

Azagar's Artifacts

• Orbiter •

WRITTEN AND CREATED BY
Aeryn "Blackdirge" Rudel

EDITING/PROOFREADING
John Ball

PLAYTESTING
Erik Nowak, Jeremy Nowak,
Samantha Styles, Christopher Vasey

ILLUSTRATIONS
Jesse Mohn

GRAPHIC DESIGN & LAYOUT
Erik Nowak

AZAGAR'S ARTIFACTS: ORCBITER
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ORCBITER

Orcbiter is appropriate for characters in the upper end of the heroic tier and upward.

AZAGAR'S NOTES

Good gods, but orcs are stupid. Maybe even dimmer than gnolls, but that'd be a stretch - gnolls are pretty much brainless. But what orcs lack in smarts, they make up in brawn, and an enraged orc barbarian can twist your head off just as easily as he can scratch his own arse. The ugly bastards can be a real pain in a one-on-one duel, but when you've got discipline on your side, and a reasonable amount of soldiers, you can hold off a horde of the brutes without much trouble.

I've seen more examples of orcish stupidity than I can easily count. Take the fool orc chieftain who thought he and his tribe could get the jump on ol' Azagar with a night attack. I was leading a century at the time, and we were scouting on the edge of eladrin lands. We hadn't seen much of the eladrin, but there was definite orc activity in the area, and I figured they'd try something eventually.

I wasn't too worried about the orcs attacking, especially since orcs aren't big on attacking enemies that might actually fight back. Not to mention, I had my boys trained to set up one hell of a fortified camp. We dug ditches, planted pickets, and then I set up a twenty-man rotating sentry detail, which always included at least half-a-dozen archers.

I was feeling fairly secure when the last sentry detail went on duty, but I had made the cardinal mistake of underestimating orcish idiocy. Just before dawn, when it was still blacker than an otyugh's arse-hole, the orcs attacked. I rushed out of my tent to the western line of pickets to see a great, screaming horde of green-skinned fools running pell-mell into the light of the braziers we had set up around the camp; two hundred brainless bastards without the slightest notion or concept of a tactical assault.

Hah! Half the orcs were impaled on the wooden stakes we'd hidden in the ditches around the camp. The other half made so much noise my archers were able to feather them by sound alone. Of course, orcs being orcs, their chieftain challenged me to a duel to save face. I accepted, and gutted his brain-dead carcass in front of what remained of his tribe. Needless to say, I was surprised to find such a fine eladrin handaxe on his corpse, and *ou* (as the weapon was called by its makers) has proved a handy edition to my arsenal, especially when I need to gut a few muscle-bound orcs.

Orcbiter

Heroic Level

Orcbiter is one of the two magical weapons wielded by the famous eladrin ranger, Dolarion Silvershadow. It is imbued with the ranger's skill with two weapons and the eladrin race's hatred of evil humanoids, especially orcs.

Orcbiter is a +2 enfeebling handaxe.

Enhancement: Attack rolls and damage rolls

Critical: +2d6 damage, or +2d8 damage against orcs

Property: This weapon deals an extra 1d6 damage against orcs.

Property: When *Orcbiter* is paired with another weapon and used in your off-hand, you gain a +2 item bonus to AC.

Property: You can speak, read and understand Elven.

Power (At-Will ♦ Martial, Weapon): Standard. When *Orcbiter* is paired with another weapon and used in your off-hand, you may use *twin strike* (ranger 1, melee only).

Power (Daily ♦ Martial, Weapon): Free Action. You can use this power when you are wielding *Orcbiter* in your off-hand, and you hit with your primary weapon. You may use any encounter melee attack power against the same target with *Orcbiter* as a free action.



APPEARANCE

Orcbiter is of obvious eladrin manufacture. The weapon features an elaborately constructed single-bitted head, pierced with a stylized waning moon, and etched with its name in elven script. Its handle is slightly curved and constructed of steel-reinforced walnut. *Orcbiter's* blade is exceedingly sharp, and never seems to lose its edge, no matter how much it is used.

ORCBITER LORE

Arcana or History DC 20: *Orcbiter* is one of the two famous weapons once wielded by the famous eladrin ranger, Dolarion Silvershadow. Dolarion was renowned for his battles with the orc tribes around the Ithoriel Forest, and it is said that he slew no less than one thousand orcs before disappearing on the outskirts of the forest he had protected for decades. *Orcbiter* was used in Dolarion's left hand, while he wielded his enchanted longsword, *Warwand*, in his right. It is believed that the eladrin ranger finally ran afoul of more orcs than even he could handle, and that both his famous weapons are now in the hands of his most hated enemies.

GOALS OF ORCBITER

- Help the eladrin and elves protect their forest homes.
- Bring death and destruction to the orc race.
- Become part of a set with another powerful melee weapon, and be wielded by a ranger (preferably an eladrin or elf).

ROLEPLAYING ORCBITER

Orcbiter has a rather flamboyant personality, and is prone to rattling off the deeds of past owners, such as Dolarion Silvershadow, to galvanize its wielder into action. It speaks to its wielder in an airy, feminine voice that can be as light and musical as a summer breeze when the weapon is pleased, or as sharp as a sleet storm in the heart of winter when it is not. *Orcbiter's* voice can be heard by others, an obvious sign of its magical power and worth. *Orcbiter* pushes its owner to seek out and destroy orcs, and to ally with elves, eladrin, and other fey creatures.

CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Owner is an eladrin or elf	+2
Owner is a ranger	+2
Owner defeats an orc of his level or higher (maximum 1/day)	+1
Owner or an ally attacks an eladrin, elf, or other fey creature	-2
Owner is evil or chaotic evil	-2
Owner is unaligned	-1

PLEASED (16-20)

"The blood of orckind soaks the ground, and they foul the wild places no more."

The owner of *Orcbiter* has proved himself a friend of the fey and a determined and ruthless foe of the orcs. The weapon is pleased to further aid its worthy master in his continuing crusade against evil.

Enhancement: *Orcbiter's* enhancement bonus increases to +3

Critical: +3d6 damage, +3d8 damage against orcs

Property: This weapon deals an extra 2d6 damage against orcs.

Power (Daily): Minor Action. You can call forth an *aura of wounding* (aura 1) that lasts until the end of your next turn. When you strike a creature in the aura with a melee attack, the creature takes ongoing 5 damage (save ends).

SATISFIED (12-15)

"Hear me orcs! You shall taste the vengeance of the fey."

Orcbiter and its wielder share a common purpose, and the weapon is satisfied that its goals are paramount in its master's mind.

Power (Encounter ♦ Teleportation): Move Action. You can use *fey step* (eladrin racial power). If you are an eladrin, you may teleport an additional 2 squares with *fey step*.

NORMAL (5-11)

"Orcbiter asks for my loyalty to the fey and my dedication to eliminating the orcish threat."

Orcbiter is optimistic yet reserved with a new owner. It waits for the character to reveal his true intentions and motivations before giving its full support.

UNSATISFIED (1-4)

"The orc threat grows, and I have done little to stop it."

The wielder is not seeking out orcs to slay, and may even be battling fey creatures. *Orcbiter* is unhappy, and urges its wielder to devote himself to its cause. If the wielder continues on his current course, the axe will leave.

Special: You lose access to one encounter power (chosen randomly), unless it is specifically used against orcs or their allies.

ANGERED (0 OR LOWER)

"The spirit of Dolarion Silvershadow weeps with outrage and disappointment."

Orcbiter's current wielder is the antitheses of the axe's ideal owner. He may be an enemy of the fey or even have orcsish ancestry. The axe will leave at its first opportunity.

Enhancement: The artifact's enhancement bonuses drops to +1

Critical: +1d6 damage, +1d8 damage against orcs

Property: This weapon deals an extra 1d6 damage against orcs.

Special: You lose access to one encounter power and one daily power (chosen randomly), unless they are specifically used against orcs or their allies.

MOVING ON

"I have served Orcbiter well, but it must leave me now."

The orcs in the wielder's region has been defeated or weakened, and *Orcbiter* wants to go where the orcs still threaten the eladrin and the fey in general. When its wielder next gains a level, *Orcbiter* disappears, its magic and power appearing where it is most needed. If the axe is at least satisfied, it leaves in its place a +3 *enfeebling handaxe*, and its wielder gains a permanent +1 bonus to attack and damage rolls against orcs.

ORCBITER IN YOUR GAME

Below are two adventure hooks involving *Orcbiter*. Both are appropriate for PCs at the upper end of the heroic tier.

Birthright: When Dolarion Silvershadow was slain, it was the work of two orc chieftains, Urkon Irontusk and Vorgga Two-Hammers, who conspired together to bring down the legendary enemy of their people. Both mighty orc chieftains and over two dozen orc warriors ambushed Dolarion on the outskirts of the Ithoriel Forest, and although the eladrin ranger fought ferociously, he could not overcome such an overwhelming force. When the battle was over, Urkon Irontusk claimed Dolarion's sword *Warwand* and Vorgga Two-Hammers claimed the ranger's handaxe *Orcbiter*. Then, the two chieftains went their separate ways, each bearing a vital piece of eladrin history.

Now, some twenty years after Dolarion's death, his wife, Ioria Silvershadow, seeks to reclaim *Orcbiter* and *Warwand* so that her young son may someday take up both weapons and continue his father's work. Recently, Ioria and her allies have tracked down Vorgga Two-Hammers, who still possesses *Orcbiter*, and seek a noble group of heroes to return the famous eladrin weapon to its rightful owners.

That Doesn't Belong to You: The PCs discover *Orcbiter* in the treasure hoard of a monster, or manage to take it from a powerful humanoid, maybe even Vorgga Two-Hammers. Since *Orcbiter* is a powerful weapon, any PC that possesses it should be quite pleased to own such a potent artifact. However, a few weeks later, while the PCs are travelling in a forested area, they are approached by an eladrin war party. The eladrin are from House Ironleaf, a bitter rival of House Silvershadow, and they demand that the PCs turn over *Orcbiter* to them.

House Ironleaf belongs to the Winter Court, one of the four Fey Courts, and they are as dark and malignant as any winter fey. Their hated rivals, House Silvershadow, belong to the lively and vibrant Summer Court, and stealing away an important artifact from House Silvershadow would be a major coup for House Ironleaf. The PCs can fight the eladrin to retain possession of *Orcbiter*, and if victorious, can seek out the scions of House Silvershadow and the rightful owners of the artifact. However, involving themselves in fey affairs is almost sure to incur the wrath of the House Ironleaf, and likely the entirety of the Winter Court.

ORCBITER: PLAYER REFERENCE SHEET

Orcbiter

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Power (Daily ♦ Martial, Weapon): Free Action. You can use this power when you are wielding *Orcbiter* in your off-hand, and you hit with your primary weapon. You may use any encounter melee attack power against the same target with *Orcbiter* as a free action.

Enfeebling Weapon

Level 3+

This weapon creates bleeding wounds that sap the strength from your enemy.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Weapon: Axe, Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with the weapon. The target takes a penalty to damage rolls equal to the enhancement bonus of the weapon (save ends).



CONCORDANCE SCORE

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