

Five Swords



Five Enchanted Blades for Old School Fantasy

by Rick Stump and the Fun Lads Five

Five Swords

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.

Written by: Richard Stump with contributions from the Fun Lads Five

Layout and Design: The Harbinger Games Design Team

Illustrations: all interior illustrations are public domain and are not included in trademark, trade dress, product identity, brand identity, or copyright.

Interior text is copyright of Rick Stump 2015 as per the Open Game License section 15

Designation of Product Identity: The following items are designated as product identity in accordance with the Open Gaming License: All Harbinger Games logos, identifying marks, and trade dress, including logos, product names, and names of product lines. In addition, all proper names, fictional characters, plot lines, fictional governments, societies, planets, and technologies that are named or described in explicit detail. All proper names of people are satirical and do not reflect any real people, living or dead.

Likewise, all charts, graphs, cartography, artwork, and graphics are to be considered Product Identity and, thus, not Open Content. Any works, elements, or names covered by the Open Gaming License or the OSRIC gaming license are not included in this

OSRIC is a trademark of Matthew Finch and Stuart Marshall and is used in accordance with the OSRIC use license without intent to infringe upon that trademark.

AD&D is a trademark of WOTC and all references to it are within the guidelines of fair use without intent to infringe upon any

Any use of additional trademark material in this work is unauthorized, inadvertent and is not an attempt to infringe upon the intellectual property rights of others.

The authors wish to thank Gary Gygax, Dave Arneson, Lew Pulsipher, the scores of players we have shared a table with, and the OSR community.

Harbinger Games is committed to the use of open source solutions. This book was composed entirely on and with open source

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.

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.

The Required Discussion of Legal Matters:

OSRIC Open License:

Terms used herein are as defined in the OPEN GAME LICENSE Version 1.0a promulgated by Wizards of the Coast, Inc. Open Game Content may only be Used under and in terms of the Open Game License.

Subject to the other terms of this license, you may do the following:

- 1) Distribute this document for free or for profit, provided that no change or addition is made other than adding your name as publisher if the product is distributed in print, other than by print on demand.
- 2) Refer in your own products to the name of this document, and indicate compatibility with the OSRIC™ system.
- 3) Produce content that is derivative of the "Licensed IP" material in this document, provided that your product is not a complete game.
- 4) Include quotations from the rules set forth in the OSRIC system, provided that such quotes do not individually exceed 100 words or collectively comprise more than 10% of your product.
- 5) Identify parts of your Product Identity as "OSRIC Open Content" that may be used by other OSRIC™ publishers, but only OSRIC™ publishers, as if it were Open Game Content. Note that Open Game Content may not be limited to OSRIC™ publishers, only Product Identity.

6) Identify parts of your Product Identity as "OSRIC Reference Content," in which case other publishers may refer to the OSRIC™ Reference Content provided that they identify the source of the reference (your work) and note on the cover of their product that your product is required in order to use their product.

7) If a publisher fails to identify OSRIC Open or Reference content, that content will be considered Product Identity, assuming that it is valid Product Identity under the OGL.

If you do any of the foregoing, you must:

- 1) Comply with the terms of the Wizards of the Coast (WOTC) Open Game License with respect to any use of Open Game Content
- 2) Not violate or infringe upon any trademark of WOTC (moreover, note that the OGL currently prohibits any indication of compatibility with a trademark without written permission).
- 3) Include the following text prominently on the cover or cover page of your product:

This product uses the OSRIC ♦ System (Oldschool System Reference and Index Compilation. The OSRIC system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. "OSRIC" and "Oldschool System Reference and Index Compilation" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC license.

Complimentary copies of OSRIC material need not be sent to the authors, but it would be nice.

"Licensed IP" means: all of the material herein, with the exception of the artwork, trademarks, and title.

Under no circumstance should this license be construed to violate the terms of the Open Game License, and any term that violates the Open Game License is to be construed as closely as possible to the original intent within the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (Wizards). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent

Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.