

## Bloodrot

*wondrous item (blood), rare, requires attunement*

To attune with this item, you need to inject it in your blood, if you do not possess blood, you cannot attune to it. This rotten blood then merges with yours and increase the power of your fists.

You gain a +1 bonus to attack and damage rolls made with your unarmed strikes.

In addition once per turn on your turn, you can coat your fist with negative energy (no action required). When you do so, your next successful hit this turn deals an additional 1d6 necrotic damage. Alternatively, you can deal 1d4 necrotic damage to yourself (which cannot be reduced in any way) to increase that damage to 1d10. On a hit, you choose one additional effect between the two following:

- **Mark of Death:** The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

- **False Mark of Life:** You gain a number of temporary hit points equal to half the necrotic damage dealt.

Plants and Undeads are immune to this effect.

**Curse of Killing:** While attuned to these fists you cannot choose to knock a creature unconscious when you bring it to 0 hit points, you instead always deal lethal damage. This curse is hidden from any kind of magic made to detect it, until it activates for the first time.

Art by  
Pawel Parol



## Thorned Blade

*Weapon (longsword), rare, requires attunement*

When you attune to this weapon, the handle of the blade pricks your hand and absorbs some of your blood, inflicting 1 point of necrotic damage.

While attuned, you gain a +1 bonus to attack and damage rolls made with this weapon. You become gaunt, your skin turns pale, and your eyes turn a faint red.

In addition once per turn on your turn, you can bare the fangs of this blade. Your next attack deals an additional 1d8 slashing damage, or 3d8 on a critical hit.

**Curse of Bloodfrenzy:** If the thorned blade doesn't draw blood within 1d4 rounds of being pulled from its scabbard, the owner must succeed on a DC 15 Constitution saving throw, or the sword will drain their blood to quench its thirst, dealing 2d10 necrotic damage (which cannot be reduced in any way). This effect then resets.

Art by  
Dean Spencer

