

# The Legacy of Alakast

Alakast was at one point the brother of Nidrama, both of them Astral Devas. They shared a common trait in that they believed the people of the Prime Material needed more help in their strife against the evil outsiders that threatened their existence. When the two of them determined that this need was extremely great, they concocted a great scheme. Alakast sacrificed himself to aid Nidrama in creating a weapon potent enough to take on even the most vicious of enemies. His essence filled the quarterstaff, and Nidrama would present it to Surabar Spellmason shortly thereafter.

With his purpose fulfilled, Alakast went dormant. Hidden within the vaults of Vaprak's Voice for some time, he has gone to sleep, and only through use and the appropriate rituals (similar to those used by Nidrama and Alakast in the creation process) can his full potential be realized again.

It is important to note that while Alakast is dormant, any attempt at adding additional enchantments or increasing its abilities through uses other than the rituals provided will fail, with the full cost of the attempt consumed in the attempt. For example, if the wielder attempts to make Alakast-Mind a +2 weapon without using the rituals, he will lose the 10,000 gold required for the enchantment, but will not discover the failure until after the attempt is made. Any experience costs for the attempt are likewise lost.

## Intelligence

Once the process of awakening begins, Alakast continues the process of gaining intelligence by himself. Once the second ritual is completed on the primary side of the weapon he awakens enough to have empathic contact with the wielder. Thereafter, he gains experience as if he was a henchman of the wielder (regardless of who that is)—assume that whenever the wielder gains a level, Alakast does as well for simplicity's sake. If he ever changes wielders, the next level gained does not count for Alakast's purposes. Follow the table below for complete bonuses.

Level <sup>1</sup>	Int	Wis	Cha	Ego	Specials
1	12	10	12	8	Alignment, Empathy, Cure Moderate Wounds (3/day), Vision 30'
2	12	10	12	8	
3	13	10	13	10	10 Ranks Diplomacy, Vision 60'
4	13	10	13	10	
5	14	10	14	12	Speech, Vision 120'
6	14	10	14	12	
7	15	10	15	14	10 Ranks Intimidate, Darkvision 60'
8	15	10	15	16	
9	16	10	16	18	Read
10	16	10	16	19	
11	17	10	17	25	Telepathy (Wielder), Special Purpose, Darkvision 120'
12	17	10	17	25	
13	18	10	18	29	Read Magic, Detect Evil (At Will), Blindsight 120'
14	18	10	18	29	
15	19	10	19	34	Stunning Strike (3/Day), Magic Circle against Evil (At Will)

<sup>1</sup> Note that the GM is welcome to increase the rate of leveling for Alakast if the awakening happens at a later time than the 5<sup>th</sup> level assumed. Note that it is likely that Alakast will not even be acquired until after this level.

**Alignment:** Alakast has an alignment of Chaotic Good.

**Special Purpose:** Alakast has a special purpose to destroy all evil outsiders. When acting towards this purpose, he grants the wielder a +2 luck bonus on all attack rolls, saving throws, and skill checks.

**Stunning Strike:** To use this lesser power, the wielder must declare his intentions prior to attacking for the round. If at least two attacks with Alakast (either side) hit the same foe, the foe must make a DC 16 Fortitude save or be stunned for 1 round. The save DC is increased by the wielder's strength.

Alakast desires to be at his full power. If it gains two levels of power and the user has not yet undergone additional rituals to increase the power of the weapon, Alakast forces a personality conflict once a day, not allowing the character to undertake any actions which do not lead directly to completion of a ritual. Once any ritual is completed, Alakast resumes its normal state.

## Rituals

There are fourteen rituals needed to fully extend the power of Alakast. Each side of the weapon, Alakast-Mind and Alakast-Body, has seven rituals to increase its power.

Each ritual is described with the following sections:

*Name:* The name of the ritual

*Prerequisites:* Required prerequisites to perform the ritual

*Cost:* The cost to perform the ritual, as well as any special materials needed.

*Location:* If any particular location is required, it is noted here.

*Description:* A description of what the ritual entails, including the time it takes. Any checks needed to complete the ritual are defined here as well.

*Results:* What powers the ritual grants to Alakast upon successful completion.

### **Alakast-Mind** (Primary Side of Weapon)

#### *Tasting the Blood*

*Prerequisites:* The weilder must be character level 5 or higher, and must have aided in the destruction of at least one evil outsider.

*Cost:* Must have the blood of an evil outsider. It is assumed that the blood of the slain outsider is available. There is no cost in gold.

*Location:* Anywhere

*Description:* The Mind side of the weapon must be dipped in the blood of an evil outsider for 2 minutes while the weilder holds it. This ritual cannot fail, provided the conditions are met.

*Results:* Alakast-Mind gains a +2 Enhancement bonus.

#### *Meeting of the Minds*

*Prerequisites:* The weilder must be character level 6 or higher. Alakast-Mind must have undergone *Tasting the Blood*.

*Cost:* 5,000 gold worth of exotic incense, spices, and wines. All are consumed during the ritual.

*Location:* Any location of importance to the weilder.

*Description:* A 24-hour ritual in which the weilder must perform no strenuous actions. The character must focus on Alakast for the duration of the ritual; this requires him to be awake for the duration. For the final 4 hours, progressive Fortitude saves must be made, at DCs 12, 14, 16, and 18. Failure means that the weilder has fallen asleep and loses contact with Alakast, failing the ritual. If the ritual fails, ½ of the cost is retained for additional attempts.

*Results:* Alakast-Mind awakens enough to gain empathic contact with his weilder. At this point, Alakast is level 1 on the chart under Intelligence.

#### *Blessings of the Holy Ones*

*Prerequisites:* The weilder must be character level 8 or higher, and must be of good alignment. Alakast-Mind must have undergone *Meeting of the Minds*.

*Cost:* A 25,000 gold donation to any church dedicated to the forces of good.

*Location:* Within the church the donation was made to.

*Description:* In a six-hour ritual, a number of minor spells and blessings are performed upon Alakast-Mind. The weilder need not be present for the ritual, but must describe the requisite procedures to the church that is to perform the ritual. This requires a DC 15 Knowledge (Religion) check. This check can be successful even if the weilder does not have any ranks in Knowledge (Religion); in this case it is a straight Intelligence check. If the ritual fails, it is not known until after the 6 hours. A DC 15 Diplomacy check can be made to convince the church to try again without further donations; this DC increases by 2 with each successive failure. Each try requires its own Knowledge (Religion) or Intelligence check.

*Results:* Alakast-Mind gains the Holy enchantment.

### *Baiting the Prey*

Prerequisites: The weilder must be character level 10 or higher. Alakast-Mind must have undergone *Blessings of the Holy Ones*.

Cost: Materials costing 20,000 gold must be purchased to complete this ritual. Among the costs is 1000 gold worth of silver dust.

Location: Any wilderness location. There can be no sentient life in a permanent or semi-permanent habitation within 1 mile.

Description: This ritual summons a bearded devil for the weilder to combat. Upon completion of the summoning, both weilder and devil are confined to a 100 foot-wide square for the duration of combat, and any spells previously cast upon either are automatically dispelled. Upon the death of one of the combatants, or when any other creature affects the combat in any way, the devil is returned to its plane. If the weilder dies or others interfere in the combat, the ritual fails, and all costs are consumed. If the bearded devil is killed, the ritual succeeds.

Results: Alakast-Mind gains a +3 Enhancement bonus

### *Freezing the Lifeblood*

Prerequisites: The weilder must be character level 12 or higher. Alakast-Mind must have undergone *Baiting the Prey*.

Cost: A collection of special oils and unguents that cost 50,000 gold.

Location: Any location that has temperatures below the freezing point.

Description: The weilder must spend 48 hours in cold (below 40° F) conditions without magical aid, including healing spells. During this time, the oils and unguents must be applied to Alakast by the weilder. If the weilder dies or leaves the cold area, the ritual fails and all costs are lost. Note that on average, a character will need more than 70 hit points and a +13 or better Fortitude Save bonus to survive this ritual.

Results: Alakast-Mind gains the Icy Burst enhancement.

### *Reliance*

Prerequisites: The weilder must be character level 15 or higher. Alakast-Mind must have undergone *Freezing the Lifeblood*, and must have the ability to speak.

Cost: 30,000 gold to be given to a hired spellcaster to cast the appropriate spells.

Location: Anywhere

Description: The weilder must voluntarily undergo a period of blindness that will last no less than 2 weeks. The spellcaster hired (it must be a hired spellcaster) will cast the Blindness/Deafness spell on the weilder, who must voluntarily fail the saving throw. He then will cast a Contingency Dispel Magic upon the previous spell, with the condition of Alakast speaking a specific freedom word. The ritual fails if the blindness is dispelled or otherwise removed prior to Alakast giving the freedom word. Alakast will extend the ritual if certain conditions are not met, as noted below. If within the ritual period, an evil outsider is not slain by the weilder and his companions, the period is doubled (this doubling comes after all other adjustments). If the weilder is not Chaotic Good, Alakast adds 2 weeks to the period. If at any time the weilder uses another weapon, Alakast adds 1 week to the period. If at any time the weilder casts a spell or uses a spell-like ability that is not designed to defeat an evil outsider, Alakast adds 2 weeks to the period. Each of the uses of weapons or spells increases the time. If no evil outsider is slain in the first period, no additional time is added beyond the doubling. For example, the weilder decides to use his Greataxe +3 to slay an undead foe that he is facing. He later uses the same weapon against a human. Both of these increase the time needed (now to 4 weeks). Once the 4 weeks are up, the weilder has not yet slain an evil outsider; Alakast doubles the time to 8 weeks in total. Now that the time has doubled, no further increases will be recorded.

Results: Alakast-Mind gains a +4 Enhancement bonus.

### *A Sense of History*

Prerequisites: Alakast-Mind must undergo *Reliance*, and have gained knowledge of his special purpose.

Cost: Special gems, precious metals, exotic incenses and spices required to create a communion sanctuary with a total cost of 100,000 gold pieces or more.

Location: The location must be special to the weilder; a location of great significance to his life, such as where he was married or born.

Description: The weilder of Alakast must commune with Alakast and his sister Nidrama. This is a special ritual that will commune with the spirits of both Devas, regardless of the current status or location of either.

Over a period of 2 weeks, the weilder has daily discussions with the devas, learning of the past and the reasoning behind creating the weapon out of the spirit of an Astral Deva. If the weilder returns to the place of communion once a day (for 8 hours of the day), the ritual will succeed. If he misses a day, the ritual fails, and all costs associated with the ritual are lost.

Results: Alakast-Mind gains a +5 Enhancement bonus. The weilder gains a permanent +2 insight bonus on all Knowledge (History) and Knowledge (Planes) checks.

### **Alakast-Body** (Secondary Side of Weapon)

#### *Tasting the Blood*

Prerequisites: The weilder must be character level 5 or higher, and must have aided in the destruction of at least one evil outsider. Alakast-Mind must have undergone *Tasting the Blood*.

Cost: Must have the blood of an evil outsider. It is assumed that the blood of the slain outsider is available. There is no cost in gold.

Location: Anywhere

Description: The Body side of the weapon must be dipped in the blood of an evil outsider for 2 minutes while the weilder holds it. This ritual cannot fail, provided the conditions are met.

Results: Alakast-Body gains a +2 Enhancement bonus.

#### *Purity of the Soul*

Prerequisites: Alakast-Mind must have undergone *Meeting of the Minds*. Alakast-Body must have undergone *Tasting the Blood*.

Cost: A special ointment costing 20,000 gold.

Location: Anywhere

Description: The weilder must allow himself to be brought to the edge of death (-9 hp) before being stabilized. He must then be left unconcious for 24 hours, breathing in the special ointment prepared for the ritual. If the weilder dies or is woken up before the 24 hours is up, the ritual fails, and all costs associated with it are lost.

Results: Alakast-Body gains the Defending enchantment.

#### *Fires of the Heart*

Prerequisites: The weilder must be character level 10 or higher. Alakast-Mind must have undergone *Blessings of the Holy Ones*. Alakast-Body must have undergone *Purity of the Soul*.

Cost: Filaments made of precious metals worth 15,000 gold must be purchased to be inlaid into the weapon during the ritual.

Location: A lava flow.

Description: The weilder must bring Alakast to a lava flow or active volcano. The weilder must enter the lava and remain there for five rounds, holding Alakast the entire time. No magical protection against the fires of the lava is allowed. Each round the weilder remains in the lava, he takes 2d6 points of fire damage; after he leaves he takes 1d6 points of damage each round for 1d3 rounds. During the ritual, the filaments are laid along Alakast-Body's length, and they melt into the weapon. The ritual fails, wasting all of the materials used, if at any time during the ritual the weilder recieves magical protection against fire or is healed of damage through magical means.

Results: Alakast-Body gains a +3 Enhancement bonus

#### *Steeped in Essence*

Prerequisites: Alakast-Mind must have undergone *Baiting the Prey*. Alakast-Body must have undergone *Fires of the Heart*.

Cost: The weilder must purchase 50,000 gold worth of holy water and other consumable holy relics.

Location: A good aligned plane.

Description: The weilder must travel to a good aligned plane, and find a flowing river there. Once there, he pours the holy water into the river, and applies any other relics he has as needed. He then places Alakast upon the river, allowing it to float freely. For one (local) week, he must allow Alakast to float without any interference. If at any time Alakast is removed from the water or touched by any sentient creature, the ritual fails, and all costs associated with the ritual are lost. At the end of the week's time, Alakast removes itself from the water, and moves to the weilder (if he is within 50 feet), at which time it may be freely used.

Results: Alakast-Body gains the Holy enchantment.

### *Windrunner*

Prerequisites: The weilder must be character level 15 or higher. Alakast-Mind must have undergone *Freezing the Lifeblood*. Alakast-Body must have undergone *Steeped in Essence*.

Cost: 25,000 gold worth of rare gems and metals.

Location: At the peak of any mountain greater than half a mile tall.

Description: The weilder must physically climb the mountain with Alakast, but with no other companions. Once at the top of the mountain, he must remain there for two weeks' time. He is not allowed to bring food, but water is acceptable. During the two week-long ritual, the gems and metals are slowly crushed, burned, melted, or otherwise used up, but not on Alakast—Alakast itself must remain propped up in a vertical position, where it needs to remain taller than the weilder for the duration. If at any point Alakast falls, or the weilder leaves the mountaintop, the ritual fails, and half of the cost is lost.

Results: Alakast-Body gains a +4 Enhancement bonus.

### *The Inner Spirit*

Prerequisites: Alakast-Mind must have undergone *Reliance*. Alakast-Body must have undergone *Windrunner*.

Cost: A spellcaster must be hired to cast the appropriate spell. Rare materials must be purchased for 30,000 gold to complete the ritual. Upon completion of the ritual, the weilder suffers a -2 penalty to Wisdom, as his mind is damaged by the experience.

Location: Anywhere

Description: The weilder must voluntarily undergo the spell *Polymorph Any Object* to be turned into a ghost of himself. The spell will last two weeks, during which time, the weilder may not attempt to materialize or otherwise return to his base form. There are a number of different actions he must perform during the two weeks, but none of them truly run the risk of failure, or take any significant time. If he survives the two weeks without being slain or changing form, the ritual succeeds. If he does not, the ritual must be attempted again, and any costs associated with the ritual fail.

Results: Alakast-Body gains the Ghost Touch enchantment.

### *Sacrifice*

Prerequisites: The weilder must be character level 20 or higher. Alakast-Mind must have undergone *A Sense of History*. Alakast-Body must have undergone *The Inner Spirit*.

Cost: A donation of 40,000 gold must be given to a prominent church of good in the area. In addition, a permanent 1,000 xp loss is applied.

Location: Within the church donated to.

Description: As a final act in the creation of the weapon, Alakast sacrificed himself to power the weapon. To gain full power, the weilder must sacrifice a bit of himself as well to fully sanctify the weapon. The weilder must allow a Miracle spell to be cast that grants a bit of his own essence to Alakast. This ritual takes 8 hours to perform, but if the weilder is willing, cannot fail.

Results: Alakast-Body gains a +5 Enhancement bonus. Alakast is now attuned to this weilder, and once per day will allow the weilder to reroll any natural 1 on a saving throw or attack roll.

## **Awareness**

When Alakast is first gained, little exists to give proof of its potential. When used in combat, the weilder can make a DC 17 Spot check to notice arcane flashes upon contact with its enemy. If used against an evil outsider, this DC is only 5. If the weilder participates in the slaying of an evil outsider, Alakast warms to the touch, and glows a bright white, immediately imparting knowledge to the weilder of the first rituals. Otherwise, upon noting the arcane flashes, the weilder can concentrate on Alakast; with a DC 12 Wisdom check, he notices that the weapon has greater potential than it currently shows.

At any time, the weilder can spend time to discover the next ritual in the sequence. This takes a week of study and concentration, after which a DC 15 Intelligence check is made. If the check passes, the weilder knows the information about one of the two available rituals. If he fails, he must study for another week before he can retry the check. If Alakast has the power of speech, the weilder gains a +4 circumstance bonus to the intelligence check; this bonus increases to +8 once Alakast gains Telepathy.