

TREASURES OF NEOEXODUS: ICHOR STING

At the dawn of humanity, when the First Ones were fighting their apocalyptic war with the Kaga, among their allies was a sorceress of incredible anger and fury; even among the mighty First Ones she was among the most terrible to behold. Her name is long lost to the deterioration and mercies of time. Yet her legacy and her hatred live on.

HISTORY

Only a few scholars know that after a long and hard siege of her fortress, a handful of heroes faced her earth-trembling power in her own throne room. They were determined to end her existence and free Exodus from her wrath for all time. She would not of course go easily into oblivion.

She had spent nearly all of her spells, and exhausted every defense she had constructed. One of the persistent and stalwart heroes managed to land what should have been a fight-ending blow to her leg, severing it just above the knee. So great was her anger and such was her power that instead of yielding the fight to a merciful death, she instead tore her own femur bone from her thigh and wielded it as a weapon of vengeance against her foes. Her nature was that her very body was enchanted with deadliness, and she lashed her foes with her own blood and tendons causing deep wounds and poisoning them with her black hatred. Rather than hinder her ability to fight it had seemed the heroes only roused her rage into a storm of evil fury that devastated the land about them. The heroes who so bravely stood against her fell, but at least they managed to weaken her to the point where the remaining soldiers gathered outside could move in and finish her off. It is said that she did not die until all her limbs were severed from her body and her head was taken from the torso and burned in enchanted fire. Only then did the blasphemous epithets and curses stop spewing from her fang filled maw.

That should have been the end of it, but a legacy of the First Ones could never have been buried and forgotten so easily. It was not until millennia later that an archaeological group working under the flag of Abaddon, excavating a First One city, discovered that her femur bone, still imbued with the magic of her hate. At first the archaeologists mistook the gruesome weapon as the grisly remains of some underground predator. Its bone had turned to a dark stone brown over time and the blood and flesh that formed its blade had hardened into a foul smelling tar-like substance

that refused to come free of the femur. It was discarded as garbage and forgotten by the archaeologists until



one of their workers picked it up as a souvenir of his adventures in the wilderness.

The worker, a disgruntled man already angry at the pitiful pay and poor treatment he was getting as a menial laborer, was driven to madness by the hate still contained by the weapon and he slaughtered everyone in the camp to a man. Janissary investigators reported that the victims had apparently been slashed to pieces by a bladed weapon, or had succumbed to some horrific blood disease that killed in moments. The only person unaccounted for was the worker who picked up the femur bone. He was later found several miles outside of the camp having died in the forest of sheer exhaustion. The weapon was not recovered.

Since then, there have been whispered stories of madmen wielding a weapon made of flesh



Aura strong necromancy; **CL** 17th
Slot None; **Price** 58,637 gp; **Weight** 6 lbs.

DESCRIPTION

This +2 *vicious unholy* whip deals lethal damage, unlike other whips. As a full round action a wielder can force Ichor Sting to take on the form of a blade made of blackened flesh and bone. In this form the weapon acts as a +2 *vicious unholy* bastard sword. When an opponent is struck with the sword they must make DC 18 Fort save or be infected with Demon Fever (PFRPG 557). Those who make this save are immune to this effect for 24 hours. The weapon is mildly intelligent and every night fall the Ichor Sting will attempt to force its wielder in a murderous rampage trying to kill or otherwise harm every living creature in sight. The wielder can resist this effect with a DC 15 Will save. Failure to make this save drives the wielder into a rampage and will kill everything near him until dawn. This is a mind affecting compulsion effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *dominate person*, *enervation*, *rage*, and *unholy blight*, creator must be evil; **Cost** 29,318 gp

and bone, a whip of ichor and blood that cuts as deep as any blade. The story was always the same. A hapless fool would come across the weapon and would take it up, being driven by some malevolent will to enact extreme vengeance on anyone who has ever slighted them. The Janissaries treat this matter with the utmost seriousness and have placed dozens of watch posters in search of the weapon dubbed *Ichor Sting*, which has gained all the infamy and fear of any wanted criminal.

DESCRIPTION AND CONSTRUCTION

For all intents and purposes, *Ichor Sting* appears to be an ancient fossilized femur bone of some alien creature with a long tendril of black tar and stretched muscle tissue clinging to it. When it is grasped around its bone the tar-like substance comes to life and undulates on its own as if it were alive. When willed by the wielder into its blade form the blood and muscles harden and become an obsidian colored blade, slick with blood.

NEOEXODUS

A HOUSE DIVIDED

AVAILABLE NOW AT RPGNOW.COM, DRIVETHRURPG.COM AND PAIZO.COM



THE WORLD OF EXODUS NEEDS HEROES...



Aura strong necromancy; **CL** 17th
Slot None; **Price** 58,637 gp; **Weight** 6 lbs.

DESCRIPTION
 This +2 vicious unholy whip deals lethal damage, unlike other whips. As a full round action a wielder can force Ichor Sting to take on the form of a blade made of blackened flesh and bone. In this form the weapon acts as a +2 vicious unholy bastard sword. When an opponent is struck with the sword they must make DC 18 Fort. save or be infected with Demon Fever (PRPG 557). Those who make this save are immune to this effect for 24 hours. The weapon is mildly intelligent and every night fall the Ichor Sting will attempt to force its wielder in a murderous rampage trying to kill or otherwise harm every living creature in sight. The wielder can resist this effect with a DC 15 Will save. Failure to make this save drives the wielder into a rampage and will kill everything near him until dawn. This is a mind affecting compulsion effect.

CONSTRUCTION
Requirements Craft Magic Arms and Armor, dominate person, enervation, rage, and unholy blight, creator must be evil; **Cost** 29,318 gp

Item Description

Notes: _____

Item Code _____

ICHOR STING WEAPON CARDS

Written By Jonathan Palmer with Louis Porter Jr.

Editing: Jeff Erwin

Artwork by Alejandro García Palomares

All gaming mechanics on all pages is Open Game Content as defined by the Open Gaming License.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Treasures of NeoExodus: Ichor Sting Copyright 2012, Louis Porter Jr. Design, Inc.