

DUNGEONS & DRAGONS[®]

Unique magic swords
of Mystara



INTRODUCTION

This short volume is a 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.

Khadril, the Black Blade

Sword +1

Khadril is an ancient sword made by a dwarf turned into a nosferatu. He infused the magic sword with his own blood and gave it part of his evil. Now the sword is an evil item due to bring death in the world.

The last owner of this sword was a dwarven clanmaster that used to live in the Principalities of Glantri before the great war, and now it sits in a forgotten stronghold under some town in the Principalities. Following track of its owners, dwarf after dwarf they died slain after murdering hundreds of people. Unfortunately, Khadril's history is only known by dwarves and in Glantri no one can tell it. If any research is done, it must be in Darokin, Rockhome or somewhere else where dwarves still live.

Khadril has its own personality and is an intelligent sword, but of a very particular kind: it does not speak to its owner nor it uses telepathy: it speaks through his owner's dreams.

When Khadril is first found, it can be identified as magic and as a common magic sword +1. After three days, though, the owner of the sword will have a dream where the sword shines in the dark and he hears a voice saying: "Feed me... Feed me with your blood and I will make you invincible!"

In fact, when Khadril is fed the blood of its owner, the sword becomes a +4 sword and, whenever the owner slains an enemy, Khadril's power makes him or her restore 2d6 HP. This power only lasts for 2 turns and is activated when the owner uses Khadril to cut through his own flesh, taking 1d8+1 damage himself.



Unfortunately, Khadril is a powerful entity and, taking the blood of its owner, it creates a mind lace with him or her, that gets stronger with the time. If Khadril is not used to kill something for three days, it will haunt its owner's dreams asking for blood. If the owner ignores it, after 1 week Khadril will try to take control of its owner while he or she is asleep.

For every time the owner has given Khadril his or her blood, there is a 5% chance that the control is successful, up to a maximum of 95%. If it happens, the owner will go and murder someone while asleep, his or her body controlled by the blood-thirsty blade. The blade does not really care if its owner is seen, but will try to be as stealthy as possible.

After three night murders, if the owner is lawful, becomes Neutral. If neutral, after seven murders becomes chaotic.

If the owner tries to get rid of Khadril anyhow, the sword will resist, trying to control him or her completely: it has a chance of success of 2% per every time Khadril drank the owner's blood, up to 98%. If successful, Khadril is now in total control of the owner and will not stop murdering until the owner is killed himself and a new owner will come.

It is easy to see how comes Khadril's owners were all murderers and have been murdered themselves, after all. This sword is powerful, but only calls for death.

Neanduril

Sword +3 of Speeding

Indestructible

Spell turning

Lord Tyrendanth Erewan, first Prince of Erewan and husband of lady Carlolina, used to own this sword. It was considered one of the most precious treasures of Erewan, as it is made from one single pink sapphire. Lady Carlolina and her sisters crafted the sword as a present for Tyrendanth, when Carlolina married him.

The sword itself is indestructible: it may only be destroyed if, by any chance, it lost its powers.

The sword is a pretty strong weapon, but also has very useful powers. It is a sword of speeding, as well, and may be used to speed up the holder, as for the spell *haste*, once per day, for one turn.

Moreover, Neanduril can be used at will to block magic attacks and send them back to the caster, as a *ring of spell turning*. When the holder is targeted by a spell, he can declare he wants to reflect the spell with the sword and rolls for saving as usual: if the save fails, he gets the full damage or effect of the spell. If the save is successful, the caster is hit by his or her own spell. Neanduril cannot reflect magic effects that are not targeted clearly on its owner, like dragon breath and spells affecting an area.



Radiance

Two-handed sword +2 of Lighting

+4 against Licanthropes

Detect magic 3 times per day

See invisible at will

This very powerful weapon was forged by Etienne D'Amberville for his brother Richard, who is a proud warrior. The sword can be used to detect magic, see invisible creatures and items and to create light, but has one extra power.

In the sphere it has at the base of the blade, a minor phoenix's ashes are stored. In any moment, the owner of the sword can unlock the sphere and free the phoenix, but if it happens, the sword loses its powers and becomes non-magic. If the phoenix is killed and the ashes are stored again in the sword, its powers reappear.



Swan Glory

Sword +3 of Healing

Sense undead

+6 against undead

Extra damage (X4) 3 times per day

Flying 3 times per day

AL L, Int 9, Ego 6, Will 17

Communicates through telepathy

Swan Glory is the sword of the King of Alfheim. This golden blade was forged for Mealiden when he was crowned the King in the Woods and it is considered one of the symbols of the power of the King.

Swan Glory is an intelligent sword and its main goal is to kill the undead. It especially becomes aggressive in presence of powerful undeads that can be controlling other undeads as well, but otherwise it is a very peaceful sword and, if the owner tries to use it against creatures that don't deserve to be attacked, it usually refuses to get out of its case or, if it's already out, it tries to control its holder to stop him or her.

In any moment, when an undead is closer than 6 m to the sword, the sword starts glowing golden. The undead cannot hold Swan Glory unharmed.

The sword is a +3 magic weapon, but it becomes +6 against undead creatures. It may be used once per day to cast a *cure serious wounds* on the holder, healing 2d6+2 points of damage.

It may be used three times per day to increase the damage dealt, multiplying it by 4.



Swan Glory is also a flying weapon: three times per day, the wielder can command to it 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.

Swan Glory communicates through telepathy directly into the head of its owner, and has a peaceful, kind and calm attitude, with a very feminine character.

Inferi

Sword +3 of Flaming and Lighting

Cut everything

Cut through magic barriers

Inferi is a magic sword that is thought has been crafted by dwarves centuries ago. It was lost in the Alaysian desert, and the legend says it is one of the treasures that can now be found in the City of Brass.

Crafted with the heart of an Efreeti, this sword may produce once per day a *Light* spell and once per day it may produce flames on its blade for one turn.

The flames don't burn the sword or its owner, but give it an additional +2 bonus to hit and to damage against hippogriffs, pegasi, roc and trolls. The additional bonus grows to +3 against treemen and undead creatures. The flames can also be used to light up any flammable object and produce as much light as a torch.

The greatest peculiarity of this sword is its ability to cut through literally everything. It may cut iron, stone, ice, gemstones and any other material as if it was butter.

It may also be used to cut through magic barriers and shields, effectively cancelling the spell that originated them. Unfortunately, using the sword this way drains its power for some time: for each level of the barrier cancelled by the sword, its power will be gone for one whole month. It means that, if the sword is used to cut through a *prismatic wall*, actually destroying the seven barriers altogether, it will lose its powers for 9 months.



Zanmato

Two-handed sword +5 of slicing

This sword is a very powerful enchanted weapon, with only one ability: if it hits the target with a roll of 19 or 20, including the weapon's bonus, but excluding anything else, the victim must save against Death Ray. If the save fails, the victim is dead.

If the save is successful, Zanmato still inflicts triple damage to the victim.

This special ability does not apply when Zanmato is used against undeads or constructs.

Of all the magic weapons of slicing, Zanmato is probably the most powerful and the legend says it has been forged in Esterhold and, carried by an Alphatian adventurer, taken to the known world, where some thief stole it. Someone thinks it is still in the treasure chamber of some powerful thieves' guild, while someone else think it is now part of the hoard of some huge and ancient dragon.



Ice Age

Sword +2 +4 against fire creatures

+1d6 freezing damage

Freeze 3 times per day

Freezing aura

Cut through fire

Ice Age was created as the sword for a viking king in Ostland, but was lost long ago. The legend says it is to be found in a frozen temple in a far away island covered in ice. They say this sword allowed the king to be recognized as an ice creature by ice giants, and thus to get their alliance.

The sword can be actually held only by a powerful ice creature: its magic aura causes everyone in a ray of 3 m. to take one point of damage at every round, including the holder. The aura can only be blocked if the sword is closed in a lead case. The most effective way to use this sword is to have a permanent *protection from cold* spell.

This sword can be even used to cut through the fire: it may cancel easily a *fire wall* spell and open passages into fires so that the holder does not get hurt. It cannot cut through a fire spell directed towards the holder or the area where he stands, though (like a *fireball*).

Three times per day, its holder can use its power to freeze the creatures hit by the blade: if he decides so, after taking the damage, the creature rolls a save against paralysis. If it fails, the creature is turned into a statue of ice in just one round and its HP decrease to 1. This power cannot hit constructs, undeads, elementals, ethereal creatures and creatures that can resist cold.



A creature that's transformed into ice can be killed by breaking it in pieces. It can be revived only melting the ice, and it will have just 1 HP and will need one full day resting in a bed to recover enough to be able to walk and fight again. The freezing power does not affect creatures that are immune to spells level 3 or higher and to creatures that have 10 or more HD or levels.

As a magic sword of freezing, this sword has a +2 bonus to hit and for damage, that increases to +4 against fire related creatures and, whenever it hits a target, it causes an extra 1d6 damage for the freezing aura.

Ice Age is crafted in eternal ice found on the highest peak of the Glantrian Alpes, and even if it is made of ice it will never melt with common fire. This sword can only be destroyed by throwing it into lava.

Dazan Kogu, the Red Cleaver

Sword +2 of slicing

+4 against magic-users

Increases Saving Throws by +2

Removes spells

Dazan Kogu was made for the Khan of the Yugatais in Ethengar. It is the sword the actual Khan, Temur, wuthdrew from the dead hand of his father and used to kill his murderer, a Glantrian mage.

Temur's father commissioned this powerful sword to a Ylari cleric while, as a young fighter, he was adventuring abroad to learn fighting styles.

This sword is a magic sword +2 that becomes +4 against magic-users. The sword is specifically made to kill magic-users, and to protect its owner. Thus, it has a protective spell upon it as well, that gives its owner a bonus of +2 on all his or her Saving Throws rolls.

The slicing talent of the sword applies only when the sword hits with an unmodified roll of 19 or 20. When it happens, the target needs to save against Death Ray or be cut in half and die in just one blow. If the saving throw is successful, the victim still takes triple damage in this round. This power does not affect constructs and undead creatures.

Last but not least, this sword has another power: when it hits a magic-user, the target needs to save against Death Ray. If the roll is a fail, the sword drains the magic power of the magic user and the magic user loses some spells he or she has memorized for the day, for a total of 2d6 levels. Spells must be determined random by the Master.



Alhambra

Sword +2 +4 against dragons

With 2 wishes

Turns blood into flowers

This sword belonged to the Belcadiz elves for centuries and it is now the sword of the Princess. The material of which it is made cannot be found anywhere in the known world, as it was crafted in Vulcania with ancient Blackmoor technology, now lost.

This sword was enchanted with divine power and granted its owners three wishes. One has been used. Two are left.

Whenever this sword wounds an enemy, the blood that spills from the wounds turns into sprouts upon falling on the ground and, if there is ground to grow, in 1d4 rounds the sprouts become red rose bushes. A creature killed by this sword is immediately covered in red roses that, in 1d8 days, will become vampire roses.

The person holding this sword will never be attacked by vampire roses.



Clockworks Mark 3

Sword +3

Energy storing

Attract lightning

Open locks and pick traps

Rune gates

This sword was the masterpiece created by an Alphatian clock craftmaster with the collaboration of a wizard, a dwarf and a cleric. It was his third attempt in creating what he thought would be a perfect magic sword.

Clockworks Mark 3 has four main powers. The first one, it is a receptacle for electricity. It automatically attracts all the lightnings that fall or are targeted within 18 meters from it. The lightnings only hit the sword and leave the holder unharmed. Whenever this sword is hit by electric attacks, it stores the damage of the attacks as energy points. For example, if it's hit by a lightning bolt that causes 37 points of damage, it stores 37 energy points.

With the energy points it stores, the sword can activate the other three.

The sword can at any time release the energy points as a lightning bolt, like the one created by the third level spell, causing one point of damage for each energy point used. A minimum of 10 and a maximum of 100 energy points can be used for this kind of attack. The owner can decide the precise amount of points to be used. The creatures hit by the lightning can still save vs. spells to half the damage taken. It can even release the energy while used in combat: in this case, it may be used to add up to +20 to the damage after hitting the target, by using the same amount of energy points.



The sword can also be transformed so that it can open any locks or pick any traps. This use of the sword requires one full turn and consumes 20 energy points every time it is activated.

And, finally, the sword can be used up to once per day to create a rune portal and open it. The rune portal is a magic portal created by the sword writing runes on a wall or on the floor. The rune portal opens to a different plane of existence, a new dimension. It may be any elemental plane, the ethereal one, the astral plane, or any other external plane. The sword opens a random portal, usually, but it can be forced to open to a particular plane by spending 50 energy points to infuse it with the energy of an object connected to a particular plane before opening the gate. To open a gate, the sword consumes 100 energy points. If used on a different plane from the prime, even without infusing it, the sword will only open portals to the prime. The gates open by the sword are very unstable and can be kept open only for 10 rounds, before they collapse.

Clockworks Mark 3 can store up to 500 energy points safely and, when it is not used, it consumes one energy point per day. If it reaches zero energy points, it becomes a non-magical sword until it is hit by any electricity or lightning. If the sword stores over 500 energy points, it becomes unstable, and releases electricity on itself. This release is using 1 energy point per round and causes whoever touches the sword 1 point of damage per round. If the stored energy reaches 1.000 points, the sword explodes and causes every creature in 9 m radius 500 points of damage, that can be halved with a saving throw versus spells.

This sword was lost long time ago, when its owner used it to explore external dimensions. It is probably somewhere in the external planes and it is not known who is the actual owner, or if it is just left somewhere, drained of its power.

Zunar the Demon Sword

Sword +4 +8 against clerics and paladins

Detect magic, good and invisible

Illusion, telekinesis, teleportation

Energy draining

AL C, Int 12, Ego 12, Will 27

Communicates in Common, Demonic,

Draconic or Ogre language

During the process of creation of Zunar, the soul of a demon reincarnated in the sword. This gave the sword one wicked mind and extraordinary powers. Zunar has only one goal in its existence: destroy the church of Halav, who became an Immortal just after killing the demon that's living in this sword. Zunar is an evil sword and likes to be owned by heartless warriors.

This sword has plenty of powers: it can detect magic up to three times per day and see invisible and detect good at will. The teleportation power can be used only once per day, but telekinesis and illusion can be used up to three times per day.

Zunar can also be used to drain energy as for the touch of some undead, reducing the total HD or levels of the enemy by 1 permanently. This power may be activated after the sword hits the target. Zunar can still drain a total of 6 levels of energy from its enemies, before it loses this power forever.

The last time the Demon Sword was described in chronicles, it was in the hands of some barbarians living in the Vestland, about 10 years ago.



Leviathan

Sword +4 +6 against water-dwellers

Water breathing and defending

Detect gems and evil

Key to the Hall of The Old Man of the Sea

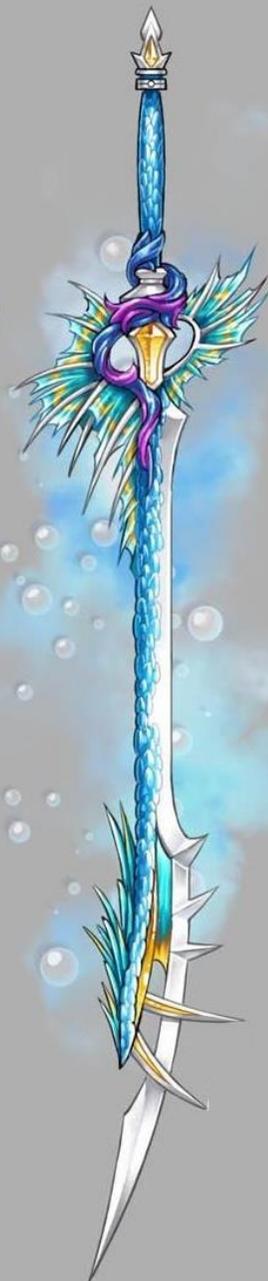
There can be more powerful weapons around, but still Leviathan is one of a kind. It allows the holder to breathe normally under water as long as the sword is with him or her, and the holder can always decide to swap the attack bonus of the sword for an equivalent bonus to the Armor Class, anytime and for as long as he or she wants.

The sword can also be used to detect evil and to detect gems at will.

This sword was created by the Old Man of the Sea himself, as part of the path of the Dinast that Al Kalim underwent to become an Immortal. The sword is essential to conclude the path, because it is the key that opens the gate to the secret hall where the human needs to go to summon the Immortal and give him his petition.

The sword also has another power: it can be transformed in the Leviathan, a giant sea dragon, a snake-like creature with 50 HD, 100 m long and whose bite causes 3d12 damage. Due to its magic nature, the Leviathan can hit any monster, be it ethereal, undead, construct or immune to normal or magic weapons. The Leviathan reverts to the shape of the sword after one full day or whenever the owner calls it back. If it's killed in monster form, it becomes the sword again, but it loses all of its powers until it's repaired.

Leviathan belongs to the Old Man of The Sea, that decides when and where to lend it to humans that he values being worth it.



Nanaki, the Jade Slayer

Two-handed sword +5 of Deceiving

Telekinesis

Turn undead

Self repairing

Nanaki is a sword entirely made from one big piece of jade, and its custody is as well made of jade. When used to attack, if the attack roll is a natural 1, the owner rolls 1d6: with a result of 1, the blade breaks and loses all of its powers until it's repaired.

Fortunately, Nanaki is easy to repair: the owner just needs to put the sword and its broken pieces back into the custody and wait one week. At the end of the seventh day, Nanaki will be whole again.

This sword was owned by the brother of the first Virayana who moved to the Principalities of Glantri, a fierce warrior and a faithful servant of his brother. They say the sword must be buried with him in his tomb, somewhere on the Colossus Mountains.

Nanaki is a very powerful sword, that gives a +5 bonus to hit and to the damage. It also has the power of Deceiving, that means that its owner can use it to change his facial features and look totally different, to confuse his or her enemies.

Nanaki even has the power of Telekinesis, that the owner can use to move objects up to 2.000 coins of weight by mere concentration.

But the darkest power this sword has is that its owner can decide, three times per day, to turn a victim slain by this sword into an undead, namely a skeleton, zombie, ghoul, wraith, mummy or lost soul.



The undead must have a number of HD equal or lower to the HD of the victim or his level. Unfortunately, whenever its owner uses this power of the sword, he or she ages one year. An undead risen this way will be under the direct control of the owner of Nanaki.

If the owner of the sword dies while holding the sword, the sword's power hits him or her as well and, after 1d10 days, the body of the dead owner will raise again as an undead, of the strongest possible type, depending on his or her previous level or HD.

Lancet

Two-handed sword +2 of ageing

Detect magic

Hold person

Nobody knows who created this magic sword or when. This sword may actually always have existed, or even not be existing at all. This sword exists out of time and space: it may appear in some ages and suddenly disappear for centuries, in and out of time as if it had its own will to exist only in some moments.

As a magic weapon, Lancet has a +2 bonus, can detect magic up to three times per day, and can be used to cast a *hold person* spell three times per day.

But Lancet is much more special than that. Whenever it hits an enemy, the target must save vs. Death ray. If the save is successful, the damage normally applies. If the save fails, Lancet does no physical harm, but the target ages of a number of years equal to the damage rolled with the dice.

In addition to that, the holder of Lancet is immune to time: he cannot age, neither for natural or magic means, as long as he owns the sword, making him almost Immortal. Almost, because in any moment the sword may just disappear, and he will start aging as normal again, as if no time passed for all the time he owned the sword.

The thing that nobody knows is that Lancet is a lancet of a huge artifact, the clock of repetition, that can be activated only when Lancet is put in place, and allows to travel in time. The same clock is hidden somewhere, somebody says it is in the dungeon under a huge temple, but wherever it may be, it is a well-kept secret.



Ogromath The Beheader

Sword +5 +10 against giants

Detect magic

Extra damage (x6) three times per day

This sword is extremely heavy, and it's made of stone. To hold this sword, any character must have a strength of 16 or higher and, due to its weight, strength bonuses don't apply. Nevertheless, this is one of the most powerful swords ever crafted and they say it was crafted by a minotaur warlord to fight against giants.

This sword can be used to detect magic up to three times per day and, three times per day, for 1d10 rounds each time, it can be used to deal six times the normal damage to its victims.

Some elven legends say that this sword is now in the treasure of some powerful shadow elf ruler, in the underworld.



Heartbeat

Cursed two-handed sword -2

This beautiful sword is decorated with hundreds of tiny rubies on the blade and glows raspberry red in the light. Unfortunately, this is a cursed sword. The sword was given as a present from a maiden to the knight that saved her and that she married afterwards. It is said to have had the power to seal truthful love promises with eternal joy and to keep safe the owner in battle.

But things changed when a man married the daughter of the knight and the maiden without love. He was just aiming to the sword himself and stole it during the night. His wife was really in love with him and when she found him stealing the weapon, she tried to stop him. The man used the weapon to kill the girl, piercing through her heart, then ran. But when he tried to use the sword, he found out that the power of the sword was no more. He kept using it, sure that its power would come back, until one day he took his own life with the same sword.

Whenever a character becomes the new owner of this sword, he must make a check as if he was wielding a sentient sword, against a will power of 22. If it fails, the mind of the character is obnubilated and he thinks this is the most beautiful and powerful sword ever, and that it will protect him in battle. Thus, he will never want to lave it.

Unfortunately, this is not the only consequence. The character's charisma reduces by 1 per month, while owning the sword, as he character becomes more lonely and paranoid, and all of his friends and relatives start to abandon him. His loneliness will soon bring the character to think that, if he is not loved by anyone, nobody can enjoy love.



Thus, the character that owns Heartbeat, when his Charisma becomes 5 or less, will feel a murderous frenzy whenever he is in presence of happy couples. To resist the instinct to kill, he must save vs. Spells with a negative modifier equal to the number of Charisma points lost so far.

When the Charisma reaches 1, his mind breaks and the character will just kill himself with the sword.

The curse of the sword is very powerful and, even if it's cancelled for a while by a spell, it will just revert it to a +2 sword with no special powers and it will not give the character the Charisma points that have been lost.

A character can recover the lost Charisma if the sword is taken from him, at the rate of 1 per month, but if he owned the sword for more than three months, 1d3 points will be lost forever. Moreover, if the curse is not broken definitively, the character will still long for the sword for a number of weeks equal to the number of months he owned it, and will try to find it back.

There is only one way to break the curse forever. One person that loves the owner of the sword must sacrifice himself or herself to save the owner's life. The blood of a lover given by choice to wash away the blood of a lover taken by treachery. If this happens, the curse is broken forever and the sword gains all of its original powers. Moreover, the insane paranoid desire for the sword is gone.

If the curse is broken, Heartbeat becomes a:

Two-handed sword +2 of Defense

Immunity to charme and love spells

Luck

The bonus of the sword can be applied, at the owner's choice, to the attack and damage, or to the armor class. The sword protects completely the character from any form of charm and any love spell, keeping his love safe. And, the sword gives the character good luck, allowing him to re-roll any one failed to-hit roll once per day.

Sahara

Sword +2

This sword is a magic weapon with a very peculiar power: whoever carries it around does not feel the thirst in any environment and for as long as he carries it around he will not need any water to survive.

The downside of this power is that wherever Sahara is placed on the ground to rest, it will drain the water from that place, reducing the ground to dead sand at the speed of 1 m radius every hour. The maximum radius that Sahara can influence is 108 km, and it will kill all the insects living in the ground and all the plants growing over it, except cacti. If pushed into the bed of a river, this sword may dry the river out in just some hours.

This sword was lost centuries ago in the desert of Sind and, sure enough, it must be somewhere where plants are not growing and there is no water.



Maran The Defender

Short sword +5 +10 against weapon-users

Detect metals

Defense

Flying weapon

AL N, Int 8, Ego 11, Will 24

Communicates through telepathy

Forged by the halflings of the Five Shires, this weapon is held by some powerful Master of the Hin. It can be brandished against any human, demi-human or humanoid enemy to protect the Five Shires, as it becomes unbelievably powerful against these enemies. Its bonus can be swapped at will between attack / damage and armor class, and it can be used to detect metals at will. If commanded to do so after attacking an enemy, the sword will fly in the air and keep on attacking for 1d10 rounds or until the owner does not call it back.

Maran is an intelligent sword and its goal in the existence is to protect the Five Shires and the Hin. It will never want to leave the Five Shires, and if forced to do so, it will try to gain control of its owner to go back at the first chance. It will be always happy to fight to protect the Hin, and it will try to sabotage his owner's plans if he is not a halfling himself.



Destiny's Mist

Cursed sword +1 of Mist

This sword was crafted for a skilled thief that used to live in Thyatis city. It has a green glass blade that seems to contain a whirling mist, and from the blade itself mist spreads at night. The sword is indestructible, thus hitting its blade cannot cause any damage to it.

Using this sword, the thief stole many things from the rich people in Thyatis, but he ended up being one of the most wanted criminals in the city. To avoid being caught, he asked for the guild's help to hide. They helped him travel to the Malpheggi Swamp, in Darokin, where they told him he could hide. When he went there, though, the thieves of the guild spent their time and resources to find his treasure and, when they got it, they sold him to the guards. The thief was caught and killed and his sword sold. The one who bought the sword was the leader of the thieves' guild and he put it into his treasure chamber together with all the gold stolen from the betrayed thief. The sword, bathing in the money that she helped to steal and for which its owner died, absorbed the resentment of the man and changed. The next morning, the treasure chamber was only full of mist and all the treasures were gone.

As a weapon, Destiny's Mist can be normally used as a +1 magic sword, with the power of creating a fog cloud of 9 m radius that reduces visibility to 1,5 m, once per night. The fog may last up to two turns and can be perceived as magical. However, whenever the sword is used to fight, it consumes money from its owner, at the rate of one coin per point of damage dealt. The coins that disappear first are the most expensive ones.



If the character has no coins, the sword consumes gems and jewels, destroying one every time the sword hits an enemy. If the sword is used to create the fog, the sword consumes even more treasures: 5 coins per round, or one gem or jewel per round after it consumed all of the coins.

If the owner of the sword does not carry any coins or treasures along, the sword loses all of its magic powers until there's some coins to consume. The sword can still be identified as magical.

The curse on this sword can be lifted only by a sincere act of generosity made by the owner: it must not be a simple donation of something, but a proper decision to do something good for someone. For example, to give up adventuring for three months to help the people in a village to rebuild the temple after an earthquake destroyed it, giving them all the character can to help the reconstruction. When this task is completed, the sword will start glowing of a relaxing, greenish light and its stats will change as follows:

Sword +3 of Mist

Detect gems and metals

Detect secret doors

See invisible

Levitation, ESP and X-ray vision

Blood to gems

The sword can still be used to generate the mist, but it will not consume the treasures anymore, at all. The sword can be used at will to detect gems or metals of any kind, and three times per day to detect secret doors in the area and to detect invisible items and creatures. The owner can use the sword to levitate, to read other creatures' minds with ESP and to see through walls and doors, using each power up to three times per day. The levitation may last for up to three turns each time.

And finally, if the curse is lifted, anytime the sword is used to kill an enemy, from the wounds of the corpse some gems will drop. The Master can determine the exact type of gems at will, but each of them will be worth 1d6x10 gold pieces and the total amount of gems obtained will be one per HD of the killed creature. For this power to activate, the sword must be used to strike the last blow to the victim.

Blessing

Sword +4 +8 against undead

Healing

Holy aura

Crafted by the High Clerics of Vanya, this sword belongs to the Master of the Knights of Thyatis. The very special peculiarity of this sword is that it does not inflict any damage, but it heals the wounds. The damage rolled with it adds up to the HP of the victim, up to his or her maximum HP.

If used upon undead creatures, it can actually damage them like any healing spell would.

This sword is surrounded by a holy aura that makes it impossible for an undead to hold it: the undead would suffer 2d6 damage per round only for the contact with the blade. The holy aura that generates from the sword makes it possible for any Paladin or Cleric to use this sword to turn undead as if it was the holy symbol of their Immortal and, if this happens, to add 3 to their level for the turn undead roll and to the roll itself.



Unique Magic Swords of Mystara

Is a non official game accessory for

Dungeons & Dragons

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