

## Silverheart

Unusually colored for a rune item, its head is shining and unblemished silver. The haft is a dark metal and covered in runes, it seems far more in line with what one would expect from a rune weapon. Silverheart is usually mistaken for a small Anvil. A stake anvil in design, the long stand is driven into a heavy stump or block of wood and provides a secure workspace while having a much lighter and easier to transport anvil.

**Type:** Double War Pick; Greater Rune Weapon

**Damage:** 4d6 MD from the pick end, 6d6 MD when white hot; and 2d6 MD from the stake pommel.

**Alignment:** Unprincipled

**Powers:**

- **Indestructible:** never dulls or dents, and does full damage to anything vulnerable to silver.
- **Immovability:** When wielded as a pick Silverheart feels as light as a common sword (about 4 lbs) instead of its actual weight (about 40 lbs), but when it's stake end is driven into something, and left there, its weight is multiplied by a hundred (4000 lbs, 2 tons).
- **Furnace Touch:** With but a thought, Silverheart's head will appear to heat up to white hot temperatures in mere moments, glowing like a small sun (as the spell globe of daylight) and inflicting anywhere from 1 SDC, up to 1d6 MD damage from just a touch. In addition when it touches metal it can heat it to any desired temperature within moments (as the fire warlock spell Melt Metal, 6th lvl caster, at will; uses 2 attacks to do 1d6x10 MD to metal objects).
- **Moon Anvil:** When Silverheart is used to create a magical item it seems to impart a dull silver glow that emanates from the core of the item when it is viewed in the light of the full moon(as bright as a candle), and when used to forge items made of silver or coated in silver it uses only half as much silver yet the resulting item is twice as durable(double SDC/MDC) as usual. When used to make a magical item it costs only half as much PPE and takes only half the time to create.

**Curse:** The dull silver glow of items crafted by Silverheart are instinctively recognized by were-beasts, marking their wielders as primary targets by any were-creature. Worse yet, the skin(or exoskeleton, hide, fur, etc) of Silverheart's wielder glows anytime the moonlight hits it, acting like a beacon to not just were-beast's but any creature that is vulnerable to silver, making them an instantly hated enemy of many monsters and beasts.



**Personality (IQ 26):** Stern, silent, and stoic to a fault... unless it hears a question about how or why something is built. Then Silverheart becomes a ridiculous know-it-all, spouting instruction and insight that ranges from immensely insightful to the purely unimportant. For example, to forge a sword Silverheart will relate the exact percentage relation for minerals in the steel for the perfect version of any variety of sword, but he'll also describe the exact atmospheric conditions, soil composition, and mining techniques needed to find that mineral in prime condition... without any prompting whatsoever. Considered to have the skills Gemology, Masonry, Lore: Magic, Sculpting and Whittling, Carpentry, Dowsing, Skin and Prepare Animal Hides, Field Armorer, Recognize Weapon Quality, Identify Precious Metals/Stones, Mechanical Engineer, Weapons Engineer, Locksmith, Chemistry: Analytical, Appraise Goods, Leather Working, Metal Working, Mining, Excavation, Recycling, all at 98%. When working with modern high-tech equipment and techniques, Silverheart suffers a -20% to these checks and of course can only be consulted for long winded explanations and descriptions.

**History:** Don't you wish you knew? Silverheart will say nothing on the matter and even most with knowledge of legendary weapons knows nothing of it.