

# TREASURES OF NEOEXODUS: DAEMONWATCH BLADE

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DAEMONWATCH BLADE

The Var Shaal religion of the desert-dwelling gevet is inscrutable to those not of the people. It is said that a great temple lies in the desert where the gevet race was supposedly born. According to one fragmentary report from a zealous daemonslayer, the temple is guarded by fierce warriors that bear deadly blades and mercilessly hunt interlopers that threaten or defile their people's sacred ground.

## HISTORY

Journal fragments recovered by a merchant, one of the faithful, and delivered to the Sanguine Cathedral circa 90 AU in Nyssa. They belonged to Joss Krenovic, a daemonslayer from Tusya in the Arman Protectorate, last seen in the Dominion over a decade ago:

**Day 10:** We have now entered the deep desert. According to the locals we spoke to at the mission, the gevet have a great temple hidden in the wastes. These mongrels not only openly flaunt their daemonic ancestry, they go so far as to claim they revel in it. Surely whatever is harbored in this temple of theirs should be investigated. We do not have the numbers for an outright assault—there being but a half dozen of us—but I shall see this place for myself. Once I am sure of its unclean state, I shall petition the Church for a force to cleanse it.

**Day 14:** —most unhelpful. Our guides are nervous, but still lead us to our destination. Their anxiety confirms my suspicions. This place of worship is heretical. Like a pustule, it should be lanced and drained of its filth and made pure.

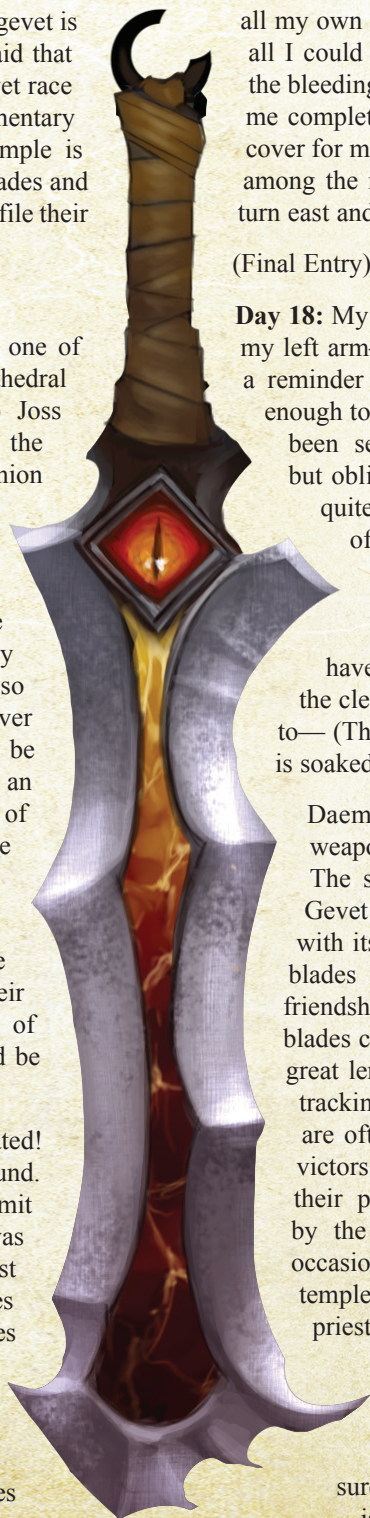
**Day 16:** By Dhazvok's red spear, we are defeated! Our guides led us to a heavily guarded compound. The guards at the gate were impertinent. I admit that I did not see who drew steel first, but it was those daemon-tainted bastards that drew first blood. They wielded ugly two-handed blades with great ferocity. What unholy magic resides in their steel, I do not know, but it is enough to defy the blessings of the Sanguine Lord. We were given great, gaping wounds for our troubles and were forced to withdraw, leaving three of our own behind. Our guides fled back into the desert like the curs they are. Lexx and Yuri bled out and fell during our retreat. I managed to heal

all my own wounds but one. A clumsy dressing was all I could manage, but it seems to have stemmed the bleeding. The Sanguine Lord has not abandoned me completely, as a sandstorm arose and provided cover for my escape. For now I sit in a small hollow among the rocks, awaiting its passing; then I shall turn east and make for the nearest settlement.

(Final Entry)

**Day 18:** My Lord is with me. I yet have a wound on my left arm—still resisting any healing magics—as a reminder of my failure. I have food and water enough to make it back to civilization. There have been several small sandstorms that have all but obliterated my trail. I am safe now, though quite tired and will be cleaning the sand out of unmentionable areas for days after I leave this desert, but I shall return home. When I am healed and have given my report to the Prelate, perhaps I shall have the opportunity to return and help with the cleansing of that place. I should dearly like to— (The writing ends here; the rest of the page is soaked in blood.)

Daemonwatch blades are the traditional weapons of the temple guards of Var Shaal. The swords are inlaid with shards from the Gevet Stone, increasing the weapons' magic with its strange power. In rare instances, these blades are gifted to those who have shown friendship to the gevet. Rarer still are those blades captured by force, as the gevet will go to great lengths to recover them from thieves; the tracking powers of the daemonwatch blades are often employed in this manner. Would-be victors are often caught, still suffering from their persistent wounds, and are slaughtered by the very thing they sought to take. On occasion, bearers of these blades will leave the temple, sent forth on quests on behalf of the priestesses. Gevet who encounter a bearer of a daemonwatch blade treat them with deference—usually out of respect, always out of fear—and avoid giving offense. A gevet with such a blade is surely in service to Var Shaal; a non-gevet is either a great friend of the temple, or a powerful enemy. In either case,





gevet are careful to avoid confrontation with such an individual.

## DESCRIPTION AND CONSTRUCTION

This greatsword sports irregular serrations along the length of its broad blade, and wickedly curved spikes around its broad point. The flat of the blade is inlaid on both sides with honey-colored stone, shot through with a milky marbling. Set into the base of the blade is a large crystalline eye, like that of a great reptile. The grip is wrapped with a long strip of plain but serviceable leather, tied off about the crescent pommel.

## NEW WEAPON PROPERTY

### EVERDEATH WEAPON PROPERTY

An everdeath weapon is made from shards of the Gevet. Damage done by an everdeath weapon inflicts infernal wounds like a bearded devil. Damage inflicted by the weapon does not heal naturally. The caster of any effect that would heal damage must succeed at a DC 20 caster level check or fail. A bearded devil with an everdeath weapon doubles its bleed damage.

Trying to bring a target back from the dead that was killed by an everdeath weapon requires a DC 25 caster level check or it fails. The everdeath weapon absorbs the souls of those it kills.

Moderate evocation, strong evil; **CL** 9th; Craft Arms and Armor, *inflict serious wounds* or *vampiric touch*, must have a piece of Gevet; **Price** +2 bonus.

**Aura** moderate divination and evocation, strong evil; **CL** 9th

**Slot** none; **Price** 77,350 gp; **Weight** 8 lbs.

## DESCRIPTION

A daemonwatch blade is a +1 *unholy everdeath greatsword*. When a blade wounds a creature, a mystic link is created through the target's blood. The wielder of the blade can track down the last creature struck as if using a *locate creature* spell, but without a range limit so long as both blade and creature are on the same plane. This ability lasts for up to 12 hours after the last of the damage inflicted by the sword has been healed. The bearer of the blade gains a +2 circumstance bonus on all Bluff, Diplomacy, and Intimidate checks made against gevet.

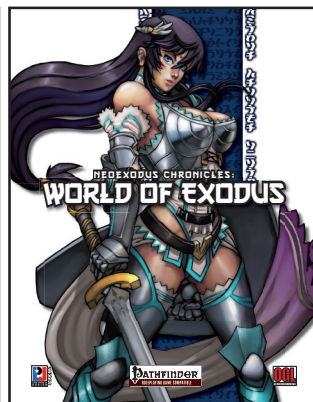
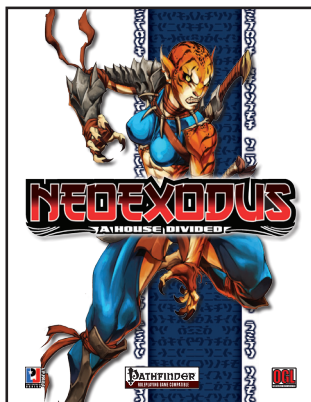
## CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *inflict serious wounds* or *vampiric touch*, *locate creature*, *unholy blight*, must have a piece of Gevet stone; **Cost** 38,850 gp

# NEOEXODUS

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THE WORLD OF EXODUS NEEDS HEROES...





Written By Jeff Lee with Louis Porter Jr.

Editing: Joshua Yearsley

Artwork by Sergey Koziakov

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