

Broadsword of flames



- This magical broadsword (forged of mithral - which makes it weigh half the normal amount (2# vs 4#) has two magical properties. The primary property is an enhancement bonus. The weapon has a +1 to hit and damage on all attacks (all attack forms used with this weapon). The secondary enchantment is an evocation which summons forth actual flames.

- While the +1 enchantment is persistent and always active, the other magical property can only be activated into being by the lucky. By expending a 'Heroic Luck' point (a free action), the wielder can cause the blade to burst into flames (the weapon itself, and the wielder of the sword (and all his/her other items) are unaffected by the flames).

- The orange and red flames provide light equivalent to a light spell (bright light in a 20-foot radius, and shadowy light for another 20 feet beyond that); marking the weapon as obviously magical. The light cannot be shut-off (until the secondary effect expires or is voluntarily terminated (a free action)).

- The secondary effect of the flames is damage. The flames generated by expenditure of a heroic luck point(s) are 'real', causing an additional 1d6 points of fire damage on each successful hit. This secondary effect persists for 2d4 rounds per heroic luck point expended. The magical light and fire damage both end at the expiration of this 2d4 round duration, or they may both be terminated at the wielder's will (a free action). Note: It is possible that the flames from this effect may ignite other combustibles. Creatures or objects that carry/or are combustible (other than those of the wielder) risk catching fire if the flames are kept in contact for more than a round. See DMG pages 303-304. Momentary contact from a weapon strike will not cause combustion/a risk of catching on fire (unless the object struck is highly combustible/DM's adjudication required). Ref RWHR pages 52-53 for spreading fire rules.

Item Level: 12th; Body Slot: – (held); Caster Level: 10th; Aura: Moderate Enchantment (DC 19), Moderate Conjuration (DC 19); Activation: – (and free)

Weight(lb.): 2

Value(gp): 5,500