

# Javelin, War

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

**Avoidance-roll:** None.

**Charges:** Permanent ability.

**Command word(s):** None.

**Damage:** Normal damage to all creatures except the creature that the Javelin is fashioned to slay it will cause x5 damage.

**Duration:** One battle.

**Effect time:** Not applicable.

**Explanation:** The War Javelin 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:** 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:** The creature that the Javelin is fashioned to slay will take x5 damage always.

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