

RELIC FILES

TREASURES OF THE EARTH I



SVARDUUN - THE BLACK HAMMER

Based on the rules presented in *The Genius Guide to Relics of the Godlings I & II* the Relic Files brings new magic items to your game table. Drawing on historical myth and traditional fantasy tropes, each Relic File PDF presents a new relic suitable for use in most fantasy campaigns.

For suggestions on how to use relics in your campaign you should consult either volume of *The Genius Guide to Relics of the Godlings*.

Unlike many of the items that appeared in two *Relics of the Godlings* books and the *Treasures of Camelot Relic Files*, *Svarduun* is not based on any human myth. Instead, it is derived from the collected legends and lore of the dwarven peoples. *Svarduun* represents the first entry in the *Treasures of the Earth* series of Relic Files. This series will explore the relics native to the subterranean races and cultures.

ANDREW MARLOWE



THE BLACK HAMMER

Grond ap Aardde was a Reclaimer. Highly skilled, Grond preferred to work alone following hints and half remembered legends to the stolen and lost artifacts of dwarven heritage. One such rumor, purchased at an unsettling price, led Grond to a dockside warehouse in the provinces. Here, in a frigid downpour he watched and waited. Word was smugglers were moving a trove of cultural treasures to a wealthy patron in the Imperial City. A number of these treasures were of interest to the Reclaimers including a sculpture of Grond's own great-grandfather, Hurrin the Blackshield.

As the last of the workers left the building, Grond sidled up to check the door. "Locked of course," he thought. While the door was heavy, it was old and showed signs of water damage under several thick coats of white paint. The burly dwarf grinned, never one for subtlety, Grond slid the blackened warhammer he carried from the clasp on his belt. Svarduun had a comfortable weight in his hand despite its tainted history. Grond drew upon the magic in the hammer to cast bull's strength on himself before delivering a loud, frame-splintering kick to the door.

Grond stepped through the still swinging door, hammer in hand. Aware the smugglers would likely have left guards, he expended a small measure of the hammer's power. Svarduun began

to glow from within as though it had just been pulled hot from the forge.

By the dim light of the warehouse's lanterns and the steady glow of his hammer, Grond moved carefully through the tacks and shelves. At the sound of shuffling feet, Grond pulled up short and leaned against a stack of crates, his ears straining to catch another hint of the sound.

"Oy! You there!" exclaimed a gruff voice as a large figure in a heavy leather breastplate and long coat emerged from the gloom. The half-orc guard clapped a wicked looking club against a beefy palm. "I'm gonna beat you to a bloody pulp, welp."

"Here we go again." Grond whispered to himself as he rolled his eyes and rushed the guard. He tapped into the power of the hammer, drawing speed from the weapon and landing a burning blow against the guard's ribs, and a second speed-enhanced blow to the guard's shoulder, causing the larger foe to drop his club as he sagged.

Grond stepped back and smiled fiercely, "I'm only here for one statue longtooth. You don't need to lose your life trying to stop me." The reclaimer caught a glimpse of the knotwork on the brass fittings on the half-orc's coat, "And those buttons! Those bear the marks of the First Smiths. They're cultural icons! Hand them over too."

"My buttons?"

In answer, Grond brandished Svarduun, revealing the crest of the First Smiths etched on its side and smiled wickedly, "Your buttons."



A fixture in dwarven stories for more than a hundred generations, *Svarduun* is often described as “black as the shadows in the deepest of caverns” but according to legend, the hammer wasn’t always black. Forged by the First Smiths from the purest ore of the elemental plane of earth, the hammer once gleamed brighter than mithril, was heavier than adamantium, and harder than diamond. But like all the Great Forge Hammers, centuries of toil in the soot of the forges stained them black.

These mighty hammers were not forged for war, but toil. With these magnificent tools, the First Smiths wrought wonders and forged many weapons legendary in their own right. However *Svarduun*, darkest and most reknown of the Great Forge Hammers, was ultimately rejected by the First Smiths.

Why *Svarduun* was rejected differs from story to story. Some stories speak of a flaw in the elemental ore, however most agree it happened after Karctan the Oathbreaker alone defended the forges from an invading dragon with the only weapon to hand: *Svarduun*. The forge hammer had tasted blood, and thus the eldest of the First Smiths decreed it no longer suited to service in the legendary First Forges. Both *Svarduun* and Karctan were cast from the forges to become the legends of countless battles.

SVARDUUN

Aura: strong evocation; **CL:** as wielder’s level

Slot: Held; **Weight:** 6lbs.

DESCRIPTION

Svarduun is a war hammer similar in design to a smith’s hammer, although it can change haft length based on the wielder’s preference (this change does not affect handedness or size). Forged entirely of an unusual black metal, the head and shaft are wrought with ornate knot work and ancient dwarven runes that identify it as the work and property of the Smiths of the First Forge. The weapon’s heft is surprising, weighing far more than would be expected.

Level 1: *Svarduun* is a masterwork warhammer and is considered magic for the purposes of

penetrating DR, but does not grant a magic enhancement bonus to attack and damage rolls. (It does grant a +1 nonmagical enhancement bonus to attack rolls as a masterwork weapon)

Level 2: *Svarduun* functions as a magic staff with the single spell *mending*, which takes 5 charges to use. Whenever a spell is cast from *Svarduun*, caster level is 8, or the wielder’s level, whichever is higher.

Level 3: *Svarduun* adds a +1 competence bonus to the Craft: armor and Craft: weapons skills. *Svarduun* must be wielded to gain these bonuses.

Level 4: *Mending* now takes only 3 charges to use.

Level 5: *Svarduun* now has *magic weapon* which takes 3 charges to use.

Level 6: *Magic weapon* now takes only 2 charges.

Level 7: *Mending* becomes *make whole*. *Magic weapon* now only takes 1 charge. *Svarduun* also grants fire resistance 1. The weapon need not be drawn to grant this benefit, but must be on the user’s body.

Level 8: *Make whole* now takes only 2 charges to use, and *Svarduun* grants its wielder 1 additional 1st-level spell preparation or spell slot per day. Fire resistance increases to 3.

Level 9: The additional spell preparation slot is now for a 2nd-level spell.

Level 10: The additional spell preparation or spell slots are for one 1st- and one 2nd-level spells and *Svarduun* is now a +1 warhammer.

Level 11: *Make whole* now only takes 1 charge to use. For 3 charges *Svarduun* begins to glow from within with a searing red light as though it were just pulled from a hot forge, effectively gaining the *flaming* property for 5 rounds.

Level 12: *Svarduun* now has the spell *magic vestment*, which takes 2 charges to use. Competence bonus to the Craft: armor, and Craft: weapons skills increases to +4 and fire resistance increases to +4.

Level 13: *Svarduun* is now a +2 warhammer and the cost to use the *flaming* property decreases to 2 charges.

Level 14: *Svarduun's magic vestment* spell now only takes one charge to use, the additional spell preparation slots or spell slots are for two 2nd-level spells, and the fire resistance it grants increases to 5.

Level 15: *Svarduun's* bearer may spend 2 charges to grant the weapon the *speed* property for 1 round. Additionally, in the hands of a dwarf, *Svarduun* is treated as though it were crafted from adamantine.

Level 16: *Svarduun* now has the spell *greater magic weapon*, which takes one charge to use. The additional spell preparation or spell slots are now for one 3rd-level and one 2nd-level spell and it is now a +3 warhammer.

Level 17: *Svarduun* now has the spell *aspect of the forgelord* (see below), which takes one charge to use. And the competence bonus to the Craft: armor, and Craft: weapons skills increases to +6.

Level 18: *Svarduun* now has the spell *banishment*, which takes one charge to use, and it grants a +2 enhancement bonus to Strength and Wisdom.

Level 19: *Sarduun* now has the spell *destruction*, which takes one charge to use. The fire resistance it grants increases to 15 and the cost to activate the *flaming* and *speed* properties is reduced to 1 charge each.

Level 20: The additional spell preparation or spell slots are now for a 5th level and a 4th level spell and *Svarduun* is a +4 warhammer.

ASPECT OF THE FORGELORD

School transmutation; Level cleric 5

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/ level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength

and Constitution, and take a –2 penalty to your Dexterity. Additionally, while in this form you radiate extreme heat in a five foot aura that inflicts 1d6 points of fire damage, and are immune to all non-magic forms of fire and heat. At 15th level, your aura inflicts 2d6 points of fire damage. Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Additional Rules in the *Pathfinder Roleplaying Game Core Rulebook* for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

SPECIAL THANKS

Before finishing this volume, I posted a contest on social media to name the dwarf who appeared in the introduction and in the opening fiction. The responses I received were all very good and inspiring so instead of just selecting one winner I rewrote the entire introduction to include two dwarves and work in the very cool contributions of Andrew Black, Shaughnn Lee-Capua, and Jim Mills. Thanks guys!

Go ROGUE!!

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