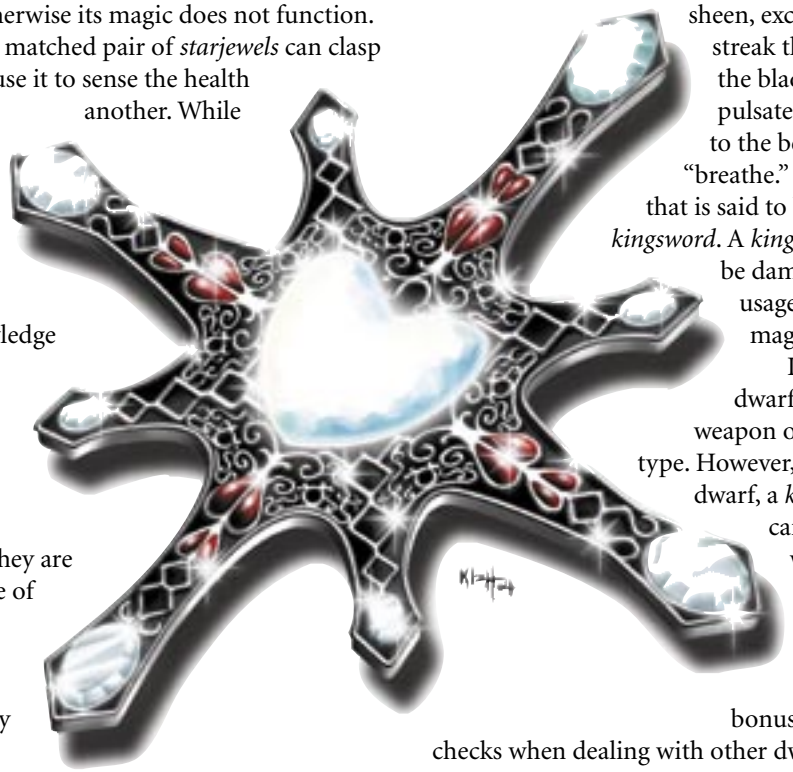
Starjewel

These beautiful and delicate pieces of jewelry are crafted in pairs solely by the Silvanesti elves. A *starjewel* is made of silver in the shape of an 8-pointed star, with the four larger points and four small points. Small, flawless diamonds are placed at the tip of each point, with a large, crystal-clear diamond at the heart.

The *starjewels* are precious far more for their beauty and value; there is a magic that connects a mated pair. If a *starjewel* is freely given to another, the *starjewel* will bond with that individual, causing a light to flicker to life within the heart diamond. Typically, the gift of a *starjewel* is exchanged between two individuals who are promised in marriage, although they can also be family heirlooms and may be bequeathed to a child if the parent so chooses. A *starjewel* can never be stolen. It can only be given to another individual; otherwise its magic does not function.

The possessors of a matched pair of *starjewels* can clasp the jewel in hand and use it to sense the health and well-being of one another. While clasping the *starjewel*, its owner is aware of the general direction and distance to the possessor of the mated *starjewel*. It also confers a general knowledge of another's condition: unharmed, wounded, disabled, unconscious, dying, or the like. The distance between the two *starjewels* does not matter, as long as they are both on the same plane of existence.



Starjewels also possess another power, a subtle magic that only functions only once, when its owner dies. Upon the death of the possessor of a *starjewel*, the *starjewel* protects the body with a permanent gentle repose (as per the cleric spell, only with a permanent duration).

Aura: Moderate divination, weak necromancy; *Caster Level*: 9th; *Prerequisites*: Craft Wondrous Item, gentle repose, permanency, status; *Market Price*: 45,000 stl; *Weight*: –.

Kingsword

Minor Artifact

The High King of the dwarven nations bears two symbols of his rulership—the *Hammer of Kharas* and a *kingsword*. The *kingsword* for each High King is forged individually and given to him upon his coronation; likewise, the individual *kingsword* is buried with the High King upon his death. A ruler who has a *kingsword*, but lacks the *Hammer of Kharas* can reign only as King Regent.

The crafting of a true *kingsword* is a long, arduous process, requiring not only considerable skill, but also the touch of Reorx. Following the Cataclysm, no new *kingswords* could be forged, and the last *kingsword* was buried with High King Duncan more than three hundred years before the War of the Lance. In 348 AC, during the beginning of the War of the Lance, the first new *kingsword* in centuries was forged by the greatest dwarven smith of the time, Isarn Hammerfell. This *kingsword*, named Stormblade, would have been presented to Hornfel of the Hylar, making him King Regent. Unfortunately, the blade mysteriously disappeared for more than two years before its recovery and investiture.

Each *kingsword* is unique in appearance, although each one bears one quality in common with all the others—the blade is of the finest steel, polished to a mirror sheen, except for a thin crimson streak that runs the length of the blade. This crimson streak pulsates rhythmically, leading to the belief that the *kingswords* "breathe." It is this crimson streak that is said to be the mark of a true *kingsword*. A *kingsword's* blade cannot be damaged, either through usage, rust, or through magical means.

In the hands of a non-dwarf, a *kingsword* is a +1 weapon of the appropriate type. However, in the hands of a dwarf, a *kingsword's* true powers can be utilized. When wielded by a dwarf, a *kingsword* is a +3 magical weapon, also granting its wielder a +4 competence bonus on all Charisma-based checks when dealing with other dwarves. The wielder also gains a +4 competence bonus on his Leadership score when leading dwarves. Additionally, the wielder may attempt to enthrall any dwarves within 100 feet of himself once per day, inflicting a -4 penalty on all Will saves to resist the enthralling effect (see "enthrall" in the *Player's Handbook* for full details on the effects and limitations of the enthrallment).

Stormblade: Stormblade is the most recent *kingsword,* forged in 348 AC for the Hylar dwarven thane, Hornfel. A longsword, the blade of the *kingsword* bears the distinctive characteristics of all *kingswords*—the mirror-bright steel blade pierced by a pulsating streak of crimson light. The crosshilt is made of the purest silver and gold, with four sapphires the color of the twilight sky set along the hilt, and a fifth sapphire the dark, deep blue of midnight set into the pommel.

Aura: Strong enchantment; *Caster Level*: 15th (creator must be divinely inspired by Reorx).