DUALINK

Knight Killer

Legendary Dagger



Solo Leveling Edition

Knight Killer

Weapon (dagger), legendary (requires attunement by a Rogue, Fighter, or Warlock)

"A blade honed not to cut flesh, but to pierce through steel and sever the very essence of those who stand in rigid defense. Forged in the shadows, its presence is as silent as the assassin who wields it, yet its edge whispers death to knights and kings alike."

Features

Spectral Edge. This dagger leaves no blood on its surface, does not appear in mirrors or water reflections, and feels unnaturally light when wielded. Attacks made with this weapon gain a +2 bonus to attack and damage rolls. Additionally, the dagger deals an extra 1d4 psychic damage on a hit.

Anti-Knight Execution. Attacks made with this weapon ignore AC bonuses granted by heavy armor and shields. If the target is wearing heavy armor or wielding a shield, attacks with this weapon gain advantage.

Phantom Rend. The first attack made with this dagger each turn produces no sound. When striking a creature from Stealth, the target must make a Wisdom saving throw (DC = 8 + proficiency bonus + Dexterity modifier) or be Silenced for 1d4 rounds, preventing them from casting spells with verbal components.

Weightless Thrust. Once per turn, after making an attack with this weapon, the wielder can immediately make one additional attack as part of the same action. Once per long rest, if an attack with this weapon would miss, the wielder can choose to reroll with advantage.