

# Hammer, Electricity

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

**Avoidance-roll:** None.

**Charges:** Permanent ability.

**Command word(s):** None.

**Damage:** Electricity: 3D-10 (roll 3 D-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 Electricity damages are done in the same turn that targeted is struck.

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

**Explanation:** The Electricity Battle Hammer is a formidable weapon, causing not only physical damage, as does a normal hammer of its type, but shocking damage as well (only to the area directly struck). When a wielder strikes his or her intended target, roll up the normal damage an hammer of this nature would cause. After that, roll up the electricity damage and add it to the damage already caused.

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

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Electricity-dwelling creatures take only ½ damage, and Electricity-using creatures take no damage from the Electricity 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:** None.

**Special:** Not applicable.

**Susceptibilities:** None.

**Value:** Hammer value + 750 W.G. per Rank + 45,000 W.G.