

Dagger, Self Wielding

Area of Effect: As the weapon itself if wielded by its master.

Avoidance-roll: None.

Charges: Permanent ability. See: “Range of weapon”.

Command word(s): Spirit of the Blade (Human dialect).

Damage: As the normal damage of the Dagger.

Duration: One battle, or up to 100 turns.

Effect time: 1 turn.

Explanation: When the “Command word” is spoken this blade will animate and fly, becoming independent of its wielder. It will attack and defend just as if the wielder is using the blade (yet independent -- the master of this blade can cast, fight with another blade, etc.).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: 1 turn.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of a weapon. This blade can fly through the air (at ground level only (as its master would wield it) as a distance of 30 spaces away from its wielder.

Resting time: Not applicable.

Special: None

Susceptibilities: If the wielder of this blade is wounded, he or she must make a successful avoidance-roll Vs.

“Mental-attack” (three chances to succeed), or lose control of the blade. If this happens the blade will fall to the earth. To gain control of this blade, its master must relinquish control of it to someone else, be killed, or lose control of the blade (at which time a simple reveal spell will allow another to gain control of its power to wield itself (otherwise it will only be an enchanted weapon).

Value: Dagger value + 750 W.G. per Rank + 45,000 W.G.