

Warhammer of Vitroin, +1/+3 vs. Wyrms
(from "Thunderdelve Mountain")

This is a warhammer +1/+3 vs. wyrms, with an Intelligence of 9, an Ego of 12, and an alignment of chaotic good. This device is designed to combat the creatures that are the particular enemies of dwarves; dragons, wyrms, and giant snakes of any sort. When confronting monsters of this nature, the hammer's special powers manifest. The wielder must make a control check if he or she refuses to attack a wyrm. The wielder gains +2 on all saving throws during battle. The hammer can cure light wounds (1d6+1 points of damage) up to three times daily. The hammer is firmly connected to the Clanhome of Thunderdelve and vehemently resists being taken from the halls unless for the purpose of fighting a nearby wyrm. If the wielder tries to take it for any different purpose, the following are manifested:

- It can *ESP* the wielder to determine true purpose.
- It can cast a *wall of stone* spell (six times per day in Thunderdelve, once per day outside) to block the exit from Thunderdelve.
- The hammer forces a control check.
- The hammer can also use its stone-creating powers to repair any damage to the actual structure of Thunderdelve itself.

XP Value: 8,000

GP Value: 40,000