

**Property:** The Sword's item bonus to Athletics checks, Insight checks, and Religion checks increases to +5.

**Property:** The Sword's item bonus to attack rolls and damage rolls against undead increases to +3.

**Property:** You take a -5 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.

### SATISFIED (12–15)

*"I am fulfilling something begun ages ago."*

The *Soul Sword* is satisfied enough with its wielder, but improvement is possible and desirable.

**Property:** The Sword's item bonus to Athletics checks, Insight checks, and Religion checks increases to +2.

**Property:** You take a -2 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.

### NORMAL (5–11)

*"I sense that I have a greater purpose."*

When the *Sword* first comes in contact with the wielder, it is extremely communicative, friendly, and forthright. It is happy to explain its history, without dissembling or omission.

### UNSATISFIED (1–4)

*"The Sword has a mind of its own."*

The *Soul Sword* believes its wielder has little chance of achieving its goals. It implores the owner to consider relinquishing the artifact.

**Property:** You take a -2 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.

**Special:** Once per day at any time, the *Sword* can try to take control of your body. It makes a special attack against your Will, rolling 1d20 + your level. If this attack hits, you are dominated until you save. This attack is possible whether you are using or even holding the *Soul Sword*.

The *Sword* typically attempts to take control to warn its owner about deviance from proper behavior. It also tries to take control if the wielder ignores an opportunity to strike out against duplicity or uncover information about Kortaja.

### ANGERED (0 OR LOWER)

*"I can hardly bear the touch of this weapon!"*

The *Soul Sword* is completely frustrated by its owner and desperately seeks a new one.

**Property:** You take a -5 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.

**Special:** Once per day at any time, the *Sword* can try to take control of your body. It makes a special attack against your Will, rolling 1d20 + your level. If this attack hits, you are dominated until you save. This attack is possible whether you are using or even holding the *Soul Sword*.

**Special:** Each time you roll initiative, a 25% chance exists that the *Sword* refuses to perform any attacks for the encounter.

**Special:** The *Sword* importunes any of your allies it feels would be better owners. It might solicit strangers as well.

### MOVING ON

*"It is time for the Sword to work to elevate another."*

The *Soul Sword* transforms the wielder into a Kortajan war hero, complete with the Kortajan military uniform, grooming, and mannerisms. The character has the knowledge of Kortajan generals and knows secrets of ancient Kortaja. Upon advancing to a new level, the possessor gains a +2 bonus to a single ability score and +2 bonus to any of two knowledge skills. The *Sword* disappears, seeking the next hero to elevate.

If the *Sword* moves on because it is displeased, the former owner takes a permanent -1 penalty to Athletics checks, Endurance checks, and Insight checks.

## SWORD OF KAS

The *Sword of Kas* is appropriate for epic-level characters.

### Sword of Kas

Epic Level

*The Sword of Kas was created by Vecna for his lieutenant. Kas rewarded his former master by using it to cut off Vecna's hand and gouge out his eye. The Sword offers great power to any who grasp it, but wielders end up betraying what they love most.*

The *Sword of Kas* is a +5 vicious short sword with the following properties and powers.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +5d12 damage.

**Property:** The *Sword of Kas* deals 2d10 extra damage against allies and former allies.

**Property:** Whenever an attack with the *Sword of Kas* reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.

**Property:** If you attack Vecna, a servant of Vecna, a cultist of Vecna, or any other creature working directly to serve Vecna's ends, you deal 5 extra damage on a hit.

**Property:** When you take the total defense action or use your second wind, you gain a +5 item bonus to all defenses until the start of your next turn.

**Property:** The *Sword of Kas* is initially invisible to everyone but the creature possessing it. You gain combat advantage against melee targets when using it until you successfully hit, at which point the weapon becomes visible to everyone. The *Sword of Kas* turns invisible again after being sheathed for a short rest (or for 5 minutes).

**Power (Encounter):** Free Action. When you would pull or push a target, you slide the target the same distance instead.

**Power (Daily ♦ Poison, Radiant):** Free Action. When you hit with the *Sword of Kas*, the target takes ongoing 15 poison damage (save ends). If the attack is made against an undead creature, it instead takes ongoing 15 radiant damage (save ends). Saving throws made to end this effect take a -2 penalty.

### GOALS OF THE SWORD OF KAS

- ♦ Betray that which is most fiercely loved, whether the owner's love or another's.
- ♦ Wreak harm to Vecna, Vecna's plans, and any creature affiliated with Vecna.
- ♦ Destroy all confidences, reveal all secrets, lay bare all that is kept hidden.



## ROLEPLAYING THE SWORD OF KAS

The *Sword of Kas* communicates in whispers that only its bearer can hear. The weapon can abide long periods in silence, but is quick to point out small opportunities for betrayal, especially if such an act would increase the wielder's standing in the short term.

The *Sword of Kas* is also happy to speak long about its hatred for Vecna and the undead. Vecna did not mean to create an undead-hating sword, or one that would become his nemesis. The *Sword* looks forward to the day when it and its former master, Kas, can be reunited.

The *Sword* becomes more and more insulting and acerbic the lower its concordance becomes.

## THE SWORD OF KAS AND THE HAND OF VECNA

*"Now perhaps we have power enough to kill even a god!"*

If the owner affixes the *Hand of Vecna* (*Dungeon Master's Guide*, page 168) and wields the *Sword of Kas*, a new property is unlocked, regardless of either artifact's concordance.

**Property:** Every successful attack you make with the *Sword of Kas* against Vecna, his servants, his cultists, or any creature working directly to serve his ends scores a critical hit. However, each time you make such an attack, you take a -1 concordance penalty to the concordance of both the *Hand* and the *Sword*. If either artifact's concordance drops to 0 as a result, both immediately move on.

### CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner kills an ally (maximum 1/day)	+2
Owner completes a quest against Vecna's interest	+2
Owner breaks another's confidence (maximum 1/day)	+1
Owner kills an undead (maximum 1/day)	+1
Owner doesn't improve concordance over the course of a day	-1
Owner or ally uses Bluff skill (maximum 1/day)	-2

### PLEASED (16-20)

*"My strength is faithlessness! I have mastered well the art of treachery, and soon all the world's secrets shall be laid bare!"*

The *Sword* is clearly in tune with its wielder, and together they are a force few can trust for long.

The *Sword's* enhancement bonus increases to +6.

**Critical:** +6d12 damage.

**Property:** The *Sword of Kas* deals 3d10 extra damage against allies and former allies.

**Property:** When you take the total defense action or use your second wind, you gain a +6 item bonus to defenses until the start of your next turn.

**Property:** Allies within 2 squares of you take a -2 penalty to their attack rolls.

**Power (Daily):** Free Action. When you hit with the *Sword of Kas* and you have combat advantage against the target, deal 5d6 extra damage.

### SATISFIED (12-15)

*"One more confidence broken, one more undead destroyed. Soon, I might even turn on my friends. The sword is pleased."*

The *Sword* sees good things ahead for its owner.

**Property:** Allies within 1 square of you take a -1 penalty to their attack rolls.

**Power (Daily):** Free Action. When you hit with the *Sword of Kas* against a creature that has insubstantial or phasing, the creature loses those qualities until the end of your next turn.

### NORMAL (5-11)

*"I have a lot to learn. The Sword tells me that the way is hard, but that I am up to the challenge."*

The *Sword of Kas* hopes to lure the owner into keeping it around, and eagerly anticipates pushing the owner into the first of many betrayals.

### UNSATISFIED (1-4)

*"I am a moral coward and a failure. If I do not do better, the Sword promises egregious consequences."*

The *Sword* is upset that the owner doesn't have the strength of will to serve it. The weapon begins to suspect that the owner isn't a choice wielder.

**Special:** You take a -2 penalty to attack rolls and damage rolls against any creature that does not have the undead keyword, that is not your ally, or that is not Vecna, one of his servitors, or one of his allies. This penalty applies whether you are using or even holding the *Sword of Kas*.

## SWORD OF KAS LORE

A character knows the following information with a successful Religion check.

**DC 25:** The *Sword* is named for a powerful vampire lord called Kas.

**DC 30:** The *Sword of Kas* was created by Vecna at the height of his power in unlife. Believing that his empire was growing too vast to manage alone, he chose one of his faithful, Kas, to serve as his right hand. The *Sword* was to be Kas's symbol of office, but Vecna made it too well. Part of the lich lord's own consciousness—the ambition to dominate the world—entered the weapon. The *Sword*

eventually caused the lieutenant to turn on his master. The ensuing battle cost the lich his left hand and eye.

**DC 35:** Over the centuries since the *Sword of Kas* was created, several powerful magic swords have been mistaken for it. A few swords have been crafted as near-exact replicas of the original.

On more than one occasion, Vecna has managed to trap the sword in a vault or citadel, in hopes of keeping it out of the hands of those who would harm him. Even so, the *Sword of Kas* has always found a way to slip into the hands of a new betrayer.

## ANGERED (0 OR LOWER)

*“The Sword wonders how one as incompetent, clumsy, and ignorant as I managed to claim it. It thinks my end is near.”*

The *Sword* knows that the wielder has no intention of fulfilling its goals and is merely holding onto the weapon to gain the abilities it possesses. It will not remain in the owner’s possession for long.

The *Sword*’s enhancement bonus drops to +4.

**Critical:** +4d12 damage.

**Special:** You take a -5 penalty to attack rolls and damage rolls against any creature that does not have the undead keyword, that is not your ally, or that is not Vecna, one of his servitors, or one of his allies. This penalty applies whether you are using or even holding the *Sword of Kas*.

**Special:** Each time you miss an enemy with the *Sword*, make a melee basic attack as a free action with the *Sword* against a randomly chosen adjacent ally.

## MOVING ON

*“The Sword quits me.”*

If the *Sword of Kas* finds a wielder who continually pleases it, that relationship lasts for as long as the owner wants it to.

If the *Sword* moves on because it is angered, it slips from its owner’s hands and into the grasp of the possessor’s closest nemesis (which could be a creature across the battlefield, or one across the planes). The new owner is charged with a quest to slay the individual whom the *Sword* just abandoned.

## TOME OF SHADOW

The *Tome* is appropriate for epic-level characters.

Maikedhon was a mage living in the Shadowfell during the time of the secret pact between the worshipers of Vecna and Zehir (see “Mirror of Secrets,” page 39). He created a number of artifacts related to shadows and shadow creatures, the most important of which was a great magic tome. The battle between the sects of the secret pact that swallowed Trebarra Kan also opened a portal to Maikedhon’s tower, sucking his items into the world.

Maikedhon’s items came into the possession of some survivors from the pact who were obsessed by shadow. They eventually met up with the shadowmage, returning his book in exchange for being tutored in shadow magic. Together, the arcanists tested the limits of the medium, exploring the depths of the Shadowfell. The students of shadow were eventually lost in a deep abyss in the Shadowfell, but the book was later discovered near the opening of the chasm. It did not last long in the hands of its new owner, however; the book finds ways to get rid of a wielder who does not meet its expectations. Over the years, it has appeared intermittently in the hands of a gnome merchant, a drow battle mage, and a human princess, but now it is once again lost.

## Tome of Shadow

Epic Level

*This thick volume is bound in a dark hide etched with elaborate silver symbols. The stretched-skin pages and tightly scrawled writing are bathed in shadow, even under the brightest light.*

**Body Slot:** Held

**Property:** You gain a +2 bonus to monster Knowledge checks related to creatures of the shadow origin.

**Property:** The *Tome* functions as a +4 magic orb.

**Property:** When you use the *Tome* as an implement, you can use the Orb of Imposition wizard class feature once per encounter.

**Property:** The *Tome* counts as a ritual book with 256 pages. It contains five rituals chosen by the DM that the wielder can use once mastered. Other rituals can be added to the book normally, but all except the five original rituals disappear from the book when the artifact moves on.

**Property:** When you hit a target with an arcane spell that has the necrotic keyword and use the *Tome* as an implement, you deal extra necrotic damage equal to your Wisdom modifier.

**Power (At-Will):** Standard Action. You can use *ray of enfeeblement* (wizard 1).

**Power (Encounter):** Standard Action. You can use *displacement* (wizard 16).

**Power (Daily):** Standard Action. You can use *Evard’s black tentacles* (wizard 19).

## GOALS OF THE TOME OF SHADOW

- ◆ Learn all there is to know about the Shadowfell.
- ◆ Find secret planar portals to the Shadowfell.
- ◆ Make sure that the tome is not found by agents of the *Mirror of Secrets*.

## ROLEPLAYING THE TOME OF SHADOW

The *Tome* does not tolerate incompetence and becomes incensed if it feels that its goals are being ignored. The *Tome* communicates telepathically, speaking in short, clipped sentences, never wasting a word. It finds waste disdainful and criticizes an owner who fails to fully utilize the tools available to him or her.

## CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner is a member of an arcane class	+2
Owner has at least three powers that create darkness or summon a creature	+2
Owner is good or lawful good	-2
Owner has three or more powers that have the radiant keyword	-2

## TRANSCENDENT (21 OR HIGHER)

*“The mysteries of shadow are revealed, and they are great.”*

The *Tome* infuses the wielder with shadow. With skin and hair transformed to a dusky gray, the owner takes on the shadow origin. The owner also gains the following power.

**Power (Encounter):** Minor Action. Until the end of your next turn, you are insubstantial and have phasing.