



Storm Ruler

Storm Ruler Charge  
Counter: Storm Ruler

Location:Map

weapon:Weapon

Yhorm

opt

charge()

charge()

print prompt fully charged

opt

windSlash()

windSlash()

print prompt success

increase hit rate to 100%

doubleDamage()

stun()

Deals 140 Damage

print prompt successful hit

opt

windSlash()

windSlash()

print prompt success

halfDamage()

Deals 35 Damage

print prompt successful hit

[When Player  
is adjacent to  
undead or  
skeleton]

[When Player  
is adjacent to  
Yhorm]

[Charging Storm  
Ruler]