

# Dagger, Spirit

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

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Normal (yet only to intangible creatures).

Duration: Permanent.

Effect time: Instant.

Explanation: This blade will only harm intangible matter. Its hilt is constructed from a substance that allows the blade to be held by corporal, physical, beings.

Hand movement: None.

Healing: None.

History: It is rumored that an ancient race of Elves, known only as the Mystics, created this blade. Nothing else is known.

Immunities: Physical and substance creatures cannot be harmed by this blade.

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: Intangible creatures only.

Value: Dagger value + 750 W.G. per Rank + 250,000 W.G.