

TREASURES OF NEOEXODUS: RAMPAGER'S IRONS

Stories of weapons with mysterious powers abound in Exodus, but one of the most popular tales of these weapons speaks of the Rampager's Irons, the guns cursed by the insidious betrayal of a young Arman Protectorate officer and his brother's revenge. Driven by the guilt of the surviving brother, these cursed guns roam Exodus seeking revenge against those who wronged them long ago.

HISTORY

Upon the rise of the Janus Horde, the Arman Protectorate found themselves short on manpower and long on enemies. Thousands of soldiers were mustered and sent to war, carrying the banners of their fledgling nation. Among them were two brothers, Arkady and Matvei Bemt. The twin brothers were stout of body, strong of heart, and filled with love for their country. As volunteers in an infantry unit, they deployed together to the front lines of the conflict with the Janus Horde.

Charismatic and swift with his favored pistol, the younger brother Matvei rose swiftly through the ranks of their company, soon taking command of the unit. While popular with the rank-and-file soldiers, the officers felt threatened by the young gunman's rise. Behind the young man's back, his fellows hatched a plan to rid themselves of the charismatic youngster. Fearing for their positions, they planted evidence that Matvei provided the secrets of gunpowder to the Horde and other enemies of the Protectorate. Each evening at sundown, Arkady would approach his brother and speak with him.

"Brother, please! They seek to brand you a traitor," pled Arkady.

"Nonsense, Arkady! My comrades trust me with their lives, and I trust mine with them. Surely you've been drinking far too much!" Matvei replied, polishing his favored pistol with a smile. "Go, rest. You have guard duty at sun-up."

"Matvei, please listen to me. You're in danger here!"

"Go, Arkady. We'll not speak of this anymore. You're dismissed."

As he had every night for weeks, Arkady saluted, leaving his brother to his pride.

After a time, at the rise of the full moon, the company was called to the yard to face a squad of men in black hoods and holding muskets. Beaten and stripped of his



uniform, Matvei was blindfolded and dragged before the men while pleading for mercy.

"Men, this officer is a traitor! He has been selling the secrets of our weapons to the enemy!" barked the colonel, "He shall be executed for his crimes!"

"What proof?! Show us proof!" Arkady cried, his fellow soldiers grabbing onto his arms to keep him from running to aid his brother, "You don't have proof!"

The colonel held a stack of papers aloft, upon which the men recognized the innards and workings of their sidearms laid out in ink on the parchments. He told the story the traitors constructed and of the silent bounty placed on the man by the Forger's Guild. Arkady cried out in anguish as the colonel confirmed the web of lies his enemies had weaved. The company of soldiers shouted and called for blood: execute the man who dared share the protectorate's secrets!

"Lieutenant Matvei Bemt, in the name of the Tsaria, you are hereby sentenced to death for your crimes against the Protectorate! Executioners, aim!"

"No!" Arkady strained against the other soldiers, tears streaming from his eyes.

"Fire!"

It is said that Arkady did not move from that spot for many hours, staring at his brother's blood as it seeped into the stones of the yard, cradling his brother's pistol in his hands. A man who survived the night tells that he heard a mad laughter erupt from the courtyard; moments before, the air was filled with fire and smoke as Arkady went on a rampage to avenge his brother. One by one, any soldier that stood to fight or defend the traitorous officers who enacted his brother's death were gunned down, along with the men who supported the unjust death. Legend has it that the colonel escaped into the plains, tailed by a maddened Arkady, pursued by the flare of ghostly gunfire and smoke.

DESCRIPTION AND CONSTRUCTION

Created out of standard masterwork pistols, the Irons have no such indication of their function. They appear as a pair of old, hastily produced flintlock pistols in well-worn holsters; the pistols look moments away from exploding of their own accord and smell distinctly of fresh blood when fired.

Aura moderate enchantment; **CL** 12th
Slot none; **Price** 28,250 gp; **Weight** 8 lbs.

DESCRIPTION

These +1 *pistols* always appear as a pair. The guns refuse to function for a character without the grit class feature. Characters with the grit feature may wield one of the pistols normally. Once per day, the wielder may spend all remaining grit points (minimum of 1) to draw the second pistol and enter a rampage. This rampage functions as the rage barbarian class feature, but grants a +6 profane bonus to Dexterity instead of the morale bonus to Strength and Constitution, and lasts for a number of rounds equal to the number of grit points spent. Gaining additional grit does not extend the duration of the rampage. The rampage can be ended early with a successful DC 20 Will save. The wielder becomes exhausted at the end of the rampage. Additionally, at the conclusion of the rampage the wielder must make a Will save (DC 20 +1 for each round spent in the rampage) or be affected by a *geas/quest* spell (CL 12th). This *geas* instructs the bearer to seek out and kill the nearest member of the Forger's Guild, who is seen by the wielder to have a distinct blood-red aura about them.

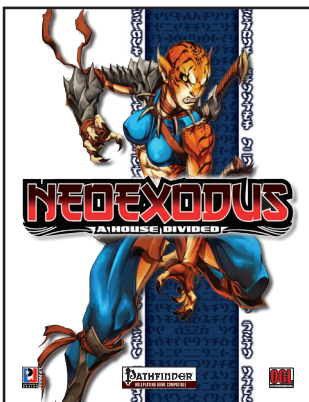
CONSTRUCTION

Requirements Craft Magic Arms and Armor, *rage*, creator must be at least 9th level; **Cost** 14,125 gp

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Item Description

Notes:

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RAMPAGER'S IRONS WEAPON CARDS

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