

Ferrum Nigrum

Background

Ferrum Nigrum is a living shard of Death. Created untold eons ago, the essence of Death was forged into a sword by unknown beings. Deemed too powerful for the realms of mortals, it was placed in an extra-dimensional space. However, the Dark Ones invaded the extra-dimensional space where Ferrum Nigrum was kept and released it upon the worlds of mortal beings. The Ancient Ones, beings believed to be descended from the beings who created Ferrum Nigrum, waged battle after battle across millennia and ended up driving the Dark Ones back into their own dimension. However, Ferrum Nigrum was lost in these battles and was forgotten to time. Until now...

Appearance

Ferrum Nigrum appears as a completely black sword sheathed in a completely black sheath. Light does not even glint off of its blade and scabbard. The sword seems to displace all light that is around it.

Abilities

Bonuses

Ferrum Nigrum provides the following Bonuses to the wielder:

- 1.) Can speak to the wielder, through telepathy, in all known languages
- 2.) Grants the wielder a Strength Ability Score of 18
- 3.) Provides a +3 Bonus "To-Hit" and Damage when wielded in Melee Combat
- 4.) Upon killing any opponent, the sword transfers the Total Amount of Hit Points from the opponent slain to the wielder for a number of Melee Rounds equal to the amount of Hit Points transferred.
- 5.) An opponent slain by Ferrum Nigrum cannot be resurrected by any means possible, except through possible Divine Intervention

Penalties

- 1.) When wielded, the wielder of Ferrum Nigrum is automatically Frenzied. All Hit Point Damage received in Melee Combat is totaled throughout the duration of Melee Combat and applied to the wielder's Hit Point Total when Melee Combat ends
- 2.) Once Melee Combat ends, the wielder must make a Saving Throw vs. Wisdom, with a -3 Penalty, to come out of their Frenzied state of mind. Failure to do so results in the wielder continuing to be Frenzied and being compelled to slay all living beings around them
- 3.) If the wielder of Ferrum Nigrum does make a successful Saving Throw vs. Wisdom, the wielder must then make a Saving Throw vs. Constitution, with a -3 Penalty, or be unable to act for 10 Rounds
- 4.) For each week that Ferrum Nigrum does not slay a living being, it will attempt to compel the wielder to kill. Ferrum Nigrum has an Intelligence of 18 and an Ego of 18. In order to avoid this compulsion, the wielder must compare the added total of their Intelligence, Wisdom, and Charisma Ability Scores, with a -3 Penalty applied to each Ability Score, and compare this number to the total of the Intelligence and Ego Ability Scores of Ferrum Nigrum. If the wielder's Ability Score Total is equal to or greater than the Ability Score Total of Ferrum Nigrum, then the wielder avoids the sword's compulsion. If the wielder's Ability Score Total is less than the Ability Score Total of Ferrum Nigrum, then the wielder falls to the sword's compulsion.
- 5.) The only way for the wielder of Ferrum Nigrum to be rid of the sword is through Divine Intervention only