



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Previously Completed *Summer's Passing*
A Regional Adventure
Set in Geoff
And Purchased *The Fey King's Spear*



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



594 CY
ADVENTURE

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

The Fey King's Spear

This powerful and perilous magic item is a manifestation of the power of the Faerie lord Aodhan, Seelie King of Fiddler's Green in the Lands of Bright Summer. As with all things fey, the spear promises great power but at a great price. He is not a tame weapon.

To awaken the Spear, you must take the Spear into Faerie to a place of power (which requires spending one Time Unit) and invest 12,000 gp in expensive materials to improve the Spear. When the Spear awakens, you must choose a shape and size for the weapon. You may choose a Small or Medium dagger, quarterstaff, spear, sickle, or shillelagh (club). The Spear cannot be treated as an upgrade to an existing weapon. Finally, you must give the Spear a name worthy of his lineage and power. He refuses to function if he is not satisfied with the name you have given him.

When awakened, the Spear gains the following abilities (in addition to his initial +1 enhancement bonus he started with): Int 10, Wis 18, and Cha 18. The Spear is always male. The Spear can read all languages as well as use *read magic* at will. He speaks Sylvan, and he can also communicate telepathically with his wielder. The Spear usually does not speak, however, except telepathically with his owner. He has 120 ft. darkvision, blindsense, and hearing. The Spear's alignment is True Neutral, so only users of Neutral alignment can wield him without penalty. The Spear is an intelligent item and follows all of the rules pertaining to intelligent items in the DMG.

The Fey King's Spear has the Special Purpose to defend the Fey and the Fey Lands and to increase the connections between Faerie and the Flanaess. In furtherance of this duty, the Spear seeks to aid all fey, preserve their forests, and encourage friendly relationships between mortals and the Fey. The Spear's starting Ego is 11 (because of his mental stats and starting abilities). His Ego increases as additional powers are invested in the Spear (see below).

You may increase the power of the Fey King's Spear by pouring more of your soul into him (a process called investing). This process requires TUs to complete (for each power invested), as well as expensive and rare natural materials to complete. The Spear uses his abilities of his own volition and will do so to protect you and to pursue his special purpose (the DM controls the Spear's actions, not the PC). The Fey King's Spear cannot be granted any upgrades other than those listed here.

You may invest up to two of the following weapon special abilities:

- The Spear gains the *spell storing* weapon special ability. Cost of upgrade as per the DMG plus one TU. This adds one point to the Spear's Ego.
- The Spear gains the *thundering* weapon special ability. Cost of upgrade as per the DMG plus one TU. This adds one point to the Spear's Ego.
- The Spear gains the *brilliant energy* weapon special ability. Cost of upgrade as per the DMG plus four TUs. This adds four points to the Spear's Ego.
- The Spear gains the *dancing* weapon special ability. Cost of upgrade as per the DMG plus four TUs. This adds four points to the Spear's Ego.

You may invest up to three of the following lesser powers:

- The Spear can use detect magic at will. Cost of upgrade is 3,240 gp plus one TU. This adds one point to the Spear's Ego.
- The Spear can use faerie fire 3/day. Cost of upgrade is 990 gp plus one TU. This adds one point to the Spear's Ego.
- The Spear can use invisibility on wielder 3/day. Cost of upgrade is 5,850 gp plus one TU. This adds one point to the Spear's Ego.
- The Spear can use major image 1/day. Cost of upgrade is 4,860 gp plus one TU. This adds one point to the Spear's Ego.
- The Spear can use tree shape on wielder 1/day. Cost of upgrade is 1,980 gp plus one TU. This adds one point to the Spear's Ego.
- The Spear has 10 Ranks in Knowledge (nature). Cost of upgrade is 4,500 gp plus one TU. This adds one point to the Spear's Ego.

If you (not counting the Spear) have at least one rank in Knowledge (nature), you may invest one, and only one, of the following greater powers:

- The Spear can use freedom of movement on wielder 1/day. Cost of upgrade is 9,000 gp plus two TUs. This adds two points to the Spear's Ego.
- The Spear can use summon nature's ally IV (summons fey, elementals, giant eagles, giant owls, or unicorns only) 1/day. Cost of upgrade is 9,000 gp plus two TUs. This adds two points to the Spear's Ego.

If you are of Neutral alignment, and you (not counting the Spear) have at least one rank in Knowledge (nature), you may invest one, and only one, of the following dedicated powers:

- The Spear can use rusting grasp as a touch attack. Cost of upgrade is 50,400 gp plus four TUs. This adds four points to the Spear's Ego.
- Wielder gets a +2 luck bonus on attacks, saves, and checks. Cost of upgrade is 72,000 gp plus four TUs. This adds four points to the Spear's Ego.

As the Fey King's Spear becomes more powerful, he begins to assert his will. If you purposefully frustrate the Spear's will, he attempts dominance (as per the DMG) to assume control and correct your action. If the attempt for dominance fails, the Spear refuses to use any of his powers until you stop whatever actions you are taking that are frustrating him:

- When the Spear's Ego reaches 12, the Spear refuses to function if you have another intelligent item or you carry any item made of cold iron. In addition, you find the touch of cold iron distasteful and have a -2 circumstance penalty to all saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls while possessing any item made of cold iron.
- When the Spear's Ego reaches 14, the Spear insists that you act as a friend of the Seelie Fey, providing them aid and assistance when asked. In addition, you discover a need to wear a white feather or at least one piece of red or green clothing prominently.
- When the Spear's Ego reaches 16, the Spear insists that you abandon worship of all deities not associated with the Old Faith (Beory, Ehlonna, Obad-Hai, and Pelor). This includes membership in a meta-organization and any actual worship, but does not preclude receiving the benefit of a spell cast upon you. In addition, you develop regal mannerisms, such as a powerful noble would use.
- When the Spear's Ego reaches 18, the Spear insists that you forgo any other weapons. Use of another weapon prompts the Spear to attempt an Ego check to force you to divest yourself of the offending weapon. In addition, your eyes become larger and more expressive, and your ears become tall and pointed, even more so than an elf.
- When the Spear's Ego reaches 20, the Spear insists that you remove all iron or steel items from your person and use no item that has iron or steel in it. In addition, your skin becomes a shade of green, similar to summer grass, and your physique and virility are greatly accentuated.
- When the Spear's Ego reaches 22, you are in danger of losing your mortality. At the end of each adventure, the Spear attempts an Ego check. If successful, you are drawn into the Lands of Faerie and lost to the mortal world. You are removed from play. Contact the Geoff Triad at triad@living-geoff.com if this occurs.

While each Fey King's Spear is unique, there is nothing precluding more than one PC at a table from having one of them.

Name of the Spear: _____ Spear's Current Ego: _____

Circle the form that you have chosen: _____ Dagger, quarterstaff, spear, sickle, shillelagh (club)

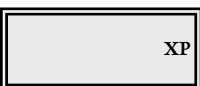
ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

No Items.



TU REMAINING



FINAL XP TOTAL

Items Sold

Total Value of Sold Items _____
Add ½ this value to your gp value

GP

Starting GP

+ GP
GP Gained

Items Bought

Total Cost of Bought Items _____
Subtract this value from your gp value

GP

Subtotal

- GP
GP Spent

GP

FINAL GP TOTAL