

Warpick of Ice-Bolts

Area of Effect: 1 space, and all spaces connected to that space.

Avoidance-roll: None.

Charges: 1-100. Up to 3 ice blasts can be discharged from the Warpick of Ice-bolts per turn (roll to hit on each attempted strike).

Command word(s): None.

Damage: Cold damage: 1-D6 x the level of the wielder.

Duration: 1 turn.

Effect time: Instant.

Explanation: The wielder of the Warpick of Ice-bolts will gain a +30 to strike a target when discharging a Ice-bolt.

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-burst of this enchanted weapon.

Invoke time: Instant.

Maximum adjustment:

Notes: None.

Preparation: Warpick must be held in hand.

Range: 20 spaces (100').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Warpick value + 750 W.G. per Rank + 75,000 W.G.