

# Healing Dagger

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<https://www.dndbeyond.com/magic-items/6903307-healing-dagger>



### *Weapon (dagger), rare*

*This crude dagger has an aura of divine power. This dagger was made with the smelted-down blade of a legendary paladin.*

*This is a magic weapon that grants +1 to damage and attack rolls. All damage done with this weapon is **Radiant Damage** instead of normal **Slashing Damage**. If the creature wielding this blade is proficient in **Medicine**, they can use a d6 of damage die rather than a d4 for this weapon.*

*This dagger has the ability, with the use of a charge, to use an action to cut yourself or a willing creature and have them take 1d6 **Radiant Damage**, then the blade immediately glows and heals that same creature 2d8 hit points.*

*These charges recharge after a long rest.*

*Proficiency with a dagger allows you to add your proficiency bonus to the attack roll for any attack you make with it.*

*Notes: Bonus: Ability Checks, Replace Damage Type: Radiant, Healing, Damage, Combat, Finesse, Light, Thrown*