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emeralds and emblazoned with images of elf and halfling heroes of legend.

Invisibility. As an action you can cast *invisibility* on yourself while attuned to *The Blade of Taliana*. You can use this ability three times and then must complete a long rest before you can cast the spell in this way again.

Sentience. *The Blade of Marrial* is a sentient weapon of neutral alignment, with an Intelligence of 16, a Wisdom of 8, and a Charisma of 18. It has hearing and darkvision out to 120 feet.

The weapon can communicate telepathically with its wielder and it can also speak, read, and understand Common, Elvish, and Halfling.

Personality. *The Blade of Taliana* is the least formal and appropriate of all *The Blades of Findalay*. It is quick with a jest and must be silenced in diplomatic situations as often as it must be called upon for jokes to ease tension. It japes in good fun at the expense of its wielder and offends in poor taste at the expense of others.

The Blade of Taliana bores easily, so it's a good thing it finds diplomatic situations fascinating. While on the road or deep in a dungeon, it implores its wielder to find some mischief to get into so they might have a story to tell. Likewise the sword pushes the wielder to take risks in its personal life not for glory or riches, but for the fun of it. It is no surprise that the sword loves pranks.

When things truly seem hopeless or without proper course, that is when *The Blade of Taliana* truly shines. For all its rudeness the weapon cares for all The Swords of Findalay and their mission and often gives rallying speeches to bolster its allies. Above all *The Blade of Taliana* does not want to see Findalay fall into another war on its watch and acts which could put the continent on such a course offend the sword to its very soul more than any bawdy tale told at a fancy dinner party.

CROWN OF BEWITCHING ENCHANTMENT

Wondrous item, artifact (requires attunement)

Forged millennia ago for the Prince of Frost of The Winter Court in the Feywild, the *Crown of Bewitching Enchantment* can force all but the most willful beings into utter subjugation to the wearer. The crafter, an elf witch who fell madly in love with the Prince of Frost, spent more than 500 years pouring magical energy into the crown each day before she presented it to the man of her affection.

This was long before the Prince of Frost was cruel and heartless. He accepted the gift from the witch, but feared the ultimate power it possessed and ordered the crown sent away. For centuries it sat in the Nine Hells. Those who knew of the crown were unable to retrieve it and the devils had no idea it was hidden in the wastes of Avernus. Eventually Asmodeus himself felt the pull of the crown. He ordered it retrieved and gave it to one of his pit fiend commanders named She'kalar. The fiend secretly brought balor generals under her control and the eternal stalemate of the Blood War began to tip in the favor of the devils.

Solars took notice and realized the fiends had to be stopped. If the armies of The Nine Hells took over The Abyss, how many other planes might the combined forces of demons and devils conquer together? The angels sacrificed much to get the *Crown of Bewitching Enchantment*, but they keep it with them at all times.

Should the need arise and a hero prove strong of heart and mind, they will award the crown for a short time to aid the doing of good deeds.

Random Properties. The *Crown of Bewitching Enchantment* has the following random properties:

- 1 major detrimental property
- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Properties. While attuned to the crown you gain the following benefits.

- You are immune to psychic damage.
- You are immune to the charmed condition.
- You cannot be surprised.
- You can cast the following spells at-will (spell save DC 20): *dominate person*, *fey step*, *invisibility*, *zone of truth*
- As an action you cast a special form of *dominate monster* (spell save DC 20). This spell functions the same way as the normal spell except all creatures have disadvantage against this saving throw, it does not require concentration, and the duration is indefinite. You can have up to three creatures charmed this way. If you want to charm a fourth creature using this ability, you must choose to release one of the creatures you already have charmed (no action). The effect ends on all creatures if you are killed, a new wearer becomes attuned to the crown, or the crown is destroyed.
- As an action you can emit a 60-foot cone of psychic power from the crown. Creatures you choose in the cone must succeed on a DC 20 Wisdom saving throw or take 8d8 psychic damage and become paralyzed for 1 minute. Creatures paralyzed in this way can repeat the saving throw at the end of their turns, ending the effect of a success. Once you have used this power three times, you cannot use it again until the next day at dawn.

Destroying the Crown. The only way to destroy the *Crown of Bewitching Enchantment* is to gather a coven of fifty hags to perform a daylong ritual which summons a blessed elder purple worm to devour the crown.

TOOLS OF ORDER

Hierotheist priestesses preach that the goddesses of the caste created copies of their weapons for seven mighty warriors to rise up against the chromatic dragons. These weapons, the *Tools of Order*, had the laws of the caste system eventually used in Bragonay engraved into them. The seven dwarf warriors were the leaders of their stations and enforced the divine will of their goddesses. While the weapons were lost in the war with the dragons, their laws remain in place today. Many dwarfs spend centuries hunting for any clue of the *Tools of Order*.

Some outside the Heirotheist religion claim these weapons are not divine at all but rather made by powerful shardmind mages. In fact these naysayers claim that the dwarves refused to rise up with the shardminds against the chromatic dragons so the