

PRINT-AND-PLAY



DEATH'S MIDDLE FINGER

Wand, legendary (requires attunement)

Some folks believe death is not a thing that happens, a twist of fate, or even the normal course of life. Death is an entity, as old and powerful as it can be. And in a world where so many things can cheat and make her job harder, I can't believe that she would not be pissed.

This magic wand is made with a long curved bone that looks like an abnormally large finger. While you are holding this wand, you can use it as a spellcasting focus for your spells, and you gain a +3 bonus to spell Attack rolls. In addition, whenever you cause necrotic damage to a creature using this magic wand, you can add two more damage dice to the spell damage roll. This magic wand has 5 charges and regains all its expended uses every day at dusk.

Curse of the damned. When you hit a target with a spell attack using this magic wand, you can expend a charge to attempt to curse the creature. The creature must succeed on a DC17 Wisdom saving throw or become Cursed for 24 hours. While cursed in this way, the creature can't benefit from healing spells or potions and has disadvantage on all death saves. A Remove Curse spell ends this Effect.

Death Poke. Once a day you can touch a creature with this magic wand compelling it to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the ability has no effect.