

Spiritual Hammer



30'



1 round/level



A warhammer made of pure force springs into existence, attacking any foe chosen by the Cleric within range once per round. It deals 1d6 damage per strike, +1 point per three caster levels (maximum of +5). It uses the caster's normal attack bonus, striking as a magical weapon, and thus can inflict damage upon creatures that are only hit by magic weapons. The hammer cannot be attacked or harmed by physical attacks, but **dispel magic**, **disintegrate**, or a **rod of cancellation** will dispel it.



BF 32

