

Blood Chase, Battle Axe +1

(from "Wondrous Weapons" by Judges Guild)

Commissioned by the Chief High Judge himself, the Axe is designed to seek out the condemned by their blood scent and execute the full measure of the law upon their heads.

Genir, before his tragic accident, was instructed to make a special weapon for the Judiciary Arm of the City State. Using the blood of a condemned man, he animated the axe. The real guilt or innocence of the condemned is not considered by the Axe, only fulfillment of its duties. When one is sentenced to death by decapitation, a small Axe symbol (magical) is traced in blood upon the head of the condemned. If he or she successfully escapes prison, the Axe will, through the symbol, follow his or her scent and pursue. The symbol also serves as a forewarning to the City State population not to give shelter or aid to the criminal. If anyone tries to protect the accused in the presence of the Axe, the Axe itself will animate from its wielder's hand and strike down that person doing twice normal damage as it will be in a battle frenzied state.

When striking the neck area, this battle axe will do +1d4 damage. It will scent out one sentenced to die, following the condemned by his blood scent. If anyone is defending the accused, the Axe, itself, will strike them down for double the normal damage. Blood Chase has an Intelligence of 15 and an alignment of Lawful Evil.

The range of the Axe's power is the City State itself, and will not pursue those who escape the City terrain. The symbol will remain until death or the convict is pardoned.

Blood Chase is stored within the Overlord's vault. This information will be sold for 100 GP.

XP Value: 1,000

GP Value: 6,000

