



Equipment D20 / Holy Hand Grenade of

Model: Holy Hand Grenade

Cost: 4,500

Damage: 3d8, 3d10+2 after being blessed

Critical: 20

Range Increment: 3 m (5 m, 8 m (blessed))

Weight: .7 kg

Stun Fort Save: -

Type: Slashing

Size: Tiny

Group: Simple

Ammo: 1

Game Notes:

If not blessed before being used, there is a 1 in 6 chance that the grenade explodes immediately after being thrown doing, 'blessed' damage point blank to the user, and regular damage to all others.

The blessing may be incurred by saying, holding the Grenade aloft, "Oh Lord, bless this thy Hand Grenade, that with it thou may blow thine enemies to tiny pieces, in thy mercy." After being blessed, no complications may occur.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Paul Hattrem, Set Anu-Bith, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).