



Ceremonial Dagger



750 000 GP

Ceremonial Dagger

Attacks with this dagger have advantage against aberrations and its damage ignores any immunities and resistances.

Once per turn, when you make a successful attack against a creature, you can summon a spectral tentacle from the blade to touch the mind of the target; If you do so, the creature must succeed on a Wisdom saving throw of DC 18 or be frightened until the end of your next turn. If the creature becomes frightened by this dagger, the spectral tentacle attaches to its neck as if choking it. As a bonus action on your turn, you can use the spectral tentacle to make an attack against the creature. The attack automatically succeeds and deals $1d10 + \text{your Intelligence modifier}$ to psychic damage.

You can use an action on your turn to further touch the mind of the creature if the spectral tentacle is still attached to it; if you do so, the creature must succeed on an Intelligence modifier of DC 17 or be

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paralysed until the end of your next turn. The spectral tentacle now covers the creature's head completely. If you use a bonus action to attack using the spectral tentacle, it instead deals $2d10 + \text{your Intelligence modifier}$ psychic damage.

You can use an action on your turn while the spectral tentacle covers the creature's head to carve its mind; if you do so, the creature must succeed on a Constitution modifier or take $5d10$ psychic damage and the spectral tentacle covers its whole body. The spectral tentacle remains there until the creature falls to 0 hit points or you dismiss it or if it is at least 300 feet away from you. While the spectral tentacle covers its whole body, the creature's speed is halved and it gains disadvantage on Dexterity checks and saving throws. If you use a bonus action to attack using the spectral tentacle, it instead deals $3d10 + \text{your Intelligence modifier}$ psychic damage and this damage ignores immunities and resistances.

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