



SERPENT DART

WEAPON (DART), UNCOMMON

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You can use an action to cause thick, emerald green poison to coat this magic dart. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 13 Constitution saving throw or take an extra 2d8 poison damage from the attack and become poisoned for 1 minute. Once this property has been used, it can't be used again until the next dawn.

