

Hammer, Fire

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

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

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

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

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

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

Note: This is not actual fire-damage caused by a burst of fire. It is unlike spells of a fiery 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 fire burn.

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

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Fire-dwelling creatures take only ½ damage, and Fire-using creatures take no damage from the Fire damage of this enchanted weapon (although they are susceptible to the physical damage of the Hammer 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: Hammer value + 750 W.G. per Rank + 45,000 W.G.