



Artwork by Mister Crowbar

THE MOURNING BLADE

Nothing is more consistent with humanity than conflict. Since the beginning of time, mankind have engaged in a virtually continual drumbeat of conflict with supernatural adversaries, monster invaders, and one another. The sheer, unnatural quantity of lives lost to the sword is second only to illness. A warlord is equally as well-known among mankind as a righteous monarch or a learned scholar, and some people think that the former is the one who influences the world via their legacy the most.

Thus, a great warrior emerged, sculpted and hardened by the never-ending drumbeat of brutal conflict, whose legacy would far eclipse all others, whose tactical abilities and renown as a general gained them the respect and dread of friends and foes alike. This warrior received a powerful sword that was appropriate for their rank; they carried it by their side during every campaign and conflict; it dispatched adversaries and put a stop to plotting traitors and cowards. It served as both companion and weapon of conquest. The warlord and their blade grew close, and their confidence in its unyielding steel was greater than any mortal relationship. Despite how strange it may sound, these emotions were eventually reciprocated. The warlord loved their weapon, and the blade loved its warlord.

However, despite the warlord's numerous wins and their ostensible invulnerability - believed by both their loyal followers and their beloved sword- the tides of combat can change cruelly and suddenly. After many decades of struggle, the warlord found their match and was slain in battle, and where they fell, the blade fell too, remaining at their side in death as it did in life. With its beloved wielder slain, the blade's spirit sunk into deep sorrow, utterly alone in its anguish. With time, this sorrow twisted, contorted into something more sinister, a perceived eternity of heartbreak driving it to madness.

The old sword initially appeared to the poor fool who found it again to be little more than some loot to be pilaged, but once in hand, the blade's spirit's joy at being held again turned to madness; this was someone else, an unworthy soul unfit to use an instrument that would never again see its master. The blade's soul lashed out in despair, and in a cruel irony, it quickly began to wield its bearer rather than the other way around.

It is known as the Mourning Blade to those who have come across this abandoned, tormented weapon and felt its bite during its insane drive to obliterate a word that is no longer worthy of existence.

WIELDER OF THE MOURNING BLADE

Medium humanoid

Armor Class 17 (splint mail)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	12 (+1)	16 (+3)	18 (+4)

Proficiency +4

Saving Throws Str +8, Con +7, Wis +7, Cha +8

Skills Athletics +8, History +5, Perception +7

Damage Resistances psychic

Condition Immunities charmed, paralyzed, unconscious

Senses darkvision 120 ft., passive Perception 17

Challenge 10 (5,900 XP)

The Mourning Blade. The wielder carries the Mourning Blade, a magical longsword that grants a +3 bonus to its attacks and damage (included in the attack). During the wielder's turn, they can use a bonus action to call the blade into their hand, as long as the Mourning Blade is on the same plane of existence as themselves and will do so if separated from it.

Legendary Resistance (3/Day). If the wielder fails a saving throw, they can choose to succeed instead.

Blade's Possession. The wielder of the Mourning Blade is possessed by the blade, retaining its original Strength, Dexterity, and Constitution score, but takes on the Blade's Intelligence, Wisdom, and Charisma score (included in the ability scores). The possession can only be broken by the spell *Remove Curse* when the wielder is incapacitated, or with the *Wish* spell. If the wielder begins their turn and the Mourning Blade is not on the same plane of existence as the wielder, they are incapacitated until the beginning of their next turn.

ACTIONS

Multiattack. The Wielder of the Mourning Blade makes three melee weapon attacks. They can use their Flourish in place of two melee weapon attacks.

Mourning Blade (One-Handed). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Mourning Blade (Two-Handed). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage.

THE MOURNING BLADE'S TACTICS

Having witnessed many fights over its existence, the Mourning Blade is a tactical combatant. The Wielder will use many of its options appropriate to the situation it finds itself in.

Depending on their current situation, the Wielder of the Mourning Blade will favor making three melee attacks over using their flourish. If the Wielder of the Mourning Blade finds themselves outnumbered by lesser foes, they will try to make many attacks to decimate the foes around themselves. When fighting against a single target or against a few stronger enemies, the Wielder of the Mourning Blade will use their flourish. Depending on which kind of enemy the Wielder of the Mourning Blade faces in combat, they will use different flourishes, choosing among the best options for the given situation.

Tuz's Fearsome Foes: The Mourning Blade

Flourish. The Wielder of the Mourning Blade makes a melee weapon attack with the Mourning Blade and adds 1d8 to the attack roll. If the target is a creature and the attack hits, you can choose one of the following effects:

- **Daze.** The creature must succeed a DC 16 Constitution saving throw or can't use reactions and has disadvantage on all saving throws to keep concentration until the end of the wielder's next turn (including this attack).
- **Disarm.** The creature must succeed a DC 16 Strength saving throw or drops an item it is holding.
- **Push.** The creature must succeed a DC 16 Strength saving throw or is pushed up to 10 ft. away from the wielder and the wielder can move up to 10 ft. towards the target without provoking opportunity attacks.
- **Set-Up.** The creature must succeed a DC 16 Wisdom saving throw or the next attack against the creature until the beginning of its turn is made with advantage.

REACTIONS

Parry. The Wielder of the Mourning Blade adds +4 to their AC against an incoming attack, potentially causing the attack to miss. If this causes the attack to miss the wielder's AC by 5 or more, the wielder can make a melee weapon attack against the attacker. To use this reaction, the wielder must wield the Mourning Blade.

LEGENDARY ACTIONS

The Wielder of the Mourning Blade can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The wielder regains spent legendary actions at the start of their turn.

Move. The wielder moves up to half their movement speed.

Strike. The wielder makes a melee weapon attack.

Steady. The wielder gains an additional reaction to use until the end of their next turn. They can only use this reaction to use the Parry reaction.

Griefstruck Wail (2 Actions). If the wielder of the Mourning Blade received damage from an enemy creature since the end of their last turn, the Blade sounds a harrowing wail in a 20 ft. radius centered on the wielder. Each creature other than the wielder in the radius that can hear the wail must succeed a DC 16 Wisdom saving throw or has disadvantage on all attack rolls it makes until the end of its next turn. A creature that fails the saving throw by 5 or more drops any item they are holding and must spend their action on their next turn crying uncontrollably.

Action Surge (3 Actions, 1/short rest). The wielder moves up to their speed without provoking opportunity attacks. Before or after the movement, the wielder makes a multiattack.

The Mourning Blade will force the Wielder to fight with lethal force, but once reduced to below half of their maximum hit points, the Mourning Blade will order them to retreat, using Griefstruck Wail to cover their escape. The Mourning Blade might not order a retreat if one of the enemies it is facing is a competent martial warrior. In that case, the Wielder will engage the warrior and fight till the very end, as the Mourning Blade sees a new successor to its former wielder in the warrior.

The Wielder will never reject the offer for a one-on-one duel with another combatant, as the Mourning Blade still retains its sense of honor.

INFORMATION GATHERING

Investigating the Mourning Blade will take the players down different stages of investigation in which their perception of the Mourning Blade and its wielder may change dramatically. As a first hurdle they must learn that the traveler who caused the devastation they did is wielding the Mourning Blade - this will open more avenues that the players can begin to investigate, such as the Mourning Blade's history, or the identity of the wielder themselves. Let your players roll Intelligence (History), Intelligence (Investigation), Charisma (Persuasion), or other skills that you deem appropriate to learn more about the Mourning Blade and its wielder.

Easy: DC 10 – Rumors spread about a mysterious wanderer wielding a sword who leaves death and devastation in their wake.

Intermediate: DC 13 – The wanderer is equipped with a powerful weapon. It is most likely enchanted.

Intermediate: DC 13 (History) – The players learn that the sword that the wanderer wields once belonged to a legendary warlord of a past age.

Hard: DC 15 (Investigation or Persuasion) – The players learn the identity of the current wielder of the Mourning Blade.

Hard: DC 15 (History) – The players learn that the weapon the wanderer carries is the cursed Mourning Blade, a weapon that will grant the wielder great power, but possesses the wielder in return.

Impossible: DC 20 (Investigation or Persuasion) – Either through their own research, or through meeting the right people while checking for rumors, the players learn about how the current wielder of the Mourning Blade came into possession of the cursed blade.

Impossible: DC 20 (History) – The players learn of the tragic origins of the Mourning Blade and that the spirit within the weapon is acting out of unbridled grief, rather than malign intent.

TREASURE

Besides looting the former possessions off the former wielder of the Mourning Blade had on themselves, the players are bound to retrieve the titular Mourning Blade. The Mourning Blade is a magical weapon with unique properties. The sword developed sentience in the service of its original master and as thus is an intelligent magic weapon (see *Sentient Magic Items*). While the Mourning Blade at the moment of acquisition has overtaken by sorrow, willing to lash out at the world around itself, it still contains the capability of nobility and kindness that it was once known for. Unlike regular sentient magic items, the Mourning Blade can be influenced by its wielder. Whether the Mourning Blade can be rehabilitated or be driven down an even more volatile path of destruction will depend on the character's decisions while wielding the Mourning Blade.



The Mourning Blade
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THE MOURNING BLADE

Any character that touches the Mourning Blade while it is not attuned to anyone must succeed a DC 16 Wisdom saving throw or will be charmed by the Mourning Blade until its bond is broken (see the Wielder of the Mourning Blade's *Blade's Possession* trait). A charmed character is under the direct control of the Mourning Blade. A character that succeeds the saving throw is immune to the Mourning Blade's possession when handling the blade. A character that is under the effect of Intellect Fortress or a similar form of protective magic is immune to the effect and can handle the Mourning Blade safely.

A character that attempts to attune to the Mourning Blade must succeed a DC 16 Wisdom saving throw or be charmed by the Mourning Blade and under its control as above. The Mourning Blade respects strength and force of will. Succeeding the saving throw will earn a base level of respect from the Mourning Blade, allowing the character to attune to the Mourning Blade safely and start with a bond level of 1.

The bond level measures the bond and connection between the character and the Mourning Blade. The higher the bond level is the deeper the connection between the character and the Mourning Blade becomes. The bond level automatically increases by 1 level when the character gains a level while attuned to the Mourning Blade. To further increase the bond level with the Mourning Blade, the character must interact with the Mourning Blade.

Tuz's Fearsome Foes: The Mourning Blade

MOURNING BLADE BOND TABLE

Bond Level	Effect
0	You must make a DC 16 Wisdom saving throw. On a failed save the Blade possesses you. On a successful save your Bond Level increases by 1.
1	-
2	Increase the additional 1d6 psychic damage when you expend a charge to 1d8.
3	When you are reduced to below half of your maximum hit points, you can choose to suppress the automatic activation of Grief-Stricken Wail, when you do so, you can use a reaction to use the Blade's Grief-Stricken Wail whenever you take damage while you are below half of your hit points until the next dawn. The Mourning Blade can communicate with you in limited words.
4	Increase the Blade's charges to 3.
5	You now have a +2 bonus to attack and damage rolls made with the Mourning Blade.
6	When Grief-Stricken Wail is activated, you can choose to increase its radius by 10 ft. The Mourning Blade can now fully communicate with you in any language that you speak.
7	Grief-Stricken Wail now only targets creatures that the Mourning Blade sees as hostile creatures. Whenever you are at 0 hit points the Mourning Blade protects your body. While you are at 0 hit points, any creature that targets you with an attack or harmful spell must succeed a DC 16 Wisdom saving throw. On a failure the creature must choose another target or forfeit the attack or spell.
8	Mourning Blade transforms into one of 3 possible Weapons, depending on the nature of your bond with the Mourning Blade. Once transformed it no longer has a bond level. Its personality will be reflective of its new form.

Whenever the character attuned the the Mourning Blade is encountered with a situation related the the Mourning Blade's ideals, bonds, and flaws, or the wielder spends time during a short or long rest communicating with the blade, the character gains an opportunity to increase the Mourning Blade's bond level. Anytime such an opportunity presents itself, the wielder can make a Charisma, or Wisdom check. If applicable, a character can use skills such as Insight, Intimidation, or Persuasion to make the check. Each skill represents a different approach of how a character wants to interact with the Blade. Insight represents a character being attentive and understanding towards the Blade. Intimidation represents a character being forceful and imperious towards the Blade. Persuasion represents a character being gentle and patient with the Blade. While the DC can vary depending on the given situation, in general the DC should be equal to 10 + the current bond level.

On a success the bond level is increased by 1, on a failure the bond level does not increase and no additional check can be made to increase the bond level until the next dawn. If the check fails by 5 or more the bond level is additionally decreased by 1. As with all roleplaying encounters, a Dungeon Master can decide the outcome of the interaction without the need of a roll in case of meaningful roleplay.

A character that breaks attunement with the Mourning Blade decreases their bond level by 1 and every 7 days that pass the bond level is decreased by 1 to a minimum of 0. A character who has a bond level of 1 or higher that re-attunes to the Mourning Blade must not make a saving throw against the Blade's possession.

The Mourning Blade

Legendary Blade (Longsword, Greatsword, Shortsword, Rapier), (Requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Grief Stricken-Wail. When you are reduced to below half of your maximum hit points the Blade sounds a harrowing wail in a 20 ft. radius centered on yourself. Each creature other than yourself in the radius that can hear the wail must succeed a DC 16 Wisdom saving throw or has disadvantage on all attack rolls it makes until the end of its next turn. A creature that fails the saving throw by 5 or more drops any item they are holding and must spend their action on their next turn crying uncontrollably.

Wailing Strikes. The Blade has 2 charges. When you hit a creature with an attack using this weapon, you can expend a charge to deal 1d6 additional psychic damage. Whenever you gain a bond level you gain one extra charge that lasts until the next dawn. You regain expended charges at dawn.

Evolving Weapon. The traits of the Mourning Blade can improve the further as you increase your bond level (see table).

Sentience. The Mourning Blade is a sentient lawful neutral weapon with an Intelligence of 12, a Wisdom of 15, and a Charisma of 18. It has the same senses as its wielder, but without a wielder it has blindsight out to a range of 5 feet. The Mourning blade communicates telepathically with its wielder in simple notions and ideas. It understands common.

Personality. The Mourning Blade is a being grief-struck over the loss of its original master. It desperately tries to fill the hole that its beloved master left behind.

Ideals:

Devotion - My entire being is dedicated to my beloved master. I will see to it that they will know no defeat!

Glory - I want to witness great deeds, similar to those my beloved master performed.

Strength - I respect martial prowess and tactical wit. My beloved master was a great warrior and so must be anyone that wants to wield me.

Bonds:

Dependent - I am a tool - I know no will but the will of my master and I am lost without direction.

Depressed - I am very morose and have a gloomy disposition. I have a hard time to be positive.

Weapon of War - I was created for warfare and I know nothing else.

Flaws:

Grief - Memories of my past master still torture me and I am prone to emotional outbursts if confronted with them.

Idealisation - My first master was perfect and no one must question them!

Separation Anxiety - Being separated from my wielder is the worst fate.

THE EXULTING BLADE

When a character's bond with the Mourning Blade has mostly been increased by leveling up, and by enforcing the Mourning Blade's idea of itself as a weapon, the Mourning Blade will transform into the awesome Exulting Blade.

The Exulting Blade

Legendary Blade (Longsword, Greatsword, Shortsword, Rapier), (Requires attunement)

An awesome blade born from combat and triumph. The glorious spirit innate in this blade vows to serve its master and see to their victory in all battles.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Booming Blade. When you wield this weapon, you can cast the *Booming Blade* cantrip using this weapon as its component. The spell's DC is 17.

Challenging Bellow. When you roll Initiative you can use a reaction to cast the *Compelled Duel* spell targeting



The Exulting Blade
- Artwork by DM Tuz

a creature that you can see within reach. You must use this weapon as an implement for this spell by pointing it at your target. You don't have to concentrate on the spell, but the spell ends when you become incapacitated or your target is reduced to 0 hit points. When your target is reduced to 0 hit points, you can use a bonus action to cast the spell again against another target until the end of your next turn. The spell's DC is 17.

Invincible Strikes. The blade has 5 charges. When you make an attack using this weapon you can expend a charge and add 1d6 to the attack roll. You can do so before or after the Dungeon Master declares whether the hit was a success or a miss, potentially causing the miss to become a hit. When the attack hits, the attack deals additional force damage equal to the die rolled. Alternatively you can use a bonus action during your turn to expend a charge and gain 10 temporary hit points. When you roll initiative and have no charges left, you regain 1 charge. You regain all expended charges at dawn.

Never Again. Whenever you are at 0 hit points the spirit of the Invincible Blade protects your body. While you are at 0 hit points, any creature that targets you with an attack or harmful spell must succeed a DC 17 Wisdom saving throw. On a failure the creature must choose another target or forfeit the attack or spell.

THE PRESERVING BLADE

When a character's bond with the Mourning Blade has mostly been increased by the use of Insight and Persuasion, and the character has made an honest attempt to help the Mourning Blade overcome its grief and teach it compassion, the Mourning Blade will transform into the magnificent Preserving Blade.

The Preserving Blade

Legendary Blade (Longsword, Greatsword, Shortsword, Rapier), (Requires attunement)

A magnificent blade born from compassion and kindness. The sympathetic spirit innate in this blade vows to protect so others will be spared the crushing experience of loss.

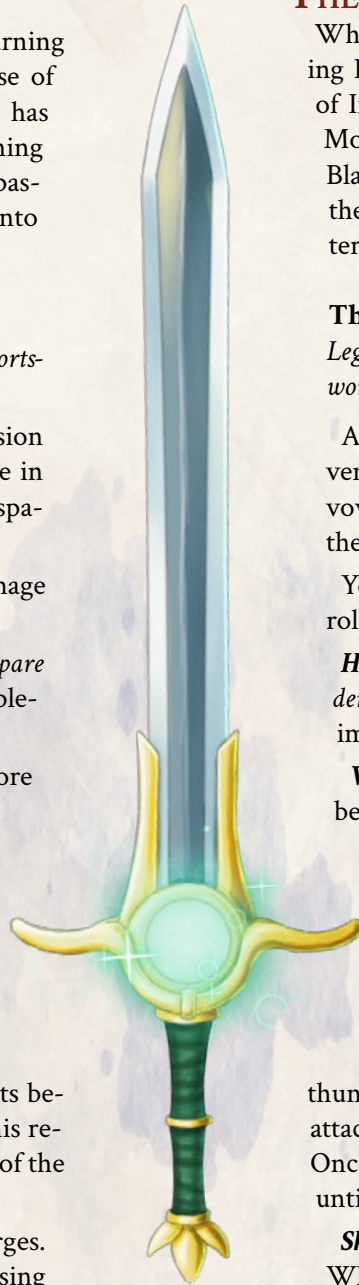
You have a +3 bonus to attack and damage rolls made with this magic weapon.

Grace. You can use an action to cast the *Spare the Dying* cantrip using this weapon as implement.

Soothing Hymn. When you and one or more other creatures within 20 ft. of you take damage from an effect (such as a spell or trap), you can use a reaction to give up to 5 creatures within 20 ft. of yourself that suffer the triggering damage 10 temporary hit points. A creature that is below half of its maximum hit points gains 20 temporary hit points instead. Each creature gains the temporary hit points before the damage is applied. Once you use this reaction, you can't use it again until the dawn of the next day.

Preserving Strikes. This blade has 5 charges. When you hit a creature and deal damage using this weapon, you can expend a charge and deal an additional 1d8 psychic damage to the creature and a creature within 20 ft. of yourself that you can see regains hit points equal to the psychic damage dealt. When you roll a 1 or 2 for the psychic damage dealt, you gain one charge. You can alternatively use an action to expend 1 to 5 charges to heal a creature within 20 ft. of yourself. The creature regains 1d8+3 hit points plus 1d8 for each additional charge you expend beyond 1. You regain all expended charges at dawn.

Never Again. Whenever you are at 0 hit points the spirit of the Preserving Blade protects your body. While you are at 0 hit points, any creature that targets you with an attack or harmful spell must succeed a DC 17 Wisdom saving throw. On a failure the creature must choose another target or forfeit the attack or spell.



The Preserving Blade
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THE SCORNING BLADE

When a character's bond with the Mourning Blade has mostly been increased by the use of Intimidation, and the character fed into the Mourning Blade's grief, or used the Mourning Blade for evil acts such as murder of innocent, the Mourning Blade will transform into the terrifying Scorning Blade.

The Scorning Blade

Legendary Blade (Longsword, Greatsword, Shortsword, Rapier), (Requires attunement)

A terrifying blade born from cruelty and revenge. The rancorous spirit innate in this blade vows to bring devastation and death to all so they too shall experience its pain.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

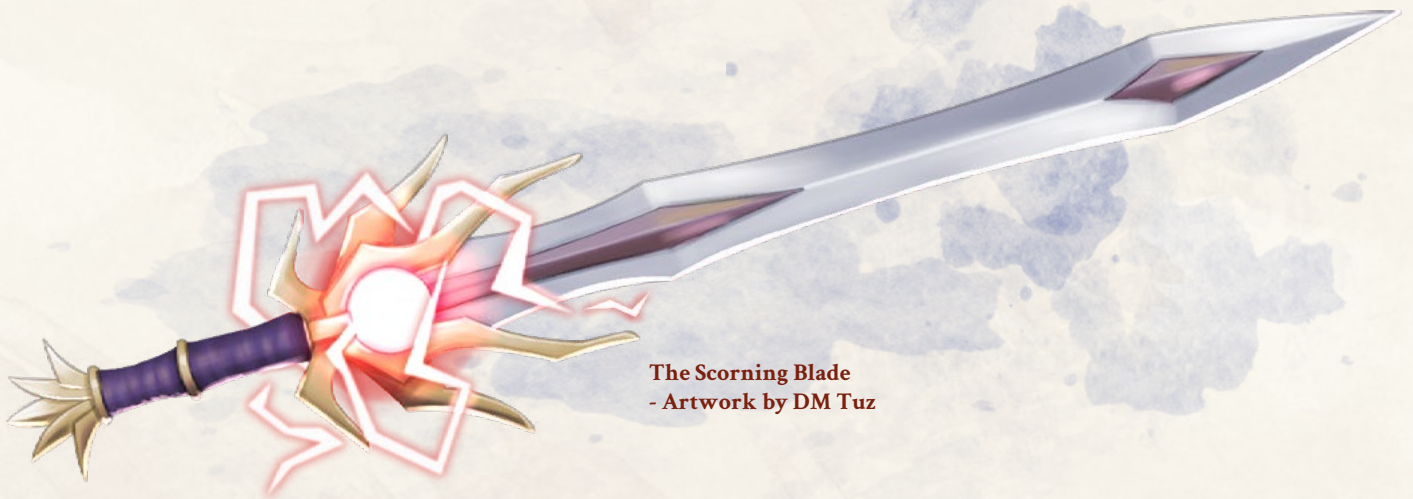
Howl. You can use an action to cast the *Thunderclap* cantrip by using this weapon as your implement. The spell's DC is 17.

Vengeful Screech. When you are reduced to below half of your hit points or you see an allied creature reduced to 0 hit points by another creature, you can use a reaction to move up to your speed towards the triggering creature without provoking opportunity attacks and make an attack with this weapon against it. On a successful attack you deal an additional 8d6 thunder damage to the creature and on a missed attack the creature takes half as much damage. Once you use this reaction, you can't use it again until the dawn of the next day.

Shrieking Strikes. The blade has 5 charges. When you hit a creature and deal damage using this weapon, you can expend a charge and deal an additional 2d6 psychic damage to the creature.

If this attack reduces the creature to 0 hit points, you regain the expended charge. Alternatively you can expend 1 to 5 charges when you cast the *Thunderwave* spell using this weapon. Increase the spell's damage by 1d8 and size of its cube by 5 ft. for each charge expended. You regain expended charges at dawn.

Never Again. Whenever you are at 0 hit points the spirit of the Scorning Blade protects your body. While you are at 0 hit points, any creature that targets you with an attack or harmful spell must succeed a DC 17 Wisdom saving throw. On a failure the creature must choose another target or forfeit the attack or spell.



The Scorning Blade
- Artwork by DM Tuz

WIELDERS OF THE MOURNING BLADE

Over the history of the Mourning Blade's existence, the weapon has passed through many hands. You can use any of the following examples as a guideline of who the current wielder of the Mourning Blade is as well as use any of the provided information as plot hooks for your players to involve them with the Mourning Blade.

Cordwyn Dalefort, the Adventurer

Cordwyn was a young adventurer who rose to prominence in the area with his trusted group of companions after they defied the odds and defeated a local menace (the nature of this menace is for you to decide). After their initial exploits people hailed them as paragons of a new generation of bright adventurers and heroes.

But Cordwyn and his group soon grew restless and set their sights on an ancient grave in need of pacification. The expedition began promisingly, as the group quickly made their way into the tomb with little resistance. In their initial research they discovered the tomb belonged to an ancient warlord who fell in battle centuries ago who they suspected was the source of the dead's unrest.

Once arriving in the center of the tomb they found the warlord's grave, undisturbed and peaceful. As all the undead of the tomb were now cleared out, Cordwyn saw this as a victory; though a tad anticlimactic. So, as adventurers tend to do, the group immediately pilfered the tomb for treasures. Cordwyn in particular inspected the warlord's grave. Inside he found a magnificent blade. As a swordsman himself, he was immediately drawn to it and just had to examine it. This infatuation would spell doom for Cordwyn and his companions.

The moment Cordwyn removed the blade the mourning spirit took control of him. Unaware of their friend's possession, Cordwyn's companions were taken by surprise and cut down one by one. Only Cordwyn as the Mourning Blade's new wielder left the tomb and began his path of indiscriminate destruction, while the local populace assumed the promising heroes found an unfortunate end in the tomb.

Jerra Brown, the Village Girl

Jerra was a young woman who only knew her home. She grew up in a village far off from any of the large cities, and was fine with her lot in life. Her home was no stranger to occasional attacks from brigands and too isolated to count on outside help. So anyone who was capable of holding a weapon would learn the basics of combat and be part of the town's militia. The villagefolk were dedicated to their home and as such, all readily accepted this duty.

But alas, nothing could have prepared them for the desolation that would find their home.

One day news of a wandering swordsman reached Jerra's community. A singular person that had been carving a swath of destruction through the countryside, destroying homesteads and villages alike. Worst of all, Jerra's village was right in the wanderer's apparent path.

Despite their fortification, despite their numbers, and despite their devotion to their home, they too were no match for the wandering stranger. With ease, the swordsman cleaved through the militia. Jerra watched in despair as the wanderer cut down friends, neighbors, and family. She knew this was the end for her community. The swordsman then turned towards Jerra, who was armed with nothing but a humble bow and arrow. Resolved to stand or fall alongside her people, Jerra was undeterred and defiantly took aim at the charging swordsman. She would be damned if she were to turn and flee from all she loved.

Perhaps fate smiled at the girl when she loosened her arrow, as it pierced the attacker right through the neck and the swordsman was brought low. The moment the realization of her victory dawned upon Jerra, she rushed over to the downed swordsman. She grabbed the sword to remove it from the stranger's reach. Immediately though, the sword took hold of the girl as a fresh vessel. Wielding the very instrument of her home's total destruction, Jerra continued the wanderer's path without missing a beat.

Tyrga of Highroost, the Warrior

Tyrga of Highroost was a woman of noble heritage who turned her back on her legacy in pursuit of her own ambition; becoming the greatest warrior the world has ever seen.

Tyrga of Highroost always fought with valor and honor. She challenged any worthy opponent that she would meet to single combat. Any moment that she would not spend traveling, fighting new challengers, or seeking out new foes, she would spend in rigorous training. Tyrga of Highroost knew no rest.

Thus, she made a name for herself. Tyrga became a renowned warrior who would not be afraid of any challenge. When news reached Tyrga that there was a powerful wanderer that appeared to be an undefeatable threat to the lands, she wasted no time and departed, eager to face this wanderer. Tyrga did not care much about the destruction this stranger caused - what she wanted was simply a worthy opponent.

The moment Tyrga stood in front of this mysterious wanderer armed with nothing but a magnificent blade, she knew the challenge she faced now was nothing that she had ever seen. This would be the fight of her life. Tyrga clashed with this warrior in single combat, a fight that tested every ounce of Tyrga's skill, strength, and experience. Tyrga came close to tasting defeat that day - an exhilarating sensation to her. But in the end, Tyrga of Highroost remained undefeated, though only by the breadth of a hair.

Once Tyrga recuperated from the duel she wanted to honor the stranger with a dignified burial. After she created a simple graveside at the location of their fight, she reached for the warrior's blade to place it upon the grave. In that very moment Tyrga became the new vessel of the Mourning Blade, who was utterly enamoured with such an amazing warrior so similar to its past beloved master.

Tuz's Fearsome Foes: The Mourning Blade Gorrey Mordew, the Archivist

The Hushvale Archives was an institution established by an order of scholars of history and the occult, tasked with the containment of precious artifacts and dangerous relics. The venerable halls of the Hushvale Archives had been preserving history worth remembering and containing malign objects better left forgotten for centuries.

Gorrey Mordew was a meek archivist at the Hushvale Archives. After several years in the archives, young Gorrey found himself nowhere near where he expected himself to be. In his time there, he felt overlooked and unappreciated by his peers and especially by his master. Gorrey was of great intellect and throughout his life had been excelling in academics. While he saw himself as an unrecognized genius, his peers saw him only as an entitled and arrogant brat. As such, Gorrey was a self-made loner among his order and festered in his bitterness.

As Gorrey was one day cataloging the archive's items, he stumbled upon one artifact that gave him pause: A cursed weapon that was once wielded by a powerful warlord. Whoever would wield it was said to be blessed with great strength and power, but be controlled by the blade's mad spirit. The apprentice felt immediate temptation by the blade - all that he saw in it was a key to finally being acknowledged and being in a position of power for once. Worse yet, in his arrogance he was convinced that he could subdue the weapon by his superior will alone.

In the dark of night, Gorrey stole the keys to the blade's vault. He took the blade, ready to subdue it to his own will. What was left behind of the Hushvale Archives were bloodstained halls that witnessed the transpired massacre of the order. The Mourning Blade left with the foolish apprentice, leaving the Archive's treasures left unguarded.



Check out my other Content!

I hope you enjoyed this new installment of Fearsome Foes! If you haven't seen it yet, consider checking out my other Fearsome Foes such as [Gemhide, the Legendary White Bulette](#), coveted target of hunters across all the lands, or [the Ratpile](#), a notorious gang of goblins lead by the cunning Wererat 'Crook-Tooth' Brix. In case you are interested in more magical items to feature in your game, consider giving [Maestro's Monstrous Arms - Mimics](#) a look!



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