

Timbala, the Orcus Slayer

| Timbala | Paragon Level |
|---|---------------|
| This blue-steel blade has a simple and strong hilt that compliments the shimmering azure edge as simple beauty. | |
| Weapon, +3 Scimitar Critical: 3d6 Property: You gain a +2 item bonus to initiative. Property: You gain a +4 item bonus to skill checks pertaining to demons. Property: Critical hits are increased to 3d12 if the target has the demon keyword. | |
| Power (Encounter): Minor Action. <i>Effect:</i> All allies within close burst 5 gain temporary hit points. Power (Daily): Immediate Interrupt. <i>Trigger:</i> Ally is hit by an attack from a creature with the demon keyword. <i>Effect:</i> Negate the attack and all allies within a close burst 5 gain a bonus to damage on their next attack against the triggering demon equal to your Charisma modifier. | |

Timbala Lore

History DC 22: 1000 years ago this sword was used to defeat Orcus by a great human hero of the Namodia.

History DC 27: The name of the hero was Timbala who was a great leader of warriors. He disappeared even as he slew Orcus.

Religion DC 27: It is believed that Timbala's final fight with Orcus was influenced by the then new force, today known as gods.

Goals of Timbala

- ◆ Kill Demons.
- ◆ Spread the ideals of law and order.
- ◆ Destroy Orcus.

Roleplaying the Timbala

When *Timbala's* hilt is first grasped by a user it gains a slight silver-blue glow and the user is filled with a desire to see an end to the destruction of chaos in the world.

Timbala is a firm but fair consciousness. When being used in a way contrary to its goals it could react with disappointment (for breaking the goal of spreading law and order), anger (not killing demons), to rage (not destroying Orcus).

Concordance

| Starting Score | 5 |
|--|-------|
| Owner gains a level | +1d10 |
| Owner is lawful good | +2 |
| Owner is trained in Arcana | +1 |
| Owner kills at least one demon in an encounter | +2 |
| Owner actively enforces law and order | +1 |
| Owner kills a creature that is lawful good | -1 |
| Owner helps create chaos or disorder | -2 |

Pleased (16-20)

“If anyone has ever had a chance of destroying Orcus once and for all...it is us.”

Timbala fully trusts you and will almost never question the motives your actions. It treats you not like a user or even an equal, but rather that you are extensions of each other.

Property: The bonus of the scimitar becomes +5 with a critical of +5d6 (+5d12 vs demons).

Property: You gain a +8 item bonus to skill checks pertaining to demons.

Power (Encounter): Immediate Interrupt.

Trigger: You or an ally within 10 squares of you hits with an attack. *Effect:* The attack ignores resistance. If the attack is against a demon add 2d12 damage to the attack.

Satisfied (12-15)

“Together we can be a scourge on the Abyss.”

Timbala has come to trust you as an ally and is starting to think that maybe you could accomplish something meaningful.

Property: You gain a +4 bonus to initiative.

Property: You gain a +6 item bonus to skill checks pertaining to demons.

Power (Encounter): Minor. You order a foe to stay where they stand and they must obey.

Attack: Cha vs Will

Effect: Target is immobilized (save ends).

Normal (5-11)

“Do you have what it takes to fight the demonic chaos always trying to destroy our world?”

Timbala is eager to test you and see if you have the mettle to fight back against the destructive chaos of the demonic forces.

Unsatisfied (1-4)

“You are tasked to bring order and peace to the world and have proven to be a disappointment.”

Timbala doesn't think you have what it takes and is not afraid to make it known, but he's not quite ready to abandon all hope yet.

Property: You take a -1 to all attacks.

Angered (0 or lower)

“You are a failure. Please find me a proper hero.”

Timbala at this point focuses on finding a new wielder and constantly pesters you about it, causing unending distraction.

Property: You take a -2 to all attacks.

Property: You take a -4 penalty to initiative.

Moving On

“We have made great gains against the demonic hordes of chaos, but it is time for you to continue the fight on your own.”

Timbala believes that you have become a true hero against the fight against the chaos of the demonic hordes and there isn't much more it can do to make more of a champion. It now asks you to find a new user who has the potential to become a hero to fight against Orcus.

If *Timbala* is satisfied with you when it departs it grants you a boon that belies the great warrior you have proven to be that includes a slight silvery glow that manifests in one of any number of ways including a magical silver tattoo of a holy symbol, glowing eyes, or a sheen that covers all of your weapons. You are granted a permanent +2 bonus to Initiative. If *Timbala* was Pleased with you when it departs you also gain a permanent +4 bonus to skill checks pertaining to demons.