

Tools of Order

Hierotheist priestesses preach that the goddesses of the caste created copies of their weapons for seven mighty warriors to rise up against the chromatic dragons. These weapons, the *Tools of Order*, had the laws of the caste system eventually used in Bragonay engraved into them. The seven dwarf warriors were the leaders of their stations and enforced the divine will of their goddesses. While the weapons were lost in the war with the dragons, their laws remain in place today. Many dwarfs spend centuries hunting for any clue of the *Tools of Order*.

Some outside the Heirotheist religion claim these weapons are not divine at all but rather made by powerful shardmind mages. In fact these naysayers claim that the dwarves refused to rise up with the shardminds against the chromatic dragons so the crystalline beings created the *Tools of Order* to appeal to the dwarves' piety. They say it is the shardminds themselves who hid these weapons so the dwarves would never know of their deception. These sacrilegious claims have only made seekers of the *Tools of Order* all the more desperate to find the weapons of their gods.

Each of the *Tools of Order* is a magic weapon which grants a +3 bonus to attack and damage rolls made with it. When you score a critical hit with one of these weapons roll the attack's damage dice three times and add it together with any relevant modifiers. Each of the *Tools of Order* also functions as a *ring of evasion*, *defender*, and *dragonslayer*.

If a non-lawful or non-dwarf creature attempts to attune one of the weapons, it must make a DC 15 Charisma saving throw. On a failed save this creature takes 8d6 psychic damage taking only half damage on a successful one. The creature must repeat this saving throw anytime it attacks with the weapon.

Random Properties. Each of the *Tools of Order* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Dominate Person. While holding one of these weapons you can cast *dominate person* (save DC 18). Once you have cast the spell you cannot cast it again until next dawn.

Strength of the Caste. If 2 or more of the *Tools of Order* are within 100 feet of one another, each wielder gains an additional +1 bonus to damage and initiative rolls for every other weapon within range.

Destroying the Tools. The only way to destroy the *Tools of Order* is by freezing them in the coldest part of the Nine Hells and then breaking them against the hardest stone in the Plane of Earth.

Order-Keeper

Weapon (greatsword), artifact (requires attunement)

This greatsword is forged of adamantine and has diamonds shaped into Dwarish runes along the center

of the blade. Its engraved hilt of gold depicts a mighty army of dwarves working together to slay an ancient red dragon. It is made in the likeness of the weapon wielded by Caramey, the Heirotheist goddess of the empress caste.

Increased Strength. While wielding this weapon your Strength score increases by 2, to a maximum of 24.

Resist Fire. While wielding this weapon you resist fire damage.

Head-Remover

Weapon (sickle), artifact (requires attunement)

This sickle's blade is made of pure emerald. Its ebony wood shaft is marked with silver Dwarish runes on one side and plated with gold depiction of an army of dwarves removing the head of an ancient blue dragon on the other. It is made in the likeness of the weapon wielded by Meralla, the Heirotheist goddess of the warlord caste.

Increased Constitution. While wielding this weapon your Constitution score increases by 2, to a maximum of 24.

Resist Lightning. While wielding this weapon you resist lightning damage.

Secret-Revealer

Weapon (dagger), artifact (requires attunement)

This dagger is made entirely of obsidian and embedded with small sapphire Dwarish runes on the blade. Its gold-plated hilt depicts a noble family of dwarves executing a bound ancient green dragon. It is made in the likeness of the weapon wielded by Zelti, the Heirotheist goddess of the noble caste.

Increased Charisma. While wielding this weapon your Charisma score increases by 2, to a maximum of 24.

Resist Poison. While wielding this weapon you resist poison damage. If you are a dwarf, you are immune to poison damage while wielding this weapon.

Judgement

Weapon (battleaxe), artifact (requires attunement)

This adamantine battleaxe is adorned with ruby Dwarish runes. Its gold haft depicts a lone dwarf hero standing victorious over the bodies of several dead green dragons. It is made in the likeness of the weapon wielded by Swarvune, the Heirotheist goddess of the warrior caste.

Increased Strength. While wielding this weapon your Strength score increases by 2, to a maximum of 24.

Resist Poison. While wielding this weapon you resist poison damage. If you are a dwarf, you are immune to poison damage while wielding this weapon.

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Dragonsbane

Weapon (maul), artifact (requires attunement)

This oversized maul is adorned with Dwarish runes of pearl along its marble head. Its gold haft depicts a hail of arrows taking down an ancient black dragon in flight. It is made in the likeness of the weapon wielded by Shalleal, the Heirotheist goddess of the artisan caste.

Increased Intelligence. While wielding this weapon your Intelligence score increases by 2, to a maximum of 24.

Resist Acid. While wielding this weapon you resist acid damage.

Servitor

Weapon (war pick), artifact (requires attunement)

This war pick's head is made of pure ruby carved with Dwarish runes. Its gold haft depicts a group of villagers defeating an ancient white dragon in combat. It is made in the likeness of the weapon wielded by Berga, the Heirotheist goddess of the peasant caste.

Increased Wisdom. While wielding this weapon your Wisdom score increases by 2, to a maximum of 24.

Resist Cold. While wielding this weapon you resist cold damage.

Worthy Example

Weapon (club), artifact (requires attunement)

This simple club is carved of oak and inlaid with diamond Dwarish runes around its head. An image of a dwarf slave bowing to another is carved into its wood. It is made in the likeness of the weapon wielded by Almahad, the Heirotheist god of the slave caste.

Increased Wisdom. While wielding this weapon your Wisdom score increases by 2, to a maximum of 24.

Resist Fire. While wielding this weapon you resist fire damage.