

Vorpal Sword II +2

(from "Greyhawk Adventures". Addition by DM Superelf.)

The [vorpal blade](#) differs from a [sword of sharpness](#) in several ways:

- Its attack roll bonus is +2.
- It needs only 10% over the required score to hit, or an 18 through 20 to sever, and it always severs the neck.

It will perform in the hands of any lawful fighter, although it requires a paladin in order to act in its *antimagic* capacity.

(DM Superelf Note: In the hands of a paladin, it confers 50% magic resistance.)

XP Value: 12,000

GP Value: 60,000