

Lore:

During the 14 years that the mines of Tethyamar were besieged by orcs, Borym, son of Kassternok and brother to Torflam of clan Obardin, put in motion the construction of an elaborate system to protect the Khundrukar mines against any threat that could come from the realm above. The mines of Tethyamar fell in 1104 DR, and by that time Borym's trap was in place. The protection took almost 14 years to complete.

In his visions, Borym saw a great horde of orcs assail his doors and he swore to the gods of the morndinsamman that the day would never come when orcs would desecrate his home. Better destroy it than let it fall in their foul hands. That was exactly what his elaborate trap was supposed to do.

But there was dissent in his ruling council about the wisdom of such a plan. Some saw the solution of their leader as folly and devised a plan to sabotage the trap. Engineers on the project were convinced to work against Borym and modify the construction without his knowledge. The trap was modified to let only the entrance of the mine collapse instead of the whole complex. A secret door was also constructed that could only be opened by a magical key that was to stay in the mine and permit the escape after the collapse. A magical Morningstar was fashioned to serve as the key to that secret door. That weapon was to become «Morningsun, key to the halls».

Now, that plan was also foiled by an apprentice of the weaponsmith in charge of fabricating the key. Rurik, son of Ruthger now known as Rurik the outcast, couldn't betray his clanmaster. Rurik took the weapon out of the halls of Khundrukar before the trap was set in motion. Even though the halls were not destroyed by the trap, at least there would be no way to get out, or get in, as was the wish of Borym.

No one knows what happened to the house of Borym and his clan after the collapse. The orcs never found a way to enter the mines and no dwarf ever got out either, except for Rurik.

Rurik became the outcast because he never told anyone where the secret door to the Khundrukar was. Torflam, lord of the mines of Omir Nagass and brother to Borym, never accepted his silence, even though it was the wish of his brother. He condemned Rurik and banished him out of the house Obardin. The key was never found either and to this day, the halls of Khundrukar have been sealed from the realms above and below.

Description:

The Morningstar is entirely made of Mithril and is a one-piece weapon. The handle is 24 inches in length and the head is 6 inches in diameter.

The handgrip is made of soft but sturdy leather and it is beautifully crafted with a relief design. On the handle, one can read the 2 words, «Naur'Dolin», meaning «let there be light» in the dwarven tongue. The words are intricately incorporated in the mithril which is quite extraordinary since mithril is a noble metal and not an alloy. How this technique can be achieved is beyond logic.

Activation:

The ability to cast light is activated by pronouncing the word Naur'Dolin.

The secret door to the mines of Khundrukar will open if the word is pronounced and the spell activated within 10 feet of these doors.

Effect:

The Morningstar is a +1 magical weapon with the ability to create a light comparable to the spell *Continual Flame*.

Aura/Caster Level:

A detect magic cast on the item will reveal an aura of moderate evocation.

The minimum caster level necessary to create this item is 5.

Construction:

- **Item creation feat:** Craft magic arms and armor.
- **Base price** (DMG p. 285, table 7-33): Considering a weapon bonus of +1 and the effect of a spell of 3rd level we get:
 - Bonus squared X 2000 gp (**2 000 gp**)
 - Spell level (3rd) x Caster level (5th) x 2000 gp = 30 000 gp. Since the duration of the original spell is greater than 24 hours we divide that price by 2. (**15 000 gp**)
- **Spell component cost:** None.
- **Magic supply cost** (DMG p. 284, table 7-32): Table 7-32 gives this formula:
 - ½ base price (**8 500 gp**) + 1/25 of base price in XP (**680 XP**).
- **Base item cost:** A silver holy symbol worth (**308 gp**).
- **XP compensation cost** (house rule): This rule was created to find a way to compensate in gold pieces the loss of experience points involved in the creation of magical items. The formula is as follows:

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- XP cost (680 XP) x 10 gp = 6 800 gp.

Construction cost: Magic supply cost + Base item cost = 8 500 gp + 308 gp = 8 808 gp.

Price:

Market Value: Base price + Spell component cost + Base item cost + XP compensation cost = 17 000 gp + 0 gp + 308 gp + 6 800 gp = 24 108 gp.