# Grim weapons

Bows, pitchforks, staves, daggers, or axes: whatever means characters use to tackle the creatures of the night, they will inevitably suffer corruption.
Weapons will slowly soak with darkness, until they are tools bound to the Ènferun, imbued in a necrotic aura, and veiled by a dark halo. Those who wield a Grim Weapon assert that it almost has a will of its own, craving vileness and exuding animosity towards its wielder.

TURNING GRIM: THE CORRUPTION
OF WOOD AND STEEL
The weapon delivering the fatal blow to a creature from Ènferun, or one connected to it, absorbs the vile essence of that realm.
Whenever a weapon deals the killing blow to an Aberration, a Fiend or an Undead, it gains 1 Grim Point.
Each weapon withstands a different amount of Grim Points, namely the Grim Threshold, before turning into a Grim Weapon. This amount is smaller in common and simple weapons, and it increases in rare and powerful weapons.
Weapon Grim
Threshold
Club, Sickle; Dart, Sling 3
Greatclub, Javelin, Light Hammer, Mace;
Blowgun 4
Handaxe, Quarterstaff, Spear, Trident, Whip;

Crossbow (hand), Crossbow (light), Shortbow 5
Flail, Morning Star, Scimitar, Short Sword,
War Pick 7
Battleaxe, Longsword, Rapier, Warhammer;
Crossbow (heavy) 10
Glaive, Greataxe, Greatsword, Halberd, Lance,
Maul, Pike; Longbow 13

NEW FEATURE: GRIM WEAPON
The Grim Weapon Feature does not replace a weapon's former features, but rather overlaps them (for example: a Grim Flaming Flail is still covered in flames).
The wielder of a Grim Weapon has Advantage on Attack Rolls against Aberrations, Fiends or Undead. It is also to be considered magical as far as Resistances and Immunities to damage go.
The wielder of a Grim Weapon is obsessed with it and will never willingly give it up: it symbolizes the many battles fought against horrid and deadly creatures; it is both a point of pride and a charm to soothe the terror felt during said battles. The character has Advantage on Intimidation checks whenever they touch their Grim Weapon: just laying the hand on the hilt permeates them with a dreadful aura.
SPIRITUAL FESTERING
A Grim Weapon grants its wielder with added effectiveness in fighting monsters spawning from the dark, and imposing their will on mortals through its ominous feel.
Even so, it takes a terrible toll on the soul:
• Carrying a Grim Weapon decreases the wielder's Maximum Soul Points by an amount equal to the weapon's Grim Threshold. Therefore, only the foolish gather more than one or two Grim Weapons if they have not the required spiritual fortitude.

• Any failed attack roll with the weapon entails the lossof 1 Soul Point: the darkness within the weapon thrives on failure and frustration while enticing its wielder with more power.
• A natural 1 on an Attack Roll is particularly malicious: the character makes a Wisdom Saving Throw, DC 15, to avoid one random Soul Affliction, described below.

Roll

(1d10) Soul Affliction Effect (duration 1d10 minutes)

1 Soul Chains

The character feels as if cold and malevolent chains grow out of their weapon, wrapping their soul and leaving them helpless. While their body is feverish and trembling, the character becomes paralyzed until they take damage.

2 Shattered Self

The weapon shatters the character's soul with a mighty, metaphorical blow to the very core of their being. The hair on the back of their neck stand up, and the character is incapacitated, obsessively going from laughing to crying to babbling.

3 Dread Visage

A reflection of their very soul shows the character a glimpse of Ènferun. Their eyes are filled with blackness, seeing nothing but a dreadful delusion which leaves them frightened and fleeing from battle at every turn.

4 Tongue of Blight Darkness seeps into the character's mouth, making their tongue black, sharp and putrescent,

and any of their words unintelligible to anyone apart from Possessed Ones and Incubi.

5 Dark Rage

Primeval darkness feeds on the character's anger and embitterment, leaving them incapable of telling friends from foes. Their skin glows with red and is ridden with swelling veins.
Every turn, the character automatically attacks the nearest creature.

6 Grievous Delusion The character faces lifelike, occult delusions coming straight from Ènferun wherever they

turn. Ink black tears flow down their face. They have Disadvantage on any Ability check.

7 Pathetic Enslavement

The weapon severs the character from their sense of self and their decisiveness. Their posture is that of defeat and their head bowed, the character subdues to any order given to them , apart from the indisputably self-destructive ones.

8 Unquenchable Gluttony

The weapon fills the character with inadequacy and existential dread quenchable only through foul gluttony. Everything becomes nourishment: after exhausting their rations and anything edible, they will not relinquish consuming rotting remains, dirt, rubbish or any other sustenance within reach. Their mouth expands unnaturally, their jaw is dislocated like a snake's.

9 Abyssal Gazing

The imbuing vileness of the weapon shows the character a vision as sublime as it is horrifying. It enthralls the character's gaze, which starts turning all white, blinding and dazing them.

10 Abyssal Downfall

Darkness lures the character to the edge of a precipice, before dragging them down into oblivion. Sinews crumble and the character falls unconscious, like a puppet whose strings were cut.

CLEANSING A WEAPON
FROM CORRUPTION

A weapon that has not yet reached its Grim Threshold but acquired some Grim Points can be cleansed with a Vial of Holy Water: the water evaporates at first contact in a black fume vaguely smelling of mint and lemon; the weapon loses half of its Grim Points minimum of 1(rounded up).

A fully corrupted Grim Weapon, instead, can only be cleansed with a vial of Lunar Elixir, also known as Moonwater: drenched in it, a Grim Weapon turns back into a normal weapon and without Grim Points.

As an alternative, Lunar Elixir can be used while forging the weapon to double its Grim Threshold (for example: a battleaxe cooled down in Moonwater has a Grim Threshold of 20 instead of 10). Weapons quenched in Moonwater usually cost 1000 gp more than ordinary.

Lunar Elixir: This transparent fluid is created by mixing water, platinum dust (costs 250 gp) and a drop of blood (the equivalent of 1 Hit Point and 1 Soul Point) from a strong-spirited person (at least 60 Soul Points at the moment of creation). The necessary ritual takes an Intelligence (Religion) check, DC 15, 4 hours for completion, performed outdoors, and the casting of a Bless spell, 3rd level or greater. A roll that fails by 5 or more means the ritual failed but the components were still spent.

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