

Manhunter's Blade

Weapon (dagger), very rare, requires attunement

While wielding this blade, a corrupted white light wraps around you and guides your strikes.

You gain a +2 bonus to attack and damage rolls made with this weapon.

You have advantage on attack rolls made with this weapon against Humanoids and deal an additional 1d6 slashing damage to them.

In addition while wielding this dagger you can cast the *hunter's mark* spell at its lowest level against any Humanoid you see within range, at will. If you cast the spell in this way you cannot lose concentration on it due to taking damage, and when the target drops to 0 hit points, the spell ends. In addition, while marked by the spell, you always know the exact position of the target, as long as it is on the same plane of existence as you.



Ruler of Life and Death

Weapon (warpick), rare, requires attunement

This warpick was forged by elves who were shunned from their tribe for practicing forbidden necromancy. They couldn't trust anyone, neither dead or alive, and so, they infused these weapons with the power necessary to bring destruction to both.

While wielding this magic warpick, you have a +1 bonus to attack and damage rolls made with it. This warpick allows you to choose whether you deal piercing or bludgeoning damage with it.

Bane of Life. Once per turn, when you make an attack roll against an Humanoid and or a Fey with the piercing side of the warpick, you deal an additional 1d6 necrotic damage. In addition the target must succeed on DC 13 Constitution saving throw or be cursed by death. While cursed in this way it takes 1d6 necrotic at the start of each of its turns, as its wounds fester. This curse cannot stack. A cursed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this curse for the next 24 hours.

Bane of Death. Once per turn, when you make an attack roll against an Undead with the bludgeoning side of the warpick, you deal an additional 1d6 radiant damage. In addition the target must succeed on a DC 13 Constitution saving throw or explode with radiant light which deals 2d8 radiant damage to all undeads in a 10-foot radius centered on it (target included). After failing this saving throw for the first time the creature becomes immune to this effect for the next 24 hours.

