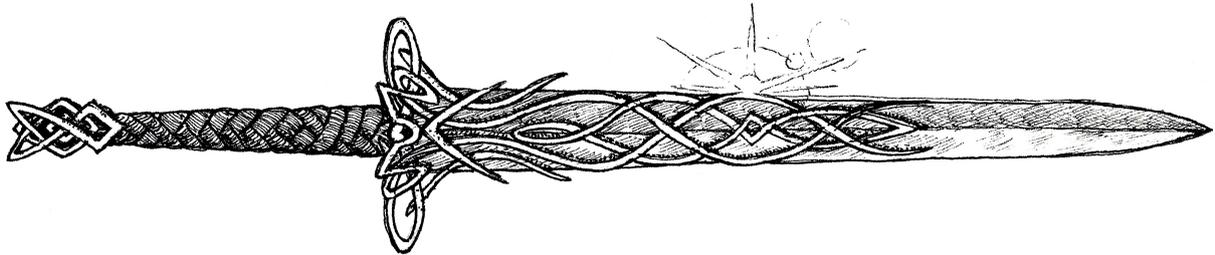


This document details the features and specialties of the Blade of the Noble Soul.



## The Noble Soul

**Description:** Teelen was an eager, precocious youth from the small farming village of Erayo. After his hometown was hit by plagues, famine and drought of unprecedented magnitude, the young man was whisked away on a life of adventure along with the other survivors. The Prodigies of Erayo<sup>1</sup> faced many perils in quick succession, and later went on to manifold greatness.

However, Teelen's journey was cut short. After the party vanquished a northern nature spirit inside a flying hyperborean ziggurat, the brave young man was struck on his head by falling debris and consequently went down with the hulking structure, his body buried beneath tons of ice and stone<sup>2</sup>.

But the Fates love brave souls who are willing to make a difference, or at least try to do so. They saw value in the young man's soul, and took pity on him. When the time came, and the tapestry of time formed into the knot that was the Convergence of Power, the Fates took Teelen's thread and re-wove it into the world. His spirit was forged into a powerful blade, and cast back into the great story that is the fate of creation.

The Noble Soul is a bastard sword of gleaming white silver, with delicate filigree decorations resembling woven thread and knots. The blade is sentient and obviously magical, and will call out to suitable wielders in Teelen's clear young voice.

**Abilities:** The Noble Soul has the following properties.

- *Weapon type:* Bastard sword +X (see *The Brave Prevail!* below; a bastard sword can be wielded either as a longsword or a two-handed sword); damage 1d8+X/1d10+X.
- *Alignment:* Lawful; the sword is forged from the soul of Teelen, a brave and noble young man.
- *Intelligence:* 9; unfortunately, Teelen was much more noble than he was smart<sup>3</sup>.

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1 The first part of their adventures can be read [here](#) on KitN.

2 Astute readers will recognize the DCC 2013 Holiday Module *The Old God's Return*.

3 Indeed, clever characters may be able to coerce the blade into considering downright evil actions justifiable, but this may have grave consequences should Teelen realize that he's been duped by unscrupulous evil-doers.

- *Communication & Purpose:* Speech, audible by anyone near the blade. Teelen has much to say, and actively comments on the wielder's deeds and choices. He is precocious, naive and noble to a fault. Judges should remember that essentially all of the blade's special properties depend heavily on Teelen's attitude towards the wielder. Teelen sees it as his goal to guide his wielder to heroism, and has endless faith in his ability to guide even the most callous killer toward good. Judges should feel free to communicate this relationship as they see fit, and use Teelen's nature to either withhold abilities or assist players as they see fit<sup>4</sup>.
- *Special:*
  - *A Will of Its Own:* Should Teelen allow it, anyone can wield the blade regardless of proficiencies. The young man's will can guide the blade in the hands of an inexperienced user.
  - *The Brave Prevail!* The blade always counts as magical, but its bonus depends on Teelen's approval. The initial bonus depends on the user's alignment: +1 for chaotic and neutral characters, +3 for lawful wielders. Depending on Teelen's judgement the bonus can decrease by increments down to +0, or increase to up to +6 for particularly heroic actions.
  - *A Sight Beyond Eyes:* Teelen perceives the blade's surroundings with soulsight, and can sometimes discern things beyond the ken of mortals. Treat the blade as having 60' infravision, with the lowest successful effects *Detect magic*, *Detect invisible* and *Detect evil* (as cast by a lawful caster) active at all times (refer to the DCC rulebook for details). This information can be accessed if Teelen decides to say something, usually only after being directly questioned (when in doubt, roll against the blade's Int, aiming for equal or below).
  - *A Noble Sacrifice:* If Teelen is willing the blade can fight on its own. This ability can be used for 10 rounds at one time: once these rounds expire the blade becomes dormant for one year, losing all powers for that duration apart for a faint magical aura (divine intervention or a particularly inspiring new wielder may shorten this duration). For the duration of the effect the blade has a d20 action die and a d6 deed die, and will act in the wielder's interest in a suitably heroic manner. The blade cannot be damaged, although it can be affected by magic or possibly restrained (Judge's discretion).

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4 To be quite frank, in life Teelen managed to irritate more or less all of his fellow adventurers. Somehow a young would-be paladin with a righteousness complex had a hard time fitting in with the rest of the scarred and hardened funnel survivors. I'm almost afraid to release his stomach-curdling virtue on other blameless Judges.