Dagger, Shaghoul's Tracer

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

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): Shaetah (Mirellian Elf for: Trace).

Damage: Each tracer-blade will add 80 to the damage caused by the blade (there are three). This blade will cause x2 damage against Ghoul's.

Duration: One battle.

Effect time: Instant.

Explanation: When the "Command word" is uttered three ghost-like blades will phase into being and follow the stroke of the blade, hammering down upon a target on a successful strike.

If a Maximum-strike occurs (+30 above the needed roll to hit), and if the wielder of the Shaghoul's Tracer Dagger's strength is equal to or greater than his or her opponent's, the receiver of the strike must make a successful avoidance-roll Vs. "Strength", or lose the next offensive turn.

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.

Resting time: Not applicable.

Special: None

Susceptibilities: None

Value: Dagger value + 750 W.G. per Rank + 75,000 W.G.