

HOW I RUN IT'S DWEOMER DAY:

WAND OF HAMMER BLOWS (5E CHARGES VERSION)

Wand, Rare (requires rogue or spellcaster attunement)

This rare wand was invented to easily shatter potion vials, scrolls tubes, panes of glass, and the like.

This wand is a round tapering piece of silvery metal about nine inches long. An attuned user who uses an action to speak its command word—"Dessout"—evokes a concussive force that unerringly strikes a medium size or smaller non-magical inanimate non-living object within a range of 60 feet that they can see—even if the object is worn or carried by a creature. Large items made of several parts (like a cart with four wheels or a ship) can only be targeted piecemeal. The silent and invisible hammer blow does 1d6 hit points bludgeoning damage. Each "hammer blow" expends one charge.

While the blow itself is silent and cannot be felt even by someone carrying or wearing the item, the breaking or crunching item may still make a sound when its pieces hit the ground or scatter against a nearby wall, for example.

A *wand of hammer blows* has 4 charges and regains 1d3 of its expended charges each day at dawn. If its final charge is ever used, the wand implodes making a thunderous crunch that can be heard at least 300 yards away, leaving a useless jagged hunk of metal.

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WAND OF HAMMER BLOWS ("OLD SCHOOL" CHARGES VERSION)

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While the blow itself is silent and cannot be felt even by someone carrying or wearing the item, the breaking or crunching item may still make a sound when its pieces hit the ground or scatter against a nearby wall, for example.

Each use of the wand expends a number of charges equal to the amount of damage it deals.

When found a *wand of hammer blows* will typically have 3d30 charges left. If its final charge is ever used, the wand implodes making a thunderous crunch that can be heard at least 300 yards away, leaving a useless jagged hunk of metal.

A *wand of hammer blows* can be recharged by means of a multi-day ritual involving a *blessed* light hammer, a *silence* spell, a *shatter* spell and an expenditure of 2000 gps in components and supplies (including 50 lbs of shattered glass, crockery, and other shards of broken material). This ritual takes a total of 40 hours, no more of than 8 hours of which can be completed per day (so usually 5 days) and any break longer than a one day between sessions means all the components are lost and the ritual must be started again. At the end of the ritual roll 9d10 to see how many charges are regained (with a maximum of 90 total).