

HAMMERWIGHTS

Lumpy, child-sized creature, like humanoid maggots. Hammerwights dwell in burrows and under ancient mounds, for they fear the sun. Anything you bring to them, they can forge into something else: a snake turns to an ever-poisonous blade, an eyeball to a ring warning you of danger, a camir carcass to a self-propelling if macabre wagon. They will always want payment, though. The most desired payment is human infants, for the hammerwights do not reproduce normally. Instead, they use their uncanny skill to remake children into their image. At certain times they desire seemingly worthless objects, at others great treasures.

Although the objects made by the hammerwights are wondrous, they are rarely used publicly for fear that one be accused of child-sacrifice.

SIZE: -1

ATTRIBUTES: Blood d10, Instinct d6, Presence d4, Steel d4, Wisdom d10.

SKILLS: Artifice [Smithing] d12, Nature d6, Rites d6.

WEAPON: Hammer (d4).

ARMOUR: 0

SPECIAL ABILITIES: Create enchanted object.
See the table to the right for examples.

1d10 Hammerwight Creations

1	Condor-wing kite that flies where it's told to go.
2	Moroc-sinew rope that coils and uncoils on command.
3	Jewellery flower which drops mother-of-pearl petals every autumn and grows new ones every spring.
4	Frozen flame dagger that burns the flesh of those it cuts.
5	Necklace of teeth that tears out the throat of those who wear it.
6	Ice sculpture turned to perpetually cold glass.
7	Moonlight trapped in a bottle.
8	Mist robe, lets wearer float a few centimeters above ground.
9	Jar made of a toad, which turns all water into a potent hallucinogenic.
10	Wolf-skull lantern that reveals all hidden tracks.