

# Bloodhex Dagger



**Weapon Type:** Dagger (Finesse, Light, Thrown [range 20/60])

**Damage:** 1d4 piercing + necromancy feature (see below)

**Properties:** Requires Attunement

**Special Ability:** Blood-Pact Strike

When wielding the Bloodhex Dagger, you can sacrifice a portion of your vitality to empower it with necromantic energy:

As a bonus action, you may activate the dagger's Blood-Pact Strike. Roll 1d6 and take damage equal to the result. This damage bypasses resistance and cannot be reduced or avoided.

The dagger becomes imbued with necromantic energy for your next attack. On a successful hit before the end of your next turn, the target takes additional necrotic damage equal to the sacrificed amount.

If the attack misses, the necromantic energy dissipates, and the blood sacrifice is wasted.

### **Aura of Mortality**

The Bloodhex Dagger radiates a faint aura of death, chilling the air around it. Prolonged use might attune the wielder to the necromantic forces it draws upon. After a long rest in which the dagger has been used for its Blood-Pact Strike, the DM may require the wielder to make a Constitution saving throw (DC 13). On a failure, the wielder gains one level of exhaustion, representing the dagger's toll on their vitality.