



LPJ9696

MONSTERS OF NEOEXODUS: KHAYNITE

BACKGROUND

The creature before you could pass for human - indeed, it may once have been human -, but it has clearly begun a strange and terrible transformation.

Its pale, lean body is covered with dozens of painful-looking piercings and arcane sigils, and some of both appear to be moving...

The unrivalled masters of the First Ones and once rulers of all Exodus, Khaynites are an ancient and evil race devoted, unsurprisingly, to Khayne, the Blood God. The Khaynites boast not only the favor of their dark god, but also immense reserves of pre-human science and forbidden arcana.

At birth, a Khaynite appears little different from any other humanoid; long before reaching adulthood, however, the creature begins to practice bizarre body modification rituals, indulging in arcane intoxicants, grafting alien flesh and metal to its body, and honing the use of its innate magical abilities by altering its own form.

Despite their often bizarre form, Khaynites possess overwhelming, intoxicating force of personality. Many humanoids, however revolted they may be by the Khaynites' appearance and practices, are nonetheless completely dominated by the creatures' will. Once,

WRITTEN BY JOSHUA COLE

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system

the Khaynites were the undisputed rulers of all Exodus; over the millennia, they have laid countless plans to restore their race to its former glories.

Khaynites speak Khaynite and Exodite; most speak Common, and many know other languages as well.

KHAYNITE-0CR2

Male Khaynite Sorcerer 1

CE Medium Humanoid (*Khaynite, First One*)

Initiative: +0 Senses Darkvision 60 ft.; Listen +1, Spot +1

Languages: Khaynite, Common, Exodite.

AC: 10, touch 10, flat-footed 10

hp: 6 (1 HD); DR 5/Silver

Saves: Fort +2, Ref +0, Will +3

Speed: 30 ft. (6 squares)

Melee: Morningstar +2 (1d8+2)

Melee: Dagger +3 (1d4+2)

Ranged: Dart +0 (1d4+2)

Space: 5 ft; Reach 5 ft.

Base Attack/Grapple: +0/+2

Combat Gear: Potion of eagle's splendor (CL 3rd).

Spells Known (CL 6th)

1st (DC 16, 5/day) — Enlarge person (6 min.), magic missile (3 missiles).

0th (DC 15, 5/day) — Daze, detect magic (6 min.), mage hand, touch of fatigue (6 rounds)

Abilities: Str 14, Dex 10, Con 14, Int 12, Wis 13, Cha 21

Feats: Persuasive.

Skills: Bluff +11, Concentration +6, Intimidate +7, Spellcraft +5.

Possessions: Combat gear plus morningstar, master-work dagger and 500 gp.

Powerful Caster (Ex): Khaynites are innately magical creatures, and their self-modification rituals have only served to increase their natural powers. A Khaynite gets a +5 bonus to caster level in any spellcasting class in which he has at least one level. This ability does not grant additional spells or spell levels.

COMBAT

Unlike many races whose cultures esteem knowledge of science and the arcane, Khaynites delight in combat and bloodshed.

Khaynites love to toy with their opponents, using traps, illusions, transmuted slaves and monsters to drive them into a trap and wear down their resources and their hope, only killing the unfortunate foes when they have been driven to the brink of madness by the horrors around them. When the time comes to strike the final blow, however, most Khaynites cannot resist taking up their sacrificial daggers and getting their hands dirty.

In physical combat, Khaynites rely on their above-average strength and potent combinations of magical defenses; masters of transmutation magic, they often enter battle polymorphed into monstrous forms; many prefer to employ slaved monsters of the same type to confuse opponents.

Where Khaynites really shine, however, is in a contest of magic. Extremely powerful spellcasters, they can overmatch any humanoid arcanist or cleric with a similar amount of training. Because of their immense magical powers, Khaynites cast spells far more effectively than their experience would dictate, often catching opponents off guard.

KHAYNITE CHARACTERS

Virtually all adult Khaynites have at least a few levels in a spellcasting class, usually sorcerer. Any disgraces who lack the aptitude for magic are ritually slain by their kin. Many Khaynites also have cleric levels, drawing power from their dark god as well as their innate abilities; the most powerful Khaynites usually become mystic theurges.

A Khaynite's favored class is sorcerer. Most Khaynite leaders are sorcerer/clerics.

The Khaynite sorcerer presented here had the following ability scores before racial adjustments: Str 12, Dex 10, Con 14, Int 8, Wis 13, Cha 15.

KHAYNITE PARAGON-0CR5

Male Khaynite Paragon 3/Sorcerer 1

CE Medium Aberration (*Khaynite, First One*)

Initiative: +0 Senses Darkvision 60 ft.; Listen +1, Spot +1

Languages: Khaynite, Common, Exodite.

AC: 10, touch 10, flat-footed 10

hp: 17 (4 HD); DR 5/Silver

Saves: Fort +3, Ref +1, Will +6

Speed: 30 ft. (6 squares)

Melee: Dagger +3 (1d4+2/19-20)

Space: 5 ft; Reach 5 ft.

Base Attack/Grapple: +1/+2

Special Actions: Bloodcast.

Combat Gear: Potion of cure moderate wounds (CL 3rd).

Spells Known (CL 9th)

2nd (DC 19, 5/day) — Touch of idiocy (90 min.)

1st (DC 18, 8/day) — Chill touch (9 uses), heighten sense¹ (9 min.), magic missile (5 missiles)

0th (DC 17, 6/day) — Daze, detect magic (6 min.), mage hand, touch of fatigue (6 rounds)

Abilities: Str 12, Dex 10, Con 14, Int 16, Wis 13, Cha 22 (24)

Feats: Craft Wondrous Item, Persuasive.

Skills: Bluff +16, Concentration +9, Intimidate +16, Knowledge (religion) +10, Spellcraft +10.

Possessions: Combat gear plus dagger +1, cloak of charisma +2 and 75 gp.

Bloodcast (Su): A Khaynite Paragon may cast additional spells by spilling blood. Every spell level the Khaynite Paragon wishes to access costs 1d4 points of Con damage. A Khaynite Paragon cannot access spells of a level higher than he could normally cast, nor can he cast spells not on his list of spells known; he can only cast additional spells from his list of spells. Provided he has a slashing weapon in hand, the Khaynite Paragon can draw blood from himself or any adjacent helpless creature to fulfill the requirements of this ability.

Powerful Caster (Ex): Khaynites are innately magical creatures, and their self-modification rituals have only served to increase their natural powers. A Khaynite gets a +5 bonus to caster level in any spell-casting class in which he has at least one level. This ability does not grant additional spells or spell levels.

The Khaynite before you appears typical of his type - his tall, pale frame covered with strange sigils and piercings, his eyes seething with contempt at your defiance. Yet, his body modifications seem to have gone further than most; how much of the creature before you is metal and how much flesh, and how much of the strangely seething flesh came attached to the original frame, you cannot guess.

Khaynite Paragons have embraced their racial obsession with blood magic and body modification, altering their forms by transmutation and grafting and embracing darkest sorceries imaginable.

COMBAT

Khaynite Paragons generally neglect their physical skills as their magical powers grow into full flower. A Khaynite Paragon's supernatural superiority allows him to eschew physical combat, indulging in it only on a whim when his opponents are completely under control.

Rarely encountered without an entourage of enslaved or created minions, a Khaynite Paragon prefers to hurl spells from behind a wall of servile flesh, particularly favoring those arcane arts capable of subverting or dominating his foes.

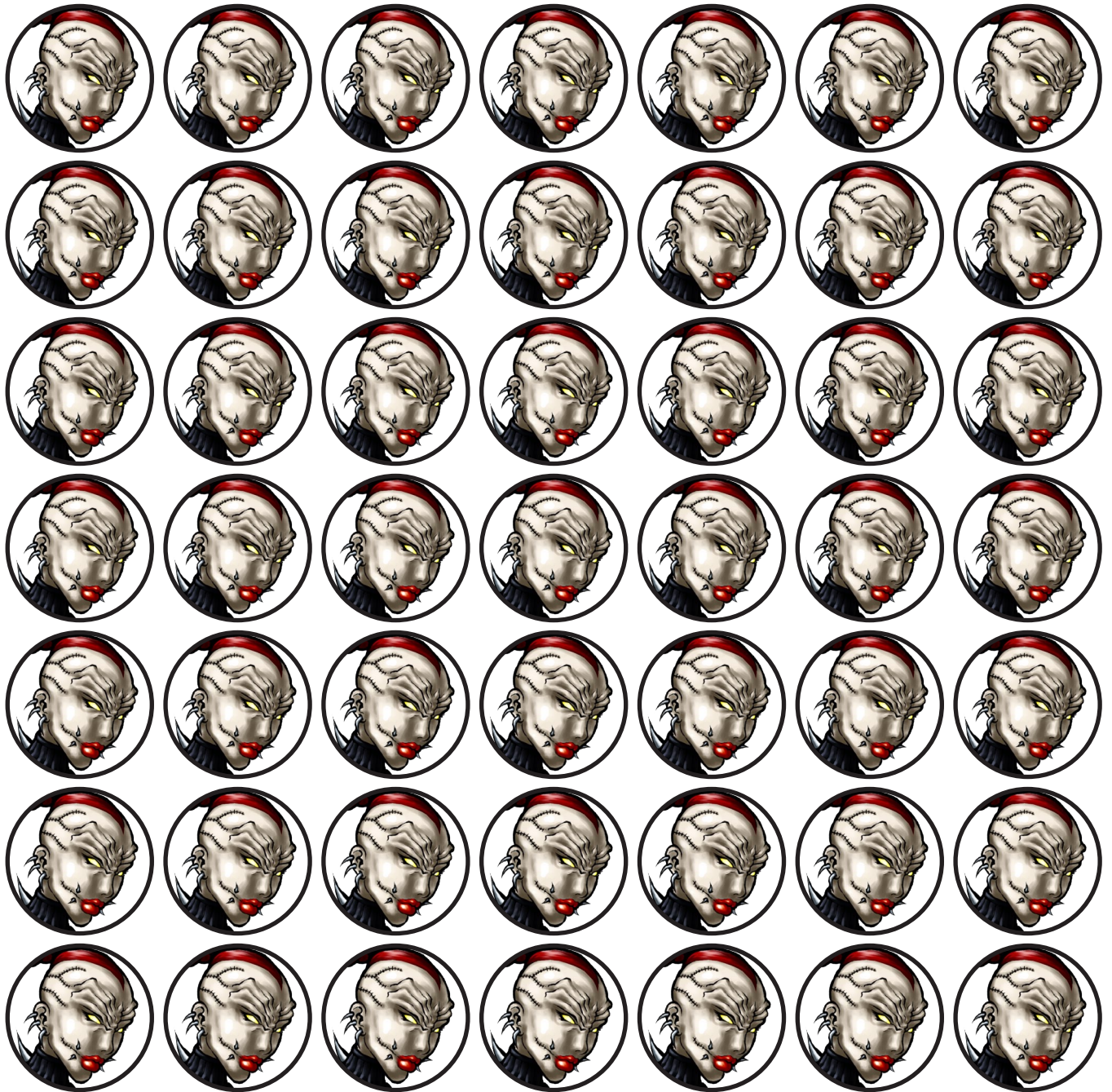
A Khaynite Paragon prepared for battle usually keeps one or two of his servants or captives back to use as sacrificial victims should he be forced to use his Bloodcasting ability.

(Footnotes)

¹ - Spell found in Magic of NeoExodus.

Written by Joshua Cole

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