

KAI ARTIFACTS

BOOK OF THE MAGNAKAI

LORE: This is the diary, history, and chronicle of the the life of the first Kai Lord, Kai Grand Master Sun Eagle. It tells of his youth as a Baron of Sommerlund and his 5 year assignment as diplomat to the Elder Magi Theocracy of Dessi. How while there he was filled by the Light of Kai . He then proceeded to discover the Lorestones of Nyxatar and became the first Kai Lord.

POWERS:

PERMANENT: Once completely read gain the following:
+1 INT./WIS.; 150,000 exp.; immune to magical and psionic fear

INVOKE: Heal 1/day

CONSTANT: +1 to all rolls (or -1 as needed)

After completely read you can use neither INVOKED nor CONSTANT powers.

If read by good non-kai it won't open; if read by a neutral character each page causes 1 damage which can only be healed by natural means. (1000 pages total)
If read by an evil character causes 10 damage each page, which can never be healed. If one evil character reads the entire Book it is destroyed for 100 years.
If all Kai Masters-Kai Grand Master is slain during this time the Book is destroyed forever.

LORESTONES OF NYXATAR:

LORE: These were created by the Dragon Nyxatar and infused with his wisdom. They were scattered and lost when he fled to the center of Magnamund while fleeing from Agarash The Damned.

POWERS:

Each is worth 50,000 exp. and heals the holder (Kai Lord only) when he first holds it. They each also have unique powers.

- 1) Commune with Kai (any 1 question) 1/week
- 2) Heal 1/day
- 3) +1 to all rolls (-1 as needed)
- 4) Prismatic Spray 1/day
- 5) 25 STR. (2 turns) & automatic hit 1/day
- 6) Transport Via Plants 1/day
- 7) Immune to Psionics (2 turns) 1/day

If held by a good non-Kai his hand passes through them. If handled by a neutral the cause 10 dmg./rnd./Lorestone. This damage can only be healed by natural means. If handled by evil they cause 100 dmg./rnd./Lorestone. This damage can never be healed. If all 7 Lorestones are held by the same evil individual for they explode causing 100,000 damage in a 2 foot radius. They reform in 1000 years. If all Kai Grand Masters Seniors to Kai Supreme Masters are slain during this time the Lorestones are destroyed forever.

SOMMERSWORD:

LORE: This sword was forged by Kai Grand Master Sun Eagle, the first Kai Lord. Wielding the Sommersword Ulnar I slew and was in turn slain by the most powerful Darklord, Vashna. The Sommersword now resides in Durunor. There is a piece of pure gold in the design of a sun at the center of the crossbar and at the pommel. The blade glows golden when wielded by a Kai Lord.

POWERS:

The Sword has different powers depending on the Kai Lord's rank.

NOVICE LEVELS:

Wielded as any sword;
Bastard Sword +2/+3 vs. evil;
+3 saves;
Sunray 1/day (treat evil as undead) (must be in sunlight or moonlight);
+1 STR./DEX./CON.;
X2 damage vs undead

MASTER LEVELS:

All novice level powers;
Bastard Sword +3/+4 vs. evil (non-cumulative);
1/2 damage and effect from energy attacks (including all force magic) when wielded in sunlight;

POWERS BASED ON LORE-CIRCLES COMPLETED:

FIRE:

Max damage 1/day;
Opponents -1 sv vs. critical hit;

LIGHT:

Regenerate 2 hp/round (cumulative);

SOLARIS:

X2 Movement Rate;

SPIRIT:

PSP Receptacle: 50 PSPS;

10% Magic Resistance (non-cumulative);

GRAND MASTER LEVELS:

All previous powers;

Bastard Sword +5;

X2 damage vs evil;

Sunray Power Expansion: -3 sv, -30% Magic
Resistance, X3 effect, 2/day;

+1 INT./WIS./CHR.;

Immune to Energy Drain;

Immune to energy attacks (including all Force
magic) when wielded in sunlight and
returns the same attack back on caster
(uses Kai Lords next turn), 1/2
dmg. in moonlight;

+40% Magic Resistance;

Heal Scars at will;

If wielded by good non-Kai it acts a bastard sword +1. If wielded by a neutral it causes the wielder 1d20 dmg./round and is a normal bastard sword. If wielded by an evil character it causes the wielder 2d100 dmg./round, is a Bastard Sword -5, and on a attack roll of 1-5 it attack the wielder. If used by an evil character to slay a Kai Lord, Novice to Savant, it is destroyed for 10 years then reforms. If used by an evil character to slay a Kai Master to Archmaster it is destroyed for 100 years before reforming. If used an evil character to slay a Kai Grand Master to Sun Prince it is destroyed for 1,000 years before reforming. If it is used by an evil character to slay a Kai Supreme Master it is destroyed forever.