

Cudgel that never forgets

The *Cudgel that never forgets* is a large, well worn club crafted out of bronzewood. It is oddly heavier than even its bronzewood construction should dictate. Its surface is unadorned except for the words "INJUSTIST IS NEVER FORGOTEN" burned deeply into its surface. It has no true grip, just a more well worn section towards its end for grasping. Despite that, it is very secure in its wielders grip.

Nonlegacy game statistics: +1 *Bronzewood club*; Cost 5,300 gp

Omen: When wielding the Cudgel that never forgets you voice gains a deep stentorian tone which grants a +2 competence bonus on all intimidate checks.

History

The *Cudgel that never forgets*, is a historic relic of the Church of St. Cuthbert. It has been handed down from wielder to wielder for decades. The exact origins of the weapon are lost to history, but church tradition holds that it was the earliest weapon wielded by St. Cuthbert when he was still a mortal. There is much dispute in the church as to what point in his life St. Cuthbert wielded the weapon, but is generally held to have been before he came of age.

Regardless of the truth, it certainly acts as a reliable conduit to his divine energy. It traditional is given to young champion of the church, one who's focus is seeking retribution for injustice, not writing of wrongs. As this has proven to be the only way to bring forth the power of the weapon. The disposition of the weapon used to be a subject of much dispute within the church, which has been solved by allowing the previous wielder to select its new owner.

Relic Rituals

Retribution for the People: You must spend a week patrolling the streets of the most dangerous neighborhood in a large city. During this time you must seek to write all wrongs and enforce justice to the best of your ability. This task must be done alone, though you may accept help if you encounter serious trouble. *Cost* 2,500 gp. *Feat Granted:* Least Legacy (*Cudgel that never forgets*), 5-10th level abilities.

Retribution for the City: To perform the ritual you must seek out and purge a major criminal organization in a large city. Such as a thieves guild or a smuggling ring. You need not do this alone, but the power of that criminal organization must be utterly broken and destroyed. The criminal organization must have at least 50 members to qualify for this ritual (though you need not defeat them all). *Cost* 15,000 gp. *Feat Granted:* Lesser Legacy (*Cudgel that never forgets*), 11-16th level abilities.

Retribution for the Gods: To perform this ritual you must seek out and destroy a bastion of a Religion that opposes St. Cuthbert. This must be a large church or sect with at least a hundred followers (though you need not defeat them all). The church must be utterly broken and destroyed, including the destruction of there building and facilities. You may have help on this endeavor. *Cost* 50,000 gp. *Feat Granted:* Greater Legacy (*Cudgel that never forgets*), 17-20th level abilities.

Wielder Requirements

Ability to Cast 2nd Level Divine Spells
Follower of St. Cuthbert
Any Lawful Alignment

Cudgel that Never Forgets

Level	HP Loss	Spell Slot Loss	Abilities
5th	—	—	+1 <i>Axiomatic (Lesser) Bronzewood Club</i>
6th	—	1st	<i>Eye of St. Cuthbert</i>
7th	—	—	<i>Heal the Worthy</i> 3/Day
8th	2	2nd	+1 <i>Axiomatic Bronzewood Club</i>
9th	—	—	—
10th	—	3rd	Awaken Intelligence
11th	—	—	Retributive Damage, Lesser
12th	4	4th	+2 <i>Axiomatic Bronzewood Club</i>
13th	—	—	Retributive Damage, Greater
14th	—	5th	—
15th	—	—	+3 <i>Axiomatic Bronzewood Club</i>
16th	6	6th	<i>Heal the Most Worthy</i> 3/Day
17th	—	—	+4 <i>Axiomatic Bronzewood Club</i> , Greater Intelligence
18th	—	7th	<i>Fist of St. Cuthbert</i> 2/Day
19th	—	—	—
20th	8	8th	+5 <i>Axiomatic Bronzewood Club</i>

* HP and spell costs are not cumulative

Legacy Item Abilities

Eye of St. Cuthbert (Su): At 6th level, the *Cudgel that never forgets* grants you the effects of Deathwatch continuously

Heal the Worthy (Su): At 7th level, three times per day on command you can cast *cure moderate wounds* as the spell. The spell functions as if cast by a cleric of your level.

Awaken Intelligence (Su): At 10th level, immediately after completing the lesser legacy ritual, you awaken the intelligence dormant inside the *Cudgel that never forgets*. The *Cudgel that never forgets* seeks to enforce the laws of St. Cuthbert and to exact retribution on those that transgress them. However, it seldom speaks except during combat where it provokes its wielder to seek retribution on foes for the sins that they have committed. This counts as an demoralize attempt. As an intelligent item the *Cudgel that never forgets* has access to all of its abilities and can use them if it sees fit on your turn.

AL LN; Int 16, Wis 14, Cha 16; speak common, celestial, infernal, abyssal; 60ft darkvision and hearing; Ego score 16; 10 Ranks intimidate (+13 modifier)

Retributive Damage, Lesser (Su): At 11th level the *Cudgel that never forgets* begins to deal retributive damage to foes that have injured you. Against such foes it's bonus increase by +1 and it deals an extra 1d6 damage. This effect is similar to a lesser bane enhancement.

Retributive Damage, Greater (Su): At 13th level the *Cudgel that never forgets* ability to deal retributive damage increases. Against foes that have damaged you it's bonus increase by +2 and it deals an extra 2d6 damage. This effect is similar to the bane enhancement, and is equivalent to a +1 bonus.

Heal the Most Worthy (Su): At 16th level, three times per day on command you can cast *cure critical wounds* as the spell. The spell functions as if cast by a cleric of your level. This replaces the *Heal the Worthy* ability gained at 7th level.

Greater Intelligence (Su): At 17th level, the intelligence within the *Cudgel that never forgets* become more aware and active. It gains blindsense and a divine connection to the knowledge of St. Cuthbert, this functions as the *Legend Lore* spell, which the cudgel can use at will, though it can only have one investigation on going at one time.

AL LN; Int 18, Wis 18, Cha 18; speak common, celestial, infernal, abyssal, draconic; 60ft darkvision and hearing; Ego score 22; 10 Ranks intimidate (+14 modifier); *Legend Lore* at will.

Fist of St. Cuthbert (Su): At 18th level, twice per day on command you can use *Bigby's Clenched Fist* as the spell. The spell functions as if cast by a cleric of your level.