

LEGACY ITEM:

The Shortsword of the Shahd'rah

By Mike Bourke, Johnn Four & Michael K Tumey



This is one of eight Legacy Items included in *Assassin's Amulet* which we are re-presenting here in a format optimized for use in play. There is little additional information included (other than this introduction); but the content is organized differently.

These supplements are organized into five parts. The first is this introduction. The second contains page(s) with the name, description, and an image of the item, as the typical PC would perceive it. The third part consists of a series of tables describing the Legacy Powers, with any appropriate notes – the first describes only the First Inheritance, the second describes both First and Second Inheritances, and so on. The fourth contains the history of the item, which is something a Player may discover – eventually. It also contains the pronunciation guide. The final part contains the GM-only information that

completes the Description of the Legacy Item.

Page Numberings have been manipulated throughout. This is not just one game supplement – it is nine. Each of the pages in section three has the SAME page number, so the player never needs to know that the Legacy Item contains a further power to be unlocked, or how long it will be until it happens. The GM simply hands the newly-printed page containing the additional Legacy Power to the player as a replacement for the one he already has. The remaining page numbers within the supplement are also tailored accordingly.

We have also included a page for additional notes, with NO page number showing. This can be printed as many times as necessary. Just print as many copies of the page as you need to contain the additional info for the player. Enjoy....



The Short Sword of the Shahd'rah

Description

A weapon of unique design, finely balanced, showing the hallmarks of an absolutely unique forging technique. The guards are hooked and barbed and designed to interfere with the thinking of the enemy, resembling sword-breakers. Designed to be unusually fast and light, this is a shortsword that can be handled almost in the manner of a rapier, thanks to fullers on what appears to be the underside, it is easy in melee for the wielder to slide down an opponent's blade as though they were going to lock hilts. If a blow lands too far from the hilt to permit this, unique 'dimples' in the blade's edges are designed to deflect the attack wide of the target.

The pommel is designed to screw onto a shaft which projects from the hilt, and the shaft screws independently into the hilt, fine-tuning the balance, and locking into place by the jeweled crosspieces in the pommel and chape. The hilt itself is unique in design, comprising 28 springs in four bands of 7 each; these mould themselves to the hand of the individual as he squeezes, ensuring a perfect grip regardless of hand size.

There are runes inscribed along one edge of the unfullered face, but these cannot be translated by modern scholars.

The blade of this short sword is, in at least one sense, three parts blended together into a single piece of metal. The upper part of the blade is adamantine for strength and weight; the bottom part is mithral; and the area from which the fuller has been carved is silver-coated steel. The result is a weapon of unsurpassed natural speed and strength.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Total: 3			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of

rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Total: 7			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Third	4-1=3	-	Weapon functions as a Keen blade unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	4-1=3	3	Weapon functions as Mighty Cleaving blade unless in combat with such a weapon or a weapon of +4 or better ¹
Total: 10			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Third	4-1=3	-	Weapon functions as a Keen blade unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	4-1=3	3	Weapon functions as Mighty Cleaving blade unless in combat with such a weapon or a weapon of +4 or better ¹
Fourth	3-1=2	1	+2 to hit vs. Bane creatures ² only
Total: 11			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Third	4-1=3	-	Weapon functions as a Keen blade unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	4-1=3	3	Weapon functions as Mighty Cleaving blade unless in combat with such a weapon or a weapon of +4 or better ¹
Fourth	3-1=2	1	+2 to hit vs. Bane creatures ² only
Fifth	3	2	+1 to hit, +1 damage
Total: 13			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Third	4-1=3	-	Weapon functions as a Keen blade unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	4-1=3	3	Weapon functions as Mighty Cleaving blade unless in combat with such a weapon or a weapon of +4 or better ¹
Fourth	3-1=2	1	+2 to hit vs. Bane creatures ² only
Fifth	3	2	+1 to hit, +1 damage
Sixth	4-2=2	1	+4 to skill checks targeting, opposing, or relating to, bane creatures ^a
Total: 14			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Third	4-1=3	-	Weapon functions as a Keen blade unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	4-1=3	3	Weapon functions as Mighty Cleaving blade unless in combat with such a weapon or a weapon of +4 or better ¹
Fourth	3-1=2	1	+2 to hit vs. Bane creatures ² only
Fifth	3	2	+1 to hit, +1 damage
Sixth	4-2=2	1	+4 to skill checks targeting, opposing, or relating to, bane creatures ^a
Seventh	4-2=2	1	+2d6 bonus damage vs. bane creatures ² only
Total: 15			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Third	4-1=3	-	Weapon functions as a Keen blade unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	4-1=3	3	Weapon functions as Mighty Cleaving blade unless in combat with such a weapon or a weapon of +4 or better ¹
Fourth	3-1=2	1	+2 to hit vs. Bane creatures ² only
Fifth	3	2	+1 to hit, +1 damage
Sixth	4-2=2	1	+4 to skill checks targeting, opposing, or relating to, bane creatures ^a
Seventh	4-2=2	1	+2d6 bonus damage vs. bane creatures ² only
Eighth	3	-	+1 to hit, +1 damage, and
	4-1=3	3	Regenerative Killer ¹ (refer below)
Total: 18			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Regenerative Killer:

Each hit dice of creatures killed after this power is activated heals 1 HP of damage suffered by the wielder if the creatures killed are all of fewer hit dice than the wielder.

Every two hit dice of creatures killed after this power is activated heals 1d6 of damage suffered by the wielder if the creatures killed are all of equal or greater Hit Dice than the wielder.

Inheritance	Base Ranking	Modified Ranking	Description
First	6-2-2=2	-	Weapon functions as a Sword of Speed unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	3	-	+1 to hit, +1 damage, and
	2	3	Weapon counts as Adamantine and Magic for purposes of overcoming DR
Second	5-1=4	-	Lesser Bane ² (+2 to hit, +2d6 bonus damage, vs. Bane creatures only) ¹ , and
	4-1=3	-	Grants wielder the Power Attack feat ¹ , and
	4-1=3	4	Grants wielder the Cleave feat ¹
Third	4-1=3	-	Weapon functions as a Keen blade unless in combat with such a weapon or a weapon of +4 or better ¹ , and
	4-1=3	3	Weapon functions as Mighty Cleaving blade unless in combat with such a weapon or a weapon of +4 or better ¹
Fourth	3-1=2	1	+2 to hit vs. Bane creatures ² only
Fifth	3	2	+1 to hit, +1 damage
Sixth	4-2=2	1	+4 to skill checks targeting, opposing, or relating to, bane creatures ^a
Seventh	4-2=2	1	+2d6 bonus damage vs. bane creatures ² only
Eighth	3	-	+1 to hit, +1 damage, and
	4-1=3	3	Regenerative Killer ¹ (refer below)
Ninth	6-2=4	3	Rejuvenative Killer (refer below)
Total: 21			

Notes:

1: Power must be activated before each use by killing creatures of total hit dice 1 greater than the current character level of the wielder. Once activated, the benefits persist for a number of rounds equal to the hit dice of the kill. Note: this is not Unlocking a power, it is fuelling or charging a power that has already been Unlocked.

2: For use with this weapon only, the wielder may nominate a character class as his *bane creature* instead of one of the creatures listed under Bane, e.g. Bane of Clerics, Bane of Mages.

Regenerative Killer:

Each hit dice of creatures killed after this power is activated heals 1 HP of damage suffered by the wielder if the creatures killed are all of fewer hit dice than the wielder. Every two hit dice of creatures killed after this power is activated heals 1d6 of damage suffered by the wielder if the creatures killed are all of equal or greater Hit Dice than the wielder.

Rejuvenative Killer:

Each time the wielder kills creatures (including characters), provided these kills are not utilized to fuel another Legacy Power, the wielder is rejuvenated by 1 day of aging per cumulative hit dice of creatures killed. The wielder can stockpile kills for this purpose if desired, but such stockpiled kills may not be utilized to activate any other power.

Each time the number of kills required exceeds the character level of the character, the number of kills required for the next day of rejuvenation resets to 1.

For example, an 18th level character unlocks the Ninth Inheritance of the Short Sword of The Shahd'rah. Ignoring those creatures killed in battle thereafter if the kills are used to activate other Inheritance Powers, he kills a 1 HD creature, a 3 HD creature, four 2 HD creatures, a 1 HD creature, a 6 HD creature, a 9 HD creature, a 10 HD creature, a 16 HD creature and a 1 HD creature. Using this power:

1 @ 1 HD =	1 HD = -1 day
1 @ 3 HD =	3 HD = -1 day (2 HD used, 1 remaining)
1 @ 2 HD + 1 stockpiled =	3 HD = -1 day (3 used)
2 @ 2 HD =	4 HD = -1 day (4 used)
1 @ 2 HD + 1 @ 1 HD + 1 @ 6 HD =	9 HD = -1 day (5 used, 4 remaining)
1 @ 9 HD + 4 stockpiled =	13 HD = -2 days with 0 remaining (6+7 used)
1 @ 10 HD =	-1 day (8 used, 2 remaining)
1 @ 16 HD + 2 stockpiled =	-1 day (9 used, 9 remaining)
1 @ 1 HD + 9 stockpiled =	-1 day (10 used)

Thus, the character is rejuvenated, becoming 10 days younger. The character will continue incrementing the number of hit dice of kills consumed until it reaches the limit of 18 HD (because he is currently 18th level), at which point the count restarts at 1.

It follows that the wielder of this blade can end a war significantly younger than he started it, but the number of kills required to achieve substantial rejuvenation is high — thousands per year.

Origins & History

The master swordsmith Ruyn of Camlyth, some 200 years past, set to creating a short sword that was as swift as the wind and as sharp as a line, to be enchanted as a coronation gift from the Guild of Smithcrafters to the next King to ascend the throne. It was a difficult time in the Kingdom of Karystos, with many claimants to the throne and a doddering King who refused to name a successor. Civil war loomed and an alliance with either side would be politically disastrous should the enemy faction ascend the throne. The Smithcrafters hoped they could shelter themselves from making the wrong choice by declaring their loyalty to the institution instead of a specific claimant.

All went well in the forging and crafting, but for reasons then unknown, the enchantment of Speed and Sharpness would not *take*. Ruyn examined the finished product most minutely, but could find no overt flaw, though perhaps the unique design was sufficient to make the weapon non-enchantable. This information was duly recorded in the guild archives with the instruction that the technique was forbidden henceforth (not that this mattered greatly, as Ruyn was the only craftsman of sufficient skill and genius to employ it successfully, then or in all the years since).

This made the short sword unique, and the name and legend of its crafter – it was hoped – sufficient to make the gift politically successful. The sword was superior to a normal blade, the beneficiary of Ruyn's legendary genius. When Ophisteres overcame his rivals through an adept combination of military force, diplomacy, personal charm, state marriage and familial bonds, he was delighted when presented with the weapon. It fit his hand perfectly, the only weapon to ever do so. Thereafter, it was an extension of his arm. He used it as a

pointer, for salutes, for any reason the young ruler could think of.

Claiming the victory does not put an end to the anarchy and chaos of a fiercely disputed succession. Ophisteres believed in leading from the front. His weapon drew blood often in the coming years and slew many who were dissatisfied with the outcome of the War of Succession. In battle, he became unsurpassed save when confronted with an enchanted blade of considerable power. Indeed, after his first kill in a battle, he seemed refreshed and even able to summon reserves of power and skill with the blade that were barred to him previously. Many felt his claim of the throne was premature, even impetuous. However, a series of winning campaigns left him successful, as one after another, his rivals fell.

Each victory seemed to drain Ophisteres of something vital, though. His moods became dark; prone to brooding, he came fully to life only in battle. He became cruel and domineering, callous and unfeeling. His decisions were cold and without compassion. With each descent into heartlessness, his hold on the throne became weaker, as allies were spurned and trusts betrayed. Rebellions and conflicts with neighboring kingdoms became common.

As the years passed, age seemed to avoid him, and the curse of Ophisteres seemed destined to last forever. Word of his infamy spread until it reached the ears of Dirathsinus, a knight of the Order of The Martlet (a martlet is a footless swallow that symbolizes one who must subsist on virtue and merit). That worthy went with haste to horse to abate this menace to justice and honor. He gathered an army of the angered and disaffected as he journeyed from his distant homeland. Thousands died in the ensuing battle, and Ophisteres seemed to degenerate beyond all reckoning. As the

final confrontation between he and Dirathsinus loomed, he became as a frenzied beast, slaughtering even his own soldiery to get closer to the knight's banner. As the banner grew closer, those around him marveled to observe that he grew younger with each act of slaughter.

The battle was epic, but Dirathsinus prevailed and King Ophisteres I was slain. He was laid to rest in his family crypts, and the triumphant knight began the long journey home. A distant cousin emerged from hiding and claimed the throne of Karystos, but so weakened was the kingdom by nigh-on a century of mismanagement, terror and war that the kingdom was easy prey for a more aggressive neighbor seeking

revenge for the slights inflicted by the slain King. However, when the victor forced his way into the royal burial crypt to behold the remains of the villainous Ophisteres and claim the sword as a trophy for his walls, he discovered that brigands had forced their way into the vault. The sword, and many other objects of value placed therein as remembrances, was gone....

Pronunciation guide

Shahd'rah: Sh-ah-de-rah

Ny'tarreth: Nikt-ar-eth

Ruyn: Roo-in

Karystos: Kah-riss-toss

Ophisteres: Oh-fist-air-ez

Dirathsinus: Dear-ath-sinn-uss

GM Information Section

The Legacy

The monks of the Cloister of Shahd'rah* had a profound impact on other religious thinking of their era, specifically addressing the question of whether emotion and passion are good or evil by nature. Some came to believe passions were the gift of the gods, and darker emotions were a perversion or corruption of this gift; they became hedonistic (to the greater glory of the gods, of course). Others avowed that passions were a curse of the devils and demons that warred with the gods for power over the populace at large, and the influence of the gods twisted the curse to create the positive emotions; they preached abstention. At the heart of the philosophical debate was the question of the isolated savage who remained untouched by the machinations of either side: would his natural inclinations be those of the beast, or of an angel? Did man begin life as a pure spirit and become corrupted by outside machinations, or was life a struggle to elevate oneself above baser instincts?

Neither side was ever in a position to establish theological dominance over the other. In time, a position of moderation became the norm, as other points of debate became more strident. However, before this balance was achieved, various groups adopted extreme positions on the issue, and both positions were manipulated and turned to their own advantage by the forces of darkness.

The Assassins of Shahd'rah were one group that grew out of this manipulation. They named themselves after the monkish Order, and were nihilists who believed passion was a curse and inseparable from life, and that it

must be burned off the mortal world one life at a time. Eliminating the most passionate and emotional removed more than the average concentration of evil from the world, leaving the balance that much closer to perfection.

Much of the history of the assassins remains clouded in mystery, confused all the more because few record keepers maintained any distinction between the assassins and the monkish order for which they named themselves and drew inspiration. Their origin is unclear, and so is their destiny. Only one document from the past addresses the assassins specifically, and it describes their nature and philosophy, nothing more. It can be speculated the assassins were formed around an extremist splinter of the monks, perhaps a lay brother or unfrocked monk.

The historical record does make clear the assassins did all in their power to be as one dead, as ruthless and unfeeling and emotionless as the arrow that slays a man. They eschewed all emotion, using drugs and magic to numb their perception of sensation. They nicknamed themselves "the waking dead" and did all within their powers to make this a literal description. They willingly sought out the powers of undeath and necromancy, for life itself was but fuel for the cause, and had no special value. Over time, they learned to use the power of death to energize abilities within themselves, becoming formidable enemies.

Some say every extreme perspective creates its own antithesis, pushing uncommitted moderates further in the opposite direction until a breakaway of extremists forms holding the opposite position to that of the originating group. This has always been the case, and so it was with the Assassins of Shahd'rah. An order of paladins who affirmed the value of life above all formed in

the name of the goddess Cyrene to oppose the evil of "the waking dead." The Knights of the Nine Points, whose symbol was a Stag Rampant with nine points on its antlers, began a series of skirmishes and confrontations. The knights proved to be just as obsessive, violent and uncompromising in pursuit of their agenda.

When and where the final confrontation between these two forces took place is not known. The confrontation involved one side being revealed as a puppet of the demon Ny'tarreth. Neither side survived, and during the conflict the monks of the Cloister of Shahd'rah were themselves wiped out. Yet, in a sense, the assassins lived on.

* Refer also to the Mask of Serephides, above.

In play

The tale of Ophisteres makes clear the price of wielding this terrible weapon. The Legacy of the Assassins of Shahd'rah manifests as:

- Initially, a *glass half full* attitude; then,
- A tendency to brood; followed by,
- Inability to empathize with others;
- A total lack of trust; and finally,
- The loss of any sense of honor or virtue.

This contrasts with a growing exuberance and energy during battle.

Suggested Unlocking Challenges

Low level:

- Defeat a single enemy of the same class and equal or greater level
- Defeat sufficient Bane Creatures in one battle to total a CR equal to that of the character, single-handed
- Defeat an enemy armed with a Speed weapon of +3 or better

Mid level:

- Defeat a single enemy of a different class and equal or greater level
- Defeat sufficient Bane Creatures in one battle to total a CR two greater than that of the character, single-handed
- Defeat 3-to-1 odds facing enemies each of which has a CR equal to the character's level

High level:

- Defeat an enemy at least two levels greater than the character
- Defeat sufficient Bane Creatures in one battle to total a CR four greater than that of the character, single-handed
- Defeat a fighter, a cleric, and a mage all of equal level to that of the character, all allied against the character, without assistance

Designer's notes: The Short Sword of Shahd'rah

If the amulets for which Assassin's Amulet is named are the prototypes, this is the original *factory* product. Although substantially reworked and updated several times, it remains the foundation behind the Legacy Item game mechanics we have provided. Many of the concepts illustrated by preceding examples were first suggested during discussion and development of the Short Sword of Shahd'rah.

As such, some of the ideas presented in this exact example have been the subject of further tweaking in the game mechanics, and the short sword does not quite fit the standard template for a Legacy Item. During the final round of editing, there has been an attempt to update the mechanics to something closer to the standard, but there has also been an attempt to maintain the flavor of the previous version (which

predated the game mechanics). As a result, there has been some inevitable compromise between these two objectives.

The result is an ideal Legacy Item with which to equip an assassin, and one that PCs might be able to use. One of the primary reasons why this would be acceptable to a player is that while their character might lose

various emotional attributes, there is nothing to actually prevent the character from pretending to those attributes through enlightened self-interest. Beyond that, many of the effects on the character, like distrust verging on paranoia, come naturally to players anyway. At the same time, while the weapon is powerful, it is not so powerful as to be unbalancing, due to the incorporated restrictions.



The next page can be printed to provide additional notes to a player who has come into possession of the Shortsword of the Shahd'rah.

The font used for body text in the existing notes is **Book Antiqua, 10 pt**, which should be available on any Windows system.

Note that the page numbering earlier assumes that there will be one page produced in this way for all but the final Inheritance (which is the first one to require a second page of notes).

Notes (cont):

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