

## PRINT-AND-PLAY



### GHOSTLY DAGGER

Weapon (dagger), rare (requires attunement)

This Dagger has a silver decorative handle with hidden necromantic runes. Its blade is translucent green, like an emerald gemstone with a silvery point. **You gain a +1 bonus to attack and damage rolls made with this magic weapon.** When you hit a creature with this magic dagger you can expend 1 charge, and 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, once a turn when you hit the marked creature with this dagger you deal an extra 3d4 necrotic damage and regain hit points equal to half the amount of necrotic damage dealt. The creature can't regain hit points until the start of your next turn. When you hit another creature with this dagger while the green flames are still active you can expend a bonus action to change the marked creature.

This magic dagger has 3 charges and regains all expended uses every day at dawn.