Jergal's Tooth

This dagger has a black metal blade which reflects no light. Its blade is wide and curves back toward the centerline toward the tip of the blade. The handle is cool to the touch, and is flat grey, feeling as if it might be made of pewter cast in lead. The weapon does not feel as if it would be particularly useful in prolonged combat.

History: Jergal's tooth was first given to a Netherese priest of the God of Death in ages long past. The dagger was given to him so that he might eliminate a rival priest, a follower of Selune who proved too vigilant of the plots of the follower of Jergal.

Jergal is a wise and intelligent deity, and has always been skilled with bargains and pacts. Jergal, in the creation of the weapon, managed to secure a promise from all of the gods collecting their faithful from the Fugue Plain that any soul sent to the Fugue Plain with *Jergal's Tooth* would never again draw breath nor ever walk again or set their sight upon Toril.

In order to forge the pact with the various deities, Jergal also promised that the dagger would pass out of the hands of the mortal that used it each time it claimed a soul, and that the dagger can never be weilded by the same person twice.

Despite this particular limitation, Jergal always knows where the dagger is, and has, from time to time sent messengers to aid his followers in locating the weapon when it needs to be utilized. While the first few weilders of thew weapon were Jergal's priests, for a while it fell into the hands of a follower of Hoar, Ulyeamos, who used it to kill Shethuhak, a Chosen of Gilgeam in Unther nearly two hundred years ago.

The drow assasin Hearvhist Thear'listis in Dambrath used the dagger to slay a Halruaan wizard only fifty winters ago, and most recently, Semmemon aquired the dagger sometime after his departure from Darkhold. From there it fell into the hands of an adventuring company in the Dalelands, The Company of Shining Fangs. According to some accounts it was used to slay the Ambassador Borsaelis of Thultanthar, and the Shadovar are offering a large bounty among some of the less reputable power groups of Faerun for the capture of the slayer of the ambassador, Grim Greycastle of Eveningstar, a druid of Meilikki with a storied past.

Powers: In practice this means that anyone killed with *Jergal's Tooth* is immediately sent to the Fugue Plain, and are either judged and disposed of by the God of Death, or collected and sent to the final disposition of their faith if they are neither Faithless nor False.

The dagger automatically strikes so long as its used as a melee weapon, striking as if imbued with a True Strike spell (+20 to hit), and ignoring any chance to miss for concealment. Once the dagger strikes, any creature with a soul will be destroyed spectacularly (the body explodes for 10d6 points of damage in a 20 foot radius, reflex for half, force damage).

The same person can never use *Jergal's Tooth* twice in their lifetime. It will teleport randomly away from whomever used the dagger last, and it may appear anywhere on Toril or within Toril's cosmology. If the dagger is used by someone other than a follower of Jergal, it returns to Jergal when used, but if it is used by any other person, its placement is random.

Suggested Means of Destruction: Jergal made many pacts, and it is beleived that the dagger may be "nullified" by various gods who agreed to its terms when it was created. These conditions would be difficult to dicern, and would most likely involve appeasing diametrically opposed concerns of various deities.

Some sages have theorized that the dagger would be destroyed under at least two known sets of circumstances. If used to destroy the avatar of a god, and if it were used to slay a creature that is not bound to the judgement of the Fugue Plain, yet still had a soul (for example, a human that hails from a different reality and has not become a native of Toril).