**Massacre** [NON-UNIQUE]

Evil bearing the promise of power has a significant allure. Many a warrior gives in to this temptation, calling forth a wicked weapon from the abyss. The young seek it so they may become strong now, and the old seek it so they may reclaim their former strength. If this darkness deems them worthy, they are granted its tainted power. This evil forms a symbiotic relationship, leeching off of its host to survive. These weapons have led to the ruin of numerous warriors, but those who can bear its torture are able to unleash far worse upon their adversaries. Though most fighters wielding it become pariahs feared by their allies, those few who have managed to tame it generally gain great renown for their prowess.

**Weapon Scion: Massacre track**

Unless otherwise specified, the abilities of this track only function while Massacre is in your possession. Massacre is a [Brutal 3] melee weapon. Massacre is treated as a mundane weapon when used by any creature without this track. If an enchantment bestowed by this track would have no effect given Massacre's current tier, Massacre still benefits from that enchantment's lowest tier effect.

1st Circle

*Consumption:* You learn to suppress the darkness when it is not needed and redirect its insatiable hunger when it is needed. Massacre is treated as a Lesser Magical Item and gains the [Extradimensional] and [Drinking] enchantments.

*DecayEX:* This wickedness constantly eats away at both your mind and body. You suffer a -1 penalty to your Will saves for every circle you have of this track. Additionally, you take damage equal to your level at the end of every [Round] in which you wielded Massacre. This damage is not subject to being lessened, diminished, ignored, or negated by any reduction, resistance, condition, or immunity.

*Weapon Scion:* Disregard the item bonus Massacre would receive based upon its item tier. It instead gains a +1 item bonus for every circle you have of this track. Additionally, Massacre does not take up a magical item slot.

2nd Circle

*Havoc:* Your weapon makes up for your lack of skill in battle. Massacre gains the [Magnum] and [Parrying] properties and the [Masterwork] and [Spiteful] enchantments.

3rd Circle

*Dreadful Consumption:* Your attacks cut deep, both mentally and physically. Massacre is instead treated as a Greater Magical Item and gains the [Flesheater] and [Battle Cry] enchantments.

4th Circle

*No Escape:* You deny your opponents the ability to flee from your presence. Massacre gains the [Warpeater] and [Wingeater] enchantments.

5th Circle

*Slaughterous Consumption:* Your attacks feast on the life of your opponents. Massacre is instead treated as a Relic and gains the [Hearteater] enchantment.

6th Circle

*Carnage:* You take advantage of weaknesses in your opponents' defenses while bolstering your own. Massacre gains the [Neutralizing] and [Wraithblade] enchantments.

7th Circle

*Calamitous Consumption:* Your attacks even feast on the magic of your opponents. Massacre is instead treated as an Artifact and gains the [Spelleater] enchantment.

For those of you wanting to see the number-crunching that shows this track ends up balanced:

Spoiler

Note that due to being Extradimensional, the Decay ability only works while you have your weapon summoned. Such, you generally only lose health in battle and don't have the Will penalty in social encounters.

I believe that Decay balances out the benefit of the extra enchantments, but feel free to chime in if you feel it should be more debilitating.

Massacre could model Soul Edge (of the Soul Calibur fighting video game series) pretty well and maybe even Venom's symbiote (of the Spiderman comic book series).