

# TREASURES OF NEOEXODUS: GENTLE HAND OF LAW

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GENTLE HAND OF LAW

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During the reign of the Mad Emperor, civil upheavals were commonplace in the Caneus Empire. The final line of defense for the Emperor is the High Guard, charged with safeguarding their liege against all threats, foreign or domestic. The Lady-Commander of the High Guard, torn between duty to her monarch and empathy for her persecuted fellow citizens, prayed to the Sanguine Lord and all his Venerates for grace. Her prayers were granted in the form of a weapon, one with which she could continue her duties without shedding the blood of her compatriots.

## HISTORY

In 524 BU, after decades of religious oppression at the hands of Emperor and self-proclaimed Archprelate Vincent Eland, the nobility rose up to rebel in response to his vicious purges of their ranks. When the final assault by the rebel forces descended on the palace, the Lady-Commander of the Imperial High Guard, Katryne Abromeit, led the defense. Katryne took no joy in her duties that day, as every attack rebuffed left dead to be mourned on both sides. Her own family was said to have joined the rebellion, along with most of the noble houses and the commoners that owed fealty to them. These were her fellow citizens, yet she would not break the oath she swore to defend the Imperial family with her life.

As the assault continued the rebels breached the outer gate, and Katryne's High Guard moved to reinforce the troops holding the gap. In a fierce sortie the High Guard repelled the attack, allowing the castle guards to close the gate and reinforce while the rebel forces regrouped. Katryne had lost her sword during the fight—torn from her grasp as it lodged in a now-fallen foe—so she sought it amid the pile of dead near the gate. Spotting its hilt amongst the carnage, she climbed over the bodies and attempted to pull it from the corpse. As the body rolled over, she recognized the dead man who refused to give up her blade: her elder brother, Bronys. She had slain her sibling in the melee without even recognizing him. Shaken and heartsick, she left both blade and body and turned away, leaving her second-in-command in charge as she retreated to the palace chapel.

the Sanguine Lord, Katryne wept. She prostrated herself, crying out to her God and His Venerates for mercy. She would not abandon her duties, but she could not bring herself to shed the blood of one more citizen of the Empire to fulfill those duties. She mourned her brother, her family, and her nation. She begged for a way to resolve her crisis. She prayed for the attack to stop, for the Emperor to stand down and surrender, even for Emperor Vincent to die, so she could relinquish her duty with honor intact—anything that would be a balm to her soul and the Empire. Her pleas were met with silence and the staring, sightless gaze of the statues of the Venerates around her.

Her eyes wandering amongst the stone visages, Katryne's gaze settled finally upon the statue of Dhazvok, patron of the war against heresy. The Emperor's constant persecution of pagans and heretics had brought down all this death and pain upon her and the rest of the Empire. Screaming, she pulled her mace from her belt and charged, ready to smash the statue to rubble in her grief and rage. However, as she brought the upraised weapon down, she felt a jarring halt as something blocked her blow.

Looking up, Katryne saw that the statue of Laita, Venerate of Rulership, had thrust its silver scepter out to parry her strike. A metallic radiance flowed from the scepter over Katryne's weapon, and an overwhelming sense of peace washed over her. As she lowered her weapon, she knew her plea had been heard. Composed again, she returned to the fight with the mace in hand.

The rebel forces eventually overwhelmed the palace defenders. Katryne Abromeit fought valiantly in defense of the Emperor, laying about with her mace, striking thunderous blows that felled her opponents but shed no blood and broke no bones. Katryne fell in combat, but survived the conflict. When she had recovered from her wounds, she was escorted to the throne room of the newly resurrected and crowned Albrecht Eland, who accepted her surrender as she offered up the mace she had used in the battle. Emperor Albrecht praised her for her adherence to duty and offered her a place within

his own High Guard, which she gratefully accepted, serving the new Emperor well for decades before retiring with honor.



Standing amidst the vaulted arches and surrounded by images of the Venerates arrayed before the altar of





The mace she carried, named The Gentle Hand of Law, still sees service centuries later, usually borne by the Lord- or Lady-Commander of the Imperial High Guard. The Sanguine Covenant have crafted similar weapons for those warriors in service to the Empire that honor Katryne's memory by refusing to shed the blood of their nation's citizens in the course of duty.

### DESCRIPTION AND CONSTRUCTION

This heavy mace is simply crafted and devoid of ornamentation. It consists of a cylindrical darkwood head with a steel core, sporting many steel studs on its surface. The head is attached to an oaken haft, capped in steel with a leather-wrapped grip.

### GENTLE HAND OF LAW

**Aura** strong conjuration and evocation; **CL** 12th  
**Slot** none; **Price** 22,312 gp; **Weight** 6 lbs.

### DESCRIPTION

*The gentle hand of law is a +1 merciful spellstoring heavy mace. On a confirmed critical hit, the mace releases a blast of numbing energy, inflicting 1d2 points of Dexterity damage on its target and causing the target to drop any held objects or creatures (forcing it to release a grappled opponent, for example).*

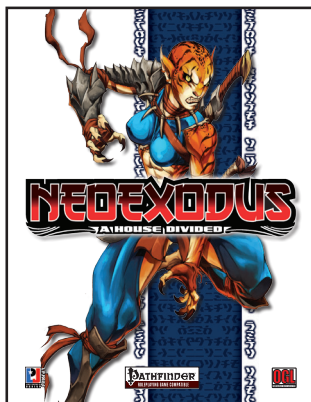
### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, cure light wounds, hold person, creator must be at least 12th level; **Cost** 11,312 gp

# NEOEXODUS

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**Item Description**

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**Notes:** \_\_\_\_\_

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**Item Code** \_\_\_\_\_

# GENTLE HAND OF LAW

## WEAPON CARDS

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