

PRINT-AND-PLAY



GHOSTLY DAGGER

Weapon (dagger), uncommon

This Dagger has a silver decorative handle with hidden necromantic runes. Its blade is translucent green, like an emerald gemstone with a silvery point. When you hit a creature with this magic dagger you can speak its command word to seal the creature's blood within the necromantic rune. A green flame appears surrounding the blade of the dagger and remains there for 1 minute, until you dismiss it or the creature that had his blood sealed within the necromantic rune perishes.

While the green flame is active, when you hit the marked creature with this dagger the target takes an extra 1d4 necrotic damage, and its hit points maximum decrease by the amount of necrotic damage taken. If the creature's hit point maximum is reduced to 0, the target dies. Once you activate this ability it can't be used again until the last dawn.

