

TREASURES OF NEOEXODUS: WYRMCLAW & DRAGONSBREATH

TREASURES OF NEOEXODUS:
WYRMCLAW & DRAGONSBREATH

1



The tales of Desert Shade, First Khagan of the Dominion, are many, varied, and often made of equal parts fact and fiction. One particular tale tells of an enemy wizard that opposed him in the early days, before he declared himself Khan of Khans. According to this tale, Desert Shade was nearly defeated. He was saved by a gift from a rival of the enemy wizard: a magical scimitar and shield, which gave the First Khagan the edge to defeat his enemy and forge a kingdom.



HISTORY

In ages past, a warrior of surpassing skill and cunning earned his place as leader of the Cordelian people. His name is lost to time, but he is known as Desert Shade to the people of the Dominion. Yet there was a time when his legacy was in doubt, when a cunning enemy opposed him at every turn. Had it been so, there may have been no Dominion and Desert Shade's name would not have rung through the ages.

In the early days of his career, before the founding of the city of Qijom, Desert Shade insulted the honor of a powerful wizard. This wizard, known only as Burning Sands, then turned his considerable talents toward undoing all that the mighty warrior had built. He vexed Desert Shade greatly, killing his men, stealing his treasures, and causing great turmoil among his people. Many times Desert Shade attempted to put an end to Burning Sands, but always the wizard's cunning and arcane power kept him one step ahead of Desert Shade. The wizard would escape time and time again, unstoppable as the desert wind, leaving behind destruction and the echoes of mocking laughter. Desert Shade's people began to scatter,

seeking sanctuary with other khans. Then one day a visitor arrived at Desert Shade's camp, seeking audience.

The visitor was a sorcerer called Blessed Oasis. She told Desert Shade that Burning Sands was an enemy in common. If he would listen to her advice, she could assist him in defeating the wizard and saving himself from ruin. With little left to him but his wits and wisdom, Desert Shade accepted her counsel.

Soon after, Desert Shade announced his impending marriage. A great caravan conveyed his bride from another khanate. In the midst of the trek, Burning Sands attacked. He summoned a great wind, sending blinding sand that panicked the animals and scattered the guards. The wizard then approached the silk palanquin carrying Desert Shade's bride-to-be. With a wave of his hand, the silk covering was ripped away. To his surprise, there was no young maiden within. Instead, Desert Shade leapt forth, brandishing a magical scimitar and shield, both newly crafted for him by Blessed Oasis.

Burning Sands was confident, having met the warrior on the field of battle before and been victorious each time. He sent a bolt of blazing fire at Desert Shade, only to have it swallowed by the shield. In a rush, Desert Shade charged forward, his scimitar moving in a flashing blur. The wizard, protected by spells that could turn the sharpest blade, never flinched. But when the blade landed, his protections faded like smoke before a wind. The flashing blade bit deep and the desert sands drank thirstily of the wizard's blood.

No fool, the wizard attempted to flee, using his magic to leap into the sky like a bird and escape. This time, Desert Shade leapt into the air after him. His sorcerous ally, invisible and accompanying him on the journey, used her magic to grant him flight. As the two soared through the



air, Desert Shade raised his shield and used the wizard's own magic to engulf him in a blast of fire. Burning, the wizard plummeted, falling hard upon the sands. As he attempted to crawl away, the First Khagan landed, strode up, and beheaded him with a final stroke.

With the death of the wizard there was much rejoicing. Desert Shade did indeed marry, taking his Blessed Oasis as his bride. It is said that her influence was the impetus for the formation of the magocracy and that she was the first of the Wyrdeaster bloodline. Whatever the truth of this tale, the weapon and shield are fact. They are often found in the hands of warriors seeking to defeat magical foes, and are quite effective in such tasks.

DESCRIPTION AND CONSTRUCTION

This scimitar is forged of blued steel. Its sports an elaborate guard crafted of gold, in the image of an imperial dragon. The hilt is wrapped in raw red silk, overlaid with intercrossed straps of black suede leather, accented in gold. A golden ring is attached to the pommel.

The round wooden shield is crafted of layered strips of lacquered wood. A pair of imperial dragons is emblazoned on the shield's face, painted in lime, rampant and appearing to chase one another around the wooden surface.

WYRMCLAW

Aura strong abjuration and transmutation; **CL** 12th
Slot none; **Price** 40,315 gp; **Weight** 4 lbs.

DESCRIPTION

Wyrmlaw is a +1 *keen dispelling burst scimitar*. Additionally, if the weapon does not already have a *dispel magic* or *greater dispel magic* stored, it can siphon the spell from foes. On a successful hit, if the target has either of the spells prepared (or an available spell slot of the appropriate level in the case of a spontaneous caster), it must make a Will save (DC 19) or lose the spell, which becomes stored within the blade. If the target has both spells, the wielder chooses the spell to be siphoned.

CONSTRUCTION

Craft Magic Arms and Armor, *greater dispel magic*, *keen edge*; **Cost** 20,315 gp

DRAGON'S BREATH

Aura strong evocation; **CL** 12th
Slot none; **Price** 22,153 gp; **Weight** 5 lbs.

DESCRIPTION

Dragon's Breath is a +3 wyrmsbreath (fire) light wooden shield that is crafted to be used with the scimitar Wyrmlaw. When both shield and scimitar are used together, the shield's powers can be used to enhance the weapon. As a free action, the shield's bearer can use a stored charge from the shield to grant Wyrmlaw the flaming weapon quality for 1 round. This ability may be maintained as a free action each round thereafter for as long as Dragon's Breath has charges remaining.

CONSTRUCTION

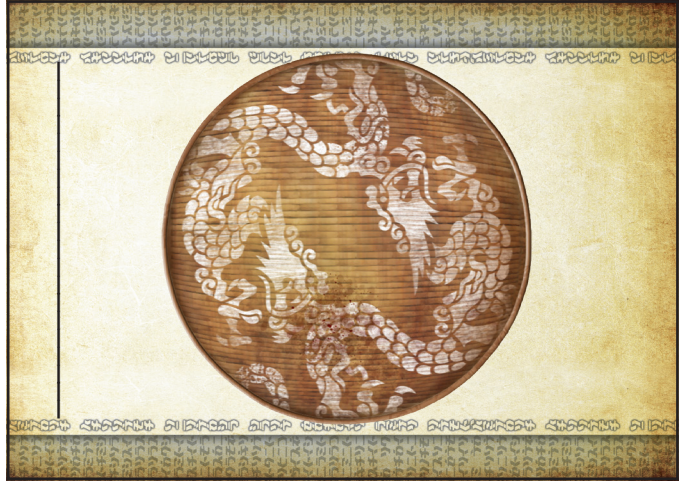
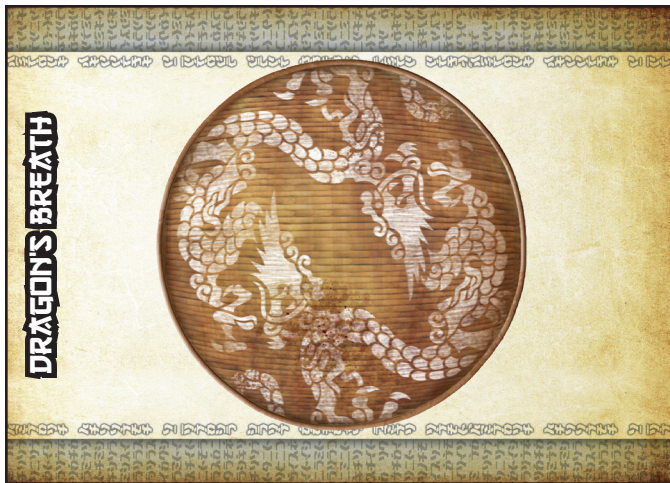
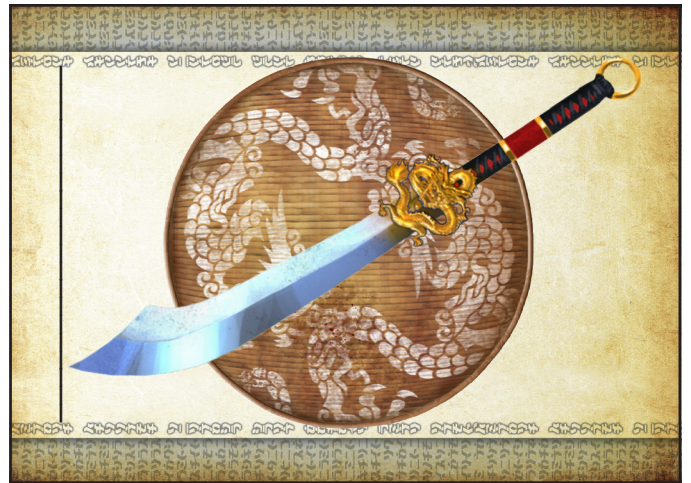
Craft Magic Arms and Armor, *burning hands*; **Cost** 11,153 gp

NEOEXODUS
A HOUSE DIVIDED

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



THE WORLD OF EXODUS NEEDS HEROES...



WYRMCLAW & DRAGON'S BREATH WEAPON CARDS

WYRMCLAW

Aura strong abjuration and transmutation;
CL 12th
Slot none; **Price** 40,315 gp; **Weight** 4 lbs.

DESCRIPTION

Wyrmcaw is a +1 keen dispelling burst scimitar. Additionally, if the weapon does not already have a *dispel magic* or *greater dispel magic* stored, it can siphon the spell from foes. On a successful hit, if the target has either of the spells prepared (or an available spell slot of the appropriate level in the case of a spontaneous caster), it must make a Will save (DC 19) or lose the spell, which becomes stored within the blade. If the target has both spells, the wielder chooses the spell to be siphoned.

CONSTRUCTION

Craft Magic Arms and Armor, *greater dispel magic*, *keen edge*; **Cost** 20,315 gp

Item Description

Notes:

Item Code

DRAGON'S BREATH

Aura strong evocation; **CL** 12th
Slot none; **Price** 22,153 gp; **Weight** 5 lbs.

DESCRIPTION

Dragon's Breath is a +3 wyrmsbreath (fire) light wooden shield that is crafted to be used with the scimitar Wyrmcaw. When both shield and scimitar are used together, the shield's powers can be used to enhance the weapon. As a free action, the shield's bearer can use a stored charge from the shield to grant Wyrmcaw the flaming weapon quality for 1 round. This ability may be maintained as a free action each round thereafter for as long as Dragon's Breath has charges remaining.

CONSTRUCTION

Craft Magic Arms and Armor, *burning hands*; **Cost** 11,153 gp

Item Description

Notes:

Item Code

WYRMCLAW & DRAGON'S BREATH 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.