



# 106 BLOOD DRENCHED WEAPONS

"What's the matter, chap? Feeling a little light headed?"

“ Filipay Steeldancer, fabled duelist said to kill any foe with a single touch of his blade “



1. **{Artery's Leash}** This spiked flail can extend to unnatural lengths by forming chains from your own syphoned blood which also imbues the flail with deadly necrotic power. However, should the chain ever break {always breaks on a crit fail} then you instantly fall unconscious from the sudden blood loss.
2. **{Blood Priest's Sling}** Legend says this bloody medical wrap was used as a sling to slay an invading king by a humble blood priest who swore an oath to avenge all those they failed to save. This sling requires no ammunition, as it can create a +1 blood stones for every 1 of your own hit points you give it.
3. **{Fang of the Barrow Lord}** For every 6 of your own hit points you sacrifice into this greatsword, it deals an additional 1d6 necrotic damage to the next creature you hit. Once this sword consumes 60 hit points from its wielder, it transforms them into a vampire under its {the Barrow Lord's} control.
4. **{Skin Ripper}** The handle of this torturer's spear is covered in barbed spikes that pierce the wielder's flesh and make the spear impossible to drop {or used for ranged attacks}. This added grip grants the weapon a bonus to hits and damage in melee, however, letting go of the spear deals 1d6 slashing damage.
5. **{The Line Drowner}** It is said that only those of noble ocean blood can wield this crimson trident which can call forth powerful waves to flood battlefields with waterlogged zombies. It is also said that should one die while wielding it, everyone of their bloodline will die with them.
6. **{Wings of the Moon Drainer}** These matching handaxes {forged in the shape of cratered bat wings} will always return to your hand, but only if you are actively bleeding. On full moons, these handaxes drive their wielder into a blood-thirsty frenzy and gifts them with echo-location to aid in hunting down prey.



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