

TREASURES OF NEOEXODUS: SILENCE

TREASURES OF NEOEXODUS:
OMEN BLADE



Whispered to have been forged with blood, sweat, and steel by an Arman warrior-priest, Silence is a shortspear with the power to turn aside spells aimed at the wielder and pierce spells on enemies. Used long ago by its creator to quiet the magical mumblings of the Sorcerer-Kings' servants, Silence draws on the primal simplicity of the old Arman religion. It can toss aside or rebuff many forms of magic.

HISTORY

When the Arman invaded Abaddon, they soon realized they needed to develop smarter tactics for fighting the Sorcerer-Kings and their magical servants. One of the chief seers of the Arman was an aged man named Einjar the Hooded. He never revealed his face, preferring to speak from a veil of secrecy and masking his true intent in riddles. Yet despite his frustrating habits, the Arman warlords learned to trust his insight, for his obscure words often made their meaning clear just in time to be used most effectively. When the company came up against the arcane might of a Sorcerer-King for the first time, Einjar and his fellow shamans were appalled by the vulgar display of his magic and tested to the limit of their endurance to keep pace with his practiced trickery.

Thereafter, Einjar retreated to a desolate corner of Abaddon for one long week. He knew there must be a way to make this challenge easier to manage, and he believed he could find it in solitude, with the chance to open himself to a glimpse of the divine. He never afterward clearly shared what he saw then, but he spoke of Valkyries, a well filled with blood, and a spike of earth atop a mountain. It is widely reported he returned with a hole torn in his signature hood, allowing a glimpse at the scar where his left eye had been. But even more widely told of is Silence, the blessed spear he carried in his weathered left hand. This spear he presented at the beginning of each battle to the most well-respected champion of the Arman invaders as they proceeded to wipe out the strongholds of the Sorcerer-Kings. However, it was lost during the final siege of the war, and some believe it was stolen by the last Sorcerer-King and now lies buried with other treasures

under Godpointe. Many an Arman would dearly love to reclaim it, but none know where it now lies with any certainty.

DESCRIPTION AND CONSTRUCTION

Silence is a shortspear of elegant yet rustic design. Its haft is rough and regular; its head broad and crudely serrated. It cuts deeply and seems to bite into the air itself, offering negligible but faintly detectable resistance to any movement other than a thrust. When used to disrupt magic, it turns the ruined spell into a flash of raven's feathers, said to symbolize the dismissal of magical treachery by the old Arman gods.

Aura strong abjuration; **CL** 13th
Slot none; **Price** 138,301 gp; **Weight** 3 lb.

DESCRIPTION

This +1 *vicious cold iron shortspear* grants its wielder a +2 resistance bonus on saving throws. In addition, once per round, if the wielder is aware of a spell cast that targets him or includes him in its area or effect, he can take an attack of opportunity to brush the spell aside. He makes an attack roll and gains spell resistance equal to the result of the attack roll. He need not threaten the spellcaster in melee, but he must be aware of the spell. If he rolls a natural twenty, the spell is negated by this spell resistance and the spell affects its caster instead of Silence's wielder. Finally, once per day, as a swift action after successfully dealing damage, Silence can affect an enemy with a targeted greater dispel magic effect (CL13). Silence cannot affect spells that do not allow spell resistance.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, antimagic field, greater dispel magic, spell resistance, spell turning; **Cost** 69,150 gp

SILENCE
WEAPON CARDS

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Item Description

Notes:

Item Code

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