

# Mace, Ice

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

**Avoidance-roll:** None.

**Charges:** Permanent ability.

**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 Ice Mace is a formidable weapon, causing not only physical damage, as does a normal Mace of its type, but bitter-cold damage as well. When the wielder strikes his or her intended target, roll up the normal damage a Mace 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 a 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:** 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 Mace 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:** Mace value + 750 W.G. per Rank + 45,000 W.G.