

# Five Swords



## Five Enchanted Blades for Old School Fantasy

by Rick Stump and the Fun Lads Five

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**Five Swords** is designed to add depth and flavor to any old school fantasy campaign.

This product is compatible with OSRIC and AD&D 1e and is easily modified to be compatible with any Old School fantasy role playing game.

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**Layout and Design:** The Harbinger Games Design Team

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## **Introduction**

Hello! This short supplement is meant to provide game masters with five unusual enchanted that can be plugged into any campaign on a moments notice. The five swords can be treasure, the main weapon of a villain, the companion of an NPC hero, or anything else that makes sense to your campaign.

If you like this product you might also try our book *Five Henchmen, Far Realms*, and *Far Realms - More Spells I*, all of which can be found on RPGNow and DriveThru RPG. Please also check out our blog, [Don't Split the Party](http://harbingercomms.blogspot.com), at [harbingercomms.blogspot.com](http://harbingercomms.blogspot.com).

## Whitestaff

Type: Bastard Sword

Appearance: Whitestaff is made of good steel, it is well-balanced, and is unremarkable in appearance; it does not normally shed light.

Bonuses: +2 normally. When wielded by a paladin it is +3 versus Chaotic Neutral creatures, +4 versus Lawful Evil or Neutral Evil creatures, and +5 versus Chaotic Evil creatures and all undead. Additionally, when wielded by a paladin it does double damage dice versus demons, devils, and undead.

Special Powers: Whitestaff is a holy sword and grants all appropriate bonuses to paladins when worn or used. When held Whitestaff doubles the range of a paladin's ability to *Detect Evil* and increases the paladin's level by 2 for purposes of *Turning Undead*.

When wielded by a paladin Whitestaff may cloak its owner in a powerful illusion. This illusion causes the paladin to appear as a frail old man/woman dressed in worn robes with a white pine staff (the sword). The paladin's steed will appear to be a tired, old nag. The illusion is powerful enough that it cloaks the class, level, and alignment of the paladin so that he or she appears to be a normal person of neutral to good alignment. The disguise is normally only pierced by *True Sight* or a Gem of True Seeing. The dweomer lasts up to 12 hours, although the paladin can end it at any time, and can only be used once a day.

The sword is Lawful Good.

Other: In the hands of any person of Good alignment who is not a paladin it is a +2 sword. Creatures of Neutral alignments have a vague dislike of the sword, finding it too plain, slightly off-balance, difficult to grip, etc. This dislike will grow until they decide to sell or even give it away. When selling or gifting the weapon they will prefer to give it to someone of good alignment.

A person of Evil alignment will find the sword unwieldy and clumsy; they will have no bonuses to hit and will always strike last in a round when using Whitestaff. Further, they will do -1 point of damage (minimum of 1 point) when they do strike. If an evil person tries to keep the sword they will find that it brings them 'bad luck'; saddle bags holding it split, mules carrying it are more abstinent than usual; hirelings cut themselves when sharpening it; etc. Evil owners will be loathe to throw it away but will want to sell or gift it to a neutral or good person.

Notes: Whitestaff allows paladins to travel incognito and has been used for goals as disparate as seeking out corruption, infiltrating an evil barony, and allowing a paladin to provide anonymous charity to the poor.

## The Companion's Sword

Type: Broad sword

Appearance: The Companion's Sword is obviously well-made and of fine steel with an excellent balance. Its hilt is wrapped in silver wire, the center of the blade is decorated with a beautifully artistic etching of a flying swan, the hilt is inlaid with silver and set with 4 topaz stones, and the pommel is set with a larger topaz.

Bonuses: None, although the Companion's Sword may strike any creature (i.e., it may cause damage to an iron golem, elemental, or other creature normally only struck by a +X or better weapon even though it has no bonuses to hit or damage).

Special Powers: When drawn and held the sword shines brightly, shedding light as a lantern. It makes all saving throws at +2 and it is immune to rust. It fills its wielder with courage granting him a +4 on saves versus Fear (and similar effects) as well as a +3/+15% on any morale or loyalty checks related to fear, intimidation, etc. If the wielder is under the effects of a *Charm*, *Suggestion*, *Geas*, or similar enchantment and is ordered to attack, abandon, or betray their own mentor/master/liege they immediately receive a new saving throw at +2 to overcome the enchantment - if this save is successful the enchantment immediately ends.

Notes: While not powerful in and of itself, this weapon is something that many leaders desire for their lieutenant. There are said to be a number of other swords virtually identical to the Companion's Blade.

## Stardust

Type: Short sword

Description: Stardust appears to be an average weapon that has seen years of hard use; slightly worn with a nick or two in the blade. However, any sounds made by the sword (striking a blow, being dropped on cobblestones, etc.) is oddly muffled and only about half as loud as it 'should' be.

Bonuses: +2 to hit only.

Special Powers: When wielded by a thief or assassin Stardust adds one to the multiple for back stab attack damage (i.e., if the thief normally did x3 damage on back stab when wielding Stardust they would do x4 damage). Also, the sword can cast *Knock* once a day. Finally, when held or worn by a living creature the sword does not *Detect* as magical.

Notes: A favorite with skulks, burglars and killers.

## Orphanmaker

Type: Long sword

Description: When bared this weapon has a sinister, evil look about it. The long blade glows (out to 20') with a ruddy light and occasionally flashes as if reflecting a red fire. The cross guard and hilt are of black iron and the first 4" of the blade above the hilt are serrated into wicked saw teeth. The pommel twists into 4 needle-sharp spikes that wrap around a blood-red ruby the size of a grape, before jutting out a full 3" from the fist grasping the blade. The ruby glitters with evil intent.

Bonuses: +3 to hit only.

Special Powers: Orphanmaker is magically sharp and, with enough strength and time, can pierce or cut virtually anything softer than adamantite that isn't protected by magic. A human with average strength can cut open a stout iron-bound, oaken door in 4 rounds; an iron door would take a full turn.

The terrible wounds caused by Orphanmaker continue to bleed after the initial injury. Each cut made to a living creature will bleed for an additional hit point of damage per round for ten rounds. This bleeding can only be stopped early if a full round is spent binding each wound. This binding requires bandages or at least strips of cloth and must be done separately for each injury. Each *Cure Light Wounds* spell cast on someone wounded by Orphanmaker will close a bleeding wound (one wound per spell) and a any higher level *Cure* spell will stop the bleeding of all (existing) wounds. Note that such use of a *Cure* spell only stops the bleeding, it does not return any hit points.

Orphanmaker is also capable of greater damage. If the 'to hit' roll is a natural 19 or 20 and the total 'to hit' is enough to cause damage consult the following chart:

<u>Roll (d12)</u>	<u>Effect</u>
1 - 3	The blow is particularly deep; +2 damage
4 - 5	The cut 'shaves off' a part of the target; +4 damage
6 - 7	The blow severs the target's off hand (1-4) or trailing foot (5-6), +2 damage
8 - 9	The blow severs the target's primary hand (1-4) or lead foot (5-6), +4 damage
10	The blow severs an entire arm or leg (roll randomly), +6 damage
11	The attack cuts off both legs (1-3) or both arms (4), +8 damage
12	The target is decapitated, cut in twain, etc., target dead (unless undead, etc.)

note: on any result of 'sever' or more the target can 'sacrifice' a magical shield or magical weapon; the item is knocked/torn free and must make a save vs. crushing blow at -3 or be destroyed, but the target only takes normal damage and no other effect.

Orphanmaker has a small reservoir hidden in its hilt that can contain up to three doses of liquid poison. If the user wishes they can strike with the spiked pommel (as a dagger). Pommel strikes are at +3 to hit but only do a single point of damage. A successful pommel strike automatically injects a dose of any poison stored in the hidden reservoir.

Orphanmaker is Lawful Evil.

Other: Any creature who is not evil that attempts to use Orphanmaker finds the sword intimidating. If such a person wears or uses Orphanmaker over time they will begin having nightmares. After one full week the wielder will start 'accidentally' hurting themselves as they thrash about in their sleep, taking 1 h.p. each night (and being unable to heal through rest). As soon as the sword is relinquished the nightmares end.

## Soulbiter

Type: Long sword

Description: Although of fine steel Soulbiter's blade is as dull and dark as black iron; it neither sheds light nor reflects it. The cross guard and hilt are of actual black iron the pommel is set with a black sapphire the size of a plum.

Bonuses: +3 to hit only.

Special Powers: Soulbiter is the sister sword of Orphanmaker and is almost as sharp, although it cannot cut through doors and other objects. If the 'to hit' roll is a natural 20 and the total 'to hit' is enough to cause damage consult the following chart:

<u>Roll (d12)</u>	<u>Effect</u>
1 - 3	The blow is particularly deep; +2 damage
4 - 5	The cut 'shaves off' a part of the target; +4 damage
6 - 7	The blow severs the target's off hand (1-4) or trailing foot (5-6), +2 damage
8 - 9	The blow severs the target's primary hand (1-4) or lead foot (5-6), +4 damage
10	The blow severs an entire arm or leg (roll randomly), +6 damage
11	The attack cuts off both legs (1-3) or both arms (4), +8 damage
12	The target is decapitated, cut in twain, etc., target dead (unless undead, etc.)

note: on any result of 'sever' or more the target can 'sacrifice' a magical shield or magical weapon; the item is knocked/torn free and must make a save vs. crushing blow at -3 or be destroyed, but the target only takes normal damage and no other effect.

Additionally, on a natural 20 which hits the target loses 8 hit points as part of their soul is 'cut away' (undead, constructs, etc. are immune to this effect). This damage cannot be healed through any magical effect or regeneration, but must be healed over time. Each time a foe loses hit points from this effect the wielder of Soulbiter heals 4 h.p., up to their maximum hits.

The Sword is Lawful Evil.

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