

# Hammer, Substance

Area of Effect: As the normal range of a weapon.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Normal (yet only to substance creatures).

Duration: Permanent.

Effect time: Instant.

Explanation: This weapon will only harm creatures of a Gaseous nature (such as a Xenon).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Physical and spiritual creatures cannot be harmed by this hammer.

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: Substance creatures only

Value: Hammer value + 750 W.G. per Rank + 100,000 W.G.