

# LEGENDARY RELICS

## OPTIONAL RULES



Legendary relics are powerful items, imbued with special abilities by the deeds of their bearers or through centuries of veneration.

How does a sword used to slay a dragon develop powers which make it easier to slay dragons in the future? Why does a musical instrument once played by a master skald gain the ability to charm audiences? How does a shield worshipped as a holy item become a holy item?

No scholar, mage, or priest understands exactly how legendary items come into being. Most suspect there is some other kind of magic at work, magic which causes threads of magic to attach to a legendary relic as it is used to perform heroic or terrible deeds. Others claim the objects hold power through a memory resonance—belief in the supposed powers of a relic actually causes those powers to manifest.

The vast majority of legendary items are weapons, for warfare and combat are the breeding grounds of heroism. However, other objects can achieve this status on rare occasions.

### DESIGNING LEGENDARY RELICS

As with standard relics, you are free to create your own legendary relics. In many respects, legendary items are more akin to classic high fantasy magic items.

In order to create a legendary relic, work through each step below. There aren't any random tables—the creation of a legendary relic requires deliberate thought from the GM, not the clatter of dice.

Remember as well that not all legendary items must be superpowered artifacts. A sword which grants an extra point of AP or a higher damage die is a powerful weapon in its own right.

#### PURPOSE & FORM

The first step is to think about the object's purpose and form. Although a long sword may have a unique name and long history, it is no different from any other

long sword. A legendary long sword, however, has a purpose all its own.

Don't think about game mechanics yet, though—all you need is a general idea. Virtually all legendary relics should have a specific purpose. A sword might be renowned for slaying dragons, orcs, demons, or mages, penetrating armor, decapitating foes, deflecting magical energy, or whatever, but it should never be a generic killing weapon stacked with bonuses. A staff may boost fire magic spells and provide extra protection from fire, but it should never boost all spells or guarantee immunity from all harm.

Form is simply the object's physical form. When you've got a basic idea ("It's a short sword"), begin to expand on it by adding details. Remember, the heroes aren't going to come across many of these objects, so make them stand out from the crowd of mundane objects they carry. Does a sword have etchings on the blade? Is the hilt bejeweled? Does a staff have a strange gem at the tip? Does armor show slight indentations from blows which would have sundered mundane armor? If you can draw, draw a sketch of the relic.

#### CATEGORIES

Legendary weapons are grouped into four categories. Each category determines the overall power of the relic, by limiting how many total points of powers the relic contains (p. xxx). Naturally, greater relics are rarer than great relics, which in turn are rarer than lesser relics. Least relics are the most common, which is not to say there are plentiful.

Legendary items can grow in power over time. The more they are used to fulfill their original purpose, the stronger they become.

The most powerful relics have been wielded by generations of heroes. In many instances, the individual wielder is merely a part of the weapon's long and glorious history, not the other way around. The names of individual wielders are often forgotten or become con-

# HELLFROST: PLAYER'S GUIDE

fused with other heroes, but those of legendary relics endure the centuries.

**Least:** These relics are at the beginning of their journey, having been awakened only recently or used long ago to perform a single heroic deed. Their total powers are limited to a combined cost of just +3.

**Lesser:** Lesser relics may have been used for a few notable deeds or carried through the ages by many heroes who achieved a few heroic deeds between them. Though imbued with greater powers, their total powers are limited to a combined cost of just +7.

**Great:** Used for a single, truly heroic deed or carried by more than one hero who, in their time, each achieved a notable but lesser deed. Their total powers may not exceed +12.

**Greater:** The most powerful relics are the greater ones. A small few were used for a single deed which, in some manner, forever altered the course of Rassilon's history. Most, however, have accumulated power from multiple heroes who each achieved great and noteworthy deeds. Their total powers may not exceed +20.

## Glory

Like heroes, relics acquire Glory as they are used to perform glorious deeds. A relic's initial Glory is equal to five times the cost of its powers. More details on Glory and relics can be found later.

## NAME

Legendary relics require a unique name. This shouldn't be a generic name, like "+1 long sword," but an actual name related to the item's purpose and powers. A ring used to aid generations of mages specializing in fire, for instance, might be called Firebrand, Firestarter, or Scorcher.

Alternately, a relic may have a generic-sounding name prefixed by "The," thus indicating it is a one of a kind item. For instance, the GM might create The Ring of Dragons or The Helm of Kings. Additionally, relics may carry the name of their founder, such as Draymar's Pipes as their unique name. The name doesn't have to give away the relic's function, though.

Names have power, and this is especially true for legendary relics. Whenever a legendary relic is drawn or held, the user gains a +1 bonus to Intimidation or Persuasion rolls against those who have heard of the object. This works even if the relic has not been activated (p. xxx).

Naturally, this requires the deed to be told and the object to be named, for while orcs may tremble at the sight of, "Orcreaver, which slew the great Orc king, Arnak the Terrible," they are less likely to be bothered by a hero saying, "I've got an orc killing sword here!"

In game terms, a hero who wants the bonus must appropriately name the weapon and recount its deeds when it is drawn (a free action if it is roleplayed or an action if not).

## HISTORY

Relics require a history. You can write as much or as little as you want here, but remember that the heroes are going to learn this. Provide some basic details, such as names of people or events, as well. The histories of the sample relics below vary from a few lines to several paragraphs, and provide a good starting point when deciding how much you want to write.

## POWERS

You should avoid creating wands of fiery death and rings of invisibility. Those are fine in other fantasy settings, but not in *Hellfrost*. If you want a relic which aids fire mages, give it a bonus to arcane skill rolls with a fire trapping. A master thief's ring might grant a bonus to Stealth rolls because legends say he while he wore it sentries never spotted him.

Very few spells should ever be permanently active, either. The GM should always think about how such a relic will impact his campaign. Ideally, think around the spell in terms of how else a relic could produce a similar power.

*Regenerate*, for instance, is a very powerful spell, and allowing a hero a free Soak against every single attack for the rest of his life is going to break the game. Perhaps instead, you give the relic a few bennies which can be used only to Soak.

In all but the rarest cases, bonuses granted by a legendary weapon should only manifest against a specific foe or under specific circumstances. Orcreaver, for example, is a truly mighty weapon when fighting orcs, but has absolutely no special powers against giants, undead, demons, or any other creatures. A sword which doubles damage against all foes, for example, is simply too powerful and would likely ruin your campaign. (It would also attract the Reliquary in great numbers.)

Bear in mind as well that legendary weapons can be invested with evil powers as well as good. A sword used to slay a good and noble king is still legendary, but it is forever tainted with that fell deed. Once a hero attunes to a relic and activates it, he gains all its strengths and weaknesses so long as he possesses the object—and that includes Hindrances.

## ASSIGNING POWERS

The following tables give a selection of sample powers and their costs. This list is far from exhaustive, and GMs should consider it a starting point for designing their own powers. Edges, traits, attributes, and spells may be chosen more than once, but must apply to different Edge, trait, attribute, or spell each time.

Simply pick one or more powers which suit the nature of the artifact and assign each one a suitable restriction. Remember, legendary items very rarely grant universal powers. In general, all powers tend to have the same restriction.

## RESTRICTIONS

Numbers in parentheses are modifiers to an individual power's cost. Restrictions are applied as separate modifiers to individual powers, not as a blanket modifier to the entire relic. No restriction can reduce the cost of a power below +1, nor can an individual power ever be reduced by more than 3 points.

For powers which *always* apply to a general group, such as Maintain Spell or Trait (arcane skill die) only being of use to spellcasters, treat Specific Restrictions relating to magic as General ones.

For instance, normally picking "heahwisards" as a restriction would give a -2 cost modifier, as these are a specific type of user. However, since a power like Maintain Spell requires the user to be a mage in the first place, the modifier is only worth -1.

- **No Restriction (+1):** The power has no restriction on who can use it, when, and for what purpose.
- **General Restriction (-1):** Powers manifest only when certain conditions are met (making a Called Shot), against a general type of foe (undead, orcs, dragons) or against foes with a common Immunity or Resistance (such as cold), against a general type of weapon (melee weapons, spells), or when used by a certain wielder (elves, Saxa, clerics, mages).
- **Specific Restriction (-2):** Powers manifest only when specific conditions are met (a Called Shot to the Head), against specific foes (liches, orc chieftains, Hellfrost dragons), against a specific type of weapon (swords, *bolt* spell), or when used by a specific wielder (single sex of a specific race or culture, specific trapping, heahwisards).

## AVAILABLE POWERS

Numbers in parentheses are an individual power's cost. Similar relic power costs do not stack—only the highest cost applies.

- **Armor (2):** The relic grants +1 Armor.
  - **Improved Armor (3):** Grants the user +2 Armor.
  - **Greater Improved Armor (5):** Grants +3 Armor.
  - **Armor Piercing (3):** The weapon has AP 1. If the weapon already has an AP rating, it increases by +1, instead.
  - **Benny (4):** The relic contains a benny, which is available to the wielder. The benny "recharges" each session, exactly as player bennies.
- This power may be taken more than once. In order to keep things fast, furious, and fun, all bennies should have the same restriction.
- **Damage Bonus (6):** The weapon inflicts an extra +1d6 damage, regardless of whether or not the wielder meets the minimum Strength. A hero d4 Strength using a great sword with this power would inflict 2d4+1d6 damage.
  - **Damage Raise (3):** The relic inflicts +1d8 with a raise on the attack roll, instead of +1d6 as normal.

- **Double Damage (8):** The relic inflicts double damage. Roll damage as normal and then double the total.

- **Edge (Novice) (3):** The item contains a single Novice Edge. If the Edge is an "improved" version of an Edge, the "lesser" Edge must also be assigned to the object as a separate power. A ring with Improved Arcane Resistance must be imbued with Arcane Resistance first.

The wielder does not have to meet the requirements for this Edge in order to use it. The hero is not treated as having the Edge when taking other Edges which list it as a requirement, however. For instance, a hero who wields a sword containing Block cannot take Improved Block unless he has the Edge himself.

A few basic rules apply when assigning Edges. First, no relic can give a hero an Arcane Background. Second, relics cannot provide material benefits, such as through Noble or Rich. Third, while a relic containing a spell may have Spell Finesse, it cannot grant this power to the hero for his own spells. Fourth, common sense must always take precedence—a sword with Quick Draw is fine, but giving it Woodsman is not suitable.

- **Edge (Seasoned) (4):** As Edge (Novice), except the Edge is Seasoned.

- **Edge (Veteran) (5):** As Edge (Novice), except the Edge is Veteran.

- **Edge (Heroic) (6):** As Edge (Novice), except the Edge is Heroic.

- **Glow (2):** The relic glows when within 12" of a specific foe. No line of sight is required. The object glows as brightly as a torch, produces no heat, cannot be extinguished, and is not fooled by *conceal*, *invisibility*, or any other attempt to mask the foe.

- **Ignore Armor (7):** The weapon ignores all worn armor and the natural armor of beasts. It has no effect against an inanimate object's natural Toughness.

- **Increased Attribute (4):** The wielder gains a one die type increase to a specific attribute. When using advances to learn skills, the bonus from the relic is ignored.

- **Improved Increased Attribute (6):** As Increased Attribute, except the attribute increases by 2 dice steps.

- **Increased Damage (2):** The damage die of the weapon increases one die type, with no maximum. When calculating minimum Strength, treat the weapon as a normal item and then increase the damage by one die. For instance, a hero with d4 Strength wielding a regular long sword does 2d4 damage. Armed with a relic long sword with this power, he would cause d4+d6.

- **Improved Increased Damage (4):** As Increased Damage, except the relic's damage die increases two steps.

- **Maintain Spell (5):** The wielder may Maintain a number of spells equal to half his arcane skill die before he suffers penalties.

- **Improved Maintain Spell (8):** The wielder may Maintain a number of spells equal to his arcane skill die before he suffers penalties.

- **Minimum Strength (2):** The wielder ignores the minimum Strength requirement. He retains the weapon's

full damage die and any special bonuses, such as Parry or Reach modifiers.

- **Special Material (2):** The relic is made of a special material (p. xxx), which forms the baseline for any subsequent modifiers. For example, a star metal corselet grants +5 Armor. If the relic was assigned Armor, the total protection is now +6. This power requires no restriction and its cost is not changed by the No Restriction modifier.

- **Spell (Novice) (3):** The relic contains a single Novice spell. This may be usable by the wielder or be an innate power which activates under specific circumstances. User-activated spells do not generally require a restriction. Innate spells always require a restriction related to their activation.

Spells activated by the wielder require an activation roll. This may be a suitable attribute or an actual arcane skill, depending on restrictions. Maintained spells last as normal. Relics suffer the effects of the Siphoning. Loss of magical powers affects the relic, but any Shaken or wound results affect the wielder.

Relics with innate powers possess an arcane skill of d8, plus any modifiers from the Attribute or Trait powers. Maintained innate spells last for one hour. Innate spells never generate backlash—the power simply fails to function.

A spell which is always deemed always active in the relic, such as *environmental protection* or *immunity*, costs 1 point more if it works as per a standard success, and 2 points if cast with a raise.

- **Spell (Seasoned) (4):** As Spell (Novice), except the spell is Seasoned.

- **Spell (Veteran) (5):** As Spell (Novice), except the spell is Veteran.

- **Spell (Heroic) (6):** As Spell (Novice), except the spell is Heroic.

- **Toughness (4):** Grants the user +1 Toughness. Unlike Armor modifiers, AP weapons cannot reduce this.

- **Improved Toughness (6):** Grants +2 Toughness.

- **Trait (2):** The item grants +1 to all rolls for a single trait. For instance, a cloak may grant +1 to Vigor rolls when Soaking (Specific Restriction) and an axe may grant +1 Fighting against demons (General Restriction). However, an amulet worn by a popular ancient king may give +1 to all Persuasion rolls (No Restriction).

Modifiers to attack roll automatically increase the weapon's damage by a similar amount, even if the user does not meet the minimum Strength requirement. For instance, a +1 relic long sword grants +1 Fighting and causes Str+d8+1 damage. A hero with d4 Strength would inflict 2d4+1 damage.

- **Improved Trait (4):** As Trait (+1), except the bonus is +2.

- **Greater Improved Trait (7):** As Trait, except the bonus is +3.

- **Wild Die (5):** The user's Wild Die increases one die type for one specific Trait. Extras attuned to the relic gain a d6 Wild Die.

## ACTIVATION

Most legendary relics are passive devices, in that by themselves they can do nothing. A sword, for instance, grants no bonuses unless it is wielded in combat, a musical instrument must be played, and armor must be worn.

Legendary relics not used for a long period of time become dormant. Whatever energy powers them needs a recharge before a hero can use the relic's true powers. Although they register as relics to the touch and can be attuned (p. xxx), their only usable ability is the power of their name. Heroes who wish to wield the full powers of the relic must learn how to activate it.

## ACTIVATING AND ATTUNING LEGENDARY RELICS

A hero who touches a legendary relic recognizes it as a powerful item. Even a casual touch alerts a person to the device's nature. Those who want to actually use a relic must first activate it.

When a hero touches the item, he receives a series of mental images. In game terms, these images allow the hero to learn the name of the item, its history, and its general purpose. The vast majority of legendary items the heroes discover are dormant, however, having been neglected for generations.

In order to actually benefit from the item, the hero must fulfill the activation requirement (see above). Some heroes will undoubtedly experiment with the item in the hope of getting lucky. After all, Orcreaver kills orcs, so perhaps simply killing an orc will "jog its memory." Others may prefer to research the item's history (p. xxx).

Once the relic is awakened, the hero must attune himself with it. In game terms, he must spend a benny to forge a bond with the device. If another character wishes to attune to the item, he too must spend a benny. A character who cannot use the device for some reason does not "waste" a benny trying. A ring that grants a bonus to arcane skill rolls, for instance, remains a mysterious but obviously magical relic to a warrior with no Arcane Background. An attuned character has full access to the awakened relic's powers, learning them instantly.

Since any sentient creature can detect a relic simply by touching, an intelligent foe with an awakened relic in his treasury is very likely to have activated it and will wield it against the heroes.

In order for the relic to return to dormancy, it must be unused for at least a generation—just enough time for most folk to forget how to activate the object.

## RESEARCH

Research involves recounting folklore or trawling through ancient tomes in a musty library. For the former, the hero makes a Knowledge (Folklore) or Knowledge (History) roll at -4. With success, he learns the act required to reawaken the relic.

Library research naturally requires access to a library, no mean feat in Rassilon. The hero then makes an Investigation roll at  $-4$ . Whereas using Folklore or History is a one-shot chance—either you know the stories of the relic or you don't—a hero can make Investigation rolls more than once. However, few libraries have accurate indexes, many old books are incomplete or damaged, and references may be highly cryptic. As a result, one Investigation roll may be made per week.

With both methods, the more well-known the relic, the easier it is to study. Relics impart a  $+1$  bonus to research rolls per whole 20 points of Glory they possess. Orcreever, which has 75 Glory, gives a hero a  $+3$  modifier to learn its activation secret.

## HERO CREATED LEGENDARY ITEMS

Any item wielded by a hero can, in theory, become legendary, though the process is not easy.

### WEAPON CREATION EVENT

Whenever a weapon is used to slay a *truly* powerful Wild Card, such as a frost giant jarl, a dragon of adult age or older, or a liche, or a large number of lesser foes in a single engagement (say 30 orc warriors) using only the item and with no assistance of any sort from others, it *can* gain a place in history. This is purely at the GM's discretion. As with earning Glory, the more powerful the hero, the more powerful his foe must be to qualify for this.

The hero must kill a powerful foe in a single hit and the creature must be both unwounded and active when the lethal blow was delivered. Delivering a death blow to a liche already on 3 wounds or performing a Finishing Move to an Incapacitated or sleeping dragon isn't a legendary event. Sure, the hero killed a terrible monster and his reputation grew because he earned Glory, but the deed was insufficient to create a legendary relic.

Likewise, lesser foes cannot be Shaken, held, or otherwise impaired and then dealt a death blow. Slaying them only counts if a single blow takes them from being healthy to being dead. Again, they must be slain without any form of assistance.

Should a hero fulfill this rather arduous requirement, he gets to name his weapon. In return, it receives the  $+1$  bonus to Intimidation and Persuasion all relics possess. His item is now on the long path to true legendary status. The creator is automatically attuned to the device.

### CREATING OTHER ITEMS

Only very rarely should non-weapons become legendary items. Armor and shields are both excellent candidates, but unlike weapons, it is far more subjective as to when a suit of armor has "performed" a legendary deed. As with weapons, legendary deeds require the enemy to be a powerful Wild Card or a horde of lesser foes.

Here's an example of what it might take to invest armor with legendary status. A hero fights an adult dragon (smaller dragons shouldn't count) and is struck by its terrible breath several times. Due to poor damage rolls or perhaps good Soak rolls, the hero suffers absolutely no damage, including Shaken results. In this instance, a legend spreads that the armor somehow protected the wearer from dragon breath (specific to one sort or maybe all species).

Items like rings, cloaks, and staffs are much harder to arbitrate. In general, a hero must roll at least four raises on a roll while performing some noteworthy deed. Rolling a ton of raises to save a fellow hero from certain death is certainly heroic, but it is not legendary. Saving a king, however, is, if only because the king's name is already well known across the land. Here are some examples.

Perhaps a mage wearing a ring slays a fully fit adult dragon with a single 2d6 *bolt*. Word begins to spread that the *bolt* actually came from the ring, not from the mage. Soon, mages from across Rassilon want to look at the ring and even offer money for it. A mundane ring has suddenly become an object of power, purely because other people see it as one.

Maybe a healer rolls four raises to heal a mortally injured king. In game terms, she only heals two wounds (the maximum allowed), but legends are rarely based on accurate reporting. Maybe the king's advisors speak of how a light seemed to radiate from her calfskin gloves and how his wounds healed overnight, leaving no scar. Before you know it, everyone in the realm has heard the tale and wants the wearer of the magic gloves to heal them. A new legend is born.

### ASSIGNING POWERS

A newly born legendary relic gains Glory equal to twice the reward the hero earned for the deed. For every 5 whole points of Glory the relic gains, it receives 1 point to spend on powers. These points cannot be saved.

After the game session is over, the GM and player should work together to decide the relic's powers and purpose. Explain to them their legendary item is at the start of its career and that its power are, for now, limited in scope. Never leave the player under the illusion he is now the possessor of some major artifact capable of shattering worlds.

Players should *never* see the relic power descriptions or costs—ask them to describe the abilities they think the item should have in terms their character would understand.

Let's use our examples from above to get an idea of how the GM should think of relics in terms of assigning powers to player created legendary relics.

Relics in *Hellfrost* never actually fire *bolts*, so our mage's ring likely grants a bonus to arcane skills when casting *bolt*. A restriction involving the fire trapping may be added to reduce the cost. As more mages use the ring over time, it could develop several Spell Finesse (*bolt*) Edges. As for our healer's gloves, they should probably

augment Healing rolls or arcane skills when casting *healing*, or perhaps contain the Healer Edge. Maybe they even allow the wearer to cast the *healing* spell, though given the nature of the creation event, the spell should be restricted to working on nobles.

In order to imbue the item with further bonuses, the hero has to perform similar deeds against similar foes (see Growing Legendary Items, p. xxx). A sword once used to slay a dragon doesn't suddenly become legendary again because it slew a liche—once a legend is created, only events related to that legend count.

## GROWING LEGENDARY ITEMS

A legendary item's power can grow over time. Relics have individual Glory scores, just like heroes.

When a hero earns Glory, decide if the relic is directly involved in the action and whether the deed specifically fits its purpose. If it is, the relic gains half the amount of Glory the hero earned.

For instance, a hero who earns +2 Glory in a Mass Battle against orcs while wielding *Orcreaver* has performed a suitably heroic deed matching the sword's purpose. *Orcreaver* gains +1 Glory. Had the battle been against trolls, even serving under an orc chief leader, *Orcreaver* would receive no bonus. Glory rewards for legendary relics should be hard to achieve, but not impossible.

For every 5 Glory a relic earns, it gains 1 point to spend on new powers. These points may be saved, thus allowing the purchase of higher cost powers. The GM is sole arbitrator of what new power or powers the relic gains and when.

However, if the current wielder dies, the unspent points are lost. His deeds either didn't leave a lasting effect on the relic for future generations or they are forgotten, seen as lesser deeds of little note.

Although "evil" legendary items exist, villainous characters cannot grow them through fell deeds. Playing a villain earns no reward in *Hellfrost*. As such, only villainous NPCs can empower evil relics.

**Advanced Powers:** Some powers have Improved or Greater Improved versions. A legendary relic containing a lesser variant can be improved. When this occurs, simply subtract the *base* cost of the current power from the new one. All previous restrictions automatically apply to the new power level.

Advanced powers do not have to be bought in order. A hero can jump straight from a base power to a Greater Improved version so long as he has the points available.

**Example:** *A suit of legendary chain mail contains Armor with no restriction, which has a cost of 2. A hero later wishes to increase this to Greater Improved Armor. This power has a cost of 5. Subtracting the original Armor cost gives a cost of 3.*

**Example:** *The GM creates a legendary holy symbol with the Maintain Spell power. It only functions for clergy of Sigel, however (a General Restriction). Its final cost is 4. A hero wishes to take the Improved Maintain Spell power, which has a cost of 8. The new power has*

*a cost of 8-5 (the base cost), or 3, and keeps the same restriction.*

*Had the GM placed the Improved Spell Maintain in the relic when designing it, it would have cost 7 points—the same as it effectively does now (4 modified cost + 3 improved cost).*

## SAMPLE LEGENDARY ITEMS

These are sample relics known across Rassilon as items of power. The GM's Notes are design notes, to show the GM how unusual powers were assigned a point cost.

### BANE WEAPONS

**Type:** Least; 3 points; 15 Glory.

Bane weapons are a generic, low-powered legendary item designed to save the GM time. All the GM has to do is assign a unique name and a history. Most bane weapons carry simple names, such as *Demonbane*, *Giantbane*, and so on, but the GM is free to assign any name he wishes.

**Description:** Just about any weapon can be a bane weapon. Some are engraved with runes or glyphs, others appear quite ordinary.

**History:** Many heroes were renowned for their prowess against specific foes. As a result, their weapons became imbued with magic. A small few are still held by living heroes, but most were lost, either entombed with their owners, destroyed in the Blizzard War, lost to fell foes, stolen, or simply swallowed by the mists of time and their location forgotten.

**Powers:**

- **Edge (Novice); General (one foe) (2):** A bane weapon grants the wielder the Favored Foe Edge against one specific foe, chosen by the GM. Typical bane weapons include demons, dwarves, elementals, gators, giants, goblins, lizardmen, mages (any creature with an Arcane Background (Magic) Edge), orcs, and undead.

**Activation:** A hero must slay a member of the weapon's Favored Foe species.

### BLACK SPEAR OF HNIKAR

**Type:** Lesser; 7 points; 35 Glory.

**Description:** A Maerathril long spear with elven runes engraved along the blade. The tip is blackened, as if scorched by some terrible fire, something no mundane fire can do to Maerathril.

**History:** Far back in time, long before the rise of humanity, demons ravaged Rassilon. During the Great War against Biting Darkness, as the elves call it, the elf warrior-smith Knikar forged a great Maerathril spear and engraved on it many runes of harming and protection.

Hnikar's spear drew dark, hissing blood from many

demons before the war was won. The tip became blackened and scorched. When Hnikar died, several lesser heroes carried the spear, using it to rid Rassilon of remaining demons or those summoned by evil spellcasters.

During the Demongate War the elven hero Sidskegg carried the spear into battle. Again, the spear wrought bloody havoc among the unholy legions. During the final battle, Sidskegg slew several powerful demons in single combat, his blade jabbing and whirling through their strongest defenses.

It has been almost a millennium since the end of the Demongate Wars. At present, the blade lies all-but forgotten in the arsenal of the Shining King.

**Powers:** Against non-demons, the spear functions as a regular Maerathril long spear. Against demons it gives +1 to Fighting rolls and causes Str+d10+1 damage.

- **Improved Increased Damage; General (demons) (4):** The weapon's damage die increases to a d10 against demons. Minimum Strength remains a d6.

- **Special Material (Maerathril) (2):** Due to its enhanced damage, the Maerathril tip has an arcane skill of d10 against spells cast on demons. Against other foes, it retains its standard d6.

- **Trait; General (demons) (1):** The spear gives the user +1 to Fighting and damage rolls when used against demons.

**Activation:** The wielder must slay a demon. It may be a Wild Card or Extra. All damage, including physical Shaken conditions, inflicted on the demon must be caused by the spear in order for it to activate.

## DRAGONSCALE SHIELDS

**Type:** Either Least (1 point; 5 Glory for +1 or +2 items) or Least (3 points; 15 Glory for +3 items).

**Description:** Dragonscale shields are quite literally shields made out of dragon scales. The technique for making them is long lost.

**History:** Dragonscale shields are not unique items and thus their history varies immensely. Some were scavenged from dragon corpses back when the art was known and have little glory. Others were from dragons slain by mighty heroes and carried into battle against other dragons of similar ilk. All Hellfrost dragonscale shields were created in the Blizzard War, for before this time Hellfrost drakes were unknown.

**Powers:** Scales from a hatchling count as a small shield, those from juvenile or adult dragons as a medium shield, and old or ancient dragon scales as a large shield.

- **Armor; Specific (trappings) (2, 3, or 5):** The shields provide an additional Armor bonus against ranged attacks with specific trappings. Forest dragon scales protect against earth and plant attacks, Hellfrost dragon scales against cold, coldfire, and ice, marsh dragon scales against acid and water, those of storm dragons against electricity, against fire and heat for sun dragons, and undead dragon scales ward off necromantic energy.

They also provide the increased Armor benefit against

breath weapons from dragons of the same type as the scale used in their manufacture.

The bonus they grant is equal to the dragon's Armor rating, to a maximum of +3. They retain any Heavy Armor benefits. Against other ranged attacks, they grant just the normal Armor bonus for the shield type (if any).

For instance, an old Hellfrost dragon's scale is a large shield which grants a total of +5 Heavy Armor against cold, coldfire, and ice ranged attacks as well as Hellfrost dragon breath. Against other ranged attacks, the standard +2 bonus applies for a large shield.

## DRAYMAR'S PIPES

**Type:** Great; 9 points; 45 Glory.

**Description:** A finely made set of bagpipes. Along the pipes are engraved runes of discord and fear. The mouthpiece is well-worn, an indication of its frequent use.

**History:** The Saxa have long taken skalds into battle with them, either to inspire the men through their song magic or relay orders across the din of battle with musical instruments.

One of the greatest skalds of yesteryear was Draymar Thoriksunu, whose specialty was invoking feelings of fear and despair in foes. At the Battle of Six Hills, Draymar's unit was cut off and surrounded. As the men began to panic, Draymar snatched up his pipes and charged the enemy, blaring out the mournful Dirge of Heroes as he went. The powerful tune and Draymar's lone charge caused panic among the enemy, who turned and fled. In later battles, Draymar refined his tactic, using it to great advantage time after time.

Unfortunately, Draymar's pipes did little good against the forces of the liche-priest in the final, terrible engagement. Though they caused his mortal followers to flee the field, the undead whose ranks Draymar charged were unaffected. Although the victorious recovered Draymar's body for entombment, his pipes were never recovered.

**Powers:**

- **Alternate Skill (0):** Skalds using the pipes can substitute Song Magic for Vigor.

- **Edge (Novice); No Restriction (4):** The pipes have the Spell Finesse (Selective) Edge. Up to four allies of the wielder are not affected by the *fear* power.

- **Spell (Novice); No Restriction (5)\*:** As an action, a hero can make a Vigor to blow the bagpipes and produce *fear* in a Large Burst Template centered on the hero. Any foes within the template are affected as per the spell. As long as the hero keeps blowing (a Vigor roll as an action each round), the *fear* effect remains, thus forcing foes in the template to resist each round. The hero may move and use the spell—place the template after the piper has finished his movement for the round.

The bagpipes may be used in a Mass Battle, but only once per battle. The hero must make a Vigor roll as he marches into the enemy ranks. With a success, the enemy commander makes a Morale roll, -2 with a raise, whether or not his side loses a token that round. This

may result in both sides fleeing. If this occurs, do not make the final Battle Roll (neither side is hounding the other's fleeing forces).

Unfortunately, the hero must march into the enemy ranks for the pipes to be effective in this manner. Unless the hero takes a multi action penalty to defend himself, treat his Characters in Mass Battle Roll as a Failure.

**Activation:** A hero wishing to use the pipes must know the Dirge of Heroes. Skalds making a successful Knowledge (Folklore) roll at -2 know this ancient, haunting tune. Other heroes must make the roll at -4. A hero visiting the skaldic college in Scathmoor or through the Entertainer's Guild in Spyre can learn the dirge in a week and by spending 50 gs on tuition.

\* **GM's Notes:** *Fear* normally works at range. Forcing the user to place the template centered on himself is deemed a +0 modifier, as it is part of the Pipe's nature the wearer must actually carry them into battle. Allowing the spell to be used round after round is a significant change to the standard spell, however, and warrants a +1 modifier. This would have been +2, except the user must make a Vigor roll each round (thus, the spell is not Maintained in the standard manner).

Allowing the Pipes to be used once in a Mass Battle simply allows the spell to be used in an unusual way. It carries no extra cost.

## THE ELEMENTAL RINGS

**Type:** Great; 9 points; 45 Glory.

**Description:** There are four elemental rings, one for each element. The Ring of Air is a simple silver ring engraved with the rune of air. The rune flutters and ripples, like a banner in the wind. The Ring of Earth is a black marble band, decorated with an earth rune and a dozen chips from precious stones. The Ring of Fire is gold, with a fire rune which flickers like a flame. The Ring of Water is made of gold stained blue with alchemical dye. The water rune which adorns it ebbs and flows across the ring, moving on some unseen tide of magic.

**History:** After the founding of the Convocation, the first arkhwisards appointed to the Four each crafted a ring as a symbol of their office. These rings were mundane items at first, passed down through the ages from arkhwisard to arkhwisard. Slowly but surely, the awesome power of the arkhwisards leached into the rings, altering them from mundane objects into legendary relics.

Six hundred years after they were forged, all four rings were lost during the cataclysmic Blizzard War, when the four senior arkhwisards died in battle. Their current whereabouts are unknown. Both the Convocation and Reliquary has teams of agents devoted to recovering these lost relics.

**Powers:**

• **Improved Trait; General (elementalists); General (one element) (3):** Each ring grants +2 to Elementalism rolls, but only for the element matching the ring.

• **Maintain Spell; General (elementalists); General (one element) (3):** An elemental casting spells from

the element matching the ring may Maintain a number of spells equal to half his Elementalism die before suffering penalties. For instance, a fire mage with a d8 Elementalism wearing the Ring of Fire can Maintain 4 fire spells with ease. If he Maintains two earth spells, however, he still suffers a -1 penalty to all trait rolls.

• **Wild Die; General (elementalists); General (one element) (3):** Each ring increases the user's Wild Die by one type, but only for Elementalism rolls when the spell cast matches the ring's elements. Extras gain a d6 Wild Die.

**Activation:** Each ring must be left in the heart of an elemental nexus of the appropriate sort for 24 hours.

## THE HRAFN BANNER

**Type:** Great; 11 points; 55 Glory.

**Description:** A long, green banner emblazoned with a black raven, the heraldic design of the Saxa kings.

**History:** Before the Anari invaded, the Saxa were a unified people under a High King. Unification came not through peace, however, for the Saxa have always preferred to settle disputes with violence. High King Angwulf Hrafnunu, the first High King, united the tribes through a long and bitter campaign.

His army marched under the Hrafn Banner. Angwulf was a skilled leader, one who were he alive today would be an icon among the Knights Hrafn. Battle after battle, he lead his army to victory, sometimes outnumbering his foes and winning easily, but more often than not facing poor odds and merging victorious only through his tactical genius.

In later campaigns, Angwulf left his generals to fight the remaining tribes. Whenever they marched under the Hrafn Banner, they emerged victorious. Legends quickly arose around the banner. Victories were attributed not to the skill of the generals, but to the presence of the banner. Sadly, its powers still required the bearer to have a modicum of tactical knowledge.

When the Anari invaded, the impetuous and untalented High King, Erwin Svensunu, totally convinced the banner would grant him victory, met their invasion force with a small group of huscarls. The entire Saxa army was slaughtered and the banner carried back to the Imperial City as a gift to the emperor.

Last anyone knew, the banner was in the Imperial City when the Hellfrost armies struck. However, some legends claim a Saxa slave stole the banner and carried it back to the mainland. Folklore from the Cairn Lands tell of a minor Saxa noble who carried a green banner to battle against the Liche Priest, but none can say whether this was the Hrafn Banner or where that noble was buried.

The Knights Hrafn are interested in gaining this relic, something which puts them at odds with the Reliquary (who fear its presence would result in one nation trying to conquer Rassilon) and the Vestmark Saxa (who want it to use against the orcs).

**Powers:** The Hrafn Banner grants the general of an

army +2 to Knowledge (Battle) rolls if the bulk of his army are Saxa. In addition, a Saxa noble who carries the banner gains the following Edges: A Few Good Men, Command, Death Before Dishonor, Hold the Line, and Inspire.

- **Improved Trait; General (Saxa) (4):** The Hrafn Banner grants the general of an army +2 to Knowledge (Battle) rolls if more than 60% of his army are Saxa.

- **Edge (Novice); Specific (Saxa noble) (1):** A Saxa noble wielding the banner gains the Command Edge.

- **Edge (Heroic); Specific (Saxa noble) (4):** A Saxa noble wielding the banner gains the A Few Good Men Edge.

- **Edge (Veteran); Specific (Saxa noble) (3):** A Saxa noble wielding the banner gains the Cry Havoc Edge.

- **Edge (Veteran); Specific (Saxa noble) (3):** A Saxa noble wielding the banner gains the Death Before Dishonor Edge.

**Activation:** A Saxa noble with the Command Edge must carry the war banner into a mass battle and lead the army to victory.

## HRIMBRECAN

**Type:** Great; 10 points; 50 Glory.

**Description:** This long, slender spear is tipped with a blue-metal tip.

**History:** Carried by Arthan Gulver, founder of the Hearth Knights, Hrimbreacan (“Icebreaker”) grew in power as Gulver performed greater and greater deeds against the dread minions of the Hellfrost. By the time of its loss, the inhabitants of the Hellfrost greatly feared the relic.

Hrimbreacan was lost a decade before Gulver’s death, during an expedition to rid the Whitedrake Mountains of a particularly fearsome Hellfrost dragon. According to Hearth Knight myth, Gulver thrust the spear into the dragon’s heart and could not withdraw it. The beast then took to the air, and was last seen heading north. Whether the dragon survived, and what happened to Hrimbreacan, remains a mystery the Knights would long to solve.

**Powers:** Hrimbreacan is a long spear. Against creatures with the Immunity or Resistance (Cold) abilities it grants +1 Fighting and causes Str+2d6+1 damage.

- **Damage Bonus; General (Hellfrost inhabitants) (5):** Causes an extra d6 damage against creatures with the Immunity or Resistance (Cold) abilities.

- **Improved Armor; General (cold trapping) (2):** The wielder also has +2 Armor against any arcane power with a cold, coldfire, or ice trapping, as well as “natural” attacks of this sort, like a Hellfrost dragon’s breath or a coldfire elemental’s touch.

- **Spell (Seasoned); Specific (on ice) (1)\*:** When standing on ice, a hero can thrust the spear into the ground and invoke the name of Arthan Gulver as an action. With a successful Spirit roll, a jagged crack zigzags out from the point of impact to a spot chosen by the hero within 24”.

Place a Small Burst Template over the chosen spot.

The ice under the template takes 3d6 damage. Should the ice break, any creatures within the template must make an Agility roll at –2 or drop through the ice. If the ice lies above solid ground, such as on an ice plain (rather than being a frozen river or covering a crevasse), foes who fail their Agility roll suffer 3d6 damage as the ice explodes upward in a shower of razor sharp shards.

- **Trait; General (Hellfrost inhabitants) (1):** Grants +1 to Fighting and damage rolls against creatures with the Immunity or Resistance (Cold) abilities.

- **Trait; General (Hellfrost inhabitants) (1):** The holder gains +2 to Intimidation rolls against inhabitants of the Hellfrost. This includes any creature with the Immunity or Resistance (Cold) abilities. Against other folk, the spear grants +1 to Intimidation because of its legendary status.

**Activation:** Hrimbreacan must be used to slay a Wild Card creature with Immunity or Resistance (Cold). The wielder need not kill the creature in a single blow, but Hrimbreacan must be the only weapon used to physically harm the beast. (Other heroes can still use non-damaging spells, Tricks, Tests of Will, and such like to aid their comrade).

\* **GM’s Notes:** This power was based on *blast*. The fixed Small Burst Template and shorter range warranted a –1 modifier.

## LICHE-PRIEST’S TALISMANS

**Type:** Lesser; 5 points; 25 Glory.

**Description:** A flat, black crystal skull about the size of a clenched fist.

**History:** During the height of the liche-priest’s terrible reign he crafted a number of talismans for his most trusted lieutenants. Over time, the fell essence of the lieutenants, liches, greater vampires and royal barrow dwellers, tainted the talismans with fell energy.

Many of the liche-priests’ lieutenants were slain during the final battles, and their talismans lost to history. Exploration of the liche-priest’s former realm may reveal clues to the location of a talisman. Of course, some may have already been discovered, and are perhaps already in the hands of other liches, or maybe bandits who use their power to control their minions.

Clergy of Scaetha, who are well-versed in the history of the liche-priest, will attack the wearer of one of these talismans without question

**Powers:**

- **Improved Trait; No Restriction (5):** Anyone wearing a talisman gains +3 to Intimidation rolls. (This is a +2 bonus stacked on top of the relic’s innate +1 bonus).

**Activation:** These relics automatically activate for clergy of Hela or Wild Card Undead. Other creatures must perform a heinous deed while wearing the relic.

## ORCREAVER

**Type:** Greater; 15 points; 75 Glory.

**Description:** Orcreaver is a great sword of dwarf

design, whose smooth blade is stained dark green with the blood of countless orcs. Carved into the crossbar are ancient runes of vengeance.

**History:** Dwarves and orcs have long been enemies, and have fought many bitter and costly wars throughout the ages. Eight centuries ago, orcs ambushed King Raglan Redmane while he journeyed to Karad Khan, cutting him down and butchering his family before the king's huscarls drove them back.

Only one son, Thane Vestri, remained alive, for he had stayed in Karad Morn, the king's residence, due to illness. Shamed that he was not present at his father's side, Vestri traveled to Karad Khan once he had recovered to collect the swords of his father and brothers.

Over a coldfire forge, he smelted the blades down and reforged them into a single weapon, imbuing it with his undying hatred of orcs. When the blade was completed, he gathered his loyal bodyguards and marched into the stronghold of the orcs responsible for his kinsmen's death.

Though many of his men fell, Vestri waded through the orcs, his blade glowing brightly as it bathed in orc blood. At last he reached the throne room of Arnak the Terrible, the greatest orc king to have walked Rassilon. Arnak sneered at the sight of the thane, badly wounded and alone. That smile remained frozen on his lips, as with a single blow Vestri severed the orc's head from his shoulders.

The remaining orcs broke and fled into the mountains. Vestri returned alone to Karad Khan, where he died of his wounds a few days later, refusing all attempts to heal him.

Vestri was entombed in the Hall of Heroes, an honor reserved only for the greatest kings and heroes. Orcreaver, as the blade became known, was buried alongside him.

Karad Khan now rests in orcish hands. What fate has befallen Orcreaver, the greatest of the dwarven blades, is unknown. Perhaps it has remained safe, for deadly traps and cunning stonework guarded the Hall of Heroes. Or maybe it now lies in the hall of the new orc ruler, a taunt to all dwarf that their days are numbered.

**Powers:** Orcreaver is a great sword. It grants +1 to all Fighting and damage rolls against orcs.

- **Double Damage; Specific (Called Shot to the Head); General Restriction (orcs) (5):** When making a Called Shot (-4) to an orc's head, it causes double damage. Add the +4 for the Called Shot before doubling.

- **Glow; General (orcs) (1):** The blade glistens with green fire (treat as a non-heat-producing torch) when orcs are within 10" (20 yards). The blade cannot be fooled by *conceal* spells, *invisibility*, or other attempts to conceal one's presence.

- **Ignore Armor; General (orcs) (6):** When wielded against orcs, Orcreaver ignores all armor, magical or mundane.

- **Minimum Strength; General (dwarves) (1):** Dwarves who wield the blade ignore the minimum

Strength requirement (thus, a dwarf with d4 Strength causes d4+d10+1 damage).

- **Trait; General (orcs) (1):** Grants an extra +1 to Fighting and damage rolls against orcs.

- **Trait; General (orcs) (1):** Gives the wielder +2 to Intimidation rolls against orcs.

**Activation:** Orcreaver activates only after it decapitates a Wild Card orc.

## SCAETHA'S BLADES

**Type:** Great; 8 points; 40 Glory.

**Description:** Long swords carved with runes of life and severing.

**History:** When Scaetha took up the mantle of leading the crusade against Hela, she granted her 12 most devout paladins a special blade to aid their fight against the undead.

The blades survived the Blizzard War, but the centuries of fighting against the necromantic hoard have taken their toll. Four of the blades remain in the hands of paladins, two are kept in storage at Deathwatch Fort, waiting for worthy paladins to be awarded them, and the remaining six are lost. The most likely location to find them is in the Withered Lands, as part of a liche's treasure haul.

**Powers:** Against creatures without the Undead Monstrous Ability these blades function as regular long swords.

- **Glow; General (undead) (1):** When drawn, the blades flicker with blue flame if an undead is within 24" (48 yards). The blade cannot be fooled by *conceal* spells, *invisibility*, or other attempts to conceal one's presence.

- **Trait; General (undead) (1):** Grants an extra +1 to Fighting and damage rolls against orcs.

- **Trait; Specific (clergy of Scaetha) (5):** In the hands of a priest or paladin or Scaetha, however, they grant +2 to Fighting and cause Str+d12 damage, regardless of whether the wielder meets the minimum Strength.

- **Spell (Seasoned); Specific (follower of Scaetha), Specific (necromantic spells) (1):** When wielded, followers of Scaetha also receive a free *dispel* against any necromantic trapping spell cast against them. This functions even for area effects spells, leaving the wielder unaffected while others suffer. The blade has a d8 arcane skill for this purpose only.

**Activation:** The four blades in use are already active. The others are activated by delivering the killing against a Wild Card undead capable of defending itself.

## STAFFS OF THE MAGE-PRINCES

**Type:** Greater; 19 points; 95 Glory.

**Description:** All heahwisard staffs resemble a standard quarterstaff, save they are gnarled and have runes of power etched along them.

**History:** The dozen surviving apprentice heahwisards who founded the Magocracy each carried a heahwisard's staff. During the early years, as the apprentices became

masters in their own right and founded the magocratic dynasties, these became legendary relics.

To stop lesser houses usurping power, tradition quickly formed that no noble household could rise to the status of having a Mage-Prince unless it possessed a master heahwisard's staff. Thus, as family lines divided, there were always 11 ruling houses at the core of the Magocracy. The Mage-King held the last staff.

Through warfare, treachery, carelessness, and accidents, four of the staffs were lost, resulting in the owning families falling in status. It is for this reason that today the Magocracy has just seven ruling houses and myriad smaller houses (one house actually has two staffs, though this is not common knowledge).

Any house which gained possession of a master staff would, according to the ancient laws, immediately rise in status, the family head becoming a Mage-Prince in his own right and therefore being eligible for consideration as Mage-King. For this reason, the lesser houses pay very close attention to rumors regarding the lost staffs. Most houses would prefer to use legal means to acquire such a staff, but a few will go to any length to achieve power.

No one knows where the missing staffs have gone. Some may already be in the hands of the Reliquary, who see these as true relics (unlike regular heahwisard staffs). Others may be in the ruins of the numerous settlements destroyed since the Skyfall, or in the hands of fell creatures who slew the last owner.

**Powers:** The staff has the following basic statistics: Damage Str+d8, AP 2, +1 Parry, Reach 1, requires 2 hands). Damage was increased through the Augment Staff Edge.

- **Backlash; General (heahwisard) (7):** A heahwisard who holds a master's staff suffers no Backlash. This is a unique power and has been found in no other legendary relic to date (unless the Reliquary has something stored in its vaults).

- **Spell (Veteran); General (heahwisard), General (lower social status) (3):** Each staff also contains the *puppet* power, which any heahwisard can use, regardless of Rank. The caster must use his own arcane skill. However, *puppet* can only be used against characters with a lower social status than the mage. For these purposes only, any non-heahwisard ranks as being lower status (even a king).

- **Improved Trait; General (heahwisard), Specific (puppet) (1):** This gives the wielder +2 to his Heahwisardry roll when casting *puppet*.

- **Edge (Novice); General (heahwisard), Specific (puppet) (1):** The staff has the Spell Finesse (Arcane) Edge. The mage treats his Wild Die as one die type higher when casting *puppet* when holding the staff.

- **Edge (Novice); General (heahwisard), Specific (puppet) (1):** The staff has the Spell Finesse (Range) Edge. The mage treats his Smarts as one die type higher for the purposes of range when casting *puppet* when holding the staff.

- **2 x Edge (Novice); General (heahwisard) (4 total):** The staff has been enchanted twice with the Aug-

ment Staff Edge to increase its damage. This only functions for heahwisards using the staff.

- **Edge (Novice); General (heahwisard) (2):** The staff grants the holder the Danger Sense Edge.

**Activation:** The staffs held by the Mage-Princes and Mage-King are already active. The missing ones require a heahwisard to score two raises when casting *puppet* on a Mage-Baron or higher noble while holding the staff. Double raises against nobles not of the Magocracy have no special effect.

## SWORDBREAKER

**Type:** Great; 6 points; 30 Glory.

**Description:** A full set of plate armor (corselet, bracers, greaves, and full helmet). The breastplate is emblazoned with a sword pointing downward and a sun dragon coiled around the blade. Numerous dents and scratches cover the armor, a legacy of its origins and purpose.

**History:** Forged during the dark days of the Liche-Priest, Swordbreaker was worn by Emeric ap-Serin, one of the greatest Anari folk heroes. Legends tell that Emeric took part in many battles yet suffered no wounds. Whether this was skill, luck, or some combination cannot be known, for any factual evidence has long been replaced by hearsay and mythological additions to the story.

During one particular battle, one recorded in historical texts, Emeric served as part of the emperor's bodyguard. A small undead force had flanked the Anari lines and was now battling the emperor's guards in fierce hand to hand combat.

A barrow dweller, perhaps an ancient Saxa king in life, armed with a fell runic blade broke through the ranks and charged the emperor. Half a dozen of his elite guards were slain trying to stop the fearsome, undead warrior's advance. As the undead swung his blade at the emperor, Emeric threw himself in front of the blow.

The runic weapon, a blade reportedly enchanted to penetrate any armor, shattered on impact, leaving Emeric unharmed. Now unarmed, the barrow dweller quickly fell to the blows of the other bodyguards.

Emeric's armor, despite later claims it could deflect any blow, was not impervious. The hero suffered many wounds in his life time, though most stories casually ignore these incidents. Exactly how Emeric died isn't clear. A myth has arisen that a traitor in the Anari army stabbed with him a poisoned blade while not wearing his armor. Those less inclined to believe folk tales suspect the great hero, like so many before and after him, died in battle.

Emeric was buried in western Rassilon, most likely in Aspiria or Chalcis, which at the time were bastions of civilization in the face of the Liche-Priest's destructive conquests. Several temples to Scaetha hold rival claims that an unmarked grave in their grounds holds the hero's physical remains and his legendary armor. The tenets of the faith prohibit excavations to obtain positive proof.

**Powers:** Swordbreaker is a suit of plate armor. As such, it grants +3 Armor.

- **Spell (Seasoned); No Restriction (6):** Weapons striking the armor may break, as if subjected to a *bladebreaker* spell. The armor has a d8 arcane skill for this purpose only. Roll for the *bladebreaker* effect before rolling any damage—if the weapon breaks, no damage is rolled.

Swordbreaker only functions if a hero wears the entire suit. (Heroes can't share the spoils by dividing the pieces among them.)

**Activation:** A hero must wear the armor in a fight. During the engagement, the hero must suffer a melee attack with a raise but take no damage from the blow. (He may Soak the damage and still meet this requirement.)