

TREASURES OF NEOEXODUS: HELLFROST HAMMER

In 73 AU an undead terror led a savage band of humanoids and giants north out of the Ice Crag. Its horde breached the Sanguine Barrier and began a short but brutal reign of terror in the southernmost reaches of the Arman Protectorate. The undead leader of the warband wielded a mighty dark hammer infused with it the dread chill of the South, sapping both warmth and life from its victims. The monster and its followers ran rampant for several weeks until reinforcements arrived and finally brought the nightmare to an abrupt end. Though the threat was put down years ago, the fear of the dread weapon and the creature that bore it is still fresh in the minds of the citizens that dwell near the southern frontier of the Protectorate.

HISTORY

The Protectorate was still confronting the fresh threat of the Janus Horde when Gorkath the Shambler, a caliban transformed into a wight, breached the southern border wall. With an army of calibans, ogres, and even a handful of frost giants in his wake, Gorkath quickly became the stuff of nightmare, descending on settlements with no greater goal than their total destruction. Loot and pillage appeared to be secondary. The slaughter was horrendous, made doubly so by the might of the band's leader and his magic hammer, a weapon that struck with the deathly chill of the cold southern wastes. Worse yet, the kills seemed to empower Gorkath, making him more terrible and inexorable with each victim he struck down. Terror sent the populations of entire villages fleeing north ahead of the marauders.

As the flood of refugees streaming northward became too great to ignore, the Protectorate diverted forces to quash the raiders. Initial contact led to a series of skirmishes as the monstrous band executed a fighting retreat back toward the Ice Crag, pursued by Protectorate troops. There were significant losses on both sides. Finally as Gorkath and what remained of his forces neared the Sanguine Barrier, a barrage of fire descended upon them from a unit of Artillerists that had circled to cut off their retreat. The assault obliterated the band of humanoids and their undead leader. Nothing of Gorkath remained but a single clawed hand, still clutching his deadly weapon. Protectorate officers took possession of the warhammer, returning it to the capital for study. The secrets of its construction and enchantment were eventually discerned and it is thought at least two more of its type have been created

in the years since Gorkath was destroyed. Some still wonder how a savage brute like the Shambler came into possession of such a



powerful weapon. It has been theorized that the wight was the agent of something more sinister. There may yet be something vile and powerful lurking in the Ice Crag, something that used Gorkath's band to

probe and test the Protectorate defenses. Still, it has been nearly two decades without further attacks of such scale. Perhaps it was a fluke, an isolated incident. However, the most cautious still keep a watchful eye to the South.

DESCRIPTION AND CONSTRUCTION

A hellfrost hammer is crafted of dark steel. The head of the hammer is encircled by grinning skulls, each bearing a gold ring clenched between its teeth. Each ring is fastened by a gold chain to the rings borne by the skulls to either side of it. The handle is wrapped in leather dyed a deep blue. Blackened metal wire overlays the leather in a diamond pattern. The steel head contains a core of lead, giving the weapon greater heft than normal and increasing the force of its impact.

NEW WEAPON PROPERTY

BLACKFROST WEAPON PROPERTY

The blackfrost weapon property may only be added to a weapon with the frost or icy burst property. It infuses the weapon with the dark cold of southern Exodus. If a blackfrost weapon deals more than 3 points of cold damage it also deals 2 points of Dexterity damage.

Aura strong evocation and necromancy; **CL** 15th
Slot none; **Price** 77,312 gp; **Weight** 8 lbs.

DESCRIPTION

This +2 *blackfrost icy burst warhammer* can infuse its wielder with the life force of the fallen. When used to coup de grace a living opponent that is helpless or dying, the hammer floods its wielder with warmth and vitality, granting 3 temporary hit points per hit die of the victim and cold resistance of 5. If the victim has the fire subtype, the cold resistance granted rises to 10. The temporary hit points and cold resistance last for 10 minutes per hit die of the victim. If the wielder of the warhammer is undead, the hammer grants 5 hit points and a +1 to attack and damage rolls for the same duration. These benefits stack (e.g. a living wielder that performs a coup de grace on two 1 HD opponents in two consecutive rounds gains 6 temporary hit points and has cold resistance 5 for a 199 round duration.)

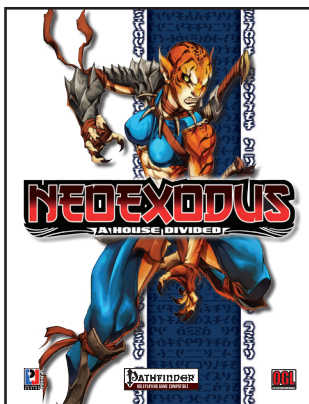
CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill metal* or *ice storm*, *cone of cold*, *death knell*; **Cost** 38,656 gp

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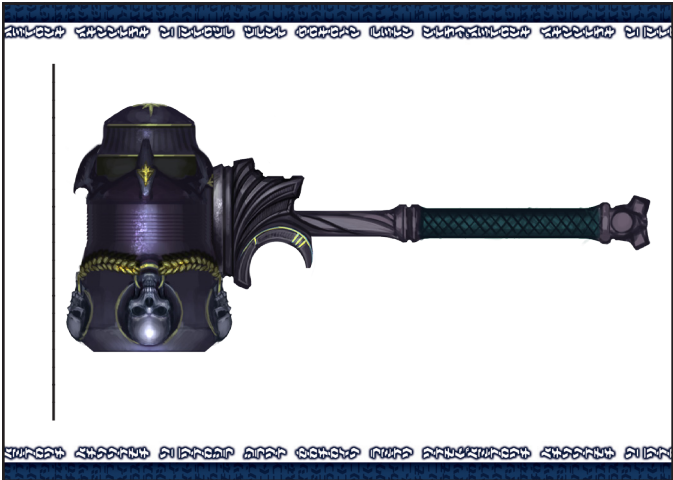
HELLFROST HAMMER

WEAPON CARDS

Item Description

Notes:

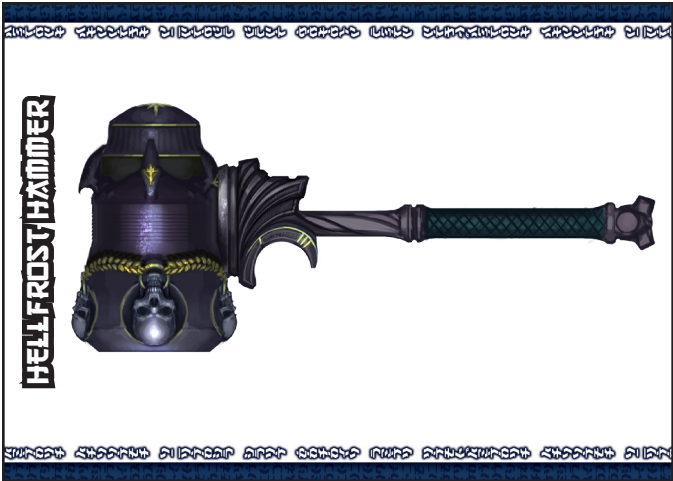
Item Code



unwerving sounds provide the wielder with a +2 circumstance bonus on all Intimidate checks. In pursuit of its purpose, the axe can enact its dedicated power with but a touch, but it can also be delivered as part of a regular melee attack, though no more than once in a round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, acid arrow, corrosive consumption, rage; Cost 94,910 gp



Aura strong enchantment and conjuration; CL 17th

Slot none; Price 189,820 gp; Weight 12 lbs.

STATISTICS

Alignment NE

Senses 120 ft., darkvision, blindsense, and hearing

Int 10, Wis 12, Cha 16, Ego 19

Communication empathy

Power rage 3/day

Special Purpose slay all except itself and its wielder

Dedicated Power corrosive consumption (Ultimate Magic 212) at will

DESCRIPTION

This +3 furious corrosive burst greataxe contains a fragment of a great green wyrm's spiritual essence. While its intellect has been dulled by its interment into steel, its force of personality is still quite strong. While it can only communicate empathically, Hellfrost Hammer does have a voice of sorts, the metal of its blade vibrating in metallic growls and roars to express its ceaseless rage and hunger for the destruction of all living things. These

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