

Elf Slayer

(Author Unknown)

These special *swords* +2 were created for the explicit purpose of kill the faerie. Against any faerie folk, the sword exhibits the following abilities:

- ! Hitting a full blooded faerie causes triple damage
- ! Hitting a partially faerie folk causes double damage
- ! Magic of armor created by faerie folk is nullified by swords
- ! Owner gains +5 save vs. magic regardless if it is unsheathed or not (see other notes on magical resistance).

If the result of a saving throw is 20 or better, the spell has *NO* effect on the owner. As a side note, beneficial spells must get past a saving throw of 2 to effect the user (-1 per level of caster). Also, no magic items of any sort will function on the user as long as the sword is within a foot of him.

For the purposes of this sword, faerie races include: Elves, Sylphs, Dryads, Nymphs, Pixies, Brownies, Atomies, Quicklings, Pseudo- and Faerie-dragons, Satyrs, Sprites, Leprechauns, etc. Basically, any race that has some inherent magical ability or defense and would be found in a sylvan setting may considered a faerie race. Note that Gnomes and Halflings are excluded. A partial faerie race is any of the above combined with a non-faerie race (usually human). Half-elves are the most common example.

The metal used in these swords is flat black, and is very difficult for the Dwarven masters to forge. Other weapons made of this metal (called *Zu fluct* by Dwarves, which today translates as 'elf slayer' although it originally meant 'kills wimpy scum') include spears and arrows. The arrows do not affect saving throws or magic items, and the spears only give a +1 to saves and save against beneficial spells on a 18 or better. If a faerie even touches this metal, he takes one point of damage per pound of metal. Note that this could be misconstrued as ego damage. Most Elf Slayer swords are broadswords.