

# The Bronze Blade

A unique magic item  
provided by

**MULTI-GENRE MAGIC**

# 1). Introduction/Game Master Overview

## Item Description

A bronze dagger with a heavy leather wrap around the grip. It is noticeably lighter than it should be. Oddly pigmented bronze alloys highlight the hilt and pommel. It is an extremely well-balanced blade and seems designed for throwing.

The Bronze Blade is a series of twelve bronze magic throwing daggers designed by the wizard Jorak to fight off a large group of weaker opponents. Each of the twelve daggers were designed to look exactly the same. Following is suggestions for incorporating it within a campaign.

1. The GM should not share that this is a multi-item and infer that there is only one Bronze Blade.
2. While there are many blades, the powers of the blade increase collectively, so giving multiple blades out can unbalance the story.
3. There are twelve daggers, but only associated factions and knowledgeable sages could know this. As the characters learn more about them, GM should only refer to the largest number of which the party is aware. Various factions believe that there are different numbers of blades.
4. There are twelve identical daggers with different abilities- each dagger has different stories, which may make understanding each dagger more difficult.
5. There are several powerful groups and guilds that seek these items.

The Bronze Blade has many names, included are the following:

**Dagger of Jorak, Dagger of Many, The Bronze Dagger, Jorak's Bakers Dozen**

**The Bronze Blade**  
**By Multi-Genre Magic**

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**The individual daggers also have aliases and common names in the history section.**

## Quick Guide

Core Genre	Fantasy
Origin	Arcane
Party Impact	Useful to Legendary
Pricing	4,000 GP to 1,200,000 GP
Rarity	Unique

## 2). Powers & Abilities

### The Bronze Blade

The Bronze Blades are twelve identical magic daggers that are indiscernible from each other. Collectively, the blades are an artifact level item and due to their power and history are associated with numerous factions.

The twelve daggers are unbreakable and identical. They can only be distinguished by their powers. Any attempt to mark or order them will disappear once it is not observed (ropes untie themselves, markings magically disappear, etc.).

If a character has more than one blade and stores them together (on a bandoleer or in a container of some sort), they will always rearrange themselves into the order as listed below. The GM can make the use of the daggers more difficult by forcing the player to keep track of which blade they are using. Therefore, if you have daggers 1, 4 and 9, they will align in that order (top to bottom or left to right).

Each dagger has a unique power. The power of each dagger increases with the number of daggers owned. There are also certain combinations as specific daggers are aggregated- some work very well together, as outlined below. The cumulative powers of the daggers are not widely known and is intended to be discovered through experimentation.

A typical identify magic spell will only divulge a single dagger's current ability. The combinations can only be identified by use or through stories.

The daggers can be thrown individually or in small groupings. Success to hit must be made for each dagger unless otherwise noted below. Up to three daggers can be thrown at one time with the tips of the blade between your fingers. Appendage variations (finger count, hand count, hand type, etc.) could alter this amount at the GM's discretion, but the daggers are designed around this basic principle.

Modifiers for throwing multiple daggers (unless player has a skill that offsets) are as follows:

1 Dagger:	None
2 Daggers:	-1 or -5% each dagger
3 Daggers:	-2 or -10% each dagger

Ongoing effects are specified by individual dagger or combinations. Using the Dagger of Retrieval and/or collecting daggers manually will cause ongoing effects to end.

Power Level		
1	Cursed/Corrupted	Problematic for party and/or player. Tends to be very bad.
2	Blemish	Odd trinkets that are unlucky – not truly cursed or evil
3	Novelty	No real value – an amusement or novelty
4	Interesting	No combat value. Has some impact on skills and game play. Plot devices.
5	Useful	Minor combat value or useful for skills/game play.
6	Adventurer	Combat item or strong impact on skills or both
7	Significant	Combat Multiplier and/or multiple powers, often game changing items
8	Legendary	Artifact type weapon of power
9	Otherworldly	Godlike, Alien or artifact level from another plane or world
10	World Breaker	Weapons designed to break worlds. Weapons so powerful that they should not be owned.
0	Oddity	Items so different and unique that they cannot be classified.

Due to the power of the Dagger of Retrieval, ownership of the daggers is important. To assert ownership, you must keep a dagger in your possession for two days (48 hours) per dagger owned. For one dagger it must be kept two days before you are considered the owner, for the second dagger requires four days, the third one will need six days, etc. For the daggers to work together, they must be owned by the same person, both for the purposes of combinations and cumulative powers. If the owner of the daggers gives them to someone else to throw, they maintain their abilities- as long as they are all owned by the same being, they retain their joint powers.

1. **Dagger of Distance** aka The Long Thrower, Jorak's Reach. The Dagger of Distance multiplies the distance it can be thrown based on numbers of daggers owned.
  - a. Each dagger owned multiples the distance capable of being thrown accurately, up to 12 times normal distance. If you have one dagger it is double distance, two daggers triple distance, etc.
  - b. If you throw this dagger first and the character owns at least 11 daggers it gets a 10% distance bonus included on to the total.
2. **Dagger of Damage** aka The Dagger of Pain, Th' Lil' Bastard Knife, Painbringer  
The Dagger of Damage was designed to increase damage based on daggers owned.
  - a. Can be thrown at normal range but does escalating damage. If you own one dagger the damage rolled is doubled. If you own two daggers it would be tripled escalating up to eleven daggers when the damage is multiplied by 12. (We assume a dagger does 1d4+STR damage. One dagger would be 2d4+STR, two daggers would be 3d4+STR, etc. Character modifiers [including sneak attack] are not multiplied). Note: RPGs where critical hits double damage does not apply. It just

increases the damage as if another dagger is owned.

- b. If you throw this dagger first and the character owns at least 11 daggers add an extra D4 of bonus damage.
3. **Dagger of Counting** aka The Multiplier  
This dagger, when thrown, can multiply into many daggers, hitting multiple targets or several attacks against one target. User must identify primary target as the dagger will reform sticking into the primary target after damage has been delivered (assuming at least one successful attack). Each dagger requires a separate attack roll.
    - a. This dagger can hit multiple opponents with one throw. One dagger can hit two opponents or targets, two daggers can split thrice, three owned lets it split four times, etc.
    - b. If this dagger is thrown first and the character owns at least 11 daggers you can add two extra targets to the total target list.
  4. **Dagger of Delay** aka Dagger of Strategy, Jorak's Surprise, The Waiting Bride  
The Dagger of Delay was designed to provide an additional first attack. The Dagger of Delay can be thrown at a target and freeze. The attacker can then prepare another attack to release the Dagger of Delay in unison with this additional attack. This allows for a larger coordinated surprise attack.
    - a. When the dagger is thrown, it will stop in mid-air for up to 12 rounds (one round for each of dagger owned starting at 2) and release when commanded (free action via mental command, no verbal or somatic requirement). The target does not have to be identified until the dagger is commanded to be released. At that point, the attack roll is made.
    - b. If this dagger is thrown first and the character owns at least 11 daggers it can remain still for up to 24 hours until the thrower releases the blade.

5. **Dagger of Divination** aka Dagger of Detection, the Determinator  
The Dagger of Divination was designed to attack large groups and identify powerful individuals, i.e., the greatest threat. The individual who throws the dagger can determine tactical information from the group. Information requested can be who can cast spells, who can heal, who is the physically strongest, etc. It cannot be used to detect personality traits, alignment, allegiance, or anything warded/protected from scrying or detection.

- a. This dagger does not do damage. When thrown, it will identify the individual according to the conditions set by the dagger thrower as determined by the GM. This dagger can identify one individual per dagger owned. It will do so in order of power ranking and therefore the dagger thrower must be paying attention and the most powerful will always be identified first unless altered by some form of magic.

*Target*

The target has their natural resistances, armor class, saving throws, dodge, etc. against a normal dagger attack. Certain protection spells may also impact the dagger's determination. If the primary target is missed and the dagger has additional identification opportunities, it will attempt to hit the primary person again. This will repeat all in the same round until the dagger has expended its ability or the target fails. If the dagger does not hit a target, it will land randomly 10 X percentiles feet (10 X D100 feet) away from target always going farther away from the thrower. While their identity will be revealed, it will be possible for them to prevent the dagger from further identifying others.

If a target is hit and is aware of the powers of the Dagger of Divination, it may use a reaction to grab at the dagger if target has a free hand. If successful, the target is able to grab the dagger and stop it from identifying any other targets. For example, Bob the Fighter, a person knowledgeable of the Dagger of Divination, suddenly notices a dagger sticking from his chest yet he feels no pain. At this time, he can make an attack roll to stop the dagger from identifying the next target. As it must move faster the more dagger collected, its AC (for the purpose of grabbing- it is indestructible) is equal to 12 + number of daggers collected.

- b. If this dagger is thrown first and the character owns at least eleven daggers, any daggers that are thrown immediately following this one at the same target will have a bonus of +1 or +5% on their attack roll.

6. **Dagger of Interruption** aka The Wizard's Tongue, Jorak's Favorite Toy  
The Dagger of Interruption was designed to foil spellcasters.

- a. This dagger is very similar to the dagger of delay; however, it will hang in mid-air until a spell caster starts a spell. Normal attack roll to hit and damage, but it will disrupt the spell if successful. It can stay in midair like the Dagger of Delay (one round for each dagger owned starting at two). The wizard must make a roll with spell modifiers to avoid fumbling the spell (equal to the base attack roll). A fumbled spell slot is not consumed.
- b. If this dagger is successfully thrown first and the character owns at least 11 daggers, the thrower can determine if the attack hits the target's mouth or hands. Damage will apply as normal, but based upon the

decision, either verbal or somatic spells will be disrupted for one additional round.

### 7. **Dagger of Death**

This dagger was designed to inflict massive damage on a single opponent.

- a. This dagger when thrown and successfully hits a target will remain in an enemy and continue to do damage for 2-12 rounds depending upon the number of daggers owned. If the target does nothing, for each round damage is automatically rolled. The target can pull out the dagger to stop the ongoing damage attack.
- b. If this dagger is thrown first and the character owns at least 11 daggers, it will do double normal damage on the first round of damage.

### 8. **Dagger of Weakness** aka The Forget-Me-Not Dagger

This dagger was designed to weaken powerful opponents.

- a. This dagger does normal damage but give the target a -1 or -5% to hit on their next attack. This increases as per daggers owned.
- b. If this dagger is thrown first and the thrower owns at least 11 daggers, the weakness effect stays with the target until someone removes the dagger.

### 9. **Dagger of Darkness** aka Dark Cloud, Blinder

This dagger was designed to blind enemies and create line of sight issues on a battlefield.

- a. This dagger does normal damage but when it strikes an opponent successfully, it will create an aura of darkness. The darkness will be extended in a 10-foot radius for every dagger owned and last 1 round for every dagger owned. This is magical darkness and limits all vision types as well as technical devices. It will not impact the other senses and abilities.
- b. Anyone within the field of darkness must use standard blind fighting

rules. If the system does not have rules for blind fighting, we suggest imposing a penalty of -4 or -20% on attacks for melee and -5 or -25% for any range attacks if they were already engaged. If they are attempting to solicit a new target for a ranged attack it is a -8 or -40% to attack. GM can modify based on environment (loud noises or a stationary target like a building versus a single thief walking stealthily on a battlefield) and other considerations.

- c. If this dagger is thrown first and the character owns at least 11 daggers, the darkness will remain until the daggers are retrieved.

### 10. **Dagger of Precision** aka Bullseye, the Accurate Dagger

This is a precision blade. It is used to hit very specific targets.

- a. This dagger is often used to hit difficult targets (such as the rope to a trebuchet, or a chink in one's armor). This dagger has a +2 or +10% to hit but will have an additional +1 or +5% to hit for every dagger owned up to +13 or +65%. There is no damage bonus.
- b. If this dagger is thrown first and the character owns at least 11 daggers, it will have an additional +2 or 10% to hit.

### 11. **Dagger of Retrieving** aka The Mother Dagger

This dagger can retrieve all of the other daggers.

- a. This dagger does normal attack and damage. However, it will magically return to the owner instantaneously. When thrown in a combination, it will retrieve the other daggers thrown with it.
- b. If you are the owner of all twelve daggers, the dagger of retrieving can pull them all together once per day, regardless of distance, if you threw that dagger that day. If more than

twenty-four hours have passed since you threw a dagger this power does not work.

- c. Any ongoing effects are immediately ended when the daggers are retrieved.

## 12. **Dagger of Permanence** aka The Baker's Friend

This dagger was made after the original 11, so the existence of this dagger is widely unknown. This dagger allows you to keep one effect ongoing. However, as it was an afterthought, it does not work with the other daggers as well as identified below.

- a. When this dagger is thrown at the same target that a dagger (or daggers) is having an effect on, the effect become permanent until removed.
- b. This dagger has no bonuses and does not add to the bonus calculations of the other daggers. Therefore, if you have this dagger and the Dagger of Precision (top of page), the Dagger of Precision will only have a +2 or +10%, not a +3 or +15% as it would with any of the other daggers.
- c. If this dagger is used successfully, the Dagger of Retrieval will not work to retrieve the daggers that have been affected. The daggers must be hand retrieved. This dagger cannot be retrieved by any magical means including the Dagger of Retrieval.
- d. This dagger changes shape. When separated, it looks like an ornate bronze cake knife. It only looks like a Bronze Dagger when another of its kind is nearby (within 100 ft).

As stated above, the daggers can be used in two and three dagger combinations. Not all the daggers can be combined. It is not known whether Jorak intended for the combinations.

*GM Note: GM may create alternative combinations to fit their campaign.*

## **Two dagger combinations**

For all two dagger combinations, the thrower must indicate the lead dagger and throws both with the appropriate penalties for throwing two daggers. The second dagger attack, the one which the power was sacrificed, proceeds as a normal dagger. This must be determined before the dice roll as a declared attack. This will never occur "accidentally" and must be discovered by the players.

### **Power Enhancement: any two daggers**

Anyone who owns multiple daggers can increase the effects of one at the expense of the other. For example, if you throw the Dagger of Damage and the Dagger of Distance; the thrower can sacrifice the Dagger of Distance's bonus to bring the Dagger of Damage up an extra 1d4. No matter how many daggers are owned, only a single extra level of ability is granted.

## **Three dagger combinations**

### Dagger of Distance, Damage and Counting

- a. Thrower can take total abilities (Distance, Damage and Counting) and divvy it up among the three daggers. All three must be thrown with a minimum of normal range and damage, however the bonuses can be attributed to one or more. You can combine distance and damage into one dagger or add some of the damage and distance to multiple daggers. For example, if you have only the three daggers you would have four times normal distance, 4D4 damage for the dagger of damage and a total of six daggers (four for the dagger of counting and 1 each for dagger of damage and distance. At this point, the thrower has a total of six daggers in the air (A, B, C, D, E, F); He can make A and B go twice and far and each do an extra 1d4 damage. He elects to have D do an extra 2d4 damage with the remainder. E and F proceeds as normal.

### Daggers of Interruption, Divination and Counting

- a. This combination ensures the disruption of a spellcaster. Thrower can disrupt multiple

spellcasters. If just these three are owned, the owner can disrupt up to six spellcasters. Same restrictions as the Dagger of Interruption. For every additional dagger owned, add an additional spellcaster. Thrower can target multiple spellcasters or just one. For each dagger thrown at the same spellcaster, there is an increasing chance of them failing to resist the attack.

- 1 dagger: normal save/reaction
- 2 daggers: -2 or -20% save/reaction
- 3 daggers: -4 or -40% save/reaction
- 4 daggers: -6 or -60% save/reaction
- 5 daggers: -8 or -80% save/reaction
- 6 daggers: no save

The order of the daggers must be determined before target rolls for save/reaction. Note that each dagger attack must still successfully hit for a spell to be disrupted.

#### Dagger of Divination, Precision and Retrieving

- a. If all three successfully hit the same target, that target will be “retrieved” to the thrower. The target can be up to three times the weight/size of the thrower. This acts as an involuntary teleport. The target will take damage as normal from the three daggers.

#### Dagger of Damage, Death and Darkness

- a. If all three successfully hit the same target, the cloud of darkness will become charged with necrotic energy. Anyone in the cloud will take one point damage per number of daggers owned per round.
- b. If all three successfully hit the same target and the target dies, the damage the cloud of darkness does is doubled.

#### Dagger of Interruption, Divination and Damage

- a. If all three of these are thrown at the same time at the same target, the damage is reversed, and this becomes a healing attack instead of a damaging attack. Calculate hit and damage as per each dagger and then heal that amount of damage. This combination can only be used once a day. Additionally, if one dagger fails, the other two still hit and do damage.



# History

## 1. The Tragedy of Jorak the Baker

*This is considered the formal history of the creation of the daggers and the background of Jorak.*

It is known by those versed in history that Jorak came from a family of bakers and was taken on as an apprentice alchemist by Zemir the Tall. His skill in baking was already well-known and Zemir saw great opportunities for Jorak as an alchemist. Jorak found the work exciting and not only enjoyed it but found it made his baking that much better. Jorak practiced both crafts and often people came to see Zemir not only for alchemical potions but for a fresh loaf of bread. Zemir would have been aggravated but as the baked goods were excellent and it did not interrupt Jorak's studies it was allowed to continue.

Jorak was then seduced by Fonna of Muci, a wizard of great power who found Jorak who was interested in his looks but enthralled by his skills within both the kitchen and cauldron. The two of them left Zemir and married. Fonna introduced Jorak to the many mysteries of magic. The two were inseparable and spent their time together wandering the world, learning many secrets of magic. Often, they would take up residence in small villages and Jorak would either start a bakery or assist a local baker, most often improving the village baking but sometimes learning a bit himself, for he prized his skill highly. In these little towns, they would investigate hidden secrets and ancient monsters, help the villagers end ancient curses, and on rare occasions stumble upon a new magic or an artifact of power. To many it seemed strange whether they practiced magic or not. Wizards are a traditionally secretive and reclusive lot, engaging in the dark arts and looking to amass power. These two were a happily married couple enjoying homemade cookies, defeating troublesome monsters, and articulating the finer points of the magical arts in public settings. It was most unusual.

Fonna and Jorak were well-adjusted individuals and more importantly they were in happily in love. Unlike so many other wizards, their focus was on their love for each other, and time well spent. Magic, baking, travel, and alchemy all became akin to hobbies or time well spent together instead of a driving force. Many years were enjoyed with love and adventure. This recipe was very successful, and they amassed a great amount of knowledge and power. Unfortunately, it proved to be their undoing as they began drew the attention of other wizards who started to notice their unusual colleagues.

Jorak was still Jorak the Baker. The other great wizards of this time always considered him a self-trained hedge wizard and lowly apprentice- little more than Fonna's toy with a bit of skill. Through stealth and trickery, Jorak was taken captive by Steraph the Bloody as bait for Fonna. Jorak, imprisoned and unconscious, was helpless when Fonna arrived looking for her husband. Steraph the Bloody had prepared himself for her and a mighty battle ensued. Great magics were used and Steraph just barely outmatched Fonna, disadvantaged by protecting her husband in the crossfire. Steraph, powerful as he was, did not understand that Fonna and Jorak were partners. As Steraph was about to defeat Fonna, Jorak awoke and unleashed his own skill. Steraph, on the brink of defeat and desperate for a distraction, killed Fonna. It was the last thing that Steraph did before Jorak obliterated him.

Jorak was lost in grief. There is no loss like that of a true love suddenly and unexpectedly gone. He wandered the world as a shadow of his former self, trying to overcome his loss. Everything good reminded him of Fonna and nothing, not even the taste of fine bread, brought him any joy. With every step he took, Jorak considered using his magic to bring back Fonna, for the clergy had failed due to Steraph's insidious magic. This thought would not leave him and soon consumed his every waking moment.

Summoning all his skill, he sought to bring Fonna back and failed. Perhaps Jorak was too late or misguided or simply not powerful enough of a wizard. He tried and tried again and slowly began to delve into darker arts. A bleak and bitter Jorak sought out the Tower of Steraph in pursuit of his quest. Living in the home of her murderer burned in his heart, but he thrived on it like a black battery, to keep his search ongoing. While Steraph the Bloody was a dark wizard with a reputation, the madness that plagued Jorak was the seeds of actual insanity, and soon delved into grotesque practices. Although Jorak grew in strength as he plunged his soul into the murky depths of foul magics, his mind and heart frayed, and soon he was past the point of return.

At first, Jorak contained the madness within- but his will was only so strong. It was then bottled within the tower- yet it was only so strong. In the towns around the tower, bodies began to disappear from the cemetery; often of young women, and on rare occasions, young women simply disappeared. Dark magic broke open the sky above the tower and undead wandered away to wreak havoc upon the living. The townspeople sent volunteers and hired mercenaries to speak to their neighborly wizard, but they never returned. Fear became a way of life and people moved away as the lands became befouled by Jorak's horrific pursuits.

As the land became rife with discontent, evil creatures and monsters found solace and moved in. The threat of Jorak the Mad spread and it came to haunt the nearby great kingdoms. Soon, armies were encamped on the doorstep of the tower. Jorak dispersed the first of them easily, but kings are not quickly dissuaded. The armies returned in greater numbers and supported by both powerful wizards and clerics. Jorak found this disturbance irritating and crafted the Bronze Daggers as a solution.

Nobody really understands why he originally made 11 daggers that connoted a power of 12 when a baker's dozen is thirteen. Perhaps Jorak was truly insane at the time. Perhaps he had a plan to make additional daggers and get to thirteen. Some say he used the souls of those he had stolen, both dead and alive, to make these daggers. Eleven innocent souls destroyed to make items of power. Jorak could have

considered his own soul the twelfth<sup>th</sup> and maybe even Fonna would have been the thirteenth. Maybe he considered Steraph the Bloody's soul as part of the 13. The baker's dozen. Nobody can be completely sure, for Jorak, while raging against the armies and lands around him, was killed by two very talented assassins, Yar and Trudy, who were handsomely paid by the coalition. Despite their pay, they were rumored to have taken a great deal of treasure out of the tower, secreting it away in the dead of night, including a set of 11 bronze daggers.

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## **2. Order of the Bronze Banneret; subject of the Knights Enfilade**

*This is considered formal history of the Bronze Banneret.*

The Order of the Bronze Banneret is a subject of the Knights Enfilade, within the Knights Enfilade - Magico. Their mission is to prevent the spread of knowledge of the daggers, to prevent the daggers from accumulating, and to ensure that Jorak is never revived.

The Knights Enfilade is a secretive group of semi-religious knights (and supporters) who work to minimize the concentration of power in society. They do not seek balance. They do not seek good or evil. The Knights Enfilade believe that the value of the intelligent soul is priceless, and that power is corruption. Hence, their two mottos, "Absolute power, corrupts absolutely," and "Man stands alone."

This is the group that starts rebellions when an empire has grown too strong. The group that secrets items of power into hidden dungeons. The that spawned the myths of the sole warrior standing against an ancient fire Drake and arising victorious. Their methods are often considered subjective and sometimes discriminative. Throughout the centuries, they continue to watch the tides of history.

The Knights operate in a cell formation so that the entirety of the Knights Enfilade is never quite known. It is rare for Knights Enfilade to know more than a

dozen other knights or those in the differing orders except for special circumstances or great events in history. This is how they have survived the centuries, for they are an idea.

*GM Note: See Knights of Enfilade for more information on this group.*



### 3. The Cult of Jorak

There are several stories about how Jorak, when he was with Fonna, and perhaps even more thereafter, doted on their extended family. Small gifts, money, and favors that helped both families prosper and expand with prosperity that endured for generations. Some historians have shown that there were also blips of madness that appeared within the family tree, often occurring after significant trauma. These traces, faint as they were, would eventually give rise to the Cult of Jorak.

The lines of the family have been traced and while history prevented Jorak and Fonna from having a family, it came to be that the two families found each other. Issec Elan, was of the family of Fonna, unknown even to him until much later in life. Issec was also a secret member of the Knights Enfilade. Issec Elan was married to Debonna In' Yarge, whose family legend had ties to Jorak. Thus, Issec and Debonna, brought together the family of Jorak and Fonna, with a child Issmiel Yarge Elan.

Issmiel, after his betrayal, changed his name to Jorel Konna and eventually secured six of the twelve daggers.

1. Dagger of Distance
2. Dagger of Damage
3. Dagger of Counting
4. Dagger of Interruption
5. Dagger of Precision
6. Dagger of Permanence

Jorel Konna had a deep knowledge of the Bronze Blades. Jorel Konna also had a strong knowledge of Jorak and Fonna. He had three daggers thrust into his possession and began his dual quest. The first was

to bring all the daggers together as they were designed. The second, to gather the surviving scattered remnants of the family, and prepare for the return of both Jorak and Fonna.

Jorel Konna was consistently at odds with the Knights Enfilade and his greatest antagonist was his father. As Jorel Konna followed his two purposes, the knights attempted to stop him repeatedly, but he knew their ways and thwarted them at every turn, gaining support and followers in the shadows. Many of these came from his families much to the despair of his parents.

This group was dubbed the Cult of Jorak by the knights, but they accepted the mantle freely. Over time the cult grew. The cult had the following missions, beliefs, and ideals:

1. To find all the family members of Fonna and Jorak.
2. To bring all the daggers together as intended by Jorak.
3. To have all the daggers owned by one family member descending from both Fonna and Jorak.
4. That the daggers had additional secret powers if held by relatives of Fonna and Jorak.
5. To enhance their sacred work, Jorak and the Twelve Blades, which tells the story of Jorak and Fonna. This work has the family lineage, much of this history and a list of the powers of the Bronze Blade as well as other magic items made by Jorak. It includes known hiding places of the daggers and some knowledge of the Knights Enfilade.
6. To understand the making of the Bronze Blades and potentially create more.
7. To collect the recipes of Jorak and Fonna.
8. To gather artifacts of Jorak and Fonna.
9. To resurrect Jorak.
10. With Jorak's assistance complete Jorak's quest to resurrect Fonna.
11. With Jorak and Fonna, to reclaim the tower of Jorak (the tower of Steraph the Bloody)
12. With Jorak and Fonna, to create a new family of happiness and peace within the tower with great food, love and joy.

It is said that the Cult of Jorak, aside from their holy book, Jorak and the Twelve Blades, also had a recipe book of Jorak and Fonna.

*GM Note: It is the GM's decision whether this cult is active or not and whether Jorel Konna is alive, or generations gone. As the Knights are constantly working to remove the daggers from them (and vice versa), we recommend rolling a D4 to determine how many daggers are in each's respective possession. They both may know the location of another D4. These should be randomly rolled to determine which daggers are known and if it is one that they party has found will alert the cult to the party. The cult will be passionate about retrieving the daggers. If the GM is building a campaign around this item, the bloodlines of Fonna or Jorak could be an advantage, perk or feat based on the game system.*

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#### **4. From the Histories of the Order of the Bronze Banneret: The Tale of Sir Issmiel – The Lost Path**

*The Order of the Bronze Banneret, of the Knights Enfilade – Magico is a group dedicated to the twelve daggers of Jorak.*

The Tale of Issmiel is a tale of woe. A tale of disgrace. A tale of the lost path.

Sir Issmiel was the son of Sir Issec, both of whom were our sworn brothers within the Order of the Bronze Banneret. A noble lineage, a great family, and a promise unfulfilled. Strong of arm with long golden locks, Sir Issmiel was considered by his peers to be a great warrior, a brilliant tactician and one of the youngest knights ever appointed to the Order of the Banneret. Perhaps the pride from these accolades doomed Sir Issmiel or perhaps he never truly possessed the true selflessness of a Knight Enfilade. This is the tale of his treachery.

He was of strong body and mind. He studied the histories of Jorak the Baker with an intense ferocity, for he was known to throw himself fully into his work. Some say that his father did as well, so much

so, that many claimed he was too passionate about Jorak. To this day his name is marred by accusations that Sir Issec married into the family of Jorak intentionally, to make Sir Issmiel a distant relative of Jorak the Baker. Whether by accidental connection or not, Sir Issmiel found the life of Jorak as a tragic injustice rather than a tragic descent into madness. Deep in his heart, Sir Issmiel maintained a sympathy for Jorak and this most of all, this softness of heart, this compassion, contributed to his downfall.

It was a late fall and reports came in that the Dagger of Damage was found by Faldiron the Fantastic, whom also had acquired the Dagger of Distance. More importantly, Faldiron the Fantastic had knowledge. Knowledge of Jorak and that of at least two more daggers and maybe more. Knowledge that could potentially see him unite the daggers if unchecked. The Order of the Bronze Banneret went into action and Sir Issmiel took action.

Sir Issmiel, still the loyal Knight Enfilade, made haste unto the Dagger of Counting, to secretly remove the dagger from its hiding place and relocate to a safer location elsewhere. Alas, fate brought Sir Issmiel and Faldiron together. Faldiron, searching for the Dagger of Counting, came across Issmiel just as he had attained the weapon. Faldiron drew his sword and Sir Issmiel returned the favor. The two engaged in deadly combat, and though evenly matched the battle tipped slightly in Faldiron's favor, for he had two of the daggers, and Issmiel's oath prevented him from using the power of the daggers. Yet, his greater oath was to protect the daggers from those who would use them recklessly and knowing of the consequences on the brink of defeat, Issmiel used the Dagger of Counting to slay Faldiron- though he knew he would have to forsake the Order, he claimed he felt compelled by the blade itself. This was the second act that brought him closer to his downfall.

It is believed, in our legends, that Sir Issmiel was still loyal at this time and the dedicated Knight was now in possession of three of the most powerful weapons made of the era. As per his oath, his duty was now to distribute these far away from each other. As Sir Issmiel traveled alone for a fortnight, with full knowledge of the power and history of the daggers, it occurred to him that he was the first owner of three

of the Blades in over a hundred years. Still, our Order maintain Sir Issmiel remained vigilant and dutiful to the cause.

Fate is not without a sense of irony, for with the three daggers that Sir Issmiel held, the third act that brought Issmiel's downfall was heralded. Three brigands on a three forked path hailed Sir Issmiel and informed him of their intent to take his horse and possessions. Sir Issmiel, oath broken and trained in combat, fully aware of the power he held, hurled them at this foe, striking all three dead. The power of the daggers, the beauty of their flight, the knowledge of their creator and the fact that he, Sir Issmiel, had three to himself and knew where several more were located, all came into his mind at once. It is this moment in time, we maintain, that Sir Issmiel lost his way and called himself Jorel Konna. Jorel did not relocate the daggers and by the time the Order of the Bronze Banneret realized the betrayal of their former ally, two more daggers went missing. Jorel Konna was the primogeniture of the Cult of Jorak. The Cult of Jorak became the dreaded adversary of the Order of the Bronze Banneret.

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#### **Excerpts of a letter from Sir Issec, outlining the Order's standard procedure.**

"We have determined that these daggers, when separated, do not pose an undo balance. They only become problematic when they are united. The purpose of our cause is to track their whereabouts. When more than two daggers come together, we act. When an individual pursues these daggers as a collective whole, then we act.

Knights will take the following actions.

1. Assess the current owner and determine if they should be eliminated.
2. Acquire a dagger or daggers and separate them.
3. Additionally, if that group has information on the location of a dagger, the order will attempt to get there first and move it to another location."

"The Order of the Bronze Banneret has traditionally consisted of eleven knights, one for each dagger. Each has his or her own heraldry, depicting the dagger they are sworn to protect. Each banner is sown of one-inch quilt patches. These patches represent decades in which the daggers have not been used."

"We ensure that the story of the Bronze Blades does not stretch far. While stories still live, they are just that, stories. Histories can be destroyed- which, for the betterment of mankind, is what we have done."

"We have reasonable evidence that Jorak and Fonna were both associated with the Knights Enfilade – Magico. While they would often defeat monsters and claim the treasure (often powerful magic), few records suggest them actually keeping any of it. "

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#### **4. Oral History**

This story will be told by Blad Norgé, a pottery worker. He has bright blond hair and a rather big nose. Blad is well liked by the other bar patrons and is happy to share a story for a beer.

"My da and granda told this story so I knows it's true. My great-great granda was a potterer just as I'm, but there was this great war you see. The kingsmen needed help from every one of us, even the potterers and so my granda went. His name was Balang and he went with several other men from the village. He was the only one to return."

Blad will make a small religious gesture at this time, take a sip of beer and then continue. "It is said they gave him a shield and a big spear and showed him how to fight. It was said that he fought in lots of battles but sometimes they said he just stuck wild pigs with it. I think my granda killed lots of them bad guys but he just didn't like thinking about it all the time. Sometimes your bad deeds creep up on youse when you're working the clay alls by yourself. Anyways, my great-great granda, Balang the Brave," Blad pauses and looks around furtively and quickly says, "the villagers called him that, not me, anyways my granda said that battle is no place for ordinary folk. It is a bunch of marching and dying badly. He

saw good men die for no reason other than the king said to fight and the other guys king did too. What was worse, said my grandpa, is that some of them cheated. The big fancy guys in armor and such, used magic weapons and that hardly seemed fair when all he had was a spear and shield. A shield can't stop a ball o' fire and to be burned by one of those was just bad luck. He said he saw one knife that when thrown would go through a shield or armor or whatever and lodge in the poor bastard who was in the way. It was an ugly death to be killed by a little throwing knife when others were finding their end from a long sword or mace or spear. My granda said that he and a bunch of other guys went after the armored feller and beat him to death and that after he died, the sergeant and another feller fought over the blade. The other feller, his name was Sapson, I thinks, killed the sergeant, maybe accidentally, by throwing the knife and yelling, 'if you want, go ahead and take it.' The knife stuck right into the sergeant's skull, almost splitting it in two, and granda said that he knew ol' Sapson and he was no knife thrower at all or even very strong, so it had to have been the knife. Nobody argued with the feller, said granda and he took it home. Lived up in the northern woods somewhere and was a boot maker but that was a long time ago."



**5. "The Wedding Story": As told by Bartholomew Dirkens, storyteller extraordinaire.**

This is a story about how humble beginnings can lead to great things. How fate can turn and flip as a coin in the air. This is the story of the prophetess Fortuna, in her formative youth.

It starts with a lovely young pair; a wee couple of hours before they were to be married. I should correct myself, as the lass was lovely to behold and much in love, making her that much lovelier still. The feller was a right bastard and stuck his ugly little prick in any dame that would have him without a forethought for the lass. Our tale begins with the lass learning this little insight, right before the blessed nuptials.

She, a pious young girl, called with despair upon the twin goddess, hailing both Luck and Love by name. While her holy prayer is a deep mystery, the priests claim her heartsick prayer as follows:

"Oh Love, Oh Luck, I have lost both.  
I cry unto thee, oh my goddess Luck, for you have taken my pride  
Take pity on me, oh my goddess Love, for you have taken my heart  
I have but one request, please make my end of days nigh  
For I fear this weary burden I will carry forevermore.  
"

Perhaps it was the heartfelt call to the twin goddesses that allowed the lass to be heard. It may have been fate lending a hand, or perhaps it could have been old fashioned luck- small "L" there, mind you. A small portion of the maiden's was heard by a passing traveler, a young satyr who swiftly entangled himself in the unfoldings.

"Ah young maiden, if ye cry no more, I will grant thee one wish within my power."

The young lass gave a small sad laugh that sounded like a forlorn bird high among the trees. It carried to malice or even grief, but simple despair and hopelessness. "I did not think, Sir Satyr, that your people were given to wish granting."

"True enough," said the satyr, who picked a small flower, and offered it to her with an extravagant bow, "but I'll do what I can in my power, which is not inconsiderable."

The lass contemplated and considered the comment. The faithlessness of her betrothed jaundiced her against the will of men and satyrs were known for their lusty ways. Still, she trusted the fate of the twin goddesses whom brought him herewith a resounding sigh, the lass looked to the heaven and exclaimed, "The twin goddesses have answered my prayer then. I ask, Sir Satyr, that you strike me dead."

The satyr, who, as typical for one of his kind, was simply trying to cheer up the young lady and was quickly disheartened by this dark turn. Yet a promise is a promise, doubly so among the fae, and he had

made his, "Young lass, I would discourage ye if I could, but I see yer mind is set. But yet, I have no weapon to do such work. I am sorry, but I won't take ye life with me own hands. That I cannot do."

The young lass sat on the edge of a riverbank, her feet dangling in the water. "Then can you remove the burden of my coming marriage to an unfaithful man?"

The satyr moved closer then, his tempestuous and flighty heart captured by her plight, even if momentarily. "Can ye not just say no?"

The lass burst into tears, sobbing heavily. The satyr calmed her, and she spoke, "Easier, I suppose, if I did not love him until this day. I may love him still. I am at a crossroads with no bearing nor map."

"When is yer wedding day to be had?" asked the satyr solemnly.

"In but a few minutes, Sir Satyr- they look for me now, there on the hill, see? - and I know not what I shall do." She sighed and looked to the sky once more. "The goddesses have answered my prayer once- perhaps they shall answer it again."

There was silence then. Whether despair, reverence, contemplation, or a simple loss for words, it was short but solid, as solid as rain on a sunny day that you know was there and is then gone a moment later and forgotten, but for the strangeness of it. The satyr spoke, "I do not presume to know the minds of the goddesses, but if I were ye, I'd wash the tears away with the river water."

She gave the satyr a sad smile, but a genuine smile, the first sign of hope. "You are wise beyond your years, Satyr." She dipped her hands once into the clear river water and washed her face. She dipped her hands twice into the clear river water and cooled herself. She dipped her hands once more, a third time, into the clear river water, yet when she pulled her hand out, she had not a cupped handful of water, but a bronze dagger. It's said it reflect so brightly in the sunshine it looked as if it were made of gold. While the priests will not admit it, she gurgled a bit there- I asked the satyr myself, you see. The satyr's eyes boggled at it. After a moment of silence, she

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spoke. "It seems," said the wee girl calmly, "the goddesses know your heart, as you now know mine. You no longer have to use your bare hand to grant me my wish, a wish within your power, a wish you freely offered to me and accepted." She looked at the satyr solemnly and handed him the dagger.

The satyr took it, as if expecting it to be hot, or alive and bite him, however, once in his hand, it seemed as if it fit there, comfortably. He held it tightly, wondering what he should do next as the thought of plunging this piece of metal in the maiden's chest was repulsive. He looked at the blade and the clean lines of it. The smooth balance, the elegant sheen, the feeling of death it carried. He forced himself to think, to think of all the stories where goddesses intervened and struck upon the answer, almost tripping on his tongue as he spoke. "This knife came from the goddesses," said the satyr all in a rush. "If ye destiny is to die, the goddesses should have the dagger come unto ye."

The lass looked squarely at the satyr and spoke, "Sir Satyr, do you really want to test the twin goddesses?"

The satyr shuddered, but then steadied, "No, of course not lassie, but neither do I want to stick this blade in ye. That is a hard thing ye be asking."

The lass nodded with understanding. "My time is upon me now, there is no question of that. Let me test the goddesses one last time." The lass stood up and straightened her dress and pushed back her locks. She looked clean and bright as a spring day and the satyr could do naught but stand as well. The lass strode into a large clearing with purpose, throwing up her arms to the sky and cried out with a tremendous voice this prayer:

"Oh, goddess of luck, oh goddess of love, I humbly beseech you one last time, please hear my prayer!  
Oh, goddess of love, of goddess of luck, I humbly beseech you one last time, please hear my prayer!  
Oh, goddess of love, end my life with the dagger of luck thou has bestowed!  
Oh, goddess of luck, bring to my heart, the dagger of love which thou has bestowed!  
For I have delivered myself to your fate, upon your altar.

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As a living sacrifice to the twin goddesses of love and luck, luck and love.”

At that moment, the Satyr threw the dagger as hard as he could- yet it stopped. It hung there in the air, motionless. Both the lass and satyr stopped and simply stared. The lass reached up and touched the point and the satyr winced as she did, but nothing happened.

“Fate and destiny are at ye call today lassie,” whispered the Satyr solemnly. The maiden nodded, dumbstruck as the church bells began to ring. She looked up and then started to run back to her village. The satyr called after her, “Where are ye running to?”

“My wedding of course,” said the young lass. “The fates have decided.”

It was a lovely wedding. The bride looked beautiful, as if touched by a goddess of love. The young man looked ordinary and eager. Many said that he was luckier than he deserved, so the twin goddesses must have smiled over the wedding. There came the “I do’s” and the vows, and all the pomp and speeches, and then the town’s wise woman spoke these words, “Now ye two shall kiss and be bonded forevermore.” At that moment, through the back door a bronze flash of a dagger glittered in the afternoon sun and struck the groom in the back, killing him before he touched his new bride.

The commons gasped and cried and shouted. Men searched for the killer. The young lass looked around calmly, without the faintest interest in her dead husband, and saw Sir Satyr, smiling in the window before he vanished.

This is the true tale of High Prophetess Aphrodite Fortuna, who renamed herself that day and founded the Fates of the Twin Goddesses. As we all know, she ruled much of the Western Realm for her lifetime, which stretched far longer than normal. She owed all her success to the twins, never once claiming to be led by anything save fate, luck, and the heart.

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## 6. Rumors of the Black Jackets

Within the archives of the Black Jacket, an elite group of assassins, it is said that there are 11 famous daggers that are identical. One is prized above all: the Dagger of Death. Powerful on its own and stronger with its counterparts, the Black Jacket used the Dagger of Death to successfully kill over forty-seven targets. It was one of the most coveted items of the guild.

Members of the Black Jackets who are aware of the location of a dagger will seek it out. The group will also consider admittance of an applicant with a dagger. The guild masters, likely either descendants or students of Yar or Trudy, know the full story of Jorak.

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## 7. “Lucky Rocky”, as told by Wenden Thwarp

It was said that Rocky was a lucky man. They called him Rocky, because as a young man, he found a rock that looked nice, and it turned out to be a rough ruby. He came across a second rock, and it was a gold nugget. Rocky was lucky.

Some say it is better to be lucky than good. Rocky was a good man, but not a smart or talented man. Rocky did not seek fortune or fame but rather pursued a simple happy life. Rocky was lucky.

Rocky came to be married to a lovely young woman named Flora. She was the only daughter of a prosperous baker. Some in the town said she was descended from wizards, but they were nowhere to be seen. Just a lovely woman, a cozy bakery, and a quiet little town. Rocky helped his father-in-law run the bakery and they built a comfortable cottage on the edge of town. Rocky was lucky.

On their wedding day, the whole town and all their family came. It was a great event, with a massive cake and more food and beer than could be eaten or drunk. It was a party to remember. However, there was one gift that was labeled “To be opened before the cake is cut, otherwise you’ll have bad luck.” Rocky



saw it just before they were to cut the cake. Rocky was lucky.

It was a beautiful bronze cake knife. It was stunning craftsmen ship, a fine gift, and yet nobody at the party took credit for it. The two of them, Rocky and Flora, cut the cake holding the wonderful gift together. Some say it was the first time a bride and groom cut their cake together.

Rocky and Flora had many children. Rocky gained a bit of a belly from too many donuts and a little bit more when he took over the bakery, but it's better to have a little too much than not quite enough. Rocky was lucky.

Some say luck is fickle. For every ounce of good luck, you will have bad. Rocky never had bad luck. Not once- save one day. In the midst of one of a particularly violent dispute with a rival kingdom, an army appeared, following the river that ran throughout the town. It was not an orderly army of noble knights. It was a rabble of hungry, mean looking men, with worn armor and even more worn shoes. Each carried weapons that knew blood. They were as a pack of wolves after a long, cold winter.

As they saw the town, the army picked up their pace, slowly at first but the gait almost became a run, as if charging into battle. At first, the town was unaware of the charge. Rocky was in the bakery, humming happily to himself, cutting a fine lemon iced cake with his wedding gift when he heard the cry. Rocky ran outside, still carrying the cake and knife and saw the approaching army, just as a wizard appears. From where he came, none can say, though it was said he wore armor and carried both an assortment of weapons- swords and daggers and bows. There was an exploding fireball. There was a bolt of lightning. The town watched in silence as all cowered. The sun slowly disappeared as a cloud of darkness surrounded the town. Rocky could no longer see the army or the wizard. His wedding present rippled in his hand. True, it was still a bronze knife, but now it was long and sharp, made not for cake but for flesh. "Throw it," something whispered in his mind. Rocky threw it into the darkness without hesitation. Rocky was lucky.

The wizard disappeared. The army disappeared. The cloud of darkness stayed. It was death to walk into. It did not blow with the wind. It did not move. The village was saved. His wife asked about the wedding present and Rocky told her the story, which is from whence I heard it after Rocky had passed. They lived happily ever after for Rocky was lucky.

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## 8. A Nursery Rhyme from the Iron Kingdom

Eleven lives mad Jerak owns  
Twelve knives were what was thrown  
Some wives think it's a baker's dozen  
Dead, alive, a witch's coven.

.....

## 9. Book of Guilds

This passage can be found in Toshi's [Book of Guilds](#)

One of the most formidable guilds is The Ten. The Ten are a group of elite assassins and even by writing this note I could be signing for my own death. While it's difficult to confirm, my contacts indicate that the members are the foremost ten assassins in the world. Membership is acquired by replacing one of the prior members either voluntarily, such as an apprentice hood and/or simple retirement, or more commonly through involuntarily methods. It is assumed that The Ten used the guild to provide a network for job opportunities, territory distribution, dispute resolution, and perhaps more dubious services.

These are assassins whom I can at least connect to the guild through association and references. Based upon their lifespans and time periods, none of these cut throats were in the guild at the same time except for potentially Harq and The Black Jacket, although no evidence supports this theory:

- Gareth Fang, of the Goblin Blood
- Harq
- Six Knife Trudy
- The Black Jacket
- Harrison the Grand Poisoner aka Harry the Rat Killer

*GM Note: This guild (or a similar one) may be active in your campaign if you are using this item. If more than three daggers are congregated together under one owner and the secondary multiplier powers are discovered and used, the guild will have a 10% chance per dagger owned of finding out. Once the guild, certain members will try to acquire the dagger through various means (theft, killing, buying and trade), as it would provide a position of prominence in the guild. This does not mean the guild members cooperate with each other.*

*This could also allow a player character to have access and potentially join the guild as well.*

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## **10. The Juggler of Zerum Square – From the Travelogue of Zambury the Wise**

In Zerum Square in the City of Iago, there was a juggler. I know not his name, but he was skilled in his craft and suspect he was skilled in the Art. I caught only a portion of his act and lacked the time to tarry and view it over, as I was meeting with a tavern owner named Bartolo Bob, who was rumored to make the best beer in the entire region. I came upon the square and saw a man breathe fire, then spit water and breathe fire again, while juggling both a flaming baton and a bottle of water. It seemed dangerous as the water was spilling everywhere and getting the nearby watchers wet. That was what attracted my attention initially. After he finished, he seemed to move on to his grand finale, where he juggled three bronze daggers. It was amazing as one of the daggers seemed to hover in the air longer than it should. As he juggled these three weapons he asked if anyone could spare a copper. Some people showed coins and he pointed to a man. He asked the crowd if they would all give him a copper if he could hit that man's copper with his dagger. A difficult shot to be sure, especially if he missed. Everyone cheered and the man looked nervous, making everyone chuckle. The juggler told the man to take a dozen paces and hold the coin up above his head. The man looked ready to argue, but the crowd was enjoying its spectacle, and one does not simply go against the

whims of the crowd. The juggler told him to “back up as far as you like”, seeing his nervousness. The man backed up till he seemed small, and I could barely make out the copper coin. The crowd grumbled a bit and one exclaimed “that’s impossible!”. The juggler only laughed and said, “Silver if I make it then, eh?”. Suddenly, one of the daggers sailed over the heads of the hushed crowd and hit the copper dead center, cutting it in half. There was a huge cheer, and as he formed an extravagant bow, daggers in hand, I noticed he possessed three of them- and I could not see where the thrown dagger had landed. It was worth seeing and I gave him two coppers for the effort. I hope to get back there to see him someday and ask him the secrets of his performance.

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## **11. Author Nagol: Magic Chronicled and Ordered: Book 4: Daggers of Jorak**

Jorak was a wizard of the Hana Era. He was not a wizard known for prolific magic item making, although it is believed he is behind several food-creating magic items due to his known fondness for baking. Historical research has also shown that many items may have passed through Jorak's possession during his lifetime, making him a pivotal point for tracking magical items from older periods. Jorak's most famed item is his daggers. He created between four and twenty-two daggers depending upon the account, though the most realistic accounts attest to between ten and fifteen, with twelve repeatedly showing up. My examination of various references continually turns up these numbers and since Jorak was a baker, it is anticipated that there are twelve or thirteen, i.e., a baker's dozen, but there is one credible account of the number eleven by a journal from a wizard who indicated that he scribed the daggers individually. The daggers are thought to be a light-weight bronze designed for throwing. There is no direct surviving account from Jorak on their powers or creation.

I have not been definitively able to state that more than four dagger have been gathered together since the death of Jorak.

Each dagger has a different power that activates when thrown. They are said to have additional abilities when brought together but this is unconfirmed. There is a cult that strongly believes that ancestry to Jorak unlocks additional abilities, but again, this is unconfirmed.

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## 12. The Journal of Lord Kerlan Helmsworth

This is my true recollection of the Second Battle of the Tower of Steraph the Bloody.

At the time, I served under Sir Fenmore Petterick, as I was but a squire and third in line to the seat of Duchy of Gantucky. Sir Fenmore was honor bound to my father, Lord Kermit Helmsworth, who was serving under King Richard Lassister. King Richard himself was not on the battlefield, nor was my eldest brother or father, and we served directly under Vice General Steven "Striker" Verdunn.

The Tower of Steraph was thrice damned. We had lost many of our support and even a few sword arms to foul night creatures, a vampire being the worst of the bloody lot, and this while we were still marching into the cursed lands. That unholy thing preyed upon the men for nearly a month before we were able to reveal it and the best we could do even then was ward it off. It was as if the undead were drawn to the ugly place.

The siege was well planned and executed. Siege weapons, mostly catapults and trebuchets, were set at a distance around the tower, supported by longbowmen and battle mages. Military units, mostly sword and pikemen, were placed behind them to invade or defend depending upon the need and kept out of range of the towers' defenses. Calvary were arrayed on the North, South, East, and West points to allow quick insertion should anyone need support. It was a fine setup if you were fighting a king and not a wizard.

It took just under two weeks to set up a proper camp. As per military protocol, a messenger was sent to the door to request surrender. Nobody answered the door. Shortly afterward, Vice General Verdunn ordered a testing of the tower defenses, and several catapults were fired to no avail. Our second volley included battle mages casting spells upon the payloads before the catapults were fired. Still unsuccessful, the battle mages and siege captains experimented with different tactics, but the firing continued. It took three days of this before we breached the tower defenses and took but a small chunk of rock from a wall. Still, a heartfelt "hurrah" erupted from the troops as a single brick fell from its spot. I can still remember how sure I was that the single brick falling was a sign of victory. I was wrong.

Several hours later at dusk, up high a window was opened, and a single man stepped out to survey the landscape. Silhouetted by the bright lights inside, the vile wizard Steraph the Bloody, stood fearlessly on the balcony. It was silent for a moment before Vice General Verdunn ordered a volley of arrows, but some dark magic prevented them from hitting the bloody wizard.

The wizard stepped back inside before reappearing at midnight. There were no stars or moon in the sky and this time no light blazed from the door, so when we saw him again, we had no idea how long he was standing on the balcony. We only noticed him when he started weaving great patterns of light and magic from his position and then all hell broke loose. The wizards who supported the siege equipment were suddenly sprouting daggers. Vice General Verdunn suddenly had a dagger sticking from his breast, no blood, no pain, just the hilt of the dagger sticking out. This was followed by a series of magical missiles and a fireball. In an instant, Verdunn was dead with most of his command. Anarchy followed shortly.

Sir Hegred de Flaud suddenly had the painless dagger stick from him then. His eyes went wild in fright as everyone fled his presence. Suddenly Hegred vanished and the wizard stopped. The camp was wild. Fires burned and there was no command. Things were deteriorating and the men were spiritless. Looking back, it was shameful.

At dawn, the same window opened. The camp was starting to calm then but it was broken with a single scream. Sir Hegred de Flaud had been thrown from the window and was plummeting to his death. Everyone stood motionless aside from Steraph who had begun casting his diabolical magic once again. The catapults erupted into flame. Lightning flashed from the sky. The dead of our troops rose up to fight. It was hell. Everyone ran, and so did I, for those who stayed to fight...perished. That is the simple truth.

I have not told this story before both due to my shame and the horror my recollections bring me. Now though, it has been many long years since that day. I have entered the winter of my life and will soon be unable to tell my tale. I leave it for my son and grandson, along with all others who seeks to understand the danger of battling wizards. May you learn what lessons you can and think no worse of your benefactor. May the Right have mercy upon your souls.

.....

### 13. The Ballad of Jain Longarm from Seagrand's Fables

Herein lies the tale of Jain Longarm.  
Afeard by villains,  
    adored by the lasses,  
    a man of courage  
    from the common classes

A hero of old,  
    with an uncommon bow,  
    a story of valor  
    from one started low

Jain knew what was right  
    and fought what was wrong  
    remembered by bards  
    through affection and songs

But great is the tale  
    of the duel that Jain won  
    against Endast the dark  
    and his evil three sons.

Endast the Evil  
    detested in tale  
    hated Jain Longarm  
    for valor without fail.

Yet naught may have occurred  
    to spur Endast to action  
    if Jain was not center  
    of his daughter's attraction.

The fair daughter Elaine,  
    of beauty unfound,  
    whose great love for Jain  
    knew no human bounds

Therefore, Endast tricked Jain  
    with a well-written note  
    to meet for a dalliance  
    in a place so remote.

Instead of Elaine,  
    Endast arrived,  
    bearing his weapons  
    and three sons astride.

Heroic Jain then was trapped  
    for if he struck the lord  
    he would injure the father  
    of his most adored.

But they showed no mercy  
    and raised swords united  
    with this single act  
    their fates were decided.

Jain pulled out his bow  
    aimed and un-quivered  
    the life of the eldest son  
    was shortly delivered.

The men charged Jain  
    and he parried all three  
    and then shortened the second  
    From up to his knee.

Endast aghast  
    paused to but look,  
    and Jain with a flick,  
    the noble's life took.

The last son abandoned  
the battle with haste  
and made great distance  
with his escape.

But Jain with a confidence  
of a man who knew  
with a great strength from anger  
took his dagger and threw.

The dagger sailed true  
farther than an arrow  
flashing copper  
it hit straight and narrow.

Jain survived Endast's plan  
taking it apart  
and soon thereafter  
married Elaine his sweetheart.

#### **14. A single written page from Jorak**

It was said that there were many journals from Jorak,  
but they were destroyed in the sack of his tower. This  
may be the only remnant that survived.

"I will find Fonna, no matter how far... she is out  
there somewhere still. I will find Fonna, my pain  
matters not till she is found. She is my soul mate . I  
will FIND FONNA and there are numerous paths.... I  
will Find FONNA IT CANNOT BE DELAYED!

I will find Fonna, I will use all my powers to search. I  
will find FONNA! There can be no interruption.  
Fonna will be found, even if I have to rip the life out  
of everyone else to see how it works. I WILL FIND  
FONNA. I will kill them all. I cannot be weak. I WILL  
FIND FONNA. You cannot hide in the darkness. I will  
find Fonna, I will find exactly where you are. I will  
find FONNA and bring her home. We will be together  
forever. Where are you, my love?"

*GM Note: This incoherent nonsense actually provides  
the order of the daggers (no matter how far= dagger of  
distance, my pain matters not= dagger of damage).*

# Investigation

**Advanced Metallurgy:** This seems like pretty much standard bronze, albeit with an odd weight, but it provides a metal of scientifically impossible strength. Successfully employing this skill can reveal that the metal is nearly indestructible.

**Alchemy:** Alchemical study of this item would reveal that there are certain alchemical properties at work within the metal. A successful role would allow the character to identify one power of an item.

**Analyze Power Level:** An individual dagger would be considered a USEFUL level item. However, the power levels change as they are brought together. At three or more it becomes an ADVENTURE level item. At six or more it becomes SIGNIFICANT. All twelve would be considered LEGENDARY.

**Appraisal:** This is a highly valuable item. Actual trade value is dependent on the markets, the rarity of magic in your campaign, how many daggers are together, and finally the buyers. Having six daggers and selling them to an assassin's guild or the Great Shrine of the Twin Goddesses could fetch an enormous sum- selling a single dagger to a hedge wizard would bring about a lesser sum, no more than a standard magic weapon.

**Blade Mastery, Armory, Weapon Smith:** All of these skills can be used to reveal powers of the items, but not its history.

**Detect Magic:** This will confirm the item is magical. It will detect as arcane.

**Detect Evil or Good:** This item has evil construction- especially high-power magic may sense a faint aura of shadow around it. However, it has no alignment.

**Identify:** Without other daggers present, the power of a single dagger is limited. The current powers are the only information that should be revealed to the players when using identify type spells.

**Detective/Deduction/Analytics:** Not available without any historical knowledge of the dagger, but it could potentially allow a PC to confirm there are multiple daggers. A critical success, especially if they have any information on Jorak's past, might allow them to guess a range of 9-15 for the total amount of daggers.

**Divination:** Divination will not provide any insight due to nature of the construction. However, it may reveal insight into the location of other blades (potentially revealing that there is other blades).

**History/Knowledge:** Characters with an expertise in history or specific knowledge have a chance at revealing a portion of the history. A good roll will reveal at least one story connected to the dagger. If a character has special versing in the history of wizards, they should receive a sizable bonus.

**Internet Search:** Jorak has several fantasy and science fiction references but none of them relate to this dagger. There are many ancient references to bronze weaponry. One site discusses finds dated back to ancient Mesopotamia that discusses two identical daggers that were in remarkably good shape considering their age.

**Juggling/Throwing:** A juggler would know that these blades are finely balanced. An expert juggler might notice a slight and unusual hesitancy of the dagger to fall (when dealing with the Blade of Delay).

**Librarian:** A schooled librarian in a major city, if provided the title or author, would have a 40% chance to find one of the stories or books above, modified by wealth and size of the region. If they had less information a librarian would have a 5% chance of finding one of the relevant stories.

**Magical and Arcane:** Characters who study Magical or Arcane would have a chance of recognizing it. While not a well-known item, the histories of the

Bronze Blade is a tale of woe and madness that is told by some mage academies and other places as a cautionary tale to young wizards about the excesses of wizardry. A successful roll would allow the character to access a single section under History. An exceptional roll would allow the ability to identify a single power.

**Racial:** There is no racial bonuses. There is no racial (elvish, dwarvish, demonic, etc.) distinguishing features to the item. Demonic magic did play a part in its creation though- a critical success by a demon or part-demon would sense the demon blood within the daggers.

**Regional Area:** As GM, if you place this in a specific area and intend to include it as a local area item, then specific regional knowledge would provide players with a chance to recognize the item.

**Religious Knowledge:** Players who have religious knowledge would have a base 5% chance improved by players' modifiers to know the story of the Dagger of Delay and recognize this as the same weapon (even if it is not) as within the story. Those who worship a god or goddesses of Love have a base 15%. Those who worship a god or goddess of luck would have a D4 times 10% base chance.

If you worship either of the goddesses Fortuna or Aphrodite or belong to the Great Shrine of the Twin Goddesses, you will recognize this as the artifact within the "Wedding Story" and will be familiar with the story. Taking it back to the Great Shrine could be well rewarded.

**Science/Physics:** If a single dagger is put into lab conditions for testing, it will identify that the dagger breaks the known law of physics. It will also show that the metal within the dagger is a unique form of bronze that is impossibly strong, with several unidentifiable compounds within the metal.

This will become more unexplainable if tests are done on more than one daggers. Testing will take much longer, and results will be inconclusive if testing multiple daggers as the daggers cannot be labeled or differentiated and routinely shift in their order. In a good lab, testing will take nearly a week

per dagger in addition to the initial time above and will provide a general idea of the powers of each, barring features that would require arcane knowledge. Simple physical properties (the dagger travels farther, hits harder, etc.) will be discovered automatically. If there is more than one dagger, it will take a month per dagger of testing to recognize any fixed properties of it other than that it behaves highly unusually and is indestructible.

# A DAGGER MADE OF BRONZE

Handout: A Page from Jorak's Journal

