



# RACES OF FIRST ONES: KHAYNITES



WRITTEN BY JOSHUA COLE



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## RACES OF NEOEXODUS: KHAYNITE

The undisputed masters of First One society, the Khaynites are both a race and a priesthood, an entire species dedicated to the worship of the grotesque god of blood, Khayne. Depraved and sadistic, the Khaynites are also brilliant and mighty, and to defy their will invites tortures beyond imagining. The Khaynites have long desired a return to glory in Exodus, and after two thousand years of exile, they are prepared to fight with all their formidable resources to effect that return.

### PERSONALITY:

The iconic Khaynite is a cruel, domineering creature, relishing in his own power no more than he does the powerlessness of his subjects. To Khaynites, mastery over intelligent beings eclipses all other concerns; everyone is either master or slave, and to be a slave is as intolerable as to be a master is delicious. Khaynites also have a strong hedonistic streak. Since most of their pleasures involve the pain of others - and, in many cases, an admixture for themselves as well - their lusts are almost as dangerous as their ambitions. If the Khaynite character were not twisted enough by their nature and their inculcation into the gruesome rites of Khayne's cult, their childrearing practices would assure their monstrosity. Young Khaynites begin training almost from birth in the dark arts. Siblings play lethal games with each other and each others slaves. Young adults master transmutation magic and are encouraged to experiment upon their own bodies. Less than half of each generation of Khaynites reaches adulthood, but those who do are the most depraved, ruthless and talented.

### PHYSICAL DESCRIPTION:

Khaynites are basically humanoid, and may have once been closely related to humans. They are tall, often six or seven feet, and their muscle mass is higher than normal. Dissolute life leaves many Khaynites looking more massive than muscular, but even the most degenerate possess hidden reserves of strength - the better to force physical as well as mental submission. Most Khaynites are extremely pale; females in particular have almost translucent flesh. Into this flesh, all adult Khaynites graft an astonishing array of piercings and stranger decorations, sometimes including parts of other creatures kept in psuedo-life by dark magic. Many Khaynites, particularly those who follow or aspire to the sanguine path of the race's most powerful spellcasters, install spigot-like piercings directly into

their veins, making bloodcasting rituals more convenient. In spite of these and even more bizarre body modifications, the basic form of Khaynites is sickly seductive to most humanoids, who find themselves at turns repulsed and fascinated by these creatures who were and would be once more their masters.

### RELATIONS:

Khaynites dominate or die. Amongst themselves, they constantly vie for power - but compared to their treatment of outsiders, they are saintly toward each other. A Khaynite will never accept orders from a member of another race and is loath to take suggestions. Nor will he tolerate defiance of any kind; the slightest hint of sarcasm or resentment in a servant earns brutal retaliation. Only the more numerous exodites, whose support the Khaynites require, are allowed the slightest freedom. Khaynites consider the entire world theirs to do with as they will, and those regions where their mastery is not acknowledged as provinces in rebellion. In many ways, they have never adjusted to the loss of their ancient empire - and, perhaps, never will.

### ALIGNMENT:

Most Khaynites behave little better than mortal fiends, indulging in brutal whims and bizarre passions that rival those of demons. Khaynites are almost always Chaotic Evil. The few who do not subscribe to these ways rarely survive to adulthood.

### KHAYNITE LANDS:

Khaynites rule the dark demesne of the First Ones with an iron fist (*sometimes literally*), where they are held in check, if at all, only by the mass of exodites. Khaynites care nothing for climate or terrain. A cave, a mountain, a forest, a coast - all are the same to a Khaynite, as long as he can claim total control over them. To Khaynites, the whole of Exodus and beyond are 'Khaynite lands.'

### RELIGION:

The twisted religion of the Khaynites is central to their culture. Even the name of their race comes from Khayne, the blood god of Exodus, who, the Khaynites believe, created them to be the earthly vessels of his power. In essence, all adult Khaynites - excepting the rare renegade - are priests of Khayne, though



## RACES OF NEOXODUS: KHAYNITE

not all are divine spellcasters. Individual Khaynites conduct their own rituals - and bloody rituals they are, involving the sacrifice of countless slaves and captives. There is no formal hierarchy in Khaynite religion; power shifts are constant and violent. Khaynites also control the broader Brotherhood of Khayne, the humanoid clergy of which secretly, and in most cases unwittingly, learn from and subordinate themselves to Khaynite masters. The Khaynites do not spread their faith in the hopes of attracting converts; they consider themselves the only true vessels for Khayne's power, with all other 'worshippers' being merely deluded pawns.

### LANGUAGE:

Khaynites speak their own language, a derivation of Abyssal, which is also the language of their pawn-priests in the Brotherhood of Khayne. Most also speak Exodite and either Sobeka or Common, and many know other languages besides. Khaynites tend to have deep, powerful voices due to their large frames.

### NAMES:

Khaynites deride such fripperies as family ties as signs of weakness. Instead of names devoted to clan, family or affiliation, Khaynites are given one personal name at birth and acquire more by killing or subjugating other Khaynites. Most Khaynites emerge from childhood with between two and four names, often those given to siblings they betrayed and murdered. A Khaynite continues to collect names his entire life; most many-named Khaynites are extremely powerful, although a few, by picking on the weakest members of their race, manage to acquire the seeming of power without actually possessing it. Because of the custom of taking the names of the slain and enslaved, Khaynites make no distinction between male and female names.

**Names:** Bikhari, Khuralu, Meshurr, Nhubat, Sauthoss, Ygarku, Ygnoth, Zautoloss.

### ADVENTURES:

Khaynites rarely travel the lands they intend to dominate, leaving such activities to their minions. When a Khaynite goes abroad, he usually does so sheathed in illusion and transmutation magic, assuming a form unlike his own to pass among the humanoids. Even

the rare renegade Khaynite who flees his wicked kin must employ such deceptions. Both renegade Khaynites and those who are abroad in search of some coveted, usually magical, prize are extremely valuable allies, for their magical powers exceed those of any other humanoid. Khaynites prize magic items more than material wealth, especially favoring items that impart new arcane secrets.

### KHAYNITE RACIAL TRAITS

- **+2 Str, +4 Int, +6 Cha:** Khaynites are extremely intelligent and possess unparalleled force of personality; most are also larger and stronger than average humanoids.
- **First Ones:** Khaynites are Humanoids with the First One subtype. Certain spells and effects affect creatures with this subtype differently.
- Khaynite base land speed is 30 ft.
- **Darkvision:** Khaynites can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Khaynites can function just fine with no light at all.
- **Damage Reduction 5/Silver:** The magically-altered bodies of Khaynites resist most injury; silver weapons, however, deal normal damage to a Khaynite.
- **Powerful Caster:** 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.
- **Automatic Languages:** Khaynite and Exodite. Bonus languages: Abyssal, Aneishi, Common, Infernal, Locari, Necryos, Sobeka.
- **Level Adjustment: +3.** Khaynites are much more powerful than the most races.
- **Favored Class: Sorcerer.** A multiclass Khaynite's sorcerer class does not count when determining whether he takes an experience point penalty. Khaynites are innately magical, and must demonstrate their aptitude with it or perish before reaching adulthood.

### KHAYNITE FEATS

Khaynites are the masters of blood magic, masterful transmuters and overpowering enchanters. Their dark

## RACES OF NEOEXODUS: KHAYNITE

sorcery and the favor of their grotesque god once elevated them to rule over all Exodus, and though their numbers are much reduced, their powers remain as great as ever.

### BODY TO MIND - KHAYNITE

You can surprise opponents by drawing upon the magical energy latent in your body, but only at severe cost to yourself.

**Prerequisites:** Khaynite, caster level 6th.

**Benefits:** As a swift action, you can take any number of points of temporary ability damage to your Str, Dex and Con. You can immediately cast a spell you know of a level up to the among of temporary ability damage you took to each ability. You may apply metamagic feats without increasing the casting time, although they increase the spell's level normally.

You cannot use this feat to cast a spell with a normal casting time longer than a standard action.

You cannot use this feat to cast a spell of a higher level than the highest level you could normally cast.

If using this feat would reduce one of your abilities to 0 or less, your abilities are reduced to 1, instead, and the spell fails.

Ability damage suffered from this feat returns at a rate of 1 point to each ability per hour.

### DOMINEERING SPELL - METAMAGIC

You can force magical the victims of your enchantments to bow by sheer force of will.

**Prerequisites:** Caster level 13th, Cha 19+, Intimidate 11 ranks.

**Benefits:** You can substitute an Intimidate check for the save DC of any Enchantment spell. If it was not already, it becomes Language-dependent.

A Domineering Spell takes up a spell slot one higher than normal.

**Special:** Khaynites have a particular affinity for this type of metamagic; a Khaynite spontaneous spellcaster does not increase the casting time of a Domineering Spell, provided he applies no other metamagic feats to it.

### GROTESQUE SPELL - METAMAGIC

Your transmutation spells have particularly terrifying and disturbing manifestations.

**Prerequisites:** Caster level 10th, Cha 17+.

**Benefits:** When you cast a transmutation spell, any creature that can see the spell's target, including the target itself, must make a Will save (*DC equal to the spell's*) or be Sickened for 1 round. The Sickened effect is a Mind-affecting Fear effect, but the original spell is not. Aberrations are immune to this effect.

A Grotesque Spell uses up the same level as a normal spell.

**Special:** Khaynites have a particular affinity for this type of metamagic; a Khaynite spontaneous spellcaster does not increase the casting time of a Grotesque Spell, provided he applies no other metamagic feats to it.

All Khaynites are immune to the effects of Grotesque Spell.

### MIND TO BODY - KHAYNITE

Your magical powers can temporarily enhance your body, greatly increasing your physical prowess at the cost of your sorcery.

**Prerequisites:** Khaynite, caster level 6th.

**Benefits:** As a swift action, you can lose any number of spell slots, beginning with your highest level spell slots. For every spell slot lost, you gain a +1 bonus to your Str, Dex or Con.

The bonuses from this feat last 10 minutes per caster level.

**Special:** Using this feat causes your muscles to bulge and twist into strange and alien shapes. You suffer a -4 penalty on Bluff and Diplomacy checks, but get a +2 bonus to Intimidate checks.

## KHAYNITE PARAGON

### CLASS INFORMATION

The following information pertains to the Khaynite Paragon class.

### HIT/DIE

The Khaynite Paragon gains 1d6 hit points per level. The character's Constitution modifier applies.

## KHAYNITE PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Bloodcast ( <i>self</i> )	+1 level of existing class
2	+1	+0	+0	+3	Bloodcast ( <i>any</i> )	+1 level of existing class
3	+1	+1	+1	+3	Aberrant Form	+1 level of existing class

### CLASS SKILLS

The Khaynite Paragon's class skills (*and the key ability for each skill*) are:

Bluff (*Cha*), Concentration (*Con*), Craft (*any*) (*Int*), Diplomacy (*Cha*), Disguise (*Cha*), Intimidate (*Cha*), Knowledge (*arcana*) (*Int*), Knowledge (*dungeoneering*) (*Int*), Knowledge (*religion*) (*Int*), Sense Motive (*Wis*), Spellcraft (*Int*).

**Skill Points at Each Level:** 2 + Int modifier.

### CLASS FEATURES

All of the following are class features of the Khaynite Paragon class.

**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 known.

At 1st level, the Khaynite Paragon can only draw upon his own blood, the magical power of which he is intimately familiar with. Beginning at 2nd level, he can draw blood from any helpless creature to fulfill the requirements of this ability.

**Spellcasting:** When a new Khaynite Paragon level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Khaynite Paragon, he must decide to which class he adds the new level for purposes of determining spells per day.

**Aberrant Form (*Ex*):** At 3rd level, the Khaynite Paragon completes the most depraved, but vital, of his ritual transformations.

A Khaynite Paragon who completes his transformation loses the Humanoid type and gains the Aberration type. He retains the Khaynite and First One subtypes. He also gains a +2 Inherent bonus to the physical ability score of his choice. His appearance is forever altered by the transformation, but on an almost imperceptible level - a subtle shift in the shape and color of the eyes, a slight translucence to the skin, perhaps the vague impression of something, organ or parasite, moving beneath the Khaynite Paragon's flesh.

Completing this transformation takes one full day and requires the sacrifice of at least five intelligent (*Int* 3+) creatures, the expenditure of 5,000 gp in rare oils and reagents, and the loss of 500 XP. Until the Khaynite Paragon can complete his transformation, he gains no benefits from this class feature.

## KHAYNITE AS A MONSTER

**Khaynite - CR2**

**Male Khaynite Sorcerer 1**

CE Medium Humanoid (*Khaynite, First One*)

**Init** +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

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

**Spd** 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 Atk** +0; **Grp** +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.

*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, 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.

## 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 - CR5

#### Male Khaynite Paragon 3/Sorcerer 1

CE Medium Aberration (*Khaynite, First One*)

**Init** +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

**Fort** +3, **Ref** +1, **Will** +6

## RACES OF NEOEXODUS: KHAYNITE

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

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

**Space** 5 ft; **Reach** 5 ft.

**Base Atk** +1; **Grp** +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 sense<sup>1</sup> (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

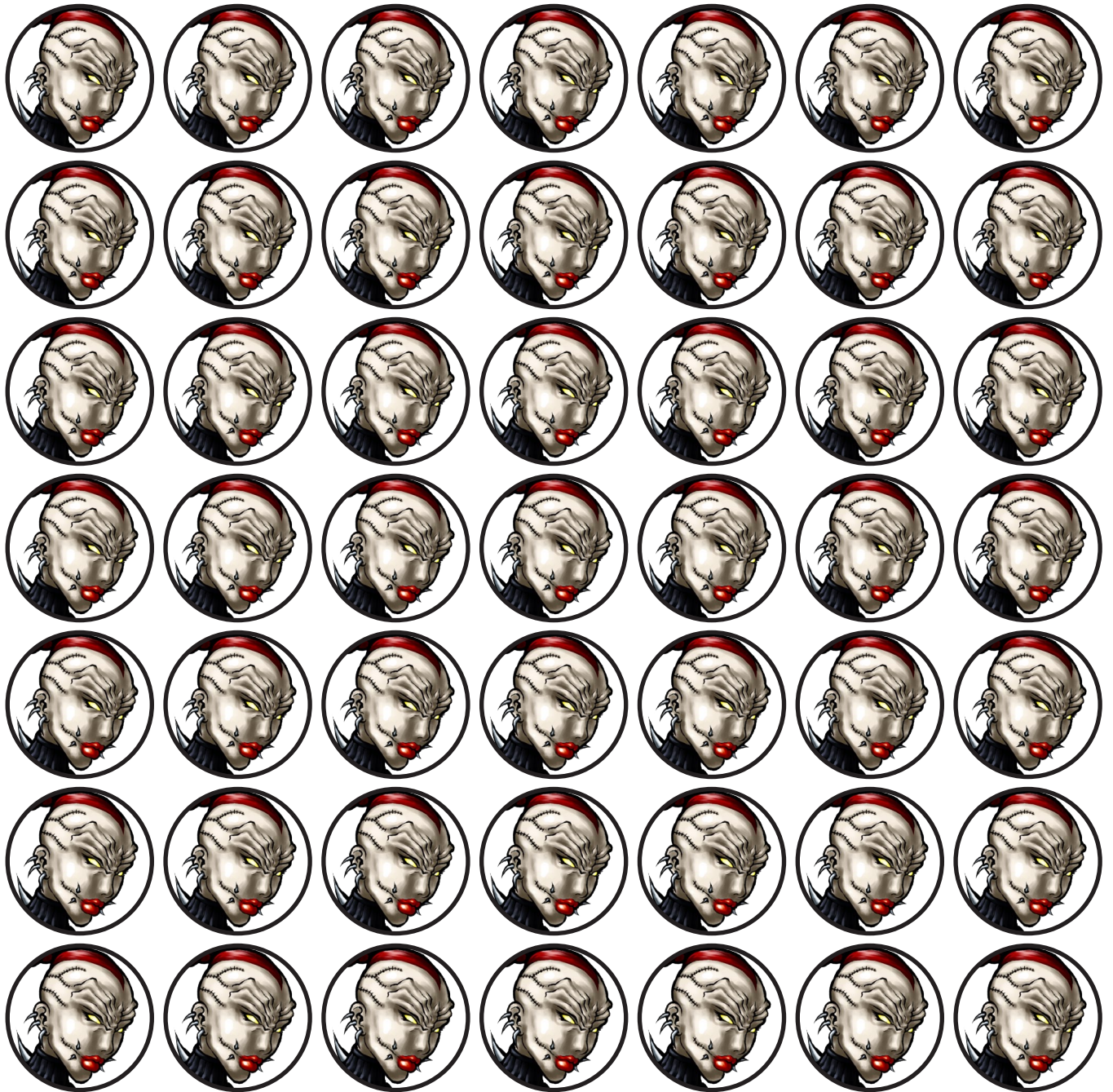
Khaynite Paragons generally neglect their physical skills as their magical powers grow into full flower. A Khaynite Paragon's supernatural superiority allows him to eschew physical combat, indulging in it only on a whim when his opponents are completely under control.

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) <sup>1</sup>-Spell found in Magic of NeoExodus.

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