

Nemesis Battleaxe

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<https://www.dndbeyond.com/magic-items/6708176-nemesis-battleaxe>



Weapon (battleaxe), uncommon

Once per turn, when you hit with an attack roll using this magic weapon, you and the target both become cursed until the start of your next turn. Choose the nature of the curse from the following options:

- You and the target can't regain hit points.
- You and the target subtract 1d4 from the next saving throw.
- Your attacks (including this attack) and spells deal an extra 1d8 **Necrotic Damage** to the target, and the target's attacks and spells deal an extra 1d8 **Necrotic Damage** to you.

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

Notes: Damage, Combat, Versatile