

Javelin, Ice

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

Avoidance-roll: None.

Charges: 1-6 (roll 1 D-6) javelins will be found. One use per javelin. when this javelin thrown, it will charge. The javelin is no good after it has been thrown.

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 Frost Javelin is a weapon that has light-blue runes etched into its surface. Once shot, the next object that it comes into contact with will be damaged by Cold in the area struck. Even if one point of damage is taken by this javelin, it will freeze, damaging the target it touches with severe cold.

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 Javelin 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: Javelin value + 750 W.G. per Rank + 1,000 W.G.