

TYRANTS! SAGGAKAR

SERVICE IS ETERNAL

A Guide to the First Ones of Saggakar
Jean-Philippe 'JP' Chapleau

TYRANTS! SAGGAKAR

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WARNING!

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EVERYTHING HERE IS A LIE.

Only fools trust anything the First Ones say, do or think.

This book uses First Ones to designate the overall race, the magic type, and the creature subtype all together to obfuscate the truth.

You have been warned.

GM WARNING

The First Ones are evil.
Period.

They are evil because it is in their nature and it is what they enjoy. They have few qualities we would value in them. They blackmail, demean, enslave, kill, maim, murder, plot, rape, sacrifice, scheme, and torture, as some of the things they engage in on a daily basis.

The goal of this book is not to focus on these horrible aspects and elements of the First Ones but to present them as they see themselves: a group of people who are forced to take the mantle of leadership and to do things their lesser may not always be willing to do.

Never trust that a First One has any interest other than his own, and maybe his family's wishes, but likely only his.

Whatever depraved and evil thing you can think of is likely the tamest and nicest thing a First One dreams of.

Make sure that your games are appropriate for EVERYONE involved at the game table. Remember that sometimes, the most effective way to present something horrific is not to show

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it, but let each PC's mind present it, like the final scene in *The Godfather*, where they say nothing, but the door just closes on Diane Keaton.

FIRST ONES OF SAGGAKAR

LPJ Design's [NeoExodus: A House Divided Campaign Setting](#) first introduced the First Ones as a group of villains. Further information about them was given in [Enemies of NeoExodus: The First Ones](#), and other products. The content in the products above can be used in your Saggakar campaign.

The First Ones of Saggakar are related to First Ones in other parts of the universe. However, one particular subgroup of First Ones, the Exodite, conquered and established the empire that spans the world of Saggakar.

Over the course of centuries, Exodites crossbred with other races, creating offshoots of their race. Today, the term Exodite is no longer used, they instead call themselves First Ones as a race, usurping the name and title.

Today, every First One subgroup exists in the Empire marrying and plotting with and against each other. The differences between their abilities are not cosmetic, and it is hard to tell for sure one's abilities just by looking at him. Because of the relatively small gene pool, any First One regardless of their origin or family could belong to any one of the races presented here.

Although presented here as different subraces, they all go by the name of "First Ones." The language "Exodite" is now tongue of nobility.

IN SAGGAKAR...

The First Ones of Saggakar are the dominant power. They are the ones who are the target of every ambitious noble, every money-hungry adventurer, or every power-crazed sibling.

Much like the Byzantine empire of the twelfth through fifteenth century, the fortunes of the First Ones' empire wax and wane, but it



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somehow endures. It is an empire that could be re-forged or that could die a slow, agonizing death.

The First Ones hold on to power with tooth and nail. The system is rigged in their favor. A successful and victorious warlord could usher a new era of peace, and a new regime.

THE TYRANTS

UNDERSTANDING FIRST ONES

The most important concept for one to understand the First Ones is that they see everyone around them as tools to further their own ambitions. This approach permeates everything they do; from how they see the world to how they interact with it. Because of this approach, they see things in terms of how they can help or hinder their current goals.

The First Ones have a natural affinity for the domination and subjugation of others. Even those who are raised away from others of their kind, grow up to become cruel and ruthless. It is generally believed that they are naturally drawn to such behavior, perhaps through inherited characteristics.

Concepts like love, compassion, mercy and kindness are understood by them, but it is unclear whether they really feel these emotions. They know how to invoke them in others to use for their own advantages.

GOOD AND RIGHTEOUSNESS

The First Ones are evil, scheming, devious, and amoral. However, they present an image of righteousness: stealing and usurping the trappings of good. Because, if the trappings and representations of good no longer mean anything, turning to the First Ones becomes their only way to salvation. Thus, they destroyed or perverted their opponents' hopes and prayers.

In spite of this, the forces of good are present on Saggakar. They fight the First Ones, but do so covertly, appearing only to worshipers who can do the most good. That way they do not confuse their true message with the First Ones'.

MARRIAGE AND CHILDREN

Weddings are almost always negotiated affairs between parents who trade their children like commodities. Spouses have little to no feelings for each other. A successful marriage is one where both parents have complementary or non-competing ambitions.

First Ones approach sex and reproduction with the same type of clinical approach. It is understood that both spouses will enjoy extramarital affairs throughout their lives. So long as no scandal comes out, the First Ones are happy to leave what happens in their bedroom in their bedroom. However, a wife is expected to produce children with her husband.

Children are seen as additional forces to increase a house's numbers or serve as new recruits for their order or school. Blood relations provide a base one can fall back on if things go sour. As such, children increase or further their parent's prestige or are quickly involved in their parent's schemes. They are trained from an early age in a profession they will be expected to master before their majority.

THE ELDERLY

The First Ones do not venerate or revere their elderly. Elderly First Ones usually keep a tight grip on whatever power they accumulated over the years and refuse to let it erode. Most firmly believe in the Law, supporting its clergy and promoting their edicts.

Younger First Ones are often hesitant to move against one of their elders. Not out of respect, but because the young ones assume their elders have set up traps and are testing them. Therefore, they are more likely to have unaffiliated mercenaries test the waters before they move forward.

SCHOOLS AND ORDERS

Since family ties mean relatively little to most First Ones, they have created a number of



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orders and schools where they can train and advance themselves. First Ones find a sense of belonging and camaraderie in the harsh discipline these schools provide.

HISTORY

Like most history of Saggakar, the Mists have removed all memories, and most of what early history exists was patched from written records, made up, or simply guessed at. The following is the generally accepted version.

The few written documents that came out of the Mists with the early First Ones were fragmented at best. They claim that the First Ones are beings with an unholy divine essence. These texts have gone missing many times, leading to the dubious veracity of the content of the few tomes and fragment still known today.

The most common theory is that the First Ones were created out of the universe's desire for stability and order. The gods sought to rule and enforce the laws of the universe. In answer to their prayers, the First Ones sprang from the multiverse, and as such, the First Ones do not owe their existence to any one god or pantheon. In essence, they created themselves and their natural place in the world order is above all others. Because of their origins, they believe all other races and forms of life are inferior, and their domination of those creatures is their birthright.

THE END OF THE FIRST AGE

The First Ones were first recorded in the last days of the First Age, when they appeared on the shores of Ilkada at the head of a large army of warriors. They quickly conquered the decadent Ilk'Ampyhr, subjugating its people, dividing the lands between the warlords, and ushering a new age under the Counsilarchy.

In these early days, the First Ones sent legions of slaves out into the Mists to conquer other planes and increase the empire. Few of those legions ever returned, but enough of them came back, usually with treasure and slaves. Like everyone traveling through the Mists, they remembered nothing about where they went or how they obtained these treasures.

Counsilarchs turned to fighting each other, seeking to increase their own power. Soon, these

expeditions became too expensive and combatants were needed locally. So the expeditions stopped.

THE BIRTH OF THE EMPIRE

One day, a First One appeared from the wilds of Pilusum. His name was Saggakar, and through his will, he changed the world. Leading a barbarian army, he stormed the lands, sweeping all who dared to oppose him, leaving only widows and orphans.

Following his conquest of Ilkada and the Counsilarchy, he crowned himself emperor of the world. He ruled the world for almost four decades, creating the Empire.

THE SUCCESSOR STATES

The Empire would see many years of civil war and rebellion, both at the hands of subjugated races and ambitious warlords.

The Empire suffered through much turmoil in the eight centuries since, the First Ones kept control over nearly every nation. Their hand and power are still very influential in every nation.

Whenever the Empire weakens and is about to crumble upon itself, it seems that a new Emperor appears. This was the case of the Red Empress Okareza during the fourth century who came out of the Mists with a new race of servant, the cat-like ptahn. Later, Empress Seral reunified the Empire under her rule. Emperor Vippra sponsored many voyages of exploration leading to the discovery of the until-then unknown continent of Vippra.

TODAY

Dowager-Empress Gerapa, Widow of Emperor Arem the Twelfth, acts as regent for her son, Crown Prince Zalis. She spent the last fourteen years ensuring her son's rise to the throne. As the prince approaches his majority, many are noticing that his mother is keeping him away from power and that she might seek to keep the reins of power for herself.

Division among the imperial family may be just the thing enemies of the empire may use to forever sunder it. Or it could be the flame that reforges it.

Only time will tell.



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FIRST ONES CONCEPTS

The First Ones are creatures of flesh and blood. Though they portray themselves as gods above the concerns of their slaves, the basis of the world's economy and their own military power rests slave labor. The duality of their natural cruelty and wickedness is at the core of many First Ones' internal conflict.

CONCEPTS

The following is a number of possible character concepts to create truly unique and memorable First Ones. First Ones should never be bland, boring nor run of the mill.

CRUEL NOBLE

The cruel noble is one who uses his servants as pieces of meat. Their lives are worthless and meaningless to the cruel noble. They are there to provide him with services and entertainment. The cruel noble focuses only on what he wants, when he wants it. Torture and bloody repression are common.

A cruel noble is likely to have high ranks of Intimidate skill.

Recommended Race: Any, this concept is one that exemplifies the First Ones as a whole.

Recommended Class: Any.

CULT LEADER

The cult leader has joined or formed a cult and leads it with an iron fist. This First One surrounds himself with a number of worshippers, usually the most fanatical. The details of the faith matter little. They have henchmen who believe in the divine connection of the cult leader.

A cult leader is likely to have a high Bluff, Diplomacy, and (maybe) Knowledge (religion) skill.

Recommended Race: Drovite, harovite

Recommended Class: Bards, clerics, oracles and rogues are likely choices.

DILETTANTE

The dilettante is the noble who is rich enough to dabble into many things, but not mastering any one. They go from one interest to

the next, enjoying themselves. Many First Ones start out as dilettante, traveling and going from experience to experience, before settling into one role they enjoy.

Recommended Race: Grexodite, netherling

Recommended Class: A dilettante is likely to have a number of classes, each with a few levels.

GENERAL

The general is a career military officer. Whether an up-and-coming officer or a veteran campaigner, this First One is ready to crush his enemies underfoot, with military power. Successful or well-known generals gather the loyalty of the troops, and can call upon them whenever they are needed.

The general is likely to have ranks in Fly, Intimidate, Ride, Profession (soldier), and a variety of skills depending on the military branch they belong to.

Recommended Race: Exodite, netherling, spiderling

Recommended Class: Cavaliers, clerics, and fighters are common.

GENTLEMAN FARMER

The gentleman farmer is a noble who owns large tracts of land, and who spends his time researching or experimenting with the plants, soil or land. These experiments could be of a variety of type, but it is likely to involve some dark means or purpose.

The gentleman farmer usually has high ranks of Knowledge (nature) or Survival.

Recommended Race: Drovite, exodite, grexodite

Recommended Class: Clerics, druids, rangers and witches are likely choices.

MASTERMIND

The mastermind is one who works through agents, slowly and invisibly moving things in the direction they want. The mastermind is the voice in the dark, the shadow behind the screen. They are patient, cunning, and have long memories.



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A mastermind is likely to have many ranks of Knowledge (local or nobility), along with some high social skills.

Recommended Race: Exodites, harovite, spiderling

Recommended Class: Bards and rogues are common.

PLANAR SCHOLAR

The planar scholar seeks to understand the relations between the planes and Saggakar. They sponsor expeditions through the Mists, collect books, and fight with others sharing the same passion.

A planar scholar has many ranks in a number of Knowledge skills and Linguistics.

Recommended Race: Exodite, harovite

Recommended Class: Bards, clerics, oracles, wizard, or witch are the most common choices.

RELUCTANT MASTER

The reluctant master is one who appears not to want to handle his slaves. Whether for ideological or personal reasons, the reluctant master is usually distant and uninvolved from the day to day affairs of his domain.

Recommended Race: Harovite, netherling

Recommended Class: Any class can be a reluctant master. However classes that require much practice or study are prevalent.

SLAVE LORD

The slave lord constantly evaluates his slaves and treats them as a herd. He constantly seeks to improve them, whether by trading, buying or breeding them. They are likely to seek out new sources of slaves.

A slave lord is likely to have a high Heal skill.

Recommended Race: Exodite, grexodites, spiderling

Recommended Class: Barbarian, cleric, monk, ranger, and wizard are common slavelord.

TEMPTRESS

The temptress uses seduction and sex to play on the emotions of others to get what they want. Half-veiled threats, unspoken promises, and double-entendre are part of her arsenal.

A temptress is likely to have high ranks of Bluff, Escape Artist and Sense Motive skill.

Recommended Race: Any

Recommended Class: Bard, magus, sorcerers and witches are common temptresses.

WARLORD

Like the general, the warlord is used to the rigors of war. Unlike the general, the warlord rose to power not by working through a hierarchy or a life of service. Instead, they forged their own path, leaving a trail of bodies behind. They see themselves as the center of the universe.

A warlord has many ranks of Intimidate, Stealth and Survival.

Recommended Race: Any

Recommended Class: Barbarian, cavalier, fighter, or ranger are common warlords.

CONCEPT TWIST

A concept twist is a way to modify the concept, by adding something different. They are not a complete concept on their own.

For example: a Dilettante/ Good One or a Cruel Noble/ Rebel Princess.

ADVENTURER

Unlike most masters, this First One is an adventurer at heart, traveling with their servants.

FELLOW SLAVE

First Ones would rather die than submit to the yoke of slavery, a small number are slaves. Though this First One is a slave, he seeks to either to atone, to seek revenge or to return to grace and power.

GOOD ONE

The good one is a First One who appears as if his alignment was good. Although not impossible, such character is rare and is likely a front or some type of elaborate con. Still, the possibility that a First One may not be evil drives a number of people to their banner.

IMPOVERISHED MASTER

This First One has fallen on hard times and needs his slaves to help him return to a better time. The impoverished master is likely to be



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closely in the activities of his servants. Such a First One might be thankful to those who assist in his return to wealth.

REBEL PRINCESS

The rebel princess seeks to rebel against the established order – usually that of her parents. She challenges them and does things others frown upon. Being somewhat naïve in the ways of the world, she often seeks others whose lives or views she idealizes.

The rebel princess is likely to have skills similar to her parents but would seek to acquire new ones.

SERVANT

The servant claims to be in the service of someone – or something else – the simple fact that a First One acknowledges this fact lends it some measure of credence. This higher power could be a new deity, extraplanar entity or perhaps another First One. Who the servant works for can be public or a secret.

The servant is most likely to have skills to allow him to protect his master.

USING THE FIRST ONES

AS ADVERSARIES

The First Ones make natural adversaries as they are evil and care little for others. This book as a whole presents the First Ones as adversaries.

AS MASTER

Everyone belongs to someone.

Everyone in Saggakar serves a master, whether they want it or not. The whole system encourages one to find a master. The masterless are constantly charged fees, taxes and other similar dues. The First Ones present servitude as a release, as an easier and simpler path. This is exactly what the First Ones want and encourage, that their slaves see the alternative as worse than what they have.

The First Ones spent generations setting up, perpetrating and supporting these lies, these perversions of the truth. With time, the lies became perception, perception became appearance, and appearance became truth.

Nowadays, very few natives would ever think about living without a master to command and guide their lives. Not only have the First Ones propagated these lies, but the priests of other pantheons were quite willing to impose them upon their own people; the oppressed supporting the oppressor and supporting the oppressor's supremacy.

Most masters are unlikely to travel and adventure, preferring to send servants in their stead. Away from their masters, servants have some degree of freedom. As long as they do not draw too much attention to how they accomplish their master's demands, they can advance their own goals.

Having a master in Saggakar compels to the servant to do things they may not want, they also gain a protector and someone who looks over them. A master rewards those who serve well, and punish those who do poorly.

AS SECRET ALLIES

In this type of campaign, the PCs serve as agents for a First One or a group of them. What the PCs do depends heavily on whom they serve and their goals. They could serve as a secret police, as insurrectionists, as spies, as kidnappers, or in any number of covert tasks.

Here, the PCs operate openly under some type of subterfuge. They could be bandits officially working for no one, or rebel fighting tyranny, or do-gooders doing good upon the world, but secretly doing the bidding of their master. The connection could be known to all or just some of them. Whatever the situation, the PCs have a puppet master working from the shadows guiding their actions.

FIRST ONES CAMPAIGN

Why not have the PCs take on the role of the First Ones and play the villains? Like all evil campaigns, there needs to be a strong reason for them to be and remain together. Are they all part of the same house? Or are they merely bored, spoilt rich scions? Or perhaps, they are part of a new cult seeking to rise to prominence? Could the PCs be the rare “good ones”?

This book should provide ample variety of choices and unique character options.



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RELIGION

THE DARK GODS

The First Ones' religion is that of the Dark Gods – also known as the First Ones Pantheon. The First Ones do not believe in a god per se, rather, they believe in perfected versions of their own soul. Each First One is believed to possess a shard of the divine within.

Prayers are said to call upon the universal willpower and inner strength of all First Ones, rather than to a god granting them power. The idea of someone ruling over them is firmly distasteful.

Although the codification of the faith found today across the world is attributed to Emperor Saggakar the First, there is little to no historical evidence of this. It is generally accepted that the clergy presented the codification to the Emperor and he made it into law.

Non-First-One priests of the Dark Gods are seen and treated like well-trained and obedient slaves seeking favor from their masters, whereas they see themselves as ambitious and forces of stability, as they focus on the enemies of the faith, mostly. The symbol of the crown is used as a symbol of the faith as a whole.

“SERVICE IS ETERNAL”

The creed of the Dark Gods is generally summed up in the following verses. Their origin is lost to time and the Mists.

Of these, the last one is the most commonly seen and repeated.

*Ours is the hand that guides the whip.
Ours is the mind that keeps the world together.
We are the First Ones.
Lordship is our barden.
Obedience is our birthright.
Power is fickle.
Service is Eternal.*

“Service is Eternal” is believed by non-worshippers to be the mantra of the faith, but it is more complex than that. It is spoken whenever they pass sentencing. Thus it has become synonymous with any religious service. “Service is Eternal” is a reminder to the worshipper that once they become someone else’s pawn, they remain a pawn forever.

The faith promotes that all who are not First Ones themselves are little more than pawns to be used and abused as one reaches for the highest levels of power. Since *Power is fickle*, they hold on to it with an iron fist, imposing it whenever they need or want to.



OTHER PANTHEONS AND FAITHS

The First Ones rarely bow to any god or deities. However, they pragmatically understand that their subjects see value in the rituals of their deities. Therefore, many First Ones attend religious ceremonies to a variety of gods.

A First One dedicating themselves to such deities, or becoming a priest of other faiths, is almost unheard of. Most do so with an ulterior motive or pretend to do so.

Deity	AL	Portfolio	Domains	Fav Weapon
Pantheon	-	-	Evil, War	-
The Law	LE	Nobility, rulers	Community, Nobility, Protection	Thinblade
The Warrior	NE	Conquest, domination, war	Destruction, Glory, Strength	First One Weapon
The Zeal	CE	Ambition, rebellion, murder	Charm, Liberation, Trickery	Spiked Chain



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THE LAW

The Unbending One

Alignment LE

Domains Community,
Evil, Nobility,
Protection, War

Favored Weapon
Thinblade

Symbol Black Eagle

The Law is the invisible hand that guides every First One to rule with both ruthlessness and wisdom. It is that which ensures stability. Disciples of the Law support peaceful coexistence and promote the empire. They are the most organized of all the clergies of the Dark Gods. They often completely control or at least firmly influence any legal system.

They blend in with the local nobility, providing counsel and support. When the nobility is not favorable to them, they support rebel leaders, promoting closer ties with the empire and the clergy of the Dark Gods. As such, they are often believed to be the Pantheon's diplomats and ambassadors.

Of all the three aspects, this is the one with the fewest non-First One devotees.

Priests of the Law use devils, inevitables, and kyttons as their messengers and unholy allies, rarely using any other otherworldly servants. They favor light armor and colorful local clothing. A priest of the Law must use an unholy symbol made of precious metal worth at least his level in gold pieces, as a sign of prosperity. The appearances of power are a way to show and display power to the masses. Inferior races are much more willing to subjugate themselves to those whose power is apparent. Those who do not display this power tend to lose it to those people who think they should have it.

In general, the clergy works well with that of the Warrior, but they keep close tabs on anyone professing allegiance to the Zeal. Followers of the Warrior are seen as easy to exploit and those of the Zeal as subversives.



THE WARRIOR

The Pounding Heart

Alignment NE

Domains Destruction,
Evil, Glory, Strength,
War

Favored Weapon Any
First One Weapon

Symbol Black bear

The Warrior is the pounding in each First One's chest, the power that makes each of them seek to dominate their inferiors and control the world around them. The Warrior is never satisfied with what he has accomplished, always seeking for the next battle, the next campaign, or the next crusade.

Disciples of the Warrior approach everything as they would combat; a life-and-death struggle where only the strong thrive. Sitting back and letting others do the work is not the way of the Warrior. This does not mean that they blindly charge into any situation, as many are career generals, with a distinguished history of leading their armies. Though they may command their army from the rear, they live among their troops, sharing their trials and making sure morale is kept up and the army ready to fight.

The Warrior has the most non-First-One worshippers of all the Dark Gods. Victory in the field is the ultimate decider of reputation and rank. Those who lose battles rarely live long.

The clergy is willing to use any type of creatures to serve as messengers. The more martial of devils, daemons and demons are common, but they have been known to use elementals.

Priests of the Warrior often advance in martial classes. This allows them added power and training for the battle field. Cavaliers, fighters, and rangers are common choices.

The clergy sees the followers of the Law as lazy fools too concerned with their comforts. They see the followers of the Zeal as random and unfocused in their desires.



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THE ZEAL

The Ambitious One

Alignment CE

Domains Charm, Evil,
Liberation, Trickery,
War

Favored **Weapon**
Spiked Chain

Symbol Fox Rampant



The Zeal is the burning ambition living inside each First One. The Zeal is the all-consuming desire that can never be fulfilled. It pushes the First Ones to challenge authority and improve one's own station. Followers of the Zeal hate serving others and undermine any authority figure more than other First Ones. This makes them join with subversives, rebels and outlaws. But their goal is to dominate such groups and bend them to their whims and desires.

The cult is extremely disorganized and few worshippers work together for any lengths of time. This makes the cult unpredictable, but also limits its effectiveness. Because of the loose strictures of the cult, its members are very creative but rarely have sufficient means to see their plans to fruition.

Though it has few non-First-One worshippers, its adherents are the most likely to associate with others, as a way to further their own goals.

The church uses demons most of all, but they are not above using azatas and any creature that can support or accomplish their goals. Creatures of lawful alignment rarely agree to help or support the church.

Priests of the church rarely live in the public eye, preferring to work in the shadows, giving them a better chance to blame someone else should anything go wrong. Secrecy and misdirection are part of their usual tools.

To the clergy, everyone is a tool to be used and discarded. Bards and other Charisma-based classes are highly sought by the clergy as new recruits.

SERVING THE DARK GODS

Faith	Inquisitions
The Law	Anger, Damnation, Imprisonment, Torture, Vengeance
The Warrior	Anger, Damnation, Torture, Vengeance
The Zeal	Anger, Damnation, Possession, Torture, Vengeance

The three deities of the pantheon guide every First One's life. They form a dark cycle that most go through during their own lives. Depending on his current situation a First One will adapt and change their current worship.

Like most everything about them, the First One keep who they worship a secret. Only priests openly profess a religious allegiance. This limits the chance of their enemies guessing their associations and acting against them.

Throughout their lives, First Ones are likely to serve one, and possibly all three of the Dark Gods. Youths are generally attracted to the Zeal, which makes them seek out their fortune and rebel against the existing authority. As they age, they turn to the warrior as a way to focus their ambitions and take them down. Having reached the pinnacle of power, they turn to the Law to impose their rules upon the younger generations.

Thus, the First Ones' own religion is a reflection of the First Ones themselves, rather than of an external force requiring appeasement, sacrifice and prayer. They are the divine.

FORBIDDEN CULTS

As long as a faith does not oppose or support seditious activity, it is tolerated as long as it pays the temple tax to the local ruler. Many temples secretly support such groups, but publicly denounce them. Priests found guilty of such crimes are tortured and suffer brutal punishment, often after being forced to violate their own faiths, and therefore abandoned by their gods.



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RELATIONS

Detailing the relations of the First Ones with any other group always comes down to how they can be dominated, coaxed or forced to serve burning ambitions of the First Ones. Those being who are deemed too powerful are usually left alone.

CELESTIAL BEINGS

Because of their evil nature, creatures from the celestial planes are rarely used by the First Ones. When called upon, they seek to inflict pain, to torture, or to enslave the celestial. Such creatures are usually enslaved or blackmailed into assisting the First Ones.

Celestial beings know of the First Ones and actively oppose them. Servants of the forces of good occasionally receive direct assistance from these creatures. However, the celestials most often act secretly, providing their agents with indirect assistance.

As such, devoted showing great promise and enthusiasm in their pursuit of good, may receive an omen or unsigned letters from representatives of the Heavens. However, anyone known to associate with such creatures becomes the target of the First Ones, whether for retribution or blackmail.

DEMONS

Demons are an infinitely varied and unique lot. Like celestial beings, they are often used by the First Ones in their games and plots. However, unlike the celestial beings, demons usually try to find ways to make their newfound master sink deeper into depravity and ultimately madness.

The more powerful demons have little issue working for the First Ones or their agents, Service Is Eternal

offering power and rewards. Demons are fickle and can easily work for any side of a conflict. And even when serving, they often work to doom their employers. The First Ones know this and have learned much from demons.

The First Ones understand a demon's nature and very few make any long-term plans or alliances with demonic beings. Almost all of these alliances end in betrayal, from one side or the other. In spite of this the two groups frequently work together against a common enemy.

DEVILS

The forces of Hell are split into a number of different factions, each with a different outlook on the First Ones.

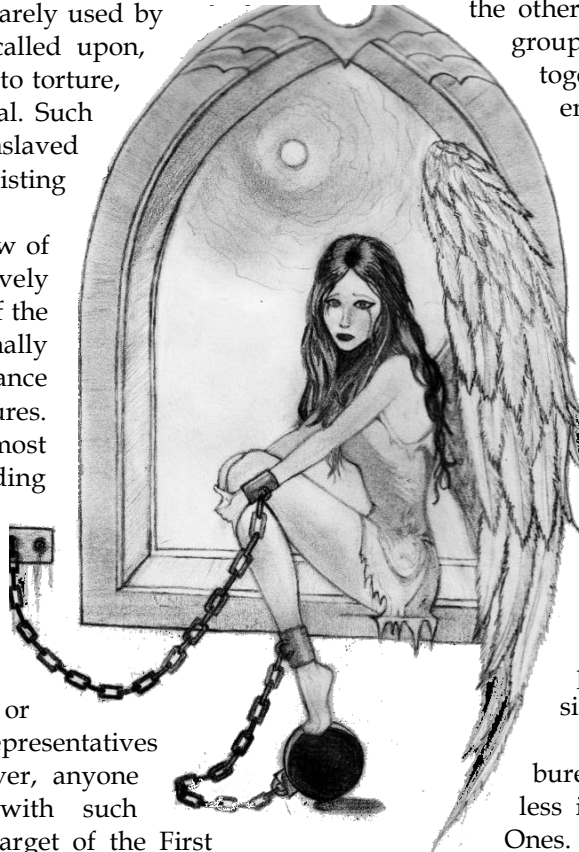
Devils of the more martial inclination are often hired as guardians and warriors to supplement or strengthen a First One's armies. Such associations often yield positive results for both sides.

Devils of a more bureaucratic nature tend to be less inclined to help the First Ones. The reasons are quite diverse, but many slights and past treacheries have made the devils cautious about dealing with the First Ones.

However, if the price is right, many devils are willing to enter into pacts and contracts, so long as their own goals and aims are fulfilled.

DROW AND ELVES

The drow of other planes are highly prized by the First Ones as slaves. Their natural propensity for things the First Ones value makes them natural allies. At the same time, elves are



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valued for their long lives and magical aptitudes.

Slaving operations into other planes to capture drow are fairly common. Because of elves' magical aptitudes, such expedition often includes assassins and other warriors who can take down spell casters quickly and easily.

Their shared interests resulted in a hybrid race called the drovite. Drovite are a hybrid of elvetypes and First Ones. Elven concubines and pleasure slaves are extremely common among the high nobility.

ELEMENTAL

Like everything and everyone else, elementals forces are seen as tools to be used when needed. The First Ones have no specific connection or attachment to any of the elements. They are seen as brutish, unintelligent creatures to be used and abused.

Elementals are generally bound or summoned as guardians in places the First Ones want to keep private. The fact that few elementals speak Common or Exodite does not escape notice. Making elementals serve as uncommunicative brutes suits the desires of their masters.

The clergy of the Warrior is the only faction of First Ones who uses elementals frequently. The clergy likes the brute force and ability of most of elementals, and the larger the elemental, the better.

FEY AND FOREST CREATURES

The First Ones generally consider fey to be little more than nuisances: they are hard to catch, hard to contain, and hard to manipulate. For these reasons, the First Ones tend to eradicate fey creatures wherever they live, replacing them with other, easier to control servants.

This has led the fey to strike out fiercely against the First Ones and their servants. The notion of "who serves the First Ones" is very broad and vague, as most fey consider anyone they do not know to serve the First Ones.

Battle with the fey is especially brutal in larger forests of Pilosum where fey used to be plentiful. Of all the races of Saggakar, the anukas and hareen are the only ones with frequent friendly contacts with the fey.

Creatures of good alignment are particularly sought after and targeted for destruction by the First Ones, some of which pay small fortunes for bodies of such creatures.

Unicorns in particular are sought after for their flesh.

GENIES

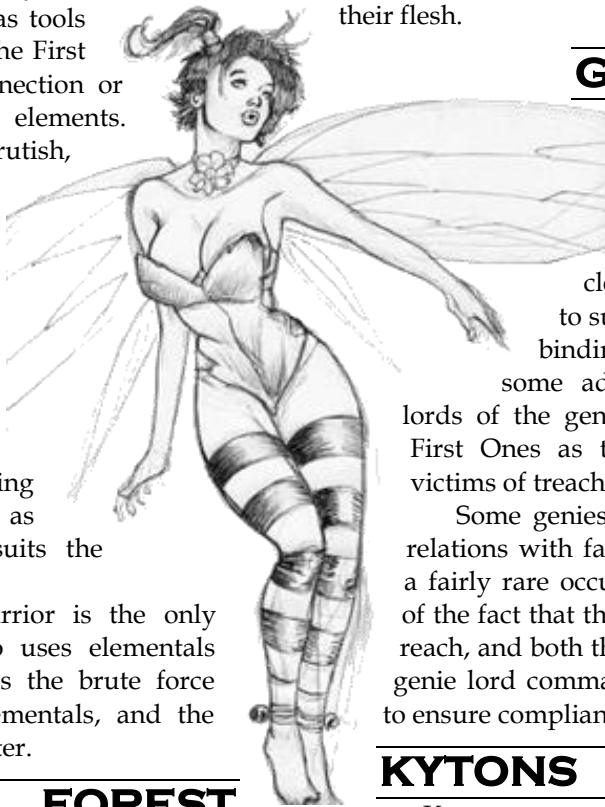
Genies are viewed much like elementals, but as more intelligent tools. Genies are clever and are willing to submit to a number of bindings in return for some advantage. The great lords of the genies are wary of the First Ones as they have been the victims of treachery in the past.

Some genies have long-standing relations with families of First Ones, a fairly rare occurrence. This is born of the fact that these lords are hard to reach, and both the First Ones and the genie lord command sufficient power to ensure compliance.

KYTONS

Kytons are a group of creatures from the plane of shadow who thrive on fear and pain. Because of this, many First Ones believe they share a common ancestry with them. This has yet to be proven - or disproved. The two groups frequently work together for extended periods.

The First Ones believe the ptahn were created from an extensive program of breeding



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with kytons. But like the origins of the First Ones themselves, it remains a mystery.

UNDEAD

The First Ones have a strange relationship with the undead. Undead, particularly mindless or weak-willed ones, are tools to be used by the First Ones. After all, "*Service is Eternal*" and nothing means eternal like a mindless, undying creature.

Intelligent undead are viewed with suspicion by the First Ones as most of them seek to convert or dominate living creatures. Because of this, the First Ones seek to destroy any such creature.

Some First Ones undead, created or joined large necropolis, such as the dominion of Tyranem. These horrors often have formed deals or alliances with groups outside their domains and receive a small measure of respect.

Many First One masters value necromancers for their ability to provide obedient servants. However, few First Ones dedicate themselves to the study of the necromantic arts. The First Ones favor dealing with the living.

OTHER FIRST ONES

On those rare occasions where First Ones encounter other of their kin from other planes, a quick struggle of power ensues. The winner rarely destroys the loser however. Instead, they plot against mutual enemies. It is speculated that should two large groups of First

Ones meet each other in other planes, the chance of them slaying each other is low. Two groups are most likely to first

establish dominance, with the winner dictating who they are to oppose next.

OTHER HUMANOIDS

Almost uniformly, are seen as slaves and the First Ones are quick to adapt their strategies to ensure supremacy. Thus, First Ones first resort to Diplomacy to establish contact, often through agents. Next, they turn to underhand tactics such as causing wars on other planes to promote and hide disappearances. Finally, they eliminate important or dangerous rulers, leaving the door open to invasion and take over.

Lands conquered are abandoned if their value is not worth the occupation. Leaving behind a small number of survivors, the First Ones abandon these planes for generations, returning only later once the survivors have rebuilt and made their worlds worth invading again. Any such world is a jealously guarded secret, as sources of slaves are worth killing for.

Of all the races, those that can breed with humans or halflings are most prized as they can be bred on Saggakar. Tieflings, elves and orcs have a decent value in the eyes of the First Ones.

In spite of frequent orc influx, such communities are few and far between as they are used in near constant military operations.



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THE FIRST ONES OF SAGGAKAR

The following races are all offshoots of the First Ones who came to Saggakar over the centuries. Although given various names here, these are all referred to as First Ones.

Because of the relatively small gene-pool, families can have members from almost any one of these subtypes and very few families can claim a completely pure bloodline. Anyone of these sub-races can intermarry and breed with any other First One. The child inherits from one parent or another.

The following entries are by no means the full list of existing First Ones. Many others exist across the multiverse.

Society: First Ones organized themselves around family units led by the most powerful and most ruthless. Most of the younger ones seek to overthrow their elders and the elders work at keeping the younger ones fighting among themselves.

Many First Ones of the lower nobility join military schools to further their skills. After joining such an organization, many First Ones take on the name of their school as their last name.

Adventurers:

First Ones become adventurers for one reason: to prove themselves better than others. They often form groups with their peers. Such groups travel the world, honing their skills and emerging ready to further their

ambitions.

Naming Convention: Most First Ones use their title and their first name. If specifications are required, they will use the name of their town or domain. Thus if there are two Potentate Koryo, one will go by Potentate Koryo of Drizmet and the other by Potentate Koryo of Kussul.

School Names: Althrezzar, Eth'Gytha, Na'Zathal, O'Feriz'Zar, Te'Bra'Vaar.

Male Names: Bakkah, Garnamin, Koryo, Qaneth, Tektok

Female Names: Hellebora, Mandragora, Marnee, Lucrezia, Orkid, Vronka

DROVITE

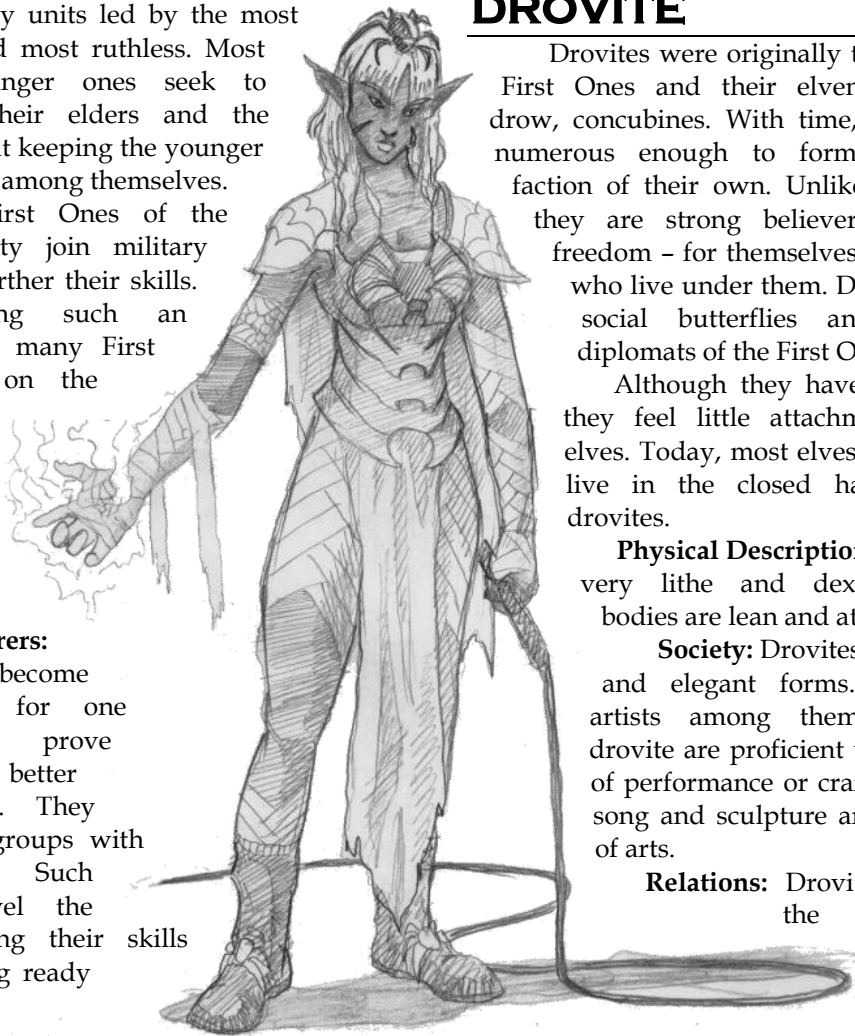
Drovites were originally the children of First Ones and their elven, particularly drow, concubines. With time, they became numerous enough to form a powerful faction of their own. Unlike the Exodite, they are strong believer in personal freedom - for themselves, not for those who live under them. Drovites are the social butterflies and the head diplomats of the First Ones.

Although they have elven blood, they feel little attachment to other elves. Today, most elves in the empire live in the closed harems of the drovites.

Physical Description: Drovites are very lithe and dexterous. Their bodies are lean and attractive.

Society: Drovites enjoy the arts and elegant forms. They value artists among them, and most drovite are proficient with one form of performance or craft skill. Dance, song and sculpture are the greatest of arts.

Relations: Drovites are easily the most



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approachable of all First Ones. However, working with them is like dating a spider. They might turn on you at any time.

Alignment and Religion: Drovites strongly lean towards CE alignments. A few are CN in alignment. Of the Dark Gods, the Zeal is the most commonly worshipped deity. Many drovites have joined other, smaller cults, usually devoted to some nature aspect or some demonic force.

Adventurers: Drovite favor classes where Charisma is an important ability, such as bards and sorcerers. Rogues are also very common.

Lands: Lands controlled by drovites typically have complex strictures and law that often contradict themselves.

DROVITE RACIAL TRAITS

+2 Charisma, +2 Dexterity, -2 Constitution

Drovites are charming and dexterous but they are lithe.

Medium As Medium creatures, Drovites have no special bonuses or penalties due to size.

Normal Speed Drovite base land speed is 30 ft.

Humanoid Drovites are humanoids with the elf and First One subtype.

Darkvision Drovites can see in the dark up to 120 feet.

Mixed Blooded Drovites count as a drow, an elf or a First One for the purpose of qualifying for feats, abilities and prestige classes.

Keen Senses: Drovites gain a +2 racial bonus on Perception checks.

Poison Use: Drovites are skilled in the use of poison and never risk accidentally poisoning themselves.

Spell Resistance: Drovite possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: A drovite can cast dancing lights, darkness, and faerie fire, once each per day, using her total character level as her caster level.

Weapon Familiarity: Drovites are proficient with the short bow and the rapier, and treat all First One weapons as martial weapons.

Languages Drovites begin play speaking Common and Exodite. Drovites with a high Intelligence score can choose from the

following: Abyssal, Aklo, Aquan, Elven, or any local dialect.

EXODITE

Exodites claim to be the first and original group of First Ones. One thing is for sure, they are the most common group. Exodites are drawn to shadows and darkness. They claim that darkness is pure and even, thus they seek to recreate the perfection.

Physical Description: Exodites have jet-black skin they often tattoo with geometric patterns. Their bodies are thin and athletic. Their eyes are often filled with intensity and rage no other First One can match.

Relations: Exodites consider themselves the most powerful and important group of First Ones. They treat all others as wayward or illegitimate at best. They enjoy the company of cambions and ptahn above all other non-First Ones.

Alignment and Religion: Exodites favor LE and NE alignments. They almost universally follow the Dark Gods. Their disciplined minds have difficulty aligning with chaotic forces. As such, very few of them favor the Zeal.

Adventurers: Exodites favor classes that require a lot of dedication and focus over classes where latent abilities are prized.

Lands: Exodites favor order and elegant simplicity. Lands under their control tend to be organized in a clear way to prevent commoners and slaves from doubting their place or roles.

EXODITE RACIAL TRAITS

+2 Dexterity, +2 Strength, -2 Charisma

Exodites are strong and agile but have little to no social graces.

Medium As Medium creatures, Exodites have no special bonuses or penalties due to size.

Normal Speed Exodite base land speed is 30 ft.

Humanoid Exodites are humanoids with the First One subtype.

Darkvision Exodites can see in the dark up to 120 feet.

Iron Will Exodites gain Iron Will as a bonus feat.

Shadow Jump (Su) As a move action, an Exodite can jump between shadows as if using a



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dimension door spell. The limitation requires the Exodite to jump from a shadowy area to another. An Exodite can jump up to 10 feet per level each day. The total distance may be split between jumps. Activating shadow jump does not provoke attacks of opportunity.

Weapon Familiarity: Exodites are proficient with any Exodite weapon. They treat any First One weapon as martial weapons.

Languages Exodites begin play speaking Common and Exodite. Exodites with a high Intelligence score can choose from the following: Abyssal, Terran, or any local dialect.

GREXODITE

The origins of the grexodites are obscure. Grexodites are believed to be the child of humans and exodites. However, they are not truly humans: their genetic heritage includes aberrations and monstrous humanoids. They have a great love of all things magical and delve into all forms of magical research and depraved study.

Physical Description: Grexodites tend to look much like humans, with a grey or dusky skin. They often tattoo their skin and pierce their bodies in extremely painful rituals.

Society: Grexodites are the least social of the First Ones. They favor solitary work and often appear to others as mad recluses. When forced into social situations, they tend to remain quiet and on the sidelines.

Relations: Grexodites see all others as mere puppets for their own research and experiments. However, they enjoy the cambions' dedication to creatures from the nether planes and the kalibans' ruthlessness. Although many believe them to be related to humans, grexodites have no particular relations or affinity with them.

Alignment and Religion: Grexodites can be of any evil alignment, with no special leaning toward law or chaos. They are not particularly religious and are willing to adopt any faith that will advance their own personal goals.

Adventurers: Grexodites become

adventurers to advance their own research. They favor spell casting classes that rely on Intelligence, such as alchemist, wizard and witch.

Lands: Grexodite lands are often administered by proxy rulers, as the master focuses on his own interests.

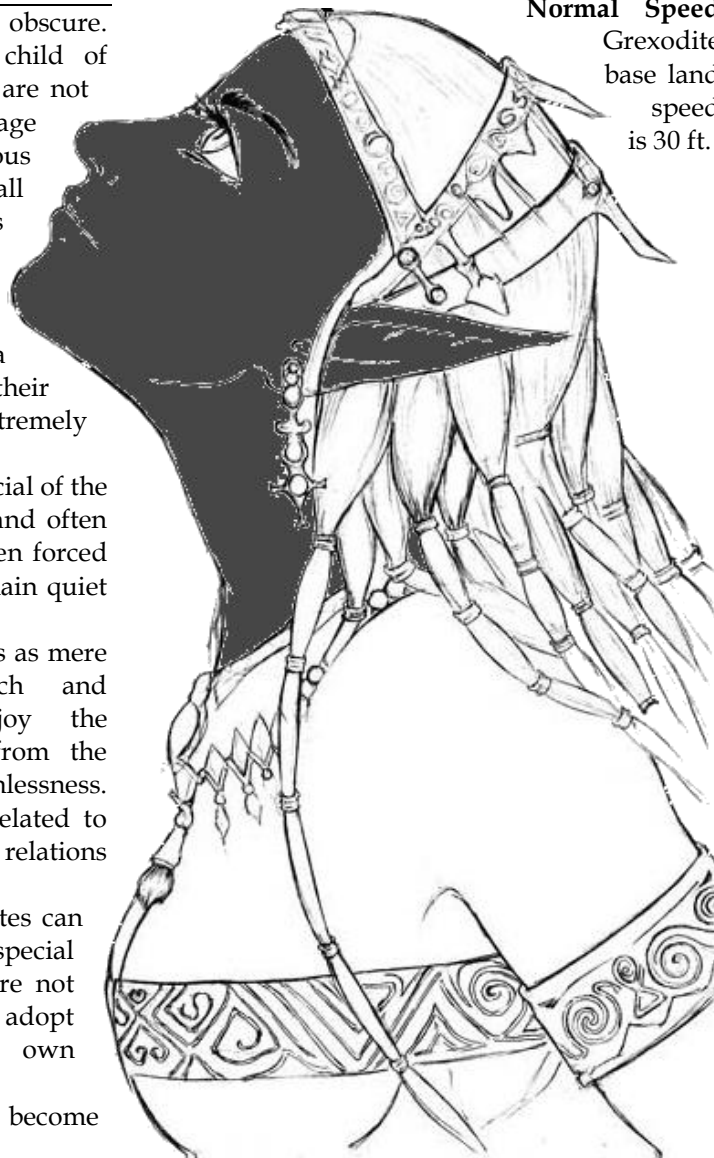
GREXODITE RACIAL TRAITS

+2 to One Ability Score: Grexodite characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Medium As Medium creatures, grexodites have no special bonuses or penalties due to size.

Normal Speed

Grexodite
base land
speed
is 30 ft.



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Humanoid Grexodites are humanoids with the First One subtype.

Darkvision Grexodites can see in the dark up to 60 feet.

Easy Breeder (Ex) Grexodites can breed successfully with any living creature. They are the ones who are believed responsible for the creation of the First One Spawn creatures (see New Monsters).

Great Casters Grexodites spell casters are known across Saggakar for their magical prowess. Once per day, a grexodite caster can increase his caster level by his intelligence bonus (min. 1) to determine the duration of one of their spell, and the DCs of all dispelling attempts.

Hardy Grexodites gain Great Fortitude as a bonus feat.

Shadow Jump (Su) Grexodites have the shadow jump ability, like exodites. However, they can only jump up to a limit of 5 feet per level.

Languages Grexodites begin play speaking Common and Exodite. Grexodites with a high Intelligence score can choose from the following: any local dialect.

HAROVITE

Harovites are creatures of shadows. They cultivate their relations with shadows and illusions and expose themselves to the power of the planes. As such, they are the most interested in the planes and their alignments. This fascination draws them towards the study of philosophy and religion, forming the core of the clergy.

Physical Description:

Harovites are squat with a strong build. They frequently cover

their faces and bodies with cloth or armor.

Society: Harovite society focuses on insight and philosophy over discourse. Rather than military schooling, harovites create monasteries and religious orders, studying through the study ancient works.

Relations: Harovites have few standing relations with other races. They prefer the company of their own over all others.

Alignment and Religion: Harovites have strong leanings towards NE. Harovites join a number of cults, not only those of the Dark Gods, but others as well as they study others' beliefs, usually to exploit these cults later.

Adventurers: Harovites leave their monasteries to discover the mysteries of the world. They often seek out to prove or disprove theories presented by their masters. Cleric is the preferred class of harovites.

Lands: Illusions and shadow plays are common in harovite lands. Their lands are often small and lightly populated.

HAROVITE RACIAL TRAITS

+2 Strength, +2 Wisdom, and -2 Charisma: Harovites are strong and insightful, but lack the social graces of other races.

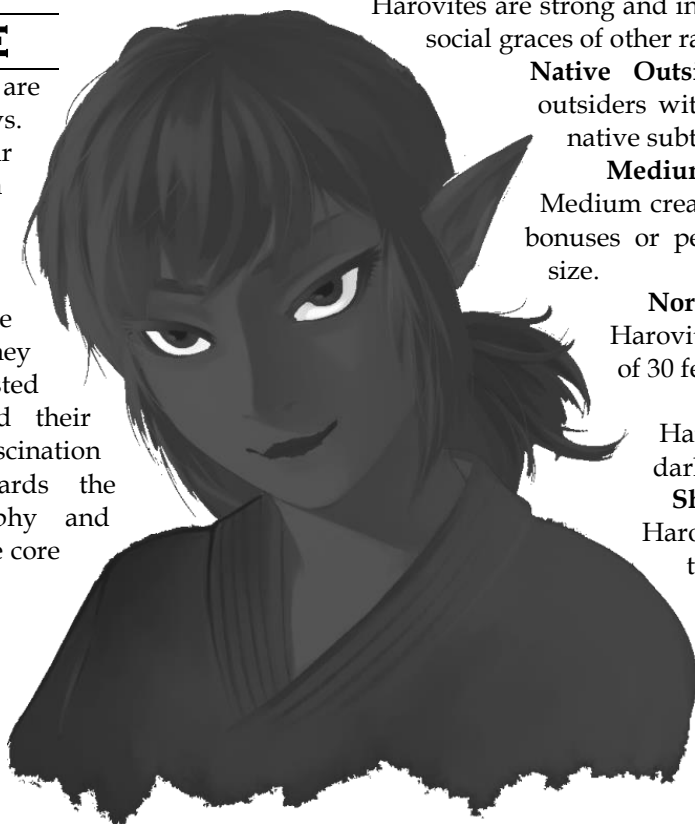
Native Outsider: Harovites are outsiders with the First One and native subtype.

Medium: Harovites are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Harovites have a base speed of 30 feet.

Darkvision: Harovites can see in the dark up to 60 feet.

Shadow Magic: Harovites who spend their time studying the subtle magic of their adopted plane gain arcane insights on the use of shadow spells. They gain a +1 racial bonus to the



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DC of any illusion (shadow) spells they cast.

Shadow reflections: Once per day, a harovite can reroll a Will save against any illusion spell. If the spell is an illusion (shadow), the harovite receives a +4 racial bonus to the roll.

Shadowy Resistance: Harovites have cold resistance 5 and electricity resistance 5.

Spell-Like Abilities (Sp): A harovite can use *disguise self* once per day as a spell-like ability. He can assume the form of any humanoid creature using this spell-like ability. When a harovite reaches 9th level in any combination of classes, he gains *shadow walk* (self only) as a spell-like ability usable once per day, and at 13th level, he gains *plane shift* (self only, to the Shadow Plane or the Material Plane only) usable once per day. A harovite's caster level is equal to his total Hit Dice.

Languages: Harovites begin play speaking Common and Exodite. Harovites with a high Intelligence scores can choose from the following: Aklo, Auran, Draconic, Terran, and any local dialect.

NETHERLING

The First Ones have long used evil outsiders to spawn more powerful offspring. Netherlings are one such subrace. Unlike cambions, which are a race of their own, netherlings belong to their parents' family. They are viewed as unwanted cousins and given lowly tasks, usually some that place them in

direct contact with slaves, such as overseers and low-ranking officers.

Physical Description: Netherlings appear much like exodites but often have purple or red undertones. Their hair color ranges the full spectrum or human colors, from blonde to browns to black.

Society: Netherlings are integrated into other groups and have very few holdings of their own. Only in Hellassam do they account for a large section of the First One population.



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There, they integrated themselves with the local cambion population, which seems to enjoy them. Netherlings constantly seek to increase their own power and to degrade other First Ones. To this end, they constantly plot against rivals.

Relations: Netherlings enjoy the presence of cambions and humans over any other races. Because their families force them into close relations with the lowly races, they pass on their bitterness onto others. However, this proximity also makes them able to scheme and plot with these subordinates. Very few rebellions ever start without the tacit approval of the Netherlings

Alignment and Religion: Netherlings lean strongly towards NE. They are the most likely First Ones to adopt other faiths, if not as worshipers, than as allies. Of the Dark Gods, the Zeal is the most revered of all.

Adventurers: Netherlings leave their lives behind to escape and to seek their own domain. Few succeed, but the freedom of the road appeals to them. Allies made during this period of their lives are often for life. Adventuring Netherlings favor classes that do not put them in close proximity with others; such as rangers, rogues, or witches.

Lands: Netherlings claim no land of their own. However, Hellassam is where they are most numerous. There, they are integrated to the ruling Covens.

NETHERLING RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Charisma, -2 Constitution netherlings are smart and agile, but are sickly and without social graces.

Medium: Harovites are Medium creatures and receive no bonuses or penalties due to their size.

Native Outsider: Netherlings are outsiders with the First One and native subtype.

Normal Speed: Netherlings have a base speed of 30 feet.

Darkvision: Netherlings can see in the dark up to 60 feet.

Demonblooded: A netherling has demon blood, giving them electricity resistance 5. This resistance increases by 5 every 5 level culminating with immunity at level 15. A

netherling also has a bonus equal to half their level (minimum 1) to any save to resist poison. At level 20, they become completely immune to poison.

Mixed-blooded: A netherling counts as an outsider (native) or a humanoid (First One), when it is advantageous for it.

Shadow Jump (Su) Netherlings have the shadow jump ability, like exodites. However, they can only jump up to a limit of 5 feet per level.

Vestigial wings (Ex) Netherlings have vestigial wings they can use to slow down their descents. A netherling may reduce their fall by 5 feet per level. This ability does not work if the netherling is unconscious or bound.

Weapon Familiarity: Netherlings are proficient with any First One weapon.

Languages: Netherlings begin play speaking Common and Exodite. Netherlings with a high Intelligence scores can choose from the following: Aklo, Auran, Draconic, Hellish, Ignan, Terran, and any local dialect.

SPIDERLING

Spiderlings were created by the First Ones early after they arrived through the Mists. Seeking ways to corrupt the halflings, First One alchemists performed horrible experiments. Finally, they created a creature similar to a drider, but that could breed with halflings.

The resulting creature, the spiderling, surprised the First Ones themselves. Spiderlings became the unofficial representatives of the halfling race among the First Ones. In spite of their resemblance to driders, spiderlings have nothing in common with them; the two races firmly dislike each other.

Physical Description: A spiderling looks like a large spider with the torso of a halfling. They resemble small driders.

Society: All spiderlings feel a firm attachment to their mothers, but hate their siblings. They form many short-term alliances with other groups to ensure their own survival and advancement.

Relations: Spiderlings prefer to live in or near halfling communities. They create harems of halflings. Though not particularly



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accomplished diplomats, they inherited the halflings' desire to involve themselves in any community around them. As First Ones, they believe it is their right to dominate those around them.

Alignment and Religion: Spiderlings lean firmly towards NE alignments. Unique among the First Ones, many spiderlings are of non-evil alignment. Spiderlings involve themselves in the church of the halfling pantheon.

Adventurers: Spiderlings become adventurers for one reason: they seek to enrich themselves so they can surround themselves with slaves and other luxuries. Most become bards, rogues or sorcerers.

Lands: Spiderlings control very few lands directly, working through other breeds of halflings.

SPIDERLING RACIAL TRAITS

+2 Dexterity, +2 Constitution, -2 Strength, -2 Wisdom, spiderlings are dexterous and hardy, but physically weak and they are easily distracted

Aberration: Spiderlings are aberrations with

both the First One and halfling subtype.

Small: Spiderlings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Spiderlings have a base speed of 20 feet.

Ambush predator: spiderlings are expert ambush predators and gain a +1 racial bonus to attack rolls against flat-footed opponents.

Arachnid Because of their arachnid bodies, spiderlings gain a +12 bonus to CMD against trip attempts. They also have a climb speed of 20ft.

Darkvision: Spiderlings can see in the dark up to 60 feet.

Mixed-blooded: A spiderling counts as an aberration or a halfling when it is advantageous for it.

Stealthy: A spiderling gains Stealthy as a bonus feat.



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AGE

RANDOM STARTING AGE

Race	Adulthood	Barbarian/Rogue/Sorcerer	Bard/Fighter/Paladin/Ranger	Cleric/Druid/Monk/Wizard
Drovites	25 years	+1d6	+2d6	+3d6
Exodite	15 years	+1d4	+1d6	+2d6
Grexdote	15 years	+1d4	+1d6	+2d6
Harovite	15 years	+1d4	+1d6	+2d6
Netherling	14 years	+1d4	+1d6	+2d6
Spiderling	20 years	+2d4	+3d6	+4d6

AGING EFFECTS

Race	Middle-Age	Old	Venerable	Maximum Age
Drovite	60 years	90 years	125 years	125 + 3d20 years
Exodite	40 years	55 years	75 years	75 + 3d20 years
Grexdote	35 years	53 years	70 years	70 + 2d20 years
Harovite	40 years	55 years	75 years	70 + 3d20 years
Netherling	35 years	50 years	65 years	65 + 2d10 years
Spiderling	50 years	75 years	100 years	100 + 5d20 years

HEIGHT AND WEIGHT

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Drovite, male	5 ft. 5 in.	100 lbs.	2d8	×3 lbs.
Drovite, female	5 ft. 5 in.	90 lbs.	2d6	×3 lbs.
Exodite, male	5 ft. 3 in.	100 lbs.	2d8	×5 lbs.
Exodite, female	5 ft. 3 in.	90 lbs.	2d8	×5 lbs.
Grexdote, male	5 ft. 0 in.	120 lbs.	2d10	×5 lbs.
Grexdote, female	4 ft. 6 in.	85 lbs.	2d10	×5 lbs.
Harovite, male	4 ft. 6 in.	90 lbs.	2d10	×5 lbs.
Harovite, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Netherling, male	4 ft. 10 in.	130 lbs.	2d12	×7 lbs.
Netherling, female	4 ft. 5 in.	120 lbs.	2d12	×7 lbs.
Spiderling, male	3 ft. 4 in.	75 lbs.	2d8	×10 lb.
Spiderling, female	3 ft. 4 in.	80 lbs.	2d8	×10 lb.



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NEW CLASS OPTIONS

CAVALIER

ORDER OF THE WHIP

The Order of the Whip was formed almost a millennia ago. Originally, dedicated to the conquest of other planes, the order has since turned its attention to the gathering and forced integration of newly arrived slaves into society.



The Order is mostly active in the west. Its base, formerly in Markhem, was swallowed by the Mists. With the loss of its fortress, the order now operates slave caravans and slave markets.

Edicts: The cavalier must seek to maintain Imperial rule and the supremacy of the First Ones. Any unclaimed individual must be claimed and sold according to local laws, with any profit going to the Order.

Challenge: Whenever an order of the whip cavalier challenges a target, he receives a +1 bonus to all damage rolls when dealing non-lethal damage. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the whip cavalier adds Disguise (Cha) and Heal (Wis) to his list of class skills. In addition, a cavalier of the order of the whip, adds half his class level to any check made to haggle for the price of slaves.

Weapons and armor: A cavalier of the order of the whip is proficient with all whips in addition to the usual weapons and armor.

Order Abilities: An order of the whip cavalier receives the following abilities as he increases his level.

I claim you (Su) At 2nd level, after the cavalier spends a move action to detail his name and allegiance to the Order, he may convert all damage he inflicts to non-lethal damage for a number of rounds equal to his class level. In addition, the cavalier gains the ability to cast

minion mark three times per day as a spell-like ability. Any creatures marked thusly are marked as the property of the order.

Bow before me (Su) At 8th level, while under his *I claim you* ability, he adds half his level to any non-lethal damage roll.

Escape is futile (Su) At 15th level, the cavalier automatically confirms any critical hits made when making an attack that deals non-lethal damage. Any weapon wielded by the cavalier is considered to have the merciful enhancement.

CLERIC

CULT LEADER

The First Ones see religion as a tool to use to maintain their control over others. As such, they have infiltrated almost every faith in Saggakar. When they do join a cult, they frequently rise to the top, ruling their flock and twisting their teachings. Cult leaders are the embodiment and sponsors of this perversion.

Alignment: Non-good

Class Skill: Cult leaders replace Appraise and Linguistics with Bluff and Disguise

Domains Unlike clerics, a cult leader gains access to a single domain (instead of two).

Pervert teachings (Su): Cult leaders twist and modify the teachings of any faith they infiltrate. If the cult leader's alignment does not match a cleric's alignment restriction, any energy channeling he does is halved. This replaces a cleric's usual alignment restriction.

Taint of Darkness (Su) Whenever a cult leader casts a spell that deals damage, and requiring an attack roll, a cult leader may infuse the spell with dark energy as a swift action. The spell deals an additional 1d6 points of negative energy damage per two class level (minimum 1). The cult leader may do this a number of times equal to the number of channel energy he can use daily.

Leadership At 7th level, a cult leader gains the Leadership feat instead of increasing the power of their channel energy.



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NEW FEATS

Feat Name	Prerequisite(s)	Effect
Aura of Darkness	Exodite, Cloak of Shadows	Surround yourself with an aura of shadows that protects creatures harmed by sunlight
Baneful Aura	First One	Gain aura of fear
Blackened Blood	First One	Gain spell resistance
Blackened Improved Blood,	First One	Increase spell resistance
Cloak and Dagger	Two-Weapon Fighting	Gain bonuses to AC and Feint when wearing a cloak
Cloak of Shadows	Exodite	Increase the level of concealment around you.
Dark Heritage	First One	Gain profane bonuses to saving throws
Darksight	First One	Gain the see in darkness ability
Demon Wings	Level 12, vestigial wings	Gain flight speed
Disguise Worship	Bluff 1, Knowledge (religion) 1, ability to cast divine spells	May cast divine spells with a holy symbol of another faith
Feast of the Heart	First One	Consume an opponent's heart and gain bonuses
Grexxodite Heritage	First One	Once per day, increase your caster level.
Kares'kor Smash	Baneful Aura, Power Attack	Intimidate opponent on a successful Power Attack.
Poison Focus	Poison use ability	Increase the DC of poison you use.
Pull into Shadows	Improved Grapple, Shadow jump	Take an unwilling target through shadow jump.
Seductive	Charisma 15	Gain bonuses when dealing with member of a specific gender
Spawn of Illness	Constitution 15	Gain bonuses against disease and some immunity to disease
Spawn of Vileness	Charisma 15	Gain bonuses when dealing with vile creatures
Speed of Shadows	Exodite	Activate shadow jump as a free action that does not end your turn
Tempered Rage	Exodite, lawful-aligned	Your lawful alignment does not impact you negatively
Training: Althrezzar School	Exodite or Int 15	You received special training at the Althrezzar School.
Training: Eth'Gytha School	Exodite or Wis15	You received special training at the Eth'Gytha School.
Training: Na'Zathal School	Exodite or Cha 15	You received special training at the Na'Zathal School.
Training: O'Feriz'Zar School	Exodite or Con 15	You received special training at the O'Feriz'Zar School.
Training: Te'Bra'Vaar School	Exodite or Cha 15	You received special training at the Te'Bra'Vaar School.

AURA OF DARKNESS

Undead creatures near you are protected from the adverse effects of sunlight.

Prerequisites: Exodite, Cloak of Shadows

Benefit: You are surrounded by an unholy shadow that emanates from you in a 50 ft. radius. Any creature standing in that shadow that is harmed or

affected in any way by sunlight is treated as being in darkness. The aura does not hamper vision in any way, nor does it confer any special protection from spells such as *searing light*, *sunbeam* or *sunburst*.

BANEFUL AURA

Your presence fills your enemies with fear and doubt.

Service Is Eternal

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Prerequisite: First Ones Subtype

Benefit: You are surrounded by a baneful aura that emanates from you in a 50 ft. radius. Any enemy that standing in your aura must succeed on a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or take a -1 penalty on attack rolls and saving throws against fear effects. The penalty lasts as long as they remain within your aura.

This is a mind-affecting fear effect. A creature that successfully saves against the effect remains immune to your baneful aura for 24 hours. This ability is always active.

BLACKENED BLOOD

Your blood has turned black and makes you highly resistant to magic.

Prerequisite: First One

Benefit: You gain SR equal to 6 plus 1 per two levels.

Special: As the name of this feat indicates, your blood has a dark black color.

BLACKENED BLOOD, IMPROVED

Your blood has turned black and makes you highly resistant to magic.

Prerequisite: First One, Blackened Blood.

Benefit: Your SR increases by 2.

CLOAK AND DAGGER FIGHTING [COMBAT]

You incorporate the use of your cloak in your two-weapon fighting style.

Prerequisites: Two-Weapon Fighting

Benefits: While fighting with a light weapon in your off-hand and wearing a cloak, you gain a +1 dodge bonus to AC and to skill checks related to the Feint combat maneuver.

CLOAK OF SHADOWS

You are wreathed in shadowy power, making you difficult to detect or strike.

Prerequisites: Exodite

Benefits: As long as you remain in an area of partial shadows, the level of concealment that affects you is increased by one category. This feat has no effect if you do not have concealment.

DARK HERITAGE

Some of your ancestors had their blood tainted by the First Ones, a taint that remains to this day.

Prerequisite: First One

Benefit: Once per day as an swift action, you may call upon your First One blood to gain a profane bonus equal to your Wisdom or Charisma modifier (whichever is higher) to saving throws for a number of rounds equal to half your character level (rounded down).

Special: You may take this feat more than once, each time you may use its benefit one additional time per day.

DARKSIGHT

You are able to see in any type of darkness.

Prerequisite: First One

Benefit: You can see perfectly in any type of natural or magical darkness, including that created by the *deeper darkness* spell.

DEMON WINGS

Your wings grow and can now support your weight as you move through the air.

Prerequisite: Level 12, vestigial wings racial trait

Benefit: You gain a flight speed equal to your land speed with an average maneuverability. In addition to this, you may always take 10 on Fly checks, even when threatened or under stress.

DISGUISE WORSHIP

You mastered the art of pretending of pretending to worship other deities, to the point that you are able to use any divine focus without penalty.

Prerequisite: Bluff 1, Knowledge (religion) 1, ability to cast divine spells

Benefit: Whenever you cast a divine spell or ability requiring a divine focus, you no longer need to provide a divine focus. This allows you to wield any divine focus, making you appear as a worshipper of another faith.

FEAST OF THE HEART

By feasting on your enemy's heart, you temporarily boost your physical prowess.

Prerequisites: First One subtype.

Benefit: You can absorb some essence from a slain enemy that is your own size category or larger by consuming its heart (a full-round action that provokes attacks of opportunity) within 1 minute of its death.

This essence grants you a +2 bonus to Strength, Dexterity, or Constitution (your choice) for a number of rounds equal to the target's HD or level. You can use this ability only once per slain enemy, but you do not have to be the one who killed the creature in order to gain this bonus from its heart.

This ability works only if the enemy was a living creature that had a heart or similar organ. Constructs, undead, and creatures without discernable anatomies have no suitable body parts that you can eat. You may only gain an advantage when feasting on a creature of at least half your level.

GREXODITE HERITAGE

You come from a family that has many ties with grexodites

Prerequisite: First One

Benefit: Once per day, as an immediate action, you can call upon your grexodite blood to increase your caster level by 1 for one round. You may use this ability one more time per day at level 15.



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KARES'KOR SMASH

You have been trained in the arts of demoralizing your enemies whenever you hit them.

Prerequisite: Baneful Aura, Power Attack

Benefit: Whenever you hit an opponent with an attack using the Power Attack feat, you may attempt an Intimidate check as a swift action.

POISON FOCUS

You have a great affinity with poisons.

Prerequisites: Poison use ability

Benefits: When using poison, you can increase the DC of any poison by your intelligence modifier by taking a full round action that provokes attacks of opportunity. After one minute, if unused, the poison reverts to its usual DC. This feat can be used with any type of poison.

PULL INTO SHADOWS

You can carry unwilling passengers into the shadow realm with you.

Prerequisites:

Improved Grapple,
Shadowjump.

Benefits: When grappling an opponent, you may carry him with you via shadow jump. The size limitations remain the same as for willing passengers. The Will DC to resist is 10 + half Exodite's level + Exodite's Wisdom modifier.

SEDUCTIVE

You are alluring and know how to use your sensuality to get what you want.

Prerequisite:

Charisma 15

Benefit: You get a +2 bonus on all

Charisma-based social skill and ability checks against living creatures who might be attracted to you.

Only creatures whose Intelligence score is at least 5 can be affected. This bonus does not apply to any skill or ability check made in combat. When actively using this feat, you gain a -1 penalty to the same skills when using them on members of the other gender.

Special: You may take this feat a second time, allowing you to deal with both genders equally and no longer take any penalties. Genderless species are immune to the effect of this feat

SPAWN OF CONSUMPTION

In your blood flows the blood of ancient spirits of disease and illness

Prerequisite: Constitution 15

Benefit: You gain a +2 racial bonus to resist disease. Whenever you contract a disease, you can make a second saving throw immediately after you failed the first one. If this second saving throw succeeds, you take no penalty from the disease, but become a carrier.

Special: You always seem to be suffering from one illness or another,

even when you are healthy. You appear ill, but are not.

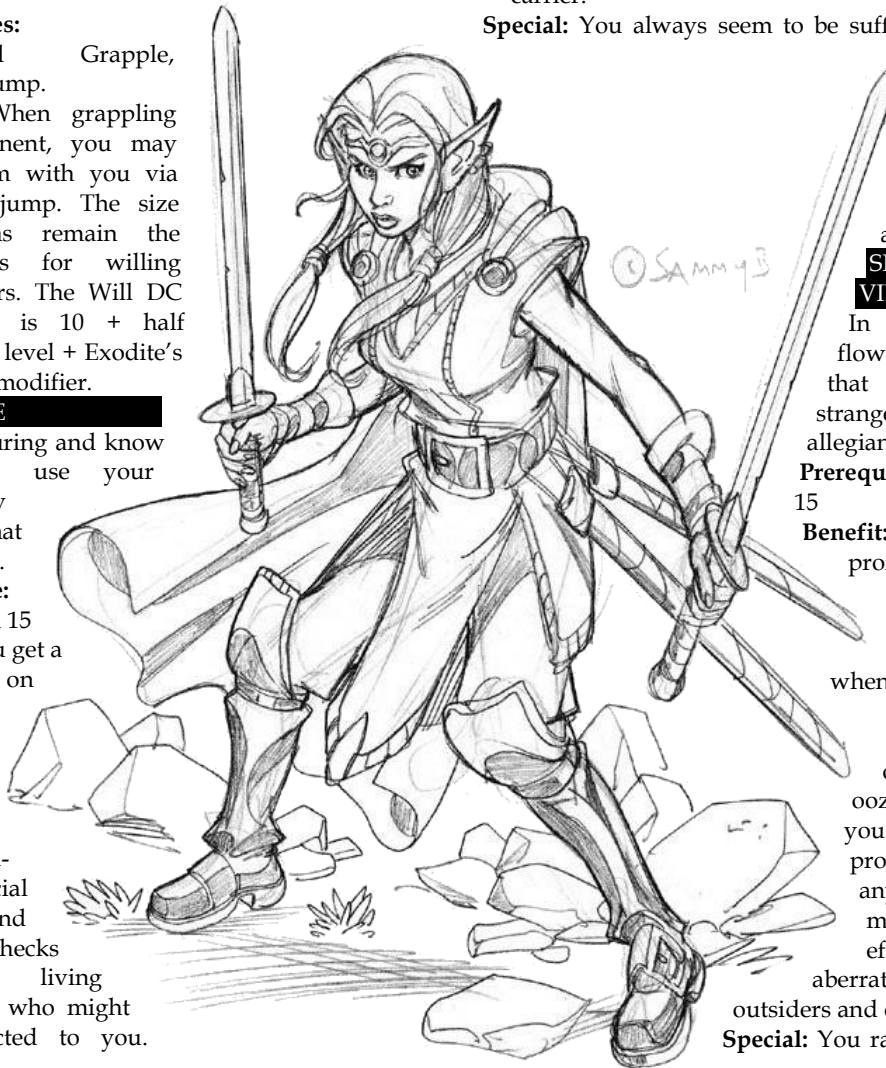
SPAWN OF VILENESS

In your blood flows a darkness that speaks of a strange ancient allegiance.

Prerequisite: Charisma 15

Benefit: You gain a +2 profane bonus to all Charisma-related checks when dealing with aberrations, chaotic outsiders and oozes. In addition, you gain a +2 profane bonus to any Will saves made against any effects caused by aberrations, chaotic outsiders and oozes.

Special: You radiate faint evil,



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even if you are not evil.

SPEED OF SHADOWS

You slip between shadows at dizzying speed.

Prerequisites: Exodite.

Benefits: You can use shadow jump as a free action once per round. Shadow jumping does not force you to end your turn.

TEMPERED RAGE

Your volcanic rage is bound by iron discipline - chained when unwanted, loosed to devastating effect when needed.

Prerequisites: Exodite, Lawful-aligned.

Benefits: Whenever it might not be beneficial to you, you may ignore the lawful part of your alignment. This includes being targeted by spells with alignment-based effects (such as *chaos hammer* or an *anarchic* weapon) or class abilities that would be lost due to alignment (such as a barbarian's rage ability).

TRAINING: ALTHREZZAR SCHOOL

You trained in the Althrezzar School where you were exposed to the great mysteries of the arcane world.

Prerequisite: Exodite or Intelligence 15

Benefits: You gain a bonus to saving throws versus spells and spell-like abilities of the evocation school equal to one third your level (min. 1). Knowledge (arcana) is a class skill for you.

Drawback: You take a -2 penalty to Diplomacy checks against any divine spellcaster.

TRAINING: ETH'GYTHA SCHOOL

You trained at the Eth'Gytha School in the secret halls beneath the church of Khayne.

Prerequisite: Exodite or Wisdom 15

Benefits: You gain a bonus to saving throws versus any fear effect equal to one third your level (min. 1). Knowledge (religion) is a class skill for you.

Drawback: You take a -2 penalty to Diplomacy checks against members of other races.

TRAINING: NA'ZATHAL SCHOOL

You trained at the Na'Zathal School, studying the dark recesses and creatures of Kayen'te.

Prerequisite: Exodite or Charisma 15

Benefits: You gain a bonus saving throws versus poison equal to one third your level (min. 1). Knowledge (dungeoneering) is a class skill for you.

Drawback: You take a -2 penalty to Diplomacy checks against anyone without the wild empathy ability.

TRAINING: O'FERIZ'ZAR SCHOOL

You trained at the O'Feriz'Zar School where you were exposed and subjected to the many diseases created in its unholy halls.

Prerequisite: Exodite or Constitution 15



Benefits:

gain a bonus to saving throws versus disease equal to one third your level (min. 1). Knowledge (nature) is a class skill for you.

Drawback: You take a -2 penalty to Diplomacy checks against anyone not suffering from disease or immune to diseases.

TRAINING: TE'BRA'VAAR SCHOOL

You trained at the Te'Bra'Vaar School and learned of the many aspects of the world.

Prerequisite: Exodite or Charisma 15

Benefits: You gain a bonus to saving throws versus language-dependent spells and spell-like ability equal to one third your level (min. 1). Linguistics is a class skill for you.

Drawback: You take a -2 penalty to Diplomacy checks against anyone not trained in at least three knowledge skills.

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NEW ITEMS

NEW WEAPONS

A table of new weapons appears at the bottom of this page.

Bladestaff The bladestaff is a two-hand exotic double weapon. Its primary benefit is that, by shifting his grip, its wielder can deal slashing, piercing or bludgeoning damage with either end. Bladestaves are not sold outside of a dojo.

Broadsword The broadsword is a big sword that swings partially like a sword, partially like an axe. The resulting weapon mixes the best of both weapons. Broadwords are not sold outside of a dojo.

Thinblade A thinblade is a sword that resembles a rapier. However, the end of the sword is malleable, allowing the weapon to whip around shields. When used again opponent with a shield bonus to the Armor Class, the wielder gets a +1 bonus to their attack roll. It otherwise behaves exactly like a rapier.

Viper's fang: These long daggers were originally created of large-sized viper fangs. Weapon smiths have since created them with other material such as steel. A viper's fang may hold up to three doses of the same poison.

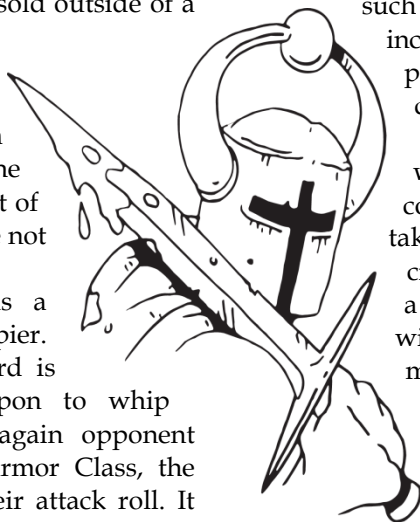
by medenites can be harvested and by treating with alchemical compounds, can be made into permanent items. Extracted medenite slime objects remain viscous no matter how long they have been extracted from a medenite. Such items have a reputation as cheap, weak and low quality. Weapons of medenite slime commonly make their ways to slaves units. The fact that

such weapons can be made quickly, increases their value when war preparations need to be made quickly.

Objects of medenite slime weigh the same as their counterpart; cost half the cost; take half the time to craft (when crafted by a medenite); and have a hardness of 4. Only items without moving parts can be made: ladders and swords can be made, but ropes and whips could not. Such items are almost impossible to find outside of medenite quarters.

Skythian bone dust: The dust of skythian bones can replace the cost of material spell component. Skythian bone dust only works when casting spells targeted at a skythian. Thus, a cleric could raise a dead skythian using skythian bone dust instead of diamond dust.

With a DC 25 Craft (alchemy) check, an alchemist can extract 10gp's worth of skythian bone dust. Doing so inflicts one point of Constitution drain to the skythian.



NEW ALCHEMICAL SUBSTANCES

Medenite slime item: The slime produced

Light Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Viper's fang	150gp	1d3	1d4	19-20	10ft.	1 lb.	P	First One, see text
One-Handed Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Thinblade	35gp	1d4	1d6	18-20	-	2 lbs.	S	First One
Two-Handed Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bladestaff	75gp	1d4/1d4	1d6/1d6	19-20	-	8 lbs.	B,P,S	Double weapon, First One, monk
Broadsword	150gp	1d6	1d8	19-20/ x3	-	9lbs.	S	First One



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. Many First One alchemists seek battlefields where many skythians fell to "harvest" them. After death, a total of 10 gold pieces' worth can be harvested from dead skythian.

Gathering skythian bone dust from a living skythian is an evil act.

NEW MAGIC ITEMS

SLAVE COLLAR

Slave collars are believed to have come through the Mists with the First Ones themselves. These wrought iron collars are used to "bind" a slave to a specific location, person or item.



Most slaves do not receive such collars, but the threat of receiving one weighs on the mind of anyone contemplating rebellion. Cruel masters use these items on both rebellious and valuable slaves.

SLAVE COLLAR

Aura moderate abjuration; **CL** 5th
Slot neck; **Price** 3,500 gp; **Weight** 1 lb.

DESCRIPTION

Once closed, this wrought iron collar has no opening mechanism. While on a target, the user may speak out loud the location, item, or person the slave has to stay near. If the slave strays more than twenty feet away from the specified location, a *glyph of warding* goes off. As they approach the edge of the area, the collar grows hot, warning the wearer to return. The wearer of the collar gets no Reflex save from the glyph.

When putting on the collar, it is possible to place a *spell glyph*, at the user's choice. This spell must be cast by the user at the time.

Without using the command word, a slave collar can be removed with a remove curse spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *contingency*, *glyph of warding*; **Cost** 1,650 gp and 200gp in spell components.

NEW POISONS

Baneviper venom: The venom from these massive snakes is highly reactive to body fluids. The body burns from the inside, leaving anything worn or carried undamaged. Should a target be killed by baneviper venom, the body is reduced to ash, similar to a *disintegrate* spell.

Cave Locust Spittle: cave locusts are a small vermin living in deep caves. When touched, the spittle gives the target excruciating headaches.

Deepspore: This hollow fungus is cultivated by druids and many First Ones in extensive garden. Deepspore take years to mature and are extremely frail. When inhaled, the spores enter the lungs and turn into a thick paste that makes breathing extremely difficult.

Fear petals: This extract tastes of malt and is frequently added to ale. It is a favorite among the cambion. Fear petals are a fungus harvested in volcanic caves.

Oshtabwe Paste: This thick and twisted bush is grown in the deepest southern jungles as a means of defense. The primary damage is Wisdom and secondary damage calms the target as though a *calm emotions* spell.

Slumberpaste: Made by distilling the entire plant of the immature Deepspores. The resulting is a light pink-colored paste. Slumberpaste is much more common than deepspore.

Widow's Tears: Milked from spider venom, this poison is refined and allowed to ferment for weeks. This poison is particularly common among Aneishi and their servants.

Poison Name	Type	Fort	Onset	Frequency	Effect	Cure	Cost
Baneviper venom	Injury	25	-	1/rd for 5 rds	6d8 fire plus paralysis/ 6d8 fire	2 saves	5,000gp
Cave Locust Spittle	contact	16	1 minute	1/rd for 4 rds.	1d4 Int	1 save	200 gp*
Deepspore	Inhaled	15	-	1/rd for 10 rds.	1d4 Str	2 saves	2,000 gp
Deepspore Paste	Injury	14	-	1/rd for 2 rds.	1 Con/ sleep	1 save	300 gp
Fear Petals	Ingested	15	Up to 1h	1/rd for 6 rds.	Target is dazed	1 save	100 gp
Ostabwe Paste	Contact	13	-	1/rd for 2 rds.	1 Wis/ <i>calm emotions</i>	1 save	150 gp
Widow's Tear	Injury	15	-	1/rd for 3 rds.	1d3 Con and 1d3 Str	1 save	450 gp



TYRANTS! SAGGAKAR

NEW PRESTIGE CLASSES

DARK DANCER

Although priests maintain the will of the Dark Gods, the populace prefer the more entertaining and exciting renditions of the stories. The entertainers attached to a temple gather many donations from commoners and noble alike during their performances.

The master performers of these stories are the dark dancers. Dark dancers perform for crowds, but also serve their temple as a secret information-gathering arm. They engage the crowd, to locate those who appear genuine in their faith and those who plot against it.

As they are often perceived as more approachable than the priests, dark dancers frequently obtain information voluntarily given to them by locals.

REQUIREMENTS

To qualify to become a dark dancer, a character must fulfill all the following criteria.

Feats: Dodge, Mobility

Skills: Acrobatics 5 ranks, Knowledge (religion) 3 ranks, Perform (any one) 5 ranks

Special: Must worship one of the Dark Gods.

CLASS FEATURES

All of the following are class features of the dark dancer.

Hit Die: d8

Class Skills: The dark dancer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill points at each level: 4 + Int Modifier

Weapon and Armor Proficiency Dark

dancers gain no armor or shield proficiency.

Bardic Performance: For every level, a dark dancer stacks his level with his bard level to determine the availability and power of his bardic performance. This does not affect any other class ability, only the bardic performance.

Dance of the Gods (Ex) A dark dancer may substitute a Perform check to any Acrobatics check they need to make. If the dark dancer can already to this, replace this with the Skill Focus (Perform (dance)) feat.

Bonus Feat: At 2nd and 4th level, a dark dancer selects a bonus feat from the following list. The dark dancer must still fulfill all the prerequisites of the feat. Acrobatic, Acrobatic Steps, Blind-Fight, Dazzling Display, Fleet, Lightning Stance, Mobility, Nimble Moves, Skill Focus, Spring Attack, or Wind Stance.

Favor of the gods (Su) Starting at 3rd level, whenever a dark dancer starts a bardic performance, he may dedicate this performance to one of the dark gods. When doing so, the dark dancer may add one of the following effects to his performance. These bonuses are in addition to the usual bonuses of the performance.

The Law: Dedicating their performance to the Law, all allies making a Diplomacy or Sense Motive check can add the dark dancer's class level as a sacred bonus to the roll.

The Warrior: Dedicating their performance to the Warrior, all allies making a Climb, Intimidate, or Swim check can add the dark dancer's class level as a sacred bonus to the roll.

The Zeal: Dedicating their performance to the Warrior, all allies making an Acrobatics, Escape Artist, or Stealth check can add the dark dancer's class level as a sacred bonus to the roll.

Dance of death (Ex) At 5th level, whenever a dark dancer uses Acrobatics to tumble around

Master of the Veils					
Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+1	+0	Bardic Performance, dance of the gods
2	+1	+1	+1	+1	Bonus feat
3	+2	+1	+2	+1	Favor of the gods
4	+3	+1	+2	+1	Bonus feat
5	+4	+2	+3	+2	Dance of death.



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an opponent, he gets a class bonus to attack and damage equal to his class level until the start of his next turn.

KARES'KOR

The Kares'kor (from the Exodite word for swordmaster) is the quintessential warrior of the First Ones. Ignoring the rules of combats, the typical etiquette of duels or any respect for the opponent, they focus their efforts on slaying their enemies, using whatever means possible. The Kares'kor seeks only his own glory over the mountains of bodies of his dead enemies. They focus on aggressive combat tactics over defensive combat maneuver.

Few dojos train Kares'kors and those dojos perform extensive tests before admitting any candidate. Though First Ones form the majority of the members of this prestige class, others have occasionally been trained as one of them.

REQUIREMENTS

To qualify to become a Kares'kor, a character must fulfill all the following criteria.

Race: First One or base attack bonus +6 and be evil

Feats: Iron Will, Kares'kor Smash, Power Attack, and one other combat feats.

CLASS FEATURES

All of the following are class features of the Kares'kor.

Hit Die: d10

Class Skills: The Kares'kor's class skills (and the key ability for each skill) are Bluff (Cha), Disable Device (Dex), Fly (Dex), Knowledge (any) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill points at each level: 2 + Int Modifier

Weapon and Armor Proficiency Kares'kor gain no armor or shield proficiency.

Dirty Fighter At 1st level, a Kares'kor gains the Improved Dirty Trick^{APG} feat as a bonus feat even if he does not qualify for it.

No fear (Ex) At 1st level, a Kares'kor becomes immune to fear.

Kares'kor					
Level	BAB	Fort	Ref	Will	Special
1	+1	+1	+0	+0	Dirty fighter, no fear
2	+2	+1	+1	+1	Bloody Assault
3	+3	+2	+1	+1	Sneak attack +1d6
4	+4	+2	+1	+1	Dirty fighter 2
5	+5	+3	+2	+2	No trick too low
6	+6	+3	+2	+2	Press the attack
7	+7	+4	+2	+2	Damage reduction 1
8	+8	+4	+3	+3	Bonus feat
9	+9	+5	+3	+3	Undying terror
10	+10	+5	+3	+3	Merciless

Bloody Assault At 2nd level, a Kares'kor gains the Bloody Assault^{APG} feat as a bonus feat.

Sneak Attack (Ex) At 3rd level, a Kares'kor gains sneak attack like a rogue. If the Kares'kor gains sneak attack bonus from another source, the bonuses on damage stack.

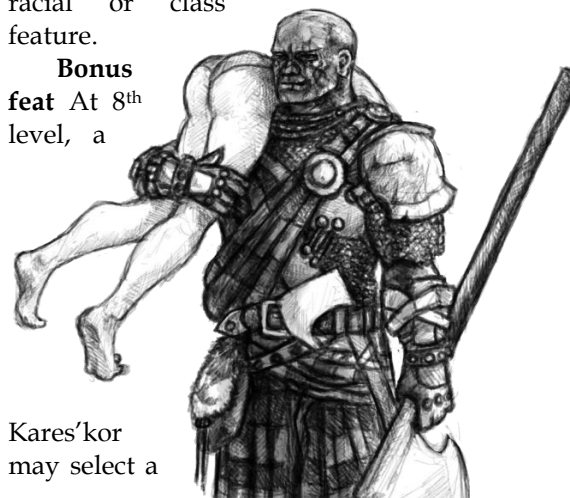
Dirty Fighter 2 (Ex) At 4th level, a Kares'kor gains the Greater Dirty Trick^{APG} feats as a bonus feat even if he does not qualify for it.

No trick too low (Ex) At 5th level, when a Kares'kor hit with one of his melee attack, he may make a free dirty trick attack once per round.

Press the attack (Ex) At 6th level, when a Kares'kor hits a shaken opponent, he gains a bonus to attack and damage rolls equal to his class level.

Damage Reduction (Ex) At 7th level, a Kares'kor gains damage reduction 1/- like a barbarian. This damage reduction stack with any other damage reduction gained from a racial or class feature.

Bonus feat At 8th level, a



Kares'kor may select a

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bonus combat feat.

Undying Terror (Ex) At 9th level, once per day, a Kares'kor may keep fighting at full efficiency for a number of rounds equal to his class level, even when below zero hit points. If during that time, his hit points total ever drop below his Constitution score below zero he dies at the start of his next round.

Merciless (Ex) at 10th level, as a swift action, a Kares'kor may automatically confirm a critical hit.

MASTER OF THE VEILS

First Ones study magic with the same rabid single-minded focus they put into whatever they choose to dedicate themselves towards. Masters of the veils considers themselves the ultimate keepers of magical lore and the true keepers of magical orthodoxy. Masters of the veils see the world as formed of many layers of shadow, lies, and deception.

The gathering of knowledge and magical power serves to further their ambition and thirst for power. They take their names because of their deeply held belief that power is readily available but requires one to remove the many veils preventing the strong from taking it for themselves.

Masters of the veils do not maintain any school. Instead a prospective master must seek out and find a member to be initiated into the mysteries of the order. From there, each master must find its own path.

REQUIREMENTS

To qualify to become a master of the veils, a character must fulfill all the following criteria.

Race: First One or 9th level caster

Feats: One item creation feat, one metamagic feat and Skill Focus (arcana or religion)

Skills: Knowledge (arcana) 5 ranks,

Spellcraft 5 ranks, Use Magic Device 5 ranks

Spells: Must be able to cast 4th level spells.

Special: Must be accepted as an apprentice by a master of the veils.

CLASS FEATURES

All of the following are class features of the master of the veils.

Hit Die: d6

Class Skills: The master of the veils' class skills (and the key ability for each skill) are Bluff (Cha), Disable Device (Dex), Fly (Dex), Knowledge (any) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill points at each level: 2 + Int Modifier

Weapon and Armor Proficiency Masters of the veil gain no armor or shield proficiency.

Spells per Day: At the indicated levels, a master of the veils gains new spells per day as if he had also gained a level in an arcane 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 additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a master of the veils, he must decide to which class he adds the new level.

Shadowjump (Sp) Starting at 1st level, a master of the veil with the shadowjump ability doubles the distance they can use the ability. If the master of the veils does not have that ability, they gain it with an effective level equal to half their level.

Master's Command (Sp) The master of the veils may use *mage hand* or *unseen servant* as spell-like abilities at-will, but may not maintain more than one of either at any given time.

Shadow Channel (Sp) Starting at 2nd level,

Master of the Veils						
Level	BAB	Fort	Ref	Will	Special	Spellcasting
1	+0	+0	+0	+1	Innate Spell I, master's command	+1 level of existing arcane spellcasting class
2	+1	+1	+1	+1	Shadow Channel	+1 level of existing arcane spellcasting class
3	+1	+1	+1	+2	Bonus Feat	+1 level of existing arcane spellcasting class
4	+2	+1	+1	+2	Eldritch Mastery	+1 level of existing arcane spellcasting class
5	+2	+2	+2	+3	Bonus Feat	+1 level of existing arcane spellcasting class



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once per day as a swift action a master of the veils with the shadowjump ability may channel 10ft. of shadowjump movement to boost his caster level by one on the next spell he casts.

Bonus Feat (Ex) At 3rd and 5th level, a master of the veils may select a bonus feat from the list of wizard bonus feats. At 5th level, they may instead add another metamagic feat to his eldritch mastery, instead of a bonus feat.

Eldritch Mastery (Ex) At 4th level, a master of the veils gains greater understanding of magic and may select one metamagic he currently possesses and lowers the level cost of that feat by 1 (min. 0). So a Bouncing charm person could be prepared as a first level spell.

ORDER OF THE JET ARROW

The founding principles of the Wash'Tek'Tsuru, or Order of the Jet Arrow, arrived with a First One master archer some five centuries ago. Although, he remembered nothing, he had on him a treatise called "The Jet Arrow: A Shot Out Of The Dark". Spending years studying the book, he took on a few disciples and taught them his findings. The Order maintains only a few public schools and fortresses. These are never used for training, only for public meetings between the Order's leaders and powerful rulers seeking the Order's support or services.

The Order now serves as the best bounty hunters in the Empire, seeking and retrieving particularly dangerous or valuable criminals. Their services are extremely onerous, but they

are known to succeed or die trying, and they never ask for payment up front. However, woe upon those who do not pay their fees, for the Order is quick to use their skills to exact payment – or revenge.

Most members of the Order are First Ones, but a few other individuals have been accepted in the ranks.

REQUIREMENTS

To qualify to become a member of the Order of the Jet Arrow, a character must fulfill all the following criteria.

Feats: Fleet, Far Shot, Stealthy

Skills: Acrobatics 5 ranks, Climb 5 ranks, Stealth 5 ranks, Survival 5 ranks and Swim 5 ranks

CLASS FEATURES

All of the following are class features of the member of the Order of the Jet Arrow.

Hit Die: d8

Class Skills: The member of the Order of the Jet Arrow's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

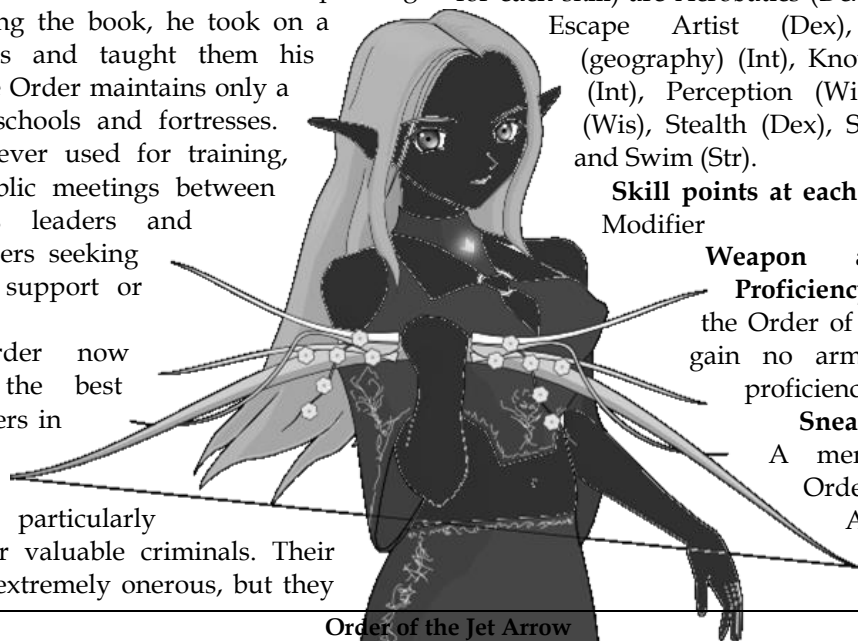
Skill points at each level: 4 + Int Modifier

Weapon and Armor

Proficiency Members of the Order of the Jet Arrow gain no armor or shield proficiency.

Sneak Attack (Ex)

A member of the Order of the Jet Arrow gains sneak attack like a rogue.



Order of the Jet Arrow					
Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+1	+0	Sneak Attack +1d6
2	+1	+1	+1	+1	Fast Reflexes, Shot on the run
3	+2	+1	+2	+1	Slave raider, sneak attack +2d6
4	+3	+1	+2	+1	Shadow master
5	+3	+2	+3	+2	Positional mastery, Sneak Attack +3d6



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If the member of the Order of the Jet Arrow gains sneak attack bonus from another source, the bonuses on damage stack. The bonus increases at levels 3 and 5.

Fast Reflexes (Su) Starting at 2nd level, a member of the Order of the Jet Arrow add his class level to initiative rolls.

Shot on the run At 2nd level, a member of the Order of the Jet Arrow gains the Shot on the Run feat.

Slave raider (Ex) At 3rd level, once per day per class level, when a member of the Order of the Jet Arrow takes down an opponent with an attack that deals sneak attack damage, he may convert all the damage dealt with the attack into non-lethal damage.

Master Shadow (Ex) At 4th level, a member of the Order of the Jet Arrow may use Stealth after taking a shot with a penalty of -10, instead of -20.

Positional mastery (Su) At 5th level, during a surprise round or the first round of combat (the first time the member of the Order of the Jet Arrow can act), a member of the Order of the Jet Arrow gains an additional move action that can only be used to move.

ORDER OF THE SHADOW BLADE

The Danthla'rez'Tsuru - Order of the Shadow Blade - is an extremely secretive organization dedication to the elimination of threats against the supremacy of the First Ones across Saggakar. When a surgical strike is needed, the Order steps in and acts.

The Order maintains a number of training facilities and monasteries across the world and many who serve the Order do so without knowing their master. Obedience and loyalty are the most valued traits to be accepted in the Order.

The Order of the Shadow Blade is a spell casting assassin that focuses on striking from the

shadows. They are the secret hand of the First Ones, spell casters who specialize in discreet murder. Those few who know about the Order keep quiet about it. The few who speak out on the subject have a tendency to end up dead.

REQUIREMENTS

To qualify to become a member of the Order of the Shadow Blade, a character must fulfill all the following criteria.

Race: Must be evil

Feats: Skill Focus (Stealth)

Skills: Bluff 3 ranks, Disguise 3 ranks, Stealth 6 ranks

Spells: Must be able to cast 2nd level spells, including *invisibility*.

CLASS FEATURES

All of the following are class features of the member of the Order of the Shadow Blade.

Hit Die: d8

Class Skills: The member of the Order of the Shadow Blade class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill points at each level: 4 + Int Modifier

Weapon and Armor Proficiency member of the Order of the Shadow Blade gain no armor or shield proficiency.

Spells per Day: At the indicated levels, a member of the Order of the Shadow Blade gains new spells per day as if he had also gained a level in an arcane 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 additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a member of the Order of the Shadow Blade, he must decide to which class he adds the

Order of the Shadow Blade						
Level	BAB	Fort	Ref	Will	Special	Spellcasting
1	+0	+0	+0	+1	Rogue Talent	-
2	+1	+1	+1	+1	Bonus feat, <i>spider climb</i>	+1 level of existing spellcasting class
3	+2	+1	+1	+2	Death attack	-
4	+3	+1	+1	+2	Rogue talent	+1 level of existing spellcasting class
Service Is Eternal	+2	+2	+2	+3	Death attack	-



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new level for purposes of determining spells per day.

Rogue Talent at 1st and 4th level, a member of the Order of the Shadow Blade may select one talent from the list of rogue talents (see rogue class in the *Pathfinder RPG Core Rulebook*).

Bonus Feat (Ex) at 2nd and 5th level, a member of the Order of the Shadow Blade may select a bonus feat from the following list: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

Spider Climb (Sp) Starting at 2nd level, a member of the Order of the Shadow Blade may cast *spider climb* as a spell-like ability. They may

use this ability up to once per day per class level.

Death Attack (Ex) Starting at 3rd level, a member of the Order of the Shadow Blade gains the ability to make a death attack, like an assassin (see *Pathfinder Core Rulebook*).

Deadly Spell (Ex) At 5th level, a member of the Order of the Shadow Blade may make a death attack on any spell that requires an attack roll to hit. Thus they might use it on a *scorching ray*, but not on a *magic missile*.



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NEW SPELLS

BARD

LEVEL 0

Minion mark ^{FO}

LEVEL 1

Minion brand ^{FO}

LEVEL 2

Dispel minions ^{FO}

Mark of ignorance

Minion courier

LEVEL 3

Aria of insanity

CLERIC

LEVEL 0

Minion mark ^{FO}

LEVEL 1

Augment Minion ^{FO}

Minion brand ^{FO}

LEVEL 2

Defile air ^{FO}

Defile earth ^{FO}

Defile fire ^{FO}

Defile water ^{FO}

Dream thief ^{FO}

Minion courier

Venom focus

LEVEL 3

Body of eyes ^{FO}

Dispel minions

Mark of ignorance

Minion sending

Swarm boils ^{FO}

LEVEL 5

Master's salvation ^{FO}

Touch of madness ^{FO}

Touch of slime ^{FO}

LEVEL 7

Immediate possession ^{FO}

LEVEL 9

Immediate possession, greater ^{FO}

DRUID

LEVEL 1

Slicing brambles

LEVEL 2

Venom focus

Viper strike

LEVEL 4

Spider climb, greater

SORCERER/ WIZARD

LEVEL 0

Universal

Minion mark ^{FO}

LEVEL 1

Evocation

Wall of darkness

Transmutation

Augment Minion ^{FO}

Universal

Minion brand ^{FO}

LEVEL 2

Enchantment

Minion courier ^{FO}

Necromancy

Defile air ^{FO}

Defile earth ^{FO}

Defile fire ^{FO}

Defile water ^{FO}

Dream thief ^{FO}

Transmutation

Venom focus

LEVEL 3

Conjuration

Swarm boils ^{FO}

Divination

Body of eyes ^{FO}

Enchantment

Mark of ignorance

Evocation

Minion sending

Necromancy

Dispel minions

LEVEL 4

Enchantment

Aria of insanity ^{FO}

Evocation

Bolt of slime ^{FO}

Transmutation

Spider climb, greater

LEVEL 5

Necromancy

Master's salvation ^{FO}

Transmutation

Touch of madness ^{FO}

Touch of slime ^{FO}

LEVEL 7

Necromancy

Immediate possession ^{FO}

LEVEL 9

Necromancy

Immediate possession, greater ^{FO}

WITCH

LEVEL 0

Minion mark ^{FO}

LEVEL 1

Augment Minion ^{FO}

Minion brand ^{FO}

Slicing brambles

LEVEL 2

Defile air ^{FO}

Defile earth ^{FO}

Defile fire ^{FO}

Defile water ^{FO}

Dream thief ^{FO}

Venom focus

Viper strike

LEVEL 4

Spider climb, greater

Swarm boils ^{FO}

LEVEL 5

Master's salvation ^{FO}

Touch of slime ^{FO}



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ARIA OF INSANITY

School enchantment [First Ones, Mind-Affecting];

Level bard 3, sorcerer/ wizard 4

Casting Time 1 full round

Component V

Range Close (25 ft. +5 ft./ 2 levels)

Target One creature

Duration 1 day/level

Saving Throw Will negates, see text; **Spell Resistance** Yes

An *aria of insanity* is a specialized curse. The caster whistles or otherwise intones a brief piece of music. The spell embeds that tune into the target's mind, where it continues to play, over and over again, in perpetual repetition, never ceasing.

If the creature fails the Will save to resist the spell, the aria is implanted. While under the effects of the spell, the creature is considered to be "distracted by a non-damaging spell," requiring a Concentration check against the save DC of the aria to cast spells or undertake any sort of complex action.

The creature also has difficulty sleeping, requiring twice the normal amount of rest to recover hit points and prepare spells. After two days under the spell's effects, the victim is fatigued. After five days, the victim is exhausted.

AUGMENT MINION

School transmutation [First Ones, polymorph]; **Level** cleric 1, sorcerer/ wizard 1, witch 1

Casting Time 1 standard action

Component V, S

Range Touch

Target One minion touched

Duration 1 round/ level

Saving Throw None; **Spell Resistance** No

When cast on a creature you have marked with a *minion mark* spell, all of the target's natural attacks deal damage as if they were one size category larger. A skythian's bone razor ability is augmented with this spell.

BODY OF EYES

School divination [First Ones]; **Level** cleric 3, sorcerer/ wizard 3

Casting Time 1 standard action

Component V, S, DF/M (a chameleon eye)

Range you

Duration 1 minute / level (D)

Saving Throw none; **Spell Resistance** no

Body of eyes covers the caster's body with eyes granting it 360 degree vision. This gives the caster the benefits of the uncanny dodge ability (as barbarian). If the caster already has the uncanny dodge ability, he instead gains the improved uncanny dodge ability. It is not possible to close

one's eyes or avert gaze while under the effect of this spell.

BOLT OF SLIME

School evocation [acid, fire, First One]; **Level** sorcerer/ wizard 4

Components V, S, M (bit of ooze)

Casting Time 1 standard action

Range Long (400 ft. + 40 ft./level)

Area 20-ft. radius spread

Duration Instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Throwing a ball of gunk, goop or other protoplasmic material at a target, the caster causes a ball of slime to explode in all directions. The slime is not alive but has the heat and consistency of molten lead. The slimeball does 1d6 points of fire damage per caster level (maximum 10d6).

Each round after the first, up to 1 round per five caster levels (maximum 4 rounds at caster level 20th), the slimeball begins to eat through flesh dealing 2d6 points of acid damage to the affected creature. A successful Reflex save halves the initial damage and avoids the secondary damage.

DEFILE AIR

School necromancy [evil, First Ones]; **Level** cleric 2, sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Component V, S

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

Area 10-ft radius of air

Duration 1 round/level (D)

Saving Throw Fortitude half; **Spell Resistance** Yes

The air in the area fills with dark energy. The area is visible but does not provide concealment.

Entering or touching the area with exposed flesh causes 1d6 points of negative energy damage per round, as long as contact is maintained. Creatures with the air subtype take 1d6 per two caster levels per round (maximum of 10d6 at level 20).

DEFILE EARTH

School necromancy [evil, First Ones]; **Level** cleric 2, sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Component V, S

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

Area 10-ft radius of earth or stone

Duration 1 round/level (D)

Saving Throw Fortitude half; **Spell Resistance** Yes

The earth and stone in the area fills with dark energy. The area is visible but does not provide concealment.

Entering or touching the area with exposed flesh causes 1d6 points of negative energy damage per round, as long as contact is maintained. Creatures



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with the earth subtype take 1d6 per two caster levels per round (maximum of 10d6 at level 20).

DEFILE FLAME

School necromancy [evil, First Ones]; **Level** cleric 2, sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Component V, S

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

Area 10-ft radius of fire

Duration 1 round/level (D)

Saving Throw Fortitude half; **Spell Resistance** Yes

Flames in the area fill with dark energy. The area is visible but does not provide concealment.

Entering or touching the area with exposed flesh causes 1d6 points of negative energy damage per round, as long as contact is maintained. Creatures with the fire subtype take 1d6 per two caster levels per round (maximum of 10d6 at level 20).

DEFILE WATER

School necromancy [evil, First Ones]; **Level** cleric 2, sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Component V, S

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

Area 10-ft radius of water

Duration 1 round/level (D)

Saving Throw Fortitude half; **Spell Resistance** Yes

Water in the area fills with dark energy. The area is visible but does not provide concealment.

Entering or touching the area with exposed flesh causes 1d6 points of negative energy damage per round, as long as contact is maintained. Creatures with the water subtype take 1d6 per two caster levels per round (maximum of 10d6 at level 20).

DISPEL MINIONS

School necromancy; **Level** bard 2, cleric 3, sorcerer/ wizard 3

Casting Time 1 standard action

Components S, V, F/DF

Range you

Area burst with diameter of 100ft. + 10ft./level

Target all minion corpses in range

Duration Instantaneous

Saving Throw Will (harmless); **Spell Resistance** Yes (harmless)

This spell is one of the main reasons the First Ones have managed to remain undetected for such a long time. This spell destroys the bodies of any dead creatures marked by the *minion mark* spell of the caster. Bodies turn into vile smelling ooze that dries within a minute. All the equipment remains, but the bodies disappear.

DREAM THIEF

School necromancy (evil, First One); **Level** cleric 2, sorcerer/ wizard 2, witch 2

Components V, S

Casting Time 1 minute

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

Target One creature

Duration 1 day/ level (D)

Saving Throw Will negates; **Spell Resistance** Yes

This spell steals the dreams from the subject's mind each time he sleeps. So long as the subject is affected by this spell, he does not gain the benefits of a good night's sleep. That is, the subject does not regain hit points or heal ability damage, arcane casters do not regain lost spells, and the target is fatigued. Creatures that do not sleep (such as undead and constructs) cannot be affected by this spell. The effective penalty to ability scores does not stack from day to day.

The subject gets a new saving throw every night.

Remove curse automatically dispels *dream thief*.

IMMEDIATE POSSESSION

School necromancy [evil, First Ones]; **Level** cleric 7, sorcerer/ wizard 7

Casting Time 1 standard action

Components V

Range close (25ft. + 5ft. / 2 levels)

Target one creature of the First One subtype per level

Duration Permanent

Saving Throw Will negates; **Spell Resistance** Yes

This spell works in a manner similar to a *magic jar* spell, except that it can be used only on creatures of the First One subtype and it requires only that a suitable target be present. If a target fails its saving throw, the target is taken over and is transformed immediately into the caster. The caster takes a negative for each HD or level the target possessed.

The soul of the previous owner is destroyed and can only be retrieved with a *wish* or *miracle*.

The caster gets the choice of which creature it affects first. If there are eligible target in range, randomly determine who is possessed.

IMMEDIATE POSSESSION, GREATER

School necromancy [evil, First Ones]; **Level** cleric 9, sorcerer/ wizard 9

Casting Time 1 immediate action

Range long (400ft. + 40ft. / level)

This spell works like an *immediate possession* spell except as noted above.

MARK OF IGNORANCE

School enchantment [evil, mind-affecting]; **Level** bard 2, cleric 3, sorcerer/ wizard 3

Casting Time 1 standard action

Components V

Range close (25ft. + 5ft. per 2 caster levels)

Target one intelligent living creature

Duration 1 hour / level

Saving Throw Will negates; **Spell Resistance** yes



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When this spell is cast, the target is unable to speak to, look at, think about or disturb the caster through direct or indirect means. If somehow forced or compelled to do so, the target is wracked in pain and is nauseated.

MASTER'S SALVATION

School necromancy [First Ones]; **Level** cleric 5, sorcerer/ wizard 5, witch 5

Casting Time 1 standard action

Components S, V, F/DF

Range touch, see text

Target one of your living minions

Duration permanent until discharged (D)

Saving Throw none; **Spell Resistance** no

This spell is similar to a *contingency* spell. If the caster is the target of an attack, he may, as an immediate action, transfer the damage to one of his minions within 5 feet per level of the caster. This transfer happens after any saves and resistance are applied. The caster must have line of sight to the minion to use this. Any damage beyond that which kills the minion is wasted and lost. A master may only have a number of *master's salvations* active equal to its spellcasting ability (Intelligence for wizards and witches, Wisdom for cleric, Charisma for oracles and sorcerers).

MINION COURIER

School enchantment [Mind-Affecting]; **Level** bard 2, cleric 2, sorcerer/ wizard 2, witch 2

Casting Time 1 full round



Components S, V, F/DF

Range touch

Target one of your living minions

Duration 1 day/ level (D)

Saving Throw none; **Spell Resistance** no

You can hide a message of twenty five words plus one word/ caster level in the target's subconscious mind. The target does not remember the message until a pre-determined command word or condition is met. Then the minion recites the message word for word, even if he does not speak the language the message is in. Once the message is delivered, the target remembers nothing of the message.

MINION BRAND

School universal [First Ones]; **Level** bard 1, cleric 1, sorcerer/ wizard 1, witch 1

Casting Time 1 minute

Components S, V, F/DF

Range one living creature

Target one creature

Duration Instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes

This spell allows a First One to brand someone as a one of their minions, like a *minion mark* spell. However, the casting of the spell involves scarring the target. This minion (willing or not) takes 1 point of damage - this damage cannot be saved from. Once the mark is implanted, removing it requires a *break enchantment* or *remove curse*. It can also be removed by more traditional means, with the target taking 1d4 points of Charisma damage.

MINION MARK

School universal [First Ones]; **Level** bard 0, cleric (First One Pantheon) 0, sorcerer/ wizard 0, witch 0

Casting Time 1 minute

Components S, V, F/DF

Range willing living creature

Duration Instantaneous, see text

Saving Throw none; **Spell Resistance** no

A minion mark spells allows the First Ones to magically mark a willing target as one of its own minions in a manner similar to an *arcane mark*. A minion mark can be revealed the same way as an *arcane mark*. Using a *read magic* reveals the words "I belong to [name]".

A creature may only have one *minion mark* at a time. A subsequent casting returns the mark, until the master

TYRANTS! SAGGAKAR

dispels the mark or dies.

MINION SENDING

School evocation; **Level** cleric 3, sorcerer/ wizard 4

Casting Time 1 full round

Component V, S

Range See text

Target One creature

Duration 1 round (see text)

Saving Throw None; **Spell Resistance** No

As *sending*, except that you can simultaneously send the same message to any and all creatures currently your *minion mark*. You may exclude any minion you want.

SLICING BRAMBLES

School transmutation; **Level** druid 1, witch 1 **Casting Time** 1 standard action

Component V, S

Area plants in a 20-ft.-radius spread

Range Medium (100ft. + 10ft./ caster level)

Duration 1 round/ level (D)

Saving Throw Reflex half, see text; **Spell Resistance** no

This spell causes tall grass, weeds and other plants to grow stiff thorns and razor-sharp, cutting every creature passing through. Any creature moving through the area takes 1d6 points of slashing damage per two caster levels (to a maximum of 5d6 at level 10). A Reflex save halves the damage.

SPIDER CLIMB, GREATER

School transmutation; **Level** druid 4, sorcerer/ wizard 4, witch 4

Casting Time 1 standard action

Component V, S, M (a spider's leg)

Range Touch

Target Creature touched

Duration 10 minute/ level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell acts like *spider climb*, but four spiderlike limbs sprout from the target, allowing a target to climb leaving his hands free to carry objects or cast spells. A target can use the run action while climbing and under the effects of this spell.

SWARM BOILS

School conjuration [summoning, First Ones]; **Level** cleric 3, sorcerer/ wizard 3, witch 3

Casting Time 1 standard action

Component V, S, M (a spider's leg)

Range close (25ft. + 5ft./ 2 caster levels)

Target one living target

Duration Instantaneous, see text

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

This spell causes the target's skin to erupt in vile boils from which thousands of spiders erupts forming

into a swarm of tiny spiders. Unlike the *summon swarm* spell, these spiders are under the control of the caster.

The boils cause 1d6 points of damage per two caster levels (maximum of 10d6) as the spiders burst from the boils. A successful fortitude save halves that damage.

TOUCH OF MADNESS

School Enchantment [Compulsion, First Ones, Mind-Affecting]; **Level** cleric 5, sorcerer/ wizard 5

Casting Time 1 standard action

Component V, S

Target Creature touched

Duration Permanent (D)

Saving Throw Will negates; **Spell Resistance** Yes

As *insanity*, except the caster must make a successful touch attack against the target.

TOUCH OF SLIME

School transmutation [First Ones]; **Level** cleric 5, sorcerer/ wizard 5, witch 5

Casting Time 1 standard action

Component V, S, DF

Range touch

Target creature touched

Duration instantaneous, see text

Saving Throw Fortitude partial; **Spell Resistance** yes

Upon a successful touch attack, the target's flesh begins to turn into slime. On a successful Fortitude save, the target takes 1d4 points of Constitution damage, and the spell ends.

If the save is failed, the target takes 1d4 points of Constitution damage, and the target continues to make the save every round until it succeeds or its Constitution reaches 0, taking an additional 1d4 points of Constitution damage each round of a failed save. Every failed saving throw also lower a creature's natural armor by one (minimum 0).

A creature whose Constitution score reaches 0 is turned into an arcaneslime.

VENOM FOCUS

School transmutation; **Level** cleric 2, druid 2, sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Component V, S, DF

Range touch

Target creature touched

Duration 1 minute/ level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

When cast, the target creature's natural poison damage dice increases by one type, using the same chart as a weapon growing one size. This spell would work on a spider's venom, but not an iron cobra. It has no effect on poison spells or any



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poison effect that is not naturally produced by the target.

VIPER STRIKE

School transmutation; **Level** druid 2, witch 2

Casting Time 1 standard action

Component V, S, DF

Target self

Duration 1 round/ level (D)

Saving Throw none; **Spell Resistance** no

This spell transforms one arm of the caster into a serpentine tentacle with a viper's head. The attack deals 1d4 per two caster levels (to a maximum of 5d4 at level 10). The viper is considered a light natural weapon.

At caster level 7, the viper gains a reach of 10 feet. At caster level 11, the reach increases to 15 feet.

If the caster casts a *poison* spell, each attack with the *viper strike* may deliver the poison.

WALL OF DARKNESS

School evocation [shadow]; **Level** sorcerer/ wizard 1

Casting Time 1 standard action

Component V, S

Effect a plane made of shadow, up to one 10ft. square/level, or an hemisphere of shadow up to 3ft. +1ft./ level

Duration 1 minute/ level (D)

Saving Throw none; **Spell Resistance** no

This spell creates an opaque wall of darkness (as *darkness* spell). The wall blocks line of sight, but not line of effect. It otherwise behaves like a *darkness* spell. The wall for not need to be anchored and can be created in any direction, from vertical to horizontal.

WORD OF KHAYNE

School illusion [First Ones]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 1 standard action

Components V

Range close (25ft. + 5ft. / 2 levels)

Target all First Ones in a circle with a radius of 100ft. / level.

Duration Permanent, until discharged

Saving Throw Will, see text; **Spell Resistance** Yes

This powerful spell is often cast by extremely powerful First Ones as a means of forcing their subordinates to keep their secrets. The caster stipulates a condition, like a *contingency* spell, and when that condition happens, the target becomes the victim of a *heightened phantasmal killer* spell (as a level 7 spell). If the target resists the phantasmal killer effect, the spell is discharged for that person only.

Attempts have been made to affect non-worshippers but such attempts have not been successful.

The effect is known to trigger if it is the target of a dispelling attempt.

ZONE OF SLAUGHTER

School transmutation; **Level** cleric 5

Casting Time 1 standard action

Component V, S, DF

Range Touch

Area 30ft. radius emanation centered around you

Duration 1 minute/ level

Saving Throw none; **Spell Resistance** no

Upon casting this spell, every melee weapon used in the area automatically confirms any critical threats rolled. There is no way to exclude anyone in the area. Also any living creature in the area cannot stabilize on its own, however magic healing or a successful Heal check work normally.



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NEW MONSTERS

NEW RULES

FIRST ONE SUBTYPE

Creatures with this subtype have the following common traits and abilities.

- Darkvision 60 feet.
- Belong to the First Ones' forces and treated as such by others.
- May breed with other First Ones

FIRST ONE SPAWN (CR + 1)

The First Ones created a number of creatures to serve them, but they also modified a number of others. Many of these greatly deformed creatures are known simply as "First One Spawn". These creatures are usually dumb, stupid and extremely hungry.

CREATING A FIRST ONE SPAWN

"First One Spawn" is an acquired template that can be added to any living, corporeal creature.

Rebuild: CR +1; **Alignment** shifts to evil; gain the First Ones subtype; **Senses:** darkvision 30ft.; **AC** +1 natural; **Melee** gain two claws as primary attack, if the creature already has claw attacks, gain the Improved Natural Attack (claws) as a bonus feat; **Abilities:** Str +4, Con +2, Int -4 (min 1), Wis -2 (min 1); **Language** gain Exodite as a bonus language, creatures that have no language do not gain the ability to speak; **Special Ability:** Create Spawn.

Create Spawn: A First One spawn that breeds with a creature of the original type produces children with this template.



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ARAKNID

This spider's lower belly ends in a barbed stinger oozing with venom. Its eight eyes stare malevolently.

ARAKNID CR 12

CE Large monstrous humanoid (First One)

Init +0; **Senses** darkvision 60ft.; **Perception** +9

DEFENSE

AC 20, **touch** 14, **flat-footed** 20 (+6 natural, -1 size);

hp 168 (16d10+80)

Fort +10, **Ref** +10, **Will** +11; +15 vs. fear

Defensive abilities uncanny dodge; **Immune** web effects

OFFENSE

Speed 30 ft.; **climb** 30ft.

Melee two claws +22 (2d6+9/ 19-20) and bite +19 (1d8+6 plus poison) and sting +19 (1d6+6 plus poison)

Space 10ft.; **Reach** 10ft.

Special Attacks web (+15 ranged, DC 23, 16hp)

Spell-Like Abilities (CL 16th; concentration +17)

At-will – *spider climb*

STATISTICS

Str 23, **Dex** 10, **Con** 20, **Int** 5, **Wis** 12, **Cha** 12

Base Atk +16; **CMB** +23; **CMD** 33

Feats Ability Focus (sting poison), Improved Critical (claws) Improved Natural Attack (claws), Multiattack, Poisonous Bite*, Weapon Focus (claws)

Skills Climb +14, **Perception** +9, **Stealth** +15; **Racial**

Modifiers +8 Climb, +8 Perception

Languages Exodite

ECOLOGY

Environment: Any underground

Organization: solitary, pair or swarm (2-10)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite or Sting—injury; *save* Fort DC 23; *frequency* 1/round for 10 rounds; *effect* 1d4 Str and dazed for one round; *cure* 2 consecutive saves. The save DC is Constitution based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an Aneishi can only use this ability on spiders. An Aneishi gains a +4 racial bonus on this check.

Araknid serve other First Ones as guards and heavy infantry. They are not very bright so they are usually placed under the command of a group of officers who make sure they follow orders.

ARCANESLIME

The ooze glows with a magical rainbow-colored hue.

ARCANESLIME

CR 4

N Medium ooze

Init -5; **Senses** Blindsight 120ft.; **Perception** -5

DEFENSE

AC 5, **touch** 5, **flat-footed** 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Immune acid

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid plus pull)

Special Attack acid splashback, poisonous fumes, slime

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

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** -, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+8 pull); **CMD** 11 (can't be tripped)

SQ Collective sentence, infest

ECOLOGY

Environment: Koryth or underground

Organization: solitary or pair

Treasure none

SPECIAL ABILITIES

Acid splashback (Ex) When an arcaneslime is hit by a melee weapon, the attacker must make a DC17 Reflex save or take 1d6 points of acid damage. The DC is Constitution-based.

Poisonous Fumes (Ex) Each opponent adjacent to an arcaneslime must make a DC 17 Fortitude save or be sickened for one minute. The DC is Constitution-based.

Slime (Ex) When a target is hit by an arcaneslime's slam attack, the target is covered with acidic slime that automatically causes 1d6 acid damage each round for 1d4 round. This damage attacks both the target and its equipment (see *Pathfinder RPG Rulebook*).

Arcaneslimes were first found on old magic-ravaged battlefields. Since then they have been bred for study and are found in crypts and caverns throughout the world. Scholars believe arcaneslimes are magic-infused green slimes.

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MEDENITES

This humanoid creature looks grotesques and deformed. It is covered with a layer of slime not unlike mucus. The layers of hardened mucus on their skin cracks as small spurts of slime ooze out and reforms.

MEDENITE

CR 2

NE Medium aberration

Init +1; **Senses** darkvision 60ft.; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 25 (3d8+12)

Fort +5, **Ref** +2, **Will** +4

OFFENSE

Speed 30ft.

Melee resin longsword +4 (1d8+3/ 19-20 plus psychic strike)

Ranged shortbow +3 touch (1d6 /x3)

Special Attack psychic strike (DC11)

STATISTICS

Str 14, **Dex** 13, **Con** 16, **Int** 11, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 15

Feats **Great Fortitude**^B, **Stealthy**, **Toughness**

Skills **Acrobatics** +7, **Climb** +8, **Perception** +7, **Stealth** +7, **Survival** +7

SQ resin weapons, vermin immunity

Languages Exodite

ECOLOGY

Environment: Underground

Organization: Solitary, pair or war party (3-12 plus one barbarian or ranger leader)

Treasure resin longsword, short bow, 20 arrows

SPECIAL ABILITIES

Psychic Strike (Su) Targets hit by a medenite wielding a melee weapon, must make a Will save DC 10 plus half the medenites' hit dice plus its Wisdom modifier to avoid becoming shaken for one round. This effect functions like the demoralize effect of the Intimidate skill.

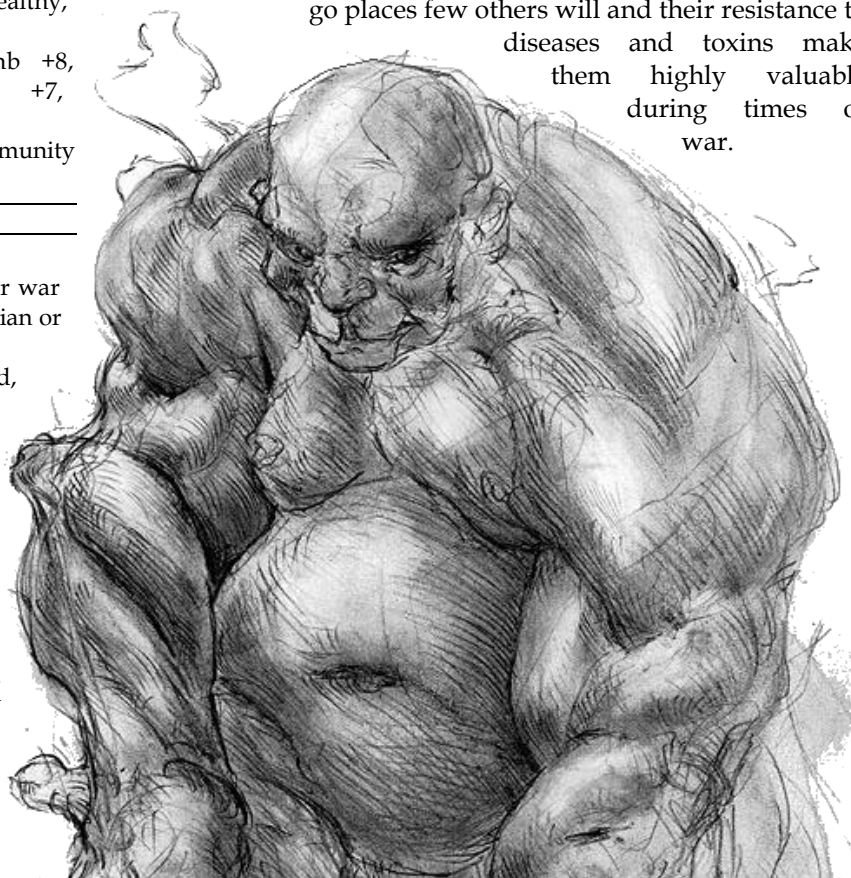
Resin weapons (Su) A medenite can spend an hour to create a weapon out of his own resin. These weapons must be covered with fresh slime every hour or they break down.

Vermin Immunity (Su) Because of its slime coating, medenites are not subject to damage from vermin of size tiny or smaller – thus making them immune to many swarms.

Medenites first came to Saggakar as part of the First Ones' armies. They are believed to be ancestors to the skythians, but do not revel in warfare or combat. Instead, they enjoy a lazy, easy lifestyle. They enjoy living in areas other races avoid. Thus, they occupy and set themselves up as rulers of sewer systems or particularly nasty swamps.

Medenite camps are often surrounded by snares and traps composed of vile material or made to attract vermin. They live in underground chambers resembling palaces.

When called upon to assist their First One masters, they always require payment in services rather than money. They always do as little as possible. However, their willingness to go places few others will and their resistance to diseases and toxins make them highly valuable during times of war.



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SHOGLETH

The man collapses to the ground, dissolving into a roiling mass of toothed-maws, eyes and tentacles. The creature roils and move about with a sickly, squishing sound.

SHOGLETH CR 4

CE Large outsider (chaotic, evil, First One, shapeshifter)

Init +3; **Senses** darkvision 60ft., tremorsense 20ft.; Perception +8

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 52 (5d8+30)

Fort +9, **Ref** +6, **Will** +6

Defensive Abilities ooze traits; **SR** 15

OFFENSE

Speed 30 ft.

Melee 1d6 bites +7 (1d6+3)

Space 10ft.; **Reach** 5ft.

STATISTICS

Str 16, **Dex** 16, **Con** 21, **Int** 9, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +9; **CMD** 22 (cannot be tripped)

Feats Iron Will, Lightning Reflexes, Toughness

Skills Acrobatics +11, Bluff +9, Climb +11, Disguise +9, Stealth +11, Swim +11; **Racial modifiers** +4 Disguise

Languages Aklo, Undercommon

Special Abilities morphing

ECOLOGY

Environment: Any

Organization: solitary

Treasure 1,000gp in jewels

SPECIAL ABILITIES

Morphing (Su) A shogleth

may assume the shape of an Medium or Large-sized humanoid or monstrous humanoid creature.

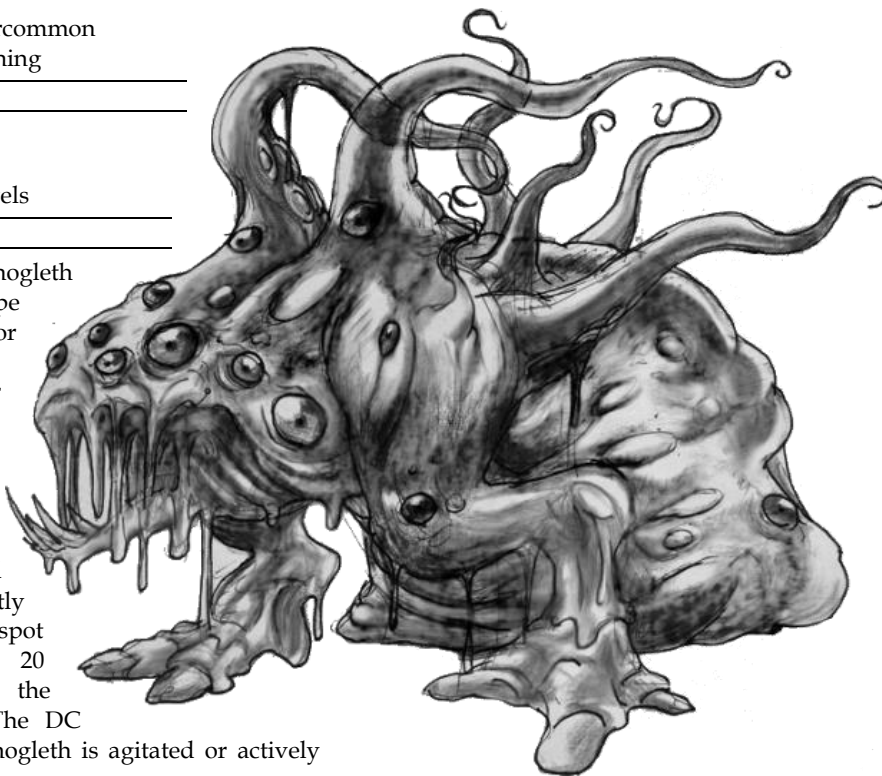
But to do so requires a lot of concentration and small maws and tentacles constantly form on the skin. To spot requires a DC 20 Perception check if the shogleth is calm. The DC drops to 10 if the shogleth is agitated or actively

doing something else. A shogleth can maintain this form indefinitely, but reverts to their natural form at the start of any combat. A Shoglet can return to its true shape has a free action. While morphing, a shogleth loses its ooze traits.

Shogleths are creatures created by the crossbreeding of humanoid creatures with shoggoths. They are a large mass of constantly forming maws and tentacles. The breed is a malevolent shape-shifting horror. Shogleths serve under others, something they hate.

Shogleth have a great love for jewelry and love to decorate their bodies with rings, necklaces and bracelets they morph around all the time.

The First Ones use shogleths to infiltrate and spy on their enemies. Because of the concentration that their morphing abilities require, they rarely impersonate others. Rather, they pass themselves off as nondescript peasant, soldiers and warrior and spread terror by morphing back into their own shapes.



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NEW TRAPS

NEW TRAPS

ALCHEMIST'S SURPRISE

An alchemist's surprise is a trap that uses alchemist fire to damage unsuspecting intruders.

ALCHEMIST'S SURPRISE CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger mechanical; **Reset** repair

Effect oil (Atk +10 ranged touch, no damage) and alchemist fire (+10 ranged touch, one target, per alchemist fire); multiple targets (all targets in a 10-ft. square area). Because of the splash effect, all targets covered with oil take an additional 1d6 points of fire damage, but cannot catch fire.

CHAMBER OF MADNESS

This room was not originally built as a trap, but rather as a torture device. However, it has since become a favorite among the elite. The chamber of madness is now used as entertainment.

First, a twenty-foot pit is dug under a room where a gibbering moulder is placed. Then a sturdy floor is built, with a grate or holes to allow sound to pass through. Then fake traps placed in the room above, such as spikes on the ceiling, or a light water flow focus the attention of the prospective trappingsmith.

CHAMBER OF MADNESS CR 3 (5)

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; **Reset** repair

Effect all targets in the room, must make a DC 20 Will save or suffer the effects of confusion for 1 round. However, because of the acoustics, one does not become accustomed to the gibbering moulder (see *Pathfinder RPG Bestiary*). Slaying the moulder (CR 5) disables the trap.

FEEDING CHAMBER

These traps were created by the First Ones as a way to dispose of unwanted slaves. First Ones love the humorous reference that a feeding chamber is used to stop feeding a slave. Upon

entering the chamber, a stone door (the stone door has a hardness 8 with 80 hit points) closes shut. The room then fills with acid gas.

FEEDING CHAMBER CR 8

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; **Reset** automatic reset

Effect acid cloud (12d6 acid damage), DC 20 Fortitude half; multiple targets (all targets in a 10-ft. square area)

FLOODING PORTAL

A flooding portal is a doorway behind which is a large volume of water. When designed on purpose, these portals are generally used in tandem with pit traps. A flooding portal leaves behind tiny puddles of water.

FLOODING PORTAL CR 3

Type location (portal); Perception DC 20; Disable Device DC 25

EFFECTS

Trigger location; **Reset** manual

Effect all targets in a 30ft. radius in front of the doors are subject to a +20 bull rush attempt pushing them away from the portal.

ROTTING PORTAL

A rotting portal is not an immediately threatening trap, but it destroys resources, and wastes the time of opponents.

ROTTING PORTAL CR 1

Type location (portal); Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** automatic

Bypass code word

Effect all targets passing through the portal sees all non-magical food and water spoil and go bad. All potions are allowed a single saving throw or spoil.

SLIMED FLOOR

The First Ones are very fond of using this type of trap as a method of alarm. Their guards wait for someone to get stuck, move in as they fight to break free.

SLIMED FLOOR CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** automatic



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Effect all targets stepping on a square covered with slime sticks to it and cannot move, and gain the entangled condition, the slime can be broken with a DC15 Strength check; a Reflex DC20 avoids; multiple targets (all targets in a 10-ft.-square area).

SPIKED FLOOR

Spiked floors are a variation of the spike pit trap. Here, spikes jet up from the floor on the targets.

SPIKED FLOOR TRAP	CR 1
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Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic

Effect spikes (Atk +10 melee, 1d4 spikes per target for 1d4 points of damage each); DC 15 Reflex avoids; multiple targets (all targets in a 10-ft. square area)



TYRANTS! SAGGAKAR

We are the First Ones.
Lordship is our burden.
Obedience is our birthright.
Power is fickle.
Service is Eternal.

The First Ones, their names conjures images of tyranny and oppression. This book contains all you need to add the First Ones to your game.

Explore the dark minds of a First One to discover who they are, how they think, why they are that way. Not only through their history, but through a series of character concepts, including concept twists. Discover the religion of the Dark Gods, the relations of the First Ones with beings from the multiverse.

Six type of First Ones, from the magic-obsessed Grexodite to the demonic-infused netherlings to the mutated spiderlings

New class options, twenty new Feats, five new prestige classes, twenty-eight new spells, four new horrible monsters, seven devilish traps

Evil comes to the Pathfinder RPG.

