

HAMMER OF WRATH

Weapon (warhammer), artifact (requires attunement)

Forged in the fires of the Abyss and cooled in a pool of chaos on Limbo, the Hammer of Wrath is one of the Seven Deadly Sin Artifacts thought lost in the multiverse. It radiates pure rage, affecting the minds and souls of any who dare wield it.

Throughout history, the Hammer of Wrath has been seen at the front lines of titanic clashes. War and chaos gods alike have held the hammer, using it to collapse countless skulls. Some say the ghosts of thousands of dead linger in its presence, their souls destroyed by the overwhelming hatred that hangs around it.

Lacking any decoration, the hammer looks like a plain warhammer. It is oddly unbalanced, too, the majority of its weight held in its thick, stone head. The handle is rough to the touch, making the hammer somewhat painful to hold even for those attuned to it.

Magic Weapon. The Hammer of Wrath is a magic weapon that grants a +3 bonus to attack and damage rolls made with it.

Random Properties. The hammer has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 2 major detrimental properties

Perpetual Wrath. If you are holding the warhammer, you gain the following benefits:

You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll. You have resistance to bludgeoning, piercing, and slashing damage. Anger Amplifier. If you are holding the warhammer and you have the rage feature, your Rage bonus damage is doubled and your rage only ends early if you fall unconscious. You cannot choose to end your rage early.

Inspire Frenzy. If you are holding the warhammer, you can use your action to drive creatures within 30-feet of you into a frenzy. Each creature in the area must succeed on a DC 18 Wisdom saving throw or become enraged until the end of its next turn. An enraged creature has advantage on melee weapon attack rolls, but attack rolls against the creature have advantage. You can't use this property again until the next dawn.

Curse. The warhammer bears a curse that affects non-chaotic creatures that are attuned to it. With each passing week, a creature's ethical alignment shifts one level towards chaotic; from lawful to neutral and then neutral to chaotic. Also, you cannot cast spells or concentrate on them while attuned to the hammer. The curse can be undone by any effect that removes a curse, such as a greater restoration or remove curse spell.

Destroying the Hammer. Some believe that as long as wrath exists in the multiverse, the hammer of wrath cannot be destroyed. However, if a solar should sacrifice itself in the presence of the hammer, it can use its dying wish to destroy the hammer. However, as long as wrath exists in the multiverse, the hammer reforms 1d10 x 10 years later. If all wrath in the multiverse is wiped out, the hammer dissolves in a pool of blood and evaporates.



THANKS FOR READING!

This entry came from an awesome request from one of my Patrons. It's part of a series of seven artifacts all centered around a Seven Deadly Sins theme. So definitely expect some more to come up.

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