

DUNGEONS & DRAGONS®

Unique magic swords of Mystara



Volume 5

INTRODUCTION

This short volume is my second collection of magic swords that can be found around Mystara, with their description and their powers. All of the weapons described here only exist in one piece: they can be talking swords or not, but they all are unique magic items, with peculiar powers and characteristics.

The material in this booklet is intended to be used by Masters in their own campaigns to introduce in the game some particular and unusual twist to the story or to give the characters a weapon they would need to think about before selling out to merchants.

For every sword in this booklet, there is an image of the sword, a description and all of the statistics needed in the game. The images are taken from internet and are copyright of their authors. The images are used here only to give an idea of how the magic swords may look like and, if their use breaks any kind of copyright, I will be happy to remove them any moment from this booklet.

As the whole rest of this booklet is devoted to the description of the swords, I think there's no need to wait and get there directly.

The Butcher

Cursed Two-handed sword -5

When a character takes the butcher for the first time, the chain at the side of the handle grows and tightens around his or her arm. The chain is so tight that it is not possible to take the weapon off without cutting off the arm, and doesn't allow the character to hold anything else than this weapon in the hand.

Made for an ogre king, the sword was normally tied through the chain to the ogre king's wrist, to avoid being disarmed. When a hero knight fought with the ogre king and defeated him, though, he managed to slice the hand off the ogre king and at the same time to cut the chain that was holding it to the wrist. Then, the Butcher was stolen and taken to the lands of men.

Since then, whoever holds it, is trapped in the chain. If the curse is temporarily lifted with *Remove curse*, the chain shortens back to its normal size and unravels from the arm.

This weapon's curse will lift by itself after the arms of at least 100 men who used it will be cut off to release the sword. If the arm is later reattached, the sword will know, and that arm will not count for the total. The severed arms must be human, and nothing else. No elves, undead creatures, humanoids or anything else, but humans. When the characters find the weapon, the DM should determine how many arms have already been lost due to the sword. He may pick the number he prefers, or roll 1d100, considering a 00 as a zero.

If the curse of the sword is lifted, it becomes a:

Two-handed sword +5
+10 against humans



Moon of Makistan

Flying Sword +2, increased damage
+4 during the night
+6 during full moon nights
Indestructible

This legendary sword was made centuries ago by an artisan in the valley of Ust-Urt, in Ylaruam. It is made of a stone that doesn't exist on Mystara, normally. The stone came from the second moon of Mystara, Patera, in a very ancient time.

The very special material that was used to make this sword gave it all of its powers. The sword is very light-weight and, even if it is the size of a two-handed sword, it can be used one-handed, dealing 1d10 points of damage as a base damage. Its magic gives this sword a +2 to hit and to damage during the day, but overnight this bonus doubles to +4. Moreover, if it's a night of full moon, the bonus increases to +6.

Finally, three times per day, the wielder can command to this sword to keep on attacking one enemy, and the sword will do it without flying in the air without the need for someone to hold it. The holder must attack that enemy at least once, before the sword can attack flying, and the sword may fly and attack for up to three rounds each time. At the end of that time, or if at any time the owner calls Swan Glory back, the sword flies back into his or her hand. The attacks made by a flying sword are made exactly as if the owner was using it, based on his or her class and level.

It is not known where this sword is, currently, but it's likely still in the valley of Ust-Urt in the treasure of some powerful chief or some temple.



King Ericall's Sword

Sword +5

Spell storing

Extra damage (x5) three times per day

Blood linked

This incredibly powerful sword was gifted to Ericall by his mother Eriadna when he became the king of Norwold. She made it for him, and him only to use.

The sword has three powers. First, it can be used like a ring of spell storing for up to 5 spells, and the holder of the sword can use those spells as he wishes, even if he is not a spellcaster. See the ring of spell storing for details on this power.

This sword can also increase the damage inflicted three times per day.

Finally, Eriadna infused the sword with king Ericall's own blood. Therefore, the sword recognises him as its only owner. If the sword is stolen or far away from Ericall, he just needs to call it, for the sword to materialise in his right hand. Moreover, if the sword is used against Ericall, it deals absolutely no damage.

Obviously, this sword is currently owned by king Ericall. Nobody knows what will happen of the sword when he dies. Wise men and academics have discussed the topic for years, now, and here are some theories:

Someone thinks that the sword will become non-magical at king Ericall's death. Someone thinks that the blood link power will just disappear. Someone also thinks that the sword will prevent the king to leave this world and, at his death, he will become an undead and they will forever be linked. Finally, someone thinks that the blood link will be passed over to the first son of the king.



Purple Lotus

Sword +5

Ethereal

This mysterious sword glows in the dark of a purple light, and is translucent. It appears like a ghostly sword, but it's of unmatched beauty.

The legend around this sword says that its creator was trying to make the most powerful sword ever, but was killed before he could complete it. His ghost didn't want to leave the sword unfinished, and continued to work on it until it was ready, but in the end, because its creator was a ghost, the sword was ghostly, too, and could not be held by mortal creatures.

The truth is, Purple Lotus may only be held by incorporeal undeads and ethereal creatures. However, being an ethereal sword, it is able to damage, and to fully inflict its damage to, any incorporeal undead. Even the ones that are immune to any weapon or physical damage.

The sword may also deal the normal damage to all of the mortal creatures.



Sinir, the Left One

Sword +1

Sinir and Desir are twin swords. If they are divided, each of them is a magic sword +1. If they are together, and held each in the correct hand, they grant the holder much greater powers. If Sinir is held in the left hand and Desir in the right hand, Sinir becomes a:

Sword +3 of Defense

Healing, See invisible, Detect magic

Each of Sinir's special powers can be used three times per day.

Sinir and Desir were made in old Alphatia more than 2.000 years ago and were brought to Mystara by the followers of air. They were lost in Thyatis during the invasion in year 960 AC, and are thought to be owned by two different men, now. It is very likely that the owners are nobles of the Thyatian Empire, who ignore the real powers of these swords.



Desir, the Right One

Sword +1

Sinir and Desir are twin swords. If they are divided, each of them is a magic sword +1. If they are together, and held each in the correct hand, they grant the holder much greater powers. If Sinir is held in the left hand and Desir in the right hand, Desir becomes a:

Sword +3 of Air

+6 three times per day

Levitation

Desir can be used three times per day to add 1d6 to the damage by releasing a wind blast after hitting an enemy. If the enemy is human size or smaller, he must save vs. spells or the strength of the blast will push him back for 6 m and, if he hits anything, he takes another 1d6 points of damage. Desir may also become a sword +6 three times per day, for three rounds each time, at the holder's will. Finally, Desir allows its user to levitate three times per day.

If an enemy is hit by both Sinir and Desir in the same round, the holder rolls 1d20: with a roll of 20, the damage dealt by both of the two swords is doubled in that round.



Vengeance

Sword +3 of Annihilation

This extremely powerful and dangerous sword has a unique and terrifying power that can be activated by the owner only once.

When the power is activated, after hitting the enemy, the sword erases the enemy and the holder from reality, condemning them forever to oblivion, exiled into nothingness forever. Even their memory is erased from the world, therefore nobody may bring them back, once the power is used (except, maybe, an Immortal). When someone's memory is erased from the world, the world suffers a wound, and it tries to heal it back by correcting the memories of the people and rewriting history so that the changes are as small as possible. For example, if a ruler of a kingdom is erased from reality, his closest relative takes his place.

There is no save against this power, which only works against mortals, no matter how powerful they are.

Nobody knows what is the history of this sword, which probably means that whoever made it also used its power and was doomed to the eternal oblivion.

Currently, this sword is owned by a powerful adventurer in Threshold, in the Grandduchy of Karameikos. Bargle has found out of this sword and is planning to have Baron Von Hendricks to use it on Grandduke Stephen Karameikos to get rid of both of them and become the ruler of Black Eagle, and maybe of Karameikos itself.



Sesska the ripper

Sword +3 of Bleeding

An old legend talks about an evil king who crafted ten terrible swords for his knights, so that they could submit the people with them and force them to worship him as a God. The Immortals punished him for his arrogance, and he was eaten by a demon, who also murdered all of his knights and stole the weapons. However, while he was going back to the hell where he came from, the demon dropped one of the ten swords, which is this one.

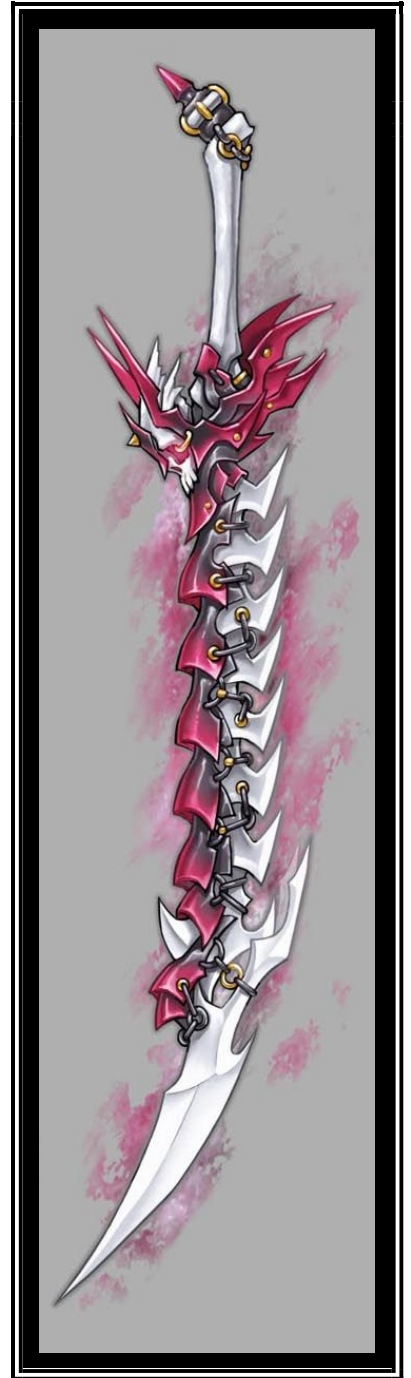
The Ripper appears in different fairytales and legends of the Known World, mostly because it belonged to different adventurers who travelled a lot. Currently, it must be located somewhere in Vestland, owned by a humanoid monster king (maybe a hobgoblin) who killed its last owner.

Sesska The Ripper only has one magical power: whenever it hits someone, the wounds it makes are deeper than usual and they magically stay open, bringing the victim to death by bleeding. This power, obviously, only works on creatures who have blood, and is always active.

When a creature is hit by this weapon, the target needs to save vs. death ray with a penalty of -3: if the save fails, the wound is open, and the creature takes 1 point of damage per round for 1d8+1 rounds. This weapon may cause multiple open wounds per round to the same target, and kill very quickly.

However, the use of such a sword is considered an evil action, and if the owner is not chaotic, by using this sword he or she may be forced to become chaotic, also losing experience levels.

Any healing magic or potion immediately stops the bleeding caused by this sword.



Safir

Sword +3 of the Blue Dragon

Protection from lightning

Lightning elemental damage

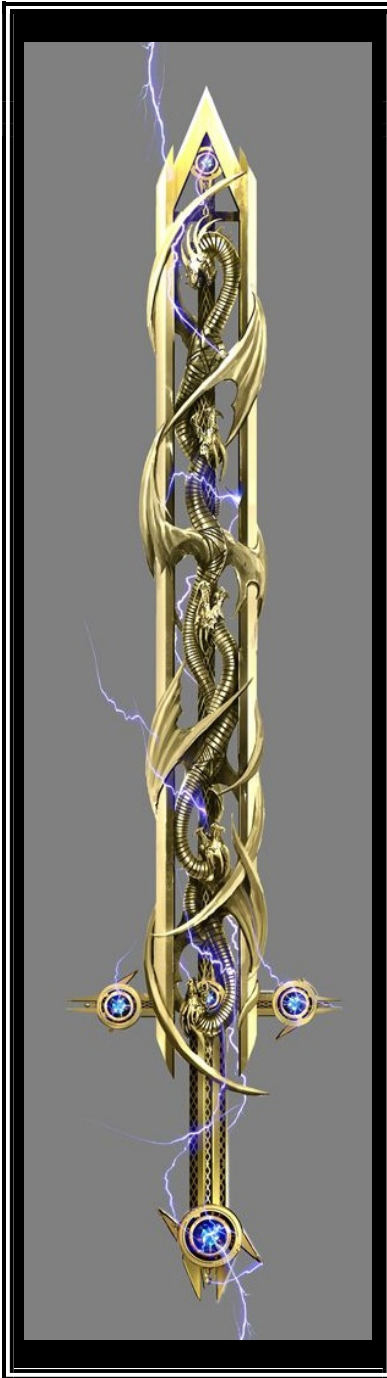
According to an ancient legend, this sword was crafted by the dryads for a hero of Karameikos, who travelled the world and died while trying to conquer the castle of a powerful cloud giant over the clouds. It is common belief that the sword is among the treasures in the giant's castle.

Safir is a masterpiece of beauty, and its look is usually enough to understand that it's magical. First, for the amazingly intricate carving of dragons; second, for the golden material it's made of, and finally for the electric sparks that always cover the sword.

The electricity of the sword doesn't affect its owner, who actually feels it but gets no damage from it. When the sword hits the target, it adds 1d6 points of damage for the electricity, which is considered elemental lightning damage.

Once per day, the owner of the sword can also turn it into a third level blue dragon (10 HD) for one full turn. The dragon has 50 HP, cannot cast spells and can use its breath weapon exactly like any other dragon, three times per day. The dragon does everything that its owner commands and is completely controlled by the owner. If the dragon is killed, it reverts to being a sword and for one full month it cannot be turned into a dragon anymore.

Also, if Safir is used against blue dragons, it deals no damage, but all of its damage amount can be counted as subduing damage. The owner of Safir also gains a +3 bonus on all of the reaction rolls when facing blue dragons, which adds up to any other bonuses the owner may have.



Whoever carries around this sword is highly respected and feared by blue dragons, and almost every blue dragon will immediately recognise this sword, if they see it.

Finally, Safir protects its owner from any form of lightning, absorbing the energy of any lightning attack that hits him. The owner of this sword is therefore completely immune to any lightning-based elemental attack.

If the DM wants to put Safir as the centerpiece of a campaign, this is one idea of how it may happen: in Thothia, Akethethi has found out about this sword, and is sending her minions to chase it. The characters may be lured by her minions to do the dirty job for her, or be hired by blue dragons in human form because she is using the sword to subdue them, or by the cloud giants because they want it back. As an alternative, the characters may just retrieve the sword themselves, and by using it, their actions get to Akethethi, who decides to send her minions against the characters to steal the sword. Thieves guilds can have a great interest in the sword as well.

After all, Safir is a very unique sword, and its extremely special powers cannot be kept secret. Whoever uses it will be famous, and the whereabouts of the sword will soon be revealed.

Obsidian the Destroyer

Sword +1

Shadow form

See in the dark

Crystal curse

AL C, Int 10, Ego 12, Will 25

Obsidian is an evil sword which has been enchanted to look like it's made of black glass. It was crafted by a shadow elf shaman back when they tried to invade Alfheim. This sword is now owned by some powerful warrior of the Felestyr clan, in the underground world.

Obsidian hates Alfheim elves, and wants its owner to kill whatever Alfheim elf that comes before it. Moreover, if the elf is a Clanmaster or a treekeeper, the sword not only pushes its owner to fight, but may also try to take control of his actions and use the crystal curse power on the target.

The owner of Obsidian can see in the dark as if it was daylight, with no penalties. This power doesn't work in magic darkness, though.

Three times per day, the owner of Obsidian can become a shadow. In this form, he has 90% chance to hide in the shadows.

Finally, when the sword hits a target with a natural 20, the owner can sacrifice a level of experience to turn the target into a statue made of obsidian. If this happens, there is no saving throw and the target is considered dead. The transformation can be reversed by casting a *stone to flesh* spell. An obsidian statue can be destroyed by hitting it for 10 points of damage, and in that case there is no chance of reviving the creature.



Spike of the Ancient

Sword +1

Randomly increases its bonus

Locate object

When a young fighter of Soderfjord Jarldoms found this sword buried in a field, it was already extremely old looking. Nobody knows what this sword was made for, neither they know when or who made it. The material it's made of looks like rusty metal, but feels like stone to touch, and it has never been found anything else with these properties.

However, this sword must have been crafted for some particular and very specific reason, because in some occasions, it just increases its own magic bonus. Whenever a fight occurs, the owner of the Spike must roll 1d20 and, with a roll of 1, the bonus of the sword changes. Then, he needs to roll 1d10 to determine how much the bonus increases for the time of that fight.

1 - 4 +1 (total +2)

5 - 7 +2 (total +3)

8 - 9 +3 (total +4)

0 +4 (total +5)

This sword also has the power to locate objects, as for the spell, three times per day. This suggests that the sword may be the key to some secret, or must be used to find something back.

If the DM wants to build a story around this sword, the random increase may not be determined random, but may be triggered by some particular events, to guide the characters towards the solution of the mystery.



Plum Blossom

Sword +1

+2 against goblinoids

+3 against undead

+4 against giants

+5 against dragons

+6 against regenerating creatures

This sword is said to be the masterpiece of a Master Swordsmith that lived in Minrothad about one hundred years ago. The owner of the sword disappeared during a boat trip, and many think that it must now be somewhere in the remains of the sunken ship. Someone else thinks that the boat must have been destroyed by pirates, therefore some powerful pirate captain must be its current owner.

Plum Blossom is an extremely powerful weapon that, only one of its kind, may have different attack bonuses depending on the enemy it is facing. Whenever an enemy is attacked, only the highest possible modifier is used.



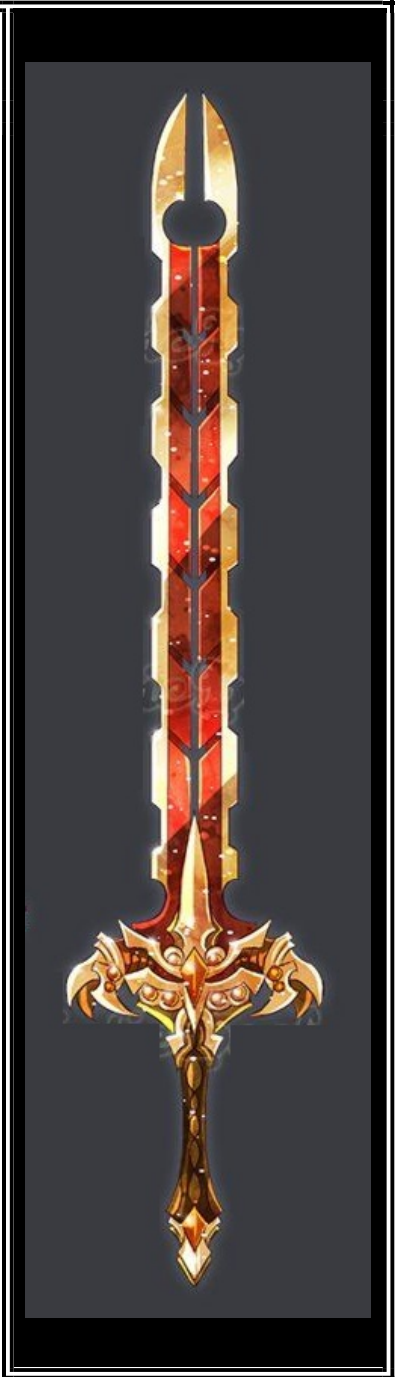
Banquet

Sword +3 of hunting

Made for a gluttony knight of Heldann, this sword only has one special power: whenever a creature is killed by this sword, it gets transmuted into food rations. The number of food rations obtained is equal to the number of HD of the killed creature. The whole corpse of the creature is transformed, and no trace of the original body is left.

The food created is somehow related to the creature that has been killed, but it cannot be poisonous or harmful. Food rations created with this sword are preservable.

The sword is currently owned by some wizard in Heldann, who got it after murdering the knight who was its owner.



Sword of Benekander

Short sword +3

+6 vs. constructs

Detect traps

Decode

Inherent Energy

Repair

This short sword was a masterpiece made by the Immortal Benekander and was supposed to be a tool for craftsmen and inventors. It is made of a material that is not found anywhere else on Mystara: it's like glass, but it's flexible and indestructible. It also shines and has symbols and runes appearing in it. (Basically, it's made of plexiglas and optic fibre).

It was lost when the Beagle fell on Mystara, and it's possible that it's been expelled from the ship, therefore ending somewhere in the surroundings of the impact site. Whether it's been retrieved by monsters, adventurers or thieves is unknown.

The sword can be used three times per day to detect traps like a wand of detect traps.

Moreover, if its blade is put on top of any written text, it translates it into common language, and if placed on top of any coded text, it highlights the decoded meaning.

The sword also allows its user to repair broken items three times per day by mere touch. The items must not be bigger than 3x3 meters, and may be mechanical, or just common items that have been torn into pieces. It may rebuild burned, ripped, cracked, crumbled and melted items, but may not remake anything that has been disintegrated.



Finally, the sword is an unlimited source of energy and has the power to give energy and activate anything that it's stabbed into. If the characters found a lost and unknown machine, by stabbing this sword in it, they would be able to make it work without any other type of energy. If they come across a common statue, they would be able to animate it as a golem by stabbing it (the type of golem depends on the material used to build the statue). However, the energy can only be supplied as long as the sword is in the device that needs to be activated. Therefore, if the sword of Benekander is taken out of the machine or golem, the device immediately stops working.

Very likely, if any thieves guild was to know about this sword, they would try their best to find and steal it. Also, dwarfs and gnomes would praise its powers for their inventions.

Carnelian Shard

Two-handed sword +4 +8 vs. elementals

Carnelian Shard is a powerful sword, which is not very different from many other magical swords. However, it was crafted to be used as the key for a fabulous treasure.

The legend says that in a land where giants live there is a secret hall where a carnelian statue lies. If the sword is placed into the hands of that statue, the path to a land of wealth and glory opens.

The legend refers to the hall of the king, a hidden room that can be found in the lost city of Giruvegan, in the Principalities of Glantri. The sword opens a magical passage to a sub-dimensional space made of jewels, where the characters may communicate with the immortal Ixion.

Ixion himself granted this sword to the Flaem kings centuries ago, to give them a way to communicate with him and achieve Immortality. However, with the advent of Rad and the fall of the Flaem kingdom of Braejr, the city of Giruvegan was lost and everything about this sword was forgotten.

It is possible, though, that any powerful character from the Principalities that gets this sword may have some revealing dreams about the true power of this sword.



Sword of Nithia

Cursed sword -1 of Amnesia

This sword is lost somewhere in the desert of Ylaruam, and nobody knows where it is.

The Sword of Nithia used to be the sword of the ruler of the Nithian Empire. However, it was cursed by the Immortals when they destroyed Nithia.

Whoever holds the sword immediately loses all of the memories connected to his or her history, family and personality. The memories are replaced by the unwavering conviction that only by holding the sword until the end, will the memories come back.

The sword will guide the holder by giving it good sensations towards some choices rather than other ones, with the final goal to take him or her back in time to witness the last days of Nithia, and maybe to change the past and become a hero for a whole Empire. Only after witnessing the end of Nithia, or saving the Empire, the memories will come back and the curse of the sword will be lifted. When that happens, the sword becomes a:

Sword +5 of three wishes

The sword will grant to its user three wishes, before losing that power, and is a very powerful weapon.



Domino

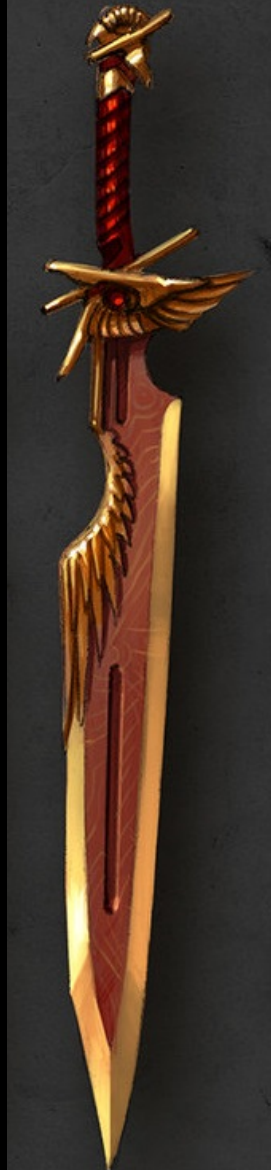
Short sword +3

Useable by dagger users

Detect magic, read magic, detect invisible

Also known as the sword of the mages, Domino can be used by whoever may hold a dagger, as if it was one. However, the damage dealt by this sword is the damage of a short sword. If you use weapon mastery rules, Domino may be used by characters who have *Dagger* or *Short sword* mastery. Domino has all of the peculiarities of both daggers and short swords at the same mastery level. For example, it may be thrown like a dagger and may be used to disarm like a short sword.

Domino may also be used to detect magic, read magic and detect invisible, three times per day for each of the effects.



Chevalier

Two-handed sword +5 of righteousness

AL L, Int 12, Ego 12, Will 25

Communicates in Darokinese Common

Chevalier was crafted by the High Priest of Darokin to punish and rehabilitate the evil. It is a property of the Church, and is gifted to the most deserving knight of the Republic.

This sword only has one power. If it's used against a chaotic target, it deals no real damage, but only "righteous" damage. If a target is dealt a number of "righteous" damage points equal or higher than its total HP within one fight, that target doesn't die, but passes out for a whole turn and must save vs. spells with a -5 penalty.

When the target wakes up, its alignment changes to Lawful. If the save was successful, the change is only temporary and the alignment becomes chaotic once again after one year. If the save fails, the change is permanent. The alignment change doesn't affect level and experience and may only be cancelled with a wish.

When used against lawful and neutral creatures, Chevalier behaves like any other sword.

As an intelligent sword, Chevalier is very righteous and polite, praises heroism and chivalry and always aims to justice. If stolen, it clearly asks to be given back to the Church of Darokin and, if that doesn't happen, tries to force its owner to do so by taking control of his body. Otherwise, Chevalier takes respect into great account and would never force its will over a righteous person or a noble knight.



Ultima Sword

When this sword is found, it is immediately clear that it is very special, due to its shape and the feeling of perfection in the hands of anyone who touches it. However, its stats don't mirror this feeling, because Ultima Sword is just a:

Sword +1

This is because its real power has been sealed, so that not anyone may use it at its full potential. The seal can be lifted by putting the sword on the Altar of Light, in a hidden temple in Ostland, where it was built. However, it is not easy to find the temple and, even if the characters manage to find it, they will need three magic stones to open its three doors. The stones are owned by the queen of the fairies (light), the king of the gnomes (darkness) and the ruler of the tritons (elements) of Ostland, and after they are used to open the doors, they magically return to their legitimate owners. The quest to gain the ultimate power of Ultima Sword should take some adventures, and involve great fights, dangers and traps. Once the seal on the sword is broken, Ultima Sword becomes a:

Sword +5 of Wishing

+10 against creatures immune to spells

Extra damage (x3) three times per day

Elemental blast

Elemental shield

Elemental blade

As a sword of Wishing, Ultima Sword grants to its owner one, and only one wish. It may also be used three times per day to increase the damage dealt with one blow, multiplying it by 3.



In addition to all of this, Ultima Sword also has three powers connected to elements, and each of them may be used once per day.

The Elemental blast allows the user to strike a ranged attack based on any of the 8 elements (Fire, Water, Frost, Stone, Air, Thunder, Darkness or Light). The blast may be linear (24 m long and 1,5 m wide), a cone (12 m long and 6 m wide at the other end), or a sphere (3 m radius hitting anywhere within 18 m). Whoever is hit by the blast takes 6d6 points of damage. The damage is of magical nature, of the chosen element. The creatures hit by the blast may save vs. spells to half the damage taken.

The Elemental shield allows the user to be protected completely against one element, for 3 turns. Whatever effect based on the chosen element that would cause damage to the holder of the sword is just ignored, no matter how powerful it is. The element cannot be changed once the character picked it.

The Elemental blade adds elemental damage to the damage dealt by the sword, increasing the damage by +1d6 with each strike, for one whole turn. The user of the sword may decide which of the eight elements (see before) will be used for his attacks when this power is activated. The element cannot be changed after choosing it.

When the owner of Ultima Sword dies, or if Ultima Sword is stolen, the sword loses all of its powers and becomes a sword +1 once again. Moreover, it disappears and reappears somewhere else, waiting for its next owner to come and claim it and its powers.

According to some theory, Ultima Sword was created by some Immortal to guide the mortals through the Path of the Epic Hero, helping them to ascend to Immortality.

Elegance

Sword +1 of Charisma

Charm any creature

AL N, Int 9, Ego 11, Will 21

Communicates through telepathy

This sword was made for a very vain adventurer, who was killed during its first fight. The spirit of the adventurer possessed the sword and since then, the sword is intelligent.

Elegance pushes its owner to always pursue elegance and beauty, wear fancy clothes and keep them tidy as much as possible. If the owner is filthy and not a charming person himself, the sword tries to take control of his actions and make him spend all of his money to get new, fancy and expensive clothes.

Whoever owns this sword gets a +3 bonus on Charisma and may use once per day the Charm power as per the spell with the same name.



Unique Magic Swords of Mystara

Is a non official game accessory for

Dungeons & Dragons

This product has been developed for personal use only and
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