

TREASURES OF NEOEXODUS: GRASSCUTTER

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GRASSCUTTER

Anyone can kill with a blade made of steel, and legions of swordsmen have made names for themselves with such weapons; only some are skilled enough to kill with a wooden sword. One warrior and his descendants are legendary for killing legions of warriors and mighty creatures armed with only a wooden blade: Yushi Abo and his clan. This mighty warrior and master swordsman was already a hero of renown before claiming a blade that was both reward and punishment: the sword known as Grasscutter.

HISTORY

There was once a warrior from the island of Xao, in the Casian Sea off the coast of Gavea, known as Yushi Abo. Yushi was renowned for his amazing swordsmanship, formidable fishing skills, and his passionate love of drinking. In 207 BU, as reckoned by the inhabitants of the Exodus mainland, Yushi and his best friend, Acrux Sael—druid and Imperial gardener—were caught during one of Yushi's alcohol-fueled fishing trips in a wild storm on the Casian Sea. The storm raged for hours, swamping and smashing the little fishing boat. After the storm passed, the two friends drifted at sea, clinging to the wreckage for three days. They were attacked by a passing shark, which managed to take one of Acrux's legs off at the knee before they drove it away. Exhausted and suffering from thirst and hunger, the two managed to wash ashore on an unfamiliar island. Yushi dragged Acrux ashore and tended to him. Yushi built a temporary shelter and brought water from a nearby stream that emptied into the sea. Once they had both quenched their thirst, Yushi left his friend to rest in the shade of their shelter. He found a strong piece of hardwood for a weapon and went inland to the jungle for food. While exploring, Yushi came across the nest of a megalania, which held three young. There were easier prey to be had in the jungle and no doubt plenty of forage as well, but Yushi was a warrior and a prideful one at that. Despite fatigue and exposure, he went after the young reptiles, determined to bring back a feast. Though each was the size of a large dog, Yushi easily dispatched them. He gathered them by their tails and began dragging them back to camp. While making his return trek, a deep, rumbling roar echoed through

the jungle. Yushi realized that the sound must be the mother megalania returning to the nest to discover her

missing young. Yushi hurried back to the camp and informed Acrux of their dire situation. Yushi prepared for the arrival of the great reptile by carving his piece of wood into a makeshift sword. Acrux cast an *ironwood* spell on the wooden sword to give them a fighting—if desperate—chance to survive the vengeful mother, and used what few spells he had remaining to bolster them for the battle ahead.

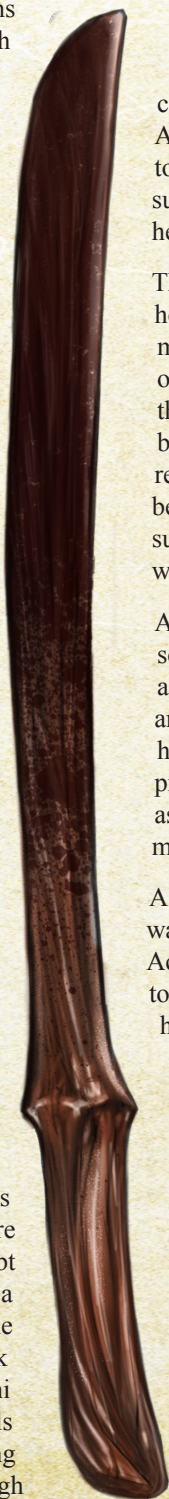
The mother megalania, trailing Yushi by the scent of her dead young, burst from the jungle. She was a true monster of her kind, 24 feet in length and weighing over a ton. She tore across the sand and fell upon the two shipwrecked men in a frenzy. After a short but terrible battle, they managed to drive the great reptile back into the jungle. Both men knew they had been lucky to drive the beast off and would likely not survive a second encounter. Escape from the island was their only chance.

After nearly a week of evading the megalania and scrounging materials together, Acrux and Yushi built a raft that they hoped would withstand the open sea and deliver them back to Xao. Acrux helped as best he could, using his magic to bind the wood and help preserve their supplies. They loaded the raft with as much dried meat, fruit, and water as they could manage, and then prepared to leave.

As the two struggled to get the raft into the open water, the mother megalania found them once more. Acrux, unable to flee over the sands with only one leg, told Yushi to get the raft into the water and prepare himself to fend off the beast. Yushi assured his friend that he would return as soon as their raft was afloat. Struggling and straining, he managed to move the raft into deeper water. He rushed back to his friend, but he was too late. The megalania was too powerful—Acrux had sacrificed himself. Tearfully, Yushi waded out to the raft and clambered aboard, watching the beast devour the remnants of his best friend as he paddled away.

Days later, Yushi was spotted by the crew of a large fishing boat, who rescued him and returned him to Xao. Still grieving for his lost friend and ashamed for the part his overweening pride played in Acrux's death, he used his remaining wealth to turn his wooden blade into a serviceable weapon

by seeking out powerful wizards. In remembrance of Acrux Sael, Yushi committed himself to



mastering the wooden sword he called Grasscutter. As atonement for his part in the druid's death, he swore to never use another weapon again. He went on to become an even more acclaimed warrior, both his and his blade's fame growing as the years passed. It is said that the spirit of Acrux Sael appeared to Yushi Abo at his deathbed, forgiving him and promising to watch over his descendants. The spirit then touched the blade and disappeared. The great warrior sighed his last breath a moment later. After his death, Grasscutter was passed down to the descendants of Yushi Abo, each wielder becoming a great fighter in their own right, extending the legend of the family and its ancestral blade through many battles and adventures throughout the world of Exodus.

DESCRIPTION & CONSTRUCTION:

Grasscutter is a wooden sword with a single-edged, slightly curved blade similar to that of a katana. It is carved from a single piece of teak, the centuries darkening the wood to nearly black: the blood of many fallen enemies has left a rusty stain soaked into the grain. The handle is wrapped in a simple leather grip. Grasscutter is 3 ½ feet in length and weighs 4 pounds.

Aura moderate transmutation; **CL** 12th
Slot none; **Price** 120,000 gp; **Weight** 4 lbs.

STATISTICS

Alignment NG

Senses 60 ft., sight and hearing

Int 10, **Wis** 14, **Cha** 13, **Ego** 18

Communication empathy

Power Grasscutter can use *magic aura* on itself at will

Special Purpose Defend the bloodline of Yushi Abo

Dedicated Power Manifest Acrux Sael's spirit (This functions in all ways like a Summoner's eidolon, except that the spirit's stats are as shown below. Summoning takes a full round action. If slain, the spirit cannot be summoned again for 24 hours. While the spirit is manifested, Grasscutter loses its intelligence and any other properties associated with it until the spirit is dismissed or slain.)

DESCRIPTION

In most hands, *Grasscutter* functions as a +1 *club*. If wielded by a fighter, its full powers can be unleashed, and it functions as an intelligent +2 *impervious keen longsword of speed*. The sword carries a fairly powerful curse as well. Once it has been wielded in combat, the wielder feels compelled to wield no other melee weapons in battle other than *Grasscutter*. The wielder's ability to use ranged weapons remains unaffected. A successful *remove curse* spell (DC 20) allows the wielder to discard the wooden blade, but the curse will reassert itself should *Grasscutter* be used in combat again. If wielded by one of Yushi Abo's descendants or one dedicated to the protection of a descendant, its special power can be called upon: a manifestation of Acrux Sael that functions like a summoner's eidolon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fabricate*, *haste*, *keen edge*, *make whole*, *planar binding*; **Cost** 60,000 gp

ACRUX SÆL, GUARDIAN SPIRIT

NG Medium outsider

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+1 dodge, +2 Dex, +8 natural)

hp 68 (9d10+18)

Fort +9, **Ref** +5, **Will** +8

Defensive Abilities evasion; **DR** 5/evil; **SR** 23

OFFENSE

Spd 30 ft.

Melee slam +13/+8 (1d8+6 plus push)

Special Attacks *frightful presence* (Will DC 16)

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +12; **CMD** 24

Feats Dodge, Great Fortitude, Improved Initiative, Toughness, Weapon Focus (slam)

Skills Knowledge (nature) +12, Perception +14, Profession (gardener) +14, Survival +14

Languages Celestial, Common, Druidic

SPECIAL ABILITIES

Frightful Presence (Ex): Acrux can activate this ability as part of an attack. Opponents within 30 feet must make a Will save or become shaken for 3d6 rounds. The DC of this save is Charisma-based. If Acrux has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than Acrux are immune to this effect.

Magic Attacks (Su): Acrux's attacks are considered magic and good for the purpose of overcoming damage reduction.

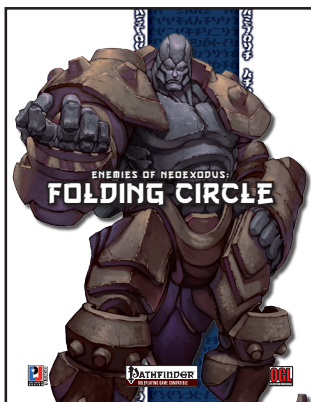
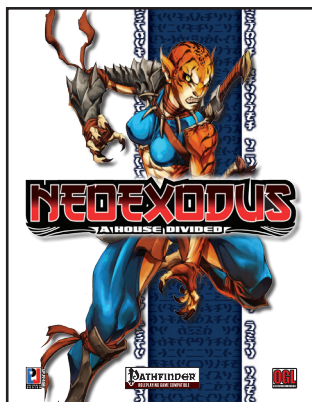
Push (Ex): Whenever Acrux makes a successful slam attack, he can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from Acrux. This ability only works on creatures of sizes equal to or smaller than him. Creatures pushed in this way do not provoke attacks of opportunity.

Acrux Sael, the guardian spirit, appears as a tall lanky man of late-middle years, dressed in simple garb. His head and face are covered in salt-and-pepper stubble, his skin brown from decades of outdoor life, his eyes hidden by a permanent squint. He is an earthy fellow, fond of drink and speaking in old adages and proverbs.

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GRASSCUTTER WEAPON CARDS

Aura moderate transmutation; **CL** 12th
Slot none; **Price** 120,000 gp; **Weight** 4 lbs.

STATISTICS

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Senses 60 ft., sight and hearing
Int 10, **Wis** 14, **Cha** 13, **Ego** 18

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CONSTRUCTION

Requirements Craft Magic Arms and Armor
fabricate, haste, keen edge, make whole, planar binding; **Cost** 60,000 gp

Item Description

Notes:

Item Code

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