+3 Long Sword (Sword of the Dales)

- -The Sword of the Dales is a long sword +3 crafted of highly polished steel, which gives it a mirror-like appearance.
- -The sword was created by the weaponsmithing wizard Shraevyn, after his death, it was interred within his his tomb for a couple centuries.
- -Sometime around year 1007 the sword was briefly recovered by Randal Morn on an expedition that he and his Freedom Riders took into the tomb of Shraevyn. After Randal was abducted, and his men were killed and turned into undead, the sword was returned to the tomb.
- -The hilt is inlaid with gold and precious gems, and the whole weapon glows with a soft blue radiance.
- -The sword unlocks all chains and manacles within 30 feet of it, but only if the wielder utters the word Merrydale.
- -If someone holding the blade is submerged in water, the sword gives that person the ability to breathe water (as in the water breathing spell). This function can be used only once per day.
- -The weapon is rumored to have additional powers, but no one knows what they might be. Even identify and similar magic are unable to discover the swords additional powers.
- -The party (two different appraise checks) estimates, that within the Dales the sword is worth ~15,000 gp. Collectors likely will not purchase the weapon, however, until the swords powers are thoroughly documented.

Size (Med) / Dam: 1d8(m) +3 / Crit: 19-20/x2 / Rng: - / Wt: 4# / Type: S / Parry - / M.Str/Dex: 7/5 / Fumble: 18

Item Level: 18th; Body Slot: – (held); Caster Level: 15th; Aura: Moderate (DC 19) Evocation, and Moderate (DC 19) Transmutation; Activation: Spoken command

Weight(lb.): 4

Value(gp): 15,000

The Sword of The Dales

he Sword of the Dales is a long sword +3 crafted of highly polished steel, which gives it a mirrorlike appearance. The hilt is inlaid with gold and precious gems, and the whole weapon glows with a soft blue radiance.

The sword unlocks all chains and manacles within 30 feet of it, but only if the wielder utters the word *merrydale*. If someone holding the blade is submerged in water, the sword gives that person the ability to breathe water (as in the *water breathing* spell). This function can be used only once per day. The experience-point value of the sword is 3,000.

The weapon is rumored to have additional powers, but no one knows what they might be. Even *identify* and similar magic are unable to discover the sword's secrets.

Within the Dales the sword is worth 15,000 gp. Collectors will not purchase the weapon, however, until the sword's powers are thoroughly documented.