

TREASURES OF NEOEXODUS: MORDANT WRATH

In the midst of the Age of Mind and Magic, one of the Sorcerer-Kings sought an alliance with a great green dragon against the Cavians. When the wyrm would not give its power willingly, the sorcerer took it by force. Using blood rituals he gifted his greatest general with a measure of the dragon's physical power. He then took her spirit and bound it into a powerfully enchanted axe to arm that general for battle.

HISTORY

Kavelin Skybright, Sorcerer-king, waged a war against the Cavians fueled by righteous indignation. That a race of noxious beastmen, no better than vermin, could seek to best the arcane might of humankind seemed to him supreme audacity. He taxed his powers to their limits, seeking to obliterate them from the face of Exodus. He made pacts with daemons, allied with monsters, and made whatever dark bargains that were required to obtain more aid for his arduous and genocidal task. It was in the pursuit of yet more power that he attempted to bargain with one of the mightiest of creatures: Jazykjeda, a great green dragon that dwelt in the heart of an ancient forest.

At first the dragon was amenable to Kavelin's offer of alliance. However, the suggestion that Jazykjeda serve as a mount for the Sorcerer-King, or one of his generals, stung the dragon's pride. She flatly refused. Kavelin attempted to use his magic to force the dragon into submission and, enraged, she attacked. The battle was fierce, but Kavelin prevailed. The creature's horde of minions was claimed and Kavelin used ritual blood magic to instill his greatest general, Markahm, with strength and vitality from the dragon's heart blood. The Sorcerer-King went one step further, and imprisoned the dragon's very spirit, impressed with its powerful rage. Intent on gaining service from the dragon in some form, Kavelin bent his arcane prowess towards creating a weapon suitable for his greatest general. A magnificent axe was forged and the Sorcerer-King plied his spells to instill the spirit of the dragon within it, magnifying and enhancing the magic already laid into the weapon. When he finished, Kavelin presented his General Markahm with Mordant Wrath. The weapon held only a portion of the dragon's formidable spirit, but seemed to have retained all of Jazykjeda's fury, though less focused and cunning. The axe was content, even driven, to destroy anyone that was not its wielder.

History is unclear as to the events that followed. Some tales say that the Markahm led Kavelin's armies to many victories until the Cavians finally crushed him, taking



the axe as plunder. Others say that the vengeful spirit of the weapon turned the general against his master and that Markahm used the axe to kill the Sorcerer-King, or that Kavelin destroyed the general for his treason, or even that they killed one another in a brutal battle and the weapon vanished. Whatever the truth, Mordant Wrath has changed

hands countless times over the ages.

In modern times it most often resurfaces in



Sametia, where it is known and greatly coveted by those barbarians known as Fists of the Dragon. They view General Markahm as one of the first of their kind, having been imbued with power from the dragon's blood. The weapon will serve a particular master well, often propelling the warrior to the head of a horde. Eventually, the warrior then falls in his continuing quest to slay greater and greater foes. Often a barbarian will lose the weapon, and his life, to a dragon – seemingly the weapon seeing them as rivals. Then the axe will sit in the dragon's horde until the next mighty warrior comes to slay her and lay claim to the weapon. The cycle has repeated itself no less than three times in the last decade alone. Nonetheless, the day may yet come when a horde leader turns the blade's power on the civilized lands and paints them red with blood.

DESCRIPTION AND CONSTRUCTION

Mordant Wrath is both beautiful and terrible. Its haft is a sturdy branch from an ancient mountain-ash, smoothed and stained dark, with a simple leather wrapping for grip and a steel cap and ring at its end. The head of the axe is a marvelously wrought blade in the shape of a stylized dragon head, its fanged mouth agape. The dragon's eyes and a rune of power at the base of the axe head glow with an angry red light.

NEW SPELL

CORROSIVE CONSUMPTION

School conjuration (creation) [acid]; **Level** magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 3 rounds

Saving Throw none; **Spell resistance** yes

With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a full-round action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

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* 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, Mordant Wrath 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 unnerving 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.

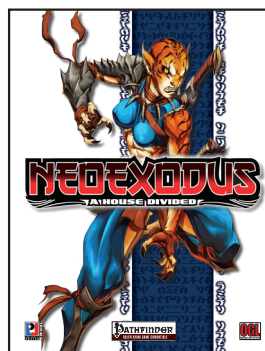
CONSTRUCTION

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

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MORDANT WRATH
WEAPON CARDS

Item Description

Notes:

Item Code



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Written By Jeff Lee

Editing: Jeff Erwin

Artwork by Sergey Koziakov

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