

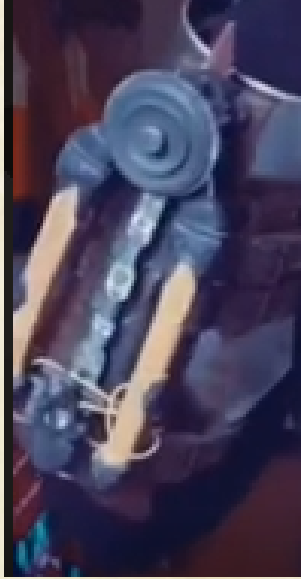
## BLADE OF SECRETS

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Weapon (dagger or shortsword), very rare (requires attunement)

Inspired by [@nerenightcosplay on TikTok](#)

Designed by [Kayla Bayens your friendly DM Dalliance](#)



*The blade of secrets is a spring loaded bladed with two thin tubes attached to a leather backing that hides inside of a sleeve or arm guard, with straps to secure it to the forearm. To attune to this item, you must attach it to your forearm. Once attuned it seems to meld in and becomes unidentifiable, the blade can not be seen or found even if searched unless you wish it to be.*

As a bonus action, you can retract the blade into the device or extend it from there. If extending you can also make an attack with it as part of the bonus action. While extended, you can use the weapon as if you were holding it, and you can use that hand for other purposes. The first time this item is used in combat its first attack does an additional 3d6 piercing damage. Using an additional bonus action, you can change the weapon into a shortsword or back into a dagger. Changing the blade ends any effects created by spending a charge.

Additionally, this item contains 3 charges. The charges can be used in the following ways:

- 1 charge seems to sharpen the blade, for 1 minute the weapon has an additional damage dice of its blade's type.
- 1 charge to coat the blade in a jellied red liquid that ignites as a free action setting the blade on fire. The blade remains on fire for 1 minute, while ignited the blade does an additional 1d4 fire damage. Any flammable items are considered ignited for the next round.
- 2 charges to coat the blade in thick purple poison. The poison remains for 1 minute or until an attack using the blade hits a creature. That creature must succeed on a DC 13 Constitution saving throw or take 1d8 poison damage and become poisoned for 1 minute.
- 3 charges to coat the blade in a glimmering liquid. The next attack made against a creature ignores the target's AC when determining a hit.

Once all charges have been spent, the item regains all charges after finishing a long rest.

Proficiency with a dagger or shortsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

*Notes: Finesse, Light*

