

Hammer, Thunder

Area of Effect: Target.

Avoidance-roll: See: “Explanation”.

Charges: Permanent ability.

Command word(s): None.

Damage: Normal hammer damage + possible stun (see: “Explanation”).

Duration: Not applicable.

Effect time: Not applicable.

Explanation: When this hammer strikes a creature a successful avoidance-roll Vs. “Stun” must be rolled or that creature will be stunned, unable to attack in any way for 2-7 turns (roll 1 D-6 +1). Movement will be reduced to 25% (rounded down). Defense can be maintained, yet with a -60 to defend.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Creatures that cannot be stunned are immune to the stun effects of this hammer.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of a hammer Vs. the wielder’s strength.

Resting time: Not applicable.

Special: None

Susceptibilities: A creature struck by this enchanted hammer, that is already stunned, cannot avoid the stun.

Value: Hammer value + 750 W.G. per Rank + 10,000 W.G.