

Infusix, Dagger +4

(by Andrew Rochester: roch@necromancer.demon.co.uk, from the "Gallery of Magical Blades, V5.0" by Christopher A. Brooks)

This weapon has a blade fashioned from a dull, matte black metal that is not easily tarnished. Any nicks or scratches that appear repair themselves in 1d4 days.

The dagger appears to be a normal +4 weapon (the bonus applying to both the to hit and damage rolls) until the weapon deals its 9th killing stroke. At this point, the wielder feels an intense pain in the hand bearing the weapon: upon inspection, he will discover that the weapon has bonded itself to his hand! The wielder's fingers graft themselves into the hilt of the weapon, making release of the dagger impossible. This situation will last until the dagger/arm is used to deal out another 9 killing blows. At this point, the bearer becomes instantly aware of the ability to withdraw the dagger into his own body, restoring his hand to its former state. The wielder can produce and hide the blade instantly with a single thought, and furthermore the blade can be varied in length between that of a knife and a short sword (with the corresponding changes in the damage inflicted). When the blade is present in the wielder's grasp, the hilt grafts itself to the user's hand once more.

A successfully cast *remove curse* spell will purge a character of the dagger, whether cast before the 9th or 18th death blow, or thereafter. Upon the dagger-wielder's death, the dagger will appear as a normal weapon in whichever of the bearer's hands last grasped it.

The origin of this unique weapon is unknown.

[Notes: Here is the text for a couple of blades I created with Simon Noel as a part of our 65,000 word module "Lure of the Serpent" (now complete). Enjoy - but make sure T&R keeps their hands off them! - AR]

XP Value: 800

GP Value: 8,000