

Carwylm



Length: 50 inches

Weight: 3 lbs

Type: Bastard Sword, Slashing

Damage Dice: 2d4+3

Powers:

Holy Sword +3, +5 versus Those Who Must Not Be Named

Summon Fulmaegen (10 rounds of swinging the sword over wielder's head which sends out an ethereal song on the wind which only the mount may hear, the mount then shows up within 1d4 days)

Aurvandil's Dread (If swung over the wielder's head for a full combat round, all evil aligned creatures in a 30' radius must make a save vs. spell at a -2 modifier or be effected by *Fear* as per a caster of equal level.)

May only be used by Cruniac (will function as a regular holy sword in the hands of another paladin, will at first leap from the hand of anyone else who tries to use it. If the wielder persists, it will shoot deadly waves of trembling through their body. The wielder will be dealt 6d6 damage per round it is held and must roll a saving throw versus death saving throw or die).

History: When you hold the blade you catch glimpses of its past history and are subject to dark, terrible dreams. Images of a six hoofed white horse in distress, flanked by dark figures. The retreat across the field of bones thousands of years ago. Innumerable dead piled high. A strange race of slaves you have never seen before, tanned skin, dressed in the silks, beads and bracelets of the Mahir, with slanted eyes, being pushed across the open ground to construct ancient fortresses. Cannibalism and murder of these people, and brief glimpses of a dead girl and a raging group of slaves, grabbing heads and slashing throats. Finally, an old king in the bottom of a volcano, wielding your blade, forcing the Mahir into the fires.