

Axe, Ice

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

Avoidance-roll: None

Charges: Permanent ability.

Command word(s): None.

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

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

Explanation: The Ice Battle Axe is a formidable weapon, causing not only physical damage, as does a normal axe of its type, but bitter-cold damage as well. When the wielder strikes his or her intended target, roll up the normal damage an axe 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 an 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: None

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None

Range: As the normal range of a weapon.

Resting time: None

Special: None.

Susceptibilities: None.

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