

Black Ice Blade, +2

(unknown)

Black ice blades are dagger-sized weapons enchanted from stygian ice. They feel cold in the hand, though not uncomfortably so, have a leather-wrapped bronze handle and short guard, and a black, razor-sharp, crystalline blade. The blades will not chip, and are virtually unbreakable. If a sufficient force does manage to break or damage the blade, the enchantment that preserves it is lost, and the blade quickly melts away into harmless water. Black ice blades normally have an enchantment of +2 to hit and damage. When held, they also provide a +2 bonus to all saves vs. cold.

Stygian Ice

Deep within the inky glaciers of the Land and of Black Ice are rare pockets or voids within the ice. Normally these pockets are empty, however, sometimes these are geode-like, filled with dark, blade-like, razor sharp ice crystals of varying sizes (from microscopic to dagger-sized), crystals that have slowly grown over very long periods of time. Exactly how these crystals form is unknown, though sages have several theories. Some believe they form in locations within the ice that develop interplanar links with the Baatorian plane of Stygia, hence their more popular name. Some propose connections with the para-elemental planes, yet others believe that they are a byproduct of the Black Ice itself, and have no extra-planar connection whatsoever. These latter sages use the term 'stygian' as a reference to the crystals' color, rather than as a commentary on their possible origin. The ice crystals will melt at temperatures slightly below the melting point of normal ice, so they can be harvested by slowly warming ice crystals scooped out of one of the pockets, and collecting the liquid that first melts out. Once melted, however, they cannot be refrozen. Any ice that forms is quite normal, and loses all of its arcane nature.

Whatever their origin, stygian ice crystals (and their liquid byproduct) have been proven to have several interesting uses. The most common of these uses is in the manufacture of potions of cold resistance and as a component in a variety of cold-based spells and magic items. More difficult, partially due to the inherent difficulty of working with and enchanting a material that melts quite easily, is the manufacture of arcane weapons. If the blade-like crystals are properly enchanted while still frozen, and large enough crystals can be found, they can be used to manufacture nearly unbreakable daggers that are capable of accepting powerful magics. Crystals are rarely large enough to produce weapons larger than dagger size (see black ice blade), though there are short sword-sized weapons that are known. A single blade the size of a two-handed sword is thought to have been created from stygian ice, the Blade of Black Ice, last known to have been wielded by Lord Robliar and suspected of being forged by luz himself.

XP Value: 400

GP Value: 2,000