

Enlil's Axe

(from the Deities & Demigods Guide, Sumerian Mythos. XP and GP values by DM Superelf.)

The god wields a stone axe in battle that does 50 points of damage per strike, but no damage if it hits metal. (Enlil's percentage chance of not hitting metal (if in combat with a metallically-armored opponent) is equal to the base armor class of the opponent times ten. For example, Enlil would have only a 30% chance of striking an unarmored portion of a person in plate mail, if he "hits".) Enlil's axe does disenchant any magic item that it comes in contact with (no save). It cannot be broken, will *teleport* to the god's hand if taken more than 100 feet from the body of the god, and has a 25% chance of negating any spell tossed at the god before the spell reaches him. (In addition, Enlil has 50% magic resistance, and a saving throw, if applicable.)

XP Value: 50,000

GP Value: 250,000