

DaggerFart

Weapon (dagger), rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

When you attack a creature with this magic weapon, the blade releases a small green cloud of gas that smells of sulfur and rotten eggs. The target must make a Constitution saving throw or have the **Poisoned** condition until the end of the current turn. While poisoned this way, the creature can't take an action or a Bonus Action. As the cloud of gas is released the dagger makes an audible "brap" sound that can be heard up to 30'.

Proficiency with a Dagger allows you to add your proficiency bonus to the attack roll to any attack you make with it.

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

