

# THE HOLY WARRIOR'S DIVINE WEAPON

When the holy warrior reaches fifth level, her patron looks upon her and sees all the deeds she has done and is further capable of; it is at this point that the holy warrior is instilled

with a sliver of divine essence. This allows the holy warrior to form a bond between her and her weapon of choice, which is usually her deity's favored weapon.

Holy Warrior Level	Attack & Damage Bonus	Bonus Hit Points	Hardness Adjustment	Initiative Adjustment	Intelligence & Perception	Special
5th – 6th	+1	+1	+1	+1	2	Divine Awakening, Glowing Weapon
7th – 8th	+2	+3	+3	+1	4	Aligned Ability, Sentient Awareness
9th – 10th	+3	+5	+5	+2	6	
11th – 12th	+3	+8	+8	+2	8	Divine Defender
13th – 14th	+4	+11	+11	+3	10	Greater Aligned Ability
15th – 16th	+4	+14	+14	+3	12	
17th – 18th	+5	+17	+17	+4	14	Recall Weapon
19th – 20th	+5	+20	+20	+4	16	Gilded Avenger

## HOLY WARRIOR'S DIVINE WEAPON BASICS

Use the base statistics of the weapon (hardness and hit points), but make changes to take into account the attributes and characteristics summarized on the table and described below.

**Attack & Damage Bonus:** The bonus in this column reflects the weapons magic bonus to hit and damage its opponents.

**Bonus Hit Points:** The weapon gains additional hit points based on the holy warriors' level.

**Hardness Adjustment:** The number on the table is an improvement to the weapon's existing hardness score.

**Initiative Adjustment:** Add this figure to the holy warriors' imitative roll when using her holy weapon.

**Intelligence & Perception:** The weapon's Intelligence and Perception scores.

## HOLY WEAPON SPECIAL ABILITIES

**Divine Awakening:** The weapon awakens from its metallic torpor. It is at this time that it gains a limited ability to sense the world around it.

The weapon can perceive only very general sorts of input. It knows when it is picked up and used, when it gets hurt, the temperature around it and whether or not it is moving. In all other regards it perceives the world as if it were an animal.

**Glowing Weapon:** The holy warriors' divine weapon sheds light when not sheathed, equivalent to the *light* spell (bright light in a 20 foot radius, shadowy light in a 40 foot radius). The holy warrior may activate or deactivate this ability as a free action.

**Aligned Ability:** The holy warriors' weapon aligns itself to its master and gains one of the melee weapon special abilities as described in the Dungeon Master's Guide. The table below indicates the ability the weapon gains based on the holy warrior's specific class.

The incarnate does not gain an aligned ability, instead her weapon gains two elemental abilities based on two the elements she chooses. The incarnate must choose these two elements carefully, for once they are chosen they can never be changed.

The aligned ability is always active, except in the incarnate's case; she may activate or dismiss the quality as a free action.

Class	Aligned Ability
Anarch	Anarchic
Avenger	Anarchic
Crusader	Holy
Enforcer	Axiomatic
Incarnate	Air: Shock / Earth: Corrosive Fire: Flaming / Water: Frost
Sentinel	Holy

**Sentient Awareness:** The weapon perceives the world around it as a sentient creature would. It can see and hear like a human and can communicate with speech. The weapon can speak in any language its master can.

The weapon can make spot and listen checks equal to its Perception modifier. Although the weapon has no eyes, it must focus its visual sense in one direction or another, the same way a person "looks around."

The weapon has the ability to turn on or shut off it senses as a standard action.

When its auditory and visual senses are on, the weapon is subject to attacks that are dependent on these senses (like *color spray* and *shout*).

**Divine Defender:** When the holy warrior is wielding her weapon, she gains spell resistance equal to her holy warrior level +5. In addition, the holy warrior is also able to use *greater dispel magic* once per day as a standard action with the caster level equal to her holy warrior level, however only the area dispel is possible, not the targeted dispel or counterspell versions.

**Greater Aligned Ability:** The aligned ability within the holy warriors' weapon increases in power. This ability stacks with its previous aligned ability. The table below indicates the greater aligned ability the weapon gains based on the holy warrior's specific class.

The incarnate does not gain a greater aligned ability; instead the power from her two chosen elements becomes more potent.

The greater aligned ability is always active, except in the incarnate's case; she may activate or dismiss the quality as a free action and stack with the two abilities gained prior.

Class	Greater Aligned Ability
Anarch	Anarchic Burst
Avenger	Anarchic Burst
Crusader	Holy Burst
Enforcer	Axiomatic Burst
Incarnate	Air: Shocking Burst / Earth: Acidic Burst Fire: Flaming Burst / Water: Icy Burst
Sentinel	Holy Burst

**Recall Weapon:** This ability allows the holy warrior to form a one word bond with her weapon. The word summons her weapon to her hands, but only if she and her weapon are on the same plane. If the holy warrior is unable to speak or be heard (a.k.a. *mute* or *silence*), this ability does not function.

**Gilded Avenger:** This is the pinnacle ability of the holy warriors' divine weapon. At this point the weapon becomes incredibly suffused with positive energy to the point that it takes on a golden luster. Once per day, for every 10 holy warrior levels the character has, she may make a smite attack and double the bonus from the Attack & Damage Column.