

# TREASURES OF NEOEXODUS: STAFF OF THE RED MAGE

The early days of adventuring in Exodus can be traced back to the days in the aftermath of the First Ones' reign. In those days, groups of soldiers and warriors fresh from combat and unwilling to align themselves with the new nations of Exodus found work as mercenaries dealing with the remaining servants and monstrous creations of the First Ones. They worked mainly for treasure - and in some cases power - and were often as dangerous to the people they were helping as the monsters they slayed. The concept of adventurers as heroes did not take shape until the appearance of the adventurer known as the Red Mage and his companions The Company of the Staff.

## HISTORY

No one knows who the Red Mage was or where he was from. Prevailing theories state that he was once a Sorcerer-King disillusioned by the overwhelming power and wealth his position offered him who instead opted for a life of obscure heroism, helping humankind when needed and asking for little in return. He was recognized by his red garb and his staff, a unique magic item that only the Red Mage has ever carried. Many called him the original true adventurer and many aspiring adventurers and adventuring companies try to set themselves by his example. Adventurers owe many of the innovations and common expectations of their craft to the work and effort performed by the company of the staff.

Perhaps what is most interesting about the Red Mage is the fact that he still lives to this day, just not as the same person. Though he dies his staff and his title are always passed on to a worthy individual that was closely associated with the previous Red Mage. Often, this person is known by their name, and becoming the Red Mage simply

adds a title. Other times, the person's true identity is unknown and people only know them as the Red Mage. The Red Mage also isn't limited by race or class. There have been Human Red Mages, Gevet Red Mages and even P'tan Red Mages. These men and women run the gamut come from all professions and abilities. The only thing that stays the same is the Red Mage's signature staff that is both an awesome weapon and a magical device that inspires the Red Mage's allies and enhances their capabilities to their fullest potential. Even if one of the Red Mage's is lost under hundreds of tons of rubble or engulfed in magma, the new mage always appears to have the same staff with the same capabilities as before. It is unknown whether or not the staff somehow knows who its inheritor is and automatically travels to them upon the predecessor's death or whether the new Red Mage somehow is imparted with the knowledge of how to craft the new staff.

The current Red Mage is a blood-red colored Cynean. Currently he is seeking some magical means of destroying the Quickslayers. Now that he knows their origin - thanks in no small part to the Janissaries. He feels he is close to finding a means to deal with them permanently - if Zon does not destroy him first.

## DESCRIPTION AND CONSTRUCTION

The Staff of the Red Mage appears to be a solid oak staff, colored black. On one end of the staff is set a large red gem that glows with a powerful flame. The other end housed blue gem that constantly has a thin sheen of frost on it. The staff itself is covered in a number of archaic runes that predate the modern nations.





**Aura** Strong Enchantment; **CL**; 14th  
**Slot** None; **Price**; 76,200gp **Weight** 7lbs

### DESCRIPTION

This staff has the following spells and is also treated as a +1 *flaming*/+1 *frost* quarterstaff.

- *Good Hope* (1 charge)
- *Greater Heroism* (2 charge)
- *Heroism* (1 charge)
- *Haste* (1 charge)

If the staff is lost or destroyed, it can be remade by the current Red Mage at one third its normal crafting costs – instead of half. In addition, the Red Mage can spend a full round action to return the staff to his hands as a greater teleport spell of the staff's caster level. This ability functions so long as the staff and the Red Mage are on the same plane.

### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *good hope*, *greater heroism*, *haste*, *heroism*, creator must be named as the new Red Mage or successor of the Red Mage, **Cost** 38,100gp

# NEOEXODUS

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Item Description

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# STAFF OF THE RED MAGE WEAPON CARDS

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