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# ENEMIES OF NEOEXODUS: FOLDING CIRCLE BROTHERS-IN-ARMS



**WRITTEN BY NEAL BAILEY**

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**d20**  
system

## ENEMIES OF NEOXODUS: FOLDING CIRCLE BROTHER-IN-ARMS

The following two NPCs are designed to act in close accord with the Folding Circle, but in a junior member capacity. Both have CRs tied to their character level, but really can be placed up to 2 CRs higher than that depending on the capabilities of the party they're facing. This is thanks to their wide variety of powerful abilities. Like all members of the Folding Circle, these two have full character wealth, extensive resources, and should be used as planned encounters. Their particular weaknesses are intended to provide them with a supervillain vibe, whereby they are very powerful until a party understands how to exploit them.

### SEEKER-IN-FLAME

*The torch you're holding sputters suddenly, releasing a great belch of smoke and sparks. With a flash, a humanoid figure ripples from the blazing cloud, trailing streamers of flame. The being lands sprawled on the ground then rises into a predatory crouch as it surveys you. It has skin as black as charred wood, riddled with rents and cracks. It's slender and inhuman. And the face, the face. The thing has no face, merely a smooth black plane with a jagged circle carved into it, glowing like molten embers. This is the Seeker-in-Flame, and he has found you.*

### HISTORY

Although it's well-known that the Dalreans have two primary 'ethnic groups' within their race – those who resist fire versus those who resist ice – the exact relations and purposes of these groups are a mystery to outsiders. In truth, each group reveres a different extreme of the forces of nature (the power of the wildfires of summer, versus the power of the long and chilling winter), and has appropriate funerary and ceremonial rites. The two subspecies hold primacy of the 'patch' during their appropriate season and act as a form of government during that time.

There are points during each summer and winter when the older Dalreans are expected to sacrifice themselves so that they may become loam for the new generation. This is considered a great honor amongst their people, but there are always those individuals who turn against this tradition out of a desire to live a longer life. The Dalreans, ever pragmatic, think this a selfish and even sacrilegious act, and invest great power and energy in hunting the mavericks down to return them to the patch for absorption – here is where Seeker-in-Flame and his counterpart enter the picture.

The two groups, fire and ice, each have a single Seeker who is imbued with powerful shamanic magics and tasked to hunt those who have fled from their fate. A single individual is chosen to perform each role for all Dalrean patches – this is really the only form of cohesive organization that the Dalreans enforce across more than one patch. Both Seekers must be firm believers in justice and the rule of tradition. Seeker-in-Flame more than exemplifies these qualities.

Seeker-in-Flame became known to Makesh through tribal channels and old legends that were circulating around Sametia. Makesh believed Seeker to be a kindred spirit as well as a potential ally, and sought to find him via the Star Fountain for many years with little initial success. Makesh struck on the idea of capturing several rogue Dalreans in an attempt to lure Seeker to him – sure enough, it worked. Makesh offered the Dalreans as a gift and explained his position and his goals.

Seeker in Flame was at first hesitant about joining Makesh on his crusade – Dalreans tend not to become involved in the affairs of outsiders, after all. But Makesh was very persuasive, and offered joint cooperation, which would be a boon for Seeker given the enormity of his task. Seeker soon came to see the virtues of a universally imposed justice, and agreed to assist the Folding Circle when he was needed, while not joining the organization as a full member.

### PERSONALITY - LAWFUL NEUTRAL

Seeker is quite different from most other NPCs. Like all Dalreans, his motives are strange – he wants no wealth, no resources, no pleasure. Instead, Seeker desires only to do his duty to the Dalrean people and pursues goals in line with his concept of justice; it just so happens that those goals intersect with Makesh's. When acting in the service of the Folding circle, he carves the group's symbol across his face as a sign of fealty.

Seeker cannot speak and prefers not to interact with other people directly. He has a strong empathic bond with Triboras, who will generally do most of the talking while Seeker watches mutely. If forced to communicate via his empathic abilities, he only provides the absolute minimum of interaction necessary to get his point across, never clarifies, and only goes over a point once. He often gives no sign that he has even heard people that are talking to him.



## ENEMIES OF NEOXODUS: FOLDING CIRCLE BROTHER-IN-ARMS

### LIKES

- Getting straight to the point (+2 *diplomacy*)

### DISLIKES

- Talkative people (-4 *diplomacy*)
- People who repeat themselves (-2 *diplomacy per instance*)

### SEEKER-IN-FLAME

**Ranger 11**

**Size/Type:** Medium plant (*Dalrean*)

**Hit Dice (max):** 11D8+66 (154)

**Initiative:** +9

**Speed:** 50 ft. (10 *squares*)

**Armor Class:** 26 (+11 *natural*, +5 *Dex*), 15 touch, 21 flat-footed

**Base Attack/Grapple:** +11/+11

**Attack:** Bow +18 ranged (2d6+6 *fire*), or Bow +14 ranged (2d6+6 *fire*, 2d6+6 *fire*), or Bow +12 ranged (2d6+6 *fire*, 2d6+6 *fire*, 2d6+6 *fire*)

**Full Attack:** Bow +18/+13/+8 ranged (2d6+6 *fire*)

**Space/Reach:** 5 ft / 5 ft

**Special Attacks:** Firewalk, Seeking Flame

**Special Qualities:** Animal Companion, Combat Style, Evasion, Eye of Fire, Favored Enemies, Flame absorption, Flamanifest, Plant Qualities, Smoketracking, Swift Tracker, Woodland Stride, Wild Empathy

**Saves:** Fort +13, Ref +12, Will +7

**Abilities (52 *point buy*):** Str 10 (-4 *racial*), Dex 20 (-2 *racial*, +2 *level*, +4 *item*), Con 22 (+4 *item*), Int 12, Wis 18, Cha 8

**Skills (98):** Climb +2, Concentration +14, Handle Animal +4, Hide +19, Jump +2, Knowledge (*geography*) +9, Listen +13, Move Silently +19, Search +15, Spot +12, Survival +18 (+20 *following tracks*, +20 *navigation*), Swim +0

**Feats:** Blindfighting, Climate Adaptation (*Fire*) (*Dalrean feat*, *superseded by Flame Absorption*), Endurance, Improved Initiative, Improved Precise Shot, Manyshot, Rapid shot, Track, Weapon Focus (*longbow*)

**Environment:** NA

**Organization:** Tracker in the Folding Circle

**Challenge Rating:** 11

**Equipment (66,000 *gp*):** Burning Arc (*Unique Flaming Longbow* +1, 30,375), Amulet of health +4 (16,000), Gloves of Dexterity +4 (16,000), Potion of Barkskin +5 (1,200), Potion of Cure Serious Wounds (750), Potion of Haste (750), Potion of Fly (750)

### RACIAL ABILITIES

**Plant Qualities:** Dalreans have some of the qualities of a plant creature. They are not subject to attacks or effects that can only target humanoids. Additionally, they are immune to poison, sleep, paralysis, stunning, critical hits, and precision-based damage.

**Cold Weakness:** Seeker-in-Flame takes double damage from cold-based energy attacks.

**Mouthless:** Dalreans do not have a mouth, and cannot speak. Instead, they communicate through a type of empathy derived from released spore-pheromones. Spells cast that require verbal components are considered silent spells. Those that have a verbal component as part of their effect cannot be cast. Dalrean communication functions as telepathy with a 60 foot range.

**Spells (2/2/I):** 3rd – Plant Growth; 2nd – Owl's Wisdom, Spike Growth; 1st – Entangle, Pass without trace

### SPECIAL ATTACKS

**Burning Arc:** This is Seeker-in-Flame's unique weapon. It has no physical form. Seeker merely sweeps his hand through the air, trailing an arc of flame, which he grabs and wields like a bow. The Burning Arc fires bolts of flame which deal 2d6+6 fire damage; this becomes 6d6+18 on a critical. The weapon cannot be sundered and doesn't use ammunition. A character coming into contact with the Burning Arc takes 1d6 fire damage, but Seeker's fire absorption ability causes the Arc to heal him while he touches it. The Burning Arc itself sheds light as a hooded lantern.

**Firewalk (Su):** As a move action, the Seeker-in-Flame may choose to teleport to any open flame, of any size, within 500 feet of his position. He appears at a location of his choice within 10 feet of the fire. The Seeker may opt to burst out of the flame itself, causing a small fireball that deals 6D6 damage to anyone within a 10 foot burst of the source of fire. There is a reflex save (*DC 19*) for half damage. The save DC is wisdom-based. Firewalk is considered an extradimensional effect and is affected by Dimensional lock.

**Seeking Flame (Su):** Once per round as a swift action, the Seeker may unleash a Seeking Flame. This automatically strikes a single target within 120 feet, and deals 4d4+5 Fire-based damage. Additionally, a character struck by the Seeking flame is 'marked', and more easily attacked with the Burning Arc – all attacks on a marked character made with the Arc gain

## ENEMIES OF NEOXODUS: FOLDING CIRCLE BROTHER-IN-ARMS

a +2 insight bonus to attack rolls, and function as if the target was a favored enemy. This stacks with any regular favored enemy bonuses against the target.

### SPECIAL QUALITIES

**Combat Style (Ex):** Treated as having rapid shot, many shot, and improved precise shot.

**Evasion (Ex):** Takes no damage on a successful reflex save for half damage.

**Eye of Fire (Ex):** This is the Seeker-in-Flame's special vision ability. Seeker is actually blind, but he has a strange power that allows him to perceive any area touched by the light of a fire. In any area that is subject to fire-based illumination (*whether bright or shadowy*), the Seeker-in-Flame is treated as having Blindsight. This ability functions on any fire out to 1,000 feet, and Seeker doesn't need to be within the light himself to sense objects within it. For example, if the Seeker hides in the shadows 500 feet away from a group at a campground, he would be perfectly aware of everything that is illuminated by that campfire, even though he's nowhere near it. When using the Eye of Fire ability, the Seeker gains a +8 circumstance bonus to all search and 'spot' checks made on illuminated areas he is observing, and suffers no penalties for lighting conditions. In open daylight, Eye of fire functions only to a 60 foot radius around a fire of any size.

**Note 1:** The seeker is simultaneously aware of all illuminated areas within the 1,000 foot radius of the Eye of Fire range.

**Note 2:** the Seeker's arrows, being flaming projectiles themselves, can be used as kind of 'vision darts'.

**Favored Enemy (Ex):** +4 bluff, listen, sense motive, spot, survival and weapon damage against humans, monstrous humanoids; +2 against reptilian humanoids.

**Flamanifest (Su):** Flamanifest functions exactly like Firewalk but with a few important differences. First, it may only be used on any fire within 100 feet of a target who is subject to Smoketracking. Second, the Seeker may peer (*as per Eye of Fire*) from any such fire for as long as Smoketracking is in operation. Use of Flamanifest is a swift action.



### Flame Absorption

**(Ex):** The Seeker-in-Flame is more than just resistant or immune to fire-based energy damage, he is actually healed by it. Contact with flames of any sort causes the Seeker to be healed as much as he would be damaged under normal conditions. He may voluntarily waive any reflex saves versus fire-based effects.

**Sightless (Ex):** He has no eyes to speak of, and he sacrificed his regular vision for the Eye of Fire. As such, the Seeker-in-Flame is blind under normal conditions, and is not affected by vision-based effects, illusions, and patterns.

**Smoketracking (Su):** The Seeker-in-Flame may use Smoketracking in one of two ways. The first, and more potent method requires an object that was either owned or touched (*for a minimum of 10 minutes*



## ENEMIES OF NEOXODUS: FOLDING CIRCLE BROTHER-IN-ARMS

*continual contact*) by the intended tracking target. This object may be of any size, but must be in a largely complete condition (*i.e. Seeker may not cut up a shirt to be used for Smoketracking multiple times, but minor damage is okay*). The Seeker immolates the object in his hand, which creates a coil of magical smoke that leads to the quarry. The effective range of this ability is 1,100 miles. The smoke, visible only to the Seeker, traces an unerring path to the target and remains for 1 day. During this time the Seeker can follow the smoke to close on his quarry, gaining a +16 insight bonus on all track checks to do so. The second use of Smoketracking simply requires a piece of parchment with the target's name written on it. The parchment is immolated and the coil of smoke appears, but only lasts for 1 hour and has a range of only 11 miles. Since Seeker is effectively blind, he usually has Triboras write the name out. Each form of Smoketracking may be used once per day.

**Note:** *Smoketracking is considered a 9th level divination spell as cast by a 20th level caster.*

**Swift Tracker (Ex):** Move at normal speed when tracking with no penalty. Takes a -10 penalty for moving at double speed.

**Wild Empathy (Ex):** May use diplomacy checks to influence animals. Magical beasts are at a -4 penalty. Add charisma modifier and ranger level to attempt (+12 total due to synergies).

**Woodland Stride (Ex):** Move through undergrowth and bramble at full movement speed.

### IN COMBAT

The Seeker-in-Flame is a hit and run combatant. His sensory abilities combined with his powerful ranged attacks and teleportation make him very difficult to deal with. If he really wants his quarry dead, he isn't above razing an entire area and burning them to death. When dealing with his scrying and teleportation ability, consider that enemy tracking and divination often boils down to fiat; the mechanisms presented here are designed to provide flavor as well as credible methods by which the party can thwart the tracking.

### ANIMAL COMPANION

The Seeker-in-Flame's companion is not an animal, in the strictest sense. In fact, it's actually a fire mephit who Seeker uses as a go-between when he needs to gather information.

### TRIBORAS

**Size/Type:** Small Outsider (*Fire Mephit*) Rogue 1

**Hit Dice (max):** 3D8+1d6+8 (38)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), Fly 50 feet (10 squares, average)

**Armor Class:** 19 (+1 size, +2 dex, +5 natural, +1 deflection), 14 touch, 17 flat-footed

**Base Attack/Grapple:** +3/-1

**Attack:** Claw +4 melee (1d3+1d4 fire)

**Full Attack:** 2 claws +4 melee (1d3+1d4 fire)

**Space/Reach:** 5 ft / 5 ft

**Special Attacks:** Breath weapon, Sneak attack +1d6, spell-like abilities

**Special Qualities:** Damage reduction 5/magic, Darkvision 60 feet, Immunity to fire, fast healing 2, Trapfinding, vulnerable to cold

**Saves:** Fort +5, Ref +7, Will +4

**Abilities (base racial +12 points):** Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 16 (+1 for hit dice)

**Skills (63):** Bluff +10, Diplomacy +16, Disguise +10 (+12 in character; +20 with hat), Escape Artist +9, Gather Information +14, Knowledge (*local*) +8, Search +10, Sense Motive +10, Sleight of Hand +11

**Feats:** Investigator, Negotiator

**Environment:** NA

**Organization:** Seeker-in-Flame's follower

**Challenge Rating:** 4

**Equipment (5,400 gp):** Hat of Disguise (1,800 gp), Ring of protection +1 (2,000 gp), Elixir of truth (500 gp), Potion of Cure Serious wounds (750 gp), Potion of eagle's splendor (300 gp)

### SPECIAL ATTACKS

**Breath Weapon (Su):** 15 foot cone, 1d8 fire, reflex half DC 15. The save DC is constitution based and includes a +1 racial adjustment.

**Spell-like abilities (Sp):** 1/hour: Scorching Ray, ranged touch 4d6 fire. 1/day heat metal as a 7th level caster, DC 15.

### SPECIAL QUALITIES

**Fast Healing (Ex):** The fast healing only functions if Triboras is in contact with an open flame.

### MODUS OPERANDI

Triboras is Seeker-in-Flame's face – he travels into cities to snoop around for information. He is likable and pleasant enough, with a crafty streak that makes him an excellent liar. Since Seeker is more or less useless in social situations, Triboras is forced to speak for him when the need arises.

# AXO THE WILD STORM

A hollow, whistling noise keens out from the figure that hangs in midair before you - a figure the likes of which you've never seen. It's a creature carved from living crystal, very tall and almost insectial in appearance, radiating an aura of calmness and patience. Long, fluted limbs flex and twitch in the wind while a strange, inner light whirls around inside the being's clear body. Its face is little more than two glowing points of light beneath a brow studded with four short coiling horns, clear as icicles, that twine into the air. The creature's body looks like a blown glass sculpture; there is little of substance and it flows in an alien shape. The entire entity is traced over with whorls and bands of metal.

## HISTORY

Cyneans have a thirst for arcane knowledge unmatched by any other people in all of Exodus. Axo, of course, was perhaps more ambitious than most. He readily involved himself with matters that would give pause to many, such as illicit experiments undertaken by the Sanguine Covenant - experiments that were often under the secret instruction of one Emok Zenyaka.

Axo was always a curiosity to Emok, who was unsure of the crystalline creature's magical capabilities. Emok is a skilled manipulator, and the demon soon made an appeal to Axo that the Cynean found difficult to refuse: pure arcane power, in return for the occasional favor and bit of assistance. Axo has always lacked foresight and readily agreed to this devil's deal, a deal that left him altered both physically and mentally. Since this time, Axo has served as Emok's apprentice and right-hand man, as well as a personal guard in times of trouble.

## PERSONALITY - TRUE NEUTRAL

Axo is sophisticated, intellectual, and somewhat delicate in nature. He's primarily concerned with his research, and acts as a liaison between Emok and any number of individuals that the demon has dealings with. The two will often be together. Axo lacks the malevolent streak of his patron, but mind-binding magics have rendered the Cynean more willing to use force than he was before his transformation. He is referred to as 'the Wild Storm' both in reference to the whirling lights in his body and as a dig at his sedate personality. Although he's eerily beautiful to look upon and extremely well-spoken, he's actually nowhere near as intelligent as he thinks he is.

## LIKES

- Talking about philosophy or magic (+2 *diplo-macy*)
- Pompous and complicated speech or wordplay (+2 *diplomacy*)

## DISLIKES

- Insults to his intellect (-4 *diplo-macy*)
- Brusque individuals (-2 *diplo-macy*)

# AXO THE WILD STORM

**Sorcerer 14 (battle variant)**

**Size/Type:** Large humanoid (modified Cynean)

**Hit Dice (max):** 14D8+112 (224)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), Fly 30 ft. (6 squares) (*perfect*)

**Armor Class:** 32 (+11 *natural*, +9 *armor*, -1 *size*, +3 *Dex*), 12 touch, 29 flat-footed

**Base Attack/Grapple:** +10/+14

**Attack:** Light Ray +12 ranged touch (2d8+8)

**Full Attack:** 2 Light Rays +12 ranged touch (2d8+8)

**Space/Reach:** 10 ft / 10 ft

**Special Attacks:** Arcane Lens, Dweomer Draining, Light ray, Mystical Leech, Staff of Charming

**Special Qualities:** Arcane Restoration, Armored Caster, DR 15/crushing, Energy resistance 20 cold and fire, Immune to acid and electrical damage, Reduced casting, Selected construct traits

**Saves:** Fort +16, Ref +11, Will +13

**Abilities (54 point buy):** Str 10 (+2 *racial*), Dex 16 (-4 *racial*, +4 *item*), Con 26 (+2 *racial*, +6 *item*), Int 16, Wis 10, Cha 27 (+3 *level*, +6 *item*)

**Skills (85):** Concentration +25, Diplomacy (CC) +16, Intimidate +25, Knowledge (*Arcana*) +20, Spellcraft +22

**Feats:** Empower Spell, Greater Spell Focus: Evocation, Maximize spell, Spell Focus: Evocation, Spell Penetration

**Environment:** NA

**Organization:** Arcane Enforcer in the Folding Circle

**Challenge Rating:** 14

**Equipment (150,000 gp):** Cynean Mail Bands +5 (27,200 gp), Amulet of health +6 (36,000 gp), Cloak of Charisma +6 (36,000 gp), Crown of Resistance +4 (16,000 gp) Gloves of Dexterity +4 (16,000 gp), Staff of Charming (16,500 gp), Potion of Haste (750 gp), Scroll of Teleport (1,125 gp)



## ENEMIES OF NEOXODUS: FOLDING CIRCLE BROTHER-IN-ARMS

### RACIAL ABILITIES

**Crystal Skin:** +3 natural AC (*increased with level*)

**Force and Sonic Vulnerability:** Takes double damage from force or sonic effects. Effects which normally damage glass or crystal also damage Cyneans, but at the regular rate.

**Personal Arcane Energies:** May spontaneously cast metamagic without increased casting times.

**Spells (5/7/7/7/7/6/5/3):** 7th – Prismatic Spray (DC 27); 6th – Freezing Sphere (DC 26); 5th – Cone of Cold (DC 25), Teleport; 4th – Greater Invisibility, Ice Storm, Wall of Fire; 3rd – Fireball (DC 23), Heroism, Lightning bolt (DC 23); 2nd – Flaming Sphere (DC 22), Glitterdust (DC 20), Mirror Image, Scorching Ray; 1st – Magic Missile, Ray of Enfeeblement, Shield, Shocking Grasp; 0th – Arcane Mark, Flare, Light, Mending, Ray of Frost, Resistance, Touch of Fatigue

**Notes:** Maximize is +3 level, empower is +2 level

### SPECIAL ATTACKS

**Arcane Lens (Su):**

Axo's crystalline body is little more than a shell that contains roiling, arcane power. Selected area-effect Evocation spells can be focused through this lens into a thin beam of destructive force, striking a single individual for impressive damage. By casting cone of cold, fireball, freezing sphere, or prismatic spray through himself, Axo can focus the spell energy on a single target. This changes the spell into a Ranged Touch attack (200 foot range), removes any saving throw or spell resistance, and increases the dice of damage (*if any*) by 50%. Any additional effects function normally. Maximize and empower also function normally. For example, if Axo were to

cast a maximized fireball through himself, a single target would take 15d6 maximized (90 damage) with no applicable save – if the attack hits. Casting an empowered fireball would result in 15d6+50% damage, for an average of 78 damage. Prismatic Spray is a special case, the damage is not increased, but there is no save against any of the effects (*all effects are still determined randomly*).

**Dweomer Draining (Su):** As a swift action, Axo may attempt to drain the enchantment from a magical item. He must make a touch attack against the item in question, which does not provoke an attack of opportunity from a person wearing it. If he successfully touches the item, he either drains 1 charge (*potions and 1 use items are considered to have 1 charge*), or deactivates a continual effect item for 14 rounds. He regains a number of hit points equal to the caster level required to create the item.

**Light Ray (Su):** A clear, blue ray of energy. This is considered a magical attack, and cannot pass through an anti-magic barrier. The Light Ray deals force damage.

**Mystical Leech (Su):**

Axo is little more than a vessel for spell energy. When

his body is destroyed, he is capable of sustaining himself by draining the spell power of nearby spellcasters to reforge his form. When Axo is killed, all spellcasters within 200 feet who still have spells memorized (*or otherwise available for casting*) must make a DC 25

will save. If any caster fails this save, his remaining spells are drained away, and Axo uses them to rebuild a new body. Axo's new form gathers together his fallen equipment, and has 5 hit points per spell level





## ENEMIES OF NEOXODUS: FOLDING CIRCLE BROTHER-IN-ARMS

drained; he also has as many spells available to cast as he did before he was killed. 0 level spells are worth 2 hp each. Also note that more than one caster may be drained simultaneously. Axo may only activate this ability once per day.

### SPECIAL QUALITIES

**Arcane Restoration (Su):** Axo may sacrifice spell energy to heal his body. As a standard action, Axo may exhaust any number of spells that he could regularly cast, and regain 5 hit points for every spell level expended in this fashion. For example, he could give up his ability to cast 3 first levels spells and 2 third level spells, and regain 45 hit points. 0 level spells are worth 2 hit points.

**Armored Caster:** Battle Sorcerers may cast in light armor with no arcane spell failure.

**Cynean Mail Bands:** This is the Cynean version of armor. It comprises whorls of silver and steel hammered directly into the Cynean's skin. Cynean Mail Bands require several days to remove, but have no armor check penalty and no speed penalty. They provide a +4 armor bonus, and they are considered light armor with a 5% arcane spell failure. Their base cost is 2,200 gp.

**Reduced Casting (Ex):** Battle sorcerers have 1 fewer spell per day at each level, and 1 fewer spell known at each level. Minimum for both is 1.

**Selected Construct Traits (Ex):** Like everything that Emok has a hand in creating, Axo has some construct traits. Axo is unaffected by all spells and effects that require a fortitude save unless they also affect objects. Axo cannot be polymorphed. However, Axo is still subject to spells that affect humanoid creatures (*such as charm person*), as well as critical hits and precision damage.

### IN COMBAT

When you need devastating damage, Axo is your... entity. Axo has a lot of pure, elemental power at his disposal. He generally prefers to destroy individual targets with his Arcane Lens ability, eliminating what he deems threats first. Axo is generally non-violent in nature, however: he will often attempt to avoid combat entirely via his staff of charming. His range, recovery, and flight capabilities make him fairly dangerous.

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