

TREASURES OF NEOEXODUS: SCEPTER OF PERPETUAL SACRIFICE

Khayne demands blood from his followers and their enemies alike.” — Yeggrahk, Bloodmancer

The most devout priests among Khayne’s worshippers revel in shed blood, whether from their own flayed backs and lacerated limbs or from tortured victims consumed by diabolical rites of sacrifice. Cannibalism is encouraged, and his apostles rouse a bloodlust as primal as the deity it is inspired by. No true minister of the dark god’s teachings considers his own blood too sacred to spill, and their traditions of mutilation extend far past the shallow waves cast in the histories of Exodus by his best remembered devotees. While mass sacrifices and other common rites of devotion are better known, the *Scepter of Perpetual Sacrifice* represents the crowning achievement of Khayne’s earliest zealots. This ancient weapon is emblematic of and testament to the Blood God’s primordial power, with its most potent abilities fueled by the wounds it inflicts on both victim and wielder.

HISTORY

In ages past, long before high priestess Euhudi first touched upon the lands of Bal and prior to the recorded histories of man, another of the Blood God’s notable worshippers washed the wild territories with oceans of gore. Yeggrahk the Bloodmancer’s influence grew throughout the disparate jungle tribes and plunged the countryside into frequent civil wars, all with no greater purpose than to strengthen the crimson tide. More than one of the stepped pyramids scattered across the region have been used by his bloodthirsty congregation, monuments raised in honor of their ruthless patron that have been sites of innumerable grisly offerings. These temples were built on the backs of slaves who eventually gave their own lives to the construction of the profane shrine. It was atop one of these shrines that Yeggrahk’s *Scepter of Perpetual Sacrifice* first eviscerated human flesh.

While some wrote Yeggrahk off as a crazed masochist, in truth the Bloodmancer understood the primordial nature of his god’s worship in ways

that still mystify scholars of the forbidden. To this day, the potent magics at work in his weapon have not been

replicated; thus, the scepter remains unique throughout Exodus. Yeggrahk knew that while true power can be attained through blood, the most potent knowledge is borne from fresh crimson tendered by both the devout and the defiled, the seeker and the victim.

Khayne’s gifted priest honed his grisly craft across the jungles of Bal, sacrificing every captured opponent on the blood-soaked pyramids in gory ceremonies that sometimes lasted for days. As the cannibalistic horde felled more of Yeggrahk’s enemies in crazed attacks, the dark god gifted his apostle with evil blessings that would ultimately be the ambitious Bloodmancer’s undoing.

With these new abilities at his disposal, the region was soon rid of all worthy opposition, and Yeggrahk looked beyond the borders of Bal for new blood to spill.

In a campaign of psychotic fortitude for such a small and undisciplined force, Khayne’s potent preacher mounted an ill-fated attack on a nearby rising power to the southwest, an exiled Sorcerer-King of Abaddon named Crasyth. The battle seemed impossible; the magician’s fortress was nearly impregnable and his enslaved soldiers endless. As all seemed lost, the bloodlust of Yeggrahk’s tribe was awoken by Khayne’s endless hunger, and every warrior tripled in prowess and became enraged. Despite the enchantments and fear binding his forces together, Crasyth’s army broke under the rejuvenated wave of cultists. The blood priest charged to the fore, propelled through the air by a jet of gore that brought him face to face with the surprised Sorcerer-King.

The Bloodmancer impaled both himself and Crasyth on the symbol of the Yeggrahk’s power in one last desperate attack. This act of mutual and complete bloodshed confounds would-be enchanters and craftsmen, but it is required to create a *Scepter of Perpetual Sacrifice*. This element is also the cause of the weapon’s constant hunger for blood.

With no immediate voice of command both armies quickly fell into disarray, and the battlefield emptied

of combatants—save for the corpses of hundreds of slaves and savages. Yeggrahk’s acolytes



quickly gathered what remained of their prophet and placed him, along with the tool of his office, deep within the catacombs below their temple to the Blood God. The malevolent weapon has since ensnared a greedy tomb raider, who quickly succumbed to its bloodlust, and has found victim after victim throughout Exodus.

DESCRIPTION AND CONSTRUCTION

Weathered gray leather straps wind around the base of the scepter to cover its two and a half foot grip. Two jagged pieces of metalwork protrude from a few inches above the ancient straps, the cold black haft leading up to a carved wooden sculpture of meticulous detail. The ornamentation is a chilling demonic face with pincers extending from its sides and curled horns holding a crackling flame. Ruby-red eyes gaze out from its malevolent countenance; they sparkle when light hits them, seeming to flash with insatiable hunger.

SCEPTER OF PERPETUAL SACRIFICE

Aura strong transmutation **CL** 14th

Slot none; **Price** 128,302 gp; **Weight** 11 lbs.

DESCRIPTION

The *Scepter of Perpetual Sacrifice* functions as a +2 *keen flaming burst spear*. In addition to the burst quality, when the attacker scores a critical hit both the wielder and the victim take 2 points of temporary Constitution damage as the protrusions on the haft and head of the weapon stab into their flesh. The eyes of the demonic visage then surge red and the wielder receives a +2 profane bonus to all other attributes (Strength, Dexterity, Intelligence, Wisdom, and Charisma) and damage reduction 3/- for a number of rounds equal to the damage dealt divided by 4 (round down, minimum 1). Additional critical hits extend the duration of these effects, stacking both bonuses and durations. The staff continues to deal 2 temporary Constitution damage to the wielder and victim every time a critical hit is confirmed. After the initial attribute boost, subsequent bonuses are reduced to +1, while the damage reduction remains at 3/- for the entire duration of the effect.

The scepter thirsts for the blood of the dying. For every week that the owner does not slay an intelligent creature with the staff, they receive a cumulative -1 profane penalty to all checks based on Wisdom, Intelligence, and Charisma until they do so. Selling, abandoning, or otherwise transferring ownership of the weapon is the only other way to remove this curse, which disappears one week afterward. Any good-aligned creature wielding the *Scepter of Perpetual Sacrifice* suffers -2 temporary negative levels. Against a creature that does not have blood, this weapon functions as a normal +2 *keen flaming burst spear*.

CONSTRUCTION

Craft Magic Arms and Armor, *stoneskin*, *ray of enfeeblement*, *death knell*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, and/or *owl's wisdom*; **Cost** 64,151 gp

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Item Description

Notes: _____

Item Code _____

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