

Hammer, War

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

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Normal damage to all creatures except the creature that the Hammer is fashioned to slay it will cause x5 damage.

Duration: One battle.

Effect time: Not applicable.

Explanation: The War Hammer was fashioned to combat a specific creature. In the Basic Rules Book, roll up a random region, and then one random creature type (not animal). If you roll up an Intangible or Gaseous creature, roll over.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

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: The creature that the Hammer is fashioned to slay will take x5 damage always.

Value: Hammer value + 750 W.G. per Rank + 25,000 W.G.