

PRINT-AND-PLAY



FROSTBLOOM

Dagger, very rare (requires attunement)

This magic dagger is crafted from a legendary magic flower that withstands even the harshest winters and blossoms only in the coldest temperatures. The eternal hunger of this flower is known to have been the cause of the Ice Elves' downfall.

When you attune to this magic weapon, roll 2d4. As long as you remain attuned to this magic item, your hit points maximum is reduced by the result of the roll. You gain a +2 bonus to attack and damage rolls made with this magic dagger. Whenever you hit a creature with this dagger, the creature takes an extra 1d4 cold damage. This magic dagger has 3 charges and regains all expended uses daily at dawn.

Frost Drain. When you hit a creature with this magic dagger, you can expend a charge to drain the life energy from the target. The creature has to make a DC16 Constitution Saving Throw or take an additional 4d8 necrotic damage as the flowers within the blade consume the creature's life force. The creature takes only half the damage on a successful save. You gain a number of temporary hit points equal to half the necrotic damage dealt.

Cold embrace. You can expend a charge of this magic dagger and use your action to throw it on the ground in a place within range, releasing the magical memories of the rose's birthplace. The dagger expands, freezing a 30ft circle around it. Blue vines sprout from the ice attempting to bind all creatures within range. The creatures must succeed on a DC16 Strength Saving Throw or become restrained for 1 minute.

A creature can repeat the test at the end of each of its turns. For as long as the creatures remain restrained, they take 2d8 necrotic damage at the start of each of their turns.

The frozen area becomes difficult terrain. If a creature starts its turn there or enters the area for the first time on a turn, it must succeed on a DC16 Dexterity saving throw or fall prone. After 1 minute, or you dismiss the effect, the dagger returns to its normal shape. You gain a number of temporary hit points equal to half the total necrotic damage dealt to all creatures in the area.