

Twin Torments

In the house of a great warrior clan, a baby boy was born. The family had hoped for another strong fighter, but fate loves irony. The boy was born mute, and suffered chronic illness all his life. Despite his struggles, the boy longed to become a hero, worthy of his family's legacy. One day, he snuck from his home and hunted down the lair of a red dragon. Here he knew he could prove himself a great champion. He approached the red dragon in stealth, and struck out at it. This was no red dragon, however, but an elder primordial of flame. It looked down upon the sick, mute boy but only saw passion flaming within him. The primordial took pity on the boy and bestowed upon him the *Twin Torments*.

From a vein of lava, the primordial plucked a lash of flame. With a strike of his claw, the primordial carved a hilt of obsidian.

Thus, the *Scourge of the Mute* and the *Blade of the Broken* were born.

Scourge of the Mute

Weapon (whip), legendary (requires attunement)

Magic Weapon. *Scourge of the Mute* is a magic whip that grants a +2 bonus to attack and damage rolls made with it. It scores a critical hit on a roll of 19 or 20, and deals an extra 2d6 fire damage.

Blazing Razors. When rolling *Scourge of the Mute*'s damage, reroll any die that displays a 1.

Flamesnare. When you roll a 20 on an attack roll made with *Scourge of the Mute*, the target is restrained. At the start of each of its turns, the target must make a DC 15 Strength saving throw. It takes 2d6 fire damage on a failure, or half as much damage on a success. A creature that succeeds on its saving throw is also no longer restrained. If you move further than 10 feet away from the target, or attack another creature with *Scourge of the Mute*, the restrained condition ends.

Burning Desires. While attuned to *Scourge of the Mute*, you can use an action to cast *Detect Thoughts* from it (save DC 15). After you cast the spell, roll a d6. On a roll of 1–5, you can't cast it again until the next dawn.

Curse. While attuned to *Scourge of the Mute*, you lose the ability to speak.

Blade of the Broken

Weapon (longsword), legendary (requires attunement)

Obsidian Hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure flame to spring into existence, or make the blade disappear. These flames shed bright light in a 30-foot radius and dim light for an additional 30 feet. While the blade exists, *Blade of the Broken* has the finesse property.

Magic Weapon. *Blade of the Broken* is a magic longsword that grants a +2 bonus to attack and damage rolls made with it. When you hit with an attack, *Blade of the Broken* deals an extra 2d6 fire damage.

Fire Mastery. You gain the following benefits while you hold *Blade of the Broken*.

- You have resistance to fire damage.
- You can cast *Fire Bolt* at will.

Curse. While attuned to the *Blade of the Broken*, you are physically ill and have disadvantage on any ability check or saving throw that uses Strength or Constitution.

