CATSPAW - DAGGER

Rarity: Legendary

Boosts: +2 Stealth, +1 Deception - *“Subterfuge & Silk”*

Invisible for 2 turns after you kill an enemy (similar to the Deathstalker Mantle) (levels 6-12) - *“Whispered Deception”*

Passives: Ignore piercing resistance - *"Valyrian Steel Blade"*

Spells: None

Location: ACT 1--Overgrown Chapel Campsite

Description: *“That dagger once belonged to Aegon the Conqueror. It was Aenar's before that. And before that... it is difficult to know. Before Aegon's death, the last of the Valyrian pyromancers hid his song in the steel.”—Viserys I Targaryen*

DRAGONGLASS DAGGER

Rarity: Very Rare

Boosts: +1 Arcana - “*Obsidian Resonance”*

Passives: Extra damage to undead (level 1-3 is 1d4, level 4-6 is 1d6, level 7-12 is 2d6) - *"Dragonglass Edge"*

Spells: None

Location: ACT 2--Underdark Campsite

Description: *“Dragonglass. Frozen fire, in the tongue of Old Valyria. Small wonder it is anathema to these cold children of the Other”—Lady Melisandre*

WILDLING DAGGER

Rarity: Uncommon

Boosts: +2 Constitution, +1 Survival - *“Free Folk’s Resilience”*

Passives: None

Spells: Speak with animals - “*Skinchanger’s Ear”*

Location: ACT 1--Blighted Village

Description: *“Free folk and kneelers are more like than not, Jon Snow. Men are men and women women, no matter which side of the Wall we were born on.”—Lady Val*

NEEDLE - RAPIER

Rarity: Very Rare

Boosts: +2 Stealth, +1 Acrobatics - *“What Do We Say to the God of Death?*

Passives: Ignore piercing resistance - *"Stick 'Em With The Pointy End"*

Spells: Disguise self (levels 5-12) - *"The Faceless"*

Location: ACT 1--Tiefling Hideout

Description: *“Needle was Robb and Bran and Rickon, her mother and her father, even Sansa. Needle was Winterfell's grey walls, and the laughter of its people. Needle was the summer snows, Old Nan's stories, the heart tree with its red leaves and scary face, the warm earthy smell of the glass gardens, the sound of north wind rattling the shutters of her room. Needle was Jon Snow's smile.”—Arya Stark*

DAWN - GREATSWORD

Rarity: Legendary

Boosts: None

Passives: Ignore slashing resistance - *"Valyrian Steel Blade"*

Deals an extra 1d6 Radiant damage on a hit - *“Pride of Starfall”*

Targets hit by a radiant attack or smite must succeed on a DC 15 Constitution saving throw, or they are blinded for 1 turn - “*Fallen Star’s Brilliance”*

Spells: Divine Smite at 3rd level, once per short rest (levels 5-12) - *"The Sword of the Morning"*

Location: ACT 1.5--Rosymorn Monastery

Description: *“The finest knight I ever saw was Ser Arthur Dayne, who fought with a blade called Dawn, forged from the heart of a fallen star. They called him the Sword of the Morning, and he would have killed me but for Howland Reed.”—Eddard Stark*

LONGCLAW - LONGSWORD

Rarity: Legendary

Boosts: +2 Insight, +2 Perception, +2 Survival - *"Watcher of the Wall"*

Passive: Ignore slashing resistance - "Valyrian Steel Blade"

While Ghost is summoned and within 9m of the player, both gain advantage on saving throws against being frightened or charmed (levels 3-12) - *"Silent Bond"*

Spell: Summon Companion: Direwolf -"Ghost"; I am planning to make him white with red eyes and scale with player level - *"The White Wolf"*

Location: ACT 1--Blighted Village Forge

Description: *"Longclaw is an apt name. Wolves have claws, as much as bears."—Jon Snow*

OATHKEEPER - LONGSWORD

Rarity: Legendary

Passive: Ignore slashing resistance - *"Valyrian Steel Blade"*

Wielder is protected against spells such as Frightened, Charmed or Command (levels 5-12) - *"Unwavering Loyalty"*

When standing within 3m of an ally with less than 50% health, the wielder gains +1 armour class and Advantage on saving throws (levels 3-12) - "*Oathbound Protector"*

Boost: +1 Insight, +2 Athletics - *"A True Knight"*

Spell: None

Location: ACT 3--Audience Hall of Wyrm's Rock Fortress

Description: *"There was a time that I would have given my right hand to wield a sword like that. Now it appears I have, so the blade is wasted on me. Take it."—Jaime Lannister, to Brienne of Tarth*

WIDOW'S WAIL - LONGSWORD

Rarity: Legendary

Passive: Ignore slashing resistance - *"Valyrian Steel Blade"*

When equipped in the Off-Hand (or when Dual-Wielding), gain +1 to Attack Rolls and +2 to Armour Class - *"Goldenhand's resolve"*

Once per turn, use a Reaction to add your Proficiency Bonus to your AC against a melee attack. If the attack misses, make an immediate retaliatory strike. - *"Kingslayer's Parry"*

Boost: +2 Charisma, +2 Performance, +1 Athletics - *"The Golden Lion's Grace"*

Spell: Charm (level 3-12) - *"Commanding Presence"*

Location: ACT 3--Audience Hall of Wyrm's Rock Fortress, next to Oathkeeper

Description: *"Widow's Wail! Yes! It shall make many a widow, too! And when I face my uncle Stannis, it will break his magic sword clean in two."—Joffrey I Baratheon*

BLACKFYRE - LONGSWORD

Rarity: Legendary

Passive: Ignore slashing resistance - *"Valyrian Steel Blade"*

Deal additional 1d6 slashing damage to burning targets - *"Fire & Blood"*

On a critical hit, nearby enemies within 6m must succeed on a Wisdom saving throw (DC15), or they become frightened for 1 turn (levels 5-12) - *"Dragonlord's Wrath"*

Boosts: +2 Strength, +2 Intimidation - "*The Conqueror's Strength"*

Spells: None

Location: ACT 2--Adamantine Forge

Description: *"Because Daemon was the better man. The old king saw it, too. He gave the sword to Daemon. Blackfyre, the sword of Aegon the Conqueror, the blade that every Targaryen king had wielded since the Conquest ... he put that sword in Daemon's hand the day he knighted him, a boy of twelve."—Eustace Osgrey*

DARK SISTER - LONGSWORD

Rarity: Legendary

Passive: Ignore slashing resistance - *"Valyrian Steel Blade"*

Deal additional 1d6 slashing damage to burning targets - *"Fire & Blood"*

Critical hits deal an extra 1d6 slashing damage and apply Bleeding for 2 turns (levels 4-12) - *"Visenya's Execution"*

Boosts: +2 Charisma, +2 Intimidation - *"The Rogue Prince's Charm"*

Spells: None

Location: ACT 2--Moonrise Towers, with Z'Rell's stash

Description: *"Dark Sister was made for nobler tasks than slaughtering sheep. She has a thirst for blood."—Daemon Targaryen*

VIGILANCE - LONGSWORD

Rarity: Legendary

Passive: Ignore slashing resistance - *"Valyrian Steel Blade"*

Boost: +2 Perception, +2 Religion - *"Beacon of the Faith"*

Spell: Cast Daylight, twice per short rest (levels 3- 12) - *"We Light the Way"*

Grant the player and nearby allies a +2 bonus to AC and saving throws for 2 turns, once per short rest (levels 3-12) - *"Shield of the Seven"*

Location: ACT 1--Temple of Selune, entrance to Underdark puzzle

Description: "*Ormund Hightower feasted Prince Daeron on aurochs and strongwine, and dubbed him a knight with the storied Valyrian longsword Vigilance, naming him 'Ser Daeron the Daring'. The prince modestly replied, 'My lord is kind to say so, but the victory belongs to Tessarion.'"— Fire & Blood*

LADY FORLORN - LONGSWORD

Rarity: Legendary

Passive: Ignore slashing resistance - *"Valyrian Steel Blade"*

When the player strikes a target affected by Bleeding or Frightened, deal an additional 1d6 slashing damage - *“Corbray’s Desolation”*

When the player deals radiant damage with a spell or divine smite, their melee damage is converted to radiant damage until the end of their next turn, and critical hit threshold is reduced by 1 (stacks with other crit-reducing gear, levels 5-12) - *“The Heart’s Home”*

Boosts: +2 Religion, +2 Insight - *“Lord’s Devotion”*

Spell: Cast Death Ward; protects wielder or ally from death and HP drops to 1 instead of 0 (levels 3-12) - *“Unyielding Heart”*

Location: ACT 1--Arcane Tower or ACT 1--Spinning Windmill in Blighted Village

Description: *“It's said that whenever Blackfyre and Lady Forlorn clashed, you could hear the sound for a league around. It was half a song and half a scream, they say.”—Eustace Osgrey*

VICTARION'S AXE - GREATAXE

Rarity: Very Rare

Boost: +3 Intimidation, +1 Arcana - *“Moqorro’s Ritual”*

Passive: Ignore slashing resistance - *"Valyrian Steel Blade"*

While the player is raging, dealing damage with the weapon grants Reeling-immunity and restores HP equal to their Con modifier and rage damage bonus once per turn (levels 4-12) - *“Iron Victory”*

On a critical hit, enemies within 6m of the player will become frightened (levels 3-12) - *"Fury of the Drowned God"*

Location: ACT 2--Hidden fishing shack in the Shadowlands

Description: *“The most beautiful woman in the world has urgent need of my axe.”—Victarion Greyjoy*

ICE - GREATSWORD - ONLY IN CREGAN PACK

Rarity: Legendary

Boosts: +3 Intimidation, +2 Persuasion - *“Lord of the North”*

Passives: Ignore slashing resistance - *"Valyrian Steel Blade"*

When an enemy attacks the player or a nearby ally, their next melee attack against that enemy deals an additional 1d8 slashing damage and forces a DC 15 Strength saving throw, or it knocks them prone (levels 3-12) - *“The North Remembers”*

Spells: "Executioner's Strike" (CUSTOM-deal a guaranteed critical hit, but you are left lethargic after 1 round; use only once per short rest) (levels 5-12) - *"The King's Justice"*

Location: ACT 1--Goblin Camp, in the cell where the Worgs are, beside Halsin’s cell.*

Description: *“Ice can kill as dead as fire. Ice was Ned’s greatsword. Valyrian steel, marked with ripples of a thousand foldings, so sharp I feared to touch it.”—Catelyn Stark*

**Might make a mod where Halsin has Cregan’s look; if so, it will be on him.*