

Arrow, Spirit

Area of Effect: Target

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) arrows found. One use per arrow.

Command word(s): None.

Damage: Normal (yet only to intangible creatures).

Duration: Permanent.

Effect time: Not applicable.

Explanation: This weapon will only harm intangible matter. Its shaft is enchanted so as to allow a physical bow to project it.

Question: What if I have a Fuse Stone? Can I fuse my Rank-13 arrow with a Rank-30 arrow of the same shape and make, or will it just become a Rank-30 arrow that can only effect intangible creatures?

Answer: No. If you Fuse a spirit weapon with a physical weapon successfully, it will be endowed with the power to harm physical things as well as spiritual.

Hand movement: None.

Healing: None.

History: It is rumored that an ancient race of Elves, known only as the Mystics, created this arrow, as they presumably created all of its kind. Nothing else is known.

Note: This information is strictly speculation, derived from the many fireside tales that have been passed down through the ages.

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

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the bow it is shot from.

Resting time: None.

Special: None.

Susceptibilities:

Value: Arrow value + 750 W.G. per Rank + 3,000 W.G. ea.