

## Spell Swords

### The Spell Swords (School)

**Background:**

The Spell Swords are a small group of sorcerers. They were founded by human named Ramaros. Ramaros was in search for a way to amplify the damage of weapons and improve the use of arcane magic. Ramaros in his travels came upon an ancient tome in an old forgotten keep. He learned how to direct spells better and how his spells could cross the barrier between seeds. He also learned ways to increase mana recovery. The tome had him do strange exercises in spell casting. This he found gave weapons ways to hit more often and deal more damage by using certain elements. He also he used a few special abilities to enhance his spells to even a greater power. Later he realized a huge side effect of these exercises was that he could not create magic items. Something prevented him from channeling his mana into items.

While trying to solve this problem Ramaros found a way to improve the energy of chosen elements by using elemental savants.

Over the years Ramaros had others come study with him to understand the small secrets he had unlocked. It was a small group of trusted individuals. Later it became necessary after some of their work was stolen, to study in an enchanted area that prevents those evil people who would spy on his work. Now the group works in secret and only invites those few they trust.

Eventually, with the help of the tome and the other secrets that they learned, the order came across a way to channel their magic through themselves and into weapons they carried. The guild is located in the Elf Lands in Nightcrest.

**General teachings** are to rely on your own skill to cast spells and not any spell books. Also members are taught to focus their energies into a few powerful spells rather than focus on variety.

The training takes 5 months but every student must serve for an added 7 months in study and research. Then they are tested by Ramaros and his council and you pass, then you are admitted to the order. It is then you are taught the final key to the secrets the Spell Swords hold.

**Characteristics:**

Those that join the Spell Swords are usually an unscrupulous lot. They trust no one and they seem focused only on their order, all else is meaningless to them.

### Membership Requirements

- Resolve (Concentration) 8+
- A proficiency with any martial 1 handed blade
- AB 6+
- Skill in 1 spell area of 14+

Upon the passing of the test you are allowed 1 week to study the book. You are in complete and magical seclusion. Afterward you should be able to imbue your

personal weapon. The weapon you imbue is now unique and connected to you and to lose it is like death to a Spell Sword. To lose your sword you must go through the whole process of training again. Any Spell Sword who loses their Spell Sword instantly loses 12 mana permanently when the connection is broken. A Resolve (Morale) check SC 15 halves the loss.

### Path Requirements & Benefits

Path Rank	gc	Requirements	Benefits
1	1,000	See Above	Your Weapon
2	1,000	Resolve (Concentration) 15+	Ice or Sonic
3	1,000	AB 9+, Spell Skill 21+	Keen
4	1,000	AB 12+, Spell Skill 24+	Electricity
5	1,000	Divine Agent	Fire, Sacred Weapon

**Your Weapon:** This weapon now has the true owner quality. It is magical and has a +1 to hit and damage per rank.

**Ice:** You can give your weapon an added d6 of cold damage. This takes 6 mana and a VPT of 6.

Further, you can thrust your weapon in the ground and cause it to do a burst 2 and it does 1d6 per rank of cold damage. This takes 16 mana and is instantaneous. Anyone who fails the resist by 5 or more also slips and is prone.

**Sonic:** You can give your weapon an added d6 of sonic damage. This takes 6 mana and a VPT of 6.

Further, you can thrust your weapon in the ground and cause it to do a burst 2 and it does 1d6 per rank of sonic damage. This takes 16 mana and is instantaneous. Anyone who fails the resist by 5 or more also is knocked back 5' and prone.

**Keen:** Your weapon now has a critical hit range of 1 better.

**Electricity:** You can give your weapon an added d6 of electrical damage. This takes 6 mana and a VPT of 6.

Further, you can thrust your weapon in the ground and cause it to do a burst 2 and it does 1d6 per rank of electrical damage. This takes 16 mana and is instantaneous. Anyone who fails the resist by 5 or more also is dazed for 1 action.

**Fire:** You can give your weapon an added d6 of fire damage. This takes 6 mana and a VPT of 6.

Further, you can thrust your weapon in the ground and cause it to do a burst 2 and it does 1d6 per rank of fire damage. This takes 16 mana and is instantaneous. Anyone who fails the resist by 5 or more also is on fire and their normal gear burns away in 1d6+1 round.

**Sacred Weapon:** This weapon now delivers its magical damage as sacred damage. There is no energy resistance.