



# d30 Named Magic Swords

## NMS: NAMED MAGICAL SWORDS

Name	Meaning*	Description	Abilities/Notes (All swords = +1 magic swords in addition to abilities noted or unless otherwise indicated)
<b>1</b> Asi	(a demon)	khanda w/ naga tooth protruding from hilt	+3 vs. all beings in or from other planes (e.g., phase spiders, demons, gods, etc.)
<b>2</b> Almicet†	almighty	black steel bastard sword	wielder makes 2 attacks per turn vs. single target (separate "to hit" rolls)
<b>3</b> Balisarda	burning sword	long sword w/ ruby at hilt shoulder	negates opponents' AC bonuses as well as other resistances due to magic armor
<b>4</b> Beagalltach	little fury	bastard sword engraved with swirling design	+2 vs. giants; summons air elemental 1x/day
<b>5</b> Caladbolg	hard lightning	blue steel great sword	shoots 2d8 lightning bolt 1x every 5 rounds; +1d8 electrical damage on natural 20 "to hit"
<b>6</b> Caliburn†	steel	bastard sword with inscribed blade	casts <i>flash</i> spell when drawn from scabbard; wearer of scabbard immune to normal bladed weapons
<b>7</b> Ceard-nan Gallan	smith of the branches	claymore with emerald-tipped hilt	aging of possessor slowed to half normal (but only when in hand, or in worn scabbard)
<b>8</b> Claíomh Solais	shining sword	claymore of blue-white steel	+3 vs. chaotic and/or evil, +1 vs. all others; provides light to 20' radius at will of wielder
<b>9</b> Courtaine†	shortened/mercy	short sword	cannot harm lawful (good) characters; +2 vs. all others
<b>10</b> Crocea Mors	yellow death	yellow metal gladius with ebony hilt	on successful "to hit" roll, victim must save vs. spells or die immediately
<b>11</b> Cruadh-Chosgarach	hard destroyer	short sword	doubles bearer's movement rating; communicate with animals at will when hand is touching hilt
<b>12</b> Durendal†	endurer	bastard sword with golden hilt	wielder does not fatigue in battle and regenerates 3 hit points per round
<b>13</b> Dyrnwyn	white hilt	black steel broadsword with white hilt	+2d8 flame damage for lawful good wielder; +1d8 flame damage for other lawful or other good
<b>14</b> Flamberge	flame cutter	cup-hilt, flame-bladed rapier	shoots 2d8 fireball 1x every 5 rounds; +1d8 flame damage on natural 20 "to hit"
<b>15</b> Gram†	grief	drab gray long sword	after each successful "to hit" roll with sword, victim must make successful save (vs. magic) or flee in panic
<b>16</b> Harpe	dry/drought	khopesh w/ engraved serpent along blade	+3 vs. medusae; wielder saves at +3 vs. paralyzation/turn to stone
<b>17</b> Hauteclere	high and neat	brown steel long sword w/ crystal in gold hilt	beheads enemy on natural 20 "to hit" roll
<b>18</b> Joyeuse	joyful	long sword, color changes 30x a day	+1 CHA bonus to bearer; +3 vs. chaotic evil, +2 vs. other chaotic or other evil
<b>19</b> Kladenets	asp the serpent	khanda with serpentine handle	always poisoned (vs. opponents); able to purify water by touch (as cleric spell) 3x/day
<b>20</b> Liomhadaoir	the burnisher	broadsword	+3 charisma to bearer; casts charm 5x/day
<b>21</b> Mac an Luin	son of the waves	wave sword	+2 vs. aquatic; summon water elemental 1x/day
<b>22</b> Mimung†	son of Mimer (maker)	scramasax w/ dragon bone hilt	+1 cumulative on each successive hit (e.g., +1 on first "to hit", +2 on next); non-magical duplicate exists
<b>23</b> Moralltach	great fury	great sword engraved with swirling design	+4 vs. giants; +2 vs. others; summons air elemental 2x/day
<b>24</b> Murgleis	(trusted friend of 1st owner)	white steel broadsword with golden hilt	glows when someone is lying; charms person/monster on natural 20 "to hit" (no saving throw)
<b>25</b> Nagelring	nails/nailer	broadsword of hardened dragon blood	bonus vs. giants = giant's HD-5 (hit dice minus 5)
<b>26</b> Nothung	needful	broadsword	+3 vs. defenders in plate armor; +2 vs. all others
<b>27</b> Sauvagine	sword of justice	long sword w/ scales engraved at hilt shoulder	wielder immune to all "thought-based" magic (e.g., charm, fear, curse, confusion, illusion, etc.)
<b>28</b> Taming Sari	(warrior felled by sword)	kris forged from 21 different metals	if bearer is in danger, sword leaps from sheath and fights assailant for 4 rounds (as +1 sword of dancing)
<b>29</b> Ten Hands	ten hands	long sword; hilt appear "hand-like"	+2 vs. all creatures with more than 1 head (e.g., hydras, chimera, ettins)
<b>30</b> Thun Thiên	heaven's will	sabre w/naga bone hilt	cloud giant size at will (+STR benefits to bearer regardless of size)

\* listings in parentheses denote sword's namesake (rather than meaning)

† denotes sword forged by Wayland (Volund) the smith