

Table 85e: Magic Sword Attitudes (even)

Roll on this table to determine the magic sword's "attitude", i.e. the factors that may interfere with its functioning in certain situations. This attitude should be in addition to whatever special power is generated for the sword on the "Magic Swords" Table.

1	1	Dwarf-made, will not confer its bonus to elves or to advance elvish ends
	2	Forged to be bane of certain kind of being
	3	Slain foe's ancestral sword, will constantly be seeking ways to turn on slayer
	4	Sword will resist performing atrocities against the weak and defenceless
	5	Only confers its bonus to the high-born and the valiant
	6	Only confers its bonus if wielded by a specific race (e.g. dwarves, humans, etc.)
2	1	Sword knows of its elite origins, woe to him who seeks to peel potatoes with it, etc.
	2	Forged for shieldmaiden, will confer double bonus if wielded by women.
	3	Will resist being wielded against woman, children, and non-combatants/non-aggressors
	4	Bossfight sword: Will only confer bonus when confronting a suitable opponent
	5	High maintenance sword/sword of mirth
	6	Forged for obsolete quest
3	1	Sword of the horse clans, only grants its bonus to horsemen, horse friends
	2	Forged for divine purpose
	3	Night sword, will not confer its bonuses in sunlight
	4	Day sword, will not confer its bonuses by night, since "night killing is murder"
	5	Totem sword/ Sword of the dead
	6	Forged for sea-king with contempt for landlubbers, only confers bonus near the sea
4	1	Sword will resist being drawn against things that could dissolve it
	2	Once wielded by great warrior king will have contempt for less valiant wielders
	3	Will resist being wielded by cowards
	4	Will resist being wielded by one who betrays or abandons friends, breaks oaths
	5	Will resist being wielded by and will not extend its bonus to a fumbler
	6	Will provide enhanced bonus to those who wield it well
5	1	Will not confer bonus to/resist being wielded by the weak/clumsy/stupid
	2	Will resist being wielded against _____
	3	Will demand human sacrifice, if blooded will not stop fighting until someone dies
	4	Will not want to shed blood unnecessarily
	5	Will consistently urge wielder to ever more suicidal heroic deeds
	6	Will encourage wielder to perform quest
6	1	Will provide enhanced bonus to underdog
	2	Prefers battling foes with real weapons
	3	Provides enhanced bonus against those who don't fight fair
	4	Will not extend bonus to/resist being wielded by those fighting unfairly
	5	Will provide enhanced bonus to wielder rescuing someone
	6	Will resist being wielded against foes beneath its dignity.

Details:

1-2: If blooded in battle against this kind of being it will keep on fighting until all such enemy beings at the battle scene are slain. It will not perform well in the hands of the kind of being it is supposed to slay (at the very least it should never critical and have double the normal chances of fumbling).

2-2: This sword will also never fumble and have double the normal chance of doing a critical hit when wielded by a woman. Will not perform well for male chauvinists or anyone else who mistreats or speaks ill of women or uses words like "wench".

2-4: This sword was forged for the ultimate boss fight and knows it (although it might not know that that boss or fight ended centuries ago) and anything less than an epic foe or his immediate subordinates are far below this sword's dignity. It may make exceptions on occasion but the wielder will generally have to justify them to it, and in general treat it at all times with the utmost respect any true "forged for the boss fight" sword deserves (and expects). Could conceivably turn on a wielder who insists on using it for mundane tasks.

2-5: This sword must be treated with respect, encouraged, praised, and constantly given appreciation for its role in the combat, ideally in verse by the party's bard (sword may not think much of a bardless party, finding performing great deeds pointless without someone to immortalize them)(conceivably a good bard could even increase the bonus/powers of the sword). Even then it may refuse to perform against foes it deems beneath it. And don't even think of using it for mundane tasks. It would not be out of character for this sword to refuse to come out of its sheath at all unless encouraged by a suitably respectful praise poem.

It would also be possible to imagine this sword's traits deriving from the woman/princess/sorceress who was sacrificed as part of the forging process. In this case it might be easier for the sword to bond (or even fall in love) with the kind of character that might have appealed to her back when she was alive, provided he also treats the sword in a suitably respectful way.

In the "sword of mirth" alternative, sword will not come out of its sheath unless a good joke is told first (good as judged by the GM or other unbiased parties). Will perform better for characters who tell jokes and do or say amusing things in combat. A totally pathetic initial joke will cause it to stay in its sheath for an indeterminate period.

2-6: Forged for high purpose, to be wielded against foe that no longer exists, to advance quest that became irrelevant centuries ago, but the sword cannot accept this reality, will perform best if persuaded party's actions somehow relate to its original quest. Good luck with that!

3-2: Will only confer its bonus for actions that can be seen as somehow advancing that purpose or aligning with the priorities of that deity. Conversely it cannot be wielded against the priestesses of that deity (if any) or as part of an activity that would constitute blasphemy or profanation of a place or thing sacred to that god.

3-5: Cannot be wielded against the animals or were-versions of the animals that adorn its hilt

In the "sword of the dead" alternative, the sword was forged for funerary purposes, for use by a dead person against adversaries he might encounter enroute to the other world. It was never intended to be used by the living and takes a dim view of being wielded by one. Presumably it entered the land of the

living as a result of a barrow theft. Functions best in cold dark places, against the sort of beings a dead viking might encounter in the afterlife.

4-1: Such as dragons, shadow walkers, acidic beings.

4-5: Or who commits any other spectacularly klutzy battle move or mishandles/drops sword (especially in mud or fails to clean it).

4-6: i.e. who treat the sword respectfully, make spectacularly good combat rolls or perform great feats while wielding it, this should lead to enhanced bonuses for the sword over time.

5-2: Insert the being/fantasy race/character class of your choice in the blank. Perhaps this relates to the circumstances of the sword's forging, perhaps it was designed not to work against such targets.

5-3: This can be further simulated by increasing the sword's bonus (but for the duration of that melee only) for each person it slays in that fight.

5-4: The wielder must be prepared to justify his actions to the sword every time he draws this sword in anger, unless the circumstances are obvious (such as warding off an orc attack). All bonuses conferred by the sword will cease if the sword feels the foe "has had enough".

5-5: Possibly by increasing bonus during suicidally heroic fights.

6-2: Intended for formal duels between warriors, knights, etc., will not confer its bonus against things that fight with fang and claw or improvised weapons (such as clubs, rocks, living room furniture). This sword will also perform poorly (i.e. double chance of fumble, no chance of critical hits) if wielded by someone of extremely low birth or who disregards chivalric ideals, or if other members of the party wield "peasant weapons". May make an exception for fights against dragons or other big monsters that are clearly worthy foes for a knight, even one backed up by peasants.

6-3: Sword may deliver a greatly enhanced bonus against foes that take advantage of superior numbers, employ spells while fighting, do sneak attacks, attacks at night, use human shields or other hostages, or who are trying to finish off a seriously wounded defender at a disadvantage, etc.

6-4: This sword may have a very chivalric attitude, and refuse to participate (or to contribute its bonus) in massacre situations or in cases where the wielder enjoys a significant numerical advantage.

6-5: Provided the target of the rescue is at a disadvantage (such as being held captive or in imminent danger of being killed) and the rescue is part of the melee (i.e. this would not apply to a rescue incorporated into a long range quest to be achieved at some distant point in the future).