

Axe, War

Area of Effect: Target.

Avoidance-roll: None

Charges: Not applicable.

Command word(s): None.

Damage: Normal damage to all creatures except the creature that the axe is fashioned to slay.

Duration: Instant.

Effect time: Not applicable.

Explanation: The War axe 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: Instant

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None

Range: As the normal range of a weapon.

Resting time: None

Special: None.

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

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