# Rustyone and Silvertwo (revised edition)

Legend says that in the days of old before the Founding of the Kingdom of Wellard, the Spectre of Maq Salách and the Wraiths of The Dark Tower threatened an elven kingdom. To protect the kingdom the two swords were created. They were forged by two brothers. The younger brother did not ensure that the steel was good when he forged his sword and thus the blade of Rustyone became corroded but the magic in it prevented it from withering away. The elder brother took up Rustyone, and saw that further magic could be connected to it. Then he forged its brother-sword Silvertwo, and bound the two swords together. Since then, where one sword was found, the other would not be far away

Rustyone is an ugly rusty cold iron longsword+1 and Silvertwo is a beautiful silver longsword+2. Rustyone also has the ability of providing *Protection from Evil* as a 12th level caster once per day. Once per day, in the hand of an elf, Silvertwo can create *Daylight* at 12th level. The blade will be the source of light.

When the two swords are combined, they have the purpose of destroying the undead.
If an undead creature is first struck with Rustyone, and then within 10 rounds later struck with Silvertwo by the hand of and elf, Silvertwo will deal additional damage of 12d12.
The hits with the swords will only work in combination; for instance if an undead is hit first with Rustyone and then with Silvertwo, and then again with Rustyone and Silvertwo, both Silvertwo strikes will deal the damage bonus of 12d12.
However if an undead creature is hit twice with Rustyone, and afterwards twice with Silvertwo, it is only the first strike by Silvertwo that will deal the damage bonus.
Silvertwo will act as a normal silver longsword+2, if not wielded by an elf, and thus not deal the damage bonus nor provide the *Daylight* ability.

Rustyone and Silvertwo will not let themselves be separated more than 50ft. from eachother. If one of the swords are forced, it start to vibrate gently and then Teleport back to it's brother within 1d4 rounds.

> To make the dead go fade and dusty
> Hit it with the ugly rusty
> Then lead by gentle hand of elver
> Slay it with the blade of silver