

## Prime Blade

It is impossible to categorize the true appearance of the *Prime Blade*, as it's wielder can transform it into form desired. When held, however, the *Prime Blade's* unique nature becomes apparent due to a subtle vibration that it emanates. This vibration is imperceptible until the weapon is firmly grasped and does not effect the users grip.

**Nonlegacy Game Statistics:** +1 *Weapon*; cost 2,000 gp

**Omen:** When held by a shapechanger the *Prime Blade* gives it's wielder a better grasp over his form. This grants a +2 competence bonus on control shape checks and on disguise checks when shapechanged.

### History

Platos Socritis was obsessed with the ideas of shape and form. Due to his experiences as a doppelganger he developed the theory that the shape of an object was only a reflection of its true self, or form. The *Prime Blade* was one of his earliest creations in his efforts to explore this theory. In it, Platos sought to develop a weapon that capture the true form of a weapon, which he only found possible after creating a weapon that could embody all of a weapons possible shapes.

Platos's search for the essence of form eventually led him to the planes, where he found concepts and shapes present on his home plane embodied more clearly by creatures and even entire dimension devoted to these ideas, or forms as he called them. During these travels the *Prime Blade* continued to be his primary tool both for survival, and as handy tool for experimentation with the concept of form. In this way the *Prime Blade* continued to grow both in power, and in its ability to represent the form of a weapon.

It is unknown why Platos Socritis eventual discarded

the *Prime Blade*. Perhaps he eventually reached the point in his explorations of form where a physical object was no longer necessary to express which was to him truly the ideal. As for Platos himself, the last of his writing declare that he had discovered the ultimate secret of form, and that he was to embrace it. His fate afterwards is unknown.

### Legacy Rituals

**Form without Form:** To awaken the lesser powers within the *Prime Blade* its wielder must submerge the weapon in blood three different creature able to change its shape to match it form. Any creature with the shapechanger subtype qualifies for this purpose, including the wielder. *Cost* 2,000 gp. *Feat Granted:* Least Legacy (*Prime Blade*), 5-10th level abilities.

**Form of True Purity:** To awaken the lesser abilities of the *Prime Blade* it is necessary to expose the blade to energies of creatures pure in elemental form. This requires that the wielder use the *Prime Blade* to defeat a creature of the fire, air, earth, and water subtype. The creatures must of at least CR 10 to qualify for this ritual. *Cost* 12,500 gp. *Feat Granted:* Lesser Legacy (*Prime Blade*), 11-16th level abilities.

**Essence of Form:** To awaken the greater abilities of the *Prime Blade* it necessary to bring the blade in contact with creatures that embody the most important of forms, those of good, evil, law, and chaos. This requires the wielder to either defeat a creature of each subtype, or acquire that creatures blessing upon his weapon. The creature must be at least CR 16 to qualify for this ritual. *Cost* 45,000 gp. *Feat Granted:* Greater Legacy (*Prime Blade*), 17-20th level abilities.

### Wielder Requirements

Shapechanger Subtype

### Prime Blade

\* HP and fortitude save penalties are not cumulative

Level	HP Loss	Fort. Penalty	Abilities
5th	—	-1	Morphing (Standard Action)
6th	—	—	Morph Composition
7th	—	—	+2 <i>Weapon</i>
8th	4	—	—
9th	—	—	Elemental Morph
10th	—	-2	Morph Alignment
11th	—	—	Morphing (Move Action)
12th	8	—	—
13th	—	—	+3 <i>Weapon</i>
14th	—	—	Improved Criticals
15th	—	-3	+4 <i>Weapon</i>
16th	9	—	—
17th	—	—	Morphing (Swift Action)
18th	—	—	+5 <i>Weapon</i>
19th	—	—	Planar Morph
20th	12	-4	<i>Plane Shift</i> 1/day

**Morphing (Su):** At 5th level the *Prime Blade* gains the ability to morph its form as a standard action. This allows the wielder to transform it into any weapon with which he is proficient. All bonus and special effects are retained. If the weapon is transformed into a ranged weapon the wielder must provide ammunition as standard. And the *Prime blade* does not provide any of its enhancement bonuses to its ammunition.

This ability is improved to a move action at level 10, and a swift action at level 16.

**Morph Composition (Su):** At 6th level the *Prime Blade* gains the ability to change not only form, but also its very composition when it morphs. This allows the wielder to transform the weapon into a silver, adamantite, or cold iron weapon. This requires the same action as morphing the weapons form and can be combined with such an action. Only one such enhancement may be active at any time.

**Elemental Morph (Su):** At 9th level the *Prime Blade* gains the ability to channel the energies of the elemental planes. This allows its wielder to morph the weapon into a flaming, frost, shock, or corrosive weapon. This requires the same action as morphing the weapons form and can be combined with such an action, as well as any other morphing special abilities. This enhancement can be combined with the morph composition and morph alignment enhancement, though only one enhancement of each type may be active at any time.

**Morph Alignment (Su):** At 10th level the *Prime Blade* gains the ability to morph its very alignment. This allows the wielder to transform the weapon into a lawful, good, chaotic, or evil weapon. This requires the same action as morphing the weapons form and can be combined with such an action, as well as the morph composition ability. This enhancement can be combined with morph composition enhancement, though only one enhancement of each type may be active at any time.

**Improved Criticals (Su):** At 14th level the *Prime Blade* becomes able to subtly morph its form to deal extra damage against its target. This effectively grants the weapon the keen, impacting, or piercing special ability, whichever is appropriate for its current damage type, doubling its critical threat range. This enhancement is not applied to the ammunition the weapon might shoot.

**Planar Morph (Su):** At 19th level the *Prime Blade* becomes able to channel the energies of the outer planes as well. This allows its wielder to morph the weapon into an anarchic, axiomatic, holy, or unholy weapon. Any level penalties due to incompatible alignment apply. This requires the same action as morphing the weapons form and can be combined with such an action, as well as any other morphing special abilities. This enhancement can be combined with the elemental morph, morph composition, and morph alignment enhancement, though only one such ability of each type may be active at any time.

**Plane Shift (Su):** At 20th level the *Prime Blade* gains the ability to plane shift once a week. This functions as the spell *Plane Shift*, except the user can only travel to planes he is familiar with.