

Sword, Guardian-Blade

Area of Effect: As the normal range of a weapon.

Avoidance-roll: See: "Special"

Charges: Not applicable.

Command word(s): None.

Damage: x2 damage (this blade has the added damage adjustments as a Draxxon Weapon).

Duration: Permanent.

Effect time: Not applicable.

Explanation: During a welcoming ceremony, the Guardian Council will award the Guardian Blade to one who has pass the Guardian Trials. The council will personally secure the blade upon the new Guardian during the ceremony, and then a grand feast will commence.

Wearing this blade proves one has the ability to preform as a guardian. The council will not risk giving a Guardian Blade to anyone who merely requests one.

The Guardian Blade is awarded at no cost (the Guardian can request the blade be any style of sword).

The following can be effected by this blade:

Gases: Gases, and Gaseous creatures.

Lykinnin: Lycantra, Lycanthrope and Lycanthur are effected by this blade.

Spirits: Intangible creatures and objects.

Undead: All undead are subject to the bite of this blade, no matter the ruling -- unless they are undead creatures of the mind.

Hand movement: None.

Healing: None.

History: Within the forges of the Guardians Tower, there are those who, by joining their skills together as one can create this magnificent blade. It takes the following to forge the Guardian Blade: 2 Master Carpenters, 2 Master Blacksmiths, 1 Enchanter, 1 Elemental Magician, 1 Psychic and 1 Spiritualist. The secret of the making of this legendary blade is kept by those who forge such weapons.

For further information about Guardians, see: "Guardians Tower" in the G Section fo the Basic Rules Book.

Immunities: Mind creatures cannot be harmed by this blade.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: It takes 3 moons (90 days) to forge this blade.

If this blade is found and returned to the Guardians Tower Guild Master, a reward will be granted. What this reward will entail will be strictly up to the role-play during the time when it is returned. Also, a reward of 400 experience, x the level of the Guardian who lost it, will be given for the blade's return.

Preparation: None.

Range: As the normal range of the style of sword it is.

Resting time: Not applicable.

Special: Fortification: This blade will grant its rightful wielder one of the following every other level advanced after receiving the blade:

%Roll: Fortification Specifics:
01-10: + 1-D6 Ability-Points.
11-20: + 1-D6 Blood-Points.
21-30: + 1-D4 Characteristics. See: "Characteristics, Random Determination of:" in the C Section of the Basic Rules Book.

31-40: + 3-D6 Damage-Points in all areas of the body.
41-50: Language: Suddenly know one extra language (verbal only). Roll for this language using the chart, "Languages, Random Determination of:" in the L Section of the Basic Rules Book.

51-60: + 1-D6 Luck.
61-70: + 1-D6 Modification-Points.
71-80: + 1-D6 Oxygen-points.
81-90: Special: %Roll: Special Fortification: These stack if gotten more than once.

01-10: Permanent Damage-Reduction of 1 when struck in the flesh.

11-20: +1 or -1 to all avoidance-roll attempts (Guardian's choice).

21-30: +1 or -1 when rolling initiative against another (Guardian's choice).

31-40: +1 permanently added to Defense while Guarding.
41-50: +1 permanently added to Offense while Guarding.
51-60: -1 damage decrease when using the ability "Gift".
61-70: Be gifted with 1 random ability or spell. Roll up a random scroll to know this ability (excluding protection scrolls). No modification-points are used to know this ability or spell, but ability-points or spell-points must be used to invoke or cast it.

71-80: Be gifted with 1 random trade-skill. Use the random chart in the potion, "Trade-Skill" to determine what trade-skill this will be. If you already know this trade-skill, roll another trade-skill up.

81-90: Be gifted with 1 random Divine Favor. Roll for this Divine Favor using the chart, "Divine Favors, Random Determination of:" in the D Section of the Basic Rules Book. The Divine Favor granted will not cost modification-points, nor will it clash with the beliefs and align of the Guardian.

91-00: +1 level increase. Experience-points will start at zero.

91-00: + 1-D6 Spell-Points.

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Guardian Soul: This blade will permanently store a portion of its wielder's body, mind and spirit within the blade itself. To do this the Guardian must meditate undisturbed for 24 hours, all the while focusing his or her will into the blade. If this is done, the Guardian is not drained, but freely gifts the blade with a part of him or herself. This can only be done one time. The following is a list of what the Guardian will permanently sacrifice into the blade, should the option be chosen:

1-D8 points from each of the 9 characteristics.
6-D10 damage-points from off each area of the body.
6-D10 Luck
6-D10 Ability-Points
6-D10 Spell-Points

When this is done, the Guardian must make an avoidance-roll vs. "Faith". Luck can be permanently be lost to succeed this avoidance-roll. If successful, the Guardian Blade will become Sentient, and will be merged with a Guardian Soul. This Guardian Soul can be summoned forth from the blade 1 time per 72 hours (for 24 hours) to aid the Guardian in anything he or she wishes. The Guardian Soul will have the exact same stats as the wielder of the Guardian Blade (so use your own character for this creature). While the GuardianSoul remains within the Guardian Blade, he or she can talk with the Guardian verbally (the blade must be drawn from its sheath to do this).

Susceptibilities: All but mind creatures are effected by this blade.

Value: 750 white-gold per Rank + 2,000,000 white-gold.