

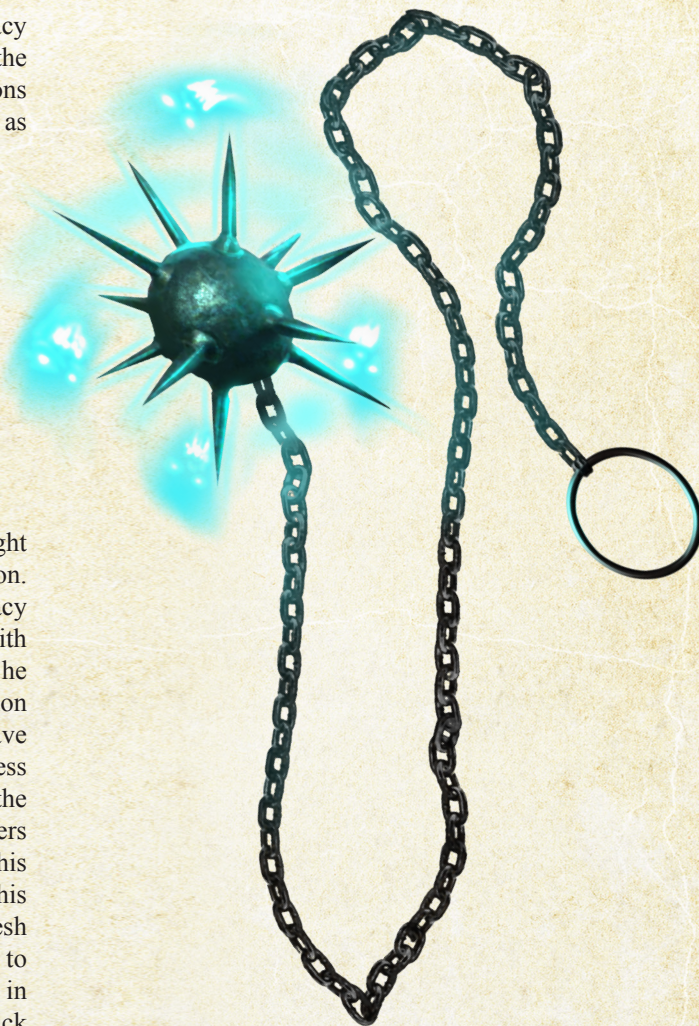
TREASURES OF NEOEXODUS: CLAW OF XON

Over the course of the Twilight War, the Reis Confederacy committed many atrocities; chief among them was the employment of the necromancer Xon. His undead legions and horrific experiments served the Confederacy well, as he developed a powerful weapon for his reanimated troops. This weapon's dark origins were steeped in blood; foul necromantic rituals gave it the power to tear forth the souls of men, turning them into ghostly specters that hungered for the living. Xon gifted these weapons to his most trusted servants and powerful creations so that they might spread his evil influence across the battlefield, drowning out the sound of clashing steel and cannon fire with a wailing choir of tortured souls.

HISTORY

During the days of the Twilight War the Confederacy sought to augment its forces by employing the necromancer Xon. For years his undead horrors supplemented Confederacy troops on the battlefield crushing their enemies with unholy fervor. After each battle Xon's forces grew as he raised dead soldiers to join his shambling horde. Xon cultivated this new army and installed a powerful grave knight as the army's general. Then, testing a new process using his disturbing necromantic magic, he extracted the iron from the blood of hundreds of slaves and prisoners to forge a new weapon for his new general, befitting his power. Weaving even darker and fouler magic into this weapon he imparted it the power to not just tear flesh and pulp bone, but also rend the very soul from a body to serve the weapon's wielder before passing on. Placed in the hands of his grave knight general this weapon struck resolve-shattering fear into the hearts of all who beheld it, including his allies within the Confederacy. On the battlefield Xon's general felled men by the dozens, tearing the souls from their ragged bleeding bodies to stand at his side and strike down the men they once called allies. As the success of his design became apparent, Xon began crafting more of these unholy weapons to outfit his undead forces. Soon a tidal wave of ghastly spirits flowed over Xon's enemies, leaving a desiccated field of withered husks behind them. When the leaders of the Confederacy were informed of Xon's horrific methods, they decided that he must be dealt with before his undead legions grew so large that the Confederacy could not hope to contain them. With this decision made, the Confederacy descended upon Xon's army in full force, and the conflict was short but

dreadfully bloody. After the battle, soldiers gathered the terrible weapons to destroy them. However, some were



left behind or stolen by corrupt Confederacy agents for personal use. Since that day these weapons have been used to devastating effect in the hands of powerful necromancers, anti-paladins, and others. Many religious factions seek to destroy these weapons so that they may never again taint the souls of good men.

DESCRIPTION AND CONSTRUCTION

A Claw of Xon is a terrifying weapon to behold. The weapon's grip is a plain iron chain flecked with blood and ending in a large metal loop. The head is a smooth and heavy iron ball with four-inch spikes jutting out at regular intervals. A trio of wailing ghostly figures swirl and dance about the head, casting a pale green light over the entire weapon.



NEW SPECIAL MATERIAL

BLOOD IRON

Using dark rituals and foul magic, necromancers have developed a technique of drawing forth the iron in a creature's blood to be used in constructing potent weapons. This despicable process taints and strengthens the iron making it suitable for the creation of necromantic items. If an attack with a weapon made of blood iron hits a target suffering from a bleed condition, that creature takes 1 additional point of damage from the attack as the weapon drains blood from the wound. When this effect triggers, the weapon also repairs 1 point of damage it has sustained. A creature that takes this extra damage more than once in a round must make a DC 12 Fortitude save (+1 DC per point of bonus damage beyond the first dealt that round) or be sickened for one minute. The wielder of the weapon can choose to inflict 1 point of Constitution damage to themselves to repair up to 10 points of damage that the weapon has sustained. Items without metal parts cannot be made from blood iron. For example an arrow can be made of blood iron, but a quarterstaff cannot.

Blood Iron has the same hp and hardness as steel.

Blood Iron weapons are always masterwork, which is included in the material price.

Weapon +3,000 gp

Aura strong necromancy and transmutation; **CL** 15th

Slot none; **Price** 96,015 gp; **Weight** 10 lbs.

DESCRIPTION

This +1 *wounding blood iron heavy flail* is constantly swarming with spectral images of screaming faces. The tortured screams that emanate from the weapon make stealth impossible for the wielder and cause any creature within 30 ft. of the weapon except the wielder to become shaken. A creature slain by a Claw of Xon has its soul torn from its body and imprisoned within the weapon, up to 3 souls may be imprisoned in this manner. As a standard action, up to three times per day, the wielder of a Claw of Xon can force a soul out of the weapon and control it. The soul has the same stats as a shadow and appears in a square adjacent to the wielder. A creature whose soul is contained within the weapon is not able to be restored to life, even by *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or *wish*. Only by destroying the weapon can a trapped soul be set free.

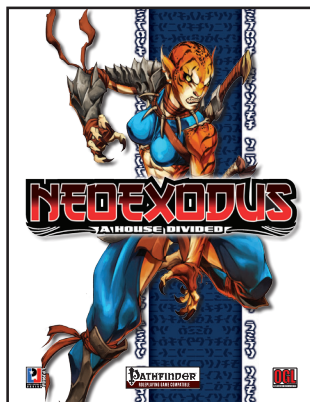
CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bleed*, *cause fear*, *create greater undead*, *trap the soul*; **Cost** 48,708 gp

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Item Code

CLAW OF XON WEAPON CARDS

Written By Loren Peterson

Editing: Joshua Yearsley

Artwork by Sergey Koziakov

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