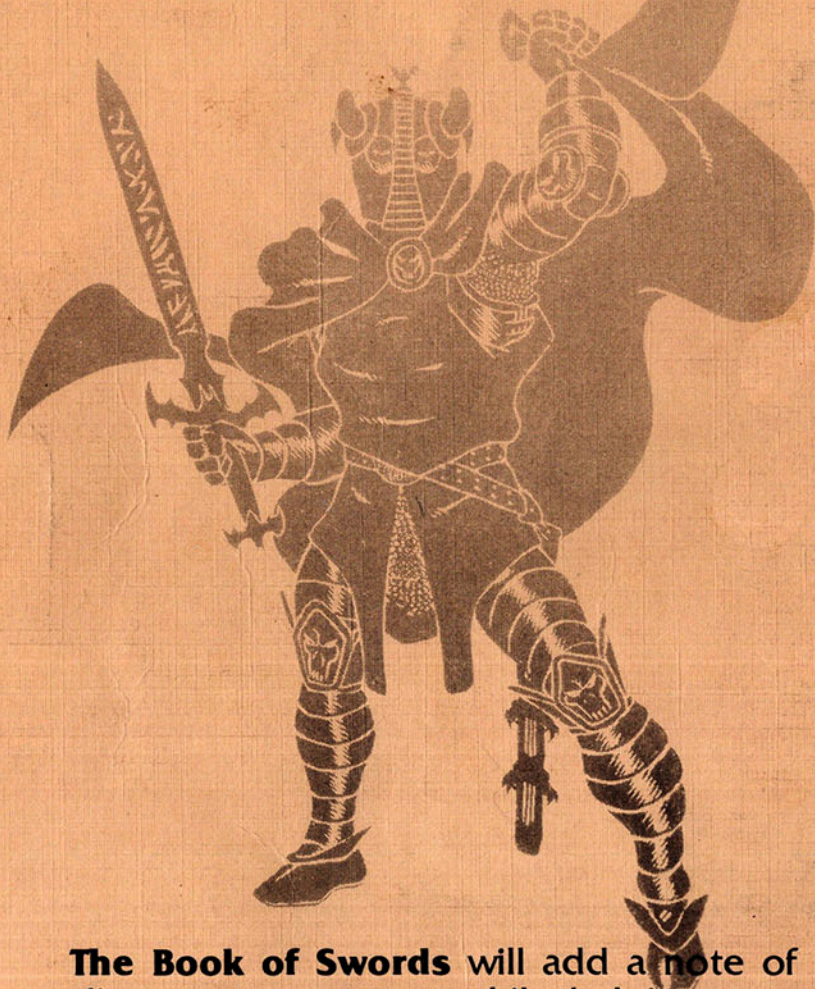


Inside this book you will find a wide range of interesting weapons to enhance any Fantasy Role-Playing Game.

Each weapon is beautifully illustrated and described in detail.

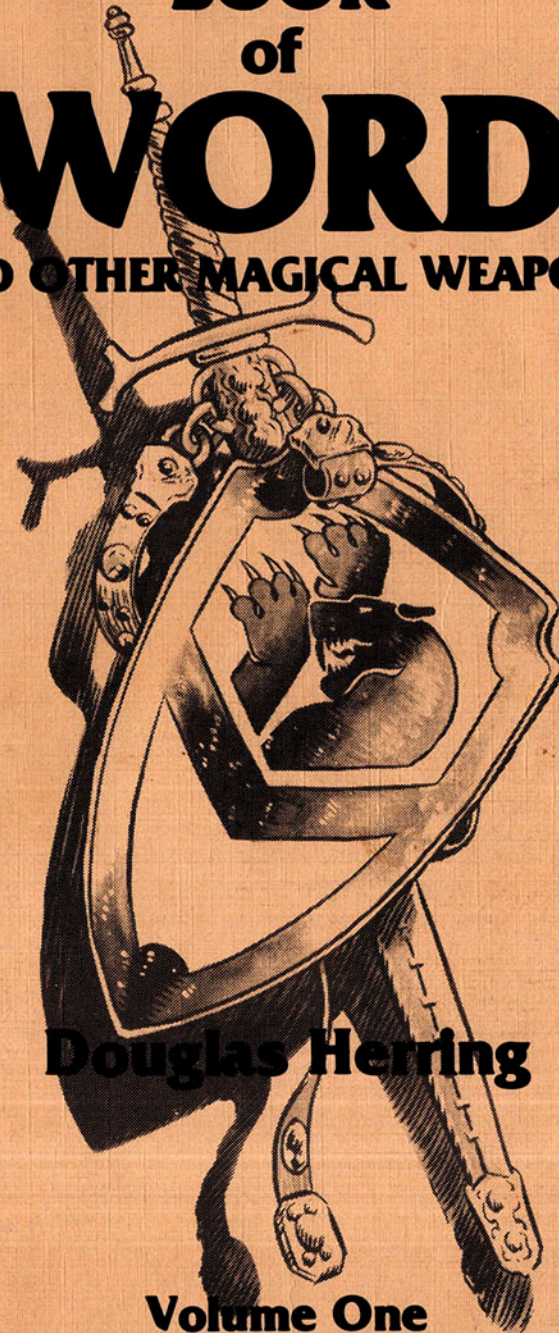


The Book of Swords will add a note of realism to your game, while helping your players to visualize your world.

Adding your own imagination to this valuable playing aid will make your world truly unique.

LOREMASTERS

The
BOOK
of
SWORDS
AND OTHER MAGICAL WEAPONS



Douglas Herring

Volume One

Dear Game Master —

This book was designed as an aid for use in your Fantasy Role-Playing games, to help you and your players better visualize items which are a part of every game.

One of the drawbacks of pre-processed gaming materials is that they are available to everyone, and having your players know too much takes some of the mystery and surprise out of the game. For this reason I encourage you to use your own ideas freely as you use this book. Reshape it to fit **your** world and **your** personality, giving your players the challenge and originality they expect from you as Game Master.

Douglas Herring

QUALITY GAMING AIDS



Dedicated to my beloved wife Bridget, and to John, Jeff, Jerry, Chuck, Matt, Mish, Lisa, Joel and all the others who corrupted me with the beautifully unique form of Redding FRP.

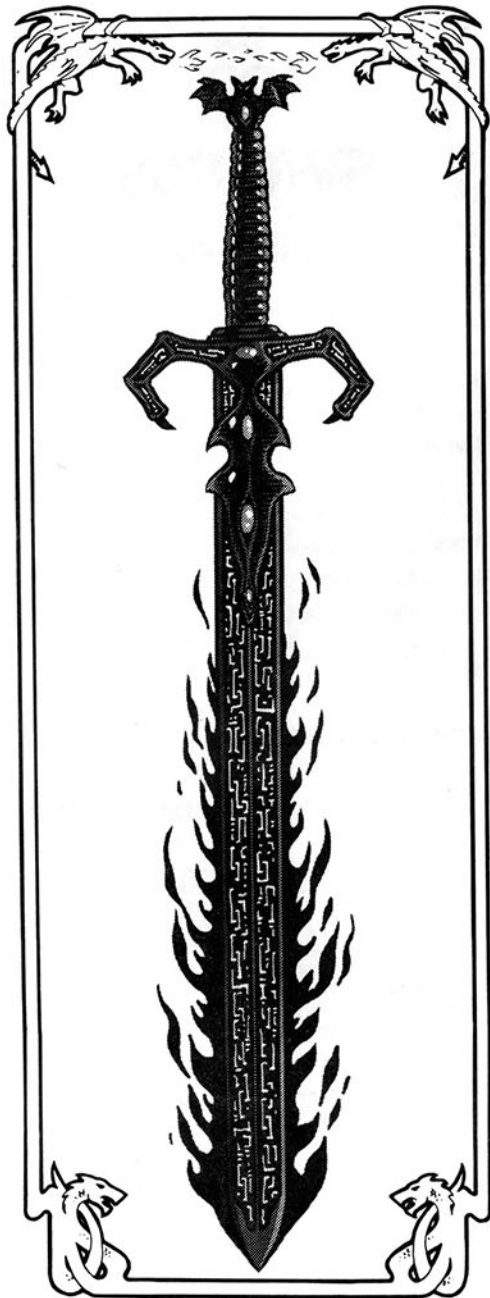
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Second Printing
August 1983

The BOOK of SWORDS

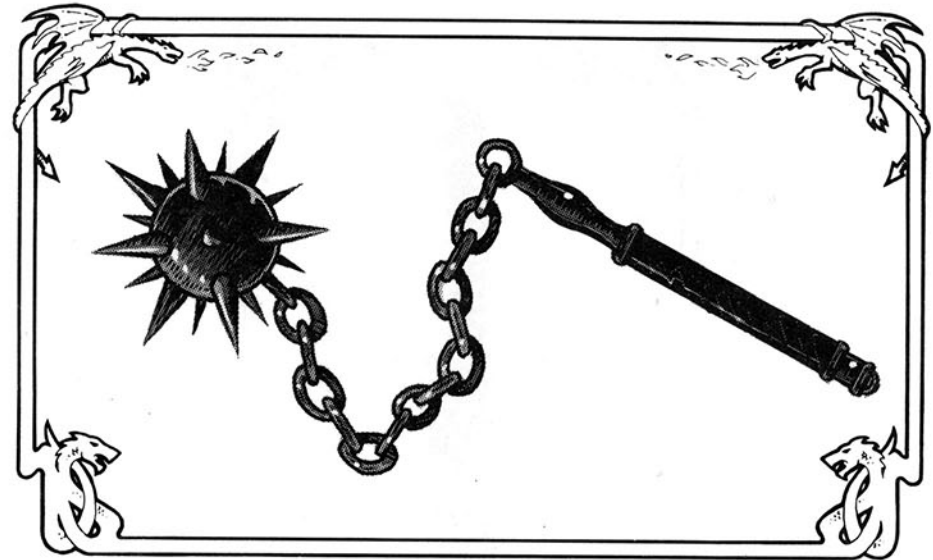
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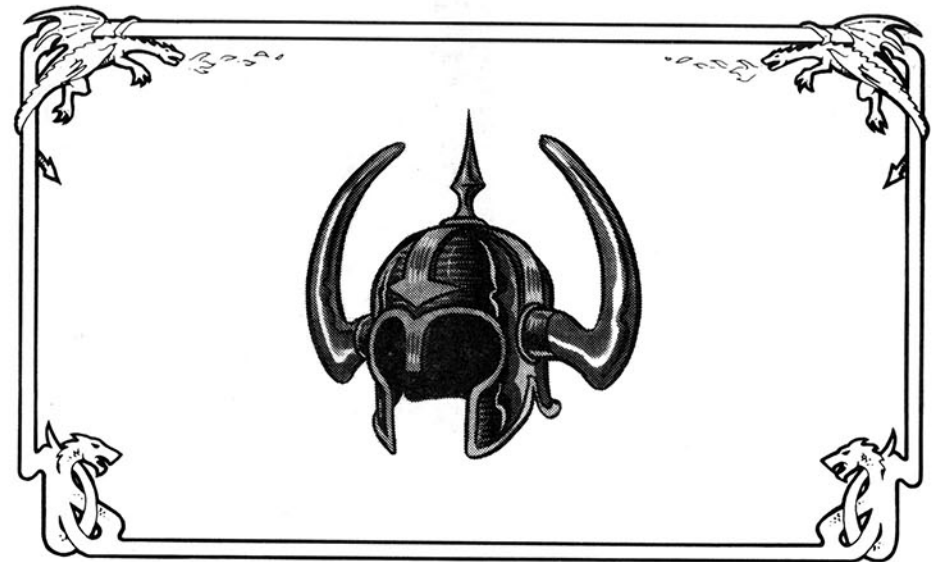
THE BLACK SWORD OF DARTMOOR

Forged ages ago by an evil wizard, this dark purple blade, with its glowing yellow runes and black aura, is the personification of evil. It is a dancing sword and will attack any who touch it who are not of an evil or amoral alignment. The sword does 5D6 of damage and has 3 blows per melee. Those of evil alignment who pick it up must roll the sword's reaction to them. Only with a 16 or better will the sword dance and defend the owner on command.



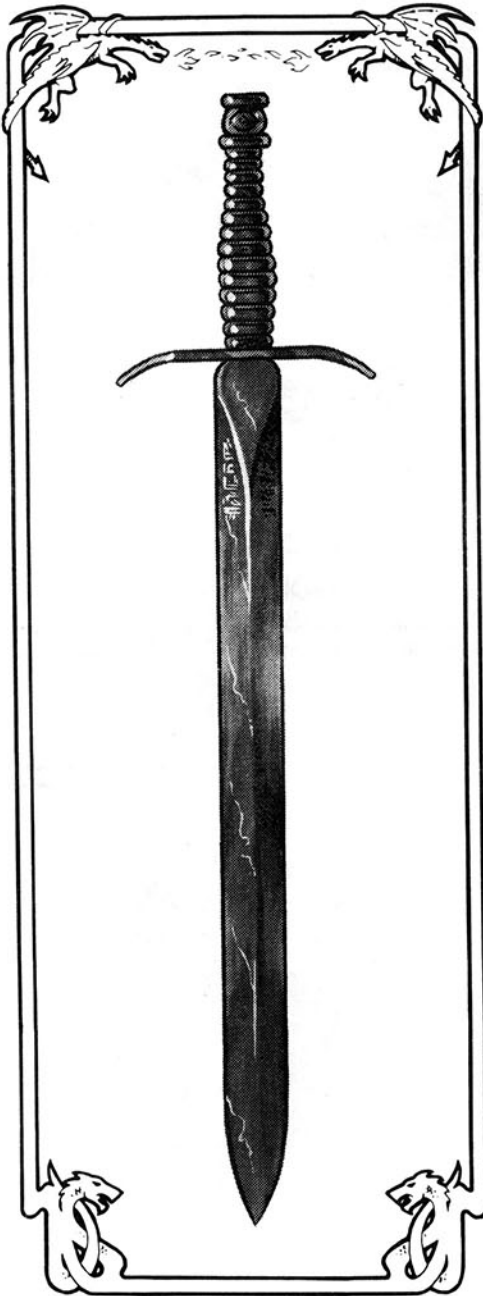
GOREGREEDY

This heavy flail is +3 to hit and does 4D8 of damage. It can penetrate up to -3 armor. Its one drawback is that when penetrating plate mail, there is a 40% chance of its being lodged for the next melee.



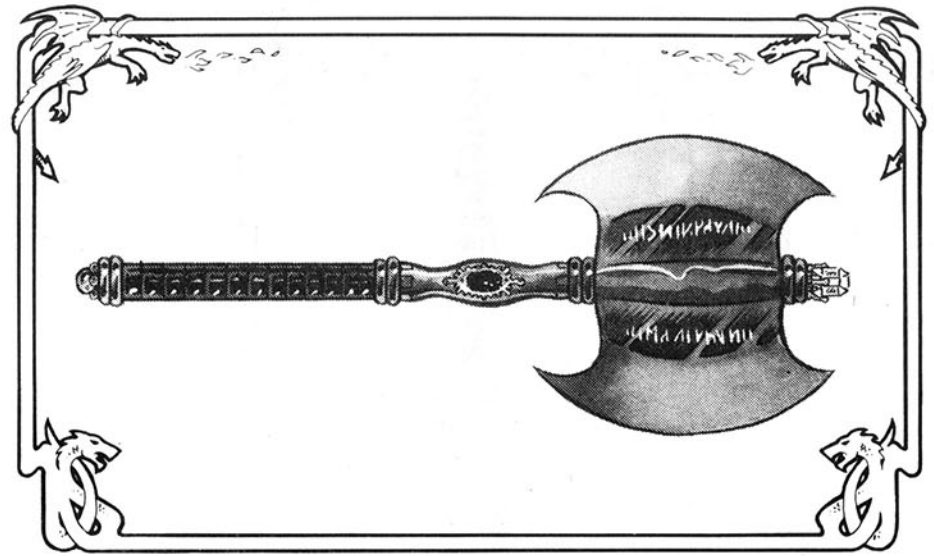
GREAT HELM OF BALMOROC

This helm gives 90' infravision, telekinesis (2,000 g.p. weight 3x daily) and truesight to its wearer. It is of a dark green color.



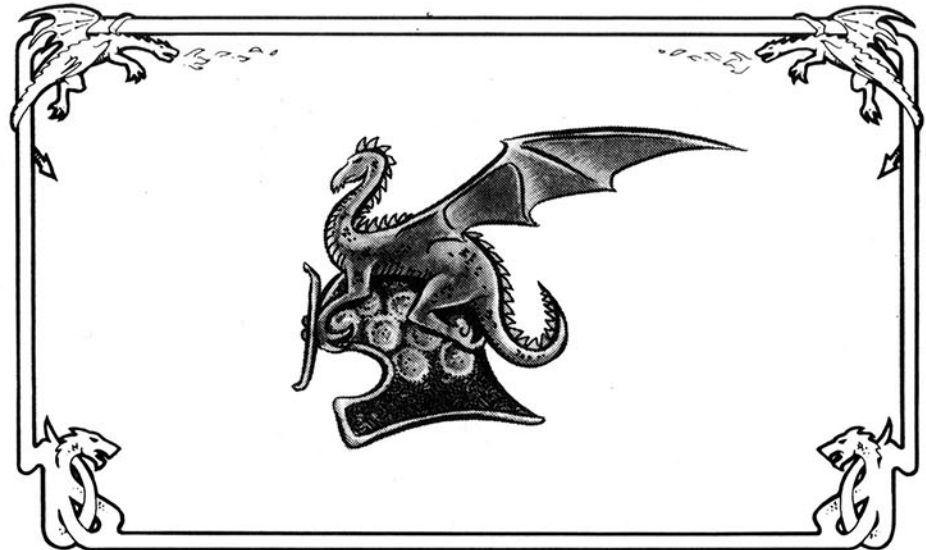
THE SWORD OF THE BINDER

The metal on this blade seems brownish. It is one of a pair of great-blades designed long ago to control undead beings impaled upon it. It is normally +2 to hit, +4 against undead, does 3D6 of damage and adds +2 to dexterity.



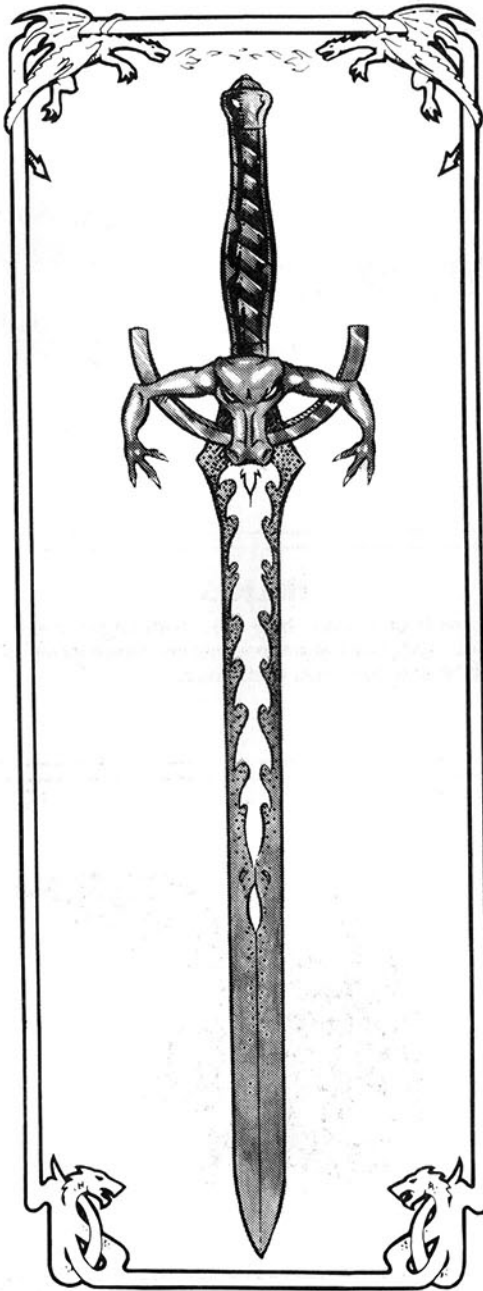
HELIOS

This double-bladed axe is of a silvery-blue color with bright silver runes in the blades, a great ruby in the haft, and a large blue diamond in its end which glows when within 25 feet of danger. The axe is +3 to hit and does 3D6 of damage.



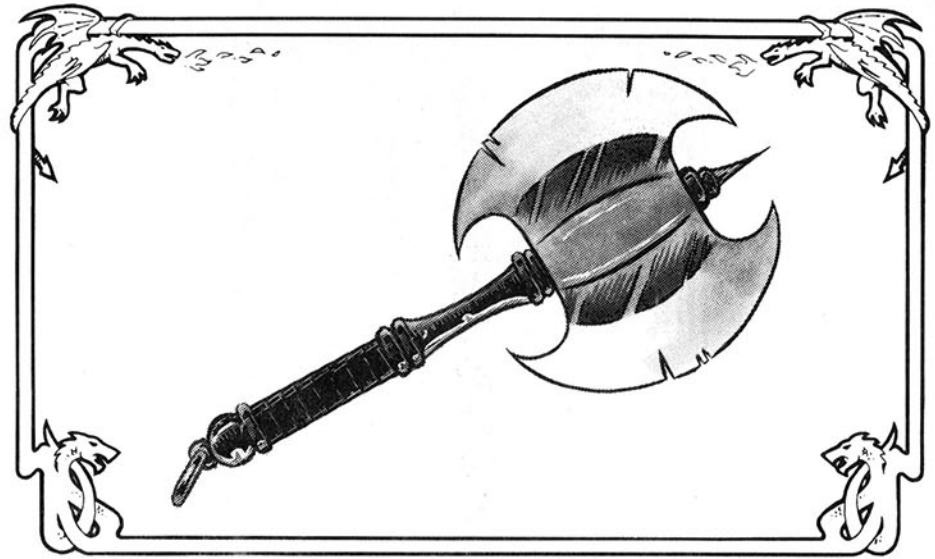
THE DRAGON HELM

Relic of a long lost race, the jade-like greathelm is a rare artifact in itself. It is a symbol of Dragonfriend and gives its wearer +6 to charm dragons of a similar alignment. The helm also gives E.S.P., Truesight and flying for 30 minutes a day.



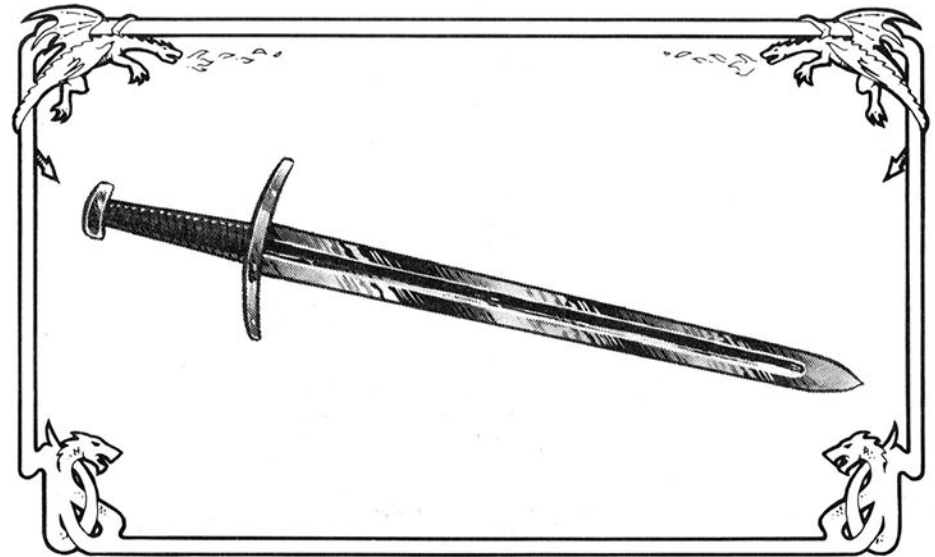
DRAGONFANG

Silvered blade with a red flame pattern starting at the mouth of the gold dragonhilt. This broadsword is +3 to hit and does 2D6 damage. Also, on command it shoots a 4D6 fireball 3X daily.



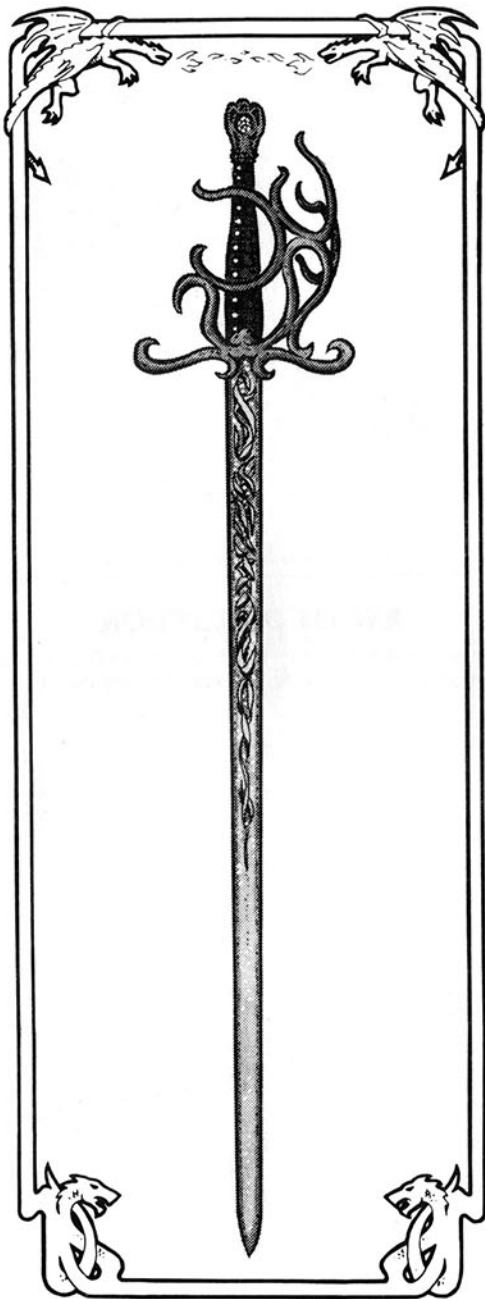
AXE OF DISRUPTION

Short double-bladed axe — it has no plus to hit, but does 4D12 of damage. Upon hitting an opponent, he must save vs. paralysis or lose his blow the next melee.



AURORA

This simple broadsword has some unique abilities. As it is swung through the air it gives off a rainbow effect. It is vorpal and co-exists on the ethereal plane. On the material plane it is +3 to hit, doing 3D6 of damage. On the ethereal plane it is +3 to hit and does 5D6 of damage.



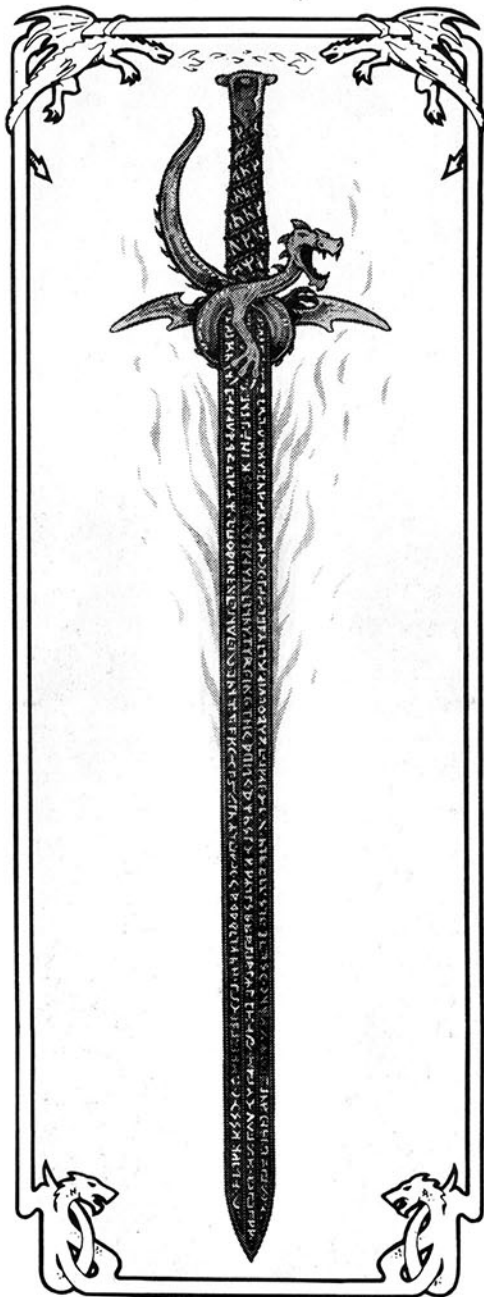
CALEDO

This rapier is of Elven design and is made of Alfium, a slightly bronzish non-ferrous metal lighter but as strong as steel. It is +3 to hit and does 2D8 of damage. Beautiful filigree designs decorate the blade.



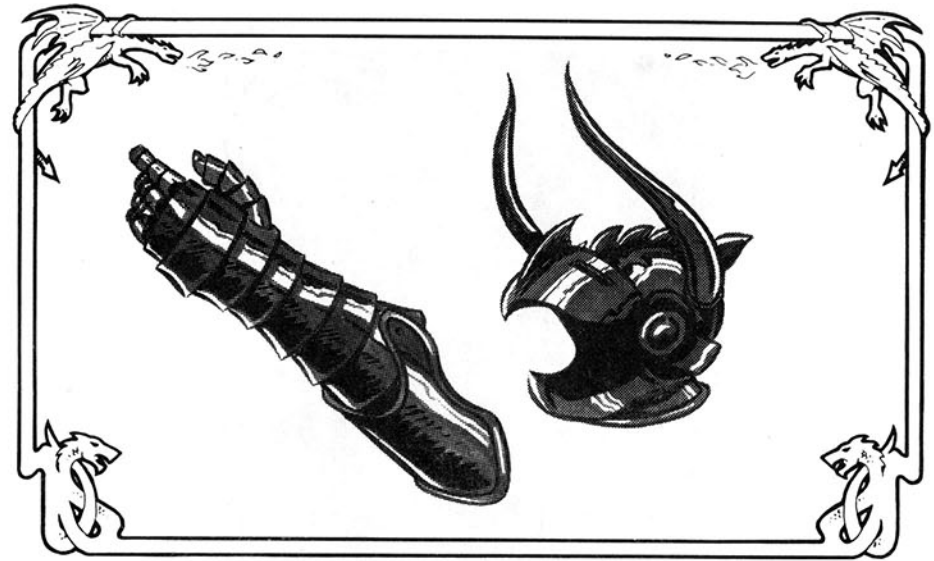
LUBALANIA

A great bronze-colored runesword of Eldar Elven make, its origin dates back to the First Age. The runes are those of protection (+2 to A.C.). It is a sword of sharpness and does 3D6 of damage. It is coveted by all Elves on sight (save vs. magic).



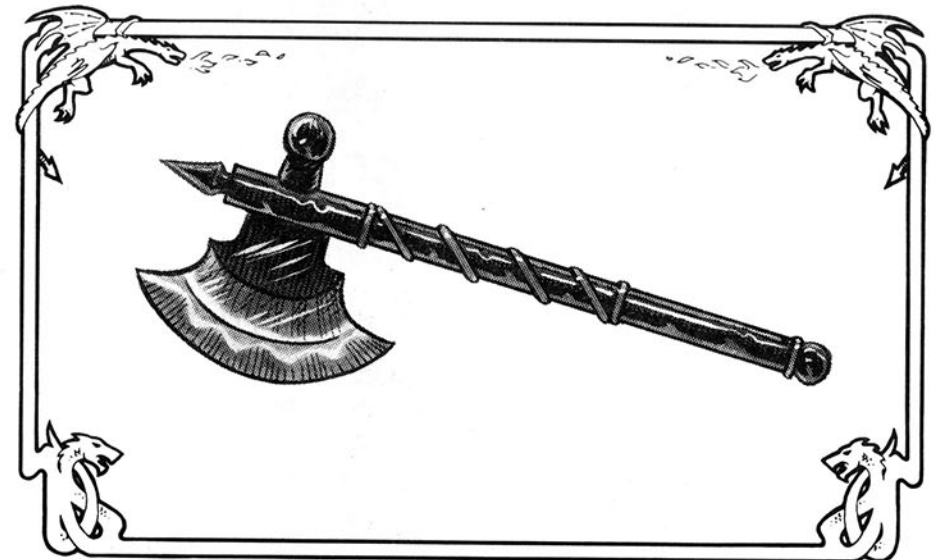
TYRFING

Great rune-sword, black with hundreds of inlaid runes, and a gold dragon hilt. It is a Sword of Sharpness, adds 3 points to strength, 4 to constitution, and is +6 to hit. Always seeks the weakest point, does 5D6 of damage and even the slightest cut sends a poison into the bloodstream that does 2D4 of damage per melee and can only be cured by a 10th level or better cleric with a cure poison spell. Must always drink blood when drawn.



THE GREAT BRASS

Pictured are the helm and gauntlet of a great brass set of plate armor forged long ago for a great human king. Though made of brass, great spells of strength have been cast upon it giving it an AC of -2 and adding +2 to the dexterity of the wearer.



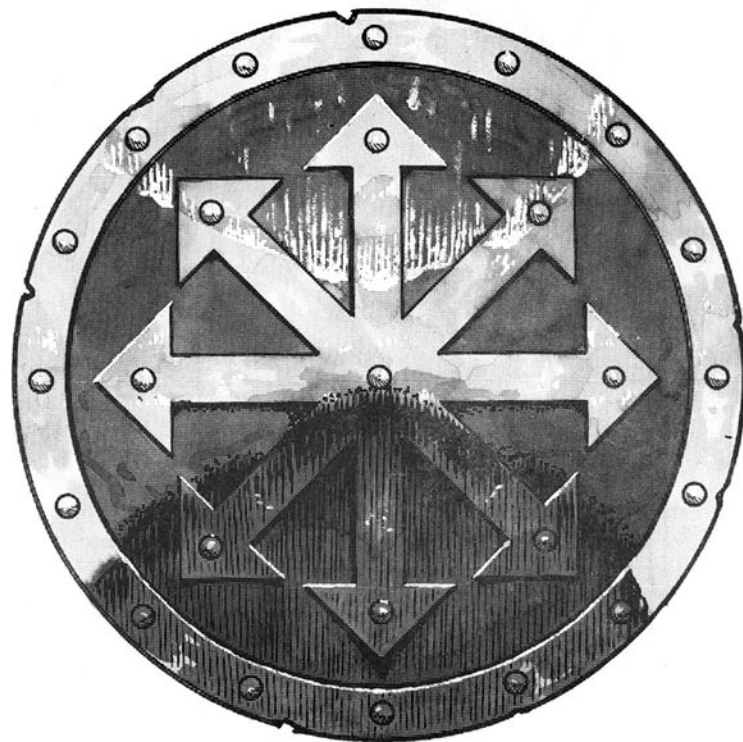
BELWEDAR

Another great single-bladed axe forged by the famed Dwarven Smith Turin Kinsdane. It is a very dark metallic blue. It is +3 to hit and does 4D6 of damage.



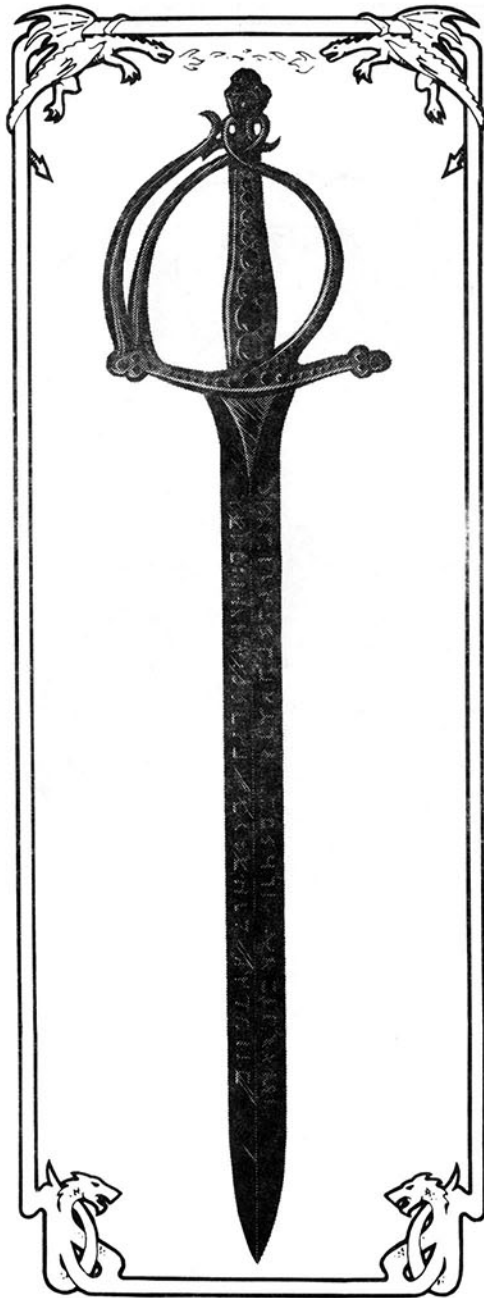
MALEDORN

Maledorn is a demon disguised as a sword. It is +5 to hit, doing 4D8 of damage, and is 90% magic resistant. It forces the wielder to be chaotic, thinking only of himself and the sword, and will drain 1 hit point per hour, if his constitution is less than 15. To those who behold it with truesight, it appears as though the mouth of a writhing demon has engulfed the wielder's hand.



SHIELD OF CHAOS

Designed to battle the forces of Chaos, this great shield has an armor class of -4 and confers a -2 armor class on its wielder. It is 5' in diameter and completely unencumbering. All chaotic beings beholding it must save vs. fear at -2 or be paralyzed for two turns.



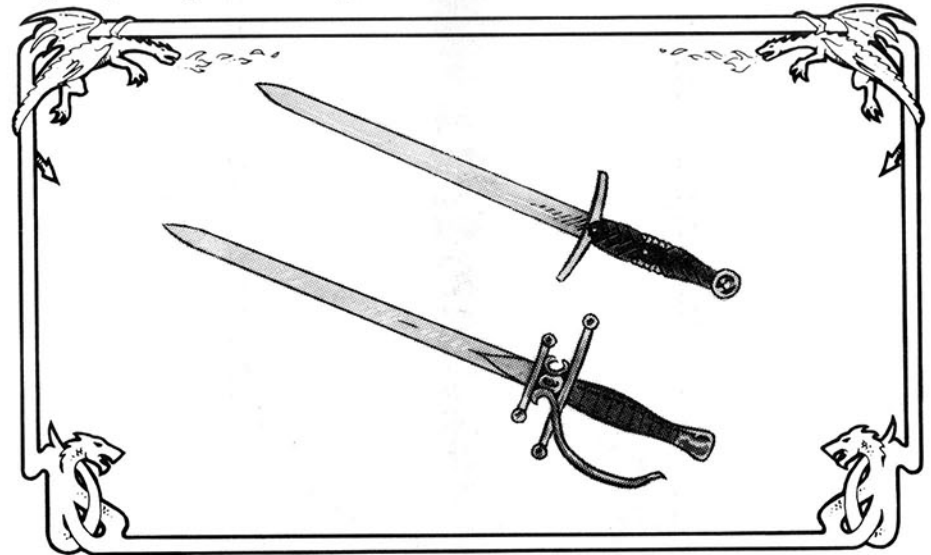
MELANORA

This sword is forged entirely of one piece of greenish-black metal. It is always cold to the touch. For as long as he possesses it, the welder's sleep will be troubled by nightmares of blood and death. It is +3 to hit and wounds inflicted by it heal 4 times slower than normal. It will penetrate any armor class, but has no effect on demons.



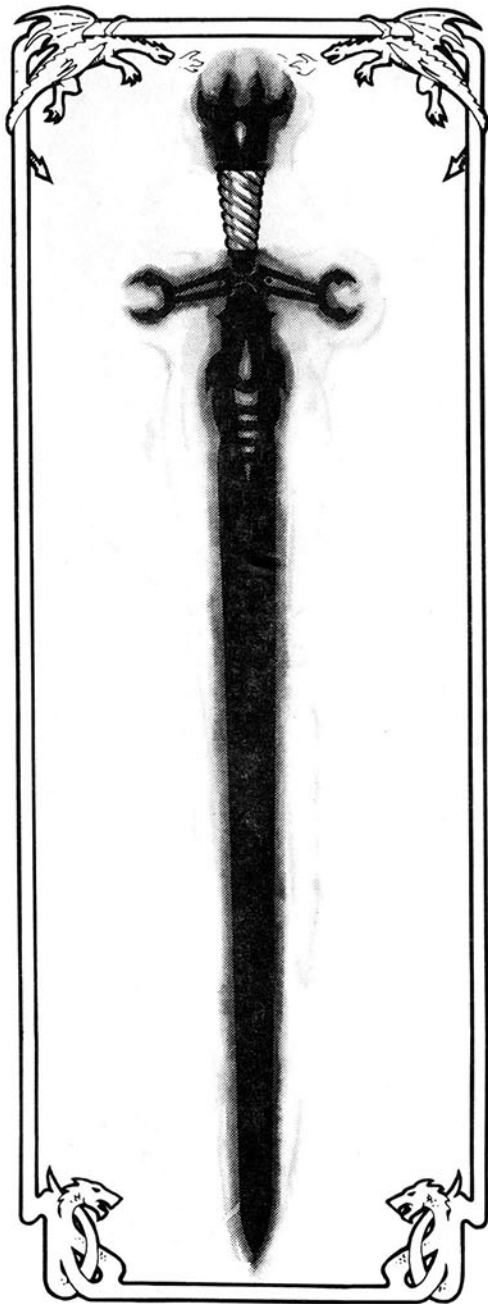
ORGRYF

This golden shield of unknown make is surprisingly light and easy to wield. It gives off a feeling of immense age, but is impossible to dent or scratch. It confers a -2 armor class on the welder and sings softly in the presence of danger.



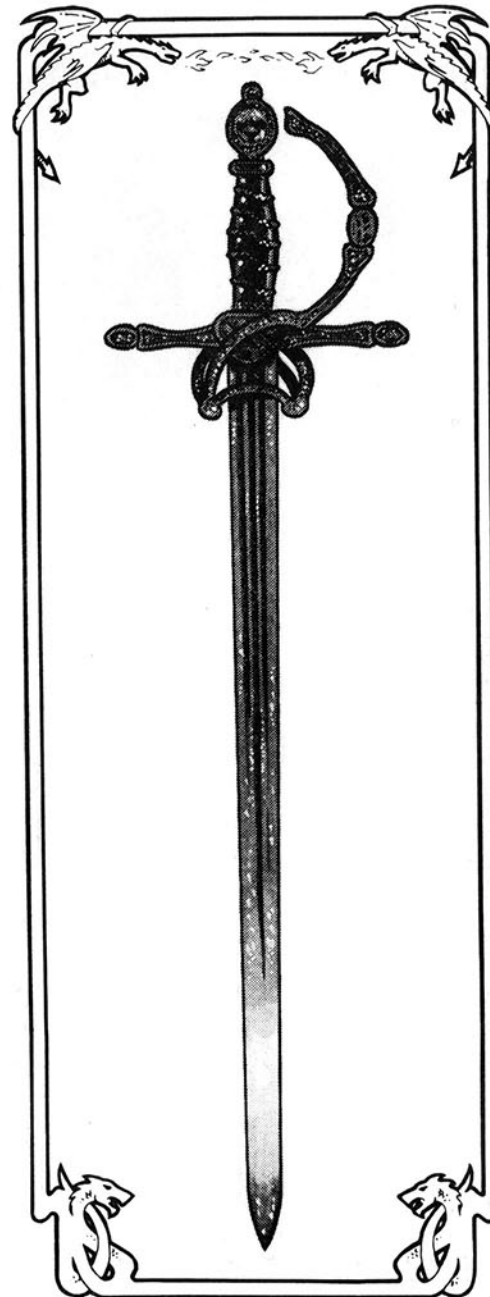
ERAS & VICTRIX

These enchanted daggers were forged for a brother and sister who died together in battle. They are always found together, and there is a 90% chance that they will refuse to be separated. Each has a +2 to hit, but when both are wielded at the same time by the same person, each has a +4 to hit. If separated, and one is lost, it will always find the other.



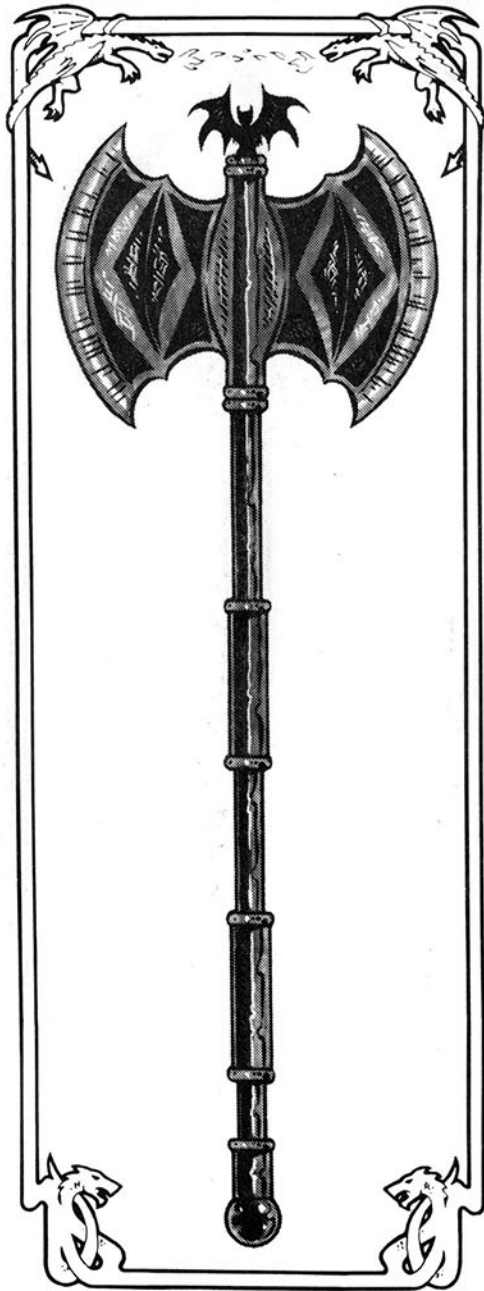
LYRA

The origin of this solid black blade is unknown. In the dark it glows with a golden-orange aura. It is +3 to hit, does 2D8 of damage, and gives the wielder 3 blows per melee.



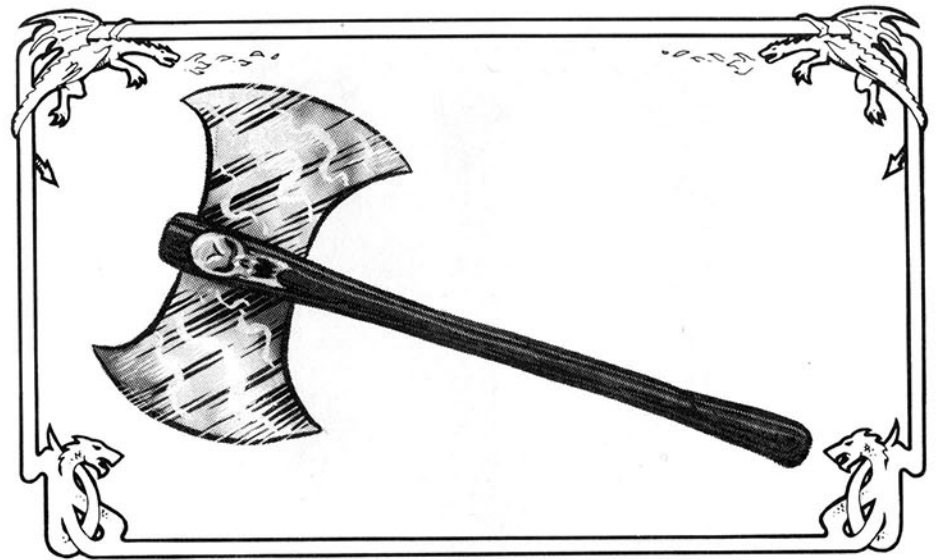
ELENDAR

An Orc smith of great worth spent an age forging this beautiful sword to look Elven-made. It is cursed. To all but Elves it is -2 to strength and constitution, to Elves it is -4. It is -5 to hit and does only normal damage. Its alignment appears to be neutral. Its effect against Orcs is that of a snowflake on a hot forge.



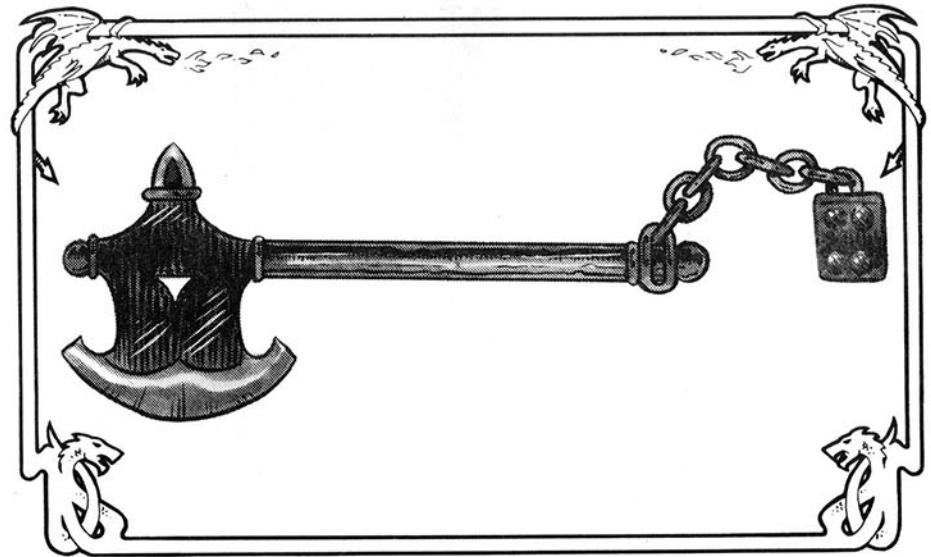
SCARLET DEATH

This 6' bright metallic red axe is +4 to hit, does 4D6 of damage, has vorpal-edged blades, gives the wielder 4 blows per melee and a +3 to dexterity. It truly is Scarlet Death.



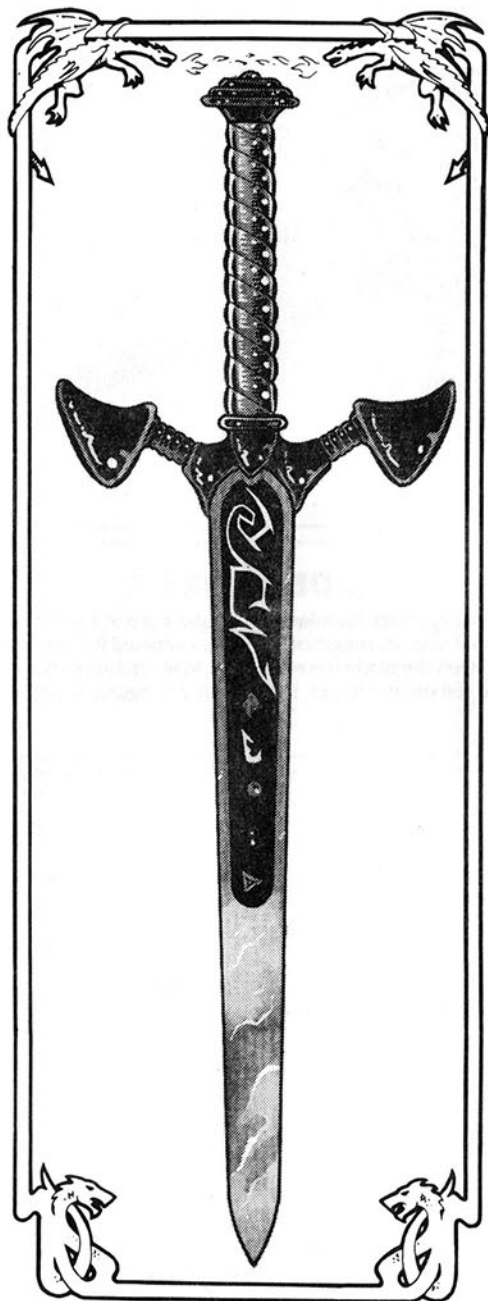
DEATH-AXE

This bright metal axe appears harmless. Its magic cannot be detected; however, anyone touching the handle must save vs. magic or die. When wielded it does 5D6 of damage and is +5 to hit. When blood touches the blade it emits a loud, low-pitched chuckle. Vorpal, it is intelligent and requires a reaction roll on its wielder. If this roll is 7 or below, it will attack him as he holds it.



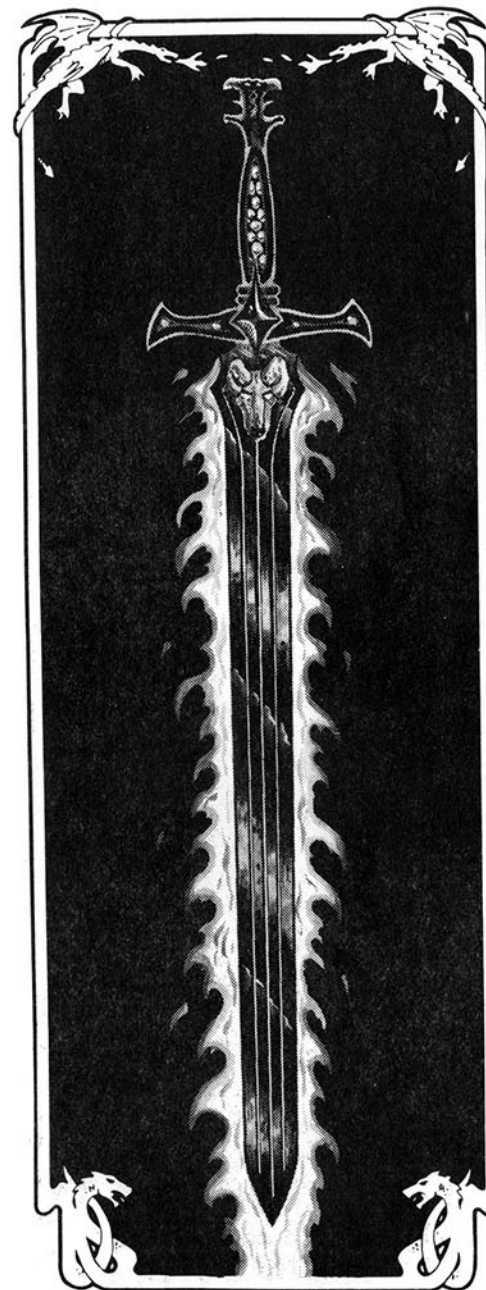
GARAMUND

This axe is +4 to hit and does 3D6 of damage. It gives the wielder +2 to strength and constitution when the armband is strapped to the wielder; however, at that point the armband is grafted into the skin (even through armor) and cannot be removed until the wearer is dead.



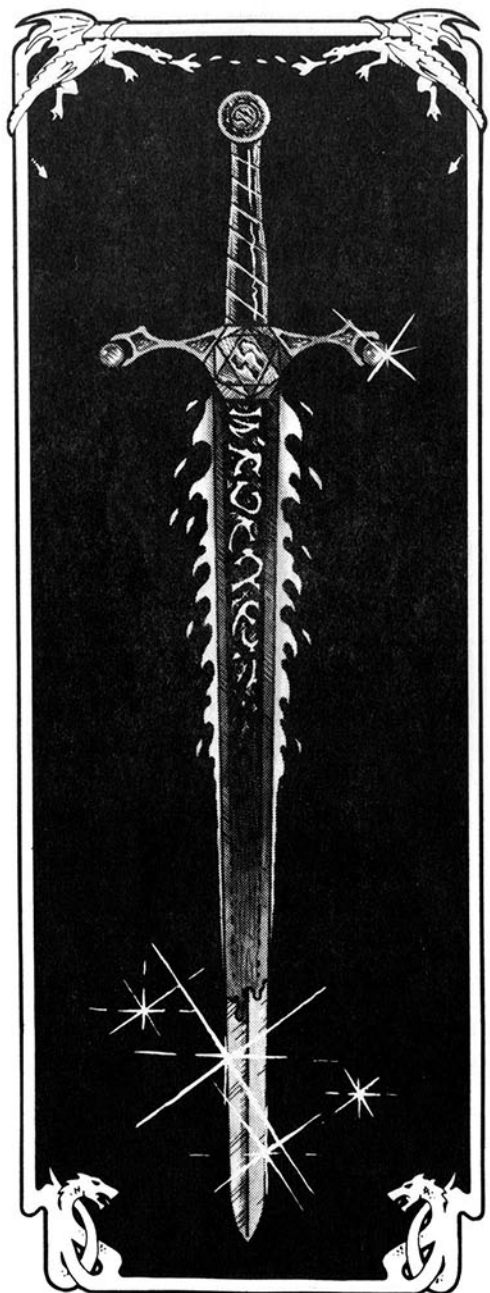
THE SWORD OF DOOM

This great-sword is +5 to hit, does 4D6 of damage and is a Sword of Sharpness. Five great runes decorate the blade. From the hilt the first represents lightning, which the sword does 4X daily at 6D6 of damage. The next is levitation, up to 10,000 GP weight. The last three are teleportation 2X daily, detect magic (the blade glows on contact only) and twice normal haste for 15 minutes daily.



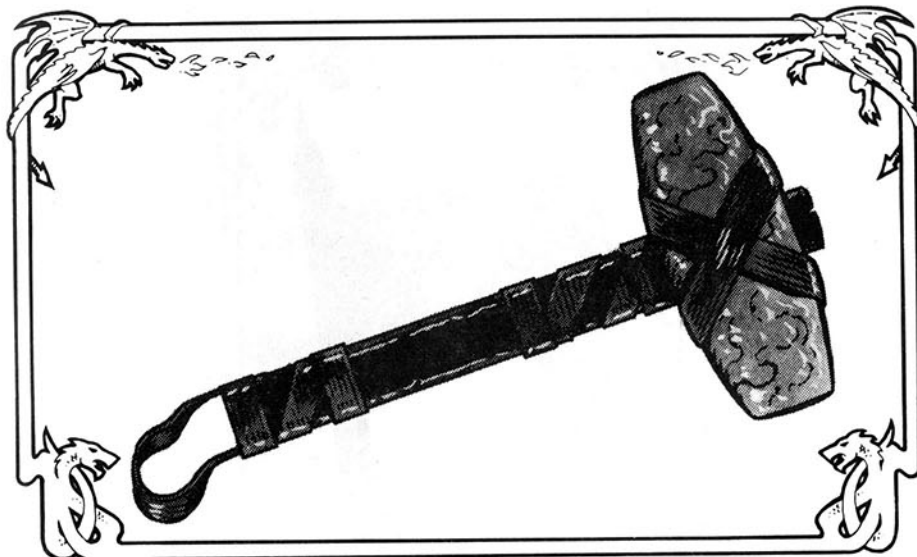
WYTHERSBANE

This is an evil sword, and requires a person of evil alignment to use it properly. It is black with bright green doomsfire always flickering off the blade when unsheathed. It is +4 to hit, is a sword of sharpness, and does 4D6 of damage. Even a glancing blow will set fire to any flammable substance, the doomsfire doing 1D4 of damage the first melee, the doubling the amount of damage every successive melee. Only magic negation effects the doomsfire.



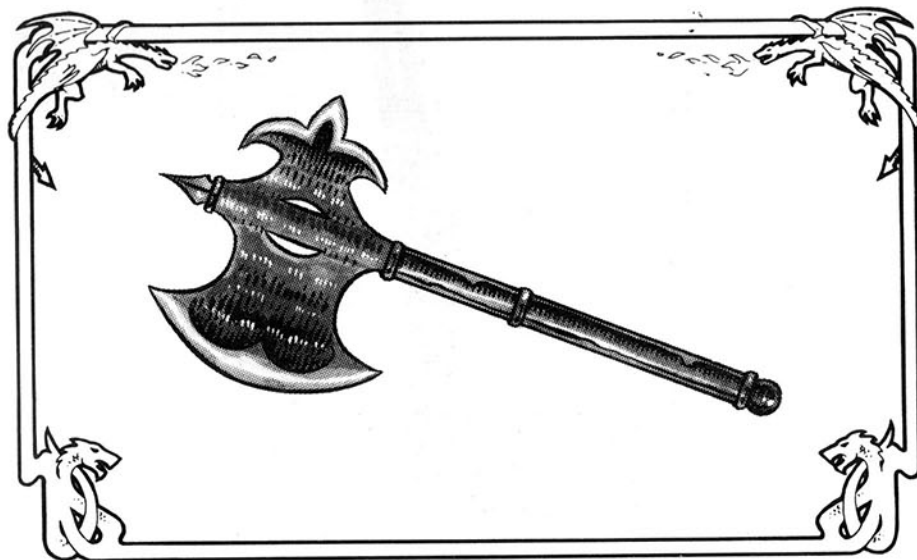
AACHENIA

A unique forging of a holy sword onto the haft of an evil runeblade. The total sword is +3 to hit. The point does 3D6 vs. all of evil alignment. The main blade does 3D6 vs. all of good alignment. Both portions are intelligent and at war with each other. 5% chance every hour that one aspect of the sword will try to change the welder's alignment toward its own (save vs. magic).



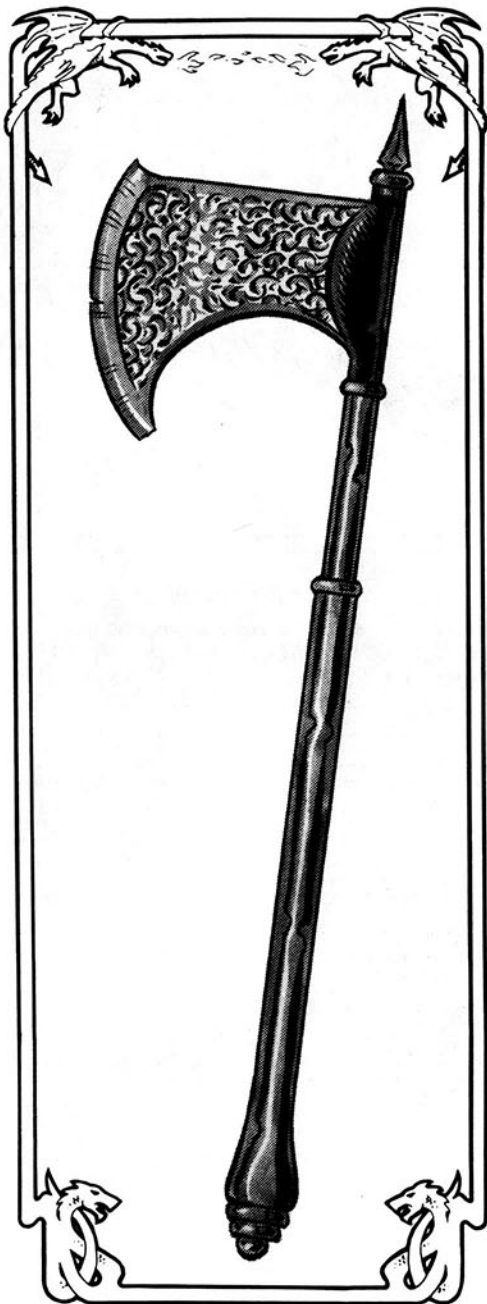
DAEMONSMIR

This Dwarven hammer was designed to act as a wrecking tool. Only when hitting the same spot repeatedly does its strength magnify, the first blow doing 2D6, every successive blow adding 1D6 to the damage, up to 30D6.



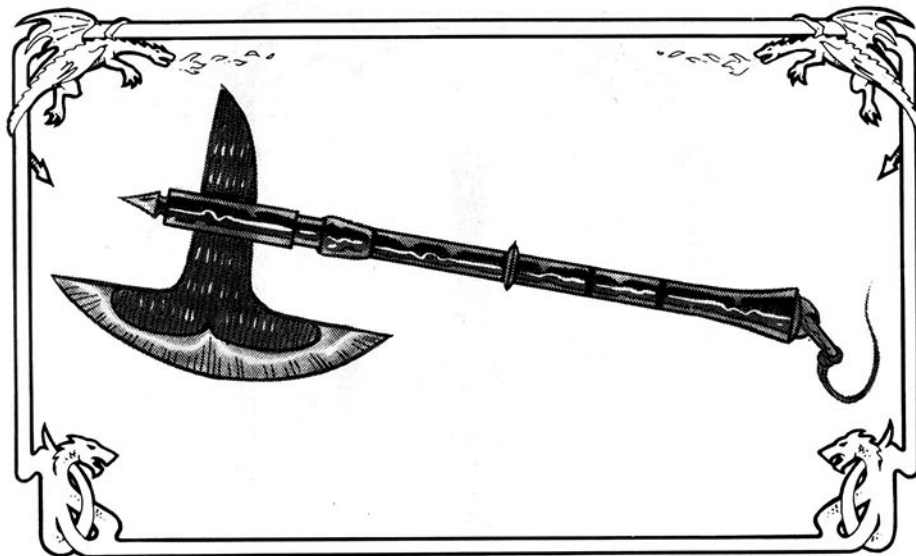
BERLINGAR

Once the weapon of a mighty berserker dwarf, this axe adds +2 to the strength and constitution of the welder. It is bloodthirsty and difficult to control once it has bitten. It is +3 against Orcs, Goblins and Trolls, doing 2D8 of damage.



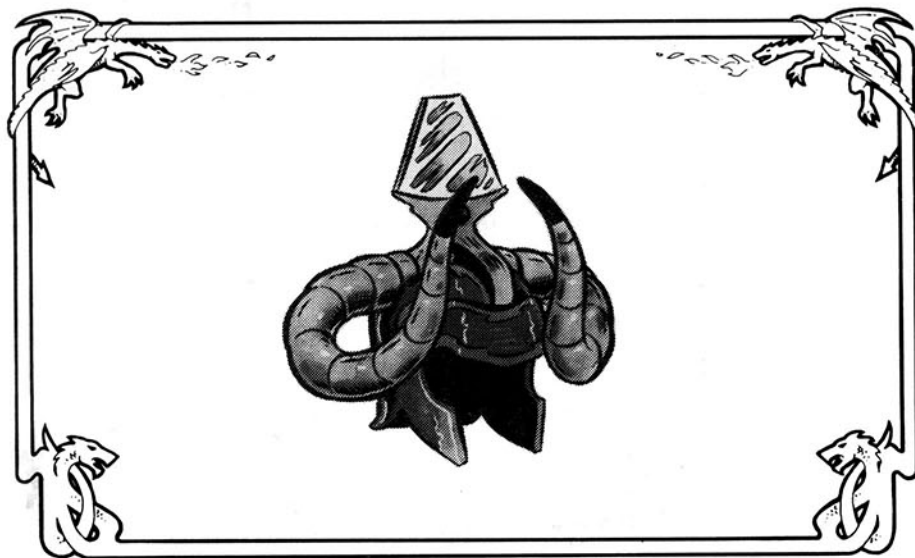
JOTUN AXE

This great axe is 12 feet long, of dark metal with bright gold inlays on the blade. It takes a strength of 18 or better to wield and owing to its weight it does 5D6 of damage. It's only plus to hit is against Elves (+2).



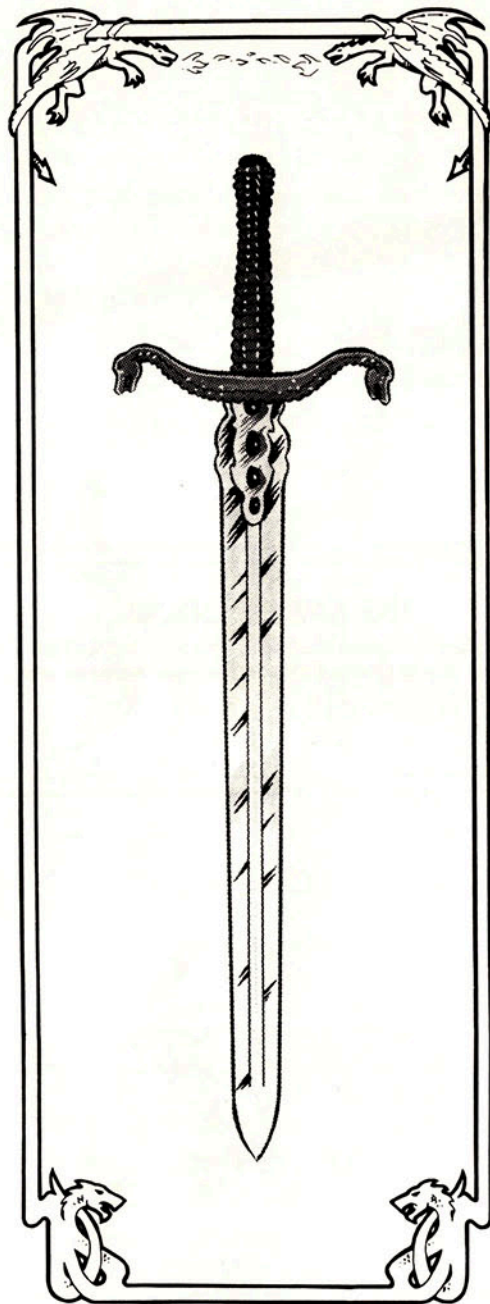
THE AXE OF ENNAR

This large axe was designed for decapitation. It is +4 to hit the neck if that target is designated by the wielder, otherwise it acts as a normal axe. To wield properly with one hand requires a strength of 16 or better.



HELM OF VIEWING

This blue-green helm is like a magical pair of binoculars — the viewing crystal shows a close-up of what the wearer is looking at, penetrates all darkness and reveals all things invisible. Its one drawback is obvious — the wearer cannot see the crystal, though others in the party can.



SIRENIS

The blade of this 'serpent-sword' is made of a pale green non-ferrous metal. Its grip is wrapped in snakeskin, and the hilt is in the form of two serpents joined together. A large emerald is set in the pommel, and four more decorate the blade, which radiates a yellow-green iridescence in the dark. This sword gives its wielder a +2 to dexterity and strength and confers 40' Infravision. The blade is venomous, doing 3D8 of damage.

I hope you have enjoyed this book. I look forward to publishing future volumes and would appreciate any comments, suggestions or criticisms you may want to offer. Please enclose a self-addressed stamped envelope for reply.

Douglas Herring

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