

## AESIR HAMMAR

(Author Unknown)

Originally constructed for the giants of Asgard by the Midgardian dwarves Brokkir and Dwalin, Aesir hammar is a mithril-steel war hammer with a head four feet across and a six-foot handle. Both are elaborately carved with scenes of broken skulls among flowering ivy, and the grip is wrapped in the hide of a demon and trimmed in mastodon fur. It weights 500 pounds.

Due to its unwieldiness, non-giants can only swing the hammer once per round in melee, and hurling requires a one-round 'wind up'. Wielders under 12' in height attack at -2. If hurled, it will return to its wielder in the same round.

- Aesir hammar is a +4 war hammer, but can only be wielded by those possessing a strength of 23 or higher. Its damage is based on user strength: damage is 8d4+4 at 23 strength with a hurling range of 180 yards at +5 to hit; damage is 10d4+4 at 24 strength with a hurling range of 210 yards at +6 to hit; for every strength point above 24, the hammer adds 2d4 damage and +1 to hit and +30 yards range.
- Aesi rhammar acts as a Rod of Absorption, able to absorb 50 spell levels cast at its wielder. This occurs instantly, without concentration, but will not happen while this stored-up energy is being used.
- Upon uttering the command word "Vengeance", the hammar glows with power for three rounds; if it strikes an opponent during this time, the victim suffers the effects of a symbol of stunning. This power may be used three times a day.
- When held, Aesir hammar acts as a +3 ring of protection.
- The hammer can be made to shrink down to hand-axe size and weight for easy transport at the command word "Brokkir". The hammer retains its +4 and damage in this size, but loses its spell powers and hurling abilities & bonuses. The word "Hargnar" returns it to normal size.
- Due to the Dwarves' treachery, the hammer is *cursed*: any non-dwarf who touches it {no save} is *cursed* to either befriend {50%} or attack {50%} the next dwarf he sees. Befriended dwarves will be gifted with all the being's items and treasure except the hammer. Attacks are made as a berserker {+2 to-hit and damage, -4 to AC and saves}. Note that either state will last for 10 minutes, after which the opposite state will occur, and so on. This *curse* continues even if the hammer is lost, as only a *wish* spell can lift it.

Gold Piece Sale Value: