

Trident, Merinda's

Area of Effect: One space, and the next 10 spaces out connecting to that space (in a globe-shaped pattern).

Avoidance-roll: None.

Charges: 1-100 (roll 1 D-100).

Command word(s): Merinda.

Damage: Damages and all effects of Merinda's Trident will be to the discretion of the G.M. only.

Duration: One hour, or until the holder of Merinda's Trident wishes effects to cease.

Effect time: Instant.

Explanation: When Merinda's Trident is used, it can utterly control the compound of water. The amount of water wielded is strictly based on the holder's strength. For every point of strength expended for one moon, up to 10' x 10' x 10" body of water, or the equivalent weight, can be controlled, lifted, funneled, etc. Basically, water can be manipulated as the wielder of the trident wishes. As the water is being controlled, if the wielder is touched, or even spoken to, a successful avoidance-roll Vs. "Mental-attack" (best of two chances to succeed if not touched), must be rolled or control of water will be lost. Any special rulings, damages, outcomes of water attack, etc., shall be solely up to the discretion of the G.M., for the possibilities of this item are vast.

Note: Strength points will regenerate at 1 point per moon (30 days).

Hand movement: None.

Healing: None.

History: It is only known that this powerful trident was created by the Mer.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None

Notes: None.

Preparation: Trident must be held in hand.

Range: 100 spaces (500').

Resting time: None.

Special: None

Susceptibilities: None.

Value: Trident value + 750 W.G. per Rank + 85,000 W.G.