

THE CUTTING STONE OF MORGATH

It's said that in a bygone age, a powerful sorcerer created this unusual dagger as a tribute to Morgath, the goddess of justice, vengeance, fidelity, and regret. Those who would wield it must first bind themselves to the blade, either swearing an oath or accepting the outcomes of failing to fully commit themselves to their task.

A WEAPON OF LEGEND

Thanks to the popularity of a song immortalizing this weapon, the Cutting Stone of Morgath is well-known in the mythology and popular imagination of Fortunefall, though few would presume it really exists and fewer still would dare to seek it out.

*Dreamed I had a cutting stone / Dreamed I held it
all my own / It cut through wire, wood, and bone /
I'll cut you down, my cutting stone
There upon a mountaintop / I looked down on to
what I'd wrought / And when I saw my labors
through / I cut my cutting stone in two
Cutting stone oh fear me none / Whether wild or
whether won / Though I travel far from home / I'll
always have my cutting stone...*
-"Cutting Stone," from the Winter Song Cycle

COMMITMENT OR REGRET

Weapon (dagger), legendary (requires attunement)

The dagger bears a blade of jet black obsidian marked by red streaks resembling rust which glow faintly under the light of the moon. You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

Otherworldly sharpness. When you attack a nonmagical object made of metal, wood, or bone with this dagger, the dagger hits on any roll of 11 or higher. Additionally, the dagger ignores nonmagical object damage thresholds. When attacking a creature in armor (whether artificial or natural) made of the aforementioned materials, the armor is treated as having an AC value of one less than its actual value (plate armor, for instance, is treated as AC17 rather than AC18). Attacks against constructs are automatically critical hits.

Wild or Won. Upon attuning to this weapon, the user must immediately make a wisdom saving throw (DC18). On a successful save, the Cutting Stone is won and the wielder must immediately make an oath of vengeance or justice to be accomplished with the Cutting Stone, which the Cutting Stone remembers. Once the declared objective is completed, the wielder is compelled to break the blade in two, rendering it useless and ending its attunement. The blade and its magic reform after a year and will not accept attunement with the same wielder who used it last.

On a failed save, the Cutting Stone is wild. A wild Cutting Stone compels its user to attack any living creature within 10 feet that has been reduced to 10% or less of its maximum HP, beginning with the creature with the lowest current HP, even if the target is unconscious and/or allied to the wielder of the Cutting Stone. The wielder believes this to be an act of mercy, putting the wounded creatures "out of their misery" and will justify their deeds in this way if challenged. This belief lasts until attunement with the Cutting Stone ends, at which point the user is fully aware of their actions and their consequences, reacting/feeling how they would have normally felt about what they have done.

If the wielder is aware of the "Wild or Won" property before attuning (DC20 Arcana check), he or she can choose to fail the saving throw intentionally.

Tenacious Attunement. Ending attunement with the Cutting Stone requires the wielder to be targeted with a Remove Curse spell, at which point he or she must succeed on a wisdom saving throw (DC18). On a failure, the Remove Curse spell is wasted and attunement continues.

Though I Travel. The Cutting Stone can be summoned into the hand of its wielder as a bonus action if it is within 100 feet.

