DUALINK

Blade Encarmine

Magic Item



Warhammer 40K Edition

Blade Encarmine

Rare weapon (longsword), requires attunement

The Blade Encarmine is an ornate relic power sword once wielded by Sanguinius during the Great Crusade and Horus Heresy. After the Angel's death, it passed to the first Chapter Master of the Blood Angels, and legend holds that the blade responds only to those who carry the gene-code of Sanguinius, rejecting all others as if it still remembers the hand that first raised it. In darkness, its edge gleams like fresh blood; in battle, it cuts with an elegance that feels less like violence and more like verdict.

Weapon Properties

- Damage: 1d8 slashing + 1d8 radiant
- Properties: versatile (1d10)
- Magic Bonus: You gain a +1 bonus to attack and damage rolls made with this weapon.

Gene-Locked Relic

The Blade Encarmine is a magical weapon. A creature can attune to it only if the DM deems the creature a rightful inheritor of Sanguinius's legacy. A creature that isn't eligible to attune to the sword can wield it, but it functions as a nonmagical longsword for that creature, and that creature has disadvantage on attack rolls made with it.

Sentience

Voice of the Angel

The Blade Encarmine is a sentient lawful good item with an

Intelligence of 12, a Wisdom of 18, and a Charisma of 22. It has hearing and darkvision out to a range of 120 feet.

Communication

The sword can speak, read, and understand Common and Primarch, and it communicates telepathically with its attuned wielder.

Purpose

The sword seeks to end great evils cleanly, without cruelty. It despises torture, humiliation, and "necessary atrocities."

Temperament

The blade is calm and terrible. It approves of courage, hates indulgence, and judges the intent behind every stroke.

Sever Destiny

The Blade Encarmine can deny renewal with a single perfect cut. When you hit a creature with an attack using this sword, you can force the target to make a DC 18 Constitution saving throw. On a failed save, the target can't regain hit points until the start of your next turn. A creature that succeeds on this saving throw is immune to the effect for 1 minute.

You can use Sever a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.