



QUARTERLY PATRON REWARD:

THE SONG OF THE WIND



D&D 5E HOMEBREW

Enhance your players' arsenal with this legendary sword from a distant land of Kara-Tur

THE SONG OF THE WIND

The chimes gently ring as the women lift their heads in search of the warrior. He always comes with the wind. One glance from beneath a masked helmet is enough. They leave their chores and shut themselves inside their homes, for the wind has brought dark news.

The warrior unsheathes his longsword as the demonic shouts and warcries draw near. The sword dances in his hands and the runes starts glowing one by one as the scarlet leaves join the dance around the warrior. The wind howls its part accompanied by the evergrowin ring of chimes and the whistling of steel.

This is the Song of the Wind.

EASTERN TALES

Fong Chi Go, or the Song of the Wind is a legendary longsword that comes from the land far to the east, the land of Kara-Tur. To most people of Faerûn, Kara-Tur is like another world, and the tales told by travelers from its nations seem to confirm it. The gods that humans worship in Faerûn are unknown there, as are common peoples such as gnomes and orcs. Other dragons, neither chromatic nor metallic, dwell in its lands and fly its skies. And its mages practice forms of magic mysterious even to archwizards of Faerûn.

If the legends are true, this land was a home to Uan Shou – the man who became friends with the wind itself. Perhaps we will never know whether this power was magical, divine or demonic, unless the mysterious weapon will bond with the new owner and share its story. Might it be a result of a dedicated quest or perhaps a mere coincidence?

RING OF FIRE

Only the weapon itself knows the true story of its original owner. That tale was lost in decades and centuries, shattered into dozens of legends. One of them tells a story of a renown champion of the Shou Lung empire. This mighty warrior was as fierceful in battle as he was frivolous elsewhen.

Uan Shou loved a good revel more than anything. He jested, and danced, and drank tirelessly. Judging by what people used to tell the next day, Uan Shou could only have been in three different taverns at once.

Still, despite his lighthearted ways, there was no match for him in battle. Even when Uan Shou crossed the dangerous line, a resentful man did not dare to challenge the warrior. Thus, when the champion had dishonored his general with an affair with his wife, there was no duel nor imprisonment. Instead, the general decided to trick both his wife and the warrior by luring the lovebirds into the meadow during a hot summer day, and setting the grass on fire. Desperate, Uan Shou began to cut the grass around them with his blade. So swift he was that in that moment the wind came to his aid. Together they've directed the fire back to the enemies.

That was the time when Uan Shou sang the Song of the Wind. And so did he name his weapon, engraving the runes into its blade.



FONG CHI GO, THE SONG OF THE WIND

Weapon (longsword), legendary (requires attunement by a creature of non-lawful alignment)

Imprisoned in the clutches of a slain white dragon, *The Song of the Wind* rests at the bottom of the Scarlet Lake. The lake is fed by the waters of Delimbier river where it winds through the Sword Hills, north of the Misty Forest. A tiny whirlpool disturbs the mirror surface of the lake covered with leaves of the cherry trees that has grown here since the fall of the dragon and the drowning of the sword.

You gain +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties

Runes. The sword has three runes that can be activated and then redeemed for a number of abilities. To activate a rune you have to perform a certain action, as described below.

- **Fong** – spend a bonus action after an attack misses you. Alternatively you can activate this rune as a part of Dodge action.
- **Chi** – spend a bonus action after making a melee attack with *The Song of the Wind* (regardless of whether it hit or not). This rune activates automatically whenever you make a critical hit with this weapon.
- **Go** – you can activate this rune as a part of Dash action. This rune activates automatically if you have moved 50 feet on your turn without stopping.

An activated rune glows with white flowing energy, resembling a current of air. A rune cannot be activated again before it has been redeemed. A rune also deactivates after one minute.

A rune or a combination of runes can be redeemed to activate a special ability, as described below. **Bold text** describes which rune or runes have to be in active state for that particular ability. A rune deactivates as soon as it's redeemed. Spell save DC for spells cast using this weapon equals 15.

Using an ability requires an action.

- **Fong** – you cast *Control Wind*.
- **Chi** – you cast *Gust of Wind*.
- **Go** – you cast *Longstrider*. You can use this ability twice before the next dawn.
- **Fong Chi** – your reflexes sharpen as the wind takes your side in battle. Enemies have disadvantage on attack rolls made against you until the end of your next turn.

- **Chi Go** – the wind itself directs your hand in battle. On your next turn you can make additional attack as a part of your Attack action.
- **Fong Go** – you summon **Lesser Air Elemental**. You can't use this ability again until the next dawn.
- **Fong Chi Go** – you cast *Wind Wall*. You can't use this ability again until the next dawn.

Sentience. *The Song of the Wind* is a sentient lawful neutral weapon with an Intelligence of 15, a Wisdom of 18, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common and High Shou, and can communicate with its wielder telepathically. It mostly expresses poetically and metaphorically in a strict and bold voice.

Personality. *The Song of the Wind* desires freedom and movement above all. Being an instrument of war, it perceives war as an art to be mastered and glorified.

The weapon salutes change and evolution: of personality, of martial style, of surroundings. It instigates adventure and loves to summarize a concluded story with a short poem.

Stagnation and boredom will inevitably result in a conflict with the owner.

LESSER AIR ELEMENTAL

Medium elemental, neutral

Armor Class 12

Hit Points 27 (6d6 + 5)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lighting, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 2 (450 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3)

Puff of Wind (Recharge 4-6). The elemental blows on one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Strength saving throw or be pushed up to 5 feet away from the elemental.