

The Twin Swords and the Manicae of the Dioscuri are a legendary combination of weapons and armor. It is not enough to just possess one of the swords or a manicae sleeve. They work best when two swords and two manicae are combined by a warrior who can wield a weapon in both hands. What made these weapons and sleeves truly special is when they are wielded by two such warriors. What made them legendary is when they were wielded by twin brothers. Kastor and Polydeuces were twin brothers born to a king and raised as warriors. Tales even tell that one of these warriors may have been sired by none other than Zeus, King of the Olympians, himself. Their story is replete with legendary exploits but it is the untold stories that truly show the twin brother's prowess. During one of their many adventures the brothers were set upon by a horde of the dread Makhai coming out of the Tharsis pass through the White Mountains.

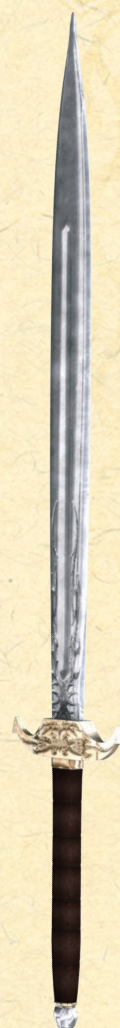
The brothers were travelling with a large group of adventurers just returning from a hunt for the Caledonian Boar. The Makhai caught them on the road but the brothers turned their horses and charged them into the midst of the Makhai. The twins cut a bloody path through the mindless killing machines. They could not see anything but the ferocious Makhai surrounding them. They fought back to back, their swords and actions were like those of a single deadly fighter. The Makhai came at them in droves and the twins cut them down. Whenever one twin faltered the other was there instantly to ward the killing blow aimed for his brother. They fought in the midst of the terrible army of demons for what seemed like hours before exhaustion and dozens of minor wounds took their toll.

Just as the rest of the adventurers were fighting their way toward the embattled twins they saw one of the brothers go down underneath a massive blow from a huge, giant Makhai warrior. The adventurers, many of whom had been saved by the brothers at some point, hurled themselves into the monsters. They could see the one of the brothers madly defending his fallen twin. As they neared they saw both the giant demon and the last twin fall amid the melee.

When the dust had settled there was a mound of Makhai surrounding the fallen twins in a ring of bodies and death. The adventurers gathered up the bodies of the twins and buried them there amid the carnage. They continued on their way and each eventually found their way home.

One of the adventurers, a lad named Telemon, lived near the Kingdom of Atrapes which was the childhood home of the twins. Telemon only thought it right to deliver the news of the twins' death to their mother, whom he felt deserved to know of their heroic end. He stopped in a local tavern to slake his thirst from the road before continuing on to Leda, the twins' mother. When he walked through the entrance to the tavern he immediately heard loud voices telling a tale surrounded by locals. Telemon elbowed his way through the crowd to get a look at the story tellers. When he finally caught a glimpse of the drunken braggart he recognized Kastor smiling and spilling mulled wine everywhere as he gestured wildly during the telling of his tale.

Telemon immediately began to question Kastor. How was he



alive? Where was his brother? You and your brother were buried? We saw you dead?

Kastor said he and his brother woke up at home with a splitting headache and couldn't remember the last day or so. They thought they had just drank too much the night before and woke up with a hangover.

You don't remember the hunt for the Calydonian Boar? The fight with the Makhai at the pass? You died. Or so we all thought. Where is your brother?

He is upstairs with Jocasta, why?

Does he remember anything?

Nope, not a bloody thing. We woke up at home feeling like we had been beaten with a piece of lumber and have been drinking ever since.

The twins had had this experience before but had never run into anyone that remembered what actually happened. They talked with Telemon late into the night and Telemon recounted what little of the fight he saw between the Makhai and the twins. He mentioned he was a little busy fighting for his own life at the time but distinctly remembered seeing the bodies of the twins and actually

picked up Polydueces' body and put it in the ground. Yet here they were, alive and drinking.

Their mother had told them when they were younger that Zeus himself had fathered them and that they had a special destiny awaiting them. When they came of age a stranger visited the court of the king of Atrapes and gifted him for is hospitality with two sets of swords and manicae for the newly minted young men. The stranger ate dinner that night with the king and his family and left the next morning. Leda, the boys' mother told them the gifts were from their father. They scoffed at the time but after hearing the tale of Telemon, the twins were starting to question their initial scepticism.

Armed with this knowledge, the twins accomplished fantastic feats of heroics and daring. Knowing that they could cheat death itself for a time they became an unbeatable team. Late in their adventuring career, they attempted greater and greater feats. They were last seen walking into the Pillar of Hades on a mission to bring their beloved mother back from the underworld.

The Twin Swords of the Dioscouri

Requirements:

For a character to wield a Sword of the Dioscouri at more than is base potential he must fulfill the following requirements:

Abilities: Dexterity 14+, Constitution 13+

Feats: Two-Weapon Fighting

Skills: Ride 4 ranks

Weapon Abilities:

Power	Weapon Level	Minimum Wielder Level
+1 Sword, Double Slice	1st	none
Paired, Twin	2nd	4th
+2 Sword	3rd	6th
Mark of the Twins	4th	8th
+3 Sword	5th	10th
Potent	6th	12th
+4 Sword	7th	14th
Foesight	8th	16th
+5 Sword	9th	18th
Blood-Bonded	10th	20th

Blood Bonded: Whenever anyone except its owner or a member of his bloodline attempts to wield a blood bonded weapon, they take damage equal to the weapon's enhancement bonus (no save; no attack roll necessary). When the last member of the bloodline dies, the thorny weapon may be freely claimed (although it will bloody the new owner the first time he grasps it).

The weapon may also be freely transferred (no coercion or magical charms/compulsions) by one owner to another with the new owner taking

damage the first time grasps it.

Faint necromancy; CL 5th level; Craft Magic Arms and Armor; inflict light wounds; Price +500 gp.

Double Slice: Confers the Double Slice feat.

Foesight: Three times per day as an immediate action, this weapon can identify the most powerful foe (based on Challenge Rating) of the wielder within 60 feet. The weapon communicates this information to the wielder mentally. Foes not known to the wielder, or not known to be foes (someone in disguise, someone hidden), must make as successful Will save (DC 10+½ the wielder's character level + the wielder's modifier) or be detected.

Faint divination; CL 3rd; Craft Magic Arms and Armor; augury; Price +2,000 gp.

Mark of the Twins: This mark confers the benefits of the Improved Two Weapon Fighting feat and the Two Weapon Defense feat.

Paired: This power must be enchanted into two weapons simultaneously, and both weapons must be melee weapons, they need not be of the same type, however. This power has no effect unless both weapons are being used in the same melee. Further, the wielders of the two weapons must be capable of using the aid another action to help each other. The weapons shine when these conditions are met, and the enhancement bonus of each weapon increases by +2 for the duration of the melee as long as the two combatants could use aid another to assist each other. If one character actually uses the aid

another action to aid the wielder of the other weapon, the enhancement bonus of each weapon increases to +4.

Strong abjuration; CL 10th; Craft Magic Arms and Armor; shield other; Price +1 bonus on each weapon

Potent: A potent weapon deals an additional 1d6 points of damage with every blow. And upon a successful critical hit it deals +2d6 points of damage if the weapons critical multiplier is x2, if it is x3 it deals +3d6 points of damage and if the multiplier is x4 it deals +4d6. This damage is treated just as damage dealt by the weapon, for example an arrow deals an additional 1d6 points of piercing damage.

Moderate evocation; CL 12th; Craft Magic Arms and Armor; keen edge; Price +3 bonus.

Twin: When two individuals wielding a pair of these matched weapons stand within 10 ft. of each other, they gain a +2 damage bonus on attacks with the weapons. Furthermore, if they speak the command word at the same time (a free action), they trigger a special enchantment on the weapons that adds an additional +1d6 damage on attacks, which lasts for three rounds.

If the twin weapon wielders are relatives or sworn brothers, the damage bonus increases to +2d6; if they are twins themselves, the bonus increases to +3d6. The special enhancement can only be invoked once per day. A single wielder reduces this enhancement to +1/+1d6.

Overwhelming divination; CL 18th; Craft Magic Arms and Armor; locate creature; both weapons made at the same time; Price +2 bonus.



The Manicae of the Dioscuri,

A manicae is an armored sleeve worn on the weapon arm of a warrior. They are made from leather or metal with leather straps and metal rivets. The Dioscuri wear two manicae since they wield two swords and do not use a shield. The Manicae of the Dioscuri however only come to their full potential when used with the Twin Swords of the Dioscuri. If there are two allies each using a pair of Manicae and Swords then they can defeat even death itself.

Counts as +2 leather armor when used singly or +5 leather armor when used in tandem.

If using one Manicae and one Sword of the Dioscuri:

Preservation: Whenever the wearer is reduced to fewer than 0 hit points, he gains a +2 bonus on his Constitution check to become stable. Minor conjuration; CL 1st; Craft Magic Arms and Armor, glimmer of hope; Price +1,000 gp.

If using two Manicae and Two Swords of the Dioscuri:

Allied Security: When the user is adjacent to an ally and is wearing two Manicae of the Dioscuri, the bearer may, as an immediate action, subtract any amount from her own Armor Class (up to an amount equal to her shield bonus plus her Dexterity bonus). This gives her ally a +2 bonus to Armor Class for every -1 penalty she takes to her own AC for 1 round. Once per day the bearer can force an opponent to reroll a single attack roll made against an adjacent ally protected by this ability but not on attack rolls against her, even if the result of the roll is already known.

Minor abjuration; CL 3rd; Craft Magic Arms and Armor, shield other; Price +2 bonus.

If Two allies are each using two Manicae and two Swords of the Dioscuri:

Cheating Death: Once per day if the wearer is about to die, the effect that would result in her death is negated and she is instantly subject to a greater teleport and a mindblank spell and taken to a destination of her choice. A convincing corpse is also instantly created with

major creation with a Craft skill bonus of +20. Overwhelming abjuration; CL 18th; Craft Magic Arms and Armor, wish; Price +5 bonus.

