

Dagger, Dragon's Claw

Area of Effect: As the normal range of a weapon.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: As the damage of a normal Dagger. "See Explanation"

Duration: Permanent.

Effect time: Instant.

Explanation: This fantastic blade is fashioned from the teeth of a fallen dragon (fashioned into dagger form).

The following are the types of known Dragon's Claw Daggers and the benefits of using them:

<u>%Roll</u>	<u>Dragon types:</u>	<u>Benefits of using this dagger:</u>	
01-10	Electricity	(1)	2 extra attacks per turn.
		(2)	3D-10 Electricity damage (roll 3-D10 and add it to the damage caused by the dagger strike).
11-20	Fire	(1)	3 extra attacks per turn.
		(2)	3D-10 Fire damage (roll 3D-10 and add it to the damage caused by the dagger strike).
21-44	Hunter	(1)	2 extra attacks per turn.
		(2)	If the holder of this dagger is being tracked by a Hunter Dragon, there will be a 70% chance (31+ roll) that it will lose the trail.
45-68	Water	(1)	2 extra attacks per turn.
69-78	Winter	(1)	3 extra attacks per turn.
		(2)	3D-10 Cold damage (roll 3D-10 and add it to the damage caused by the dagger strike).
79-00	Woodland	(1)	2 extra attacks per turn.
		(2)	For the holder of this dagger, every attack from an ORGANIC CREATURE will have a 70% chance (31+ roll) of being turned away and/or nullified, whether it be a physical assault, or an ability.

Note: Any Cold, Electricity, or Fire damage caused by these daggers will be in one area only, and will be added to the damage inflicted by the dagger.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None

Range: As the normal range of a weapon.

Resting time: Not applicable.

Special: None

Susceptibilities: None

Value: Dagger value + 750 W.G. per Rank + 200,000 W.G.