

PRINT-AND-PLAY



FROSTBLOOM

Dagger, uncommon (requires attunement)

This magic dagger is crafted from a 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 1d4. 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 +1 bonus to attack and damage rolls made with this magic dagger. 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 DC13 Constitution Saving Throw or take an additional 1d8 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.

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 DC13 Dexterity saving throw or fall prone. After 1 minute, or you dismiss the effect, the dagger returns to its normal shape.