

TREASURES OF NEOEXODUS: OATHBREAKER

TREASURES OF NEOEXODUS:
OATHBREAKER

1



Oathbreaker is a guisarme notorious among the leaders and great scholars of the Sanguine Lord's church. A Sanguine Covenant paladin bore the weapon in an attempt to sidestep her vows for the ostensibly greater good, and can help free others from their limitations as well. Though its effect is only temporary, it is supplemented with other powers which can theoretically keep others from ever realizing what has happened.

HISTORY

Long ago, terrible persecutions of pagans by believers in the Sanguine Covenant swept the Caneus Empire. The obsessed Emperor oversaw much of the populace suffer sword-point conversions, leaving only a tiny fraction of the original faith of the Empire intact in the most remote regions. Despite a great deal of cruelty and suffering inflicted in the name of the noble Sanguine Lord, these brutal tactics did prove largely successful. However, anything less than total victory was not enough for a few of the most ruthless in the church. One paladin believed that the only way to truly redeem the nation from its old, mistaken, ways was to finally erase the few stubborn holdouts.

Although a skilled craftswoman in her own right, the paladin convinced the Emperor's personal magical smith to help her forge a unique guisarme that would allow her to root out the last resistance by whatever means necessary. She knew that she risked her soul, but she believed her actions would be justified by saving

many more. In

her own warped perspective, she was doing a service to the Sanguine Lord for the

Aura strong conjuration; **CL** 11th
Slot none; **Price** 108,308 gp; **Weight** 10 lb.

DESCRIPTION

This +3 *axiomatic guisarme* protects its owner with a +2 insight bonus on Will saving throws against mind-affecting effects as long as it is carried. By planting the butt of the pole on the ground and touching a target as a standard action, the wielder can use *cure serious wounds* or *remove disease* a combined total of three times per day. Once per day, when Oathbreaker is successfully used to make a combat maneuver against a summoned creature, that creature must succeed on a Will save (DC 19) or fall under the control of the wielder as if the wielder had summoned the creature. Also once per day, if the wielder would suffer a loss of class abilities or the negative effects of a *geas* as a result of taking a prohibited action or changing his alignment, so long as they remain on the Lawful axis, the owner can attempt a Will save (DC 19); if he succeeds, he is temporarily immune to those consequences. Every 24 hours thereafter, he must make a new saving throw with a DC +2 greater than the previous one. If he fails one of these saving throws or another creature takes possession of Oathbreaker, the consequences take effect.

CONSTRUCTION

Craft Magic Arms and Armor, *cure serious wounds*, *misdirection*, *nondetection*, *summon monster VI*;
Cost 54,308 gp

greater good, even if it might be against his will. Such was her arrogance that she resisted the stripping of her paladin powers for a time even after resorting to torture against the clerics of the old gods. Her certainty in her own righteousness was visible to any spirit that studied her for even a moment, and so she cowed more than a few summoned servants of the pagan priests into accepting her mission as their true calling and turned them against their summoners.

In the end, the Archprelate and his servants learned of the paladin's misdeeds and brought her to trial. She nearly escaped being revealed as fallen from grace, but her smith ally had a change of heart. He was so appalled by the true depths to which she had sunken with his help, that he revealed to the inquisitors the scheme



to preserve her powers and rank, and put himself at their mercy, begging for forgiveness. The paladin was executed for her crimes and her name was wiped from all records, but the guisarme was so remarkable that the priests could not bring themselves to destroy it. Instead, it was locked away with the intention of keeping it a secret from any but the church leaders.

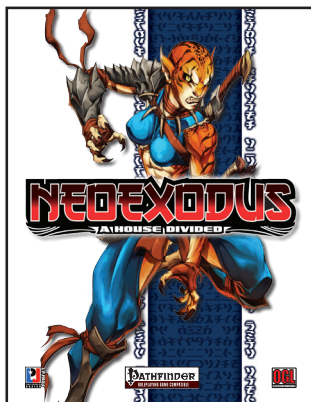
DESCRIPTION AND CONSTRUCTION

Oathbreaker is a sturdy, well-built guisarme of a solid shade of deepest blood-red. It never shows any blood on its surface no matter the color or volume of the blood it has spilt.

NEOEXODUS

A HOUSE DIVIDED

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



THE WORLD OF EXODUS NEEDS HEROES...

[illegible][illegible]

Slot none; Price 108,308 gp; Weight 10 lb.

This +3 *axiomatic guisearme* protects its owner with a +2 insight bonus on Will saving throws against mind-affecting effects as long as it is carried. By planting the butt of the pole on the ground and touching a target as a standard action, the wielder can cause *cure serious wounds* or *remove disease* a combined total of three times per day. Once per day, when Oathbreaker is successfully used to make a combat maneuver against a summoned creature, that creature must succeed on a Will save (DC 19) or fall under the control of the wielder as if the wielder had summoned the creature. Also once per day, if the wielder would suffer a loss of class abilities or the negative effects of a geas as a result of taking a prohibited action or changing his alignment, so long as they remain on the Lawful axis, the owner can attempt a Will save (DC 19); if he succeeds, he is temporarily immune to those consequences. Every 24 hours thereafter, he must make a new saving

Craft Magic Arms and Armor, cure serious wounds, misdirection, nondetection, summon monster VI; **Cost** 54,308 gp

Written By David Ross

Editing: Jeff Erwin

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: Oathbreaker Copyright 2012, Louis Porter Jr. Design, Inc.