

RAZORS OF THE DEMON BARBER

Only found as a pair of exquisitely made razors in an inlaid storage case, their scales chased in silver and never showing signs of age despite long periods of storage or lack of use. Tradition maintains that the razors are named *Vengeance* and *Salvation*, but only their bearer can tell them apart. These razors have a dark past and only share their greatest powers with a worthy successor to the Demon Barber whose reign of terror ended with his mysterious disappearance.

SERVES A DARK AND VENGEFUL GOD

Rumored to have been imbued of their power by a forgotten god of vengeance, these razors appear to a supplicant seeking an instrument of vengeance. By following the path of the original Demon Barber, they grow in power with the user. However, traveling this path is lonely and paved with blood and betrayal.

THE LIVES OF THE WICKED SHOULD BE MADE BRIEF

The ideals of these weapons are incompatible with those who value law and order. Bearers of these razors eventually justify even the most bloodthirsty actions in the name of justice and often finding themselves sliding away from either law or goodness, despite assuring themselves that they leave a better world in their wake.

MY ARM IS COMPLETE AGAIN

When first attuned, the user gains proficiency in shaving and tonsorial tools. The razors are considered *daggers*, +1 for combat purposes and can be drawn together or stowed as a bonus action.

THE MORE HE BLEEDS, THE MORE HE LIVES

When the razors' bearer has reached 5th level, they may seek knowledge of the razors and unlock additional powers. Once they have discovered the true name of the Demon Barber, they may recite it at the site of his crimes and gain the following abilities for their razors:

- *Vengeance* becomes a *dagger*, +2. Targets struck with it begin *bleeding*. If a target is unaware of the attack, it deals damage as a critical hit. (See the sidebar on the bleeding condition)
- *Salvation* becomes a *dagger*, +2 through which the user may cast *vampiric touch* as if a 5th level caster. Once cast, this spell may not be cast again until after a short rest.

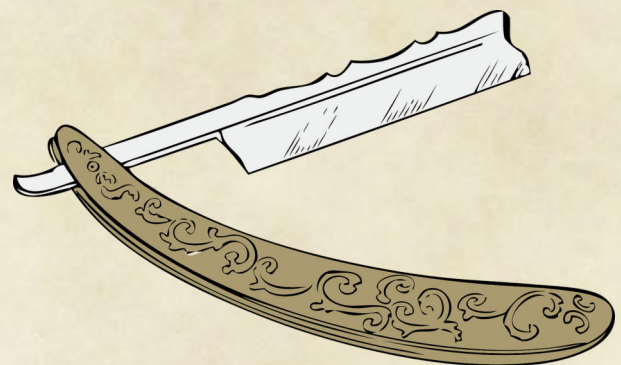
Bleeding. *Bleeding* wounds cause damage every turn equal to the Dexterity modifier of the attacker who inflicted the condition. *Bleeding* can be stopped by passing a DC 15 Constitution save on subsequent turns or by being healed of 1 or more points of damage.

WE ALL DESERVE TO DIE.

When the bearer has reached 12th level, they may consecrate the razors in the blood of a victim who has personally wronged the bearer, killed with the razors only. Once this has been accomplished, the razors become *daggers* +3 and grant advantage on melee attacks against unarmed targets.

LORE OF THE DEMON BARBER

While lore maintains the Demon Barber to be a mere story (and your bard likely knows a song or two from a popular melodrama about his exploits), he was very much a real man who committed graphic crimes. Woven into the accounts of this man, unjustly punished for crimes he did not commit, costing him everything and causing him to embrace the cause of revenge, are truths about what he did, how he did it, and where it occurred. By piecing together these clues, the bearer of the razors can follow in his footsteps and share in the glory of his impartial justice.



A NOTE ON THE AUTHOR

Jamie Lindemann of [Nerdhaus Games](#) created this weapon. Art by Clker-Free-Vector-Images. The Demon Barber and his razors are inspired by Stephen Sondheim's *Sweeney Todd*.