

Hammer, Spirit

Area of Effect: As the normal range of a weapon.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Normal (yet only to intangible creatures).

Duration: Permanent.

Effect time: Instant.

Explanation: This hammer will only harm intangible matter. Its handle is enchanted so as to allow a physical creature to wield it.

Hand movement: None.

Healing: None.

History: It is rumored that an ancient race of Elves, known only as the Mystics, created this hammer. Nothing else is known.

Immunities: Physical and substance creatures cannot be harmed by this hammer.

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: Intangible creatures only.

Value: Hammer value + 750 W.G. per Rank + 300,000 W.G.