

WONDROUS WEAPONS OF ADVENTURE

ARMORY OF THE ARCANE DAGGERS



D TAYLOR



dTAYLOR  **R**

presents

ARMORY OF THE ARCANE DAGGERS

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ARCHER'S ALLY

Weapon (dagger), legendary (requires attunement by a bow using creature of non-evil alignment)



More finely crafted than forged, the Elven stiletto known as the *Archer's Ally* is a bowman's best weapon of choice other than their bow. Exceptionally balanced for both melee and ranged combat, the *Archer's Ally* is the perfect fallback option for when the quiver runs empty. Beyond its exquisite craftsmanship, this unique blade features the sentience and singularity of a cunning hunter.

The wielder of the magic weapon *Archer's Ally* gains a +3 to attack and damage rolls with both melee and ranged combat when using the dagger to attack. While sheathed at the user's side, the dagger provides an additional +1 to attack and damage to the user's attacks with a bow or crossbow. The blade also has the following additional properties...

Hunter's Mark. Once a day, *Archer's Ally* can cast the Hunter's Mark spell for its possessor's benefit and maintains concentration so the user does not have to for up to one hour.

Lightning Arrow. Once a day, *Archer's Ally* can cast the Lightning Arrow spell at 3rd level per its possessor's request.

Thrown Weapon. *Archer's Ally* has the thrown property, with a normal range of 20 feet and a long range of 60 feet. If thrown by the wielder when they are out of arrows or bolts, the dagger will deal an additional 1d6 damage. The dagger will return if the target is missed, but will not return on a successful hit and must be retrieved.

Sentience. *Archer's Ally* is a sentient neutral good weapon with an Intelligence of 12, a Wisdom of 10, and a Charisma of 12. The dagger communicates via emotional transmissions of tingling sensations and has the awareness to sense its surroundings with the hearing and darkvision of 120 feet.

Personality. *Archer's Ally* understands that its purpose is to aid its bow-using wielder in a supportive role and not serve as the main weapon of choice. As long as the dagger is serving within the arsenal of an archer it will remain content and dutifully serve its purpose. If wielded by a non bow user, *Archer's Ally* will function as a normal dagger and not reveal its magical nature until held by a true archer.

RAPTOR

Weapon (dagger), legendary (requires attunement by ranger of good alignment)



Resembling the talon of a large bird of prey, *Raptor* is the subject of many tales and legends shared around the campfire. The renowned blade is sought after by many rangers and huntsmen for its reputation of being the finest sidearm any woodland adventurer would ever need. While some legends lament that it was created by the Goddess of Nature herself to protect the forest, other tales tell of a noble treant that gave up its body and soul for the creation of the dagger's handle.

The wielder of the magic weapon *Raptor* gains a +2 to attack and damage rolls with both melee and ranged combat when using the dagger to attack. The blade also has the following additional properties...

Conjure Bird of Prey. Similar to the 3rd-level spell *Conjure Animal*, the wielder of *Raptor* may summon a fey spirit that takes the form of a hawk. The conjured hawk will obey the commands of the wielder including performing reconnaissance and while within 100 feet of the wielder can communicate with it telepathically. As an action, the wielder can see through the hawk's eyes and here what it hears until the start of the next turn, including benefits of *Keen Sight*.

Favored Enemy Attack. When used to attack the wielding ranger's favored enemy, *Raptor* provides an additional +1 to attack and damage (for a total of +3 for both) as well as additional 1d4 damage.

Flame Blade. Once a day, while wielding *Raptor* with one hand, the wielder can cast *Flame Blade* at 4th level and causing 4d6 fire damage.

Sentience. *Raptor* is a sentient neutral good weapon with an Intelligence of 10, a Wisdom of 12, and charisma of 10. The dagger communicates via bird calls and whistles that the wielder is able to translate and has the awareness to sense its surroundings with the hearing and darkvision of 120 feet.

Personality. *Raptor* thrives within wooded areas and will let its wielder know that it is not pleased in such places as dank dungeons or unsightly urban areas, often chirping its displeasure. While within wooded areas, *Raptor* will be quite content, yet still very vigil as a woodland protector.

EMERALD SPLICER

Weapon (dagger), legendary (requires attunement by non-Draconic character)



While most would not consider a dagger a dragon slaying weapon, the *Emerald Slicer* with a blade crafted from the crest of an ancient green dragon and a pommel fashioned from dracolich bone, is just that. Created by Dwarvish wizards and clerics of a clan who lost their subterranean kingdom and centuries collected treasure hoard to an ancient red dragon, the Dwarves needed an ultimate weapon small enough for a lone diminutive (even by Dwarf standards) assassin to descend undetected through crevices and tunnels to reach the slumbering dragon that had invaded their home a century previously.

The wielder of the magic weapon *Emerald Slicer* gains a +3 to attack and damage rolls with both melee and ranged combat when using the dagger to attack adversaries of Draconic nature (kobolds, troglodytes, lizardfolk, dragons, and dragonborn). The dagger provides +1 to attack and damage versus all else. The blade also has the following additional properties...

Draconic Frightful Presence. When presented in a heroic manner, any Draconic creature within 120 feet of the wielder and aware of it must succeed a DC 15 Wisdom saving throw or become frightened for 1 minute and works according to the dracolich's Frightful Presence.

Poison Strike. Once a day the wielder of *Emerald Slicer* may elect to release a poison injection upon a successful hit. The victim must make a DC 15 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful save.

Sentience. *Emerald Slicer* is a sentient chaotic neutral weapon with an Intelligence of 12, a Wisdom of 12, and charisma of 12. The dagger communicates via telepathy and can speak, read, and understand Common, Dwarvish, and Draconic. It has the awareness to sense its surroundings with the hearing and darkvision of 120 feet.

Personality. *Emerald Slicer* believes its sole purpose is to slay dragons and considers (somewhat arrogantly) that it is more than capable to do so when used by "the right hands." The proud dagger will wait patiently sheathed, even preferring not to be drawn, until in the presence of a creature of Draconic nature. It will verbally announce to anyone or thing within hearing range that it is the weapon of choice that should be used when there is a Draconic threat present.

GUTWRENCHER

Weapon (dagger), legendary (requires attunement by a creature of chaotic alignment)



Gutwrencher is a nasty weapon. There is nothing neither regal nor redeeming regarding the creation of this magical dagger. While not evil, it is an instrument of pain and torture. The dagger is said to have been forged and enchanted for a renowned tavern brawler that had a penchant for stirring things up at the least appropriate times.

The wielder of the magic weapon *Gutwrencher* gains a +2 to attack and damage rolls with melee combat and +1 with ranged combat when using the dagger to attack. The blade also has the following additional properties...

Bloodletting. On a successful attack, the target must succeed on a DC 15 Constitution saving throw or lose an additional 1d4 necrotic damage. The target continues to lose 1d4 necrotic damage per round until they succeed their saving throw or any cure or healing spell is cast upon them. This effect is not accumulative.

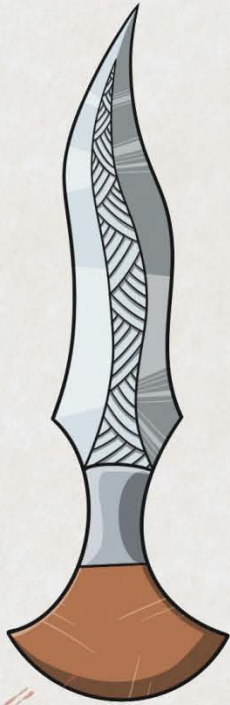
Wracking Pain. Three times a day the wielder of *Gutwrencher* may elect to cause Wracking Pain on their target upon a successful hit. The target must succeed on a DC 20 Constitution saving throw or suffer an additional 3d4 necrotic damage as well as paralyzing pain that negates the target's next turn.

Sentience. *Gutwrencher* is a sentient chaotic neutral weapon with an Intelligence of 10, a Wisdom of 10, and charisma of 10. The dagger communicates via emotional transmissions of tingling sensations and has the awareness to sense its surroundings with the hearing and normal vision of 120 feet.

Personality. *Gutwrencher* is not evil, but it does relish in the concept of chaos brought on by the pain it delivers. The wielder of the dagger will often feel *Gutwrencher* "urging" its owner to stir up trouble by being put to use, but by no means does it have any control over the wielder. The dagger does not comprehend good or evil, only law and chaos, and it prefers the latter much, much more than the former.

REDEEMER

Weapon (dagger), legendary (requires attunement by a creature of good alignment)



Once used as a ceremonial dagger for sacrifices to an evil deities, demons, and devils, *Redeemer* now seeks redemption by serving a non-evil wielder in a campaign to eradicate evil. According to lore, *Redeemer* was liberated by an army of angels and subjected to divine and celestial reprogramming and transformation.

The wielder of the magic weapon *Redeemer* gains a +3 to attack and damage rolls with both melee and ranged combat when using the dagger to attack evil creatures. The dagger provides +1 to attack and damage rolls versus non-evil creatures. The blade also has the following additional properties...

Sentinel Versus Evil. *Redeemer* glows faintly when evil creatures are within 120 feet.

Protection From Evil. *Redeemer* bestows +2 bonus to AC and saving throws versus evil creatures.

Summon Ghost. Once per week, the wielder of *Redeemer* may summon a good aligned ghost—a past sacrificial victim of the dagger—to assist in combat or other matters. The ghost remains present for up to one minute or until dismissed.

Healing Touch. When *Redeemer* is applied to a creature in a non-threatening manner, the target magically regains 11 (2d8 +2) hit points and as well as removing all diseases and neutralizing all poisons afflicting the target..

Sentience. *Redeemer* is a sentient neutral good weapon with an Intelligence of 12, a Wisdom of 14, and charisma of 12. The dagger communicates via telepathy and can speak, read, and understand Common, Abyssal, Celestial, and Infernal. It has the awareness to sense its surroundings with the hearing and normal vision of 60 feet.

Personality. *Redeemer* is solemn by nature and is very remorseful for the role it played for evil in the past. The dagger will pay very close attention to its wielder's actions and will not hesitate to speak up if he or she appears to be contemplating an act that may be perceived as anything but good in nature. While it has no control over its wielder's actions it has no qualms about making its displeasure known if witnessing questionable acts.

LIFEPIERCER

Weapon (dagger), legendary (requires attunement by a female creature)



Legend has it that *Lifepiercer* was created by a sorceress of great power who loved a princess that was the daughter of an unscrupulous king looking to marry her off to whoever would benefit him the most. The princess was desired by many men of nobility and power, and while she was unaware of the sorceress' affection toward her, she had no desire to be married off by her father. The sorceress presented the dagger to the princess as a gift in hopes of her affection in return. Unfortunately, the feeling was not mutual and the dagger was lost for centuries after the princess married a prince chosen by her father.

The wielder of the magic weapon *Lifepiercer* gains a +3 to attack and damage rolls. The blade also has the following additional properties...

Sentinel Versus Males. *Lifepiercer* glows faintly when male creatures are within 120 feet.

Charm Males. The wielder of *Lifepiercer* can charm a male humanoid as per the Charm Person spell. The user must display the weapon in a non-threatening manner as if showing it off to be admired. This feature may be used up to three times a day.

Life Stealing. When attacking a male humanoid or giant target with this magic blade and roll a 20 on the attack roll, that target takes an extra 6 necrotic damage. The wielder also gains 6 temporary hit points.

Sentience. *Lifepiercer* is a sentient neutral weapon with an Intelligence of 12, a Wisdom of 12, and charisma of 15. The dagger communicates via emotional transmissions of tingling sensations and has the awareness to sense its surroundings with the hearing and normal vision of 30 feet.

Personality. *Lifepiercer* hates men. While the dagger can be used to attack any gender of any creature, *Lifepiercer* takes extra pleasure in causing pain and/or death to male humanoid creatures. It considers humanoid males to be nothing more than lower class creatures regardless of powers or abilities.

SNAKE BITE

Weapon (dagger), legendary (requires attunement)



According to folklore, the creation of *Snake Bite* began when an unfortunate copper viper bit the infamous Vexacon the Vile, Grandfather of Assassins. Rather than destroy the poisonous snake outright, Vexacon sought vengeance by seeking out legendary artificers and wizards to transform the viper into a sentient weapon to do as his bidding as he saw fit. While most may have simply killed the simple-minded animal that struck out in self-defense, Vexacon's twisted sense of megalomania required much more than destroying the vermin. The grand assassin had to be sure that the simple creature would pay for its aggression with an eternity of servitude and the increases sentience to realize its punishment.

The wielder of the magic weapon *Snake Bite* gains a +2 to attack and damage rolls. The blade also has the following additional properties...

Sentinel Versus Threat. *Snake Bite* vibrates faintly when creatures of a higher CR than the character's level are within its vision radius of 60 feet.

Poison Stab. With each successful strike the wielder of *Snake Bite* releases a poison injection. The victim must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful save.

Blindsight. *Snake Bite* grants its wielder the ability of Blindsight 10 ft.

Sentience. *Snake Bite* is a sentient neutral weapon with an Intelligence of 10, a Wisdom of 10, and charisma of 10. The dagger communicates via emotional transmissions of tingling sensations and has the awareness to sense its surroundings with the hearing and normal vision of 60 feet.

Personality. *Snake Bite* remains rather apathetic as its role of a magical weapon to be wielded by others. While not fully aware of its previous life as a simple reptile, *Snake Bite* has accepted its current incarnation and performs its magical enhancements as needed, regardless of the of the alignment of its attuned wielder.



Thank you for purchasing **dTAYLOR's *Armory of the Arcane: Daggers*** for use with the "World's Greatest Role Playing-Game." While this supplement is complete, it is *not* final. Additional material will be added in relation to how well the product does sales wise. This product will be updated with an additional dagger from the *Armory of the Arcane* with each sales level achieved. This means a new arcane dagger will be added when "Best Silver Sales" is achieved, another arcane dagger will be added when "Best Gold Sales" is achieved, and so forth. If *Armory of the Arcane: Daggers* reaches "Best Gold Sales" a version 8 will be released with ten total daggers, and it will be released for free to all purchasers of the previous versions (as well as all versions with added content) of *Armory of the Arcane: Daggers*. (Yes, that means a total of thirteen daggers if we reach "Best Adamantine Sales" for the original price you paid when you first purchased *Armory of the Arcane: Daggers*.)

