

Dagger, Acid

Area of Effect: As the normal range of a weapon. Acid damage only effects where the blade has struck.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Acid: 3D-10 (roll 3 D-10) in the same area this weapon has struck the target. Physical: As the normal damage of the weapon wielder is holding.

After the initial strike damage, upon the next turn and the next three turns following, additional acid damage will be taken (3-D10, 2-D10, and finally 1-D10).

Duration: Physical and acid damages are done in the same turn that targeted is struck.

Effect time: Instant. Acid damage is calculated directly after the physical damage has. Do them separately.

Explanation: The Acid Dagger is a formidable weapon, causing not only physical damage, as does a normal Dagger of its type, but burning, acidic, damage. When a wielder strikes his or her intended target, roll up the normal damage a Dagger of this nature would cause. After that, roll up the acid damage and add it to the damage already caused.

Note: This is not actual acid-damage caused by a splash of acid. It is unlike spells of an acidic nature. This is a magical effect that causes burn. There is no avoidance-roll Vs. “Magic” for this, but magical immunities and resistance may negate the effects of the acid burn.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Acid-dwelling creatures take only ½ damage, and Acid-using creatures take no damage from the acid damage of this enchanted weapon (although they are susceptible to the physical damage of the Dagger itself).

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: None

Value: Dagger value + 750 W.G. per Rank + 45,000 W.G.