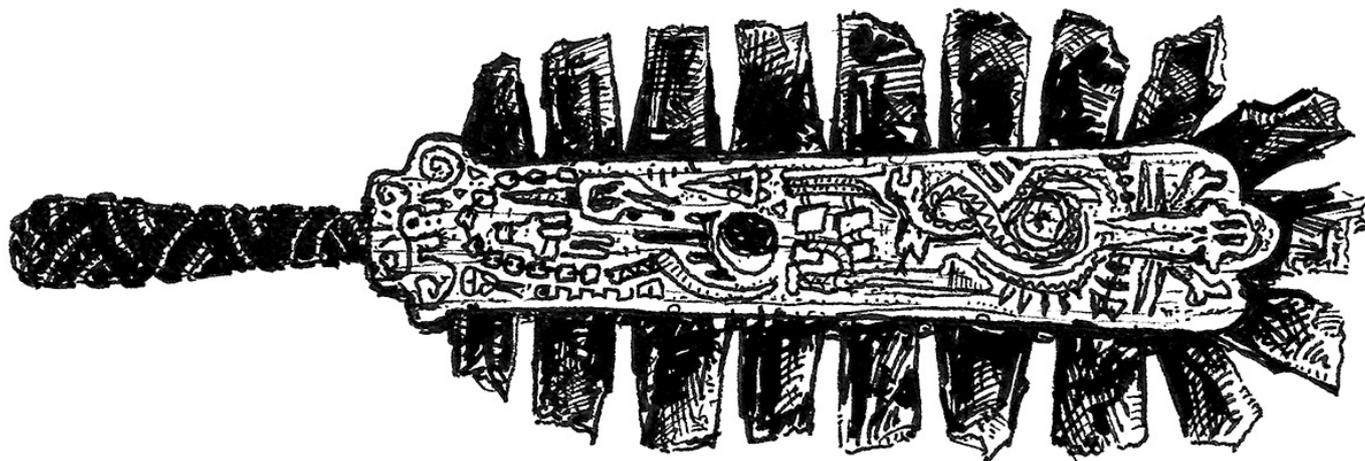


This document contains the rules for Ancestral Memory, a legendary club-sword of old.



Ancestral Memory

You walk a path few have traveled

Let it lead you to greatness

As it did those who came before

*- handguard pictogram inscription
on Ancestral Memory*

Description: Ancestral Memory is a club-sword (a *macuahuitl*, for those brave enough to attempt to use the correct terminology) discovered on an expedition to the South Seas. It was recovered from one of the ancient ziggurat islands seemingly carved out of solid volcanic rock, deemed taboo by the local tribesmen. Also known as Those Who Came Before, the pummeling blade is carved out of gleaming antediluvian hardwood, its blade formed by shards of impossibly hard obsidian.

At first glance strange and primitive to a modern eye, the club-sword is designed to bludgeon and cut at the same time. Ancestral Memory is obviously of great craftsmanship, and while the design may be dated, its usefulness is apparent to any warrior worth their iron.

The weapon is covered in pictograms of ancient and unusual design. These carvings seem to change and swirl if examined closely, and the blade obviously contains more illustrations than its surface space should allow. The owner of the blade may consult these stories to reach into the past and consult the wisdom of all of the heroes who have carried the blade before them.

Abilities: Ancestral Memory has the following abilities:

- *Weapon type:* sword-club +2; damage 1d8+2 (can be wielded with either club or longsword proficiency).
- *Alignment:* Neutral; the blade is willing to serve any master, as long as they strive for great deeds.
- *Intelligence:* 9, although the blade seems to have an infinitely accurate memory.
- *Communication:* Highly narrative dreams, which are actually glimpses to the weapon's great and storied history. This reverie is sometimes prophetic, or at least passingly relevant to the owner's current goals. Based on these dreams it seems like the blade may be capable of speech or even telepathic contact with its owner, but whether it deems their owner to need or deserve such guidance varies (see below)

- *Special:*

- *A Storied Past:* Very obviously keenly interested in history, the blade grants its wielder some capacity to read ancient pictograms, hieroglyphs and such. When faced with such messages from the past the wielder may roll against their Intelligence (aiming for equal or below), if successful they gain a basic understanding of the whatever record they are examining.
- *Consult Those Who Came Before:* Owner may spend time to read the pictograms and carvings on the blade in order to gain insight into challenges they come across. Ancestral Memory has recorded the deeds and battles of multitudinous heroes of the forgotten ancient world, and the endless illustrations on it swirl and turn to answer questions posed to it.

The blade has lain abandoned for a long time however, and many problems of the current era are strange to it. When a consultation is posed to the blade the Judge should roll a memory check for the blade. On questions with possible connection to the vaunted antediluvian past the check DC is 5, and the blade seems to harbor particular ill will towards serpent men and hyperboreans. Increase the check DC for questions related to more recent worldly problems. Additionally, as a weapon of war the blade is much more likely to have relevant information on battle related topics (such as enemy weaknesses or powers) than magic, government or culture.

On a successful check the blade presents the owner with a carving that offers some insight to the question posed to it. On a failure the blade still attempts to aid its wielder, but the message may be confusing, cryptic or downright wrong. (Further details are obviously left to the Judge's discretion.)

- *Worthy in Glory or Terror:* The blade itself is neutral, but it has a powerful urge to be a part of great deeds: whether heroic or terrible makes little difference to the hungry spirit within. Should it decide that its wielder is not doing all they can to become all they can, it will attempt to intervene. Starting with telepathic messages and urges, and advancing to fully audible speech Ancestral Memory will try to guide, cajole or extort the owner to make their warlike mark on the world.

Should the blade's lust for greatness not be suitably assuaged it will resort to ego checks as a last effort, attempting to force its current owner to relinquish its ownership to a more worthy carrier. It will only attempt to cause its owner's death as a very final play, once all other methods have been exhausted.