

TREASURES OF NEOEXODUS: DANCING DRAGONS

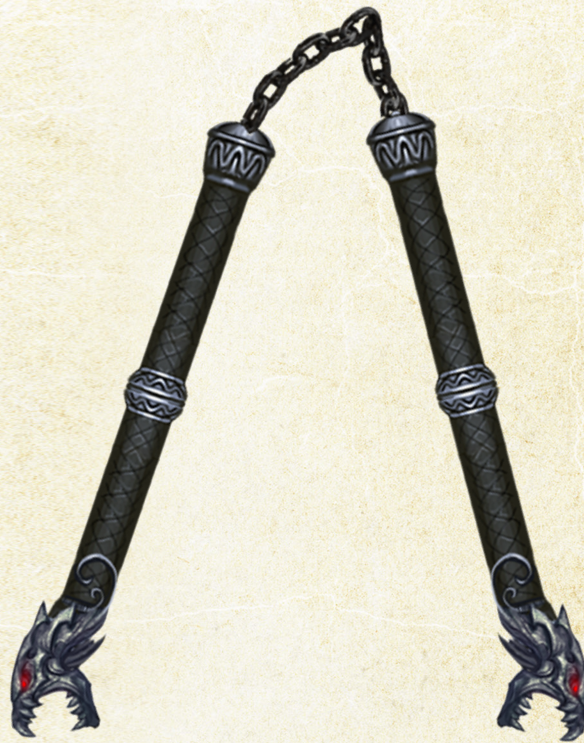
Scattered across the face of Exodus are the Nexus Gateways, ancient magical portals that connect with each other as well as other worlds and dimensions. They cannot be controlled completely, though—on occasion they open without warning, sometimes bringing terrifying things from across the planes. One such occasion brought the wandering hero known as the Monkey Prince, who left behind tales of his madcap adventures and a powerful weapon known as the Dancing Dragons.

HISTORY

On a warm, mild night in 84 AU, the Nexus Gateway in Awenasa flared to life of its own accord. From the blazing energies of the gate sprang a single form—lean, spry, and robed—into the courtyard surrounding the gate. Its arrival did not go unnoticed. The gateway was always watched by a cadre of guards, as this occasion wasn't the first time a Nexus gate had let through something from beyond. The proud Panther Warriors at the gate demanded the being to surrender. With a laugh the creature instead attacked. The guards were soon put on the defensive as this lightning-quick creature set on them with flashing nunchaku, striking with blinding speed and leaping about the courtyard with ease. The guards, veterans all, found themselves engaged in a pitched battle against a single and seemingly untouchable foe.

The savage combat drew the attention of a young nobleman named Maroka, cousin and potential suitor to the Imperatrix Lolani, the latter desire stymied by her budding relationship with Bial Eland. Hurrying to see the source of the commotion, Maroka and his entourage found the carnage of fallen warriors and—fighting off the last desperate defenders—a single simian humanoid. The creature was covered in golden fur, clad in silken robes of royal blue. Its long, slender tail lashed the air as it fought. Whirling its weapon, it moved as fluidly as water and swiftly as the wind, ready to trip or disarm its few remaining opponents. However, the alarm had roused the rest of the garrison and more defenders were coming, likely enough to overwhelm the brash warrior. Maroka, struck by admiration for the stranger, felt determined to test his mettle against the strange being. The young nobleman warned his entourage back and strode forward, raising his Bal club and calling out a challenge. It's unclear whether the beast-man understood the man's words, but it recognized his intent. The creature leapt free

of its foes and beckoned the young nobleman on. The two engaged in an epic clash, fighting until they both collapsed from exhaustion.



Intrigued by this strange but honorable person, Maroka declared that the simian challenger had his personal protection, demanding the troops stand down and allow him to escort the simian to Lolani. After much convincing, the Imperatrix let the beast live, so long as Maroka took it from her city, eager to move the thing that embarrassed a squad of her elite troops as far away as possible.

Thus began a great friendship. The simian, whom Maroka dubbed the Monkey Prince, learned what he could of the local language, and taught Maroka some of his own tongue. The two roamed the expansive jungles of Bal, testing themselves against all the terrors of the wilds in great adventures. They fought together against savage beasts, caliban raiders, and wild enuka tribes. They explored ancient ruins swallowed by the jungle, great caverns in the depths of the earth, and lost shipwrecks off the coast. They would amass fortunes only to toss them away on hedonistic pursuits, piles of fine food, and buckets of ale, and then head back into the wilds to gain more. One day—after five years of adventures and revelry—the Monkey Prince made clear his intention to return home. Maroka and the Prince returned to Awenasa, where they bade the

Imperatrix for permission to open the gate so the Monkey Prince could return home. She agreed,



and the gate opened. Before departing, the Prince gifted Maroka with his nunchaku, then he stepped through the gate. The two friends never met again.

Maroka continued his adventures, but some months later he vanished without a trace. His noble house loosened its purse-strings to hire diviners and expert trackers, who eventually located the young nobleman's body in the deep jungles. Though they returned him to his house, they could not find the Dancing Dragons among his possessions. The whereabouts of the potent weapons are currently a mystery.

DESCRIPTION AND CONSTRUCTION

These nunchaku are crafted of mithral and bound in some type of black, scaly hide. The caps of the rods are fashioned into roaring dragon-heads with eyes of red garnet. The exposed metal of the weapon is strangely cold to the touch, yet the hide is oddly warm.

THE DANCING DRAGONS

Aura strong evocation and transmutation; **CL** 15th
Slot none; **Price** 30,802 gp; **Weight** 1 lb.

DESCRIPTION

Enchanted as +2 *mithral countering nunchaku*, the *dancing dragons* also have several other amazing attributes. The entire weapon is partially animate—the dragon-heads can snap and bite at opponents in combat. Before each attack, the wielder can choose for the weapon to deal bludgeoning, piercing, or slashing damage.

When the *dancing dragons* are used to disarm an opponent, their wielder may imbue the disarmed weapon with the *dancing* weapon ability, causing it to attack the disarmed opponent for 4 rounds as per the ability description. At the end of the fourth round, the effect ends and the weapon falls to the ground. This ability can be used three times per day.

Three times per day as a full-round action, the wielder can whirl the *dancing dragons* about, releasing a blast of cold in a 10-foot radius. All affected creatures must make a Reflex save (DC 10 + 1/2 wielder's character level or HD) or take 6d6 cold damage and be staggered for 1 round. A successful save halves the damage and negates the staggered effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate object*, *cat's grace*, *cone of cold*, crafter must be at least 15th level; **Cost** 15,802 gp

NEOEXODUS
A HOUSE DIVIDED

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



THE WORLD OF EXODUS NEEDS HEROES...



Aura strong evocation and transmutation; **CL** 15th
Slot none; **Price** 30,802 gp; **Weight** 1 lb.

DESCRIPTION

Enchanted as +2 mithral countering nunchaku, the *dancing dragons* also have several other amazing attributes. The entire weapon is partially animate; the dragon-heads can snap and bite at opponents in combat. Before each attack, the wielder can choose for the weapon to deal bludgeoning, piercing, or slashing damage. When the *dancing dragons* are used to disarm an opponent, their wielder may imbue the disarmed weapon with the *dancing weapon* ability, causing it to attack the disarmed opponent for 4 rounds as per the ability description. At the end of the fourth round, the effect ends and the weapon falls to the ground. This ability can be used three times per day. Three times per day as a full-round action, the wielder can whirl the *dancing dragons* about, releasing a blast of cold in a 10-foot radius. All affected creatures must make a Reflex save (DC 10 + 1/2 wielder's character level or HD) or take 6d6 cold damage and be staggered for 1 round. A successful save halves the damage and negates the staggered effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate object*, *cat's grace*, *cone of cold*, crafter must be at least 15th level; **Cost** 15,802 gp

Item Description

Notes:

Item Code

DANCING DRAGONS WEAPON CARDS

Written By Jeff Lee

Editing: Joshua Yearsley

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: Wyrmlaw and Dragon's Breath Copyright 2013, Louis Porter Jr. Design, Inc.