

Blood-Quenched Sword

close, +1 damage, messy, magical, weight 1

An ancient blade of deep red bronze, its pommel etched with symbols reminiscent of those that the Hillfolk use to decorate their drinking pots. It thrums in the scabbard, wanting nothing more than to be drawn and to burn like a fire, quenching itself in the blood of foes.



When you **draw the Blood-Quenched Sword**, it leaps from its sheath before any present have time to even blink.

When you **strike first in a fight with the Blood-Quenched Sword**, take +1 forward to **Hack and Slash**.

When you **draw the Blood-Quenched Sword**, it must be blooded before you can sheath it. If you spill your own blood to meet this requirement, take 1d4 damage (ignores armor) and the scars from the cut never fade.

Each time you sheath the sword after having used it to kill a living, bleeding foe, mark a box.



When you mark the last box, you unlock the sword's mysteries and gain **Unquenched** (see reverse).

UNQUENCHED

When you **fight a living, bleeding foe with the Blood-Quenched Sword**, you can mark one of the consequences to the right (your choice) to turn a miss on **Hack and Slash** into a 7-9, turn a 7-9 into a 10-11, or turn a 10-11 into a 12+. You can only do this once per roll.

When you have marked 3 consequences, you can use **A Flickering Flame**.

A FLICKERING FLAME

When you **wield the Blood-Quenched Blade and leap headlong into battle with multiple foes**, roll +CON.

10+ Hold 3 SPEED.

7-9 Hold 2 SPEED.

6- Mark XP, hold 2 SPEED but mark one of the consequences to the right.

While you continue to fight, spend SPEED 1 for 1 to:

- Attack any number of within your reach, rolling once and applying the result to all of them
- Strike a weak point, ignoring your foe's armor
- Disengage from a foe you are fighting
- Cross the distance between you and a foe it is possible to reach, before any can react

As soon as you stop fighting, lose all SPEED.

You lose yourself in a blood-rage, no longer distinguishing between friend, foe, and bystander. When you **attack the nearest living creature while raging**, roll your damage die twice and take the higher result. When you **attempt to stay your hand**, roll +WIS.

10+ You do so, and can leave the rage with a few moments concentration.

7-9 You stay your hand, but must choose a different target for your rage.

6- Mark XP, and attack without mercy or doubt.

All who survive this battle (friend and foe alike) find themselves coveting the Blood-Quenched Sword.

From now on, all who see you wield the Blood-Quenched Sword covet it.

You can no longer sleep or rest without the Blood-Quenched Sword at hand.

You no longer gain sustenance from food. When slay a living, bleeding creature with the sword, hold 1 SUSTENANCE (max 1). When you would consume a ration, lose 1 SUSTENANCE instead.

You can always ask the GM *"Does this NPC disrespect me or intend to do me harm?"* and the GM will answer honestly "Yes" or "No." If they answer "Yes," take -1 ongoing if you let them live.