

## INFERNAL DAGGER

*Weapon (dagger), rare*

*Simple weapon, melee weapon*

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

This dagger holds 1 charge which can only be recharged by a fire elemental or by being laid in a forge fire of a blacksmith for 24 hours.

You can choose to expend its charge, causing the blade to get red hot. On a hit, it does an additional 4d6 fire damage. If the attack misses, the charge is kept as the energy has nowhere to go.

When you have 0 charges, you can try to expend an extra charge, causing the blade to become cracked. When cracked, the dagger still deals the extra 4d6 damage, but it erupts into shards after dealing this damage, destroying the dagger and causing an extra 3d6 fire damage to the creature hit and any creature within 5 feet of it.

