DUALINK

Demon King's Daggers

Magic Item



Solo Leveling Edition

Demon King's Daggers
Fang of the Demon King

Weapon (dagger), very rare (requires attunement)

Forged from shadows born of annihilation, this dagger sings the Demon King's will with every silent stroke. Its edge bites not flesh but soul, and its presence is felt only by the dying breath of its victims.

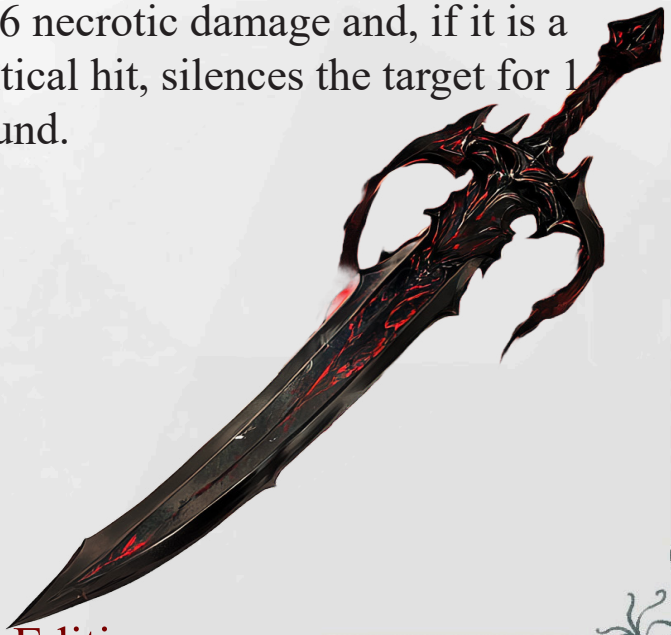
Features

You gain a +2 bonus to attack and damage rolls made with this magic weapon and you may use either Strength or Dexterity for attack and damage rolls. Additionally, you gain the following benefits:

Whispers of the Abyss. While attuned to this weapon, you understand and speak Abyssal.

Shadow Step. As a bonus action, you may teleport to an unoccupied space within 30 feet of a location where this dagger lies, either dropped or thrown. This movement does not provoke opportunity attacks. You must see the space, and the dagger returns to your hand after you appear.

Umbral Strike. If you hit a creature while hidden or if the creature is surprised, the attack deals an additional 1d6 necrotic damage and, if it is a critical hit, silences the target for 1 round.



Claw of the Demon King

Weapon (dagger), very rare (requires attunement)

This crimson dagger pulses with insatiable wrath, hungry for the downfall of kings. Born from destruction and carried by death, it strikes with the fury of a thousand slain souls.

Features

You gain a +2 bonus to attack and damage rolls made with this magic weapon and you may use either Strength or Dexterity for attack and damage rolls. Additionally, you gain the following benefits:

Voice of the Conqueror. While attuned to this weapon, you understand and speak Infernal.

Soul Sever. Attacks with this weapon ignore resistance to piercing and necrotic damage. If the target has immunity, they instead take half damage.

Predator's Momentum. When you reduce a creature to 0 HP with this dagger, your next melee attack before the end of your next turn deals an additional 1d8 necrotic damage.

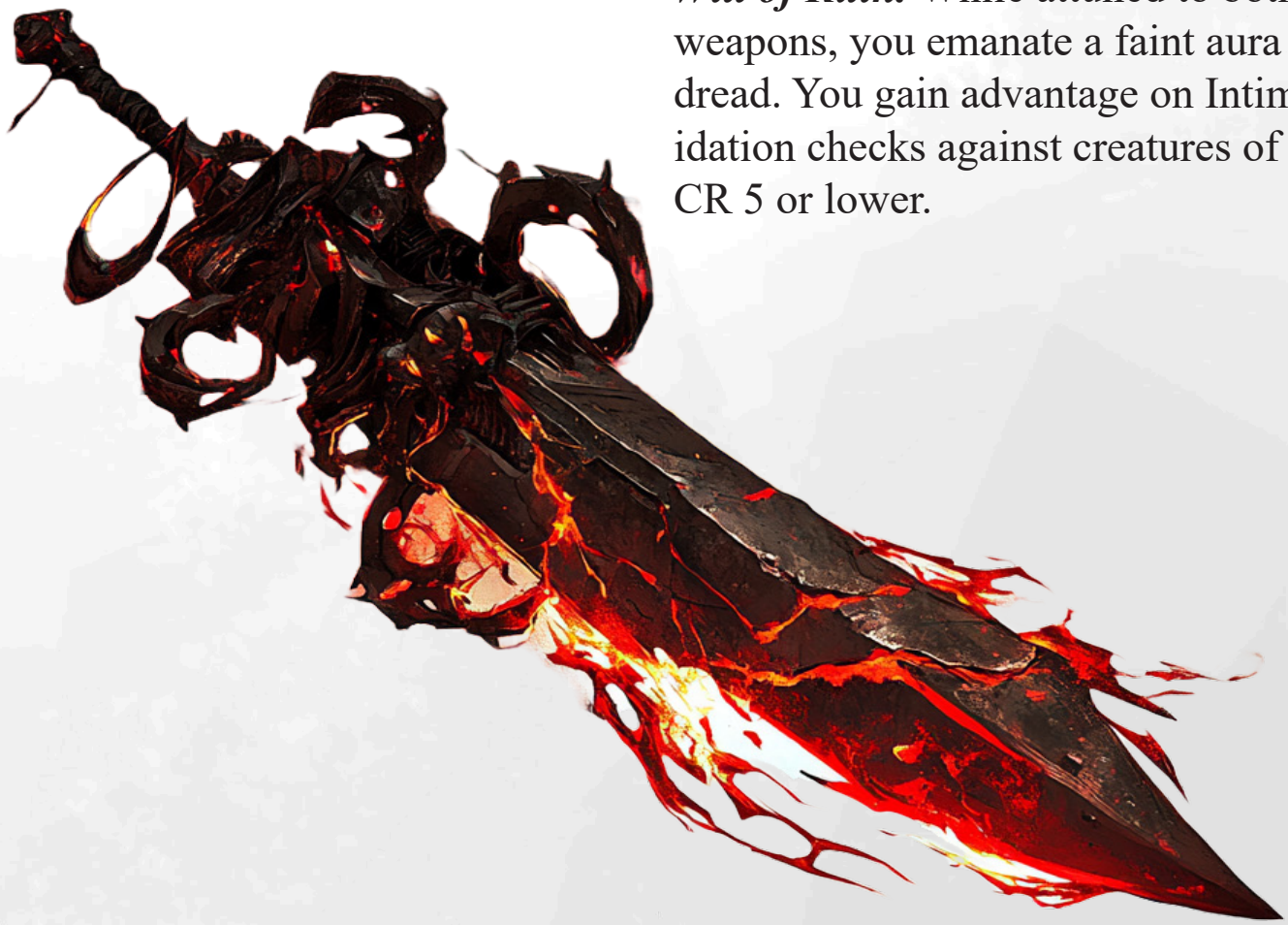
Executioner's Gaze. Once per long rest, when attacking a creature below half HP, you may declare an Execution. If the attack hits, it automatically becomes a critical hit.

Demon King's Vessel

To wield both blades is to carry a fragment of the Demon King's will: an embodiment of annihilation and dominion.

If you are attuned to both the Fang and Claw of the Demon King, you gain the following benefits:

Dagger Dance. When you take the Attack action on your turn and make at least one attack with each dagger, you may make one additional attack as part of the same action (max once per turn).



Soul Drain. When you reduce a creature to 0 HP using either dagger, you regain hit points equal to your Dexterity modifier + Strength modifier + your proficiency bonus.

Will of Ruin. While attuned to both weapons, you emanate a faint aura of dread. You gain advantage on Intimidation checks against creatures of CR 5 or lower.