



DIRKS & DAGGERS

By JONATHAN DUPREE

OPTIONS FOR DAGGERS
AND THE CHARACTERS THAT USE THEM

DIRKS & DAGGERS



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ON THE COVER

The daggermaster Patrick Mardigan holding you up for every clink of coin you've got on you.



INTRODUCTION

DAGGERS ARE THE MOST, IF NOT THE most common weapons available. A dagger has a low price point, a miniscule weight, and a variety of ways it can be used. You can fight with just one or hold one in each of your hands. You can throw them. You can use them to prize open things or to work as a make-shift piton.

Some folks might use a dagger as a utensil when eating or as a tool to pin a note to a door. Some adventurers might carry a handful of daggers on their person on ornate belts and bandoliers or hidden away in secret sheathes. The use of these weapons is narratively seen as very exciting, but the truth of the matter is that the mechanics of using a dagger rarely reflect this.

The primary goal of this rules expansion to the Fifth Edition of *Dungeons & Dragons* is to make using daggers exciting and rewarding for Player Characters and for Dungeon Masters as well.

USING THIS BOOK

The primary goal of this book is to offer options for both players and Dungeon Masters that are uniquely focused on daggers. In the Introduction, the dagger is discussed in detail and new options for daggers are presented. Part One offers character options that expand on those offered in the *Player's Handbook* and focus on the use of daggers. Part Two presents new feat options for characters that allow further specialization with daggers. Part Three is a collection of magical daggers and items that have a connection to daggers. Part Four offers new spells for player characters and monsters to use in conjunction with a dagger. Part Five hosts a gathering of monsters and NPCs that are known for the use of daggers.

THE DAGGER

Many weapons used in the worlds of *Dungeons & Dragons* are considered daggers. The weapons featured below are all considered to be daggers. If a feature requires a dagger for use, it can be used with any of the weapons in the listing below. Some of the weapons listed are presented in the *Player's Handbook* and are not treated as daggers (specifically the sickle and club) in the core rules. Check with your Dungeon Master to ensure these weapons can be used in the way outlined in this book.

Functionally, all of the weapons below should be treated as having a special weapon property that states that they are a dagger.

NEW WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table. These traits are in addition to the Weapon Properties listed in the *Player's Handbook*.

Brutal. When you hit with an attack made with advantage using a weapon with this property, you roll a second weapon damage dice and use the higher of the two rolls.

Defensive. A weapon with the defensive trait grants you a +1 bonus to AC while you wield the weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase this bonus. If you are gaining a bonus to AC from a shield, you do not gain the bonus to AC from this trait.

Double. A double weapon has two parts of the weapon that can be used independently or in tandem. Weapons with this property will have two damage types listed separated by a slash. For the purposes of two-weapon fighting, either end of the weapon can be treated as off-hand and both are treated as light for those purposes.

Keen. This weapon increases the likelihood of scoring a critical hit by 1. For example, if you would normally score a critical hit on a weapon attack roll of 19 or 20, you now score a critical hit on a weapon attack roll of 18, 19, or 20.

Monk. Weapons with the Monk weapon property are added to the list of weapons on the Monk class proficiency list.

Rogue. Weapons with the Rogue weapon property are added to the list of weapons on the Rogue class proficiency list.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).



WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Baselard	2 gp	1d4 slashing	1 lb.	Finesse, light, thrown (range 20/60)
Baton	2 gp	1d4 bludgeoning	2 lb.	Finesse, light, thrown (range 20/60)
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Push Dagger	5 gp	1d4 piercing	1 lb.	Finesse, light, special
Sickle	1 gp	1d4 slashing	2 lb.	Light
Sap	2 gp	1d4 bludgeoning	1 lb.	Finesse, light, special
<i>Simple Ranged Weapons</i>				
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Throwing Club	5 cp	1d4 bludgeoning	1/4 lb.	Finesse, thrown (range 20/60)
Throwing Knife	5 cp	1d4 slashing	1/4 lb.	Finesse, thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Balisong	5 gp	1d4 slashing	1 lb.	Finesse, light, monk, rogue, special
Bayonet	5 gp	1d4 piercing	1 lb.	Finesse, rogue, special
Combat Knife	35 gp	1d4 bludgeoning, piercing, or slashing	2 lb.	Brutal, finesse, light, rogue
Dirk	75 gp	1d4 piercing	1 lb.	Light, keen
Expandable Baton	5 gp	1d4 bludgeoning	1 lb.	Finesse, light, monk, rogue, special
Hooked Knife	10 gp	1d4 slashing	2 lb.	Light, monk, special
Jitte	15 gp	1d4 bludgeoning or piercing	2 lb.	Finesse, light, special
Karambit	100 gp	1d4 slashing	1 lb.	Finesse, keen, light, special
Katar	80 gp	1d4 piercing	2 lb.	Finesse, keen, light, monk, special
Kris	30 gp	1d4 slashing	2 lb.	Brutal, finesse, light, thrown (range 20/60)
Kukri	25 gp	1d4 slashing	1 lb.	Brutal, finesse, light
Kusari-gama	25 gp	1d4 slashing / 1d4 bludgeoning	4 lb.	Double, finesse, monk, reach, two-handed
Lantern Shield	50 gp	1d4 piercing	8 lb.	Finesse, light, special
Misericorde	25 gp	1d4 piercing	1 lb.	Finesse, light, special
Parrying Dagger	25 gp	1d4 piercing	1 lb.	Defensive, finesse, light, rogue
Spiked Chain	25 gp	1d4 slashing / 1d4 piercing	1 lb.	Double, finesse, monk, reach, two-handed
Whip Dagger	5 gp	1d4 piercing or slashing	1 lb.	Finesse, reach, rogue
<i>Martial Ranged Weapons</i>				
Boomerang	5 gp	1d4 bludgeoning	2 lb.	Finesse, monk, rogue, special, thrown (range 20/60)
Chakram	5 gp	1d4 slashing	2 lb.	Finesse, monk, rogue, special, thrown (range 20/60)
Throwing Pick	5 gp	1d4 piercing	2 lb.	Finesse, monk, rogue, special, thrown (range 20/60)



DIRKS & DAGGERS
Illus. Dmitry Yakhovsky

A stylized signature in white ink, likely reading 'Dmitry Yakhovsky', located in the bottom right corner of the illustration.

PART ONE: CHARACTER OPTIONS

ALL TYPES OF HEROES AND VILLAINS USE daggers. Some use them as intended, for close-range stabbing, but the dagger can be used in a variety of other ways. It can serve as a focus for spellcasting, combat styles, and techniques.

This section provides a variety of new options for player characters that want to use daggers, with a single additional subclass for each of the classes in the Player's Handbook, as well as the Artificer class.

Each class offers a character-defining choice at 1st, 2nd, or 3rd level that unlocks a series of special features, not available to the class as a whole. That choice is called a subclass. Each class has a collective term that describes its subclasses: in the bard, for instance, the subclasses are called bardic colleges, and in the rogue, they're roguish archetypes.

The table below identifies each of the subclasses in this supplement, all of which focus on the use of the dagger. The fighter section presents new Fighting Style options.



SUBCLASSES

Class	Subclass	Level Available	Description
Artificer	Daggerwright	3rd	Crafting the perfect dagger
Barbarian	Path of Blades	3rd	Focusing rage into the point of a dagger
Blood Hunter	Order of the Poisoned Blade	3rd	Committed to a rite of venom
Bard	College of Piercing Light	3rd	Focused on dazzling displays of sharp lights
Cleric	Sacrifice	1st	Giving everything for the betterment of others
Druid	Circle of the Infected	2nd	Coats daggers with primal diseases
Fighter	Invisible Blade	3rd	Hidden blades used in underhanded tactics
Lingering Soul	Calling of the Vengeful Ghost	1st	Dagger-bound soul intent on killing the living
Monk	Way of the Iron Soul	3rd	Mobile and up front style of fast dagger fighting
Paladin	Oath of the Symbol Carver	3rd	Holy warriors sworn to the written word
Prism	Agony Facet	2nd	Pain and fear focused through light
Pugilist	Dirty Dirk	3rd	Brawlers that use daggers for an edge in a fight
Ranger	Marauder	3rd	Deadly brigands who hunt in the wilds of the world
Rogue	Daggermaster	3rd	The name says it all: masters with daggers
Rogue	Ghostly Killer	3rd	Stealthy death-dealer that uses daggers
Sorcerer	Vital Source	1st	Uses magical blood to empower sorcerous magic
Warlock	The Athame	1st	Serves a dagger that grants eldritch power
Wizard	School of Macharomancy	2nd	The dagger is used as a keen spell focus



ARTIFICER

"If you can't use it to stab something, what's the point?"
- Lamdric Semaldric

Artificers are master craftsmen who hone their skills to the ultimate degree and beyond. They understand magic on a different level than other spellcasters and understand the synergy between crafted objects and the forces of the arcane. They are able to infuse items with magical properties with an ease desired by lesser crafters of enchanted items.

SPECIALIST OPTIONS

At 3rd level, an artificer gains the Artificer Specialist feature. The following options are available to an artificer, in addition to those offered in the class write-up: Daggerwright.

DAGGERWRIGHT

A Daggerwright is a crafter who is intent on the perfection of a single dagger and nothing more. They put heart and soul into the edge. Among artificers, members of this subclass are combat-focused, keen to test the perfection of their work.

DAGGERWRIGHT FEATURES

Artificer Level	Features
3rd	Daggerwright Spells, Tools of the Trade, Signature Weapon
6th	Revitalizing Cut
14th	Perfect Dagger

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools and leatherworker's tools, assuming you don't already have them. You also gain smith's tools and leatherworker's tools for free—the result of tinkering you've done as you've prepared for this specialization.



Crafting. If you craft a magic item in the weapon (dagger) category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold. Additionally, you can craft up to three such items at the same time, still requiring the normal crafting costs.

DAGGERWRIGHT SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Daggerwright Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

DAGGERWRIGHT SPELLS

Artificer Level Spells

1st	<i>ice knife*</i> , <i>purify food and drink</i>
3rd	<i>cloud of daggers</i> , <i>knock</i>
5th	<i>create food and water</i> , <i>life transference*</i>
7th	<i>phantasmal killer</i> , <i>staggering smite</i>
9th	<i>destructive smite</i> , <i>steel wind strike*</i>

* - *Xanathar's Guide to Everything*

SIGNATURE DAGGER

At 3rd level, you begin to focus your mastery of dagger crafting and empowerment into one dagger.

Whenever you finish a long rest and your smith's tools and leatherworker's tools are with you, you can form your signature dagger. If you have a signature dagger from this feature, the first one is destroyed immediately. You can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls made with your signature dagger.

Your signature dagger can be imbued with any number of your own infusions and is considered a wand and a ring for the purposes of applying infusions to it. When you cast a spell on your signature dagger that would normally require concentration, the spell does not require concentration and instead lasts for the maximum duration normally allowed by concentration. If your signature dagger is a magical weapon and you hit a creature with it, you deal an additional 1d6 damage.

If another creature attempts to wield your dagger, the creature takes 1d8 piercing damage and are forced to drop the dagger.

REVITALIZING CUT

Starting at 6th level, when you hit a creature with a melee weapon attack using your signature dagger, you can expend one artificer spell slot to either deal extra force damage or heal yourself. The amount of extra damage dealt or the amount you heal is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

PERFECT DAGGER

By 14th level, you have mastered using your signature dagger. You can attack an additional time whenever you take the Attack action on your turn, but all attacks during your turn must be made with your signature dagger. Additionally, when you use your action to cast a spell, you can make one weapon attack as a bonus action.



BARBARIAN

"Remember what I taught you about vision? Time to put it to the test." - Glynnis Ghostcleaver

Traditionally, barbarians are seen with very massive weapons such as greataxes and greatswords. The truth is that any weapon in the hands of a barbarian can be deadly. Daggers are tools of precision and finesse, but with enough wrath puth behind them they can be used quickly and fiercly in close quarters.

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian, in addition to those offered in the *Player's Handbook*: Path of Blades.

PATH OF BLADES

One of the earliest implements of warcraft was the blade. In its most primal state, it is used for stabbing and slashing. In the wild, blades can be found in many things, be it a jagged stone or a rose's thorn. You have mastered the nature of blades.

PATH OF BLADES FEATURES

Barbarian Level	Features
3rd	Blade Furor, One With the Blade
6th	Unbending
10th	Blade Maelstrom
14th	Impaling Blade

BLADE FUROR

Beginning at 3rd level, you learn to get in more cuts and stabs with your daggers. Whenever you make a melee weapon attack with a dagger while you have advantage and both rolls would result in a hit, you deal additional damage equal to the dagger's weapon damage dice. Additionally, you gain a bonus equal to your proficiency bonus to weapon damage rolls made with daggers while you are raging.

ONE WITH THE BLADE

Additionally at 3rd level, any thrown magical dagger returns back to your hand after completing the ranged weapon attack if you have an open hand free to hold it.

UNBENDING

Starting at 6th level, you choose one of the following ability scores: Dexterity, Intelligence, Wisdom, Charisma. You gain proficiency in saving throws using the chosen ability.

BLADE MAELSTROM

Beginning at 10th level, a hostile creature that starts its turn within 5 feet of you takes damage equal to one dagger you are wielding's weapon damage dice. While you are raging, your rage damage adds to this damage.

IMPALING BLADE

Beginning at 14th level, when you hit with a creature with a weapon attack using a dagger, you can choose to have it impale the target. The dagger remains in the creature and deals its weapon damage at the start of each turn it remains impaling the creature. As an action, the creature can remove all impaling blades. If a magical dagger is used to impale and is removed, magical dagger returns back to your hand after it is removed if you have an open hand free to hold it.





BARD

"Some folks like to lead from the back, telling others what they should and shouldn't do. That's fine, if people will listen to 'em. I much prefer to show people a bright light to follow."
- Llelevo

Bards are usually the members of the group that bring levity through tale and song. They are able to inspire allies and help where help is needed. It's good to have a bard in your party as you travel the world as a bunch of serious and gritty warriors aren't the best to recount the tales of how a dragon was felled.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook*: College of the Piercing Light.

COLLEGE OF THE PIERCING LIGHT

Since the earliest ages of civilization, gathering around a light source like a campfire or hearth and telling stories has been a staple of the experience. Bards of this College are shining beacons in the darkest parts of the world.

COLLEGE OF PIERCING LIGHT FEATURES

Bard Level	Features
3rd	Bonus Cantrips, Bonus Proficiencies, Photon Shield
6th	Warp Light
14th	Purified Radiance

BONUS CANTRIPS

At 3rd level, you gain the following cantrips: *light*, *sacred flame*, and *word of radiance*. When you cast these spells, you can replace all material components of the spell with a dagger.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with medium armor and shields.

SHIELD OF LIGHT

Additionally at 3rd level, your inspiration brings a welling of light to those who receive it. Any creature that has one of your bardic inspiration dice sheds bright light in a 20-foot radius and dim light for an additional 20 feet. When the creature would spend the dice, you gain temporary hit points equal to the rolled number + your Charisma modifier. These temporary hit points last for 24 hours. If another creature rolls its bardic inspiration dice while you have temporary hit points from this feature, you gain additional temporary hit points equal to the new roll. As long as you have temporary hit points from this feature, you shed bright light in a 10-foot radius and dim light for an additional 10 feet.

WARP LIGHT

At 6th level, you gain the ability to step from one source of light through to another. When you are within 5 feet of a source of bright light, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also adjacent to a source of bright light.

PURIFIED RADIANCE

At 14th level, you have learned to augment your radiant light with greater power. You can use the following augmentations on the listed cantrips:

Light. The bright light emanating from the object targeted by this cantrip is now 50 feet and the dim light is an additional 50 feet instead of the normal 20-foot increments.

Sacred Flame. When you cast this cantrip, it can instead target each creature in a 5-foot wide, 30-foot long line emanating from you.

Word of Radiance. When you cast this cantrip, it has a range of 15 feet instead of 5 feet.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.





BLOOD HUNTER

"I don't fear death, nor do I fear life." - Jubel Dragoneater

Blood Hunters willingly turn their blood into a weapon and sacrifice themselves to rites to defeat their foes. The methods they're willing to employ are considered by many as profane and in a way they taint their own blood to achieve increased potential.

BLOOD HUNTER ORDERS

At 3rd level, a blood hunter gains the Blood Hunter Order feature. The following option is available to a blood hunter, in addition to those offered in *Blood Hunter* presented on Dungeon Master's Guild by Matthew Mercer: Order of the Poisoned Blade.

ORDER OF THE POISONED BLADE

The Hunter's Bane changes you into a carrier of a deadly magical poison capable of felling even the sturdiest of creatures.

ORDER OF THE POISONED BLADE FEATURES

Blood Hunter Level Features

3rd	Bonus Proficiencies, Rite of the Fang
7th	Poison-Blooded
11th	Speciality Poison
15th	Creeping in the Dark
18th	Potent Blood

BONUS PROFICIENCIES

When you join this order at 3rd level, you gain proficiency with the Stealth skill and the poisoner's kit.

RITE OF THE FANG

When you join this order at 3rd level, you learn the primal rite Rite of the Fang (detailed below).

Rite of the Fang. Your rite damage is poison type. While this rite is active, you gain the following benefits:

- If you hit a creature that resists poison damage with your Rite of the Fang, your rite damage ignores this resistance.
- If you use a dagger with this rite, any creature you hit that is not resistant or immune to poison damage suffers additional poison damage equal to your Intelligence modifier.

- Upon reaching 11th level, when you hit a creature that is immune to poison damage with your Rite of the Fang, your poison damage ignores this immunity and the damage is halved as if the creature had resistance instead.

POISON-BLOODED

Beginning at 7th level, you gain immunity to poison damage and the poisoned condition. Additionally, when you activate your Rite of the Fang, you can expend a single hit dice and roll 1d10. You take an amount of damage equal to the roll's result against your maximum hit points instead of an amount equal to your level.

SPECIALITY POISON

Beginning at 11th level, you can create a single dose of special poison at the end of a long rest. This single dose lasts until it is used or until you take another long rest. You can apply your speciality poison to a dagger as a bonus action.

Eyebite Poison. A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. The creature is also blinded while poisoned in this way.

Sleeping Toxin. A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Serpent Venom. A creature subjected to this poison must succeed on a Constitution saving throw, taking a number of d6 equal to half your level poison damage on a failed save, or half as much damage on a successful one.

CREEPING IN THE DARK

Beginning at 15th level, Wisdom (Perception) checks made to see you while you are in dim light or darkness have disadvantage and you have advantage on Dexterity (Stealth) checks made to hide while in dim light or darkness.

Additionally, while in dim light or darkness, your speed increases by 10 feet, and attacks of opportunity made against you have disadvantage.

POTENT BLOOD

At 18th level, your Rite of the Fang damage and Speciality Poison ignore both resistance and immunity.





CLERIC

"A true ally is prepared to make the greatest of sacrifices for his friends."

- Melik Daefir

Clerics are representatives of the gods and the divine powers. They are wandering priests with the goal of alleviating the suffering of others even at a cost to themselves.

DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following option is available to a cleric, in addition to those offered in the *Player's Handbook*: Sacrifice Domain.

SACRIFICE DOMAIN

The gods of sacrifice expect payment for anything, be it a benefit for the priest and the followers of the deity or simply for good fortune that is had. In the deepest respect, this sacrifice is a sacrifice of forfeit.

SACRIFICE DOMAIN FEATURES

Cleric Level	Spells
1st	Sacrificial Dagger, Self Sacrifice
2nd	Willing Sacrifice
6th	Unwilling Sacrifice
8th	Divine Strike
17th	Ultimate Sacrifice

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Sacrifice Domain Spells table. See the Divine Domain class feature for how domain spells work.

SACRIFICE DOMAIN SPELLS

Cleric Level	Features
1st	<i>false life, ice knife*</i>
3rd	<i>gentle repose, stabbing fear</i>
5th	<i>feign death, life transference*</i>
7th	<i>banishment, summon greater demon*</i>
9th	<i>danse macabre*, negative energy flood*</i>

* - *Xanathar's Guide to Everything*

† - Part Four: Spells

SACRIFICIAL DAGGER

Also at 1st level, you take up a dagger as your holy symbol and implement for your rites and prayers. You can make a single dagger your sacrificial dagger by performing a 10 minute ritual with the dagger. You can use your sacrificial dagger as a divine focus for your cleric spells. You can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of weapon attacks using your sacrificial dagger. Additionally, if your sacrificial dagger is a magic item that grants you a bonus to weapon attack and damage rolls, the same bonus is also applied to spell attack and spell save DCs.

SELF SACRIFICE

At 1st level, you can sacrifice a bit of yourself to empower your spells. When you cast a spell, you can expend one or more Hit Dice and increase the damage or healing granted by the spell by an amount equal to 1d8 per Hit Dice expended. The maximum number of Hit Dice you can expend in this way on any single spell is equal to half your level (rounded up).

CHANNEL DIVINITY: WILLING SACRIFICE

Starting at 2nd level, you can allow for a willing creature to sacrifice a bit of itself for you. As an action, one willing creature you can touch can expend one or more Hit Dice and you gain a number of Hit Dice equal to the amount the creature expended. If you would gain more Hit Dice than your maximum number of Hit Dice, any additional Hit Dice above this maximum last until you complete a long rest.

CHANNEL DIVINITY: UNWILLING SACRIFICE

Starting at 6th level, you can draw the life force from a creature you defeat in combat. When you reduce a hostile creature to 0 hit points, you gain a number of Hit Dice equal to one-half the creature's Challenge Rating (minimum 1). If you would gain more Hit Dice than your maximum number of Hit Dice, any additional Hit Dice above this maximum last until you complete a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. You instead deal an extra 2d6 damage of the same type if you use your Sacrificial Dagger. When you reach 14th level, the extra damage increases to 2d8 or 4d6 with your Sacrificial Dagger.

ULTIMATE SACRIFICE

Starting at 17th level, when you are reduced to 0 hit points, you can expend any number of Hit Dice to evoke healing energy from your own sacrifice that can restore a number of hit points equal to five times the number of Hit Dice expended. Choose any creatures besides yourself within 30 feet of you, and divide those hit points among them.



DRUID

"Just give me some time, and I'll worm my way into your pathetic heart."

- Finkas

Druids are servants of nature, from the very large trees and beasts to the microscopic insects and bacteria. Every creature, flora or fauna, has its place in the world and there's a balance between life and death.

DRUID CIRCLES

At 2nd level, a druid gains the Druidic Circle feature. The following option is available to a druid, in addition to those offered in the Player's Handbook: Circle of the Infected.

CIRCLE OF THE INFECTED

Druids are tethered to the primal world more so than any other class. This is usually represented in the predatory creatures who can fight and protect the wilds. There is no deadlier predator in nature than disease.

CIRCLE OF THE INFECTED FEATURES

Druid Level	Features
2nd	Infections, Plague Control
6th	Pernicious Infections
10th	Viral Detonation
14th	Mutated Infections

INFECTIONS

When you choose this circle at 2nd level, you become a host for disease. The infestation flowing through you makes you immune to disease. Additionally, you gain the following two features:

Malignant Infection. When you hit a creature with a dagger or natural attack that deals piercing or slashing damage, the creature contracts a Malign Infection. This is a disease that lasts for 24 hours. Until the disease is cured, the target's speed is reduced by 10 feet.

Symbiotic Infection. You touch a willing creature and it contracts a Symbiotic Infection. Until this disease is cured, you can communicate with the creature telepathically if it is within 100 feet of you. As an action, you can see through the creature's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with

regard to your own senses. When you cast a spell with a range of touch, you can cast the spell as if you were in the creature's space. The creature must be within 100 feet of you to use this feature.

You can use each of these features a number of times equal to 2 + your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

PLAGUE CONTROL

Additionally at 2nd level, you can manipulate diseases and poisons using your own infection. As an action, you can expend 1 hit dice to cure a creature you can touch of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Plague Control, expending hit dice separately for each one. You gain 5 temporary hit points for each disease or poison neutralized in this way.

PERNICIOUS INFECTIONS

At 6th level, your spells and features ignore immunity to diseases and the poisoned condition.

VIRAL DETONATION

At 10th level, you gain the following two features:

Curative Pathogen. You can use a bonus action to expend one spell slot and target either yourself or a creature with your Symbiotic Infection within 100 feet. The target regains 1d8 hit points per level of the spell slot expended.

Hungering Pustule. You can use a bonus action to expend one spell slot to force one creature with your Malignant Infection within 100 feet to make a Constitution saving throw. On a failure, the creature takes 1d8 + your Wisdom modifier damage at the start of its turn for a number of turns equal to the level of the spell slot expended.

MUTATED INFECTIONS

At 14th level, your infection grows stronger and gain these additional features:

Malignant Infection. Until the disease is cured, the creature has Disadvantage on Strength, Dexterity, and Constitution saving throws made against your spells and features.

Symbiotic Infection. When you cast a spell with a range of "Self", you can instead cast the spell as if you were this creature as long as it is within 100 feet of you.





FIGHTER

"It's all about how you tackle a problem. Knives give me a more hands-on experience."

- Patrick Mardigan

Some warriors use massive melee weapons and others stay at a distance with a powerful ranged weapon. Fighters who fight with daggers have the benefit of close combat and the ability to throw their weapon at foes that are just out of reach.

NEW FIGHTING STYLES

At 1st level, a fighter gains a Fighting Style. The following options are available to fighters, in addition to those offered in the *Player's Handbook*. Paladins and Rangers can also select these fighting styles when they gain the feature.

Deadly Precision. You gain a +2 bonus to attack and damage rolls made with a dagger.

Knife Throwing. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls made with daggers. You gain a +2 bonus to ranged weapon attacks made with daggers at normal range. Your ranged weapon attacks made with daggers ignore half cover and three-quarters cover.

Twin Fang. When you are wielding two daggers and use a bonus action to make a two-weapon fighting attack (see pg. 195 of the *Player's Handbook*), you can instead make the same number of attacks you made with your attack action. Additionally, when you would make a melee weapon attack while wielding two daggers as a part of a reaction, you can also make a melee weapon attack with your off-hand weapon.

Wall of Knives. While you are wielding a dagger in each hand, you can take an action to enter a defensive stance that lasts until the start of your next turn. While in this stance, you gain a +2 bonus to AC and you can make a melee weapon attack against any creature after they miss you with a melee weapon attack.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following option is available to a fighter, in addition to those offered in the *Player's Handbook*: Invisible Blade.

INVISIBLE BLADE

Invisible blades are deadly fighters who prefer to use daggers in combat due to their concealability and simple yet efficient nature.

INVISIBLE BLADE FEATURES

Fighter Level Features

3rd	Dagger Sneak Attack, Unarmored Defense
7th	Bonus Proficiencies
10th	Uncanny Dodge
15th	Bleeding Wound
18th	Dagger Flurry

DAGGER SNEAK ATTACK

Beginning at 3rd level, you know how to strike subtly and exploit a foe's distraction while using a dagger. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll. The Attack must use a dagger as the weapon.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.

The amount of the extra damage increases by 1d6 at 7th level (2d6), 11th level (3d6), 15th level (4d6), and 19th level (5d6).

UNARMORED DEFENSE

Additionally at 3rd level, you have a canny defense when unfettered by armor. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Intelligence modifier. You can use a Shield and still gain this benefit.

BONUS PROFICIENCIES

At 7th level, you gain proficiencies with the Deception and Sleight of Hand skills.

UNCANNY DODGE

At 10th level, when an attacker that you can see hits you with an Attack, you can use your reaction to halve the attack's damage against you.

BLEEDING WOUND

At 15th level, you can use an advantageous situation to deal a grievous wound that slowly damages a foe. Once per turn, when you hit a creature with an Attack using a dagger that would qualify for your Dagger Sneak Attack feature, you can wound the target instead of dealing extra damage with that feature. At the start of each of the wounded creature's turns, it takes 1d6 necrotic damage for each time you've wounded it, and it can then make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + either your Dexterity or Intelligence modifier (your choice), ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check with the same DC, ending the effect of such wounds on it on a success.

DAGGER FLURRY

At 18th level, you are quick to continue exploiting an opportunity. Once per turn, if you make an attack with advantage against a creature and both dice rolls would result in a hit, you can deal extra damage with your Dagger Sneak Attack feature. This use of the Dagger Sneak Attack does not count towards the feature's once per turn restriction.



LINGERING SOUL

"Knives out. If they want a scrape, we'll give them plenty."
- Smoke

Death can come at the edge of the blade, but so can undeath. The Lingered Soul is a class option, but it is also an option for character death and how to progress past what would normally require a new character or some form of expensive or high level spell.

PHANTOM CALLINGS

At 1st level, a lingering soul gains the Phantom Calling feature. The following options are available to a lingering, in addition to those offered in Matthew Mercer's [The Lingered Soul: An Optional Class or Death Alternative for 5th Edition Dungeons & Dragons](#) on the DM's Guild: Calling of the Vengeful Spirit.

CALLING OF THE VENGEFUL SPIRIT

Life can come to a very abrupt end, leaving a soul with unfinished business and a desire to avenge their own death. When this happens, a lingering soul ties to a dagger, the simplest implement of death-dealing in the living world.

Upon becoming a vengeful spirit, choose either Dexterity, Intelligence, or Wisdom to become your Aspect. Your Aspect modifier is equal to that of the chosen Ability Score. You gain proficiency in Dexterity saving throws.

CALLING OF THE VENGEFUL SPIRIT

Lingered Soul Level Features

1st	Dagger Bound, Ghostly Sneak Attack
6th	Ego Dagger
11th	Apparitional Spirit
15th	Vengeful Transformation

DAGGER BOUND

When you select this calling at 1st level, it effects your Spirit Binding class feature. The object you select must be a dagger. You can physically carry and use the dagger you are bound to. The dagger cannot be destroyed while you are bound to it. You can return your bound dagger to you as a bonus action or reaction in response to it being used.

Additionally, you are proficient with all daggers.

GHOSTLY SNEAK ATTACK

Also at 1st level, you understand the basic nature of mortality and can wound distracted foes more grievously with your bound dagger. Once per turn, you can deal an extra 1d6 damage with your bound dagger to one creature you hit with an Attack if you have advantage on the Attack roll.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.

Additionally, you can grant this ability to your host. As an action, you can grant this ability to one creature wielding your bound dagger until the start of your next turn.

The amount of the extra damage increases by 1d6 at 4th level (2d6), 8th level (3d6), 12th level (4d6), 16th level (5d6), and 20th level (6d6).

EGO DAGGER

At 6th level, your bound dagger is empowered magically by your spirit. A dagger that you are bound to has a magic bonus to attack and damage rolls equal to half your proficiency bonus (rounded down).

APPARITIONAL SPIRIT

At 11th level, your very presence obfuscates sight and sound around you. All friendly creatures within 30 feet of you gain a bonus to Stealth checks equal to your Aspect modifier. This aura remains while possessing a host.

VENGEFUL TRANSFORMATION

At 15th level, you can use your action to temporarily emanate your vengeful nature. You or your host emanates an aura of menace in a 30-foot radius for 1 minute. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage and deal additional damage equal to your Aspect modifier.

Once you use this feature, you can't use it again until you finish a long rest.





MONK

"So simple and yet elegant. I cannot think of a more perfect weapon."

- Eliza Acaster

A number of different weapons that monks specialize in are considered daggers. The nature of a combatant who fights with fists alone is not a far step from one who moves into the fray with flourishing daggers.

MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk, in addition to those offered in the Player's Handbook: Way of the Iron Soul.



WAY OF THE IRON SOUL

A monk that is taught to be as focused and sturdy as a dagger. Devotees of this Way often come from common stock, taught to defend themselves with whatever weapons they have on hand. As with most monk traditions, there is a strength in the simplicity of the dagger.

WAY OF THE IRON SOUL FEATURES

Monk Level	Features
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3rd	Dagger Techniques, Mental Arsenal
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6th	Iron Heart Resilience
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11th	Echo of Iron
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17th	Immortal Iron
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DAGGER TECHNIQUES

Starting when you choose this tradition at 3rd level, you enhance your ki features when they are used with a dagger. The ki features are changed as follows:

Flurry of Blows. You can make two dagger attacks instead of two unarmed strikes when you use this feature. If you hit with both of these attacks, the target cannot take the Disengage action or make opportunity attacks until the start of your next turn.

Patient Defense. When you use this feature and a creature hits you with a melee attack, you can use your reaction to make a melee weapon attack with a dagger you are wielding against the creature.

Step of the Wind. If you are wielding a dagger when you use this feature, you gain a +2 bonus to AC until the start of your next turn.

MENTAL ARSENAL

Additionally at 3rd level, while you are wielding a dagger, you gain a +1 bonus to AC.

IRON HEART RESILIENCE

At 6th level, you can anchor yourself against negative effects. If you would be allowed to make a saving throw to end an effect on you at the end of your turn, you can instead make a saving throw at the beginning of your turn to end that effect.

ECHO OF IRON

At 11th level, you learn to intercede your dagger between yourself and an attack and cause a painful recoil to your attacker. When you are hit by a melee weapon attack, you can use your reaction and spend 2 ki points to roll a d12. Add your Dexterity modifier to the number rolled, and reduce the damage by the total. The attacking creature must make a Constitution saving throw or take thunder damage equal to the total.

IMMORTAL IRON

At 17th level, you can draw on your reserves of ki to survive beyond death. At the beginning of your turn while at 0 hit points and before you would make a death saving throw, you can immediately regain a number of hit points equal to your Monk level + your Constitution modifier. You cannot take actions during the same turn. You must finish a long rest before you can use this feature again.

PALADIN

"I can be anything through the written word."
- Malebranche

Holy knights who go on quests and swear sacred oaths have countless tales written about them. They always rise to the test, bringing to bare their willpower against the deadliest of ordeals. They are fearless and faithful and bring their allies together with a charismatic nature.

PALADIN OATHS

At 3rd level, a paladin gains the Paladin Oath feature. The following option is available to a paladin, in addition to those offered in the *Player's Handbook*: Oath of the Symbol Carver.

OATH OF THE SYMBOL CARVER FEATURES

Paladin Level	Features
3rd	Oath spells, Channel Divinity
7th	Aura of Understanding 30 ft.
15th	Serene Blade
18th	Aura of Understanding 60 ft.
20th	Defiant Word

OATH OF THE SYMBOL CARVER

Symbol carvers defend the nature of the written word.

TENETS OF THE SYMBOL CARVER

The exact words of the Oath of Symbol Carver vary between paladin orders, the tenets are always the same.

Power in the Word. Written language is the most important thing created by the gods. It should be respected, read, and treasured.

Be Responsible With What You Say. Speak only what you mean and write only things that truly matter. Wasted words used for untruths or to harm others are seen as blaspheming.

Defend and Attack. The nature of the base symbols of language are they can be used to prove a point or assail an assertion made with error. Use your words to defend truth and assault falsehood.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE SYMBOL CARVER SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages</i> , <i>ice knife</i> *
5th	<i>dowsing dagger</i> [†] , <i>skywrite</i> *
9th	<i>glyph of warding</i> , <i>hypnotic pattern</i>
13th	<i>death ward</i> , <i>fabricate</i>
17th	<i>planar binding</i> , <i>stoneskin</i>

*. Xanathar's Guide to Everything

† - Part Four: Spells

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Symbol of the Guardian. You can use your Channel Divinity and a dagger to carve a symbol onto you. While you have this symbol and an ally within 5 feet of you takes bludgeoning, piercing, and slashing damage from non-magical weapons, the damage is reduced by 2. The symbol lasts 10 minutes.

Symbol of the Slayer. You can use your Channel Divinity to carve a Rune of Destruction on one dagger you are wielding. While you are wielding a dagger with a Rune of Destruction on it, your allies gain a +2 bonus to weapon damage rolls made against enemies within 5 feet of you. The symbol lasts for 10 minutes.

AURA OF UNDERSTANDING

Starting at 7th level, you can touch the minds of other creatures with language. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

At 18th level, this aura increases to 60 feet.

SERENE BLADE

Beginning at 15th level, you master the traditions of the runes so deeply you can speak them into your blade. When an attacking creature misses you with a weapon attack misses, you can use your reaction to gain a bonus to your next damage roll made with a dagger before the end of your next turn against the attacking creature. The bonus is equal to 2 + your Charisma modifier.

DEFIANT WORD

At 20th level, your runic artistry allows you to empower your dagger and hold a rune's magic on it for a longer duration. When you use your Channel Divinity to apply either a Symbol of the Guardian or a Symbol of the Slayer, it lasts until you use your Channel Divinity to apply a different rune instead of just for 10 minutes.





PRISM

"We will drive fear into the hearts of those who would worship evil and we will defeat those who stand in our way!"
- Jeremiah Gant

Prisms are manifesters of inner light and emotion, which they can use in an empathic way to read others and shift emotional states. The divine magic they utilize comes from the light of being and emotion.

PRISM FACETS

At 2nd level, a prism gains the Facet feature. The following option is available to a prism, in addition to those offered in [Light & Magic: Prism](#) option presented on Dungeon Master's Guild by Steve Fidler : Agony.

AGONY FACET

A prism whose agony facet shines brightest can imbue a dagger, an item that most primarly represents inflicting harm and causing feat, with light that draws out the fears and magnifies the pain of creatures it strikes. They choose to follow this path because it empowers them with a means to punish foes who prey upon those who cannot defend themselves.

AGONY FACET FEATURES

Prism Level Features

2nd	Shard of Agony
6th	Aura of Terror 10 ft., Sympathetic Dagger
11th	Essence of Fear
15th	Aura of Terror 30 ft.

FACET SPELLS

You gain facet spells at the prism levels listed.

AGONY FACET SPELLS

Prism Level	Spells
2nd	<i>cause fear</i> [*]
5th	<i>stabbing fear</i> [†]
9th	<i>fear</i>
13th	<i>phantasmal killer</i>
17th	<i>cut the tethers</i> [†]

* - Xanathar's Guide to Everything

† - Part Four: Spells

SHARD OF AGONY

Starting when you choose this facet at 2nd level, you learn a ritual that changes a dagger into a shard of agony. You perform the ritual over the course of 10 minutes. The dagger must be within your reach throughout the ritual, at the conclusion of which you touch the dagger and transform it into your shard of agony.

When you attack with your shard of agony, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. You can't be disarmed of your shard of agony unless you are incapacitated. If it is on the same plane of existence, you can summon your shard as a bonus action, causing it to teleport instantly to your hand. On a turn in which you use your Project Light class feature, you can make a dagger attack as a bonus action.

You can have one shard of agony. If you attempt to use the ritual on a second dagger, the dagger that was your shard of agony loses this property.

While wielding your shard of agony, you learn an additional Project Light option called projection terror, detailed below.

Projection Terror. As an action, one creature you can see within 60 feet of you must make a Wisdom saving throw. On a failure, the creature has disadvantage on saving throws against being frightened and you roll a number of d4 equal to the influence you spend and deal that much psychic damage to the target. This feature cannot target a creature that cannot be frightened.

SYMPATHETIC DAGGER

At 6th level, you can use your Empathy class feature on a creature immediately after you hit it with an attack from your shard of agony instead of after using your Project Light class feature.

AURA OF FEAR

At 6th level, hostile creatures within 10 feet of you that cannot be frightened instead have advantage on spells and class features you target them with.

At 15th level, the range of this aura increases to 30 feet.

AGONY WARD

At 11th level, you are immune to being frightened. When another creature attempts to frighten you, you can use your reaction to attempt to turn the fear back on that creature. The creature must succeed on a Wisdom saving throw or be frightened by you for 1 minute.

FRIGHTFUL PRESENCE

At 15th level, you can empower your Aura of Fear as bonus action. This effect lasts for 10 minutes. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage.

Once you use this feature, you can't use it again until you finish a long rest.





PUGILIST

"You've got to get in where you can. Find the weak spot and just keep lettin' 'em have it."

- Pierroth

More so than a fighter or a monk, a pugilist specializes in close quarters combat, typically with a hand-to-hand focus. Some daggers complement this style of fighting directly, such as the punching dagger or katar.

FIGHT CLUBS

At 2nd level, a pugilist gains the Fight Club feature. The following option is available to a pugilist, in addition to those offered in Benjamin Huffman's [The Pugilist: A Streetfighting Class with Swagger to Spare](#): Dirty Dirk.

DIRTY DIRK

You are the type to bring a knife to a fist fight. Getting in close with a blade is your speciality and you know the sweet spots.

DIRTY DIRK FEATURES

Pugilist Level	Features
3rd	Bonus Proficiencies, Skewer
6th	Skewer
11th	Mettle
17th	Fresh Off the Grindstone

BONUS PROFICIENCIES

When you choose this fight club at 3rd level, you gain proficiency with the Acrobatics skill if you don't already have it. If you do, you gain proficiency in your choice of the Sleight of Hand or Stealth skill.

Additionally, you gain proficiency with all daggers and treat them as a pugilist weapons.

DIRTY ATTACK

Beginning when you choose this fight club at 3rd level, you've learned to make the most of any advantage that you have in a fight. Once per turn, you can deal extra damage equal to your proficiency bonus when you hit with a weapon attack made with a dagger if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

When you deal this extra damage, you can expend any number of moxie points. You add a number of your fisticuff dice equal to the number of expended moxie points to the damage roll.

SKEWER

At 6th level, you have learned that keeping your weapon in your enemy gives you great control over that enemy and makes it harder for them to escape. When you hit a creature with a melee weapon attack using a piercing dagger on your turn, you can use a bonus action to attempt to grapple the target. If you successfully grapple a creature in this way, they become skewered by the dagger. If the creature successfully escapes this grapple, they are no longer skewered and take piercing damage equal to your Strength or Dexterity modifier (your choice). You can use your action to automatically deal damage to a skewered creature as if the creature had received a hit from the piercing dagger.

METTLE

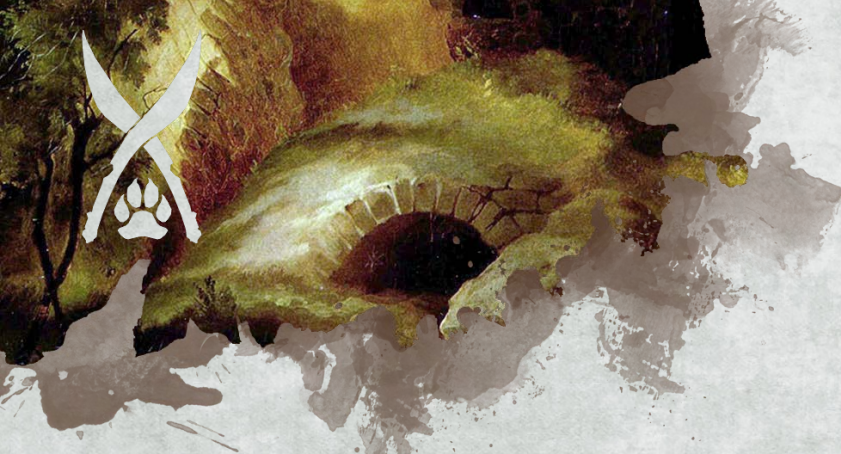
Beginning at 11th level, you have learned to resist damage from a variety of sources, be it explosions or poisons. When you are subjected to an effect that allows you to make a Strength or Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FRESH OFF THE GRINDSTONE

At 17th level, you gain the ability to renew your swagger in the heat of battle. As an action, you regain 6 moxie points.

Once you use this feature, you can't use it again until you finish a long rest.





RANGER

"Keep up. We're right on his tail."
- Jinad the Hunter

Rangers are keen hunters attuned to the primal world. As such, they are not unfamiliar with the dagger as a basic tool for fighting and for utility.

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following option is available to a ranger, in addition to those offered in the *Player's Handbook*: Maruader.



MARAUDER

Fierce, fast, and hard-hitting, you are skilled at fighting with daggers and tracking down your prey. You're faster than other characters, but you're not interested in outrunning trouble; you go looking for it.

MARAUDER FEATURES

Ranger Level	Features
3rd	Marauder Tactics
7th	Primal Tracking
11th	Fleet of Foot
15th	Marauder's Dodge

MARAUDER TACTICS

Beginning at 3rd level, you master three techniques that you can use during combat.

Cutting Steps. When you take the Dash or Disengage action, you can make a dagger attack as a bonus action during that turn.

Finishing Blade. When you make a weapon attack with a dagger that is either a critical hit or reduces a creature to 0 hit points, you can immediately make a weapon attack with a dagger.

Marauder's Rush. If you move at least 20 feet towards a creature before making a melee attack with a dagger and you hit, you can immediately make a Shove attack as a part of the same action.

PRIMAL TRACKING

Beginning at 7th level, you can focus your senses on one creature you've hit with a dagger. As a bonus action, you designate one creature you can see within 60 feet of you that you have hit with a dagger since the beginning of your last turn as the target of this feature. For 1 hour, you always know the target's location, but only while the two of you are on the same plane of existence. While you have this knowledge, the target cannot become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

Once you use this feature, you can't use it again until you finish a short or long rest.

FLEET OF FOOT

At 11th level, your walking speed increases by 10 feet. This bonus increases to 30 feet if you are moving directly towards a creature that you have targeted with your Primal Tracking feature.

MARAUDER'S DODGE

At 15th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. If the attacker is the target of your Primal Tracking feature, you can use this feature once per turn without using your reaction.



ROGUE

"Knives out. If they want a scrape, we'll give them plenty."
- Smoke

More than any other class, rogues are connected to the dagger and already bring to the table options to make the otherwise underwhelming weapons viable. In most cases, rogues are seen as little more than thieves, but the class lends itself to all different types of adventurers such as swashbucklers, acrobats, and many more.

ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: Daggermaster, Ghostly Killer.

DAGGERMASTER

The daggermaster is a trained killer who specializes in close-quarters combat and the quick back-and-forth of knife fighting. In your hands, all types of daggers become truly deadly instruments.

Rogue Level	Features
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3rd	Daggermaster's Strike, Block
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9th	Daggers Everywhere
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13th	Brutalize
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17th	Dagger Precision
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DAGGERMASTER'S STRIKE

Beginning at 3rd level, you learn to incorporate a number of different daggers into your fighting style. Before making an attack, you may sheathe a dagger and draw a different one as a part of the attack. This does not include donning or doffing a shield. Additionally, your attacks with daggers have an additional effect based on the type of damage dealt with it.

Bludgeoning. Whenever you have advantage on an attack roll you make with a dagger that deals bludgeoning damage and hit, you can move the target 5 feet in a direction of your choice if the lower of the two d20 rolls would also hit the target.

Piercing. Whenever you have advantage on an attack roll you make with a dagger that deals piercing damage and hit, you gain a +1 bonus to your AC when the hit creature attacks you if the lower of the two d20 rolls would also hit the target.

Slashing. Whenever you have advantage on an attack roll you make with a dagger that deals slashing damage and hit, you deal additional damage equal to your proficiency bonus if the lower of the two d20 rolls would also hit the target.

BLOCK

Also at 3rd level, when another creature hits you with a melee attack while you are wielding a dagger, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

DAGGERS EVERYWHERE

At 9th level, your training grants you proficiency with improvised weapons. You treat one-handed improvised weapons as daggers that deal 1d4 damage of a type determined by the DM. The damage type is based on what the improvised weapon is: a table leg might do bludgeoning damage and a shard of glass could be either slashing or piercing. Daggers (including improvised weapons) without the thrown property can be treated as if they have the thrown property with a range of 20/60, while weapons with the two-handed property cannot be thrown in this way.

BRUTALIZE

At 13th level, you gain a bonus to damage rolls equal to the number of additional d6s added to the damage by your Sneak Attack class feature for a critical hit made with a dagger.

DAGGER PRECISION

Starting at 17th level, you deal additional damage with daggers equal to your proficiency bonus.



GHOSTLY KILLER

Ghostly killers are dangerous rogues who use a dagger to pierce the veil of the Ethereal and use it to empower their attacks with obscuring magics. With this close connection to these secrets and hidden magics, ghostly killers can hide themselves as well.

GHOSTLY KILLER FEATURES

Rogue Level	Features
3rd	Stifling Dagger, Enshroud
9th	Ghostly Mask
13th	Improved Enshroud
17th	Life-Ending Strike

STIFLING DAGGER

At 3rd level, you gain the *ghost knife* cantrip (this spell can be found in Part 4: Spells). Intelligence is your spellcasting ability for this spell. Additionally, any creature you hit with a dagger weapon attack has its speed reduced by 10 feet until the start of your next turn.

ENSHROUD

Also at 3rd level, when you Hide as an action (not as a bonus action from Cunning Action), Wisdom (Perception) checks made to see you have disadvantage and you have advantage on your Dexterity (Stealth) check made to hide.

GHOSTLY MASK

At 9th level, you've learned how to cause the ethereal to conceal you. After an attack misses you, you can use your reaction to cause all attacks made against you to have Disadvantage until the end of your next turn.

IMPROVED ENSHROUD

Also at 13th level, you gain the benefits of your Enshroud class feature even when you hide as a bonus action using the Cunning Action class feature.

LIFE-ENDING STRIKE

Starting at 17th level, your weapon attacks with daggers score a critical hit on a roll of 18-20 and you deal an additional 5d6 damage on critical hits with daggers if you have advantage on the attack roll or the target is within 5 feet of another enemy of it.





SORCERER

"All of it stems from the pulsing life within. I am born a sea of it and I have learned to control the waves." - Alachia Negai

Born with the power of magic in their blood, sorcerers are the most natural of magic users. They do not have to swear themselves to a god or a pact and they don't have to practice it through book or song. They just have the spark.

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origins feature. The following option is available to a sorcerer, in addition to those offered in the *Player's Handbook*: Vital Source.

VITAL SOURCE

Some sorcerers gain their power through their heritage as descendants of powerful beings with powers mere mortals cannot understand while other sorcerers have their power born right into their very own blood. Your blood exhibits a rare magical power of its own, drawing from the winds of magic themselves.

VITAL SOURCE FEATURES

Sorcerer Level	Features
1st	Power in the Blood
6th	Blood Rite
10th	Scarification
14th	Blood Walk

POWER IN THE BLOOD

Starting at 1st level, you start noticing that your health is somehow magically enhanced. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, you know immediately if you have been poisoned or infected by a disease and any effect that would take effect on you after an allotted time period now takes twice as long to take effect.

BLOOD RITE

Starting at 6th level, you learn to invoke a rite of blood magic within yourself at the cost of your own vitality. As a bonus action, you empower your spells until your next short or long rest. While active, spell attacks from you deal an additional

1d4 damage of the same type as the spell. The rite damage die increases to 1d6 at 14th level, and to 1d8 at 18th level.

When blood rite is activated, you suffer damage equal to your character level, and you reduce your maximum hit points by an amount equal to your character level. These lost maximum hit points return once the rite fades and cannot be restored otherwise. When the rite fades, no hit points are regained as part of the restoring of maximum hit points. A rite can be allowed to fade at any time (no action required).

SCARIFICATION

Starting at 14th level, you begin to understand the strange potential of your blood and how wounding yourself can focus the magic to specific points on your skin. By performing a ritual that takes 1 hour, you take damage equal to 10 x the level of a spell you know of 5th-level or lower to create a scar on your body that acts in all ways like a spell scroll of that spell that can be only be used by you.

As long as the scar exists, your maximum hit points are reduced by the amount of damage that you took during the ritual. These lost maximum hit points return after the spell in the scar has been cast and cannot be restored otherwise. When the spell in the scar is cast, no hit points are regained as part of the restoring of maximum hit points.

You must finish a long rest before you can use this feature again.

AWAKEN BLOOD

Starting at 18th level, you can bestow momentary consciousness on an opponent's vital fluids. To do so, you must hit a creature with a melee spell attack to touch them. If you hit, the creature's life fluid tries to get break out of the creature - all at once. The pressure and disruption deals 10d10 points of force damage to the creature. This ability is usable only once, but you can try to use it again if you fail to hit with your melee spell attack. This ability has no effect on constructs or elementals.

You must finish a long rest before you can use this feature again.





WARLOCK

"This blade is the key to great power. The threads that bind us can be spun or cut with it."

- Gwenvalia Silverkin

Where a sorcerer has the innate power of magic in their blood, bards and wizards pick up the arcane arts by study and practice, warlocks find entities that already have the power and are willing to give it out.

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following option is available to a warlock, in addition to those offered in the *Player's Handbook*: The Athame.

THE ATHAME

An athame is a ceremonial dagger used by witches and warlocks as a key instrument in performing magic and witchcraft. Warlocks that focus on the athame as their patron are unlike others in that they forge their pact with the craft itself and not an entity that would hold power over them.

THE ATHAME FEATURES

Warlock Level Features

Warlock Level	Features
1st	Expanded Spell List, Dagger Pact, Etheric Fire
6th	Improved Pact
10th	Invoker's Chalice
14th	Calling the Quarters

EXPANDED SPELL LIST

The Athame lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ATHAME EXPANDED SPELLS

Spell Level Spells

1st	protection from evil and good, sanctuary
2nd	augury, spiritual weapon
3rd	clairvoyance, life transference
4th	locate creature, polymorph
5th	insect plague, telekinesis

DAGGER PACT

Starting at 1st level when you choose this pact, you create a special black-handled dagger called an athame and forge a pact with it. The athame deals 1d4 piercing or slashing damage and has the following properties: Brutal, Finesse, Light, Keen (see page 4). Additionally, when you attack an incapacitated creature with an athame and hit, maximize your weapon damage dice against the target. You can use your athame as a spell focus. The athame has a magic bonus to attack and damage rolls equal to half your proficiency bonus (rounded down).

ETHERIC FIRE

Also at 1st level, you deal additional fire damage with your athame when you make a weapon attack and hit with it. Once per turn, your athame deals an additional 1d6 fire damage. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

IMPROVED PACT

At 6th level, your chosen Pact Boon is empowered based on the one you selected at 3rd level. Your Pact Boon class feature gains the following effect:

Pact of the Chain. When you take the Attack or Cast a Spell action during your turn while wielding your athame, you can use your bonus action to allow your familiar to make one attack of its own.

Pact of the Blade. Your pact weapon is your athame and you create a second identical dagger called a boline that has a white handle. The pair of daggers is considered your pact weapon. When you engage in two-weapon fighting with your pact weapons, you can add your ability modifier to the damage of the second attack.

Pact of the Tome. Cantrips you cast that deal damage deal an additional 1d6 fire damage on a hit. This damage changes type if your Etheric Fire feature's damage type changes.

INVOKER'S CHALICE

At 10th level, you create a chalice used in your invocations. Choose one invocation that you meet the prerequisites for and that does not have a prerequisite requiring a specific pact, feature, spell, or cantrip. You gain this invocation as long as you have your invoker's chalice. During a short rest, you can replace this invocation for any other invocation that does not have a prerequisite requiring a specific pact or cantrip.

CALLING THE QUARTERS

At 14th level, you can change the extra damage dealt with your Etheric Fire feature as a bonus action to either acid, cold, force, lightning, poison, or thunder.





WIZARD

"There's power in a simple dagger. When used to guard, to cut, or to stab in the back."

- Magnus the Mad

Masters of the arcane that can increase their power through study and dutiful learning.

ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane feature. The following options are available to a wizard, in addition to those offered in the *Player's Handbook*: School of Macharomancy.

SCHOOL OF MACHAROMANCY

Macharomancers, also known as "dagger spell mages", are wizards who focus on channeling their magics through the blade of a dagger.

MACHAROMANCY FEATURES

Wizard Level	Features
2nd	Macharomancy Spells, Daggercasting, Invocation of the Knife
6th	Arcane Infusion
10th	Dagger Doublecast
14th	Dagger Spell Flurry

MACHAROMANCY SPELLS

You add the following spells to your spellbook at the wizard levels listed. These spells have an additional material component of "a dagger" and only effect melee weapon attacks made with a dagger.

MACHAROMANCY SPELLS

Spell Level	Spells
2nd	<i>searing smite</i> , <i>thunderous smite</i> , <i>wrathful smite</i>
3rd	<i>branding smite</i>
5th	<i>blinding smite</i>
7th	<i>staggering smite</i>
9th	<i>banishing smite</i>

DAGGERCASTING

Beginning at 2nd level, you can treat a dagger as a spellcasting focus. Also, you can treat a hand holding a dagger as a free hand for the purposes of casting spells with somatic and material components. When you use your action to cast a cantrip, you can make a melee weapon attack with a dagger as a bonus action.

Additionally, you gain proficiency with light armor.

INVOCATION OF THE KNIFE

Additionally at 2nd level, you form a strong connection with your daggers and can change the nature of a spell to be more lacerating. Whenever you cast a spell that deals damage while holding a dagger, you can have half of the damage dealt by that spell (rounded up) be changed to either piercing or slashing damage. For example, Kardiff casts fire bolt at a target and hits, dealing 1d10 fire damage. He elects to use this feature and rolls a 7 as the result for his damage. He would instead deal 3 fire damage and 4 piercing with the spell. Only spells with a duration of instantaneous can be changed using this feature.

ARCANE INFUSION

Beginning at 6th level, you can imbue a nonmagical dagger with a magical infusion at the end of a long rest. While you are wielding an infused dagger, the dagger is treated as a magic weapon that grants a +1 bonus to attack and damage rolls made with it, and it returns to your hand immediately after it is used to make a ranged attack. You can have one dagger imbued in this way. At 14th level, the bonus increases to +2. Additionally, you can imbue a second dagger with this feature.

DAGGER DOUBLECAST

At 10th level, you are no longer limited to only one non-cantrip spell per turn while you are wielding two daggers. However, should you cast two or more spells in a single turn, only one of them can be of 3rd level or higher.

DAGGERSPELL FLURRY

At 14th level, you can perform a dagger spell flurry as an action. To do so, you expend one spell slot and make a number of weapon attacks with daggers you are wielding equal to 2 + the level of the spell slot expended. Additionally, attacks made as a part of this action deal an additional 1d8 force damage.





Pozas'10

PART TWO: FEATS

AS A CHARACTER LEVELS UP DURING A campaign, it gains features through their class and also can increase ability scores to show growth. Some DMs also allow the use of feats to customize characters, using the optional rule presented in Chapter 6 of the *Player's Handbook*. The options presented in this book deal with daggers and their use and increase the ability for a character to use the normally underwhelming weapons to greater effect.

BLADED DEFENSE

Prerequisite: Proficiency in Acrobatics

You gain the following benefits:

- As a bonus action while you are wearing no armor or light armor and you are wielding a dagger, you can designate one creature you can see with this feature. You gain a +1 bonus to AC against attacks made by the target creature. This benefit lasts as long as you are wielding a dagger and until you select another creature with this feature.
- When you provoke an opportunity attack and the creature misses with the attack, you can make a free shove attack against the creature.
- When you take the Disengage action, your speed increases by 10 feet.

CLOSE-QUARTERS COMBAT

You gain the following benefits:

- When a creature you can see targets you with an attack that would grapple or restrain you while you have a dagger equipped, the creature provokes an opportunity attack from you.

- You have advantage on melee attacks made with a dagger while you are grappled against the creature that has you grappled. You do not have disadvantage on attacks made with daggers while prone or restrained.
- You deal an additional 1d4 damage with melee weapon attacks using daggers against creatures that have you grappled or restrained or against a creature that you are grappling or that is prone.

HIDDEN BLADE

Prerequisite: Proficiency in Sleight of Hand

You gain the following benefits:

- You can always draw or stow a dagger as a part of any action, bonus action, or reaction. You can attempt to conceal a dagger on your person as a bonus action. Additionally, You have advantage on opportunity attack rolls made with a dagger that was concealed on your person that you draw as part of the reaction.
- You have advantage on Sleight of Hand checks made to conceal a dagger on your person. Additionally, ability checks made to find daggers on your person are made with disadvantage.
- When you hit a creature with a melee weapon attack using a dagger while an allied creature is within 5 feet of the target, the hit creature has disadvantage on the next attack roll it makes against you before the end of its next turn.

KNIFE FIGHTER

Prerequisite: Dexterity 13 or higher

You gain the following benefits:

- Once per turn when you would make a melee attack while you have a dagger in each hand, you may instead make a single attack using both daggers. Attacking in this way is identical to a normal attack with a dagger, except that the weapon damage is increased by the off-hand dagger's weapon damage dice.
- Once per turn when you would make a ranged weapon attack using a dagger, you may throw an additional dagger as a part of the attack. If the attack hits, you deal additional damage equal to the additional dagger's weapon damage dice.
- Whenever you would draw or stow a dagger, you may draw or stow two daggers instead.

KNIFE HANDS

Prerequisite: Strength 13 or higher

You gain the following benefits:

- You can hold objects in hands that are already holding a dagger. You cannot hold another weapon or a shield in this way.
- While you have a dagger in each hand, you have a climb speed equal to your walking speed. Additionally, while you have a dagger in each hand, movement while crawling does not cost you any additional speed.
- A creature that makes an attack with Disadvantage against you and hits you while you have a dagger in each hand provokes an opportunity attack from you.





REAPING TALONS

You gain the following benefits:

- When you engage in two-weapon fighting with a dagger in each hand and you hit with both weapons in a single turn, you can immediately make a free Grapple or Shove attack.
- When you use the Attack action to grapple a creature while you have a dagger in each hand, the target takes 1d4 damage if your grapple check succeeds. The type of damage is of a type of damage dealt by one of the daggers you are holding.
- Before you make your first melee weapon attack during your turn with a dagger that you are proficient with while you have a dagger in each hand, you can choose to take a -5 penalty to all of your attack rolls until the start of your next turn. Until the start of your next turn, you have a +2 bonus to AC as long as you have a dagger in each hand.

SHADOW STRIKER

Prerequisite: Proficiency in Stealth

You gain the following benefits:

- For the purposes of detecting you with Passive Perception while you are hiding, creatures are always considered to be at disadvantage (subtract 5 from any creature's Passive

Perception score, see page 177 of the *Player's Handbook* for more details).

- If at least one hostile creature is surprised at the start of combat, you gain a +10 to your initiative roll.
- When an allied creature makes a melee attack against a hostile creature within 5 feet of you, you don't provoke opportunity attacks from that hostile creature during your next turn, whether the allied creature's attack is a hit or not.

WOLFPACK TACTICS

You gain the following benefits:

- When you hit a creature with a melee weapon attack using a dagger, one allied creature within 5 feet of the target creature may move 5 feet. This movement does not provoke opportunity attacks. If the movement ends with the allied creature no longer within 5 feet of the target creature, the allied creature must spend its reaction.
- You gain a bonus to weapon damage rolls made with daggers equal to the number of allied creatures adjacent to the hit creature (up to a maximum of +5).
- When an allied creature targets a creature within 5 feet of you with a weapon attack, you can use your reaction to use the Help action.



PART THREE: MAGIC ITEMS

THE MOST COMMON WAY TO MAKE daggers more powerful is by granting them potent magical enhancements. The Dungeon Master's Guide includes a number of magic items that can be found all throughout the multiverse, and a few of them just so happen to be daggers. The ones presented in this book are all daggers or are dagger-related.

ARMOR PIERCING DAGGER

Weapon (dagger that deals piercing damage), rare

This dagger You gain a +1 bonus to attack and damage rolls made with this dagger. This bonus increases to +3 if the attack is made against a creature that is wearing Medium or Heavy armor.

BLADE OF BANISHING

Weapon (dagger), very rare (requires attunement)

This dagger has planar glyphs all about it and it is filled with planar magics. When you roll a 20 on an attack roll made with this weapon, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Additionally, if this attack reduces the target to 50 hit points or fewer, you banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. If the target is native to the plane you're on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there for 1 minute, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

DRUID'S CUDGEL

Weapon (dagger that deals bludgeoning damage), uncommon (requires attunement)

While you are attuned to this weapon, you can cast the cantrip *shillelagh*, but it can be used only to target this weapon.

GEM BLADE

Weapon (dagger), rare (requires attunement)

The blade or bludgeon of this dagger is made out of a rare gemstone. You have a +1 bonus to attack and damage rolls made with a gem blade. When you hit with an attack using this magic dagger, the target takes an extra 1d6 damage. The type for this extra damage is determined by what gemstone the dagger is made of. The DM chooses the gemstone the dagger is made of or determines it randomly.

d10 Result	Gemstone	Damage Type
1	Amethyst	Psychic
2	Aquamarine	Cold
3	Diamond	Force
4	Emerald	Poison
5	Jade	Acid
6	Onyx	Necrotic
7	Pearl	Radiant
8	Ruby	Fire
9	Sapphire	Lightning
10	Topaz	Thunder

LASH KNIFE

Weapon (dagger that deals either piercing or slashing damage), rare (requires attunement)

This dagger has a serpentine hilt with a rune-covered blade. You gain a +2 bonus to attack and damage rolls made with this dagger. As a bonus action, you can turn the blade into a writhing serpent, increasing the weapon's reach by 5 feet. Additionally, you can decide to have the weapon deal poison damage instead of its regular damage type.



MISTY DAGGER

Weapon (dagger), uncommon (requires attunement)

This item has 3 charges. As a bonus action, you can spend 1 charge to teleport up to 30 feet to an unoccupied space that you can see. This power recharges 1 spent charge on a short rest and all spent charges on a long rest.

INFINITE DAGGER SHEATH

Wondrous item, uncommon (requires attunement)

This sheath is dagger-sized and resizes itself to hold any dagger placed inside of it, which disappears into the sheath once the dagger is placed in it. The sheath can hold any number of daggers. Retrieving a dagger from the sheath can be done as easily as drawing a dagger from a nonmagical sheath. If the sheath is torn or ripped open, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. The sheath can be turned inside out and, if it is, its contents spill forth, unharmed, but the sheath must be put right before it can be used again. Placing an infinite dagger sheath inside an extradimensional space created by a *bag of holding*, *Heward's handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

LIFESAVER DAGGER

Weapon (dagger), common

You can use this dagger to stabilize dying creatures. As an action, make a weapon attack against a dying creature that is not stabilized with this weapon. On a hit, you do not deal damage and the creature is stabilized. If you roll a 20 on this attack roll, the target regains 1 hit point.

RAVEN'S FEATHER DAGGER

Weapon (dagger), rare (requires attunement)

This dagger is made of silver with a handle that is shaped to look like a raven's feather. You gain a +2 bonus to attack and damage rolls made with this dagger. When you reduce a hostile creature to 0 hit points, one creature within 30 feet of you takes 1d12 cold damage and has its speed reduced to 0 until the start of your next turn. The dagger can't be used this way again until the next dusk.

RED HOT KNIFE

Weapon (dagger), common (requires attunement)

This dagger has a red hot glow to it. A flammable object hit by this weapon ignites if it isn't being worn or carried.

RING OF INFINITE BLADES

Ring, uncommon (requires attunement) You can create a dagger from this ring in one open hand as though you were drawing the dagger. A dagger created by this ring is considered a magical weapon. A dagger created by this ring disappears at the start of your next turn.

SPELLBINDER

Weapon (dagger), legendary (requires attunement)

When you hit a creature that can cast spells or that has an action with the Recharge trait, the creature must make a DC 15 Wisdom saving throw. On a failure, the creature cannot cast spells or use actions with the Recharge trait until the start of your next turn.

WINGED DAGGER

Weapon (dagger), very rare (requires attunement by a spellcaster)

While holding this dagger, you gain a +1 bonus to spell attack rolls. In addition, you can cast melee spell attacks and touch spells targeting a creature within 30 feet of you.





PART FOUR: SPELLS



MAGIC IS IMPORTANT TO MANY OF the character classes of Dungeons & Dragons. For these classes, there are options that allow the caster to move magic through a dagger or to use spells paired with such weapons in efficient and deadly ways.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

ARTIFICER SPELLS

CANTRIPS (0 LEVEL)

Bolt Rail (evocation)
Volt Needle (transmutation)

1ST LEVEL

Chaos Sting (enchantment)

3RD LEVEL

Cloak and Dagger (illusion)

BARD SPELLS

CANTRIPS (0 LEVEL)

Bolt Rail (evocation)
Ghost Knife (illusion)
Mindstab (enchantment)

1ST LEVEL

Chaos Sting (enchantment)

2ND LEVEL

Dagger Haunt (illusion)
Dowsing Dagger (divination)
Stabbing Fear (enchantment)

5TH LEVEL

Cut Tethers (enchantment)
Rain of Daggers (conjunction)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Mortal Coil (necromancy)

2ND LEVEL

Dowsing Dagger (divination)
Stabbing Fear (enchantment)

DRUID SPELLS

2ND LEVEL

Dowsing Dagger (divination)
Stabbing Fear (enchantment)

3RD LEVEL

Frost Fan (conjunction)

4TH LEVEL

Vile Venom (evocation)

PALADIN SPELLS

2ND LEVEL

Dowsing Dagger (divination)

RANGER SPELLS

2ND LEVEL

Dowsing Dagger (divination)
Stabbing Fear (enchantment)

3RD LEVEL

Frost Fan (conjunction)

4TH LEVEL

Vile Venom (evocation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Bolt Rail (evocation)
Mindstab (enchantment)
Mortal Coil (necromancy)
Pierce the Void (conjunction)
Volt Needle (transmutation)

1ST LEVEL

Chaos Sting (enchantment)

2ND LEVEL

Dagger Haunt (illusion)
Dowsing Dagger (divination)
Stabbing Fear (enchantment)

3RD LEVEL

Cloak and Dagger (illusion)
Frost Fan (conjunction)

4TH LEVEL

Vile Venom (evocation)

5TH LEVEL

Cut Tethers (enchantment)
Rain of Daggers (conjunction)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Bolt Rail (evocation)
Mindstab (enchantment)
Mortal Coil (necromancy)
Pierce the Void (conjunction)

1ST LEVEL

Chaos Sting (enchantment)

2ND LEVEL

Dagger Haunt (illusion)
Stabbing Fear (enchantment)

3RD LEVEL

Cloak and Dagger (illusion)

5TH LEVEL

Cut the Tethers (enchantment)
Rain of Daggers (conjunction)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Bolt Rail (evocation)
Mindstab (enchantment)
Mortal Coil (necromancy)
Pierce the Void (conjunction)
Volt Needle (transmutation)

1ST LEVEL

Chaos Sting (enchantment)
Spell Pierce (abjunction)

2ND LEVEL

Dagger Haunt (illusion)
Dowsing Dagger (divination)
Stabbing Fear (enchantment)

3RD LEVEL

Cloak and Dagger (illusion)
Frost Fan (conjunction)

4TH LEVEL

Vile Venom (evocation)

5TH LEVEL

Cut Tethers (enchantment)
Rain of Daggers (conjunction)



BOLT RAIL

Casting Time: 1 action

Range: Self

Components: S, M (a dagger)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

A burst of lightning forming a line 10 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 2d4 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

CHAOS STING

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, M (a dagger)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a dagger against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, takes an additional 1d8 psychic damage, and the target drops anything that it is holding.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

CLOAK AND DAGGER

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a cloak you are wearing and a dagger)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Wizard

You become invisible until the spell ends. Anything you are wearing or carrying is invisible as long as it is on the target's person. You become visible if you attack or cast a spell. As long as you maintain concentration on this spell, you can become invisible as an action.

CUT THE TETHERS

5-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: S, M (a dagger that deals slashing damage)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a dagger that deals slashing damage against one creature within the spell's range, otherwise the spell fails. On a hit, the target must succeed on a Wisdom saving throw or take 3d10 psychic damage or half as much on a successful saving throw. Additionally, a creature that fails its saving throw loses all the languages it knows and all its proficiencies, except any saving throw proficiencies, for the duration. Constructs, oozes, plants, and Undead succeed on the save automatically.

The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success. On a failure, the creature takes 3d10 psychic damage and the spell persists.

DAGGER HAUNT

2nd-level illusion

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a dagger)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You create a floating, spectral copy of the dagger used to cast this spell. This dagger haunts a single creature of your choice within range that lasts for the duration, until you cast this spell again, or until the target creature moves outside of the spell's range.

When you cast the spell, you can make a melee spell attack against the target creature. On a hit, the target takes psychic damage equal to 1d4 + your spellcasting ability modifier. Additionally on a hit, the creature is treated as having an ally adjacent to it until the start of your next turn.

As a bonus action on your turn, you can repeat the attack against the target creature.

DOWSING DAGGER

2nd-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a dagger covered with a bit of honey)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Druid, Paladin, Ranger, Wizard

Upon casting this spell, choose one of the following creature types: beasts, dragons, fey, humanoids, monstrosities, or undead. You can attune your senses to determine if any of the selected creature types lurk nearby. By spending 1 uninterrupted minute focusing during this spell's duration, you can sense whether any of the selected creature type are present within 5 miles of you. This spell reveals the numbers of the creature type around you and the creatures' general direction and distance (in miles) from you. If there are multiple groups of the selected creature type within range, you learn this information for each group.

FROST FAN

3rd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a dagger)

Duration: 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

You create a momentary circle of icicle blades that sweep around you. Each creature within range, other than you, must make on a Dexterity saving throw. A target takes 4d6 cold damage and 4d6 piercing damage on a failed saving throw or half as much damage on a successful one.

GHOST KNIFE

Illusion cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a dagger)

Duration: 1 minute

Classes: Bard

A dagger you are holding is imbued with ghostly power. For the duration, you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of weapon attacks using the dagger and it deals psychic damage. Additionally, you can make ranged weapon attacks with the dagger for the duration if it has the thrown property without throwing the weapon. The spell ends if you cast it again or if you let go of the weapon.

MINDSTAB

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: S, M (a dagger)

Duration: 1 round

Classes: Bard, Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a dagger against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the head of the creature becomes wreathed in psychic energy until the start of your next turn. If the target makes an attack that doesn't include you as a target, it immediately takes 1d6 psychic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 psychic damage to the target, and the damage the target takes for attacking another creature increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

MORTAL COIL

Necromancy cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a dagger)

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You create a lash of necrotic energy that strikes one creature within range. The target must succeed on a Strength saving throw or be pushed up to 10 feet in a straight line away from you. If this movement is blocked by another creature or it ends the movement within 5 feet of another creature, both creatures take 1d6 necrotic damage. Otherwise, the target takes 1d6 necrotic damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PIERCE THE VOID

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (a dagger that deals piercing damage)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You stab a dagger through space a creature within range. Make a melee spell attack against a creature within range. On a hit, you deal 1d4 + your spellcasting ability modifier piercing damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).



SPELL PIERCE

1st-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: S, M (a dagger)

Duration: Concentration, up to 1 minute

Classes: Wizard

Choose one magical effect with an area and a duration within range. You suppress the magic of a 1st level or lower's spell in a 10-foot cube area for the duration. If the area of the spell is larger than this spell's area, it continues as normal outside of this spell's area.

For the area of a spell of 2nd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you suppress the magic of the spell's area as described above.

On your subsequent turns, you must use your action to maintain this spell, or the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you automatically suppress the effects of a spell's area if the spell's level is equal to or less than the level of the spell slot you used.

STABBING FEAR

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a dagger and a small cloth doll)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You connect a creature that you can see within range to an effigy that you can stab and cause the target to feel its pain. The target must succeed on a Wisdom saving throw. On a failure, the creature is frightened and you can immediately make an attack with a dagger you are holding against the target creature as if you were within reach. If the target cannot see you, you have advantage on this attack.

At the end of each of its turns, the frightened creature can repeat the Wisdom saving throw, ending the effect on a success. On your subsequent turns, you can use your action to attack the creature as if you were within reach with a dagger you are holding.

VILE VENOM

4th-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a dagger coated with snake's blood)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

You release a beam of vitriolic energy from the point of your dagger that travels in a line 100 feet long and 5 feet wide. Each creature in the line must make a Constitution saving throw. A creature takes 2d8 poison damage and is poisoned for the duration on a failed save, or half as much damage on a successful one. While a creature is poisoned in this way, they are incapacitated.

At the end of each of its turns, a poisoned creature can make a Constitution saving throw, ending the effect on itself on a success.

VOLT NEEDLE

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dagger that deals piercing damage)

Duration: 1 round

Classes: Artificer, Sorcerer, Wizard

As part of the action used to cast this spell, you must make a ranged attack with a dagger against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the creature has a volt needle on it until the start of your next turn. If the creature takes lightning damage from any other source, the volt needle deals 1d8 lightning damage to the creature and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d8 lightning damage to the target, and the damage the target takes for taking lightning damage increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.





PART FIVE: MONSTERS & NPCs

SOME CREATURES ARE BORN WITH dagger-like appendages, while others have an affinity with using these edged weapons. The following section is a bestiary for Dungeon Masters to use if they want interesting options for new creatures or creatures from other sources that have a clear focus on daggers.

CHITINE

Deep in the Underdark, a number of magical monstrosities crafted by the dark magics of the drow lurk. Chitines are spiderlike humanoids who lurk the lonely tunnels in search of prey or tools of interest. They are only slightly larger than goblins, with four long arms with extra joints. They have mottled pale gray skin and humanlike faces, but they have spiderlike mandibles growing out where teeth would be.

Arachnid Origins. Chitines can create webbing like a spider can and use it to craft much in the same way that humans utilize stone or wood. They spin the webbing from spinnerets located in their bellies and use the webbing as materials for a number of things ranging from their homes to the armor they wear. They secrete an oil that keeps them from becoming stuck in webbing and their hands and feet end in clawed digits that help them skitter across the rocky floors, walls, and ceilings of the Underdark.

Ambushes and Trap. Chitines prefer to catch their prey off guard and utilize webbing traps to get the jump on a fight before moving in with knives out. They have a natural affinity for daggers because they're light weapons that don't interfere with their climbing and can be used to better work masses of webbing to a desired shape.

CHITINE

Small monstrosity, chaotic evil

Armor Class 14 (webbing armor)

Hit Points 14 (4d6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	7 (-2)

Skills Athletics +4, Stealth +6

Senses Senses darkvision 120 ft., passive Perception 10

Languages Undercommon

Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the chitine has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spider Climb. The chitine can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The chitine ignores movement restrictions caused by webbing.

Actions

Multiattack. The chitine makes three melee attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 4 (1d4 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or 20/60 ft., one target. *Hit* 4 (1d4 + 2) piercing damage.



CLOCKWORK HORROR

These strange constructs have an origin shrouded in mystery. Some claim they descend from the anaxim while others think they are the project of some mad mage or god gone wrong. Clockwork horrors have a bestial intellect and can reproduce by gathering resources and building copies of themselves. This can lead to a conflict with creatures that have a claim on those resources or happen to be the resources themselves.

Eternal Construct. Clockwork horrors have two goals in existence: make more and protect themselves. A simple equation means the more there are, the more they have to protect, but the more that are capable of taking up the task. Because of this, most living creatures see clockwork horrors as vermin or as a scourge on societies. Because it takes time to construct a single clockwork horror as the copy must be perfect, they typically lair in caves or the abandoned dungeons of other creatures, working to build their series. If clockwork horrors are allowed to reproduce unchecked, a massive army of them can bring towns and cities down to nothing in a matter of weeks.

Calculating Destroyers. Clockwork horrors were created with precision in mind and work towards any task they are put to with efficiency in mind. During combat, a group of clockwork horrors will try to find the weakest point in a defense and focus all attention towards it. If a specific creature is seen as a threat, the focus may change to stopping threat as quickly as possible. Horrors in packs will swarm a single creature, razor saws digging into armor and flesh.

VARIANT: PLATED CLOCKWORK HORRORS

Clockwork horrors can be made up of different materials. The properties of those metals can change the way the creature functions. A plated clockwork horror has a challenge rating of 3 (700 XP) and one of the following traits.

Adamantine. Any critical hit against the adamantine plated clockwork horror becomes a normal hit.

Electrum. The electrum plated clockwork horror gains the following attack: **Pressure Dart. Ranged Weapon Attack:** +5 to hit, 20/60ft. range, one target. **Hit 5** (1d4 + 3) piercing damage and the hit creature's has disadvantage on the next attack roll it makes before the end of its next turn.

Gold. The gold plated clockwork horror can innately cast the *bolt rail* cantrip and the spell *lightning bolt* 1/day.

Mithril. The mithril played clockwork horror's speeds are increased by 20 feet and it can make two razor saw attacks as an action.

Platinum. Whenever the platinum plated clockwork horror is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

CLOCKWORK HORROR

Small construct, lawful evil

Armor Class 20 (natural armor)

Hit Points 28 (5d6 + 10)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	5 (-3)	14 (+2)	5 (-3)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Immutable Form. The clockwork horror is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork horror has advantage on saving throws against spells and other magical effects.

Magic Weapons. The clockwork horror's weapon attacks are magical.

Actions

Razor Saw. Melee Weapon Attack: +5 to hit, reach 5ft., one target. **Hit 8** (2d4 + 3)



DARKLING

These fey creatures have a storied history as assassins and thieves. Among their number, some migrate into the Shadowfell and learn to change the light they absorb over their lives into darkness. These masters of darkness are called dark stalkers. They still bind themselves in black garments to avoid more light entering themselves.

DARK STALKER

Small fey, chaotic neutral

Armor Class 14 (leather)
Hit Points 31 (7d6 + 7)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Acrobatics +8, Deception +2, Perception +5, Stealth +8

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan
Challenge 3 (700 XP)

Dark Step. The dark stalker's movement does not provoke opportunity attacks.

Killing Dark. When the dark stalker dies, nonmagical darkness flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and that is able to see the darkness must succeed on a DC 11 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sneak Attack (1/Turn). The dark stalker deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dark stalker that isn't incapacitated and the dark stalker doesn't have disadvantage on the attack roll.

Superior Invisibility. As a bonus action, the dark stalker can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dark stalker wears or carries is invisible with it.

Innate Spellcasting. The dark stalkers's spellcasting ability is Charisma (spell save DC 11). The dark stalker can innately cast the following spells, requiring only verbal components:

3/day each: *darkness*

Actions

Dagger (Melee). *Ranged or Melee Weapon Attack:* +6 to hit, reach 5ft. or 20/60ft. range, one target. *Hit* 6 (1d4 + 4) piercing damage.



Sinister Schemes. Dark stalkers come in the world with devious selfish plans, take and learn what they can about areas they invade, and then slink back into the gloom to mobilize their packs. On other occasions, dark stalkers are trained and raised to serve shadar-kai in the Shadowfell as scouts, assassins, messengers, and spies.

A dark stalker will not enter combat unless the act is absolutely necessary. If it does enter combat, it will do everything in its power to enter the fight unseen, either by hiding or by creating a field of darkness. Once engaged, the dark stalker will strike hard and fast and move away, doing what it can to make it harder for multiple attackers to get within striking distance.

Ready to Run. If combat goes sideways for a dark stalker, it will retreat and attempt to get to aid or refuge. It will do this by concealing itself in darkness and then turning invisible to escape. They'll often retreat back to their lair if they have one.

Dark stalkers prefer to live in subterranean locations, be it a cave, basement, or dungeon. In these places, their abilities are of the most use, especially if there are a lot of small places for the stalker to hide.

DEMON, JOVOC

These vicious dark-hearted demons are strife bundled into a small bloated frame. They emanate a tangible hatred and vengeance that causes those that direct pain towards the jovoc to feel that pain in kind. In bands of demons, jovocs serve to fight from the front or even to be thrown into enemies by larger demonkind to create discord and chaos.

JOVOC

Small fiend (demon), chaotic evil

Armor Class 15 (natural)
Hit Points 28 (4d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Abyssal, Common

Challenge 3 (700 XP)

Aura of Retribution. Whenever the jovoc takes damage from any source, all non-demon creatures within 30 feet of it must make a Constitution saving throw DC 13 or take necrotic damage equal to the amount of damage the jovoc has taken.

Regeneration. The jovoc regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The jovoc makes two dagger claws attacks

Dagger Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) piercing damage.

Variant: Summon Demon (1/Day). The demon attempts a magical summoning. A jovoc has a 30 percent chance of summoning one jovoc. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Black-hearted Fiends. Jovocs are around 4 feet tall with dark blue bruised and necrotized flesh. Their features are similar to a gnome who has received the worst kinds of physical assault, left to the elements, and forgotten. They smell of death and filth and their features are wounded malice. Each of the creatures spindly arms ends in a three-fingered hand with dagger-like claws stained blood-red.

They tear into everything with those claws, rending flesh or trying to rip through barriers of wood. The success of these efforts has much to do with what they're trying to rip apart. Jovocs don't concern themselves with the pain they'd do to themselves in the effort as it's just a drop in the bucket to the pain and agony that make up their very being.

Dull Knives. As simple fodder in the wars that demons wage, jovocs are not especially cunning. Despite their lacking intellectual faculties, they are lightning fast ambushers and competent combatants. They are also fully aware of their *aura of retribution's* function and know how to use it to its greatest effect.

Jovocs move into large groups and pick on the weakest, expecting the would-be defenders to dig into it and help in destroying the group all at once. Jovocs that fight in groups will hold away from martial types and attack one another, using their auras to wound any close enough or any who are attempting to close with them.



DOPPELGANGER

These shapeshifters are a common fear of the paranoid. They can become anyone, replacing a party of interest in invading into spaces where a doppelganger may not be well-received. The most feared are the doppelganger assassins, perfect masters of espionage and subterfuge. They can appear almost anywhere with dagger in hand to deal death to the unfortunate soul the doppelganger assassin was hired to kill.

Masters of Infiltration. The ability to look like any other humanoid is a powerful tool in the tool chest of a would-be assassin. This racial ability makes a doppelganger a natural for getting into spaces other assassins would have a hard time entering. They also have the ability to detect the surface thoughts of creatures around them, so this gives them a precognitive sense of how to avoid scrutiny.

Trained Killers. By taking on the techniques employed by rogues and mastering the art of assassination, doppelganger assassins are a being to be feared. Even in hand-to-hand combat, the ability to take advantage with *sneak attack* and avoid damage with *uncanny dodge* and *evasion* make them a force to be reckoned with.



DOPPELGANGER ASSASSIN

Medium monstrosity (shapechanger), neutral evil

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saves Dex +7, Int +5

Skills Acrobatics +7, Deception +6, Insight +4, Perception +4, Stealth +11

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Thieves' cant

Challenge 9 (5,000 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two dagger attacks

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 6 (1d4 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Reactions

Uncanny Dodge. The doppelganger assassin halves the damage that it takes from an attack that hits it. The doppelganger assassin must be able to see the attacker.

DREAD BLOSSOM SWARM

These blood-drinking plants originate from some plane outside of the Material Plane, but were transplanted by foolish planar travelers who did not fully understand their parasitic nature. They form small meadows and then fly about, spewing pollen and lancing into creatures who have the misfortune of entering their swarm.

Bloodsucking Flowers. A single dread blossom appears to be a foot-long crimson flower with petals speckled with gold and black spots and pollen of the same colors. The stem of the flower ends with a hollow thorn surrounded by needle-like roots. When seen at rest, the stems remain in the bodies of the last victim of the swarm until new prey enter their field of vision.

A Sight to See. When a swarm of dread blossoms gather, they fly about like starlings in search of a blood-filled creature to feast upon. The sight of hundreds of these rose-like flowers swimming about in the air is said to be a magnificent sight, but not many have lived to tell the tale. In most of these cases, the unfortunate soul who sees it ends up a pin cushion filled with the thirsty stems of these flowers.

DREAD BLOSSOM SWARM

Large swarm of tiny plants, neutral

Armor Class 16

Hit Points 59 (7d12 + 14)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Skills Stealth +6 (+9 if in forest terrain)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 10

Languages Abyssal, Common

Challenge 5 (1,800 XP)

Poison Pollen. Any creature other than a dread blossom swarm that starts its turn within 15 feet of the the dread blossom swarm must succeed on a DC 14 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly poisoned and paralyzed for 1 hour. Otherwise, a creature that fails the save begins to turn to become paralyzed and is poisoned. The poisoned creature must repeat the saving throw at the end of its next turn, becoming paralyzed for 1 hour on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a spell or effect that removes poison. Unless surprised, a creature can cover its mouth and nose with one free hand to avoid the saving throw at the start of its turn. If the creature does so, gains advantage on the saving throw so long as it keeps its mouth and nose covered with the free hand.

Regeneration. The dread blossom swarm regains 10 hit points at the start of its turn. If the dread blossom swarm takes cold or fire damage, this trait doesn't function at the start of the dread blossom swarm's next turn. The dread blossom swarm is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Blood Drain. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit* 5 (2d4 + 3) piercing damage. If the target is affected by the dread blossom swarm's poison pollen, the target's hit point maximum is reduced by an amount equal to half the damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.



FOMORIAN

Considered the most hideous and evil of all the giants, Fomorians are Godless giantkin whose twisted forms reflect their evil nature. In ancient times, they were splendid giantkin who had beautiful minds that made beautiful magic. They were wronged by the Fey and have wishes vengeance upon them ever since their people were warped by the magic that made them what they are today.

Butchers. Because a fomorian relishes in the utter destruction of creatures that had wronged them, their minds twist into a bloodthirsty and destructive state that desires nothing more than to peel the flesh from the Fey or even creatures who have more immediately wronged them.

A fomorian butcher thinks about cutting at the bodies of living creatures with nearly every waking moment of its life, wanting nothing more than to smell the stench of innards and pull apart bones and meat for its sick pleasure. Their massive forms allow for them to break bones with a simple grasp, and the thought of killing in this way invigorates them, moreso when the deed is done.

Cacklers. The old magics of the fomorian were more subtle than simply being large and breaking foes. They had arcane tricks to change their size and to enchant the minds of others. Fomorian cacklers relish in the terror they cause with their maddening laugh as they skulk about in the shadows of the Underdark, then spring upon unsuspecting prey. The *cackler's curse* causes an unfortunate creature to lose sight of a cackler and this usually ends with blow after blow from the cackler's *heartseeker dagger*, attacks made to maim and not to kill to draw out the terror of the victim.



FOMORIAN BUTCHER

Huge giant, chaotic evil

Armor Class 15 (leather, natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	15 (+2)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7

Senses darkvision 120 ft., passive Perception 14

Languages None

Challenge 9 (5,000 XP)

Know Where to Cut. The fomorian butcher has advantage on attack rolls made against blinded creatures or creatures transformed by Curse of the Evil Eye.

Blood Thirst. The fomorian butcher's walking speed increases to 60 feet if it moves directly towards a creature that has less than maximum hit points.

Actions

Multiattack. The fomorian attacks twice with its cleaver or makes one cleaver attack and uses Evil Eye once.

Cleaver. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit* 5 (3d4 + 6) piercing damage. If this attack hit reduces the hit creature to 0 hit points, the fomorian butcher gains 10 temporary hit points.

Evil Eye. The fomorian butcher magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 18 (4d8) psychic damage and is blinded until the end of the fomorian butcher's next turn on a failed save.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

FOMORIAN CACKLER

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	18 (+4)	15 (+2)	14 (+2)	8 (-1)

Saving Throws Dexterity +7, Intelligence +5

Skills Acrobatics +7, Stealth +10

Senses darkvision 120 ft., passive Perception 12

Languages Giant, Undercommon

Challenge 11 (7,200 XP)

Special Equipment. A fomorian cackler has a single *potion of invisibility*.

Invisible Mania. A fomorian cackler's weapon attacks deal 4d6 extra damage against a creature that cannot see the cackler.

Evasion. If the fomorian cackler is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cackler instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Heartseeker Dagger (Melee). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: (3d6 + 6) piercing damage.

Heartseeker Dagger (Ranged). *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., one target. Hit: 5 (3d6 + 6) piercing damage, and the dagger returns to the fomorian cackler.

Evil Eye. The fomorian cackler magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 18 (4d8) psychic damage and is blinded until the end of the fomorian cackler's next turn on a failed save.

Cackler's Curse (Recharges after a Short or Long Rest). With a stare, the fomorian cackler uses Evil Eye, but on a failed save, the creature is also cursed by the cackler's curse. While cursed, the creature treats the fomorian cackler as invisible. The cursed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Size Alteration. As a bonus action, the fomorian cackler changes its size to Medium. While Medium-sized, its reach with heartseeking dagger attacks is reduced to 5 feet. The cackler can return to its normal size as a bonus action.



GOBLIN

Goblins are small, quick, and deadly. Daggers are a weapon that is a focus of the strengths of the goblin, allowing for nimble and sharp blows without overcompensating with the size of a weapon.

The Blackblade. Goblins who take up the charge of defending their families and clans by serving whatever goblin god they worship are called blackblades. They take up special obsidian daggers that pulse with magic in their hands and wear the best armor and carry the best shields their kin have to offer. They are usually in the vanguard of a goblin force, acting as captains. They are also often used as guards for goblin bosses or leaders.

The Bruiser. Bruisers are muscular goblins who use spiked gauntlets and dirty tactics while engaging with foes. If the fight alongside other goblins, they can use numbers or ambushes to deal a bit more damage to their foes.

The Cutter. A cutter uses a pair of sickles in tandem to cut away at larger creatures. Their speed and nimbleness allow for hit-and-run techniques and acrobatic flourishes. They attack twice as much as a typical goblin with their wicked curved blades.

The Thorn Priest. Goblins that twist the natural world to fight for them are called thorn priests. They use druidic craft towards their own ends, entangling foes in vines or lashing them about with whips covered in thorns. These priests are regarded as wisened and knowledgeable among goblinkind, so will often be found traveling in the company of normal goblins, cutters, bruisers, bosses, or even a few blackblades.

GOBLIN BLACKBLADE

Small humanoid (goblin), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	12 (+1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Blackblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 4 (1d4 + 2) plus 7 (2d6) necrotic damage.

Reactions

Protect. When a creature the goblin blackblade can see attacks a target other than it that is within 5 feet of the goblin blackblade, it can use its reaction to impose disadvantage on the attack roll.



GOBLIN BRUISER

Small humanoid (goblin), chaotic evil

Armor Class 13 (hide armor)
Hit Points 16 (3d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Advantageous Attack. The goblin deals an extra 2 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Spiked Gauntlet. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) piercing damage.

GOBLIN CUTTER

Small humanoid (goblin), chaotic evil

Armor Class 15 (piecemeal armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Acrobatics +5, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 1/2 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes one attack with each of its sickles.

Sickle. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) slashing damage.

GOBLIN THORN PRIEST

Small humanoid (goblin), chaotic evil

Armor Class 12 (16 with barkskin)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills Medicine +4, Nature +3, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin thorn priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): poison spray, primal savagery*, thorn whip
1st level (4 slots): *cure wounds*, *earth tremor**, *entangle*, *snare**
2nd level (3 slots): *barkskin*, *stabbing fear*[†]

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2)

* - *Xanathar's Guide to Everything*

† - Part Four: Spells



MINOTAUR

Minotaurs have close ties to the occult as they are descendants of those who dabbled in magics that changed them as beings entirely. The primal nature of the roots of the minotaur are connected in ways to demon lords and strange beastial magics. Minotaurs that learn as much as they can about this history and the powers that stir because of it are cultists.

Servants of Evil. Minotaur cultists typically lead worship among minotaur clans. They serve a particular demon lord or some other fiendish being with hopes of becoming more powerful and bringing strength to their clan. The best way to do this is to seek out strong hearts and bodies for sacrifice and for consumption. The best way for them to get at the heart neatly or cut up the body in an organized fashion is with a dagger.

Primal Devotion. Minotaur cultists are crafty priests with the ability to bolster their allies and create discord among enemies. They will hold behind larger forces if available and cast spells like *spiritual weapon* and *stabbing fear* on obvious spellcasters hiding behind their own warriors. If a weakened creature is present on the front line, the cultist will engage with its dagger in hopes of getting the killing blow.

The Horned King. As mentioned in the *Monster Manual*, minotaurs come from Baphomet, a demon lord associated with savagery and a connection with the wild viciousness of the world. Minotaurs nature changes from place to place, but these cultists are most closely aligned with those that follow Baphomet as their paragon.



MINOTAUR CULTIST

Large monstrosity, chaotic evil

Armor Class 14 (16 with *shield of faith*)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +10, Religion +2

Senses darkvision 60 ft., passive Perception 20

Languages Common, Goblin

Challenge 5 (1,800 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Spellcasting. The minotaur is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *resistance*, *spare the dying*, *toll the dead*, *thaumaturgy*

1st level (4 slots): *bane*, *bles*, *cure wounds*, *shield of faith*

2nd level (3 slots): *augury*, *spiritual weapon*, *stabbing fear*[†]

3rd level (2 slots): *bestow curse*, *spirit guardians*

Actions

Multiattack. The minotaur makes two dagger attacks.

Dagger. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit* 9 (2d4 + 4) piercing damage. If this attack reduces a creature to 0 hit points, the minotaur cultist gains 5 temporary hit points.

* - *Xanathar's Guide to Everything*

† - Part Four: Spells

RAKE

Rakes are creatures that are humanoid in appearance that attack humanoids from the shadows. The creatures are just as happy with killing its prey as letting it escape terrified and traumatized by the encounter. Rakes are manifestations of the Far Plane that come to being in places close to where mortal creatures live. They can spawn in dark sewers beneath large cities or mossy caves out in the forests surrounding towns. In rare cases, a group of rakes can terrorize a small hamlet, feeding off the people foolish enough to wander about at night.

RAKE

Medium aberration, neutral evil

Armor Class 6 (varies, see fluid defense)

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	12 (+1)	12 (+1)	8 (-1)

Saving Throws Dex +6

Damage Vulnerabilities radiant

Damage Resistances force, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Celerity. The rake can take the Dash or Disengage action as a bonus action on each of its turns. Additionally, while in dim light or darkness, the rakes speed increases by 10 feet, and attacks of opportunity made against it have disadvantage.

Fluid Defense. When the rake is targeted with an attack roll, roll a d20 and add 6. This result acts as the rake's AC for the attack.

Sunlight Sensitivity. While in sunlight, the rake has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

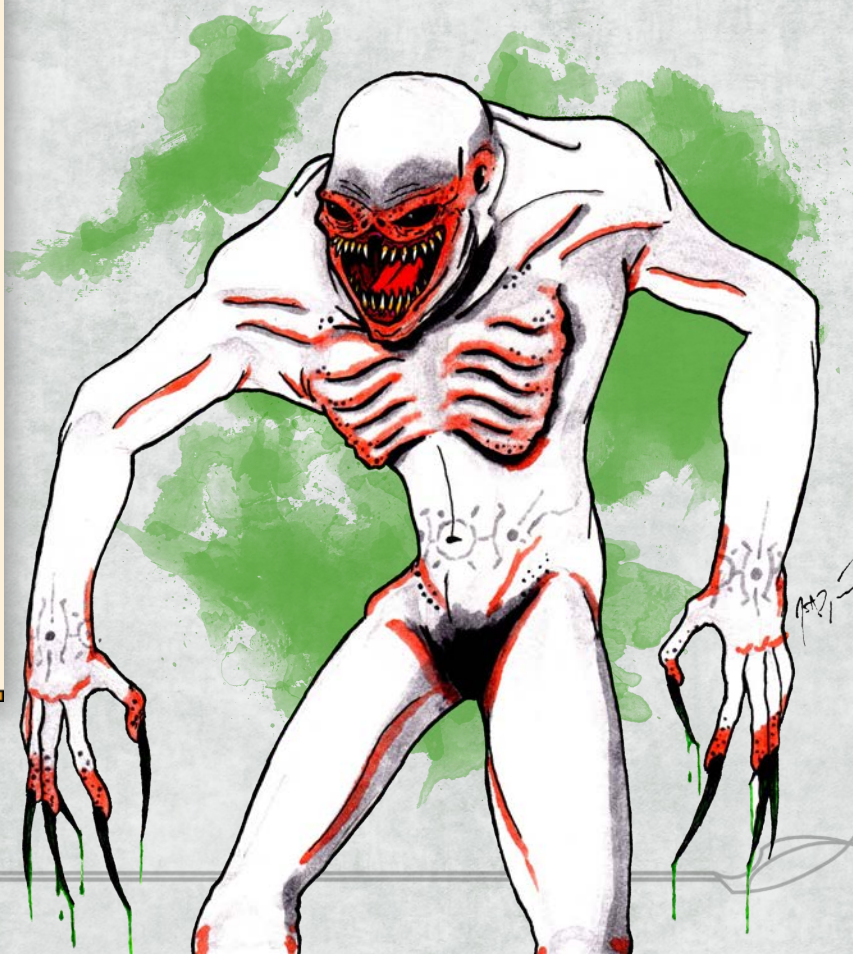
Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) slashing damage and the target must make a DC 12 Constitution saving throw, taking 17 (5d6) poison damage and becoming poisoned for 1 minute on a failed save, or half as much damage on a successful one. The creature can repeat the saving through at the end of each of its turns to remove the poisoned condition.

Creatures of Shadow. Rakes are creatures of the night that stalk prey for the joy of it. They are aberrant masses of pure malice and shadow that have unnatural fluidity and speed. A rake has pale white and gray skin with fleshy patches over a gaunt skeletal frame. The flesh is rubbery and the "bones" underneath are flexible to the touch. Their faces are little more than a gaping smile of sharp teeth and jet black eyes. Some rakes have strange tattoo-like markings on them, but these don't appear to have any arcane significance. Their fingers are long and spindly and end in ebony claws dripping with a green venom. The poison from a rake's claws is extremely potent and lingers in a wounded creature for a short while after it does it damage.

Not Quite Undead. A number of stories about rakes consider that they are some malicious soul that has been reborn into this unnatural being. Rakes do have a humanoid shape and similar vulnerabilities to typical undead, but despite this are something different entirely. They are cunning and cruel, more so when there is a group of them. They will terrorize farmers or small settlements just for the pleasure the act brings. Theories abound that they are twisted fey returned from ventures into the Far Plane or a variation on undead from those chaotic realms outside of normal planar structure.

They cluster in the dark places of the world and strangely have a strong sense of socializing with other rakes. When it comes to other creatures, however, rakes do not play well with them. Rakes are near impossible to control, especially by magical means, so they typically are only found working with others of their kind.



SPIDER

Spiders come in all different shapes and sizes and some have been manipulated by magic to serve as guardians, attackers, or even mounts. No culture utilizes spiders more than the drow. One such creation was a war mount called a bladed spider that had long knives at the end of each of its limbs.

Bladed Spiders. Bladed spiders are voracious hunters, able to use the normal predatory tactics of giant spiders and to move through the tunnels of the Underdark and carve up its own dinner. They lurk in crevices, pits, alcoves, and anywhere where the shadows are the greatest and leap out with blades forward to lance its target. Some have ways of coming out of trap holes and attacking with a sudden rush from below. Despite being little more than a beast, bladed spiders seem to have the same cunning as the drow that created them.

Bladed Spiders as Mounts. Drow ride atop bladed spiders. They are not as common a sight as the subterranean lizards they're most commonly known for riding, but they are considered equally if not more deadly. As they can climb on walls and ceilings, they provide a range of mobility that is highly prized in the Underdark. They coordinate well with riders in combat and can focus attention on a single foe that the rider is engaged with. Their dagger-like blades are covered in venom and it can paralyze a creature that has too much of it in their blood.

BLADED SPIDER

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	2 (-4)	11 (+0)	4 (-3)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

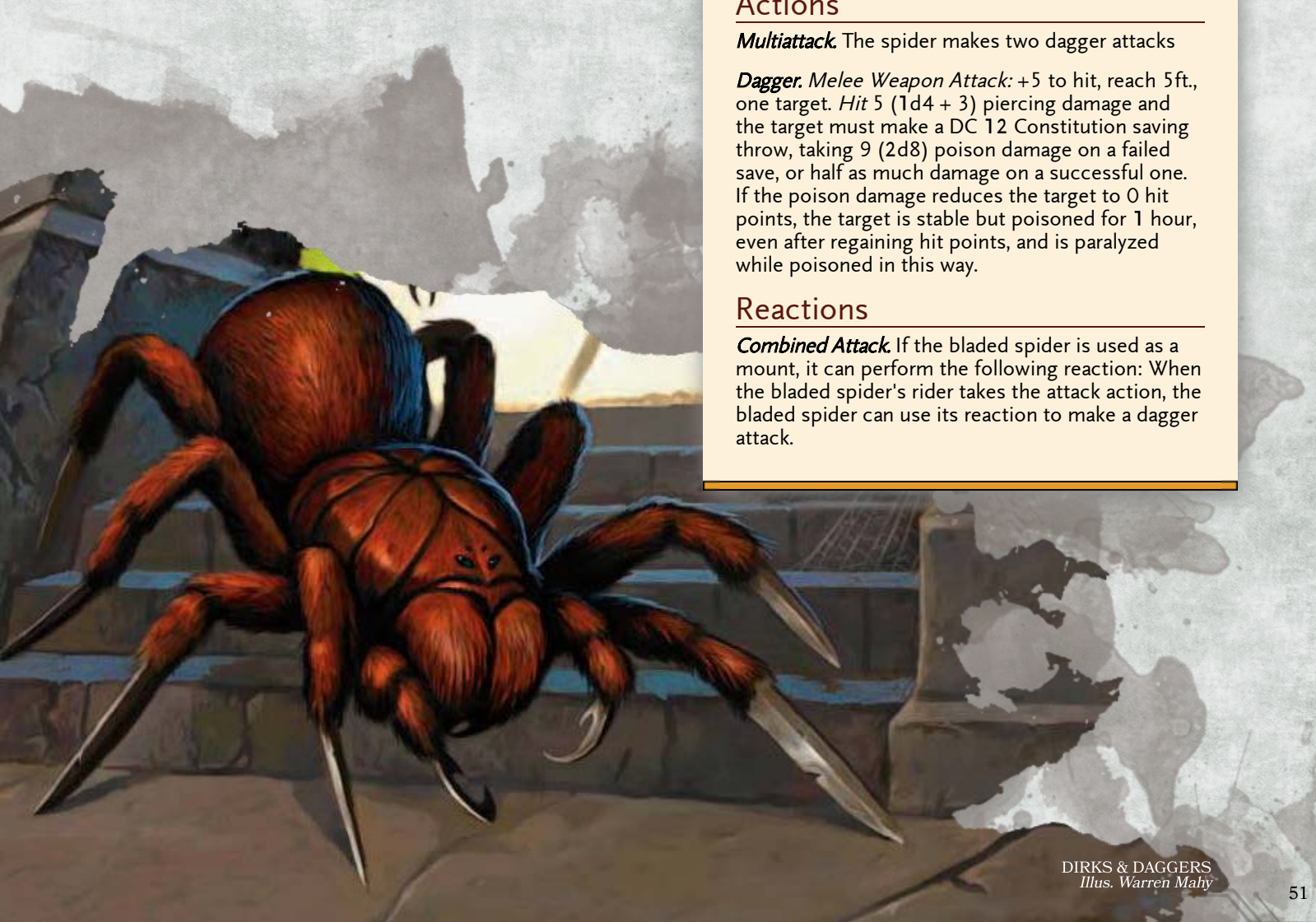
Actions

Multiattack. The spider makes two dagger attacks

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) piercing damage and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Reactions

Combined Attack. If the bladed spider is used as a mount, it can perform the following reaction: When the bladed spider's rider takes the attack action, the bladed spider can use its reaction to make a dagger attack.



UMBRALETH

The ever-changing nature of aberrations means that there are vast varieties of the most feared monsters in the world. One such variation is the umbraleth. The umbraleth is a cousin of the aboleth. It has arms in the place of its front tentacles and its tail is a mass of wriggling black tentacles.

UMBRALETH

Large aberration, lawful evil evil

Armor Class 17 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	13 (+1)	16 (+3)	16 (+3)	16 (+3)

Senses darkvision 120 ft., passive Perception

Languages Deep Speech, telepathy 120 ft.

Challenge 7 (450 XP)

Amphibious. The umbraleth can breathe air and water.

Inky Cloud. While underwater, the umbraleth is surrounded by an inky cloud. While in darkness, the umbraleth is invisible to any creature that relies on darkvision to see it in that darkness.

Probing Telepathy. If a creature communicates telepathically with the umbraleth, the umbraleth learns the creature's greatest fears if the umbraleth can see the creature.

Actions

Multiattack. The spider makes two dagger attacks and one tentacles attack.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 9 (2d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* (3d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the umbraleth has advantage on dagger attack rolls against the grappled creature.

Aboleths are creatures that lurk in the deep and enslave those foolish enough to dive too deep. Umbraleths also lurk in the darks of bodies of water, but are more interested in the act of stalking and killing its prey rather than manipulating it mentally.

Creeping in Dark Water. The umbraleth is a master of its domain, becoming invisible to creatures who normally can see in the dark. It uses daggers in a space where more primal weapons are employed. It can sense the fears in those that open their minds to it. It will typically move to snatch a single foe in its tentacles and bombard it with dagger blows as it drags the creature deeper into the depths. The *inky cloud* obscures it from normal vision methods in the dark, making it difficult to track as well.

Servants of the Aboleth. Umbraleths work best in coordination with an aboleth. They serve as patrols in the damp lairs, bursting out on unsuspecting creatures and dragging those that would serve an aboleth well to them to have them fully changed.



APPENDIX A: NONPLAYER CHARACTERS

This appendix contains statistics for various humanoid nonplayer characters (NPCs) that use daggers. Use the rules presented in the *Monster Manual* on page 342 to further customize these NPCs.

CLOAKED DANCER

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	10 (+0)	11 (+0)	14 (+2)

Skills Acrobatics +5, Performance +4
Senses passive Perception 10
Languages any two languages
Challenge 1 (200 XP)

Beguiling Dance. If the cloaked dancer targets a creature with a weapon attack that has not made a weapon attack against the cloaked dancer since the start of the creature's last turn, the cloaked dancer has advantage on its attack roll.

Actions

Multiattack. The cloaked dancer makes three attacks.

Kukri. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) slashing damage. When the cloaked dancer hits with this attack made with advantage, it rolls a second weapon damage roll and uses the higher of the two rolls.

Chakram. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. *Hit* 5 (1d4 + 3) slashing damage. At the end of the cloaked dancer's turn, if it is in the same space it was at the time it made a chakram attack during the turn and it has a hand free, the chakram returns to the cloaked dancer's hand.

Reactions

Parry. The cloaked dancer adds 2 to its AC against one melee attack that would hit it. To do so, the cloaked dancer must see the attacker and be wielding a melee weapon.

The **cloaked dancer** dances into the hearts and minds of an audience, beguiling foes with skillful dance moves, leaving victims in a state of confusion as they feel the final strike.

CUTTHROAT

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+3)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages -
Challenge 1/2 (100 XP)

Cutthroat Tactics. The cutthroat has advantage on an attack roll against a creature if at least one of the cutthroat's allies is within 5 ft. of the creature and the ally isn't incapacitated. Additionally, the cutthroat deals an extra 2 damage when it hits a target with a weapon attack and has advantage on the attack roll.

Actions

Multiattack. The cutthroat makes two dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Cutthroats are slightly sharper than thugs, but equally ruthless enforcers and hired toughs.



DAGGERMASTER

Medium humanoid (any race), any alignment

Armor Class 15 (leather armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+3)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +10, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +10

Senses passive Perception 13

Languages any two languages

Challenge 6 (100 XP)

Cunning Action. On each of its turns, the thief can use a Bonus Action to take the Dash, Disengage, or Hide action.

Evasion. If the daggermaster is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the daggermaster instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The daggermaster deals an extra 14 (4d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 feet of an ally of the thief that isn't Incapacitated and the thief doesn't have disadvantage on the Attack roll.

Actions

Multiattack. The daggermaster makes four dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The daggermaster deals an additional 4 damage on a critical hit.

Reactions

Uncanny Dodge. The daggermaster halves the damage that it takes from an attack that hits it. The daggermaster must be able to see the attacker.

Daggermasters are skilled combatants who have traits in common with assassins and master thieves but are focused on close combat with knives.



LURK

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Sleight of Hand +7, Stealth +7

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Cunning Action. On each of its turns, the lurk can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The lurk deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the lurk that isn't incapacitated and the lurk doesn't have disadvantage on the attack roll.

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Lurks are sneaky backstabbers who use the shadows and cover to hide in wait and dash out brandishing sharp knives.



STREETFIGHTER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10
Languages any two languages
Challenge 1/2 (100 XP)

Always Ready. The streetfighter gains a +5 bonus on initiative rolls.

Actions

Multiattack. The streetfighter makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the streetfighter can make an unarmed strike against the same target as a bonus action during this turn.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Streetfighters enjoy close fighting with knives and fists and usually fight alongside bandits and thugs.



WHIRLING CHAINMASTER

Medium humanoid (any race), any alignment

Armor Class 17 (piecemeal armor)
Hit Points 62 (8d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages any two languages
Challenge 3 (1,800 XP)

Actions

Multiattack. The chainmaster makes two spiked chain attacks. If each of these attacks targets a separate creature, it can make an additional spiked chain attack against a third target if available.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 6 (1d4 + 4) piercing or slashing damage.

Whirlwind. The chainmaster makes a single spiked chain attack. Each creature the attack roll would hit within 10 feet takes damage as if it had been hit by the spiked chain.

Reactions

Uncanny Dodge. The chainmaster halves the damage that it takes from an attack that hits it. The chainmaster must be able to see the attacker.

Whirling chainmasters are able to enter into the fray with multiple opponents and bring about bladed chains in a tornado of pain.

APPENDIX B: SELF PROMOTION

THANK YOU FOR READING THIS RULES supplement for the 5th Edition of *Dungeons & Dragons*. Please check out my other titles, such as *Gathering Magic* which has all sorts of great spells, some drawn from the world of Ravnica. It's an Electrum Best Seller. And check out my other available options presented on DM's Guild, such as silver-sellers *Hedges & Highways* and adventure *Waterdeep: Final Resting Place*. Also check out *Kardiff's Tattered Notes*, which features fun playable races such as the beholderkin and scarecrow. Follow me on Twitter [@deklaus](#) and on Twitch at www.twitch.tv/thismindofmine.

