



BLACKRAZÖR

During the Dawn War, the gods created the abominations to use as weapons against the primordials. Though modern theologians usually focus their attention on the acts of the good aligned gods like Pelor and Corellon during that war, the entire pantheon worked to fight off the monsters from the Elemental Chaos. Gruumsh fought eagerly against any opponent he was aimed at, and Tiamat owes her very existence to the Dawn War. And Nerull, the now deceased god of the dead, assisted in creating the most disturbing and powerful of the abominations. Nerull created many living weapons of divine power to battle against the primordials, the strongest of which was called The Phane King.

The Phane King was the most powerful of the Phanes, a group of time controlling abominations. Throughout the war, he was an eager combatant. Too eager, in fact. When the primal spirits declared the Dawn War over, the Phane King refused to cease fighting. It instead turned on the primal spirits and any other creatures that came near. The gods attempted to kill the Phane King, but it was able to use its time manipulation powers to come back time

and again. After many battles, the Phane King was eventually subdued by a coalition of gods and powerful primal spirits and trapped in a pocket dimension where time did not flow. That way, the gods reasoned, the Phane King could not use its ability to control time to escape.

But since the Phane King had a genius level of intelligence and a control over time, it foresaw its inevitable defeat at the hands of the gods. So it established its escape plan ahead of time. **Blackrazor** is that escape plan. The Phane King broke a shard of its own sentience off into a separate being, then transformed the being into a tool: a weapon that would collect soul power. If the weapon absorbed enough souls, it could use that power to break the Phane King free of its prison.

The Phane King knew that it would need to kill many. But the Phane King is an immortal being, and endlessly patient. So it has waited for millennia for Blackrazor to kill hundreds, then thousands of beings. And soon, Blackrazor will have absorbed enough souls to achieve its purpose. All it needs is a few more...

BLACKRAZOR

Paragon Tier Artifact

This looks to be a sword made of pure, starry night. Blackrazor looks like nothing else except a sword shaped hole in reality looking onto a world of blackness and stars. As you lift it in your hands, it shifts slightly in shape, adjusting to your grip. And you feel a powerful yet foreign intellect reaching out to yours. It hungers, and wishes for you to feed it the souls of the living.

Enhancement: Attack rolls and damage rolls

Critical: +3d6 necrotic damage and target is dazed and weakened (*save ends both*)

Property: When you reduce a creature to 0 HPs or less, you gain temporary HPs equal to that creature's level. Creatures killed by Blackrazor or a character killed while wielding Blackrazor cannot be restored to life by the *Raise Dead* ritual, though Epic Destiny features and similarly powerful magics would still work.

Power: (*At-will*) Minor action. Blackrazor transforms into a longsword, bastard sword, greatsword or fullblade (*Adventurer's Vault*) until you next use a minor action to transform Blackrazor.

Power: (*Encounter*) Free action.

Trigger: You reduce a creature to 0 HPs or less.

Effect: You gain +2 to hit with Blackrazor until the end of your next turn.

Goals of Blackrazor

Owner gains a level	+1d10
Owner kills at least one sentient being (<i>maximum 1/day</i>)	+1
Owner spends a week without killing any sentient beings	-2
Owner is a primal or divine character	-2
Owner chooses violence when it could be avoided (<i>maximum 1/day</i>)	+1
Owner completes a quest that contributes to the release of the Phane King from his imprisonment.	+3

Roleplaying Blackrazor

Blackrazor can communicate telepathically with its wielder, but usually prefers to be less specific and direct in its communications. Sometimes when the wielder is alone, Blackrazor will whisper to its owner secrets and plans, but it will always be silent when another character is around to hear. Blackrazor usually prefers to act as a tempting thought in the back of its wielder's mind: suggesting courses of action that lead to violence or expressing pleasure and displeasure at its owner's actions.

Blackrazor always pushes its wielder toward more violence and death. Though it would prefer actions in the direction of freeing the Phane King, Blackrazor is not picky. Any death the character causes will add souls to its power, and as an immortal being Blackrazor can afford to be patient. But Blackrazor always functions as the voice of temptation, luring the wielder on to more and more unnecessary bloodshed.

Concordance Table

Pleased (16-20)

"Blackrazor is pleased with me, and promises that great things will come. Only one more soul is required before great power will be mine. Will it be yours?"

You are very close to achieving Blackrazor's goal, and the weapon becomes excited and irritable. Any delay or attempt at nonviolent solutions will frustrate the weapon. But when violence is happening, the wielder can feel the sword's manic glee at every death.

Property: Blackrazor's enhancement bonus increases to be a +4 bastard sword, which does +4d8 necrotic damage on a critical hit.

Property: When you spend an Action Point, you gain an extra Move action and a Minor action as well as a Standard action.

Power: (*Free only during your turn; Daily*) Take an extra Standard action.

Satisfied (12-15)

“I think that Blackrazor has some larger plan in mind. What is it trying to accomplish with all this violence?”

Blackrazor believes that you will make a good host. You have shown that you live a violent enough life that Blackrazor can approach its goal while in your hands, and it rewards your every violent thought.

Property: When you spend an Action Point, you gain an extra Minor action as well as a Standard action.

Power: (*Encounter; Minor Action*) You end one effect on you that has the fear, charm, illusion, psychic or psionic keyword.

Normal (5-11)

“What are these strange thoughts of murder that pass through my mind? Are they my own?”

Blackrazor watches the wielder carefully to see if he or she will make a good host. Perhaps the owner can be plied with some telepathic communications into being more violent.

Unsatisfied (1-4)

“These thoughts are unhealthy, and this weapon is the cause of them.”

Though the wielder is disappointing to Blackrazor, it stays with him or her in hopes that they will take Blackrazor to another, more appropriate wielder.

Property: When hit by a critical hit, you are dazed and weakened (*save ends*).

Angered (0 or lower)

“This weapon is evil. We must be rid of it, before it makes me kill... again.”

Property: If you end a turn without having attacked a creature on your turn, then you are dazed until the end of your next turn.

Moving On

“If you will not feed me the souls that I need, then perhaps I shall feast on yours.”

Eventually, Blackrazor must move on. If **Pleased**, Blackrazor has finally absorbed enough souls to free the Phane King (*a level 32 solo controller*). Blackrazor transforms into a gateway to the pocket plane that imprisons the Phane King, who then escapes into the world. The Phane King's sole showing of gratitude is to not attack the player character as he escapes his interplanar jail, and to grant a minor boon to Blackrazor's former wielder. From now on, the wielder's critical hits also daze and weaken the target (*save ends*).

If Blackrazor is **Angered** or **Unsatisfied** when it moves on, then it attempts to kill the host and drink his or her soul. At an inconvenient time (such as in the middle of combat), Blackrazor mind controls the wielder's arm to turn back on the owner, and makes an attack: Level+4 vs. Will; 4d10+5 damage and dazed and weakened (**save ends**). Whether Blackrazor hits or misses on this attack, the weapon teleports hundreds of miles away, to seek a more appropriate host.

BY NICK FEDIG

Based upon the classic D&D module, *White Plume Mountain* by Lawrence Schick

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