

# Spiritual Hammer

- Requires [concentration](#); if concentration is broken then the spell ends.
- Does not require a weapon proficiency.<sup>1)</sup>
- The spell can freely move within the 3" range, as directed by the cleric. The spell cannot [charge](#)<sup>2)</sup>, however it can move to any creature within the 3" range and attack all within a single round.

## Material component

The hammer is consumed by the spell.<sup>3))</sup>

A magic hammer can be used, in which case the spiritual hammer receives its plusses.<sup>Ex</sup> At the end of the spell, the hammer saves vs disintegration (on the item saves table). If the hammer passes, it reappears in place of the spiritual hammer when the spell ends. Cursed war hammers can never be used for this spell.<sup>4)</sup>

<sup>1)</sup>

It is a "field of force" controlled by the mind, not an actual hammer. Also, the spell is already quite situational. No need to limit it further.

<sup>2)</sup>

This is not explicitly stated, but since the hammer is not a creature but rather a field of force, and because it would take none of the downsides for charging (e.g. AC penalty, possibility of being struck first, tiredness causing limit of one charge per turn), this is a reasonable ruling.

<sup>3)</sup>

((PHB 43, "All material components required for the various spells are used by completion of the spell in question with the notable exceptions of standard religious items, i.e. religious symbols and prayer beads or similar devices."

<sup>4)</sup>

The spell says "normal war hammer," so it would be fair to say "no magic war hammers". However, this rules extension gives the player a meaningful, very risky choice. That's good for the game.

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