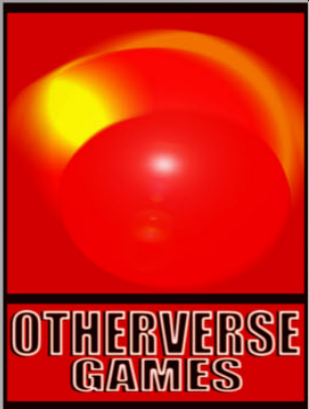


Free20

Hammerfall



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Chris A. Field

Free20: Hammerfall

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Two unrelated ideas, neither of which I can claim credit for came together to create this Free20 PDF.

The first idea is Marvel Comic's latest cross-over "Fear Itself." A short summary: divine hammers from an ancient and evil pantheon crash on Earth, granting vast power to some of Marvel's most physically powerful heroes and villains, but over-writing their personality with that of the artifact. Wackiness ensues.

Second, is the Playing D&D With Porn Stars blog, which I read pretty religiously. This blog, and many of the other blogs listed on its links roster, really enjoy randomly generated, chart-driven craziness. After reading these blogs for a few months myself, I'm really starting to appreciate the bizarre and often darkly hilarious results you can get by adding a few random charts to your game. Witness one of my latest releases: Infinite Guns. That whole thing is a set of random assembly charts to build guns with.

These two great ideas came together to produce the **Relyc Hammers**, ancient and enigmatic artifacts from an earlier iteration of the universe.

Relyc Hammers

The universe has died and been reborn many times. Our universe is not the first Universal Iteration to exist, and when it finally collapses, it will not be the last draft of the Universe to exist. When the old universe was destroyed and recreated, almost everything was wiped away: men, angels, demons, even gods. Only a few shards of the former reality exist. Some archmages claim that Ioun Stones are crystals of sand and dust from the former reality; adventurers and naturalists have long suspected that mimics, xorn and other creatures that should not exist are remnants of the last Universal Iteration.

So are the Relyc Hammers. These strange weapons are uncouth trillions of years old, artifacts of impossible power that briefly bond with and transfigure a wielder from the current Universal Iteration, before vanishing again, as suddenly as they appeared.

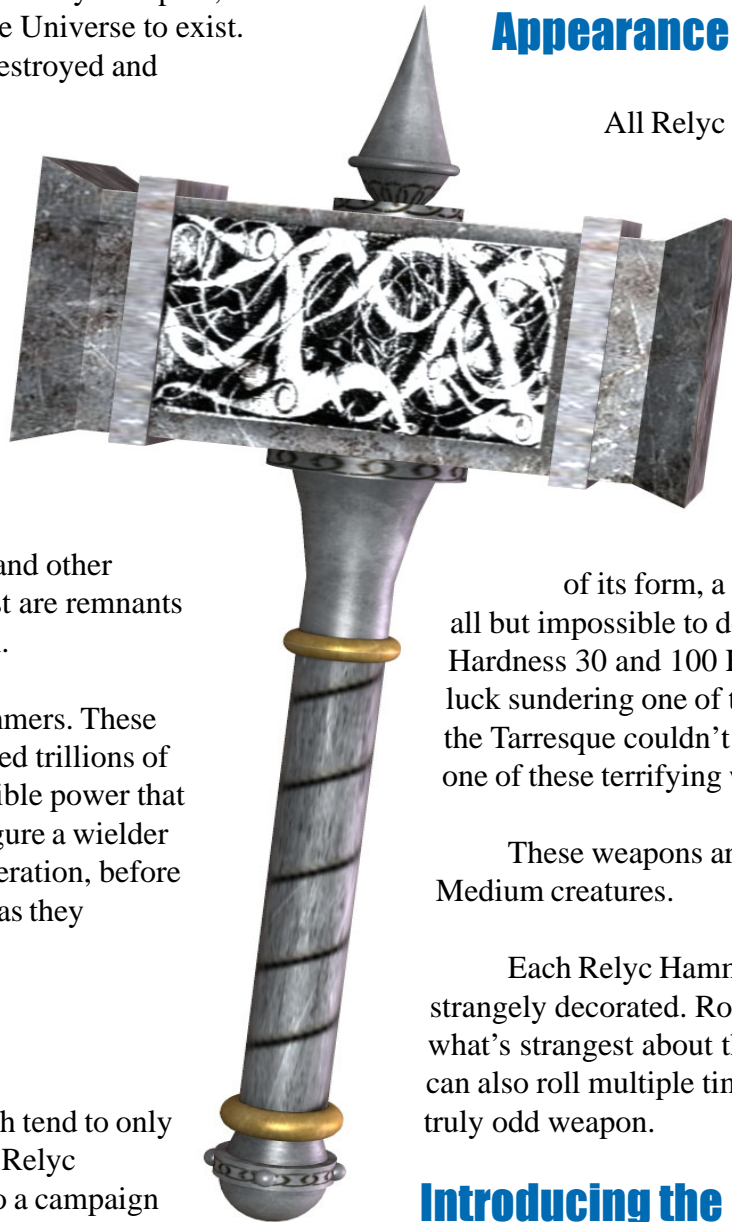
Campaign Use

Unlike artifacts, which tend to only be appropriate at high levels, Relyc Hammers can be inserted into a campaign at any level. They can provide a terrifying power boost to recurring foes, send beloved NPCs on a murder spree across the kingdom, or give the heroes a terrific and shortlived powerboost and some opportunities to ham it up, role-playing out their possession by the spirit within the Relyc Hammer.

No two Relyc Hammers are alike. The weapons vary wildly in appearance, power, temperament and purpose. Once a creature picks up a Relyc Hammer it gains the Relyc Possessed

Template. This template only lasts a short time, before it vanishes (along with the Hammer), returning the possessed character to normal.

Relyc Hammer Appearance



All Relyc Hammers take the form of huge one or two handed warhammers, maces or in some rare cases, battle axes.

Regardless of its form, a Relyc Hammer is all but impossible to destroy. It has Hardness 30 and 100 Hit Points. Good luck sundering one of these beasts: even the Tarresque couldn't snap the haft of one of these terrifying weapons.

These weapons are always sized for Medium creatures.

Each Relyc Hammer is unique and strangely decorated. Roll 1d20 to find out what's strangest about the weapon. You can also roll multiple times to create a truly odd weapon.

Introducing the Relyc Hammers

Relyc Hammers appear suddenly, streaking across the night sky and impacting like a meteor. All gaint, humanoid and monstrous humanoid creatures of size Medium and Large creatures within 10 miles of the impact feel a strange stirring in their soul. These creatures must succeed at a DC 12 WILL Save or feel compelled to journey to the crash site and attempt to recover the Relyc Hammer.

Those who fail their saves gain instinctual knowledge of the Relyc Hammer's location, and though they do not know the Hammers true nature or capabilities, they know it is an object of great power.

Those who succeed on their initial will save will never again be troubled by any Relyc Hammer; these artifacts prefer the strong and dull-witted as hosts.

The first creature of appropriate type to touch the Relyc Hammer becomes its latest master and gains the Relyc Possessed Template.

The Relyc Possessed Template

Creatures possessed by a Relyc Hammer undergo a startling physical transformation. Their bodies, armor and clothing change to match the design of the Relyc Hammer that's riding their souls. The ancient weapon merges with the flesh of the possessed creature's dominant hand. The Relyc Hammer cannot be sundered or disarmed, as it becomes a living part of its host.

The Relyc Hammer does not otherwise speak or have any gameplay statistics aside from whatever over the top, bombastic mad rantings the controlling player comes up with. Have some fun with it. Force others to address you as Graavar, Ruler of Hope! Toss as much pseudo-Elizabethan language as you can into your dialogue, and end every sentence with an exclamation point! Rise from thy table of gaming, pound your fists, and fight boldly, Relyc Possessed adventurer!

Ability Score Modifiers

The Relyc Possessed character receives a +4 inherent bonus to STR, and a +6 inherent bonus to CON. They suffer a -4 penalty to their INT and CHA scores. As I said before, the Relyc Hammer prefers strong and dullwitted hosts, and uses its power to make sure their host meets their needs.

| What Kind of Weapon is the Relyc Hammer? | | | |
|--|------------|--------|--------------------------|
| D6 Roll | Weapon | Handed | Base Damage (Medium) |
| 1 | Battle Axe | One | 1d8 slashing Crit x3 |
| 2 | Great Axe | Two | 1d12 slashing Crit x3 |
| 3 | Great Club | Two | 1d10 bludgeoning Crit x3 |
| 4 | Heavy Mace | One | 1d8 bludgeoning Crit x2 |
| 5 | Heavy Pick | One | 1d6 piercing Crit x4 |
| 6 | Warhammer | One | 1d8 bludgeoning Crit x3 |

Relyc Hammer Powers

For every three character levels or Hit Dice possessed by the host (rounded up), the Relyc Hammer gains a +1 enhancement. This enhancement bonus can be spent on actual enhancement bonus, or to purchase any magical enhancements of equivalent value. Give the player a few minutes to look over and select (or randomly roll) from the list of standard magical weapon qualities found in the *Pathfinder Roleplaying Game* core rulebook. Even a first level character possessed by a Relyc Hammer gets a +1 weapon out of the deal for as long as the possession lasts.

Rage

For the duration of the possession, the Relyc Possessed character is considered to be under a constant state of rage, identical to that of a first level Barbarian. The Relyc Possessed cannot end this rage unless the possession is broken, or he is released by the hammer.

Soul of the Relyc Hammer

For the duration of the possession, the character is possessed by the soul within the Hammer. The character's alignment does not change, though the character becomes more brutal, arrogant and belligerent. The player remains in

| D20 Roll | Appearance of the Relyc Hammer |
|----------|---|
| 1 | The weapon's striking surface is swept forward and angular. It is much larger and heavier in appearance than a normal weapon of its type. |
| 2 | The weapon is inlaid with translucent plating carved from semi-precious stones like emeralds, rubies, sapphires or something stranger. |
| 3 | The weapon's shaft is two to three times longer than normal for a weapon of its type. |
| 4 | The weapon's shaft ends in a pommel resembling an anatomically correct human heart, made of some odd crimson metal. |
| 5 | The weapon's head is not connected to the shaft physically, but is held in place by unbreakable magical fields. |
| 6 | The weapon glows with heatless green flames when held in hand. |
| 7 | The weapon is inscribed with runes that change slowly with the time of day and season, following a predictable pattern. |
| 8 | The weapon's striking surface is flanked with diamond shaped golden or silver shields that clang like cymbals when the weapon impacts. |
| 9 | The weapon's shaft is wrapped in long, rusting chains that twine around the wielder's forearm when wielded. |
| 10 | The weapon's blade or striking surface is carved in low relief of humanoid figures crawling over one another. Depending on your perspective, it looks either like a mass grave or a lusty orgy. |
| 11 | Instead of one striking surface, the weapon has two narrow striking surface in parallel atop the weapon's shaft. |
| 12 | Both the weapon and its shaft appear to be one piece of magically grown stone, sharpened if necessary to a molecular edge. |
| 13 | The weapon's striking surface shatters musically every time it strikes before reforming almost instantly. |
| 14 | The weapon is completely covered in strange, pulsing, violet fungi which returns almost instantly if scraped or burnt away. |
| 15 | The weapon's striking surface has had geometric hollows carved out of it, and the wind whistles eerily through it when it is swung. |
| 16 | The weapon seems to be a weapon-shaped void in our universe, revealing a strange unfamiliar starscape. |
| 17 | Both weapon and its shaft are comprised of the same glittering, constantly flowing liquid gold, platinum or steel. |
| 18 | The weapon has no real shaft. Instead it floats magically in the proper position above the wielder's clenched fist. |
| 19 | The weapon's shaft is decorated with elaborate, twisted thorns and spines. |
| 20 | The weapon's shaft is decorated with golden bands, spaced equidistantly. |

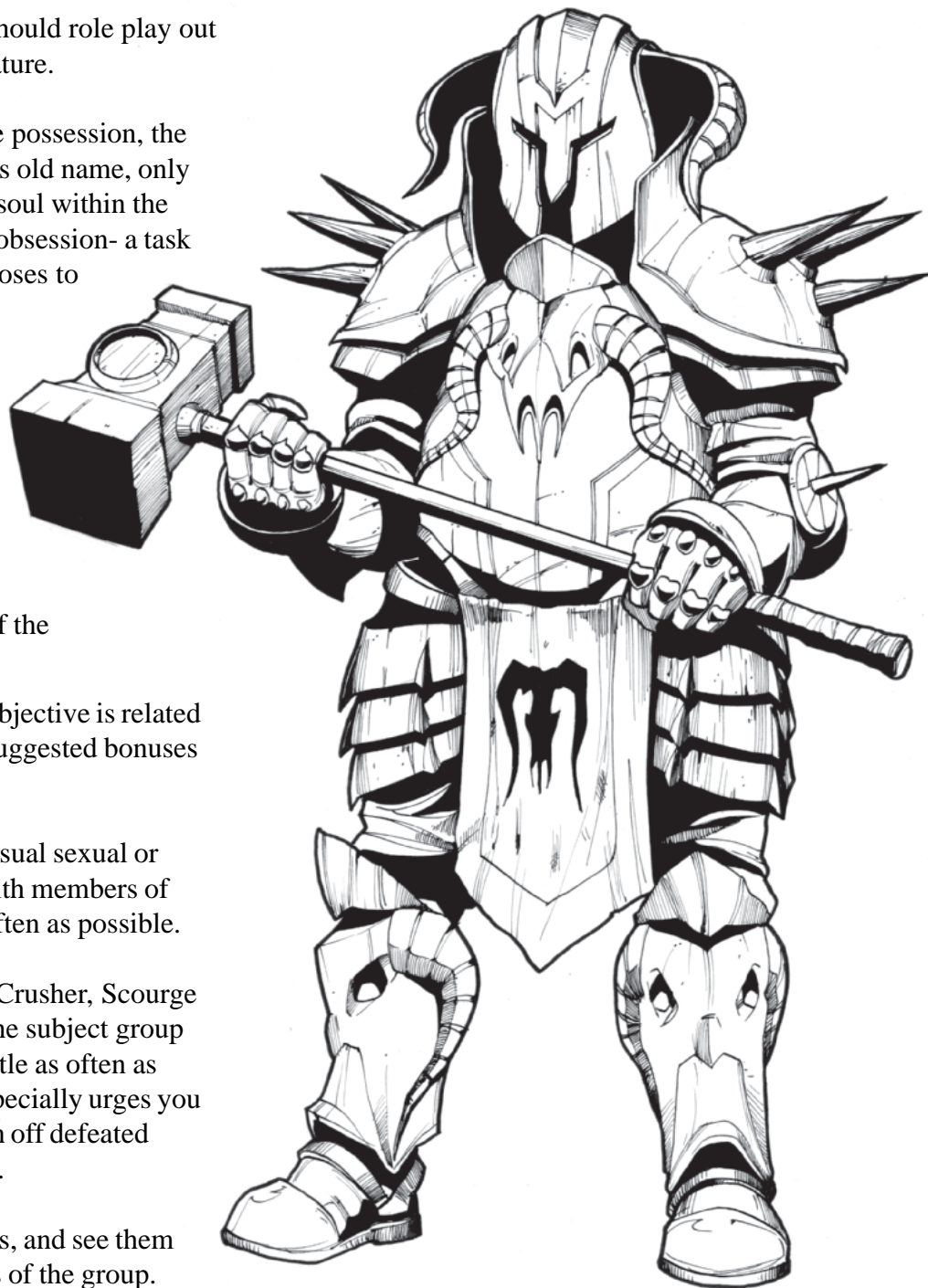
control of the character, but should role play out his or her newly combative nature.

For the duration of the possession, the character will not answer to its old name, only answering to the name of the soul within the Hammer, and will acquire an obsession- a task to complete. If the player chooses to complete this bonus objective, when the possession ends, he or she gains a bonus feat of their choosing.

The Soul in the Hammer has a two-syllable name, and a title. Roll randomly for each part of the creature's appellation.

The Relyc Hammer's bonus objective is related intimately to its Title. Some suggested bonuses based upon its title include:

- **Seducer:** Have consensual sexual or romantic encounter with members of the subject group as often as possible.
- **Destroyer, Devourer, Crusher, Scourge or Nemesis:** Engage the subject group and defeat them in battle as often as possible. Devourer especially urges you to cannibalize or finish off defeated members of the group.
- **Ruler:** Give commands, and see them followed, by members of the group. Work with this group to improve their station and yours.
- **Finder:** Use Perception checks, Sense Motive checks and Survival skills to track, pursue and unmask hidden members of this group and their secrets.
- **Redeemer:** By example and diplomacy, try to convert members of the target group to your alignment.



What exactly do the target groups mean? Sometimes, the meaning is obvious: men and women refer to the gender of humanoid creatures. Others refer to a subtype (cold, fire, aquatic for oceans), but can also refer to natural terrain. You might be called to protect oceans from careless fishing or pollution.

| D10 Roll | First Syllable | Second Syllable | Title | Subject of Title |
|----------|----------------|-----------------|-----------------|------------------|
| 1 | Kra- | -krush | Seducer Of... | Fire |
| 2 | Char- | -targ | Destroyer Of... | Women |
| 3 | Nor- | -dak | Protector Of... | Oceans |
| 4 | Darr- | -nahr | Crusher Of... | Ice |
| 5 | Sal- | -tor | Scourge Of... | Hope |
| 6 | Kerr- | -nan | Nemesis Of... | Men |
| 7 | Far- | -var | Ruler Of... | Beasts |
| 8 | Graa- | -rel | Finder Of... | Serpents |
| 9 | Tall- | -rick | Devourer Of... | Stars |
| 10 | Pel- | -rand | Redeemer Of... | Fae |

Serpents probably means creatures of the reptilian subtype, ordinary snakes, and possibly dragons and dragon-kin. Hope and Stars are a little weirder obviously. Maybe hope refers to support classes like paladin, bard, and cavalier, or refers to those who bring hope in other ways: missionaries, charity workers and the like. Stars might refer to outsiders, extraterrestrials or sorcerers with a celestial bloodline, or even simple astronomers. Ultimately, what the bonus objective and who its target is falls to the gamemaster to decide.

The game master ultimately determines whether the possessed character has met the bonus objective. Be generous, the character doesn't have to take every opportunity for mayhem presented, as long as they play differently and try more often than not to carry out their ancient mission. The purpose of the Relyc Hammers is to let the player characters have a bit of fun playing dimwitted cosmic thugs with a sense of Kirby-like melodrama, not to set up impossible moral choices or alignment screw-jobs.

Ending the Template

If a player character gains a Relyc Hammer, the template remains in place until they gain their next level. Once they level up, the Relyc Hammer vanishes with a clap of thunder and a flash of blinding lightning. The template goes with it, returning the character to normal, leaving them with only the memories of the time they were ridden by the Soul in the Hammer.

If a non-player adversary gains a Relyc Hammer, the template remains with the monster for 2d4 fight scenes. This is measured by the speed the play group gets in to trouble. The fight scenes don't necessarily have to be with the Relyc Possessed villain; assume he is off causing havoc with his newfound power while the heroes have adventures of their own.

If a non-hostile non-player character gains a Relyc Hammer, it remains with them until the player character most associated with the possessed character gains their next level. NPCs like this include the player's favorite bartender or local prostitute, a dim-witted local thug or stablehand, or a relative or childhood friend of one of the player characters.

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