

Uncommon

While you are wielding the dagger and attuned to it, you can access the following properties.

Arcing Blows. When you deal damage with this weapon, you deal 1d6 lightning damage to another target of your choice within 15 feet of the original target.

Magic Weapon. You have a +1 bonus to attack and damage rolls made with this weapon.

Returning. When thrown, this weapon vanishes and reappears in your hand at the end of your turn.

This thin, jagged blade has a dark handle and gleaming blade that occasionally snaps and crackles with electricity