

Dagger, Maiden Healing

Area of Effect: As the normal range of a weapon. For spells cast from the blade: As each spell depicts in the Spell Book.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: As a normal dagger of its type (but when this dagger strikes flesh, the dagger will instantly cause the following effects):

- (1) Bleeding will not occur past 1 blood-point remaining.
- (2) This dagger WILL NOT Sudden Death or an Annihilation-strike.
- (3) Pain will be numbed in 2-5 turns (roll 1 D-4 +1).
- (4) This blade WILL NOT KILL.

Duration: For spells cast from the blade: As each spell depicts in the Spell Book.

Effect time: As each spell depicts in the Spell Book.

Explanation: This is the most curious of enchantments, for within the sharp blade of this dagger lies healing properties.

The Maiden Healing Dagger has 10 random healing spells, in the forms of Runes, etched into the surface of its enchanted blade. Each spell is useable by the Healer who wields it, considering he or she is equal to, or higher level, than the Rune itself.

This enchanted weapon will have the following amount of spell-points stored into the dagger that the wielder can use as spell-points to cast with:

<u>%Roll</u>	<u>Spell-points</u>
01-10	10
11-20	15
21-30	20
31-40	25
41-50	30
51-60	35
61-70	40
71-80	45
81-90	50
91-00	55

This enchanted weapon will have the following amount of spells stored into the dagger that the wielder can use if he or she is equal to or higher than each listed spell. Roll the # of spells on the following chart:

<u>%Roll</u>	<u># of Spells:</u>
01-10	1
11-20	2
21-30	3
31-40	4
41-50	5
51-60	6
61-70	7
71-80	8
81-90	9
91-00	10

Now go to the Adventurers Abilities book and roll up the appropriate number of spells (no duplicates).

Hand movement: None.

Healing: See: "Explanation".

History: Arial Anarias created this type of weapon for her followers to use (seeming this type of weapon will not kill).

Immunities: None.

Invoke time: As each spell depicts in the Spell Book.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: As each spell depicts in the Spell Book.

Range: As the normal range of a weapon. For spells cast from the blade: As each spell depicts in the Spell Book.

Resting time: As each spell depicts in the Spell Book.

Special: None

Susceptibilities: None

Value: Dagger value + 750 W.G. per Rank + the value of each Rune upon the Maiden Healing Dagger's blade. Go to each individual spell and look up the "Rune value".