

# Nine-Lives Stealer

Nine-lives stealers drain an energy level from the target on activation. They do not instantly kill.<sup>1)</sup> If the regular damage from the blow kills the target, the energy level drain does not occur.

<sup>1)</sup>

Not clear in AD&D, but the intended meaning can be seen from the XP/GP value and from the OD&D equivalent items. See this thread for more info.

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