

# TREASURES OF NEOEXODUS: PEACE & TRANQUILITY

In 5 BU, at the climax of the Twilight War, a thousand Janissaries arrayed themselves against two opposing armies; their force was outnumbered a hundred and forty to one by the combined troops upon the field. In addition to their formidable mental and martial prowess, the monks brought forth various artifacts and weapons of power. The Janissaries used these items with ruthless skill and sent both armies fleeing from the field. Among these powerful items were twin swords, wielded by the Final Arbiter who led the victorious strike against the assembled troops and creatures of the Confederate Army.

## HISTORY

In the final battle of the Twilight War, the Janissaries provided the world with a shocking display of their power, facing two massive armies and forcing both from the field with a comparative handful of troops. A thousand monks took the field, possessing formidable mental power as well as many dangerous weapons and artifacts from their citadel's armory. Final Arbiter Shani Bakradze led the attack against the army of the Confederacy, wielding a pair of powerful weapons newly crafted for the conflict: Peace and Tranquility.

Bakradze's strategy was simple and direct: strike the left flank of the army's reserves, and spearhead a push directly toward the Reis command. The swift thrust caught the enemy off guard and the initial push was met with little resistance until they encountered a unit of animal handlers that released scores of carnivorous arcanebloat apes into the Janissaries' ranks. Even the onslaught of magically-altered animals was little more than a momentary delay. It was not long before the monks broke through to the elite troops guarding the Reis force's generals.

The Janissary advance hit the last line of defense for the Confederate command: the Panther Warriors. Fists, feet, and staves clashed with claws, fangs, and war clubs. Bakradze and a dozen others pushed past the battle line to engage Confederate sorcerers and Khaynite priests in hand-to-hand combat. At that point, the Final Arbiter unleashed the powers of the twin blades. In mere seconds many of the most powerful arcane officers and clergy were mute, their magic choked off in their throats. Others were left limp and unmoving on the ground. When the magical elements of the Reis forces were annihilated, their generals called for a retreat. With similar success by the Janissaries on the other side of the field, the battle ended, opening

the way for the formation of the Imperial Alliance and the possibility of prolonged peace.



Shani Bakradze's efforts upon the field of battle made her a hero of the early Imperial Alliance. Her presence—and that of the blades she carried everywhere from then on—evoked respect, and more than a little fear. In tense situations, having the presence of the Final Arbiter and her blades provided great incentive for diplomacy and nonaggressive solutions to conflict. She served for several decades afterward, seeing the Alliance through its difficult birth and early years, then retired from active service in 41 AU. She served out the remainder of her life in the citadel as an instructor until her death in 60 AU.

Since Bakradze's withdraw from active duty, Peace and Tranquility have been borne by Janissaries in missions all across the world. Whether or not these blades are the only pair of their kind, or merely one of several sets bearing the same name, is uncertain. While there



is never more than one set present in any given Janissary mission, it is said that the blades have been seen in the possession of different agents in far-flung locales in the same period of time. This lends credence to the theory that more than one set of the blades has been crafted since Shani Bakradze bore them in the last battle of the Twilight War.

Whatever the case, these weapons are often on hand when important Janissary intervention happens. They are visibly present especially in cases where spellcasters are involved, and when the Imperial Alliance wishes resolution with a minimum of bloodshed. The names of the weapons are not entirely ironic, as their reputation is often enough to make aggressors rethink their position and choose more peaceful resolutions to conflict rather than risk a first-hand demonstration of the blades' power in the hands of an experienced Janissary. Extra incentive is often found in the subtle suggestions that the Janissary in question also personally received combat training from Shani Bakradze or one of her favored pupils. Should these situations still result in conflict, the result is usually a quick suppression of violence by the Janissaries present, with the most dangerous spellcasters made silent and unmoving.

### DESCRIPTION AND CONSTRUCTION

These butterfly swords are simply and elegantly designed. They feature the standard D-shaped guard, crafted of unadorned steel with soft leather wrappings on the grips. The blades are fine-tempered steel, each just over a foot in length. The only ornamentation is some vine-like gold leaf work embellishing the guards at the base of the blades.

**Aura** strong transmutation; **CL** 12th  
**Slot** none; **Price** 45,920 gp; **Weight** 1 lb.

### DESCRIPTION

This pairing of butterfly swords consists of Peace, a +2 *ki focus butterfly sword*, and Tranquility, a +1 *ki intensifying butterfly sword*. When fighting defensively with both weapons, the wielder gains a +2 shield bonus to armor class in addition to the normal benefits from fighting defensively.

By expending an extra ki point when using Peace to make a stunning fist attack, the wielder may instead cause the target to become mute, immobilizing the vocal chords (treat this as a silence effect, but only affecting the target; Will save, DC is equal to that of the wielder's stunning fist). This effect lasts 12 rounds.

If an extra ki point is expended making a stunning fist attack with Tranquility, the wielder may instead paralyze the target (Fort save, DC is equal to that of the wielder's stunning fist +1). This effect lasts 12 rounds.

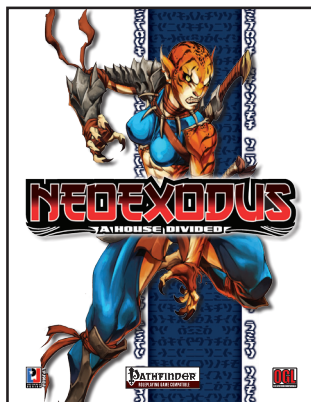
### CONSTRUCTION

Craft Magic Arms and Armor, creator must be a monk; **Cost** 27,820 gp

# NEOEXODUS

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# PEACE & TRANQUILITY WEAPON CARDS



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