

DAGGER OF RAVENLOFT

melee weapon (simple, dagger)

Damage: 1d4 Piercing Damage

Properties: Finesse, Light, Range, Thrown(30/60)

This Dagger changes its properties based on the character that has been attuned to it. See the table below:

Class	Description
Druid	1 Wildshape Charge per long rest
Fighter	1 Action Surge Per long rest
Cleric	You may cast a spell into the dagger up to 3 levels of Spell Storing. You may cast it from the dagger by using an Action
Paladin	Once per long rest you can use an action to restore 2d4+2 to yourself
Wizard	You may cast Misty Step or Blur once per long rest

This dagger forged in the Dursts Manor was designed to prevent Strahd harm from his enemies.

Forged in their basement the dagger provides a tempting gift in exchange for attunement, once attuned the wearer does not want to part from it unless Strahd lets them be parted.

It will prevent anyone from causing harm to Strahd with only the strong willed being able to do so.

Curse:

Once attuned to this Dagger is an ally of Strahd anyone who makes a hostile action against Strahd von Zarovich the dagger attempts to stop them the player must make a DC 25 Wisdom Saving throw in order to complete their action against Strahd.

Once attuned to this Dagger the wielder does not want to part with it and will do anything possible to keep it with them and will not hand it over to anyone else.

The dagger also prevents you from talking about what the dagger does to any other person.

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