

Web Enhancement Relics of the Order of the Holy Blade

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BOOK OF DIVINE MAGIC WEB ENHANCEMENT RELICS OF THE ORDER OF THE HOLY BLADE

he Order of the Holy Blade, a martial religion dedicated to seven champion warriors who each died defending a righteous cause, was introduced in *The Book of Divine Magic*. Detailed in Chapter 5 of that book was the relic *Delita*, the Sword of Marcao. The other six saints of the Order each had their own weapon that later became a relic of the faith; these six relics are presented in this web enhancement.

Please refer to the section on relics in Chapter 5 of *The Book of Divine Magic* for general information on relics and their powers.

NARSINHA, THE SWORD OF JUSTICE

Aura strong evocation (lawful); CL 17th Slot none; Weight 6 lbs.

Once worn by Gram, the Magistrate, *Narsinha* was already a magical sword, being a +2 axiomatic bastard sword. Gram was known for being a strict but fair judge in an increasingly corrupt nation. When a noble, Lord Ruthven, demanded that Gram sentence a group of thieves to be hanged for raiding his storehouses, Gram refused to administer a punishment so far above the crime. As a result, Lord Ruthven had Gram removed as Magistrate and attempted to tarnish Gram's reputation.

As Gram moved from town to town, he saw the toll that the corrupt government was taking on the populace and began to organize a rebellion. During trial for treason, a fellow magistrate accused Gram of encouraging lawlessness. Gram responded, "Law is meaningless, save when it serves Justice. There is no such Law now in this land." Being freed by his followers, Gram led his rebellion to the capital, where he faced an army of mercenaries hired by the High Sheriff, Lord Ruthven. The rebels were broken on the field and sought refuge in a nearby town. In response, Ruthven's forces set fire to the outer districts of the town and slew all who attempted to escape. Gram led a sortie to break through the enemy line and held off the enemy pursuit, allowing his followers and the surviving residents of the town to escape, at the cost of his life. Gram's Rebellion lasted a decade after his death, eventually bringing down the nobility and royalty of the nation. The rebels instituted a new government and drafted a

constitution based on law and justice.

Narsinha was the Sword of State for this fledgling republic for more than a half century before it fell to an aggressive neighboring nation. *Narsinha* was secreted out of the country along with the original copy of the constitution, and both found refuge in a monastery far in the interior of a friendly adjacent nation. The precepts of the constitution and the life story of Gram, faithfully kept by the caretakers of *Narsinha*, gave the monks a focus on the ideal of Justice, and overtime, as more martyrs became known, was one of the founding centers of the Order of the Holy Blade.

Narsinha remains in the original monastery of the Order, Laevetinn Abbey. Being kept as a holy relic and fixture of the faith for the last several hundred years have kept the blade still burnished and sharp, and *Narsinha* is displayed, as ever, without sheath, giving rise to the saying, "The Sword of Justice has no scabbard." This is both a literal truth, and a metaphor for the eternal vigilance of the Order. *Narsinha* is 48 inches long, with 40 inches of blade, balanced for use in one hand or two. The hilt is slightly swept and made of brass, as is the pommel, which bears the shape of a roaring lion's head. The blade bears an inscription in Celestial on both sides: "In Justice Are All Virtues Forged / With Justice Are All Evils Defeated".

POWERS

Narsinha still functions as a +2 *axiomatic bastard sword* in addition to the standard powers common to all relics. It also possesses a few unique gifts to the select few granted the opportunity to bear this sacred weapon. Wielders gain a +10 bonus to Sense Motive and Knowledge (local) checks, regarding laws only.

COMPULSIONS

Narsinha cannot be sheathed, and being carried in a scabbard will negate all bonuses until it has been bared for 24 hours. It can only be borne in an open baldric with the blade exposed. The sword will fall from an enclosed sheath/scabbard at any opportunity and will actively resist being sheathed: the wielder must make a DC 25 STR check to sheath the sword. A failed roll requires a DC 15 Reflex save to avoid taking 1d2 points of nonlethal damage. In addition, the wearer of *Narsinha* will be driven to combat injustice and will intervene upon witnessing any act of cheating, twisting of law to

take advantage of an innocent, torture, or unjustified punishment. Those under the compulsion will not allow such injustices to occur if they are able to stop them in any way.

BARELYN, THE SWORD OF REDEMPTION

Aura strong transmutation; **CL** 17th **Slot** none; **Weight** 4 lbs.

In his day, Kau Marek was among the foremost assassins in the realm. While his favored tools of the trade were daggers, there were times when a silent escape wasn't an option. For fighting his way through guards, Marek relied on a weapon taken from a mark, a *longsword of speed*. With his deadly accuracy and the swift blade, Marek left a wake of bodies whenever he was cornered. Kau eventually became known by the name "The Wolf's Head" due to his outlaw nature, his lack of hesitation to kill, and the distinctive guard of his sword, which was shaped like a snarling wolf's head.

In due course, Marek was hired by a warlord to assassinate the newly invested lord of a small but prosperous territory, Count Karlo Pulaski of Ganz. Pulaski was the guardian of an artifact that greatly increased the yields of both crop and mineral, and so his territory was disproportionately wealthy. The warlord felt that Ganz was too insignificant a province, with a useless child at its head, to deserve such a boon, and wanted Marek to remove the Count. Marek used the guise as a captain to gain entry to the court of Ganz and quickly won the Count's trust. Within days he had learned the Count's routine and began planning the assassination. The Count always went to a secluded chapel prior to midnight to pray, and returned after the rest of the household was asleep. Marek knew he could kill the Count in the chapel and escape from the manor before anyone found the body.

It is unknown what happened to Marek prior to the assassination, but according to the Count's journal, Marek stepped out of the shadows in the chapel and gave Karlo his sword, telling him that he had been hired to assassinate him, by whom, and a confession of all his crimes. He asked Karlo to kill him as he rightfully deserved, and was refused. Instead, they knelt together in prayer, and afterwards, Kau became the Count's ever vigilant protector. As the warlord who had hired the assassin grew impatient, he sent other killers, all of whom died by Kau's sword. Frustrated, the warlord's army assaulted Ganz, and quickly laid siege to the Count's manor.

Together, Kau and Pulaski bought time for the people of Ganz to escape. Kau trapped the Count in the fortified dungeon of the manor and went to meet the enemy as they stormed the Count's home. Some sources say that he slew 50 before he fell, others 100. All agree that he was eventually overrun and killed by the Warlord's forces. As they attempted to break into the dungeon and capture the artifact, it is said that the 'Wonder of Ganz' began to glow with a heavenly light before erupting. The shock wave tore through the invaders, annihilating the entire force. At the same time, the warlord was found dead in his chambers, the smoking emblem of a wolf's head on his chest.

The sword *Barelyn* was found in the chapel the next evening by the Count of Ganz and was enshrined there for generations. The last scion of the Pulaski house inherited *Barelyn* and became a paladin, joining the order that grew into the Order of the Holy Blade.

POWERS

Any evil creature or person who touches *Barelyn* is immediately stunned for 2d4 rounds and experiences visions of all their evil deeds coming back on them (creatures with 10 or more hit dice can make a DC 20 Fortitude save to resist being stunned). At the end of the stunned period, the being must make a DC 30 Will save or be subject to an immediate geas spell in which they must seek redemption for their evil deeds. This can lead to a permanent change in alignment if the being so desires.

GM Note: This should require extensive roleplay as the character accepts responsibility for their actions. It is entirely possible they will not change permanently, but this period is one of questioning and self-examination for the character. While they will still read via divination spells/abilities as their previous alignment, they are effectively Neutral during their quest for redemption.

Any good character using *Barelyn* gains all the benefits of a +1 *longsword of speed*, but with an extra +4 bonus to hit and damage against evil beings. When dealing a successful critical strike, the blade emits a terrifying wolf howl, against which all enemies with less than 6 hit dice in a 30-foot radius to make a DC 15 Will save against fear.

COMPULSIONS

In addition to the above, the character will be driven to try and redeem others who have succumbed to darkness. This doesn't mean the character will try to preserve the inherently evil – beings such as evil outsiders, undead, or others who are created and survive through evil means – nor will he stop in the middle of a fight to sermonize. But when seeing someone act out of their darker nature, the character will often attempt to redeem them, or at least get them to re-examine their life. As they will often admit, "Redemption is never guaranteed, but that doesn't make the attempts futile."

AL'JERO, THE SWORD OF THE GUARDIAN

Aura strong abjuration (good); CL 17th Slot none; Weight 8 lbs.

Ferenz was chosen in his youth to inherit the sovereign title of King of his now long-vanished nation. He was educated suitably to his position, learning the trades of leadership, of diplomacy, of war, and of morality. Shortly after taking the throne, he was married to the daughter of a foreign ruler, and what started as a diplomatic arrangement grew into love. Before they could produce an heir, however, Ferenz' wife, Ariel, was washed overboard during a storm at sea. Ferenz dived beneath the waves to rescue her but was unable

to take hold of her, though he strove for her until he too drowned. He was revived once the crew had recovered his body and though his advisors and friends attempted to support him through his grief, the Ferenz they knew had seemingly never returned from beneath the waves. Months later, he disappeared, having plotted an escape from his own people, and journeyed into the wild. He eventually joined a company of rangers in the forested northern lands and began a new and incomplete life, eschewing human contact except when necessary. However, his natural leadership, courage, and skill at arms caused others to rely on him even when he did not wish it. He buried his grief and detachment in a constant struggle to survive and a growing hate for trolls, the minions of Bayy, and all who sought nothing more than destruction.

The rangers eventually were incorporated into the army of one of the kingdoms they had roamed, and Ferenz found himself training new comrades, growing attached even as his older friends died in disastrous defeat after disastrous defeat during the savage war. In time, the ranger who had trained Ferenz in the ways of the wild fell as well, and Ferenz inherited his blade, a sturdy and well-forged falchion with a grip made from antler. Ferenz named the blade after his friend, Al'jero. In a pitched battle, Ferenz guarded the encampment of the wounded and warded off a full tribe of trolls seeking such easy meat. The survivors of that bloody melee referred to Ferenz as 'The Guardian', and it was this name that spread. Despite the fame, Ferenz shunned recognition and kept himself fairly anonymous, rarely even speaking when in the field.

Near the end of the war, a community of wild elves was under attack while their warriors were drawn away, and Ferenz was among the small group of rangers that responded. Instead of incursions by orcs or trolls, however, the community was under attack by a horde of Bayv's followers led by an anti-paladin. The rangers dug in and built traps to reduce the odds but were still badly outnumbered. In the end, a vicious battle ensued

and one by one the rangers fell. Ferenz cut his way to the anti-paladin and fought without respite. Though mortally wounded, Ferenz slew the anti-paladin and the remnants of the horde fled without the zeal of the dark champion to urge them onward.

Al'jero is a +2 *falchion*, a broad, slightly curved, heavy two-handed blade capable of devastating slashing blows. The sword was believed to be buried with Ferenz in the forest, but is currently enshrined in the Temple of the Guardian, a well-hidden fortress in the depth of the northern forests, the location only known to the resident elves and rangers of the Order of the Holy Blade.

POWERS

Al'jero emits a powerful *magic circle against evil*, 50 feet in radius, when wielded by a ranger of the Order. All evil creatures, undead, and worshippers of evil gods suffer a -2 penalty in the outer 25-foot radius and a -4 penalty in the inner 25-foot radius. Evil beings of less than 6 HD must make a Fortitude save or suffer 1d6 points of damage per round while within in the circle, in addition to the previous penalties. Paladins and clerics who use *Al'jero* get the standard *magic circle against evil* ability. *Al'jero* can produce this effect upon command up to three times per day and lasts 1 minute per user's level.

In addition, the blade constantly grants the wielder a +2 divine bonus to the wielder's armor class. Alternatively, the wielder can designate one other target to receive the deflection bonus (only one person at a time can benefit from the bonus), regardless of the target's character class. Finally, the sword can cast *saving grace* on its wielder once per day.

COMPULSION

The wielder will be compelled to defend the weak, the disadvantaged, the isolated, and the helpless, even against overwhelming odds. If they are evacuating, the wielder will take the rear-guard. If they are digging in, he will be at the forefront of the defenses. He will also immediately move to the defense of a badly wounded comrade, regardless of the situation. The wielder will be somewhat careless of his own safety, though not necessarily foolish – just treating it as less important than that of his comrades.

KHERUBINA, THE SWORD OF FREEDOM

Aura strong evocation (good); CL 16th Slot none; Weight 10 lbs.

Trieste was a slave and gladiatrix in the decadent cities of the eastern lands. She was raised in the gladiator schools as an abandoned orphan, and knew little more of life than the blade, the lash, and the bars of her cell as a child. As she grew into a young woman her skills increased and soon she was able to hold her own against the mightiest warriors in her owner's stable. Her suntanned skin and blonde hair also made her visually

striking and being well-fed while training helped her grow tall and strong. Her beauty brought her little pleasure, though, since it only furthered the interest of her owner and made him more reluctant to offer her a chance at freedom.

When she was finally allowed to compete in the arena, she quickly became the favorite of the crowds, due to her powerful, fearless fighting and her "immodest" dress – though she wore much the same as male gladiators, a loincloth and armor, it was considered far more scandalous, and thus tantalizing, on a woman. Seeing the benefits of winning the crowd from other gladiators, Trieste embraced this image and in time developed the persona of a deadly seductress, a warrior who used her body to distract her opponents long enough to pummel them into the dirt of the arena floor. Her armor was custom fitted to accentuate herself as part of her persona, which was effective, if somewhat impractical.

In the 9th year of her professional career, at 25 summers old, Trieste earned her freedom in a bloody week-long spectacle of fights celebrating a centennial anniversary of the nation's founding. She was engaged to fight every day, instead of every week as normal, and by the fifth day was the only gladiator left who had started on the first day, who wasn't dead or maimed. On the sixth day, the Consul overseeing the games declared that if she survived the entire week she would be granted her freedom as well as any boon the Senate could grant her. The final day was a marathon of battle, a pointless slaughter to entertain the masses, and Trieste was forced to endure two grand melees and ten single combats against other veteran gladiators, as well as enraged beasts staked out in the arena. In the end, she was the last warrior standing and won her freedom before the deafening crowds. Freedom was only an idea to her at this point, but the boon she sought was concrete in her mind - she would kill the master who had kept her a slave and done unforgivable things to her. That was what she had fought for.

When she was presented to the crowd in chains, to have them ritually broken as a sign of her emancipation, she realized that her owner was missing. One of the other slaves told her that as soon as she had raised her blade in victory at the end, he had died in his seat, robbing her of her wish. Knowing little else, Trieste asked the Senate for a blade unequaled by any throughout the world, and was granted it. The forging of it took months, but just at the edge of winter, Trieste was presented with a greatsword made of adamantine, which she named *Kherubina*, after spirits of light some of her fellow gladiators prayed to. *Kherubina* measured 65 inches long, with 50 inches of blade. The ricasso was engraved with the image of a tiger on each side, after Trieste's favored animal in the arena.

After earning her freedom, Trieste grew intolerant of seeing others traded as chattel. She began raiding slave

caravans and freeing the captives. However, without anywhere to keep them, supplies to feed or clothe them with, and no means of helping them escape the country, Trieste's early attempts were largely ineffective, with many of her freed captives getting recaptured by other groups of slavers. A few escaped slaves joined her, however, and in time they began organizing, striking near borders, caching supplies, and helping escapees get out of danger. *Kherubina* became a symbol of freedom, since the blade was hard enough, and Trieste strong enough, to shatter any thickness of chains with it. Soon the slave cartels began hiring mercenaries to guard their caravans, but even their professional force of arms couldn't dissuade Trieste's attacks.

Over the course of three years, she made slave trading considerably more expensive and as such many traders moved out of the business, preferring to traffic in other merchandise at far less cost. The major clans in the slave trade, however, decided to end Trieste's incursions once and for all. They raised an army, not to protect their caravans, but to hunt the group of liberators down and eliminate them. It took nearly a year before Trieste's group were finally cornered, and were wiped out in a bloody battle that lasted several days.

Trieste's body was returned to the slave traders who displayed it as a warning, but it instead became a symbol for those who opposed their business. *Kherubina*, her mighty sword, became the emblem of anti-slave groups across the continent, and was stolen from the mercenary captain who had taken it as a trophy. Groups dedicating themselves to fighting the slave trade would often make a pilgrimage to the crypt where *Kherubina* was hidden. The now-venerated blade was moved often to avoid theft until it was enshrined in an abandoned temple, which in time was rebuilt and used to shelter escaped slaves and refugees.

POWERS

Kherubina is an adamantine greatsword, making it extremely durable and very capable of sundering or breaking through other materials. In addition to the innate toughness of the blade, when used to free someone, be it from a chain, a locked dungeon door, cell bars, or even a magical prison, the wielder of *Kherubina* can make a sunder attempt with a +5 bonus, +10 if the one being freed is important to *Kherubina's* wielder. This does not apply to sundering weapons, armor, or shields; such attempts only get the normal bonuses for the adamantine greatsword. In addition, when fighting slavers, the blade grants a +2 to attack and increases its critical multiplier by one. When used to free someone, *Kherubina* can emit a burst of positive energy to heal them of 3d6 damage and remove fatigue.

COMPULSIONS

The wielder will be unable to tolerate the sight of living sentients being treated as property. In mild instances, this will result in a conversation or lecture about the right of freedom. In cases where active punishment is being served – slaves being whipped or being verbally abused for little apparent cause – *Kherubina's* wielder will be considered provoked and near to violence. Any attempts to enslave a sentient being that the wielder witnesses will almost surely be met with violence and the wielder can be considered enraged and angry.

DEVERAS, THE SWORD OF FAITH

Aura strong abjuration; **CL** 18th **Slot** none; **Weight** 4 lbs.

Elonyae was a devout priestess in the Temple of Ajora for much of her young life. She took great comfort in the temple's teachings and admired the burnished steel worn by the tough and disciplined temple knights as they carried out their pious duty. As such, the elven priestess was deeply shocked when she accompanied the knights on a mission and saw the consequences of their actions first hand. She complained to her superiors in the temple, who assured her it would be investigated. But when the investigation "found nothing" to support her complaints, she was censured by the temple elders. Unable to drop the matter, Elonyae investigated further and learned that the knights were fueling a war in a neighboring nation as a means of selling arms as well as their services as mercenaries, and that the elders were complicit in their practice. Incensed by this perversion of their faith, Elonvae took up the sword as well, choosing from the catacombs a blade of a knight fallen in defense of the faith. The sword was a +1 badelaire, a distinctly curved blade, that she named Deveras after the name on the crypt.

Elonyae defied the knights of her own temple, wielding her sword against them at a village they had been contracted to annihilate. She castigated her former comrades viciously, however her swordplay was not as eloquent as her words and after a brief and bloody struggle, she was taken prisoner and marched in chains back to the temple. She was branded as a heretic and sentenced to death. Even as she knelt before the headsman, she called for reform of the Temple. As the axe was swung, an earthquake destroyed most of the temple, burying the majority of the corrupt knights in the wreckage. The only object visible in the wreckage was a sword – *Deveras*, standing upright from a mound of collapsed stone and rubble. Elonyae's body and Deveras were enshrined in a memorial to the massacred village and her story was included in lessons among the reformed Ajoran Temple, even being cited as a miracle of sorts.

Deveras became used for oath-taking, blessing, and ceremonies in the Ajoran Temple, until it was stolen from the shrine. The blade was lost for nearly a century until it was left at one of the first temples of the Order of the Holy Blade.

POWERS

The wielder of *Deveras* can instantly tell when someone is lying, as per a *discern lies* spell, whenever the sword is on their person (sheathed on the back is fine). Divine casters of Good alignment using *Deveras* see the maximum effect from their magic, automatically dealing the highest amount of damage possible instead of rolling for the amount, as per the metamagic feat Maximize Spell. When facing fallen members of the user's faith, *Deveras* is effectively a +3 holy avenger.

COMPULSIONS

The wielder becomes extremely serious about their faith, regularly attending services and devoting most of their effort towards the causes of their religious order. They are also compulsively honest and zealous, suffering a -15 penalty to their own Bluff checks and -5 to those of any party members when the wielder is present. Those of differing faiths may find the character a bit overbearing and the wielder suffers a -1 penalty to Charisma when dealing with individuals of different religions.

BADELAIRE (ORIGINALLY PUBLISHED IN PATHS OF POWER)

One-Handed Martial Melee Weapon Cost 15gp; Damage (S) 1d4; Damage (M) 1d6; Critical x3; Range – ; Weight 4 lbs.; Type S

This heavy-bladed, curved, one-handed sword is used primarily by foot soldiers for both camp chores, such as butchering meat, clearing brush, cutting stakes, etc. as well as for fighting. An intuitive and practical weapon, it requires little instruction to use and can be made by most village blacksmiths. It is often confused with a scimitar, but the badelaire is distinguished by its distinctive "S"-shaped quillions and its clipped point.

MAXIMILIAN, THE SWORD OF VALOR

Aura strong transmutation; CL 17th Slot none; Weight 1 lb.

Maximilian is the name of a short sword that once belonged to Padraigh Hardfoote, a paladin in the Order of the White Lion knights. Hardfoote was the only halfling recorded to have joined the ranks of the White Lions, and was recognized not only for his fearless demeanor, but his tenacity. The hilt of *Maximilian* was taken from a tusk of a rampaging boar that was

devastating the crops of a small village that Padraigh was passing through. Despite his small stature, Padraigh didn't hesitate to seek out the boar with nothing but his faithful riding dog, his lance in the place of a boar spear, and his short sword. The fight was fierce and the boar is said to have wrenched Padraigh out of his saddle as he held onto the lance, which had pierced the boar's side. Padraigh held onto his lance with one hand and thrust his blade at the boar as it bucked and rampaged through the furrowed earth, even rolling and tearing at him with its tusks. Finally Padraigh managed to stab it through the heart and held on until it ceased thrashing. When it was done, he saw that the hilt of his sword had broken from the battering fight, and he had one of the boar's tusks carved into a replacement grip for his sword. From then on, he called his sword Maximilian, though some of his knightly fellows jokingly referred to the blade as the 'Glorious Tusk'.

Padraigh's final moment in a valorous career was during the plague of Carracallas, in which a third of the country was being ravaged by disease. The disease was not a natural illness, but rather a plague being spread by Nornish clerics to decimate the nation. Padraigh was among the White Lions chosen to escort clerics of Ambur to cleanse the area of disease. The Nornish interlopers assaulted the caravan relentlessly, but in the thick of each combat were Padraigh and his faithful mount, keeping the clerics and their foul minions off of the servants of Ambur. For three days the caravan repelled attack until they reached their destination, with Padraigh holding off the assailants until the caravan was safely within the gates of the main town in the province. As the healers unloaded their wagons and distributed medicine, they discovered Padraigh and his mount both expired from the multitude of wounds they had taken during the harrowing journey.

The White Lions displayed the sword among the artifacts of their fallen heroes until the head of the Order of White Lions made it a gift to the patriarch of the Order of the Holy Blade. The two had fought side-by-side against a lich and its terrible minions until the foul creature was truly vanquished. To this day, members of the White Lions and Order of the Holy Blade have an amiable respect for each other and often work well together.

POWERS

Wielders of *Maximilian* are empowered to do deeds of great valor. Good characters using the blade are treated as if possessing the feats Iron Will and Diehard, even if they lack the normal prerequisites. If they already possess these feats, the effects of Die Hard are doubled and the wielder gains Improved Iron Will. In addition, the character receives a +2 divine bonus to their Ride skill. *Maximilian* is otherwise a normal small-sized +2 *short sword*.

COMPULSIONS

The character is nearly impossible to convince to retreat against anything less than 10:1 odds, and may take foolish risks because of their reduced regard for danger. This is not to say that the character has a death wish – far from it, they want to live, but for them, living temporarily means thriving on heroic deeds and epic achievements. The character can be very bombastic and will chastise friends, allies, and companions who seem "overly concerned with their own safety". The character will also be quite stubborn and tenacious, which isn't necessarily a bad thing but can make them somewhat unreasonable.



"Nearly a year between the release of the book and the web enhancement? Well, better late than never, I always say!"

– The Forgetful Wizard



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