

# 100 Intelligent Swords

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Intelligent swords have a long history in literature and gaming, but the process of creating an intelligent sword can be time consuming. To ease this, below are 100 ready-to-use intelligent swords. Intelligent swords should be viewed by the old-school GM as a way of providing

magical detection/communication abilities to the warrior classes. Most intelligent swords only have some sort of detection ability and may speak a few languages. This role should not be overlooked. Spice up your game with a quick roll on the below list!

## DESCRIBING THE INTELLIGENT SWORDS

Each sword is described in several different ways.

- Name:** The name of the intelligent sword, if it has one.
- Alignment:** Every intelligent sword has an alignment to which it will be absolutely true.
- Intelligence (INT):** Every intelligent sword has an intelligence rated like a Player Character's.
- Communication (COM):** The method of communication employed by the intelligent sword.
- Ego (EGO):** The ego of the intelligent sword without adding any +'s. See below for more information
- Primary Abilities (PA):** The primary abilities of the intelligent sword.
- Extraordinary Powers (EP):** The extraordinary powers of the intelligent sword, if any.
- Special Purpose (SP):** The special purpose of the intelligent sword, if it has any.
- Special Purpose Power (SPP):** The special purpose power of the intelligent sword, if any.
- Languages (LANG):** The languages the intelligent sword knows.
- Personality:** Two personality traits for a speaking sword indicating its outlook. Non-speaking swords do not have recognizable personalities.

## EGO

The GM is reminded to add the sword's plus (as determined by the GM's roll on the treasure table) to the sword's Ego. The three rules for such are:

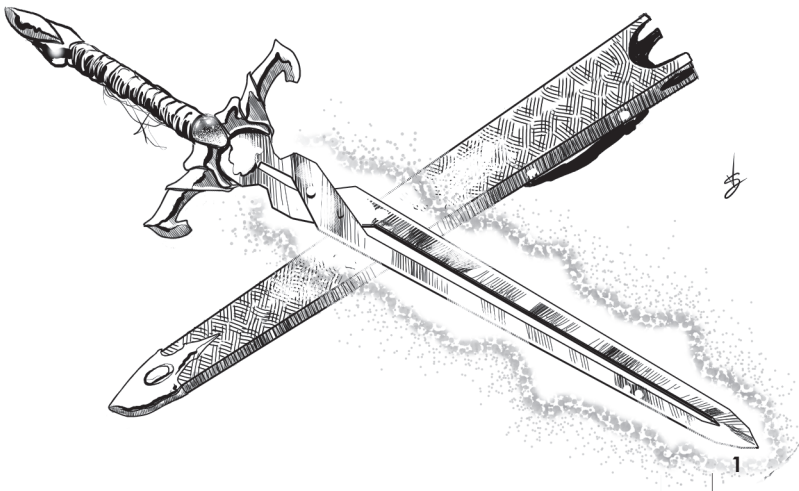
1. Every + of a sword adds 1 ego point.
2. A sword with another greater plus adds 1 additional ego point per greatest plus (i.e. a sword +1, +3 vs regenerating creatures would add 4 ego points, a flame tongue would add 5 points)
3. Swords with no extra plusses, but extra powers (dancing, vorpal, etc.) add double their +'s to ego.

By requesting the GM to add this information, each of the below entries can be applied to any rolled sword, not just a single sword.

## ALTERNATIVE PRIMARY ABILITIES

There are 10 different primary abilities of intelligent swords. This may lead to a feeling of repetition over many years of gaming. GMs looking for greater diversity may use the below table to generate replacement primary abilities for any of the swords in this list.

- 01-11 **detect shapeshifters** in a 60 ft. radius  
12-22 **detect nearest enemy**, kind, in a 30 ft. radius  
23-33 **detect traps** of small size in a 5 ft. radius  
34-44 **detect law/chaos** in a 10 ft. radius  
45-55 **detect illusion** in a 20 ft. radius  
56-66 **detect jewelry**, kind, and number in a 20 ft. radius  
67-77 **detect poison** in a 10 ft. radius  
78-82 **detect concealed doors** in a 10 ft. radius  
83-87 **detect lie** in a 10 ft. radius  
88-92 **remove fear** in a 10 ft. radius  
93-98 roll twice on this table ignoring results other than 01-92  
99-00 roll on the Extraordinary Powers Table

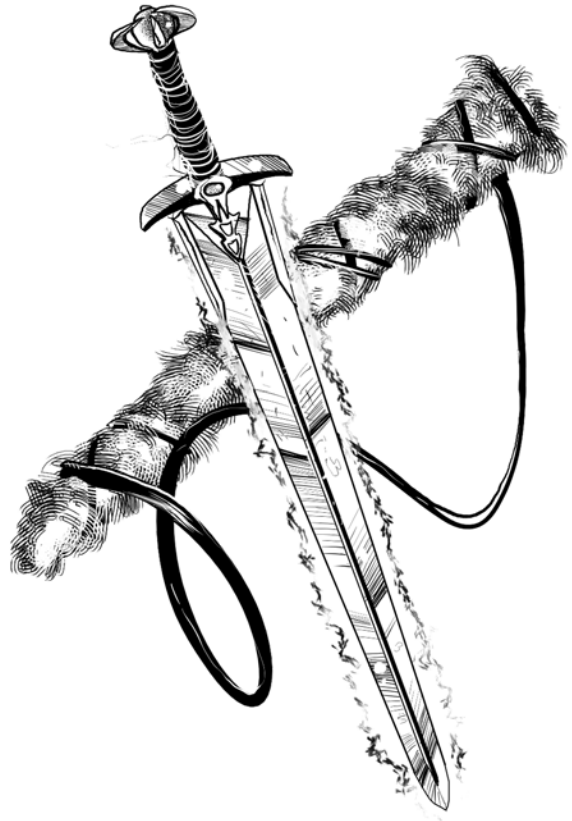


# THE ONE HUNDRED INTELLIGENT SWORDS

1. Sword (NG; INT 12; COM Semi-empathy; EGO 1; PA **detect sloping passages** in a 10 ft. radius).
2. **Calmis** (LG; INT 14; COM Speech; EGO 4; PA **detect evil/good** in a 10 ft. radius, **detect secret doors** in a 5 ft. radius; LANG LG, Hill Giant, Guardian Naga, Dwarvish, Minotaur). This sword is cheerful and forgiving.
3. Sword (N; INT 12; COM Semi-empathy; EGO 1; PA **detect magic** in a 10 ft. radius).
4. **Burdif**, (LN; INT 15; COM Speech; EGO 5; PA **detect gems**, kind, and number in a 5 ft. radius, **detect sloping passages** in a 10 ft. radius; EP **strength**, 1 time/day on wielder only; LANG LN, Goblin, Green Dragon, Ettin). This sword is hot tempered and very honorable.
5. Sword (CN; INT 12; COM Semi-empathy; EGO 1; PA **locate object** in a 12 ft. radius).
6. Sword (NE; INT 12; COM Semi-empathy; EGO 1; PA **detect secret doors** in a 5 ft. radius).
7. Sword (LN; INT 12; COM Semi-empathy; EGO 1; PA **detect traps** of large size in a 10 ft. radius).
8. Sword (CG; INT 12; COM Semi-empathy; EGO 2; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect sloping passages** in a 10 ft. radius).
9. **Bancouris**, (CN; INT 15; COM Speech; EGO 6; PA **detect gems**, kind, and number in a 5 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect secret doors** in a 5 ft. radius, **detect invisible objects** in a 10 ft. radius; LANG CN, Ogrish, Orcish, Goblin). This sword is curious and very friendly.
10. **Pensette**, (CN; INT 16; COM Speech, the sword can read languages and maps of a non-magical sort; EGO 6; PA **detect magic** in a 10 ft. radius, **detect sloping passages** in a 10 ft. radius, **detect invisible objects** in a 10 ft. radius; LANG CN, Brownie, Sylph, Pixie, Sprite). This sword is optimistic and a practical joker.
11. Sword (N; INT 13; COM Empathy; EGO 3; PA **detect sloping passages** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius).
12. Sword (CN; INT 12; COM Semi-empathy; EGO 2; EP **clairaudience**, 30 ft. range, 3 time/day, 1 round per use).
13. **Merk**, (CE; INT 14; COM Speech; EGO 3; PA **detect precious metals**, kind, and number in a 20 ft. radius, **detect traps** of large size in a 10 ft. radius; LANG CE, Elvish). This sword is moody and antagonistic.
14. **Spargel**, (LG; INT 16; COM Speech, the sword can read languages and maps of a non-magical sort; EGO 5; PA **locate object** in a 120 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect evil/good** in a 10 ft. radius; LANG LG, Troll). This sword is saintly and a fearless.
15. **Div**, (N; INT 17; COM Speech and telepathy, the sword can read languages and magical writings; EGO 15; PA **detect traps** of large size in a 10 ft. radius, **detect gems**, kind, and number in a 5 ft. radius; EP **flying**, 120 ft./turn 1 hour/day; **telekinesis**, 2,500 gp weight max, 2/day, 1 round per use; **determine directions and depth**, 2/day; LANG N, Gnoll, Shedu, Xorn). This sword is perceptive and loquacious.
16. Sword (NG; INT 12; COM Semi-empathy; EGO 2; PA **detect magic** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius).
17. **Louder**, (LE; INT 14; COM Speech; EGO 4; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft. radius; LANG LE, Goblin, Ogrish, Copper Dragon, Dwarvish). This sword is servile and secretive.
18. Sword (CG; INT 13; COM Empathy; EGO 3; PA **detect evil/good** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius).
19. Sword (LN; INT 12; COM Semi-empathy; EGO 2; PA **detect precious metals**, kind and number in a 20 ft. radius, **detect secret doors** in a 5 ft. radius).
20. Sword (CN; INT 13; COM Empathy; EGO 5; PA **detect magic** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius; EP **x-ray vision** 40 ft. range, 2/day, 1 turn/use).
21. Sword (N; INT 13; COM Empathy; EGO 2; PA **detect sloping passages** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius).
22. **Fargant**, (NG; INT 14; COM Speech; EGO 4; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft. radius ; LANG NG, White Dragon, Orcish, Gnome). This sword is truthful and arrogant.
23. Sword (CE; INT 12; COM Semi-empathy; EGO 1; PA **detect invisible objects** in a 10 ft. radius).
24. **Bruche**, (NG; INT 15; COM Speech; EGO 4; PA **detect gems**, kind, and number in a 5 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius, **locate object** in a 120 ft. radius; LANG NG, Kobold, Sylph). This sword is diplomatic and aloof.
25. **Snaggin**, (NG; INT 17; COM Speech and telepathy, the sword can read languages and magical writings; EGO 9; PA **detect evil/good** in a 10 ft. radius, **detect traps** of large size in a 10 ft. radius **detect precious metals**, kind, and number in a 20 ft. radius; LANG NG, White Dragon, Centaur). This sword is bawdy and irreligious.
26. Sword (CN; INT 12; COM Semi-empathy; EGO 1; PA **detect magic** in a 10 ft. radius).
27. **Yerl**, (CG; INT 14; COM Speech; EGO 6; PA **detect sloping passages** in a 10 ft. radius, **detect magic** in a 10 ft. radius ; EP **heal** 1/day; LANG LE, Bronze Dragon, Stone Giant, Halfling, Elvish). This sword is passionate and moody.

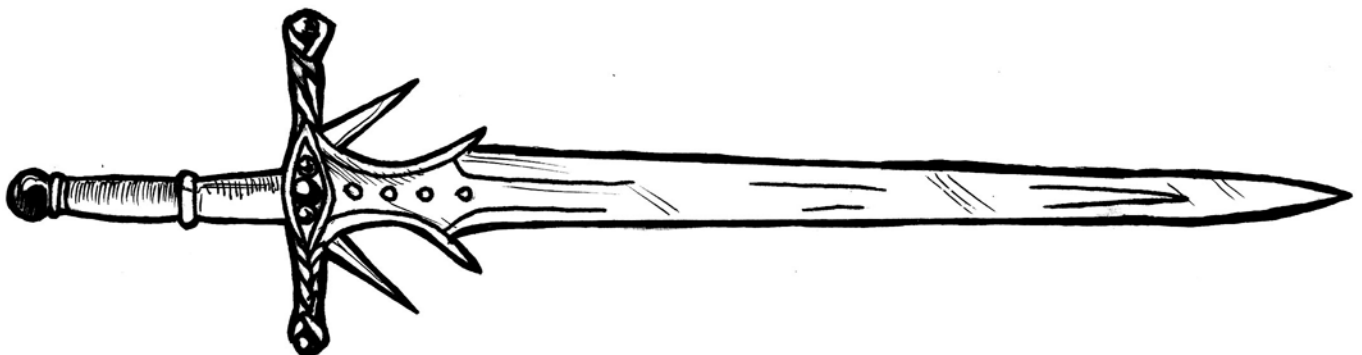


28. Sword (N; INT 12; COM Semi-empathy; EGO 1; PA **locate object** in a 120 ft. radius).
29. Sword (LG; INT 12; COM Semi-empathy; EGO 1; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius).
30. Sword (CG; INT 13; COM Empathy; EGO 2; PA **detect sloping passages** in a 10 ft. radius, **detect traps** of large size in a 10 ft. radius).
31. **Gilphont**, (NG; INT 14; COM Speech; EGO 4; PA **detect evil/good** in a 10 ft. radius, **detect magic** in a 10 ft. radius ; LANG NE, Hobgoblin, Minotaur, Brass Dragon, Elvish). This sword is servile and secretive.
32. Sword (N; INT 13; COM Empathy; EGO 3; PA **detect sloping passages** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft. radius).
33. Sword (LG; INT 12; COM Semi-empathy; EGO 2; PA **detect invisible objects** in a 10 ft. radius, **detect secret doors** in a 5 ft. radius).
34. Sword (NE; INT 12; COM Semi-empathy; EGO 1; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius).
35. Sword (CE; INT 12; COM Semi-empathy; EGO 1; PA **detect gems**, kind, and number in a 5 ft. radius).
36. Sword (LN; INT 12; COM Semi-empathy; EGO 2; PA **detect traps** of large size in a 10 ft. radius, **detect magic** in a 10 ft. radius).
37. Sword (LE; INT 13; COM Empathy; EGO 2; PA **detect evil/good** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius).
38. **Fronoux**, (NG; INT 14; COM Speech; EGO 6; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft. radius; EP **strength**, 1/day upon wielder; LANG LE, Red Dragon, Cloud Giant, Ogrish, Dwarvish). This sword is servile and secretive.
39. Sword (N; INT 13; COM Empathy; EGO 2; PA **locate object** in a 120 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius).
40. Sword (NG; INT 12; COM Semi-empathy; EGO 2; PA **detect gems**, kind, and number in a 5 ft. radius, **detect secret doors** in a 5 ft. radius).
41. Sword (LE; INT 12; COM Semi-empathy; EGO 1; PA **detect magic** in a 10 ft. radius).
42. Sword (CN; INT 12; COM Semi-empathy; EGO 1; PA **detect traps** of large size in a 10 ft. radius).
43. **Narglish**, (LG; INT 17; COM Speech and telepathy, the sword can read languages and magical writings; EGO 16; PA **detect evil/good** in a 10 ft. radius, **detect traps** of large size in a 10 ft. radius **detect invisible objects** in a 10 ft. radius; EP **telepathy**, 60 ft. range, 2/day; SP overthrow chaos; SPP **confusion** for 2-12 rounds; LANG LG, Storm Giant, Elvish). This sword is sober and exacting.
44. **Olwyr**, (CG; INT 15; COM Speech; EGO 4; PA **detect secret doors** in a 5 ft. radius, **detect sloping passages** in a 10 ft. radius, **locate object** in a 120 ft. radius; LANG CG, Kobold, Fire Giant). This sword is energetic and loquacious.



45. Sword (LG; INT 12; COM Semi-empathy; EGO 1; PA **detect invisible objects** in a 10 ft. radius).
46. **Kegith**, (NG; INT 15; COM Speech; EGO 4; PA **detect gems**, kind, and number in a 5 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius, **locate object** in a 120 ft. radius; LANG NG, Fire Giant, Gold Dragon). This sword is mischievous and friendly.
47. Sword (LN; INT 12; COM Semi-empathy; EGO 2; PA **detect evil/good** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius).
48. Sword (CG; INT 13; COM Empathy; EGO 2; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius).
49. Sword (CE; INT 12; COM Semi-empathy; EGO 1; PA **locate object** in a 120 ft. radius).
50. Sword (NG; INT 13; COM Empathy; EGO 3; PA **detect traps** of large size in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft. radius).
51. Sword (LE; INT 12; COM Semi-empathy; EGO 1; PA **detect secret doors** in a 5 ft. radius).
52. Sword (N; INT 12; COM Semi-empathy; EGO 3; PA **detect magic** in a 10 ft. radius, **detect evil/good** in a 10 ft. radius, **detect invisible objects** in a 10 ft. radius).
53. **Auric**, (NG; INT 15; COM Speech; EGO 6; PA **detect gems**, kind, and number in a 5 ft. radius, **detect traps** of large size in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius, **detect magic** in a 10 ft. radius, **locate object** in a 120 ft. radius; LANG NG, Gargoyle, Hill Giant). This sword is trusting and friendly.

54. Sword (NE; INT 13; COM Empathy; EGO 3; PA **detect sloping passages** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect evil/good** in a 10 ft. radius).
55. Sword (CN; INT 12; COM Semi-empathy; EGO 1; PA **detect magic** in a 10 ft. radius).
56. Sword (LE; INT 12; COM Semi-empathy; EGO 1; PA **detect invisible objects** in a 10 ft. radius).
57. **Grarff**, (LN; INT 14; COM Speech; EGO 4; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft. radius; LANG LE, Goblin, Ogrish, Halfling, Elvish). This sword is servile and secretive.
58. Sword (N; INT 13; COM Empathy; EGO 3; PA **detect sloping passages** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect gems**, kind, and number in a 5 ft. radius).
59. **Gulsuch**, (NG; INT 15; COM Speech; EGO 6; PA **detect gems**, kind, and number in a 5 ft. radius, **detect traps** of large size in a 10 ft. radius, **locate object** in a 120 ft. radius; EP **x-ray vision** 40 ft. range, 2/day, 1 turn/use; LANG NG, Blue Dragon). This sword is diplomatic and aloof.
60. Sword (CG; INT 12; COM Semi-empathy; EGO 1; PA **detect invisible objects** in a 10 ft. radius).
61. Sword (NG; INT 12; COM Semi-empathy; EGO 2; PA **detect invisible objects** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius).
62. Sword (CN; INT 13; COM Empathy; EGO 5; PA **detect magic** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius; EP **charm person** on contact, 3/day).
63. Sword (NG; INT 12; COM Semi-empathy; EGO 1; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius).
64. **Formaund** (LN; INT 14; COM Speech; EGO 4; PA **detect precious metals**, kind, and number in a 20 ft. radius, **detect secret doors** in a 5 ft. radius; LANG LN, Frost Giant, Spirt Naga, Goblin, Orcish). This sword is angry and bitter.
65. Sword (CG; INT 12; COM Semi-empathy; EGO 1; PA **detect sloping passages** in a 10 ft. radius).
66. Sword (N; INT 12; COM Semi-empathy; EGO 1; PA **detect invisible objects** in a 10 ft. radius).
67. **Globet**, (CG; INT 14; COM Speech; EGO 3; PA **detect secret doors** in a 5 ft. radius, **detect traps** of large size in a 10 ft. radius; LANG CG, Elvish, Dwarvish). This sword is pessimistic and opinionated.
68. Sword (N; INT 13; COM Empathy; EGO 3; PA **detect evil/good** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect gems**, kind, and number in a 5 ft. radius).
69. Sword (LG; INT 12; COM Semi-empathy; EGO 1; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius).
70. **Denumat**, (NE; INT 15; COM Speech; EGO 6; PA **detect gems**, kind, and number in a 5 ft. radius, **detect evil/good** in a 10 ft. radius, **detect secret doors** in a 5 ft. radius, **detect sloping passages** in a 10 ft. radius; LANG NE, Hobgoblin, Orcish, Bugbear). This sword is well-spoken and retiring.
71. Sword (NE; INT 12; COM Semi-empathy; EGO 1; PA **detect traps** of large size in a 10 ft. radius).
72. Sword (NG; INT 12; COM Semi-empathy; EGO 1; PA **detect secret doors** in a 5 ft. radius).
73. **Granfant**, (CG; INT 14; COM Speech; EGO 2; PA **detect invisible objects** in a 10 ft. radius, **detect magic** in a 10 ft. radius; LANG CG, Elvish). This sword is slothful and boastful.
74. Sword (CN; INT 12; COM Semi-empathy; EGO 7; EP **illusion**, 120 ft. range, 2/day, as wand; SP kill magic users; SPP +2 on all saving throws, -1 on each die of damage taken).
75. **Opiliant**, (LN; INT 15; COM Speech; EGO 6; PA **detect magic** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect secret doors** in a 5 ft. radius, **detect evil/good** in a 10 ft. radius; LANG LN, Bugbear, Hobgoblin, Water Naga). This sword is virtuous and fanatical.
76. Sword (LG; INT 12; COM Semi-empathy; EGO 1; PA **detect magic** in a 10 ft. radius).
77. Sword (CG; INT 13; COM Empathy; EGO 5; PA **detect magic** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect evil/good** in a 10 ft. radius; EP heal, 1/day).
78. Sword (NG; INT 13; COM Empathy; EGO 3; PA **detect evil/good** in a 10 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft. radius).
79. Sword (CN; INT 13; COM Empathy; EGO 2; PA **detect evil/good** in a 10 ft. radius, **locate object** in a 120 ft. radius).
80. **Laufanx**, (NG; INT 14; COM Speech; EGO 4; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius, **detect magic** in a 10 ft.



- radius; LANG NG, Lizard Man, Orcish, Goblin). This sword is slothful and boastful.
81. Sword (N; INT 13; COM Empathy; EGO 2; PA **detect precious metals**, kind, and number in a 20 ft. radius, **detect gems**, kind, and number in a 5 ft. radius).
82. **Wyribel**, (NG; INT 15; COM Speech; EGO 4; PA **detect magic** in a 10 ft. radius, **detect precious metals**, kind, and number in a 20 ft. radius, **detect secret doors** in a 5 ft. radius; LANG NG, Stone Giant, Manticore). This sword is diplomatic and aloof.
83. Sword (CG; INT 12; COM Semi-empathy; EGO 1; PA **detect sloping passages** in a 10 ft. radius).
84. Sword (NG; INT 13; COM Empathy; EGO 2; PA **detect evil/good** in a 10 ft. radius, detect traps of large size in a 10 ft. radius).
85. Sword (NE; INT 12; COM Semi-empathy; EGO 1; PA **locate object** in a 120 ft. radius).
86. Sword (LE; INT 12; COM Semi-empathy; EGO 1; PA **detect elevator/shifting walls/rooms** in a 10 ft. radius).
87. **Gerparnd**, (NG; INT 15; COM Speech; EGO 5; PA **detect gems**, kind, and number in a 5 ft. radius, **detect secret doors** in a 5 ft. radius, **detect invisible objects** in a 10 ft. radius; LANG NG, Dryad, Ogre Magian, Kobold, Gargoyle). This sword is curious and very friendly.
88. Sword (N; INT 13; COM Empathy; EGO 2; PA **detect sloping passages** in a 10 ft. radius, **detect traps** of large size in a 10 ft. radius).
87. Sword (NG; INT 12; COM Semi-empathy; EGO 1; PA **detect secret doors** in a 5 ft. radius).
88. **Wayfarer** (CG; INT 14; COM Speech; EGO 4; PA **detect sloping passages** in a 10 ft. radius, locate object in a 120 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius; LANG CG, Dwarfish, Gnoll). This sword is virtuous and compassionate.
89. **Dragontongue** (NG; INT 14; COM Speech; EGO 4; PA **detect sloping passages** in a 10 ft. radius, **detect gems**, kind, and number in a 5 ft. radius; LANG NG, Black Dragon, Red Dragon, Green Dragon, White Dragon). This sword is rude and deceitful.
90. Sword (LN; INT 12; COM Semi-empathy; EGO 1; PA **locate object** in a 12 ft. radius).
91. Sword (LE; INT 12; COM Semi-empathy; EGO 1; PA **detect gems**, kind, and number in a 5 ft. radius).
92. Sword (CN; INT 12; COM Semi-empathy; EGO 1; PA **detect precious metals**, kind, and number in a 20 ft. radius).
93. Sword (CE; INT 12; COM Semi-empathy; EGO 1; PA **detect traps** of large size in a 10 ft. radius).
94. **Gothric** (NG; INT 16; COM Speech, the sword can read languages and maps of a non-magical sort; EGO 12; PA **locate object** in a 120 ft. radius, **detect invisible objects** in a 10 ft. radius, **detect evil/good** in a 10 ft. radius; EP **ESP**, 30 ft. range, 3/day, 1 round/use; SP slay neutral or evil non-human monsters; SPP **fear** for 1-4 rounds; LANG NG, Elvish). This sword is sober and driven.
95. Sword (NE; INT 12; COM Semi-empathy; EGO 1; PA **locate object** in a 120 ft. radius).
96. Sword (NG; INT 12; COM Semi-empathy; EGO 2; EP **clairvoyance**, 30 ft. range, 3 time/day, 1 round per use).
97. **Devind**, (CE; INT 14; COM Speech; EGO 4; PA **detect precious metals**, kind, and number in a 20 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius; LANG CE, Halfling, Lizard Man, Ogrish). This sword is moody and antagonistic.
98. Sword (LE; INT 13; COM Empathy; EGO 3; PA **detect invisible objects** in a 10 ft. radius, detect elevator/shifting walls/rooms in a 10 ft. radius, locate object in a 120 ft. radius).
99. **Armont**, (CN; INT 17; COM Speech and telepathy, the sword can read languages and magical writings; EGO 12; PA **detect gems**, kind, and number in a 5 ft. radius, **detect invisible objects** in a 10 ft. radius, **detect sloping passages** in a 10 ft. radius, **detect magic** in a 10 ft. radius; EP **teleportation**, 1/day, 6,000 gp weight max, 2 segments to activate; LANG CN, Dwarfish). This sword is morose and unforgiving.
100. Sword (NG; INT 13; COM Empathy; EGO 2; PA **detect gems**, kind, and number in a 5 ft. radius, **detect elevator/shifting walls/rooms** in a 10 ft. radius).

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