

Hammer, Ice

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

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Ice: 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 Ice damages are done in the same turn that targeted is struck.

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

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

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

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Ice-dwelling creatures take only ½ damage, and Ice-using creatures take no damage from the Ice 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.