

FALCON WARHAMMER

experimental melee weapon (martial, hammer)

- **Category** Items
- **Damage** 1d8
- **Damage Type** Bludgeoning
- **Item Rarity** Unique
- **Properties** Versatile
- **Weight** 2

Shield

Hammer can produce translucent rectangular 15 ft x 8ft barrier with the center on the hammer's head.

When shield is deployed, nobody on the "other side" of the shield cannot target creatures on "your side" of the shield. Instead they can only target the shield itself, which has AC of 11. Player holding the hammer also cannot perform any action, bonus action or reaction, except lowering the shield. Player's movement speed is also halved.

If shield's HP falls to 0 or lower, shield is automatically lowered, any unabsorbed damage is reflected back to the player holding the hammer, all hammer charges are lost and shield can't be raised until after the end of combat. Shield is automatically reduced to 0 HP if player is incapacitated.

Charges

Hammer can gain charges when shield is deployed. Any damage absorbed by the shield gains $\text{floor}(\text{damage} / 5)$ charges to the hammer.

When the hammer hits the target, it deals additional $(\text{charges})d4$ damage and resets the charge counter to zero. Charge counter also resets to 0 by itself after 1 hour of shield not being deployed.

Actions

Deploy Shield. Pick any amount of HP up to (your HP - 1) and transfer that into the shield. Then you raise the shield in front of you.

Bonus Actions

Lower shield. Shield shuts down and any leftover HP from the shield is transferred back to the player.
