

Rust, Cursed Longsword -3

(by Patrick Rannou: rannou@hamming.poly, from the "Gallery of Magical Blades, V5.0" by Christopher A. Brooks)

Rust looks like a normal long sword, the only noticeable detail is a small ellipsoidal brown gem (*agate or jasper - Editors*) in its guard.

While the sword itself is made of steel and is immune to the sword's power, any metal that is being hit (not touched, hit) rusts just as if touched by a rust monster. A natural 20 means the target doesn't have a save and all metallic items on the target (instead of only the armor or weapon) are affected. The sword feels very unwieldy, however, as if it was a bit hard to make it move in a straight line.

Curse: All metallic items worn by the cursed person will rust very fast: after each night of rest, all items rust a bit. Weapons become reduced by -1 to hit and to damage because of rusting effects. In the case of armor, the AC goes up by a +1 penalty.

These rusting effects are cumulative. Thus, after two nights an archer will discover that his/her arrows do only 1d6-2 of damage and that he/she has -2 to hit, etc. Minimum damage is always 1. Items that the GM considers too rusted simply fall into rust powder. Thus, the character can only safely use leather armor (even the studs of a studded leather will rust).

Finally, magical items get a saving throw against the rusting effect. A smith can repair half (rounded up) of the rust damage on an item. Thus, if a magical sword +5 rusts a lot, and is then repaired, then it will be a sword +3. Greater magics can restore the items to normal status (Un-rust spell, anyone?).

A *remove curse* cast directly on the sword allows the wielder of the sword to make a saving throw versus magic. If he/she succeeds, he/she has one round to drop the sword. Picking it up again is foolish because the sword stays cursed.

The user can drop the sword, but as soon as the character enters combat the sword jumps to his/her hands. Trying to get rid of the sword by force is not a good idea, because there is no limit to how strong the invisible elastic between the sword and the wielder can be. Throwing the sword away only to see it coming back right at you could be unhealthy.

(Note: One way to still be able to use that weapon is to give it to a henchman wearing non-metallic armor, and have him attack opponents wearing metallic armor: "Well done, Max, you've just rusted to nothingness those Chaos Warriors full plates! Now, stand back and let us finish them!")

XP Value: -

GP Value: 300