

# Morning Star, of Hope

**Area of Effect:** As the normal range of a weapon. Special area of effect of weapon = Wielder

**Avoidance-roll:** None.

**Charges:** Permanent ability.

**Command word(s):** None.

**Damage:** As normal weapon. See: Morning Star in the Weapons Book.

**Duration:** Constant, as long as Morning Star of Hope is held in hand.

**Effect time:** Not applicable.

**Explanation:** By the holding this weapon, a person's moral will never have to be checked for. Also, by the usage of the Morning Star of Hope any avoidance-rolls Vs. "Fear" and "Mental Attack" will be at maximum chance (with two rolls to succeed instead of the normal one).

The holder of the Morning Star of Hope will also be gifted with +50 Mental Strength added to his or her person (this added mental-strength will last as long as this weapon is in hand).

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Mindless creatures that wield this weapon cannot be benefitted by its effect.

**Invoke time:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Preparation:** Wielder must be holding Morning Star of Hope in hand.

**Range:** As the normal range of a weapon. Special area of effect of weapon = Wielder

**Resting time:** Not applicable.

**Special:** None

**Susceptibilities:** None.

**Value:** Morning Star value + 750 W.G. per Rank + 36,000 W.G.