



LPJ9955

# NEOEXODUS ADVENTURE: **BLOODY ICE**



**WRITTEN BY JOSHUA COLE**

REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYERS HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

**d20**  
system

Bloody Ice takes the player characters to the ice-locked peaks of Nas, where an archeologist's quest for secrets of the time-lost Cavian Empire seems to have loosed a terrible doom on his expedition. If the PCs succeed in combating the inexplicable assaults of the Necryos - savage thermal vampires -, they may discover the real danger: a modern cavian who will stop at nothing to keep the secrets of her ancestors from human hands.

Bloody Ice is intended as a single-session adventure for four players and a game master. To make full use of this adventure, the game master will need a copy of psionics rules for the d20 system, of Louis Porter Jr. Design's NeoExodus Terronomicon and of either Louis Porter Jr. Design's Races of NeoExodus: Cavian or Louis Porter Jr. Design's NeoExodus Campaign Setting.

## BACKGROUND

The events of Bloody Ice owe their origins to the rise and fall of the ancient Cavian Empire, to a scholar seeking information on that power, and to one of its descendents who wants the past left in glacial darkness.

## CAVIAN GENESIS

Fifteen hundred years ago, the mountainous Nas region housed the empire of the cavians - the rat-like humanoids who pioneered the cultivation of psionic abilities on Exodus. Their civilization, resplendent with crystal spires, telepathic communications and clairsentient planning, quickly dominated Nas and began to absorb the surrounding areas.

Then the cavians encountered the Sorcerer-Kings of Abaddon.

The resulting conflict, dubbed the War of Might and Magic by later, human scholars, devastated the Sorcerer-Kings, but wiped the Cavian Empire from the map entirely. Nas, once a land of wooded mountains and fertile valleys, became the icy wasteland it is today; in one night, whole cities disappeared beneath magically-created glaciers.

## THE MELLER EXPEDITIONS

Two years ago, Academician Albrecht Meller found one of those frozen cities. An archeologist and life-long student of cavian history, the academician spent decades following scattered clues, rumors and local legends before finally finding one of the cavian ruins

locked in the Gerwald glacier in the north of the Caneus Empire.

Academician Meller attempted two expeditions to the city. The first sought an entrance in the network of caves surrounding the Gerwald - a failed, and extremely dangerous, endeavor. The second, armed with Arman digging equipment and Dominion fire magic, intended to dig directly through the glacier to the crystal spires faintly visible in its depths.

The second Meller Expedition seemed promising; for over a month, the laborious process of excavation continued uninterrupted. Three weeks ago, they struck gold: an intact outlying spire. The academician was delighted by the find, his workers scarcely less so by the promise of rich reward.

## HORROR ON GERWALD GLACIER

Sixteen days ago, the Meller Expedition woke to find one of their workers frozen dead on the glacier outside their encampment. The man appeared to have been carried off suddenly and drained of warmth with a terrible swiftness even the glacial surface's harsh conditions could not explain. He was the first.

He would not be the last.

Every few nights, one or more workers have disappeared from their beds in the increasingly paranoid encampment. Doubling the nightly watch affected the attacks not at all - except to leave one of the watchmen dead. The expedition workers whispered that they had unleashed some awful curse from the frozen city, despite Academician Meller's insistence to the contrary.

## ENTER THE PLAYER CHARACTERS

Fearing for his life - from both the unknown menace and the panicked workers -, the academician has sent for professional assistance.

## ADVENTURE HOOKS

- A PC with an academic background may know Academician Meller from his time as a student; the academician may even have been one of the PC's instructors. Psions in particular could have a preexisting connection to the academician. If one of his students had become an adventurer, Meller would surely seek his aid first.



- A severed cavian character, hearing of an expedition to unearth part of his heritage, might take a personal interest in the Meller Expedition.
- Although Academician Meller's funding has almost run dry, he could offer Mercenary PCs a supply of psionic items - including, in time, some very powerful ones from deeper in the frozen city - in exchange for their service.
- PCs in service to either the Imperial Alliance or the Caneus Empire could become assigned to the Meller Expedition in the hopes of securing cavian secrets from their superiors. The Imperial Janissaries, themselves mentalists of some note, would be particularly interested in discovering psionic secrets of the Cavian Empire.

## PART I: THE EXCAVATION SITE

The excavation site sits atop the Gerwald glacier. The work crew has raised a high wooden fence using lumber intended for supports in the dig. The fenced area is 60 ft. wide and 100 ft. long. Two buildings sit inside the fence: Academician Meller's 20 ft. by 20 ft. sleeping quarters and office in the northwest, and a 50 ft. by 30 ft. barracks for the workers along the east side. In the southwest corner, a reinforced tunnel leads into the glacier. A Protectorate-built clockwork digging machine sits dormant beside the tunnel.

***Read to Players:** A small palisade, crudely and hastily constructed from the looks of the lashed-together timbers, surrounds two shack-like wooden buildings. From the smaller of the two, a middle-aged, salt-and-pepper-haired, bespectacled man in a heavy parka emerges and bustles toward you.*

Academician Meller greets the PCs warmly - a welcome change from the cold of the Gerwald! - and invites them into his office. Meller explains the situation outlined in 'Horror on the Gerwald Glacier' and offers them psionic items from the dig site in exchange for their aid.

**Albrecht Meller:** Human Psion 3/Expert 1; 18 hp; CR 3.

**Dig Workers (15):** Human Commoner 2; 7 hp each; CR 1.

**Development:** The Academician asks the PCs to stand watch in place of the dig workers until the attackers who have been terrorizing the encampment appear. He offers his assistance if - when - an attack

occurs and promises the workers will also aid the PCs, although their morale has been sapped by the attacks. Until the evening shift begins, Meller suggests the PCs warm themselves in the workers' barracks, although he will show them around the dig site if they wish (*see Part III: The Enemy Revealed*).

## NECRYOS ATTACK-EL7

The night of the PCs' arrival, the excavation site again comes under attack. Three Necryos slink in under cover of darkness.

**Necryos (3):** 33 hp each; Hide +2, Move Silently +2, CR 4.

**Necryos Tactics:** The Necryos attack from three different directions. They do not distinguish between worker, researcher and guard; all are simply heat sources. Nonetheless, the Necryos prefer to take sleeping creatures by surprise and attempt to sneak past anyone on watch.

If one of the Necryos is spotted, it attempts to draw all the PCs to its position, then springs from the encampment - hopefully giving its brethren time to feast on the warmth of the hapless workers. If only one or two characters give pursuit, however, the Necryos turns and fights once out of bowshot from the encampment.

If, after using all of its thermal healing, a Necryos is below half its starting hit points, it breaks and flees for the mountains.

**Development:** If the PCs do not pursue fleeing Necryos or track the creatures to their lair, the nightly attacks will continue until the party either puts a stop to them at their source or six Necryos are slain.

A character skilled in tracking may be able to follow the Necryos' trail to their cave in the nearby mountains. Because the ground is covered with snow, the DC for this Tracking check is only 5 for the first hour but grows by 2 for every hour thereafter.

The Necryos cave lies about six miles north of the dig site; for the first four miles, the terrain is reasonably flat, though snow ( $\frac{3}{4}$  *overland movement*), but it rises rapidly into foothills for the last two ( $\frac{1}{2}$  *overland movement*). A fleeing Necryos can reach the cave in three hours, while the PCs will probably take four or five hours to reach the cave.

**NPC Reactions:** The GM should make a single Listen check for the sleeping dig workers every round after the PCs and Necryos begin fighting. The DC of the check is generally -5, but the workers suffer a -10 penalty to their check for sleeping and may suffer

additional penalties due to distance (*with their +0 Listen bonus, the workers need a 5*). If one of the PCs chooses to go into the workers' barracks and alert them, they will wake immediately. In either case, it takes the workers 1d4+1 rounds to rouse and arm themselves. The workers will not pursue Necryos outside the encampment, but will fight to defend themselves.

Academician Meller's psicrystal keeps watch for him; if a Necryos comes within 40 ft. of the Academician's chambers, he wakes and joins the battle in 1d4+1 rounds. Otherwise, he will sleep through the attack.

If he survives the battle, Academician Meller strongly encourages the characters to pursue any fleeing Necryos and to root out the infestation at its source. He offers to accompany the party if they want his assistance.

## ATTACK IN FORCE - EL 10

If the PCs kill six Necryos without tracking the creatures to their lair, the surviving Necryos will assault the dig site in force the next night.

This attack may well prove more than the PCs can handle, even with fixed defenses and help from Academician Meller and the dig workers. The GM should impress upon the players, via Academician Meller and other NPCs, the dangers of allowing the Necryos to attack at will with no fear of reprisals; if the PCs insist on fighting a defensive battle, however, they will get a heated one.

**Necryos (8):** 33 hp each; CR 4.

**Necryos Shaman:** Necryos wizard 1; 43 hp; CR 4.

**Necryos Tactics:** The Necryos feel they have nigh-overwhelming superiority in this battle. The whole pack charges directly at the encampment, attempting to overwhelm its defenders before they realize they face a full-scale battle rather than the usual raids.

The Necryos shaman casts mage armor before entering battle and uses burning hands to fuel his allies thermal powers.

With their pack mates beside them and a potential feast of warmth waiting at claw's length, the Necryos initially refuse to flee from this battle. If their shaman is slain, however, the surviving creatures lose heart and will flee when reduced to less than half their starting hit points.

**Development:** Should the PCs manage to defeat the Necryos - no easy task - they may be able to track the

creatures' trail back to their lair. The Necryos cave encounters are unchanged, save that no actual Necryos remain, only the psice and the 'trap' on the seercrystal.

The cavian Yepa Galilahi will realize her Necryos minions have fallen in 1d2 days if the PCs do not alert her themselves by attempting to use the seer-crystal. Once Yepa realizes her plot failed, she attacks Academician Meller directly (*see Part III: The Enemy Revealed*).

## PART II: THE NECRYOS CAVE

Buried in the snowy foothills surrounding the Gerwald glacier, the Necryos cave is neither especially well hidden nor well defended. The creatures move swiftly and count on the shifting snows to obscure their tracks, and in any case they usually welcome intruders as a source of precious heat.

If the PCs followed the Necryos trail here after a major assault, none of the creatures remain, although the agitated psice in some areas still poses a minor danger.

## 1. SENTRY POINT - EL 4

The cave's glacierward entrance is clearly visible from 100 ft. away and may be spotted from further away with a successful Spot check (*Spot DC -5*). The cave itself is 10 ft. wide at the entrance.

*Read to Players: A small cave looms on the rise ahead. Even where the surrounding stone is bare, a thin layer of frost covers it.*

A Spot check (*DC 25*) or Search check (*DC 20*) reveals a second entrance 100 ft. to the northeast, facing toward the higher mountains (*Area 3: Rear Sentry Point*).

A Necryos sentry watches from the glacierward entrance. It huddles in shadows of the cave entrance, where it has a clear view of the foothills but gets a +4 circumstance bonus on its Hide check.

The tunnel runs 50 ft. to Area 2: Psicpatch.

**Necryos:** 33 hp; CR 4.

**Tactics:** The sentry Necryos initially takes a greater interest in draining the heat of attackers than in warning its comrades. It fights alone for two rounds or until reduced to less than half its starting hit points. If its foes remain standing and seem able to over-



whelm it, the creature scrambles deeper into the cave to warn its fellows.

## 2. PSICE PATCH - EL 2

The psice patch is a 10 ft. radius circular chamber housing four small psice, normally harmless and thus tolerated by the Necryos; due to the psychic turbulence created by the seercrystal, the psice has become aggressive and the Necryos take pains to rush through this chamber.

***Read to Players:** This chamber appears to be more sinkhole than cavern; it would be open to the sky if not for the glittering covering of ice overhead.*

A 10 ft. wide tunnel leads 50 ft. up to area 1: Sentry Point; a 85 ft. long tunnel leads to areas 4: Sleeping Chamber, 5: Icerune Chamber, and 6: Seercrystal Chamber.

**Psice, Tiny (4):** 6 hp each; CR ½.

**Environment:** This chamber is especially icy. Anyone moving or fighting inside the chamber must make a DC 5 Balance check each turn to keep from falling. The Psice do not require balance checks due to their Icewalk speed.

**Tactics:** The psice are mindlessly aggressive. They attack any creature that enters the chamber.

**Treasure:** The corpse of an past victim of the Necryos has frozen into the ice here. This unfortunate is wearing heavy winter gear and a masterwork chain shirt. He wears a wand of

cure moderate wounds with 30 charges. It takes a DC 18 Spot check to notice the corpse through the ice, and PCs hoping to unearth it must break through the ice (hardness 0, hp 24).

## 3. REAR SENTRY POINT - EL 4

This 5 ft.-wide entrance tunnel sits atop an icy 20 ft. incline (*Climb DC 10*). Atop the incline, a 10 ft. by 2.5 ft. ledge extends from the mountainside.

***Read to Players:** A small crevasse yawns in the side of the nearby bluff. Judging from the air wafting from it, it must lead deeper into the mountain.*

**Like area 1:** Sentry Point, this cave entrance is guarded by a lone Necryos.

The 5 ft.-wide tunnel runs 55 ft. down to area 4: Sleeping Chamber.

**Necryos:** 33 hp; CR 4.

**Tactics:** The rearguard Necryos uses the terrain to its advantage. It tries to keep foes from scaling the incline, attacking as they climb. Once PCs reach the ledge, the Necryos retreats 5 ft. into the tunnel, forcing opponents without reach or ranged weapons to confront it one at a time. The creature will only give ground if reduced to 10 or fewer hit points and no Heat Counters.

**Development:** Because the rearward entry is closer to area 4: Sleeping Chamber, the GM should



make Listen checks for the Necryos there each round. Being asleep and at least 60 ft. from the battle, the creatures have a -16 penalty to their listen checks. If roused, they will pour into the passage to support their comrade.

## 4: SLEEPING CHAMBER - EL 8

This 45 ft. wide, 75 ft. long cavern serves as the main living quarters for the Necryos pack. Four of the creatures who are not hunting or keeping watch usually sleep or lounge here.

*Read to Players: This long, broad chamber seems oppressively low-ceilinged. Furs line the edges, strewn with scraps of chewed bone.*

A 10 ft. wide opening leads to the tunnel from area 2: Psicepatch, and a 5 ft. wide tunnel leads back to area 3: Rear Sentry Point.

**Necryos (5):** 33 hp each; CR 4.

**Tactics:** Unless woken by one of the sentries or the sounds of battle, the Necryos here will begin the encounter asleep. If the PCs move swiftly and quietly, they may be able to coup de grace multiple Necryos before the creatures wake (*the EL of the encounter reflects this potential advantage*).

Necryos who survive to wakefulness initially fight anyone near them, but after a the first round of combat, they reorganize and either fall back on area 5: Icerune Chamber (*if three or more are slain*) or make a stand in the sleeping chamber.

**Development:** If the PCs did not defeat the Necryos guard at area 3: Rear Sentry Point, the creature will rush to the aid of its comrades after the second round of combat.

The Necryos shaman meditating in area 5: Icerune Chamber may also recognize the danger. The GM should make a Listen check for the shaman each round. He has a -13 penalty on his Listen check due to the distance involved and the echoes in the cave, but if alerted, will cast mage armor after two rounds and join the fray after three.

## 5: ICERUNE CHAMBER - EL 4

The stone walls of this chamber would leave it with an approximately 10 ft. radius, but layers of ice have halved this available space. It serves as the 'spell-book' for the Necryos shaman who leads the pack.

*Read to Players: This cramped cavern is covered with a thick layer of ice. Runes of alien and disturbing*

*aspect decorate every inch of the translucent surface.*

The Necryos shaman spends much of his time meditating and studying the runes here. Unless the sounds of battle called him to area 4: Sleeping Chamber, the shaman abides here alone.

A passage leads back to areas 2: Psicepatch, 4: Sleeping Chamber and 6: Seerystal Chamber.

**Necryos Shaman:** Necryos wizard 1; 43 hp; CR 4.

**Tactics:** If caught alone, the Necryos shaman recognizes he has little chance to survive and focuses on selling his life as dearly as possible. He uses his spells and thermal wave ability aggressively rather than saving Heat Counters for healing.

**Traps:** The runes in the northwest corner of the room include a single explosive runes spell set by one of the more accomplished shamans of the Necryos pack's past.

**Trap - Explosive Runes:** CR 4; spell; spell trigger; no reset; spell effect (*explosive runes, 5th level wizard, 6d6 force, DC 14 Ref for ½ damage*); Search DC 28; Disable Device DC 28.

**Treasure:** A wizard can study the runes inscribed on the walls to add to his spellbook. Because of the unusual nature of the Necryos 'book,' he suffers a -4 penalty on Spellcraft checks to scribe the spells. The following spells can be gleaned from the carvings: burning hands, chill touch, darkness, jump, mage armor, scorching ray and explosive runes.

## 6: SEERCRYSTAL CHAMBER - EL 6

This 25 ft. wide, 20 ft. long cavern houses the seer-crystal given the Necryos by the cavian telepath Yepa Galilahi. The crystal is both a powerful psionic item for its controller and a trap for her enemies.

*Read to Players: A lurid crimson glow paints the blue-white ice and pallid gray stone an eerie purplish shade. The glow seems to emanate from the gold-set crystal pulsing at the chamber's heart.*

Two Necryos stand guard here, tasked by Yepa with guarding her treasure. Even if the rest of their kin are wiped out, they remain on guard.

The only way in or out of this room is the tunnel back to areas 2: Psicepatch, 4: Sleeping Chamber and 5: Icerune Chamber.

**Necryos (2):** 33 hp each; CR 4.



**Traps:** When a character touches the seerystal, he must make an opposed Will save against Yepa Galilahi or become psionically dominated by the device and its master; psionic characters add their manifester level to this check. Yepa has a +12 bonus on the opposed Will save.

Should Yepa lose the opposed Will save, she will not attempt to reestablish control.

Yepa will not attempt to dominate a second PC who touches the seerystal, as doing so would leave her first victim with the knowledge of what had happened.

**Trap - Seerystal:** CR 5; power; touch trigger; special reset; power effect (*psionic dominate, 6th level psion, opposed Will save + manifester level vs. +12 bonus*); Search DC 29; cannot be disabled.

**Development:** If a character becomes dominated via the seerystal, the GM need not inform that character's player of anything amiss; initially, Yepa does her best to play along with the party, allowing the character to act normally - until she is ready to strike at Academician Meller. The only exception is if the PCs do not take the seerystal with them: Yepa will command a dominated character to do so, the better to keep tabs on her foes.

If a character manages to wrest control of the seerystal, he is granted a brief impression of a mind (*whose structure he can identify as cavian if he is one himself or has had telepathic contact with one in the past*).

**Treasure:** The seerystal itself is a potentially valuable, if dangerous, treasure. If one of the PCs can wrest control of the device from Yepa, they can use it to their advantage, not just against the cavian, but in future adventures. See the New Psionic Items section at the end of the adventure for details on the seerystal.

## PART III: THE ENEMY REVEALED

If the player characters do not detect the cavian telepath Yepa Galilahi through the seerystal, Academician Meller believes his troubles over. As promised, he offers to allow the PCs to take their pick of the psionic relics in the excavated spire.

If, on the other hand, the PCs did detect the cavian psion's presence, the academician will ask them to

accompany him to the ruins in search of a defense against her.

In either case, the final confrontation with the cavian is likely to occur in the spire of a cavian structure beneath the Gerwald glacier.

## THE ENEMY REVEALED - EL7

The spire is a 25 ft. radius circular room, ringed with shelves and cold-bleached wall hangings. Its walls seem to have been fused together rather than raised one brick at a time; there are windows, but they open only onto the frigid darkness of the glacier. The room's original purpose is unclear, but its shelves house a collection of minor psionic items dating back to the time of the Cavian Empire. Stairs lead down to the next level of the structure, but are blocked by solid ice. Much of the roof has given way as the glacier shifted, baring the ice above.

***Read to Players:** The ice above you gives a shudder, as though some unheard resonance rolls through it. For a moment, it seems the whole glacier may crash down on your heads. Then, as shards break from the whole and tumble about you, a shrill, high voice echoes through the ice, drawing your attention to the figure crouched at the stairs.*

Rather than allow Academician Meller to continue his research into her people's, Yepa Galilahi, a cavian telepath, is willing to risk herself directly. Yepa is a fairly powerful psion, and she is adept at manipulating the psice naturally occurring in Nas.

**Yepa Galilahi:** Female Cavian Psion 6; 19 hp; CR 6.

**Psice, Small (2):** 13 hp each; CR 1.

**Psice (4):** 6 hp each; CR ½.

**Tactics:** Yepa targets Meller with the psice beacon power on the first round of combat, then attempts to keep the attacking psice between herself and the PCs until the academician (*and hopefully his allies*) fall. She supports the psice by using psionic suggestion, psionic charm and brain lock on PCs. If injured, Yepa manifests hostile empathic transfer, on Meller if possible.

If Yepa was able to dominate a character through the seerystal, she reveals her control at the start of this battle, causing the unfortunate PC to turn on his allies and employer.

Yepa is fanatical about killing Meller and will attack him with her dagger if she runs out of power points, sacrificing her life to take his if it proves necessary.

**Treasure:** The spire contains a variety of psionic items, which a grateful Academician Meller offers to the PCs as payment for their services if he survives (and which they are free to plunder if he does not):

- A +1 psychokinetic short sword.
- A suit of +1 landing scale mail.
- A suit of (*psionic*) +1 scale mail.
- A crystal mask of languages.
- A fully-charged dorje of mind thrust.
- 3 minor power stones (*determine abilities randomly*).
- 5 shards (+3 to any one skill, *determine skill randomly*).

## AFTERMATH

With Yepa slain, the immediate threat to the Meller Expedition ends. No more Necryos attack the workers' encampment, the psice subsides to its normal, docile state, and after a week, even the most paranoid of the workers acknowledge the danger ended.

If Academician Meller survives the adventure, he offers the PCs their pick of the psionic items in the excavated chamber of the ruins; he believes further digging will unearth more valuable artifacts and does not balk at parting with the first wave. He also offers to keep in touch with the party and to give them first consideration should he chance upon another dangerous situation.

Should the player characters wish to remain with the Meller Expedition in the hopes of scoring more powerful psionic items, the glacier-locked city beneath their feet surely offers many rewards... and even more dangers.

The GM may also wish to follow up on Yepa's background. Did the cavian work alone to preserve the secrets of her race, or was she but the leading element of a wider conspiracy - perhaps of the very reason for the cavians' return to Exodus?

## APPENDIX A: NEW PSIONIC ITEMS

The Cavian Empire infused countless objects with psionic energy during its golden age. Even in the modern age, these relics remain potent sources of power and fascinating subjects of research for scholars and psychics alike.

## SEERCRYSTAL

A common sight in unearthed ruins of the Cavian Empire, seerystals are also employed by the Janissary order of the Imperial Alliance. A seerystal is a shard of red crystal set in a delicate gold lattice. The crystal itself is about the size of a human head; while active, it glows and gives off faint warmth.

A seerystal's primary function is remote viewing. Any psionic creature, having once attuned himself to the crystal, can see through it as though it were the sensor of a scry spell. The attuned creature can also communicate telepathically with anyone touching the crystal.

Attuning to a seerystal is a standard action that provokes attacks of opportunity. If the crystal is not attuned to another creature, attuning is simply a matter of touching its surface.

However, if a creature touches a seerystal already attuned to another, the object's secondary function activated. The new creature and the creature attuned to the seerystal must make opposed Will saves, adding their highest manifester levels (*if any*) to their Will saves. If the crystal's master wins, the creature touching it becomes psionically dominated, as the power manifested by a 10th level psion. If the creature touching the crystal wins, it becomes attuned to the crystal. The crystal's former master may attempt to reassert control on the next round by prompting a second opposed Will save, but this time it is the former master who risks becoming dominated. The seerystal's master can choose not to attempt to dominate a character touching it, provided that character does not actively try to attune with the device.

No more than one character can be dominated via a seerystal at any time. If the crystal's master attempts to dominate a new subject (*or is forced to do so because the creature attempts to attune with the crystal*), any previously dominated creature is released.

Strong clairsentience and telepathy; ML 7th; Craft Universal Item, psionic dominate, remote viewing; market price 12,000 gp.

## APPENDIX B: NPC STAT BLOCKS

### ALBRECHT MELLER - CR3

Male Human Psion (*nomad*) 3/Expert 1

NG Medium Humanoid (*Human, Psionic*)



**Init:** +0 **Senses Listen:** +2, **Spot:** +6 (*with*

*psicrystal*: *Listen* +4, *Spot* +8)

**Languages:** Common, cavian, elven, prymidian.

**AC:** 15, touch 10, flat-footed 15

**HP:** 18 (4 HD)

**Fort:** +2, **Ref:** +1, **Will:** +5

**Spd:** 40 ft. (8 squares)

**Melee:** Quarterstaff +2 (1d6+1)

**Base Atk:** +1; Grp +0

**Combat Gear:** Potion of cure light wounds (1d8+1, CL 1st).

**Power Points:** 15

**Powers Known** (ML 3rd)

**2nd:** Dimension Swap, Psionic Levitate.

**1st:** Burst, Call to Mind, Detect Psionics, Detect Teleportation, My Light.

**Abilities:** Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 11

**Feats:** Armor Proficiency (*light*), Psicrystal Affinity, Skill Focus (*Knowledge (history)*), Speed of Thought.

**Skills:** Climb +6, Concentration +8, Craft (*structural*) +10, Disable Device +7, Knowledge (*dungeoneering*) +7, Knowledge (*history*) +13 (+23), Knowledge (*psionics*) +10, Listen +2 (+4 *with psicrystal*) Psicraft +10, Search +10, Spot +6 (+8 *with psicrystal*).

**Possessions:** Combat gear plus psicrystal (*meticulous*), masterwork quarterstaff, +1 psionic chain shirt, crystal mask of Knowledge (*history*), 100 ft. silk rope, backpack and 130 gp.

This middle-aged man sports a pair of horn-rim spectacles, a salt-and-pepper beard, and close cropped gray and black hair. He wears the rich black robes of an Academician of the Imperial College of Sciences in Nyssa.

Albrecht Meller is a scholar of cavian history at the Imperial College of Sciences in Nyssa. He is widely considered one of the leading experts in the field and, outside the Janissaries and the cavians themselves, in general psionics.

In his youth, Meller was something of an adventurer himself. Though no coward, he lacks the strength and stomach for battle and prefers to pay others to defend him during his sometimes dangerous field work. However, he still comes prepared with powers, leather armor beneath his robes, and a sturdy quarterstaff in hand.

Meller is personable and handsome enough, but he is obsessed with his work and cannot seem to understand others may not be; he can expound on cavian history for hours after his audience has stopped paying attention.

## VEPA GALLAH-GRB

**Female Cavian Psion (telepath) 6**

**NE Medium Humanoid (Cavian)**

**Init:** +3 **Senses Thoughtsense:** 20 ft.; **Listen:** +1, **Spot:** +1

**Languages:** Cavian, common, terran.

**AC:** 15, touch 13, flat-footed 12

**HP:** 19 (6 HD)

**Fort:** +0, **Ref:** +5, **Will:** +6

**Spd:** 30 ft. (6 squares)

**Melee:** Bite +6 (1 *plus psionic disease*)

**Melee:** Dagger +7 (1d4-1/19-20)

**Base Atk:** +3; Grp +1

**Atk Options:** Psionic Disease.

**Combat Gear:** Dorje of energy ray (ML 1st, 18 charges), pearl of brain lock x2.

**Power Points:** 20

**Powers Known** (ML 6th)

**3rd:** body adjustment, dispel psionics, hostile empathic transfer (DC 16), touchsight

**2nd:** aversion (DC 15), cloud mind (DC 15), psionic suggestion (DC 15), read thoughts (DC 15)

**1st:** entangling ectoplasm, far hand, psice beacon1, psionic charm (DC 14), mindlink

**Abilities:** Str 6, Dex 16, Con 8, Int 14, Wis 12, Cha 13

**Feats:** Hive MindB, Inquisitor, Overchannel, Power Penetration, Psionic Body, Weapon Finesse.

**Skills:** Bluff +8, Knowledge (*history*) +15, Knowledge (*psionics*) +15, Psicraft +15.

**Possessions:** Combat gear plus +1 psionic dagger, +1 psionic cloth armor, and 650 gp.

**Psionic Disease (Su):** Injury, DC 14, incubation 1 day, special.

If a target of the cavian's bite fails its Fortitude save it has been marked by the cavian. A cavian can have a maximum of one marked target per point of Int modifier (*min 1*). As a standard action, the cavian can look through the marked target's eyes as though manifesting the clairvoyant sense power. While a cavian is using this ability, the target's eyes will glow with a faint blue fire that is undetectable in bright light or daylight but clearly visible in low or no light. If

the infected individual recovers or is cured from the disease, the marker is removed.

**Thoughtsense (Su):** Cavians ‘see’ psionically as well as physically. As long as he is psionically focused, a cavian can perceive the presence of any thinking creature within 20 ft., although he cannot delve into its thoughts without further training. this ability as Blindsense, except it does not function if the cavian is psionically focused, nor does it detect inanimate

Treat that not



objects or creatures immune to Mind-Affecting effects.

Even by the standards of her willowy race, this female cavian appears particularly small and slight. However, the gleam of her dark eyes seems to hint at hidden reserves of power.

Yepa Galilahi is a cavian psion obsessed with preventing non-cavians from discovering the secrets of her ancient ancestors. Why she places such importance on this task, and at whose behest she acts, are matters she prefers to leave unsaid.

Yepa’s mental powers are considerable, but she is physically frail even by cavian standards. She relies almost entirely on her mental powers for attack, defense and even day to day support.

Like most cavians, Yepa has a high, somewhat squeaky voice. She speaks quickly, breathlessly, almost frantically - especially when warning or threatening an interloper into her people’s ancient domain.

## APPENDIX C: NEW MONSTERS

### NECRYOS - CR4

CE Medium Monstrous Humanoid

Init: +6 Senses: Darkvision: 60 ft.;

Listen: +5, Spot: +5

Languages: Necryos

AC: 17, touch: 12, flat-footed: 15 (+2 Dex, +5 natural)

HP: 33 (6 HD)

Resistance: Half damage from cold; fire and heat damage within 15 ft. halved.

Fort: +3, Ref: +7, Will: +5

Spd: 40 ft. (8 squares), Run: 200 ft.

Melee: Claw +8 (1d4+2 plus thermal vampirism)

Melee: 2 claws +8 (1d4+2 plus thermal vampirism)

Space: 5 ft.; Reach: 5 ft.

Base Atk: +6; Grp: +8

Atk Options: Thermal vampirism 1d6.

Special Actions: Thermal healing, thermal wave.



**Abilities:** Str: 14, Dex: 15, Con: 12, Int: 8, Wis: 11, Cha: 7.

**SQ:** Heat absorption, heat counters.

**Feats:** Alertness, Improved Initiative, Run.

**Skills:** Balance +7, Climb +7, Listen +5, Spot +5, Survival +2.

**Thermal Healing (Su):** As a free action on its turn, a necryos can spend a Heat Counter to heal 1d6 hit points. A necryos can spend any number of Heat Counters this way each turn.

**Thermal Vampirism (Su):** Whenever a necryos hits with its claw attack, it deals an additional 1d6 points of cold damage to the target. Whenever a necryos deals damage with thermal vampirism, it gains a Heat Counter.

**Thermal Wave (Su):** As a full-round action, a necryos can spend all of its Heat Counters to unleash a blast of superhot air at nearby creatures. For every Heat Counter spent, the necryos deals 1d4 points of fire damage to all creatures other than itself within 15 ft. (*Ref DC 14 for half*). The save is Constitution-based. When a necryos uses this ability, it loses its heat absorption ability until the beginning of its next turn. The heat absorption of other necryos still functions (*allowing the creatures to share Heat Counters*).

**Heat Absorption (Su):** Any fire or heat damage inflicted on creatures within 15 ft. of a necryos, including the necryos itself, is halved. The heat absorption auras of multiple necryos's stack, halving the damage again for every necryos within 15 ft. Whenever a necryos absorbs heat from a fire or heat-based attack, it gains a Heat Counter.

**Heat Counters (Su):** A necryos stores Heat Counters for the duration of an encounter and up to 10 minutes thereafter. Unless encounters follow in rapid succession, necryos always begin encounters with no Heat Counters.

*Despite the frigid wind whipping drifts of snow about the pass, the creature hunched before you wears not even a scrap of clothing. Its fish-belly white body, almost skeletally thin, must surely be deathly cold - a death, from the predatory glint in its black eyes, it means to share!*

Necryos, the 'thermal vampires' of frigid Nas, are a twisted side effect of the ancient war between the Cavian Empire and the Sorcerer-Kings of Abaddon. The same apocalyptic magics that turned once-fertile mountains of Nas into forbidding ice-snarled peaks

bled into some of the inhabitants, producing these vicious predators.

A necryos resembles a gaunt, emaciated human or elf with sickly white skin and black eyes. Its fingers and teeth are long and sharp, and its stringy muscles disguise a powerful frame. Nonetheless, the greatest danger posed by a necryos comes from its ability to drain heat from those around it.

Necryos speak their own tongue, a grotesquely degenerate version of that shared by the ancient human and cavian inhabitants of Nas. A few also speak Common.

## COMBAT

Although they are fairly fast and strong, necryos are mostly dangerous because of their ability to absorb and unleash heat. In the coldest reaches of Nas where they make their lairs, many creatures are ill-equipped to withstand this lethal combination.

Necryos usually attack by charging into melee, seeking to drain as much heat as possible as quickly as possible. Even when they have built up enough heat to use their thermal wave ability, they prefer to keep the precious warmth to themselves until sorely pressed.

Unlike many savage humanoids, necryos rarely panic and scatter; their thirst for the life-giving warmth of victims overwhelms their fear of death. Nonetheless, they are smart and sane enough to flee if faced with foes immune to their thermal vampirism.

## USING HEAT COUNTERS

*Because necryos gain and lose thermal energy through the course of a battle, Heat Counters help the GM to track their power. You can use anything at hand - pennies, scratchmarks on a piece of paper, even spare miniatures - to track Heat Counters. Perhaps the easiest way to do so is to use extra d6 (or d10 if you expect a long battle) to track each necryos's Heat Counters.*

*The GM should feel free to find other uses for Heat Counters; the Thermal Magic feat provides a good guideline.*

## PSICE-CR ONEHALF

**N Tiny Elemental (Cold, Psionic)**

**Init:** +0 **Senses:** Darkvision 60 ft.; **Listen:** -2, **Spot:** -2

**AC:** 15, **touch:** 12, **flat-footed:** 15 (+2 Size, +3 natural)

**HP:** 6 (1d8 HD)

**Resistance:** Immune Cold damage.

**Fort:** +3, **Ref:** +0, **Will:** -2

**Weakness:** Double damage from Fire.

**Spd:** 20 ft. (4 squares)

**Melee:** Slam +0 (1d3-1)

**Melee:** 2 slams +0 (1d3-1)

**Space:** 2 ft; **Reach:** 0 ft.

**Base Atk:** +0; **Grp:** -9

**Abilities:** **Str:** 8, **Dex:** 10, **Con:** 12, **Int:** 1, **Wis:** 7, **Cha:** 1

**SQ:** Elemental traits, Icewalking, Psionic Resonance.

**Feats:** Weapon Focus (*slam*).

**Skills:** Concentration +5.

**Icewalking (Ex):** A psice can move across any icy surface, including vertical surfaces, at its normal movement rate. It never needs to make Balance or Climb checks to maintain its footing on such surfaces.

**Psionic Resonance (Su):** Psice are near-mindless and normally docile. However, they become agitated when psionic powers are used near them. If a non-psice creature within 60 ft. becomes the target of a psionic power (*whether beneficial or harmful*), all psice in the area will begin moving toward that creature and attacking it.

*What at first appears to be a chunk of ice unfolds itself into a curious creature, somewhat resembling a cross between human and bear rendered in icy miniature. It shuffles forward on stubby ice legs.*

The product of ambient psionic energies loosed in ancient battles and experiments, psice are pieces of animated ice.

Almost certainly an accidental byproduct of either the Cavian Empire's ancient psionic activities or the immense mental turmoil unleashed when Nas was covered with killing cold by the Sorcerer-Kings of Abaddon, psice abound amidst the glaciers and icefields of the region. Ordinary folk consider them harmless, even charming, mobile terrain features; adepts of the mental arts usually take a dimmer view of the creatures.

Psice do not speak or communicate in any way.

## COMBAT

Psice are ordinarily docile. They require no sustenance and have no goals; the only danger they pose to humanoids comes when the larger examples stomp unheeding over a small settlement, but the people of

Nas know to build either sturdy or mobile dwellings to deter the psice.

When in the presence of psionic activity, however, psice become aggressive. They mindlessly attack any creature other than their own kind if it is targeted with a psionic power. They have also been known to become aggressive around psionic items.

Most psice are unimpressive combatants, but the largest examples of the type are practically walking glaciers, large enough to destroy nearly any foe by brute force.

## ADVANCEMENT

Psice are simply shards of ice given pseudo-life. They can be the size of icicles or the size of glaciers. Advanced psice are Small (1 HD), Medium (2-3 HD), Large (4-6 HD), Huge (7-10 HD), Gargantuan (11-15 HD) or Colossal (16+ HD). No one knows the upper limit on the size of a psice; the largest ever recorded was nearly a mile long and half as broad.

# APPENDIX D: NEW POWERS

## PSICE BEACON

**Psychokinesis**

**Level:** Psion/Wilder 1

**Display:** None

**Manifesting Time:** 1 swift action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Area:** 60 ft. emanation

**Duration:** 1 round/level

**Saving Throw:** None

**Power Resistance:** Yes

**Power Points:** 1

This power has no effect except to cause all psice within 60 ft. of the target to become aggressive and attack it. For the duration of the power, the psice will not attack other creatures even if they become the targets of other powers, although a second casting of psice beacon overrides the first.

**Augment:** For each additional power point you spend, the area in which the power attracts psice increases by 20 ft.



## YEPA'S ALLEGIANCE

All cavians have either the Severed feat or the Hive Mind feat (see Louis Porter Jr. Design's Races of NeoExodus: Cavian for details), representing their allegiance, or lack thereof, to the racial mind of the modern cavians.

Whether Yepa owes allegiance to the hive mind or not is up to the GM. If a PC cavian has the Hive Mind feat, Yepa should almost certainly not (and should have the Severed feat instead). Otherwise, it depends on whether the GM wants to use the cavian racial mind as an antagonist later in the campaign. If so, planting the seeds of its hostility by making Yepa a member in good standing here makes sense.

Yepa's statistics incorporate the Hive Mind feat. If she has Severed, instead, reduce her Knowledge and Psicraft bonuses to +11 and add 6 power points to her total.

## HELPFUL CLASSES

Although by no means required, a ranger or other character skilled in tracking will give the characters a better chance of success. If the PCs have no way of trailing the Necryos to their lair, the GM may wish to reduce the creatures' numbers in the encounter Attack In Force, should it occur.

Psionic PCs will be better equipped to deal with some of the threats and treasures later in the adventure. However, if the party does not include any psions, psychic warriors or wilders, Academician Meller, though less powerful than the PCs, can assist them in dealing with such matters.

## SCALING THE ADVENTURE: 2ND-3RD LEVEL CHARACTERS

Because of the Necryos's powers, lower-level PCs will find them very difficult to defeat. Rather than reducing the numbers of the 'thermal vampires' if he wishes to run this adventure for a 2nd or 3rd level party, the GM should consider substituting another savage humanoid.

The explosive runes trap in the Necryos cave may be too powerful for low-level characters; the GM may wish to remove it entirely or to substitute a weaker magic trap.

Finally, the GM should reduce the size (from Small to Tiny and Medium to Small) of the psice in the final encounter, The Enemy Revealed, and reduce Yepa

Galilahi's level from 6th to 4th. This also reduces her manifester level and Will save for purposes of the seer-crystal trap in the Necryos cave's area 6: Seer-crystal Chamber (her total bonus becomes +9 rather than +12).

## ADVENTURE SCALING: 5TH-6TH LEVEL CHARACTERS

More powerful PCs can handle a larger and more coordinated Necryos pack. Increase the number of Necryos on the nightly raids to four; increase the number in the encounter Assault In Force to 12, and double the number of sentries at each sentry point.

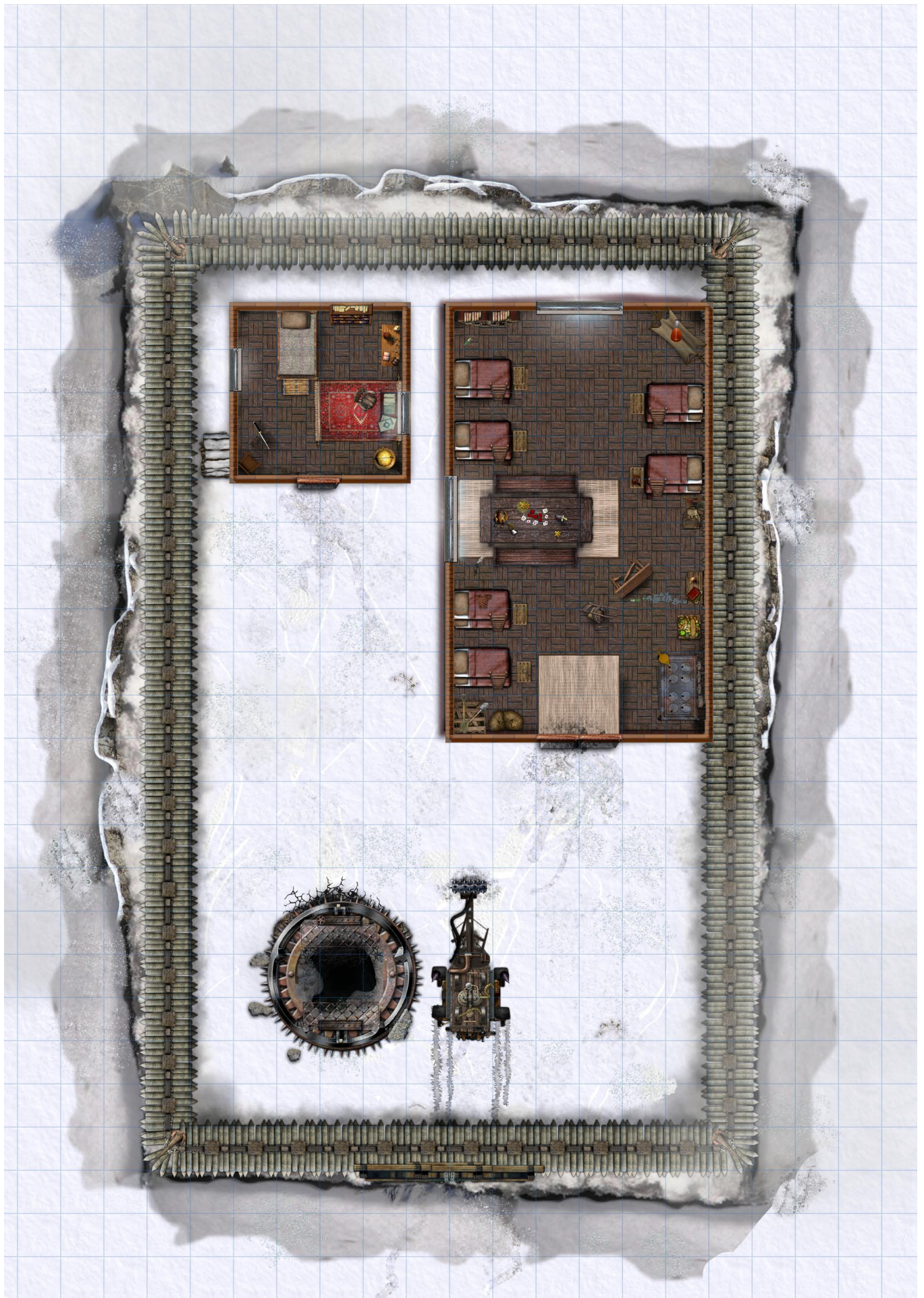
When the PCs attack one of the sentry points, one Necryos flees to rouse the rest of the pack for a coordinated defense while the other fights a holding action, slowly giving ground.

Increase the wizard level of the Necryos shaman from 1st to 3rd.

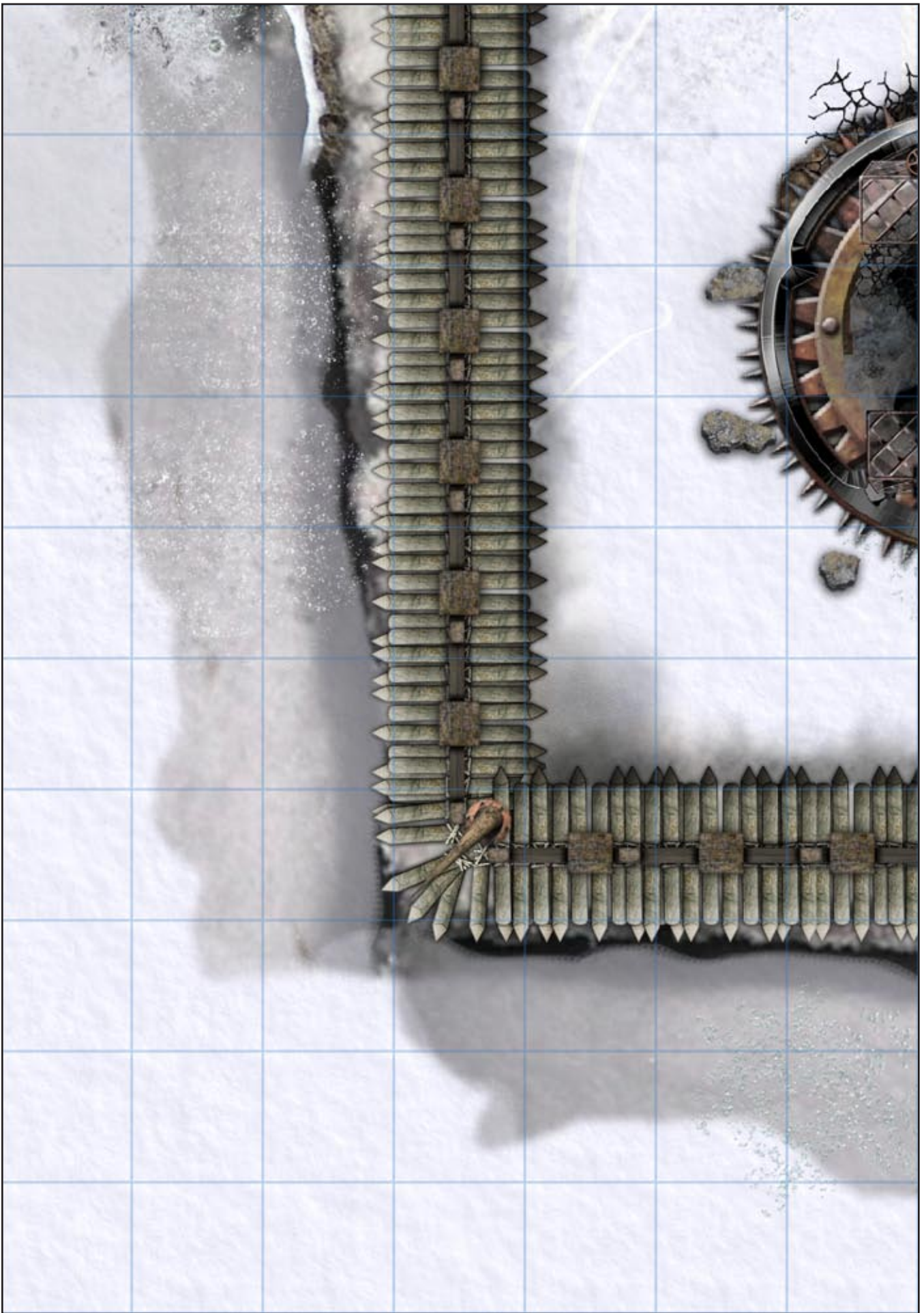
Make all the psice in the final encounter, The Enemy Revealed, medium (rather than a mix of small and medium), and advance Yepa Galilahi from 6th level to 8th. This also increases her manifester level and Will save for purposes of the seer-crystal trap in the Necryos cave's area 6: Seer-crystal Chamber (her total bonus becomes +15 rather than +12).

Designation of Open Game Content: All the material that appears in the System Reference Document is open, and all other material is not.

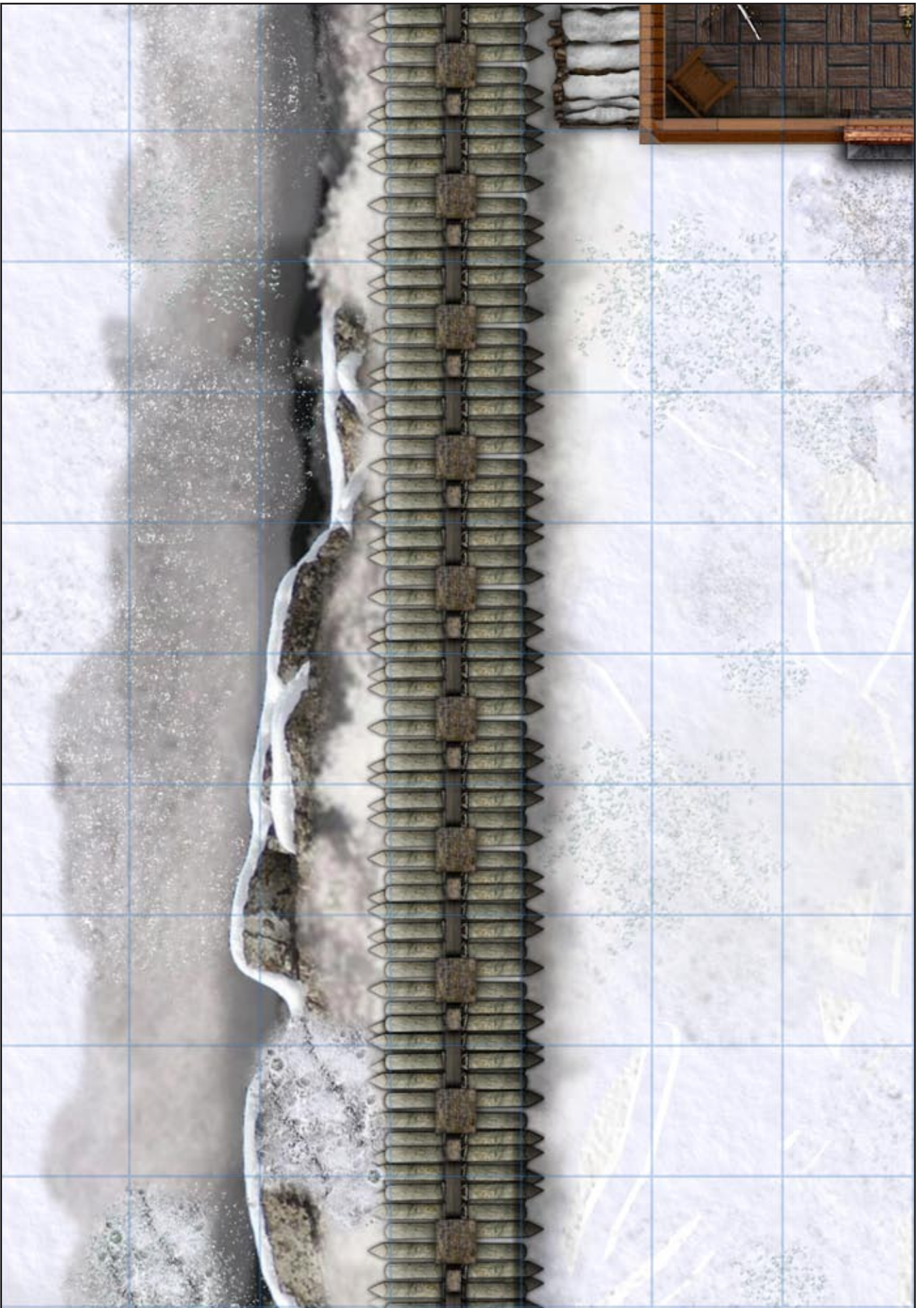




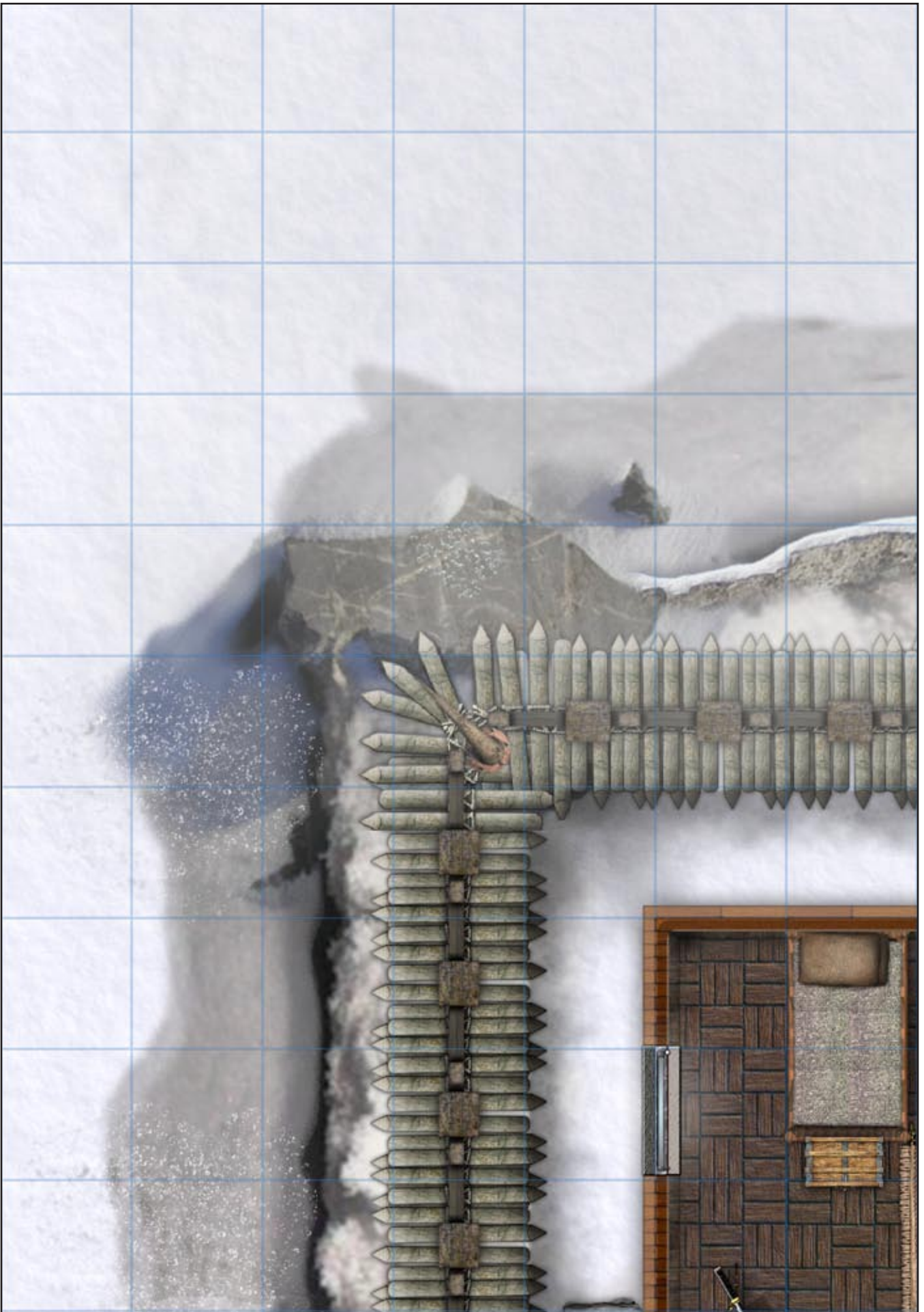




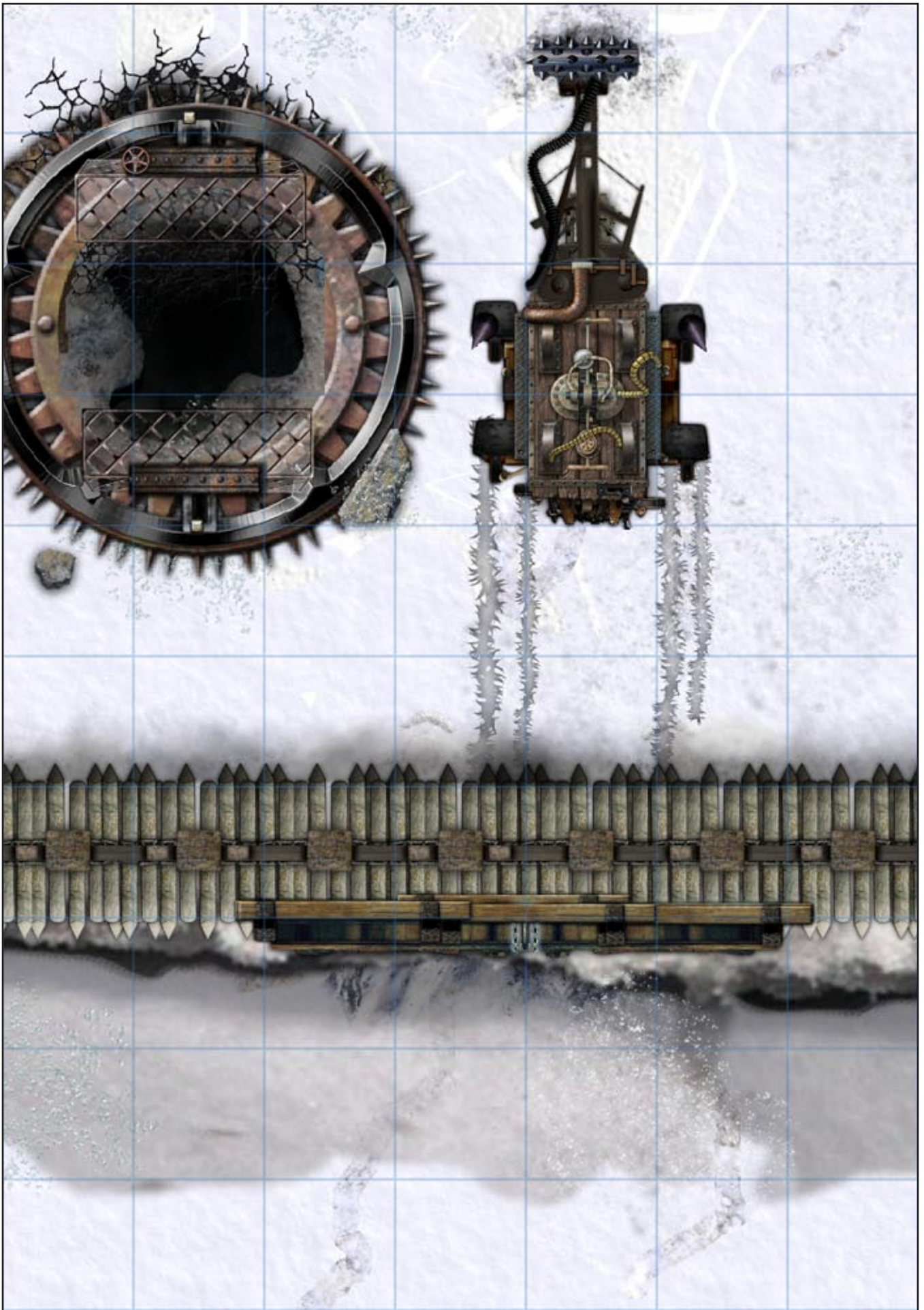












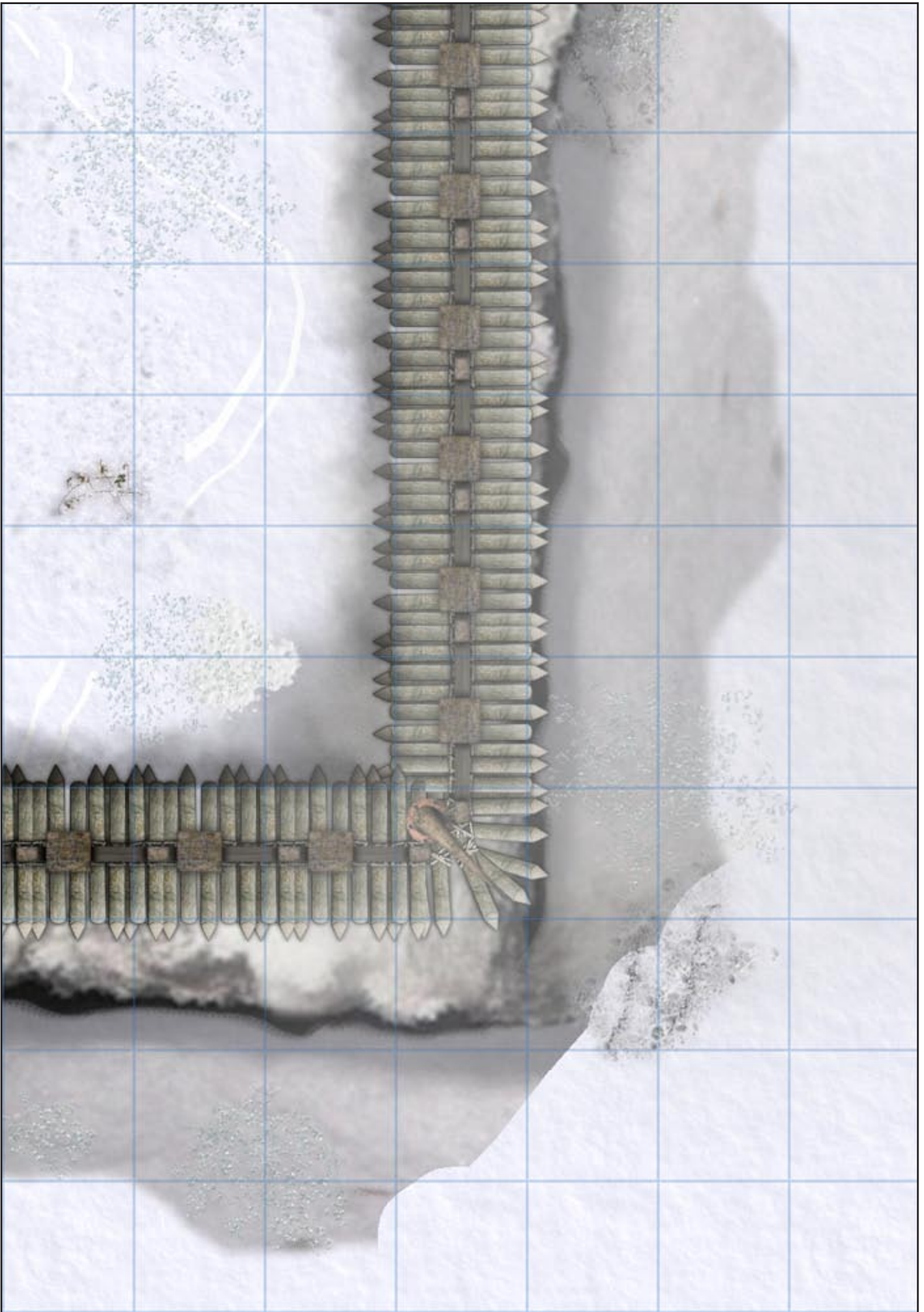








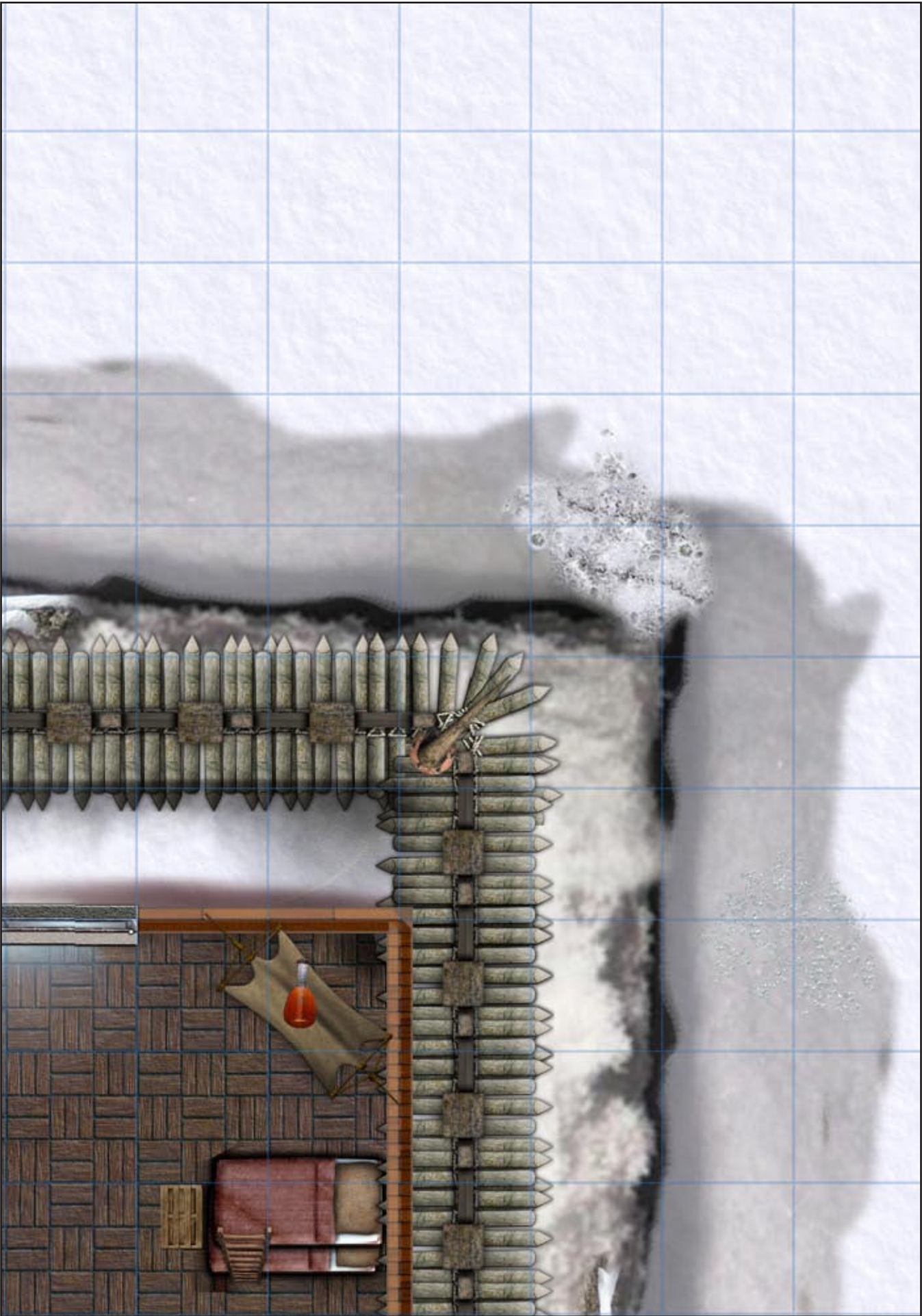






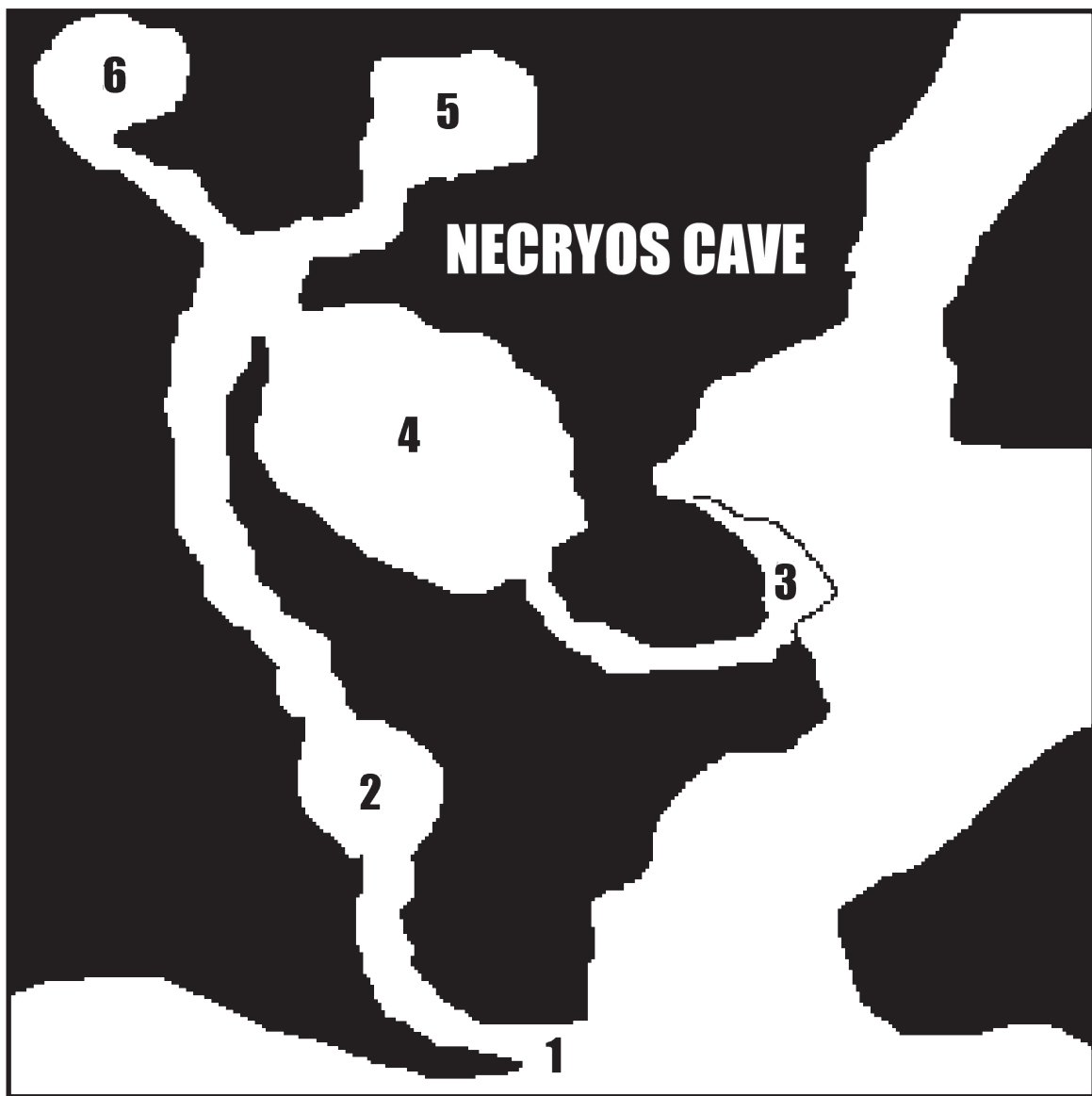












CLASS SKILL	SKILLS					MAX RANKS (CLASS/CROSS-CLASS)		/	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
<input type="checkbox"/>	APPRAISE ■	INT		=		+		+	
<input type="checkbox"/>	BALANCE ■	DEX*		=		+		+	
<input type="checkbox"/>	BLUFF ■	CHA		=		+		+	
<input type="checkbox"/>	CLIMB ■	STR*		=		+		+	
<input type="checkbox"/>	CONCENTRATION ■	CON		=		+		+	
<input type="checkbox"/>	CRAFT ■ ( )	INT		=		+		+	
<input type="checkbox"/>	CRAFT ■ ( )	INT		=		+		+	
<input type="checkbox"/>	CRAFT ■ ( )	INT		=		+		+	
<input type="checkbox"/>	DECIPHER SCRIPT	INT		=		+		+	
<input type="checkbox"/>	DIPLOMACY ■	CHA		=		+		+	
<input type="checkbox"/>	DISABLE DEVICE	INT		=		+		+	
<input type="checkbox"/>	DISGUISE ■	CHA		=		+		+	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*		=		+		+	
<input type="checkbox"/>	FORGERY ■	INT		=		+		+	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA		=		+		+	
<input type="checkbox"/>	HANDLE ANIMAL	CHA		=		+		+	
<input type="checkbox"/>	HEAL ■	WIS		=		+		+	
<input type="checkbox"/>	HIDE ■	DEX*		=		+		+	
<input type="checkbox"/>	INTIMIDATE ■	CHA		=		+		+	
<input type="checkbox"/>	JUMP ■	STR*		=		+		+	
<input type="checkbox"/>	KNOWLEDGE ( )	INT		=		+		+	
<input type="checkbox"/>	KNOWLEDGE ( )	INT		=		+		+	
<input type="checkbox"/>	KNOWLEDGE ( )	INT		=		+		+	
<input type="checkbox"/>	KNOWLEDGE ( )	INT		=		+		+	
<input type="checkbox"/>	KNOWLEDGE ( )	INT		=		+		+	
<input type="checkbox"/>	KNOWLEDGE ( )	WIS		=		+		+	
<input type="checkbox"/>	LISTEN ■	DEX*		=		+		+	
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*		=		+		+	
<input type="checkbox"/>	OPEN LOCK	DEX		=		+		+	
<input type="checkbox"/>	PERFORM ( )	CHA		=		+		+	
<input type="checkbox"/>	PERFORM ( )	CHA		=		+		+	
<input type="checkbox"/>	PERFORM ( )	CHA		=		+		+	
<input type="checkbox"/>	PROFESSION ( )	WIS		=		+		+	
<input type="checkbox"/>	PROFESSION ( )	WIS		=		+		+	
<input type="checkbox"/>	RIDE ■	DEX		=		+		+	
<input type="checkbox"/>	SEARCH ■	INT		=		+		+	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS		=		+		+	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*		=		+		+	
<input type="checkbox"/>	SPELLCRAFT	INT		=		+		+	
<input type="checkbox"/>	SPOT ■	WIS		=		+		+	
<input type="checkbox"/>	SURVIVAL ■	WIS		=		+		+	
<input type="checkbox"/>	SWIM ■	STR*		=		+		+	
<input type="checkbox"/>	TUMBLE	DEX*		=		+		+	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		=		+		+	
<input type="checkbox"/>	USE ROPE ■	DEX		=		+		+	
<input type="checkbox"/>	_____	_____		=		+		+	
<input type="checkbox"/>	_____	_____		=		+		+	
<input type="checkbox"/>	_____	_____		=		+		+	

■ Denotes a skill that can be used untrained.  
 □ Mark this box with an X if the skill is a class skill for the character.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)



CHARACTER NAME	PLAYER
----------------	--------

CLASS & LEVEL	RACE	ALIGNMENT
---------------	------	-----------

## CAMPAIGN

## EXPERIENCE POINTS

## GEAR

ARMOR/PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

<b>SHIELD/PROTECTIVE ITEM</b>	<b>AC BONUS</b>	<b>WEIGHT</b>	<b>CHECK PENALTY</b>
<b>SPELL FAILURE</b>	<b>SPECIAL PROPERTIES</b>		

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

## SPELLS

[illegible]

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 MAX LOAD	PUSH OR DRAG 5 MAX LOAD

## MONEY

CP—  
SP—  
GP—  
PP—

## FEATS

## SPELLS

**DOMAINS/SPECIALITY SCHOOL:**

0: \_\_\_\_\_

1st: \_\_\_\_\_

2nd: \_\_\_\_\_

3rd: \_\_\_\_\_

4th: \_\_\_\_\_

5th: \_\_\_\_\_

6th:

---

7th: \_\_\_\_\_

8th: \_\_\_\_\_

---

9th: \_\_\_\_\_

## SPELL SAVE

DC MOD

### ARCANE SPELL FAILURE

7%

## CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0:	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1st:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9th:	<input type="text"/>	<input type="text"/>

## LANGUAGES

Initial Languages = Common + racial languages + one per point of Int Bonus

# CHARACTER TRACK SHEET

Character Name: \_\_\_\_\_ Class (Level): \_\_\_\_\_  
 Race: \_\_\_\_\_ Nationality: \_\_\_\_\_ Residence: \_\_\_\_\_  
 Empire Citizen: \_\_\_\_\_

### Character Personal Information:

### Items the GM Need Be Aware of:

Obvious Symbols, Pins, Awards worn openly:

Other Notes of Interest:

## FAVORS, DISFAVORS, NOTICES, DEBTS, CURSES, BOONS

Type

Cert Name

## Location

## Log Entry



NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

© 2007 LOUIS PORTER JR. DESIGN Permission granted to photocopy for personal use only.

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

© 2007 LOUIS PORTER JR. DESIGN

UNCONSCIOUS

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

© 2007 LOUIS PORTER JR. DESIGN

UNCONSCIOUS

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

© 2007 LOUIS PORTER JR. DESIGN

UNCONSCIOUS

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

© 2007 LOUIS PORTER JR. DESIGN

UNCONSCIOUS

© 2007 LOUIS PORTER JR. DESIGN Permission granted to photocopy for personal use only.





PLAYER NAME:

CHARACTER NAME:

CHARACTER NAME:

PLAYER NAME:



PLAYER NAME:

CHARACTER NAME:

CHARACTER NAME:

PLAYER NAME:



# 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 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

NeoExodus Adventures: Bloody Ice Copyright 2007, Louis Porter Jr. Design, Inc.