



# FORGOTTEN REALMS



# SWORDS OF IMPILTUR

SOARGAR'S LEGACY

BY GEORGE KRASHOS

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*And so it was that Immara, sister to King Imbrar of Impiltur, discovered the hobgoblins of the Giantspire Mountains stirring in the elvish scrying stones she had recovered from the ruins of lost Myth Drannor. Swift and sure, Imbrar led his Royal Guard and a host of armymen north into the mountains seeking to eliminate the hobgoblin menace once and for all. He was never seen again, but neither were the hobgoblins, and the magical swords that he and his guard wore, the legacy from Soargar, were lost.*

Amphyr the Venerable  
*The High History of Impiltur*  
Year of the Moonlight Tapestry (1170 DR)

When the nation of Impiltur rose anew in the Year of the Gleaming Crown (1097 DR), it heralded the end of the dynastic squabbling that had torn apart the kingdom of Old Impiltur. The disappearance at sea of Princess Aliia in the Year of the Fearless Peasant (926 DR), the last survivor of her plague decimated royal family, fractured the realm into a cauldron of seething turmoil, as noble family after noble family sought to gather enough strength and support to place one of its own on the vacant throne. The archmage Soargar was Mage Royal of Old Impiltur when that realm began to fragment and he saw to the safeguarding of many of the kingdom's treasures for the day when the kingdom would once again stand united.

When Soargar breathed his last in the Year of the Dawndance (1095 DR), he bade Imphras go to his tower in Lyrabar and claim the legacy of Old Impiltur. In this way Imphras the Great, first monarch of reborn Impiltur, discovered the wondrous Crown of Narfell and more than five score magical blades believed lost by sages and historians alike. The swords were given to Imphras' loyal battle companions who in time became his Royal Guard and were subsequently lost with King Imbrar and his warriors in the Year of the Luminar Procession (1127 DR).

The sage Othiyr Velthran of Turlagol has made the study of the swords of Imbrar's Royal Guard his life's work. Othiyr has recorded the rumors and tales surrounding the lost blades of Imbrar, and specifically notes the histories and last known whereabouts of five magical swords known to have been brought out of the Giantspires by diverse means and persons. He corresponds regularly with Elminster of Shadowdale and it is only through the generosity of the sage Elminster that these five swords are detailed below.

## ASHRAM

*Weapon (scimitar), legendary (requires attunement)*

**Lore:** Priests of the war god Anhur, forged *Ashram* more than two thousand years ago at the behest of Senusret, champion of the armies of Mulhorand. Senusret wielded *Ashram* valiantly in the Orcgate Wars, and upon his death the blade passed to other war leaders of the God Kings. When Narfell launched a seaborne invasion of Mulhorand in -623 DR, *Ashram* fell into the hands of an unnamed Narfelli warrior who bore it north. Years later, the blade was buried with him in a barrow somewhere in the Great Dale.

The blade next appeared in the "Grand Muster", a huge military inventory and catalogue ordered by the warlike King Thorodil of Impiltur in the Year of the Sunless Passage (576 DR). The scimitar was noted as being borne by Duke Calthos of House Orbil, a minor noble possessed of a reputation for daring adventures and dark intrigues. House Orbil was declared outlaw some fifty winters afterwards and *Ashram* fell into the hands of the royal family of Impiltur. It was seldom borne by the rulers of Impiltur (due to an inability or unwillingness to master the nuances of wielding its curved blade) and languished for hundreds of years in the Royal Vaults until the Mage Royal Soargar brought it and many other swords to his tower in Lyrabar.

Some sixty winters after *Ashram* was lost with King Imbrar in the Giantspires, the Red Wizard Sarros presented the sword to the then Zulkir of Divination, Elzarr of the Crimson Eye. Sarros had led an expedition into the Giantspires to recover the fabled *Watch Crystal of Alathas*, one of the magic scrying stones discovered by Immara in ruined Myth Drannor, and subsequently carried and lost by King Imbrar and his Royal Guard. The Red Wizards are thought to have added enchantments to the scimitar at this time and *Ashram* was subsequently given to the Biting Blade of Thay, Daryn Mellas (the Biting Blade of Thay is the formal title used by the weapons tutor of the Hands, the elite agents of the Council of Zulkirs.)

*Ashram* is now believed to be in the possession of Thoroun, one of the senior Hands and a warrior who has held that rank for over thirty winters. Thoroun is known to be active in the Inner Sea region, coordinating the activities of the Hands and working against the Harpers at every opportunity. The last confirmed sighting of Thoroun, a stocky, much scarred, human weapons master in gray leathers, was in the town of Proskur, west of Cormyr in Uktar of the Year of the Tankard (1370 DR). After slaying a handful of local "toughs" in a tavern brawl he was seen taking the east road out of town.

**Description:** *Ashram* is a scimitar of bronze that exhibits the strength of the highest quality steel. Its guard is also made of bronze and the weapon's grip is wrapped with strips of fire lizard hide. The scimitar's pommel is a claw clutching a flamedance gem that constantly flickers with fire that some sages postulate is a sliver of elemental fire.

*Ashram* is a *scimitar of speed* (see DMG, p.199). This weapon has three charges. When you hit a creature with an attack you can use a bonus action and expend one charge to make the weapon deliver a searing burst of fire. The target you hit takes 2d6 fire damage and must make a DC 15 Constitution saving throw or become stunned until the end of your next turn. The scimitar regains 1d3 expended charges daily at dawn.

## ELLENDRIN "THE WEEPING BLADE"

*Weapon (longsword), legendary (requires attunement)*

**Lore:** *Ellendrin* is a blade of high renown, mentioned repeatedly in the tales and legends of the human settlements of the Inner Sea. Its maker is unknown although the priesthood of Tyr has claimed that their deity had a hand in its creation. "The Weeping Blade" has seen a bewildering array of wielders over the years, and its history is as rich and colorful as that of any nation in the region of the Sea of Fallen stars.



The “Weeping Blade” first came to the lands of Impiltur in the Year of the Reaching Hand (803 DR) when the paladin Mellethos, the “Old Lion of Tyr”, gave it to King Nord of Old Impiltur. King Nord had lost his elder brothers Essys and Araln when together they fought and banished an army of fiends led by the balor Ndulu at the Battle of Moaning Gorge (786 DR). It was for this valiant deed and many others that Mellethos deemed Nord worthy of wielding *Ellendrin*. King Nord kept *Ellendrin* at his side throughout his reign, but upon his death, his successor King Halanter II gave the “Weeping Blade” to his boon childhood companion, the knight Jondar Tallmane.

Jondar wielded *Ellendrin* for many years with honor against such enemies as the orcs of the Earthfast Mountains and the pirates of the Inner Sea (who raided the inland settlements and coast of Impiltur respectively without mercy during the reign of Halanter II). In his declining years, Jondar retired to the Abbey of Grimjaws, a fortified seminary of Tyr on the southwestern shore of Bluefang Water. There he gave up the blade and commanded that *Ellendrin* be borne by a different paladin of the Abbey every year. The sole duty of the chosen holy warrior would be to guard and protect the monarch of Impiltur from all evil and wrongdoing. This tradition continued as Jondar had commanded until the waning days of Old Impiltur when the paladin Darbrett “Bloodspurs” Tallim was slain in the noble intrigues that preceded the fall of the realm. The archmage Soargar pried the sword from Darbrett’s dead hand and kept it safe until the time when the kingdom of Impiltur rose anew.

After the disappearance of King Imbrar and his Royal Guard, *Ellendrin* was thought lost forever, but in the Year of the Behir (1342 DR) it was identified by the sage Othiyyr for the daring thief Gort of Turlagol. Gort was notorious prior to the Time of Troubles for his brazen larcenous activities, and was known to have acted as a highly paid “retriever of lost items” during this time. The thief refused to sell *Ellendrin* to Othiyyr, stating obliquely that interests in the Moonsea had already contracted for the blade, and that he was travelling there immediately. After departing Othiyyr’s house, Gort was never seen again, and neither was *Ellendrin* or any of the other booty he was carrying.

**Description:** *Ellendrin* is a longsword forged of star metal, hilted with mithral in a slightly upward curving cross-quillon. The hilt is wrapped with silver wire and a large, cabochon-cut diamond (worth 5,000 gold pieces) is embedded in the pommel. You gain a +3 bonus to attack and damage rolls made with this magic weapon and the sword has 6 charges. While holding it, you can use an action and expend one charge to *bless* a target creature. For the next minute, whenever the target creature makes an attack roll or saving throw, the target can roll a d4 and add the number rolled to the attack roll or saving throw. The sword regains 1d6 expended charges daily at dawn.

The “Weeping Blade” is named for the fact that it also constantly drips holy water along the length of its blade. When you hit a creature with an attack, *Ellendrin* deals an extra 2d6 radiant damage if the target is a fiend or undead.

## GALATHOS

*Weapon (broadsword), legendary (requires attunement)*

**Lore:** *Galathos* was forged sometime during the height of the ancient realm of Raumathar. The warrior Erbass of Raumathar claimed the blade in the final climactic battles that saw the mutual destruction of that realm and Narfell and was seen fleeing west into the trackless depths of the Yuirwood.

Erbass was never seen again, but *Galathos* reappeared many centuries later when the infamous pirate Urthag the Knife was forced to abandon the sword in the city of Turlagol, known then as Chessagol. Urthag had brazenly spent several hours of revelry in the Bloated Gargoyle Inn before the Royal Constabulary became aware of his identity and sought to apprehend him. In his hurried flight across the rooftops of Chessagol, Urthag was parted from the blade and it was delivered soon after to King Lamoth of that royal city-state.

King Lamoth of Chessagol was famous throughout the Sea of Fallen Stars for his gigantic family, he had some eight sons and six daughters, and his continual attempts to marry into the established royal bloodlines of the Inner Sea. Seeking to lend some legitimacy to his family’s fledgling monarchical rule, Lamoth was always sending this son or that daughter to the royal courts of Cormyr, Westgate, or Milvarn in the hope that a suitable royal marriage could be arranged. King Lamoth’s greatest achievement however was the marriage of his daughter Elthia to Prince Bellodar of Impiltur, who eventually became King Bellodar III in the Year of the Sifting Sands (642 DR).

*Galathos* accompanied the Princess Elthia to Lyrabar as a part of her dowry, and in time became the sword traditionally borne by the son and heir of the reigning monarch of Old Impiltur. When the royal heir Crown Prince Amarkos succumbed to plague, *Galathos* was placed in the Royal Vaults to await a suitable heir to the throne. However the death of Princess Aliia two years later saw *Galathos* retrieved by the archmage Soargar for safekeeping.

*Galathos* remained lost for over two centuries until the warrior Graldor “One- Hand”, leader of the adventuring band known as the Company of the Collar, ran afoul of the Red Wizard Kelnar the Etched and a host of his gnoll minions in Spearmouth Dale. The people of Telflamm still talk of the morning that a weeping Graldor entered their city and proceeded to the great Tower of Tempus, temple to the Lord of Battles, cradling the corpse of the swordmaid Evlanna in his arms. There, Graldor handed over the blade *Galathos* as payment for a *bladeless* prayer that would see his love returned to life. *Galathos* remained in Telflamm until it was stolen along with the fabled *Red Book of War* and other valuable items by the local thieves’ guild, known as the Shadowmasters, in the Year of the Arch (1353 DR). In the tumult that followed, the sword was erroneously thought recovered along with other temple treasures. It is known that the aged Taeron, Champion Rampant of Tempus in Telflamm, continues to actively search for *Galathos* and has offered a reward of 15,000 pieces of gold for its recovery. Its whereabouts continue to remain a mystery.

**Description:** *Galathos* is a finely crafted broadsword made of a steel and silver alloy, demonstrably as effective as silver against creatures that suffer negative effects from contact with that metal. A broadsword is akin to a longsword but inflicts 2d4 slashing damage on a successful strike and has the heavy and versatile (1d10) properties. The blade has been treated with *everbright*, and its hilt is bound in soft blue leather. The sword sheds a silver radiance when drawn from its scabbard that emits bright light in a 10-foot radius and dim light for an additional 10 feet. You gain a +1 bonus to attack rolls and a +2 bonus to damage rolls made with this magic weapon.

*Galathos* protects its wielder from spell attacks and you have advantage on saving throws against any spell that targets only you (not in an area of effect) when the sword is grasped. In addition, if you roll a 20 for the save, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.



## MALAGAR “THE BURNFANG”

Weapon (longsword), legendary (requires attunement)

**Lore:** *Malagar* was crafted in the Year of Rampaging Raaserpents (699 DR) to commemorate the slaying of the great red wyrm Malagarthaul “Flaming Claws” by King Amarkos II of Impiltur and a host of mounted archers. Malagarthaul had awoken from centuries of slumber in his Earthfast Mountains lair and swooped down upon the hamlets of Greentrail and Karvan’s Oak, north and east of Lyrabar, seeking prey to assuage his raging hunger. King Amarkos and his men rode swiftly out of the Impilturian capital to face the dragon and bring him down.

Enchanted by a cabal of mages led by the wizard Ranerth Bentash, *Malagar* was wielded proudly by several kings and princes of the realm as a symbol of the might and battle prowess of Old Impiltur. When the kingdom began to fragment, Soargar is thought to have whisked away the blade by means of his Art from its place of honor within the Hall of Kings in the now-destroyed royal palace of Blackrock Castle, west of Hlammach.

In the years after King Imbrar’s disastrous foray into the Giantspire Mountains, many expeditions were sent into that region by the rulers of Impiltur to solve the mystery of Imbrar’s disappearance. In the Year of the Blade (1275 DR), the mercenary captain Delros Parander and his band of hireswords, the Gauntlet of Doom, were commissioned by the aged King Lashimbrar of Impiltur to explore the area around Redfang Peak in the southern Giantspires. Delros and his company never returned to Impiltur but were recruited some ten winters later in Cormyr by King Salember “the Rebel Prince” to scour the Western Marches of that realm and free it from the influence of the young Crown Prince Rhigaerd. The Gauntlet of Doom won great notoriety in a single short season as Delros, openly wielding the blade *Malagar*, led his mercenaries against the various nobles who supported the young prince.

In the waning days of Salember’s reign, Delros and the Gauntlet of Doom vanished from Cormyr’s Western Marches as the canny mercenary realized that the steady stream of riches from the coffers of “the Rebel Prince” would soon come to an end. This small mercenary company is thought to have taken ship across the Dragonmere to Westgate, but there is no record of their arrival at this port. However it is known that the increasingly desperate Salember used the infamous Fire Knives to make an example of many of his disloyal, erstwhile supporters in the final days of his rule. The fate of Delros, the Gauntlet of Doom and *Malagar* “the Burnfang”, remains unknown, but the sage Elminster believes some brave adventuring band will undoubtedly reclaim it in the winters to come.

**Description:** *Malagar* is a blade of strange composition, being the carved tooth of a red dragon affixed to a hilt of adamantine. The “Burnfang” does damage as a longsword and confers a +3 bonus to attack rolls but no bonus to damage rolls. While it is held unsheathed, the bearer receives all the benefits associated with wearing a *ring of warmth*.

When you attack a creature and roll a 20 on the attack roll, that target takes an extra 5d6 fire damage and ignites in flames. At the start of each of its turns until the effect ends, the target must make a DC 13 Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames (such as the target being submerged in water), the effect ends.

## SARGHATHULD “ORCBANE”

Weapon (shortsword), legendary (requires attunement)

**Lore:** *Sarghathuld* was forged in the Year of Many Serpents (605 DR) by the dwarven Master Smith Fyrfar “Smokebeard”. The High Old One Turbaern, the Blood Axe of Clangeddin, then enchanted the sword with the aid of the human wizard Beldossan the Short (who was rumored to have dwarven blood), and Alerathla “Rubytresses” Ilnatar, an elf sorceress of Ylraphon. This gathering toiled to produce more than a thousand “oreslayer” blades over a handful of years at the behest of the dwarf lord Tuir Stonebeard, who sought to destroy the Vastar of the orcs and found his own kingdom. *Sarghathuld* was given to the warrior Ulnorn, blood of Jalabar, who wielded it with great valor in the battles that saw the dwarves of the Vast shatter the rule of the orc chieftain Grimmerfang and found Roldilar, “the Realm of Glimmering Swords”.

Ulnorn is known to have traveled to fabled Myth Drannor and it is believed that *Sarghathuld* had further enchantments bound into it by dwarven craftsmen and elven mages of the City of Songs. With the fall of Myth Drannor to the Army of Darkness in the Year of Doom (714 DR), *Sarghathuld* disappeared for nigh on twenty winters before it was given by the Ironlord of Earthfast, Barundar mac Idrin, as a gift to the young King Halanter I of Impiltur on his coronation. King Halanter was the first monarch of Impiltur to forge a pact with the dwarves of Earthfast and is still known to them as “Arausamman” the “Great Friend”. The blade remained in the Royal Vaults, and in time, came into the possession of the archmage Soargar as Old Impiltur splintered apart.

*Sarghathuld* reappeared some one hundred and fifty winters after King Imbrar’s ill-fated expedition into the Giantspires when the warrior Kesten “Steelglance” Orthalin brought it to the sage Athylmas of Saerloon for identification. Kesten was the leader of the Grimblades adventuring band, a group said to have plundered many a ruin in the Inner Sea lands east of the Vast. He and his comrades are known to have perished a scant three seasons later beneath the talons of the venerable green dragon Urnalithorgathla, who had her lair in the dim and treacherous depths of the Spiderhaunt Wood. *Sarghathuld* and the bones of the Grimblades lay for over ninety winters amidst the piled treasures of this mighty dragon until she was slain by dwarves under the leadership of Borlin, blood of Ghellin, Axe of the Iron House in a rare Dragonmoot.

Borlin wielded *Sarghathuld* in battle thereafter, and is known to have whelmed a large band of dwarven warriors, the Mithril Legion, in the hope of reclaiming the long lost Mines of Tethyamar. Borlin and his army marched north and west out of Tilverton in the Year of the Wave (1364 DR) and then disappeared. Borlin is thought to have sent word via magic to King Ghellin of the Iron House that his expedition had succeeded in reclaiming some of lost Tethyamar, but this is only rumor and conjecture. When the mystery of Borlin and the Mithril Legion is unraveled, it is likely that the blade *Sarghathuld* will be claimed once again.

**Description:** *Sarghathuld* is a shortsword of dull gray metal, known to sages as “oreslayer” metal. On one side of the blade the word “Sarghathuld” is etched in *dethek* runes, and “Orcbane” can be found on the other face, also in *dethek*. Embedded in the pommel is a clear, shining crystal.

You gain a +1 bonus to attack and damage rolls made with this magic weapon and its touch is poisonous to orcs, orogs, and half-orcs. On a successful attack or merely touching any such creature with the blade, it inflicts 2d6 poison damage and the target



creature must make a DC 14 Constitution saving throw or be poisoned for 1 hour.

*Sarghathuld* also has 4 charges. You can use an action and expend 1 charge to unleash a beam of brilliant light from the crystal in the pommel at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw, taking 6d6 force damage on a failed save, or half as much damage on a successful one. The sword regains 1d4 expended charges daily at dawn.

It is unknown what effect the removal of the crystal from the pommel of *Sarghathuld* would have, but sages agree that it is likely that the gem would lose all its power if this were even attempted.

## TENDAR "THE WAILER"

*Weapon (greatsword), legendary (requires attunement)*

**Lore:** *Tendar* is first known to have existed more than five hundred years ago, in the reign of Queen Shanceesa of Old Impiltur when it was wielded by her greatest general, Duke Lantigar Deepstar. He claimed the sword after defeating its previous wielder, the nomad chieftain Galush of the Ten Heads, in personal combat. Galush briefly united the horsemen of Narfell and led them south out of the plains, through Dender's Valley in the Rawlinswood, and west along the Great Dale, seeking to claim the "warm lands of our ancestors". The strength of Galush and his warriors was broken by Duke Lantigar and the men of Impiltur at the Battle of Twelvepikes in the Year of the Risen Sword (893 DR) on the banks of the Soleine River, and the duke claimed *Tendar* as one of the many spoils of battle.

In the ensuing years, *Tendar* was borne by Duke Lantigar and his family until the Year of the Spouting Fish (922 DR) when he and his entire family succumbed to the devastating Tortoisecab Plague of that year. The sword came into the possession of the royal line of Impiltur at this time and remained in their keeping, safe in the Royal Vaults, until the Mage Royal Soargar secured it for the future of the realm.

Centuries later, *Tendar* was one of two magical blades brought out of the Giantspire Mountains by the Red Wizard Sarros. The sword was given soon after to Azarash, Captain of Thay, and he wielded it in many a battle against the Fangs of Rashemen. Azarash perished at the Battle of Biting Mists (1203 DR) and an unnamed warrior of Rashemen, who left the realm shortly thereafter to go on his *dajemma*, claimed *Tendar*.

The Rashemmi warrior did not long enjoy his travels however, for he was attacked and slain shortly afterward near the town of Highmoon in Deepingdale. His slayer, the elven warrior Rhalaster Soryn, a known member of the Eldreth Veluuthara, or "Victorious Blade of the People" in an ancient elven tongue, claimed the blade and disappeared into the nearby woodlands. The sage Rhauntides of Highmoon believes that an enclave of this old and very secretive fellowship of elven fanatics may exist in the forests north of Deepingdale, but notes that this region is treacherous and rife with danger due to the Darkwatch rift situated there. The whereabouts of *Tendar* "the Wailer" remain a mystery however; a mystery that continues to lure and take a deadly toll of adventurers.

**Description:** *Tendar* is a greatsword of fine steel, with a simple crossbar guard, and a hilt bound with worn black leather. The blade has a myriad of small holes and grooves along its entire length that cause the blade to emit an eerie wailing sound when swung through the air.

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon and aside from the wail that emanates from the blade when it is swung through the air, *Tendar* never rings,

clatters, scrapes or emits any sound. This silence in no way affects creatures, spells, objects, or any area around the blade including its bearer.

Any creature wounded by *Tendar* in melee combat that can hear the eerie wailing that emanates from it, must make a DC 15 Wisdom saving throw or be frightened of the wielder for one minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the power of the sword for the next 24 hours.

*The article "Soargar's Legacy" was first published in Dragon #277 and was an unabashed tribute to Ed Greenwood's "Seven Swords" article from Dragon #74 and inspired by the write-up of Impiltur found in FR6 "Dreams of Red Wizards". At the time of its writing I received significant encouragement from Ed Greenwood and Steven Schend, the latter of whom graciously altered his write-up of the Shadowmasters in the "Cloak and Dagger" sourcebook to ensure that my article did not create any Realmslore discrepancy. With my first publishing credit under my belt, I had high hopes to start a series of such articles, but the winds of change had blown through Dragon magazine such that campaign setting-specific articles were in disfavor when I submitted the follow up, Imbrar's Inheritance. That follow up article has since seen the light of day here at the DMs Guild [Link](#), along with others on various topics, in addition to articles co-authored with Eric L. Boyd. It must be noted that Eric L. Boyd has been a great servant of the Realms over many, many years. He's told me that time and time again.*

**Design:** George Krashos

**Layout:** George Krashos

**Artist/Art:** Pixabay (Cover)

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