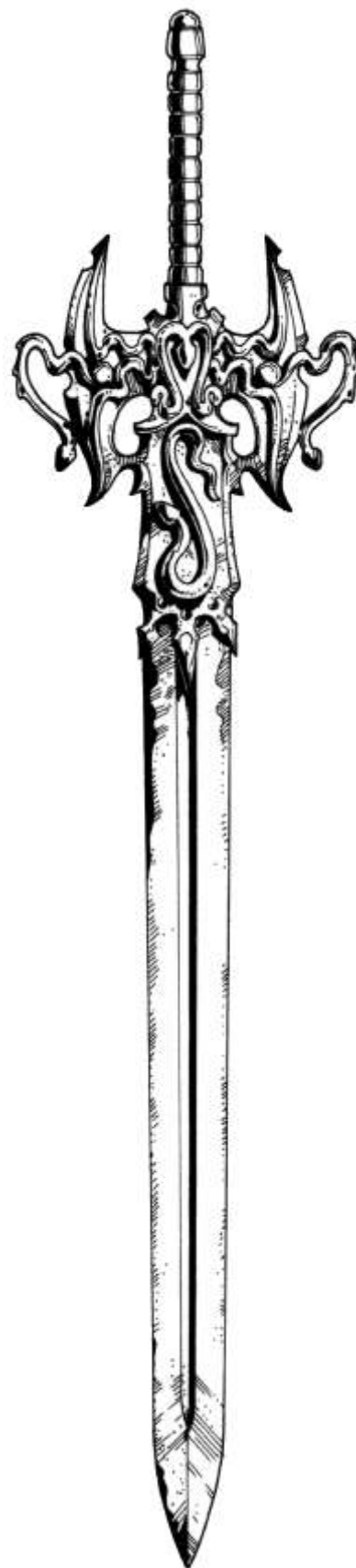
To unlock the full potential of the *Red King's Judgement*, a character must fulfill the following requirements.

Skills Intimidate 4 ranks, Knowledge (arcana) 4 ranks

Saving Throws Base Fort Save +5

Languages Draconic

Fiery Disincorporation (Su): The sword's wielder gains the ability to cheat death. Any damage that would reduce the bearer to 0 hit points or lower instead has a chance to disincorporate him. As an immediate action with a successful Will save (DC 5 + damage dealt) the wielder breaks apart into dozens of flitting tongues of flame and vanishes along with all his gear and anything he holds or carries. The wielder must be within 30 ft. of an open flame for this power to work.



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One day later, the sword's wielder reappears adjacent to an open flame nearest to the place where he disincorporated, seeming to materialize from the fire (he chooses where he appears along the perimeter of that open flame). While disincorporated, the wielder does not exist—he can do nothing, nor can any of his enemies do anything to him.

Fire Immunity (Ex) The wielder become immune to attacks that deal fire damage.

Flame Strike (Sp) The wielder may use the *flame strike* three times per day. The damage dealt is half fire and half unholy damage.

Minions (Ex): The wielder gains a cohort and minions as if he had the Leadership feat with the following modifications. The wielder suffers no penalties for cruelty, aloofness, causing the death of a cohort or other followers. All followers that are recruited must be humanoids of the reptilian subtype. The wielder's leadership score increased by +2 at levels 5, and 8.

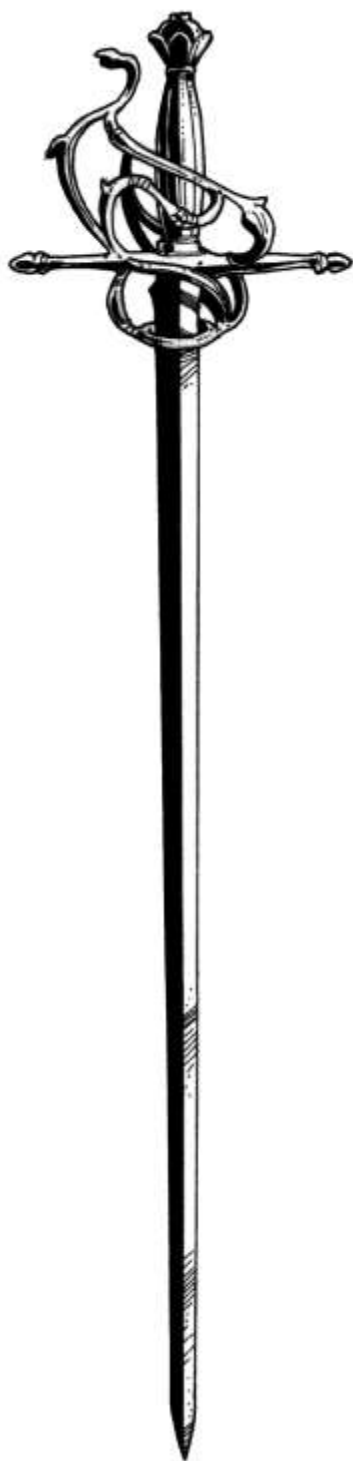
Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 <i>greatsword</i>
2 nd	4 th	Fire immunity
3 rd	6 th	Minions
4 th	8 th	+1 <i>flaming greatsword</i>
5 th	10 th	+2 Leadership bonus
6 th	12 th	<i>Flame strike</i> (3/day)
7 th	14 th	+2 <i>flaming greatsword</i>
8 th	16 th	+2 Leadership bonus
9 th	18 th	Fiery disincorporation
20 th	20 th	+3 <i>flaming greatsword</i>

Flaming: Upon command, a *flaming weapon* is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

Moderate evocation; **CL** 10th; Craft Magic Arms and Armor, *flame blade* or *flame strike* or *fireball*; **Price** +1

Open Game Content: The text on pages 2 through 37 are open game content.

Sandman's Blade



The Lord of Dream fashioned *Sandman's Blade* to defend the Wall of Sleep. Earlier in history the division between the waking world and the dream lands was not as defined as it is now. People and creatures moved back and forth at will. Mortals from the waking world lived out their great fantasies and desires in the dream lands, and dream creatures entered the waking world for permanent experiences, where reality was not mutable according to whim, and therefore all the more savory and pleasurable.

The blending of the two worlds almost became permanent and both, with their distinct pleasures, were threatened with annihilation. The Lord of Dream built the Wall of Sleep to separate the two. Creatures from both sides rebelled, afraid of losing their greatest desires, and attacked the Wall. The Dream Lord fashioned *Sandman's Blade* and defended the Wall from attack. Eventually, he thwarted the assaults and most creatures forgot the dream lands were real or that the waking world existed.

However, one last waking man decided to take revenge for his exile from the dream lands. He stole *Sandman's Blade* and hid it from the Dream Lord with powerful magic. The weapon now resides on the Material Plane, shielded from the Dream Lord's gaze, but still imbued with the powerful magic of dream. The blade appears made from dusky steel, reminiscent of the color of the sky when daylight starts to fade. Wielders claim the sword gives them nightmares, terrible visions in which a being composed of night and thought stalks them through endless corridors, demanding they return what was once his.

Requirements

To unlock the full potential of the *Sandman's Blade*, a character must fulfill the following requirements.

Feats Improved Initiative, Lightning Reflexes

Skills Heal 3 ranks, Knowledge (planes) 2 ranks, Perform (stringed instrument) 3 ranks

Spellcasting Ability to cast *sleep* or *deep slumber*.

Haste (Sp) The wielder may use *haste* three times per day.

Inbetween Time (Su) Three times per day, the wielder can make an attack or move action as an immediate action.

One Moment in Time (Su): Three times per day, when the wielder strikes an opponent, the opponent must make a Will save DC (10 + ½ wielders hit dice + wielder's highest mental characteristic bonus) or be plagued with memories of the mistakes they have made in their lives. For the remainder of the battle they are denied their Dexterity bonus against the wielder and are considered shaken.

Sands of Time (Su): The wielder of the *Sandman's Blade* gains a preternatural insight into dangers around them and add the indicated bonus to their Reflex save and Initiative.

Weapon Level	Wielder Minimum Level	Abilities
1st	----	+1 <i>rapier</i>
2nd	4th	Sands of time +2
3rd	6th	<i>Haste</i> (3/day)
4th	8th	+1 <i>crippling rapier</i>
5th	10th	Sands of time +4
6th	12th	One Moment In Time (3/day)
7th	14th	+2 <i>crippling rapier</i>
8th	16th	Sands of time +6
9th	18th	Inbetween time
10th	20th	+3 <i>crippling rapier</i>

Crippling: When this weapon inflicts damage with a sneak attack or in conjunction with a successful critical hit it also inflicts 1 point of Strength damage.

Faint transmutation; **CL** 3rd; Craft Magic Arms and Armor; *chill touch*; **Price** +1 bonus.

Open Game Content: The text on pages 2 through 37 are open game content.

Sorrow

The great warrior Krige of Val-Toresh was renowned for his love of battle and the joy with which he entered the field, eager to engage in bloody slaughter. His reputation earned him a large following of expert mercenaries just as motivated. Kings and generals feared him, empires went to war just for the opportunity to hire him, and he grew rich from the spoils of conquest.

His world fell apart after his wife and child died in a war he started. Eager for more gold, Krige purposely inflamed tensions between his native country and a neighbouring state. While he was away bargaining his services, a raiding party crossed the border and attacked his home town, slaying his family. Distraught, Krige fell on his own sword, his great sorrow infusing the weapon with the pain and suffering of his tortured soul.

The wielder of Krige's sword gains the ability to transfer this great sadness to other creatures. Unfortunately, Krige's residual spirit, while eager for combat, also takes its anger out on those would use it for further death.

Requirements

To unlock the full potential of *Sorrow*, a character must fulfill the following requirements.

Base Attack Bonus: +3

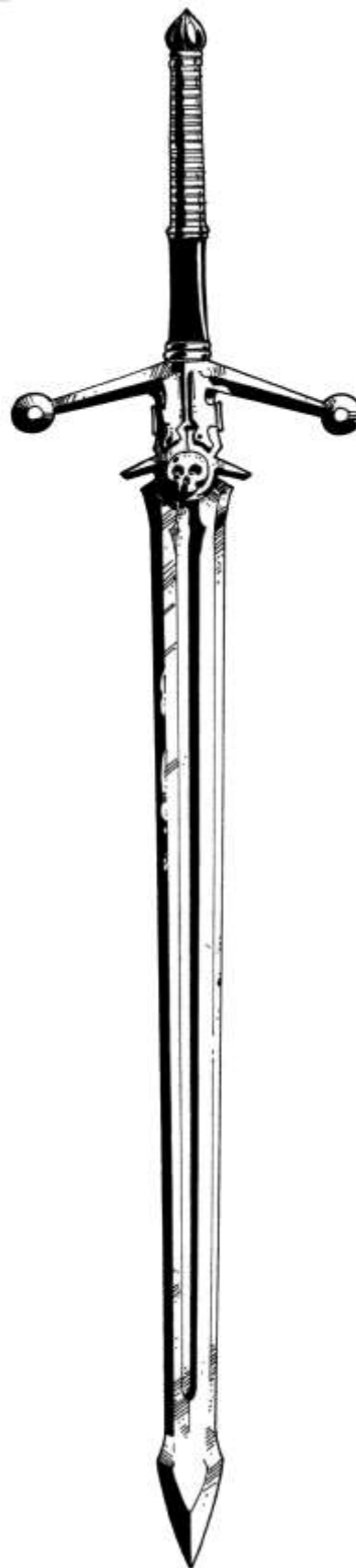
Class: barbarian, cavalier, or fighter

Alignment: non-good

Feats: Cleave

Agony of the Fallen (Su) Those slain by *Sorrow* haunt the wielder. Their moans and curses from beyond the grave frighten the sword's bearer. *Sorrow's* wielder takes a -2 penalty to all saves against fear effects, spells, and spell-like abilities. However, these ghostly voices interfere with another creature's attempts to control the user. *Sorrow* grants a +2 bonus to saves against enchantment effects, spells and spell-like abilities.

Deadly Bleed (Su) At 7th level opponents reduced to 0 or fewer hit points by *Sorrow* take 1 point of bleed damage per round. Only magical healing halts the bleed. The caster of a



healing spell must make a caster level check to halt the bleed (DC 11 + wielder's level).

Doom (Sp) The wielder may use *doom* three times per day.

Eyebite (Sp) The wielder may use *eybite* three times per day.

Great Cleave (Su) The wielder gains Great Cleave when using *Sorrow* in combat.

Mighty Cleave (Su) The wielder of *Sorrow* can use the extra attack gained from the Great Cleave feat to attack the same opponent twice in one round. He may not attack a single opponent more than twice in a round when using Mighty Cleave.

Weapon Level	Wielder Minimum Level	Abilities
1 st	----	+1 <i>bastard sword</i>
2 nd	4 th	<i>Doom</i> 3/day
3 rd	6 th	Deadly Bleed
4 th	8 th	+2 <i>bastard sword</i>
5 th	10 th	Great Cleave
6 th	12 th	Agony of the Fallen
7 th	14 th	+2 <i>vicious bastard sword</i>
8 th	16 th	Mighty Cleave
9 th	18 th	<i>Eyebite</i> (3/day)
10 th	20 th	+3 <i>vicious wounding bastard sword</i>

Vicious: When a *vicious weapon* strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be *vicious*.

Moderate necromancy; **CL** 9th; Craft Magic Arms and Armor, *enervation*; **Price** +1

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Summoner's Tool

Elber Trinkledare didn't say that he didn't like his eidolon, it was just that the thing was exactly the same every time he summoned it. Sure once in a while it had a new horn or ran a bit faster, but you would assume out in the great mutable multiverse an eidolon could be a little more flexible. Elber was bored, and a gnome that is bored is a dangerous thing to himself and everyone around him.

Immersing himself in tomes of planar knowledge, Elber discovered the source of the eidolon's evolutionary abilities in a little-known demiplane. He spent over eighty years on this plane studying its secrets and powers until he understood the mechanism of the eidolon's transformation. While in the demiplane he forged the *Summoner's Tool* giving it the ability to change an eidolon multiple times per day.

So long had it been since Elber had summoned his personal eidolon that when he applied his new understanding to the creature's manifestation, he caused it immense pain and the beast killed Elber in self-defense. In the struggle *Summoner's Tool* was sent back to the Material plane. The method of creating the *Summoner's Tool* was lost with Elber's death, but no other summoner who has used the knife has ever been killed by his eidolon.



Requirements

To unlock the full potential of the *Summoner's Tool*, a character must fulfill the following requirements.

Feats Spell Focus (conjunction)

Skills Craft (sculpture) 4 ranks, Heal 4 ranks

Special: Must be able to summon an eidolon as a class ability.

Bear's Endurance (Sp) The wielder may use *bear's endurance* three times per day.

Bull's Strength (Sp) The wielder may use *bull's strength* three times per day

Heroism (Sp) The wielder may use *heroism* three times per day.

Modify Eidolon (Su) With the *Summoner's Tool* in hand, the wielder may adjust the evolution points assigned to his eidolon a number of times per day as indicated on the table below. This process takes 10 minutes to complete and deals 2 points of damage to the eidolon for every point of evolution reassigned.

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Weapon Level	Wielder Minimum Level	Abilities
1st	----	<i>+1 dagger</i>
2nd	4th	<i>Bull's Strength (3/day)</i>
3rd	6th	Modify Eidolon (1/day)
4th	8th	<i>+1 transformative dagger</i>
5th	10th	<i>Bear's Endurance (3/day)</i>
6th	12th	Modify Eidolon (2/day)
7th	14th	<i>+2 transformative dagger</i>
8th	16th	<i>Heroism (3/day)</i>
9th	18th	Modify Eidolon (3/day)
10th	20th	<i>+3 transformative dagger</i>

Transformative: This ability can only be placed on a melee weapon. A *transformative weapon* alters its shape at its wielder's command, becoming any other melee weapon of the same general shape and handedness; the weapon's categorization as simple, martial, or exotic is irrelevant. For example, a Medium *transformative longsword* can take the shape of any other Medium one-handed melee weapon, such as a scimitar, flail, or trident, but not a Medium light or two-handed melee weapon (such as a Medium short sword or a Medium greatsword). It can even take the shape of comparable weapons of different size categories. For example, a Small greatsword is a two-handed slashing weapon for a Small character, but is a one-handed slashing weapon for a Medium character, which is very similar to a Medium longsword; a Small *transformative greatsword* can become an actual Medium longsword, usable by a Medium creature without the –2 penalty for using a weapon of the wrong size. The weapon retains all of its abilities, including enhancement bonuses and weapon properties, except those prohibited by its current shape.

For example, a *keen transformative weapon* functions normally in the form of a piercing or slashing weapon, but cannot use the *keen* property when in the shape of a bludgeoning weapon. When unattended, the weapon reverts to its true shape.

Moderate transmutation; **CL** 10th; Craft Magic Arms and Armor, *major creation*; **Price** +10,000 gp.

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Alignment Templates

Absolute Creature (CR +0 or +1)

Absolute creatures dwell in the lawfully aligned planes but can be summoned using spells such as summon monster or planar ally. An absolute creature's CR increases by +1 only if the base creature has 5 or more HD. An absolute creature's quick and rebuild rules are the same.

Rebuild Rules: Alignment/Type legal alignment is lawful, gains the extraplanar subtype; **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against chaotic foes; smite persists until target is dead or the absolute creature rests).

Absolute Creature Defenses		
HD	Resist Cold, Sonic	DR
1-4	5	-
5-10	10	5/chaos
11+	15	10/chaos

Riotus Creature (CR +0 or +1)

Riotus creatures dwell in the chaotically aligned planes but can be summoned using spells such as summon monster or planar ally. An absolute creature's CR increases by +1 only if the base creature has 5 or more HD. A riotus creature's quick and rebuild rules are the same.

Rebuild Rules: Alignment/Type legal alignment is chaotic, gains the extraplanar subtype; **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against law foes; smite persists until target is dead or the absolute creature rests).

Riotus Creature Defenses		
HD	Resist Acid, Fire	DR
1-4	5	-
5-10	10	5/lawful
11+	15	10/lawful

Combat Maneuvers

Parry

You may ready an attack to parry incoming melee attacks. When attacked in this round, opponents must make attacks against your CMD. If they beat your CMD, you suffer damage normally as if they had bypassed your AC.

Feats

Bull Rush Strike (Combat)

Your critical hits can push back your foes.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +9.

Benefit: Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Normal: You must perform a bull rush combat maneuver to bull rush an opponent.

Special: You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

Greater Parry (Combat)

You are able to turn an opponent's blocked strike against them.

Prerequisites: Init 13, Combat Expertise, Improved Parry.

Benefit: You receive a +2 bonus to your CMD to parry attacks. This bonus stacks with the bonus granted from Improved Parry. Additionally, any opponent who misses an attack against you due to your parry, draws an immediate attack of opportunity.

Improved Parry (Combat)

You are skilled at parrying the attacks of foes so their weapons never reach you.

Prerequisites: Int 13, Combat Expertise

Benefit: When wielding two-weapons, you can ready an off-hand attack as part of your turn to parry incoming attacks. You gain a +2 CMD bonus to parry incoming attacks for one round.

Spells

AWAKEN THE DEAD I

School necromancy; **Level** cleric 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created undead creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell awakens an undead creature and calls it forth from its twilight hell (typically from the ground or from out of the shadows). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

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The spell calls forth one of the creatures from the 1st-level list on the accompanying Awaken the Dead table. You choose the kind of undead to awaken, and you can change that choice each time you cast the spell.

A created creature cannot call, summon, or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be created within an environment that cannot support them.

Arcane Focus: A corpse candle.

1st Level	
Human zombie	Bugbear skeleton
Hyena zombie	Orc zombie
Leopard zombie	Wolf zombie

FREEZING FOG

School conjuration (creation); **Level** sorcerer/wizard 3

This spell functions as *fog cloud*, except in addition to the visual obscurations, the ground below the cloud is covered with a thick layer of slippery frost. Creatures are limited to half-speed when moving through the fog; any creature moving faster than half-speed must make a DC 16 Dexterity check or fall prone. Those wearing metal armor will find themselves covered in frost and will suffer 2d4 points of cold damage (Fortitude half).

MAGIC HAT

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 min.

Components V, S

Range touch

Target one hat, helmet, or other piece of non-magical headgear

Duration 1 day/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You turn any non-magical headgear in to a small extra-dimensional space. The space will hold one Medium, two Small, four Tiny, eight Diminutive, or 16 Fine-sized items (no living creatures). You are the only person who can put an item into or remove an item from the hat, and it takes one standard action to do either. Any items not retrieved by the end of the spell's duration are forcibly expelled as the headgear reverts to its normal state. If the hat is damaged (the hat has a Hardness of 1 and 2 hp), all items within the space are forcibly expelled, just as if the spell had ended. If the hat is completely destroyed (such as being incinerated in a fire), the items stored within it are lost.

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Feedback

While working on *Legendary Blades*, Stefen and I sought feedback from a number of people. Some are players in our home campaigns, some are reviewers, some are fellow publishers, and some are users of the DM Sketchpad (<http://purpleduckgames.com/dm-sketchpad>). I thought I would collect some of the ideas here and my response to them.

Dirk: Is there a way to change the way the Memories of the Past triggers? Just because the DC wouldn't really ramp well with progression... and my Charisma is crap (damn you -2 CHA, tiefling!) Though it might be useful against fighters.

- Have to say that I think this comment is spot on as I had the DC of power scaling up in a wielder fashion ($DC\ 10 + 1/2\ weapon\ level + wielder's\ Charisma\ modifier$). This would make the weapon powers less favourable at higher levels. So throughout the documents I've moved things to ($Dc\ 10 + 1/2\ wielder's\ hit\ dice + wielder's\ highest\ mental\ characteristic$).

Thank you to all the people that provide us feedback.

Dirk: Generally the feat requirements are steep (between 2-3 feats) and if the character doesn't know of these before the weapon is revealed (I was lucky getting it at level 2) it could be a while before they're able to fully awaken it... at the same time, legendary weapons shouldn't just 'put out' for anyone. Is it possible to put either BAB, HD, or Save (or some similar constant in character) requirement, while scaling back the feats?

Legendary blades are intended to be found early. Also, this book favors Fighterish classes because the weapons are more akin to their choice so they will have access to combat feats. Remember also that 4th level is the **minimum** character level to unlock additional abilities. Liking requirements to BAB, HD or Save does not require player choice as those features are not controlled by them. Attuning to a legendary blade must be done on active player initiative.

Dark Mistress: About the legendary blades book you sent me. Under the spell *awaken the dead* I, it says it can awaken one undead from the 1st level *awaken the dead* table. But, I could find no such table.

This is absolutely correct. When I compiled the final version of this release I misplaced the 1st level *awaken the dead* table. It has now been added to the PDF following the spell. Thank you for bringing it to my attention.

- Mark

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