

CRISIS

OF THE **WORLD EATER**



ADVERSARIES OF CRISIS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CRISIS OF THE WORLD EATER

ADVERSARIES OF CRISIS

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THE ONYX CABAL

ONYX COMMANDER

Despite a heavy cloak overtop, a suit of heavy armor is what covers every inch of this man's body. All that is visible of him is a set of piercing green eyes, peering out from a silver mask, whose only feature is an vertical eye set within a circle.

ONYX COMMANDER CR 20 — 307,200 XP

Human magus 20 (Pathfinder Roleplaying Game Ultimate Magic)

LE Medium humanoid (evil, human, lawful)

Init +1; Senses see in darkness; **Perception** +20

DEFENSE

AC 32, touch 16, flat-footed 29 (+14 armor, +3 deflection, +1 Dex, +2 natural, +2 *shield*)

hp 173 (20d8+80)

Fort +19, **Ref** +11, **Will** +16

Defensive Abilities entropy heart, omega force; **Immune** hit point damage, ability score damage, death effects; **DR** 3/—; **SR** 13

Weaknesses external heart

OFFENSE

Spd 30 ft.

Melee +5 *shocking burst* *spiked gauntlet* +26/+26/+21/+16 (1d4+11 plus 1d6 electricity 19-20)

Special Attacks arcane pool 13, counterstrike, greater spell combat, improved spell combat, magus arcana (close range, critical strike, maneuver mastery (grapple), pool strike 7d6, still magic, quickened magic), spell combat, spellstrike, true magus

Magus Spells Prepared (Concentration +23)

6th—*disintegrate* (3), *greater dispel magic*, *wall of iron*

5th—*baleful polymorph*, *cone of cold*, *teleport*, *wall of force* (2)

4th—*ball lightning*, *black tentacles*, *fireball*, *greater invisibility*, *phantasmal killer*

3rd—*blink*, *cloak of winds*, *dispel magic*, *greater magic weapon*, *keen edge*

2nd—*alter self*, *bear's endurance*, *bull's strength*, *mirror image*, *scorching ray*

1st—*chill touch*, *color spray*, *enlarge person*, *feather fall*, *unseen servant*

0th (at will)—*arcane mark*, *dancing lights*, *detect undead*, *mage hand*, *read magic*

TACTICS

Before Combat The Onyx Commander casts *greater magic weapon* and *keen edge* to empower his spiked gauntlet, then uses his magus arcana to add speed and shocking burst to improve them further. Right before combat begins, he casts *mirror image*, and readies *phantasmal killer* on the first opponent to approach him.

During Combat The Onyx Commander opens by splitting the party with *wall of iron* before grappling a dangerous target. If his grappling target is a caster, he makes a spellstrike (taking an additional penalty of -3 to receive a +6 spell combat bonus to Concentration - with a typical Concentration DC of 16 + the opponent's CMB) with a close range *disintegrate* (with the DC

improved to 21), and if his grappled target is a melee fighter he instead makes a pool strike or an attack with his gauntlet of rust, and then an additional attack with Rapid Grappler, all the while using his target for cover with *Body Shield*. If he is not grappling, he will use Snapping Turtle Clutch to grab the first opponent to miss him that is capable of doing precision damage.

Morale The Onyx Commander is immortal until the Entropy Heart is removed, and the Entropy Heart is invulnerable so long as it is encased in his armor. Once it is removed and destroyed, he will come to his senses and immediately surrender. If his armor is broken to loosen the heart, he will typically use the Omega Force to replicate *make whole*, instantly repairing his armor.

Base Statistics without his enhancements, the Onyx Commanders statistics are Melee +1 spiked gauntlet +22/+17/+12 (1d4+6)

STATISTICS

Str 18, **Dex** 12, **Con** 17, **Int** 17, **Wis** 10, **Cha** 12

Base Atk +15; **CMB** +19 (+28 grapple); **CMD** 35 (44 vs. grapple)

Feats *Body Shield*^{UC}, Combat Casting, Combat Reflexes, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Improved Weapon Focus (Spiked Gauntlet)^B, Rapid Grappler^{UC}, Snapping Turtle Style^{UC}, Snapping Turtle Clutch^{UC}, Snapping Turtle Shell^{UC}, Weapon Focus (Spiked Gauntlet)^B, Weapon Specialization (Spiked Gauntlet)^B

Skills Bluff +21, Diplomacy +21, Intimidate +24, Perception +20, Sense Motive +21, Use Magic Device +24

Languages Common, Elven, Draconic, Infernal

SQ fighter training, greater spell access, heavy armor, improved spell recall, knowledge pool, medium armor, spell recall

Gear +1 *spiked gauntlet*, *gauntlet of rust*, +5 *spell resistance* (13) *adamantine full plate*, *belt of physical might* +4 (Strength, Constitution), *cloak of resistance* +4, *ring of protection* +3, *amulet of natural armor* +2

SPECIAL ABILITIES

Entropy Heart (Ex) The Onyx Commander has Saitan's heart as his own, and in doing so is filled with the power of the Omega Force. So long as he retains the entropy heart, he is immune to hit point damage, ability drain, and death effects. In addition, as a swift action he can end any condition currently affecting him.

External Heart (Ex) Cautioned by Dagna Petrov against allowing the Omega Force to possess him, the Onyx Commander never absorbed the Omega Force into his body. Instead, he focuses it through the remains of Saitan's heart. He has forged the eight-inch tall, still-beating heart into the center of his armor so that it will always be close to him. The heart is utterly indestructible (except by means of someone using a Seed of Change), but the armor around it is "merely" adamantine (hardness 20, 20 hit points). Once exposed, it can be removed from the Onyx Commander's chest with a DC 36 Steal or Disarm combat maneuver.

Omega Force (Su) The Onyx Commander has exceptional control over the Omega Force. As a standard action, he can replicate the effects of wish, create an explosion of energy doing 10d6 points of fire, cold or electricity damage in a 30 ft radius (DC 21 Reflex for half), or target a creature within 1 mile with *true resurrection*. Once he has used this ability, he must wait 1d4 rounds to use it again.

Controlling the mysterious Onyx Cabal with an often literal iron fist, the Onyx Commander has been a thorn in the side of the Confederated Nations for decades. Before that, he presented himself as an ally; Korric Mikal, absolute leader of the distant country of Oryx. He saw in the empire an alliance of like minds, only to be rejected by the public branch of the Emperor's Court as he was accepted by its underbelly.

Rather than accepting the empire's duality, the Korric swore to tear it down entirely. He created his new identity within the empire, and tracked down powerful individuals with similar ideals: Rashid Ibn Gadi and Dagna Petrov - not knowing of the touch of Omega upon their motivations - and together they overtook the then-small rebel group of the Onyx Cabal.

Since then, the Cabal has grown in power exponentially, and secretly supports every attempt to undermine the empire. They had even been supporting Saitan's attack on the planet under the misguided belief that they would be able to succeed when the empire failed. And when Saitan fell, the Onyx Commander seized the gulf of power by means of Saitan's heart. And with it, absolute control over the Omega Force, even as it seeped into his mind.

CONTINUING THE CAMPAIGN WITH THE ONYX COMMANDER

Once freed from the control of Omega and the Entropy Heart, the Onyx Commander will briefly turn into an ally for the party. Once the final encounters are complete, he will once again stand against them, and their empire. While he will be personally grateful to the PCs for saving him, he swears that he will continue to undermine the Confederated Nations for as long as it exists, seeing it as a dishonest and corrupt empire that deserves nothing more than to be torn down.

After this declaration, The Onyx Commander will vanish for months or years, back to Oryx. There, he will rebuild himself once again as Korric Mikal, and consider ways to once again tear down the PCs and the Confederated Nations in the future.

If the PCs slay the Onyx Commander or prevent him from escaping the Inverse Ark, he will likely be resurrected by one of his more sinister allies: Saxe. With a score to settle, a new base of operations, and the Onyx Commander and Saxe will begin to accumulate mythic power, and strike once more at the party from the shadows!

ANNA

With her long red hair tied back and dark rings under brilliant yellow eyes, this stout woman shows signs of carrying on, despite having seen far too much.

ANNA

CR 18 — 153,600 XP

Female Dwarf Ex-Cleric 14 Expert 6
N Medium humanoid (dwarf)
Init +6; Senses darkvision 60 ft.; **Perception** +27

DEFENSE

AC 21, touch 12, flat-footed 19 (+9 armor, +2 Dex)
hp 165 (14d8+6d8+80)
Fort +18, **Ref** +15, **Will** +23; +2 versus poison

OFFENSE

Spd 20 ft.
Melee mwk warhammer +16/+11 (1d8)
Ranged +1 *reliable flaming revolver* +17/+12 (1d8+1 plus 1d6 fire/x4, range 20 ft.)
Special Attacks +1 to hit versus orcs and goblinoids
Stolen Magic Spells Prepared (CL 20th; Concentration +24)
9th—*gate, miracle (2), true resurrection*
8th—*dimensional lock, discern location, greater spell immunity, summon monster VIII*
7th—*destruction (2), greater restoration, regeneration*
6th—*banishment, heal, planar ally, quest*
5th—*break enchantment, breath of life, plane shift, raise dead*
4th—*cure critical wounds (2), imbue with spell ability (2)*
3rd—*cure serious wounds, dispel magic, remove curse, speak with dead*
2nd—*hold person, lesser restoration (2), zone of truth*
1st—*command, cure light wounds (2), sanctuary*
0th (at will)—*guidance, light, mending, stabilize*

TACTICS

Before Combat Anna doesn't enter combat without prompting, either at someone's explicit request, or to defend herself.

During Combat Anna summons greater air elementals with *summon monster VIII*, then targets her opponents with destruction as her elementals defend her. In prolonged combats, she creates a *gate* to summon forth a begrudging archon.

Morale Anna resignedly fights to the death, unless someone gives her a reason to surrender or retreat.

STATISTICS

Str 10, **Dex** 14, **Con** 15, **Int** 16, **Wis** 19, **Cha** 10
Base Atk +14; **CMB** +14; **CMD** 26 (30 versus bull rush or trip)
Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Items, Exotic Weapon Proficiency (revolver), Improved Initiative, Lightning Reflexes, Skill Focus (Craft [armor, technology, weapons]), Toughness
Skills Appraise +27 (+29 metal and gemstones), Craft (armor, technology, weapons) +30, Disable Device +25, Diplomacy +23, Perception +27 (+29 to notice unusual stonework), Spellcraft +26
Languages Celestial, Common, Dwarven; truespeech
SQ forbidden knowledge of the gods, slow and steady, stolen magic

Combat Gear consumable; **Other Gear** +1 *reliable flaming revolver*, mwk warhammer, +5 *glammered chain shirt*, *cloak of resistance* +5, *belt of incredible dexterity* +6, mundane gear, mundane gear, 14,000 gp in diamond dust

SPECIAL ABILITIES

Forbidden Knowledge of the Gods (Ex) Anna automatically passes all knowledge checks, regardless of the DC. In addition, she understands and is capable of crafting robots and other technological constructs.

Stolen Magic (Su) Despite Anna no longer following her gods, and even having retrained several of her cleric levels, she can still cast spells as though she were a 20th level cleric.

Anna, once, was a high-ranking cleric of a pantheon of dwarven deities. They shared with her the secrets of the stone, then of the universe. They taught her that there were other beings even above themselves. The idea that the gods were not all powerful, that they were ruled over by greater and more fundamental forces of the universe, like Math, Change, Ending, Time and others, shook her faith to the core and eventually to her resigning her role within the church.

She worked as a smith, as a laborer, and as a craftsdwarf for years before she was discovered by the Cabal. Their offer for her was straightforward: the Cabal would take the empire of the Confederated Nations and transform it. Take control of the fate of the nation and the world where the gods—and higher entities—themselves would not.

With trepidation, she joined the Cabal. She provided them with tools and weapons unlike anything the world had known before, powerful firearms and magical tools. And while she worked, she was kept away from the true motivations of the Cabal.

When the Chronieler arrived to help build an Ark, Anna was asked not only to aid her, but to study her. If humanoids like the Chronieler could transcend their mortal bodies, what other limits might they be able to bypass?

Hephesta threw herself into her study with a passion. After a series of tests—one of which lead to the transfer of Uja's mind to a new magical body—together with the Chronieler she managed to create a new life: Chandar. With self awareness, great power, and the knowledge of thousands of dead worlds, Cyrus stood as the herald for a new age.

With Cyrus's creation, the Onyx Commander revealed his true intentions. He filled Cyrus with the Omega Force, and declared the young android his greatest weapon, with which he would finally conquer and destroy the empire, and the world.

Hephesta was staggered by this revelation - especially the perceived loss of Cyrus. She is a stronger person than than one who entirely gives up, but when the PCs meet her the betrayal is still fresh in her mind leaving her numb and confused, without clear goals or motives.

CONTINUING THE CAMPAIGN WITH ANNA

The fallen cleric isn't an adversary of the PCs at first, but she is a powerful player in the adventure nonetheless. If the players help her handle her second crisis of faith, she could become a stalwart ally in the future. She might even return to the favor of the gods. If the party leaves the dwarf to her own devices, however, Anna is likely to fall into darkness. After working so hard to forge her own destiny, she is likely to go mad, and turn her forbidden knowledge to the ends of crushing Neyth once and for all.

CHANDAR

Were it not for his metallic skin tone, you could easily have mistaken this child as human at a glance. Certainly it is extraordinarily lifelike, with only the color of the skin, glowing green eyes with only glowing green eyes and a complex mechanism visible in its chest suggesting it is anything other.

CHANDAR CR 19 — 204,800 XP

LN Small humanoid (robot)

Init +1; Senses darkvision 60 ft., low-light vision; **Perception** +37

DEFENSE

AC 34, touch 34, flat-footed 33 (+22 deflection, +1 Dex, +1 size)

hp 218 (20d10+10), force field (100 hp, fast healing 20)

Fort +7, **Ref** +8, **Will** +21

Defensive Abilities living plasma, deflective force fields; **DR** 20/chaotic and adamantine; **Immune** cold, construct traits, electricity, fire

Weaknesses vulnerable to critical hits

OFFENSE

Spd 30 ft., fly 60 ft. (perfect)

Melee slam +29 (1d6+8 plus burn)

Ranged gravimetric pulse +26 (30d6 force)

Special Attacks burn 20d6 (DC 20), gravimetric pulse

TACTICS

During Combat Chandar uses his maneuverability to stay out of direct combat, flying into the sky, and firing gravimetric pulses at anyone who attempts to follow him. He saves his Omega Force to resurrect or otherwise heal his allies.

Morale Chandar doesn't understand death, and fights until he is destroyed.

STATISTICS

Str 26, **Dex** 12, **Con** —, **Int** 10, **Wis** 38, **Cha** 14

Base Atk +20; **CMB** +27; **CMD** 38

Skills Perception +37, Sense Motive +37

Languages universal translator

SQ living plasma, gravity control, knowledge of a thousand worlds, omega force

SPECIAL ABILITIES

Deflective Force Fields (Ex) While Chandar's force fields are active, his natural armor bonus to AC (normally +22) is considered to be a deflection bonus. When his force fields are lowered, his touch AC decreases to 12.

Living Plasma (Ex) contained inside Chandar's metallic shell is a matrix of living plasma, and his body is superheated as a result. When his force field is active, he can suppress or reactivate his burn ability as a free action - but when his force field is breached, it requires a move action each round to suppress his burn ability.

Gravity Control (Ex) Chandar has moderate control over local gravity, allowing him, and up to ten other creatures he chooses, to fly with a speed of 60 ft. and perfect maneuverability. Chandar does not need to concentrate to maintain this ability.

Gravimetric Pulse (Ex) As a standard action, Chandar can fire a gravimetric pulse at any target to which he has line of effect. The distorted gravity waves this pulse generates shakes the target apart at a molecular level, doing 30d6 points of force damage. Any flying creatures struck by a gravimetric pulse must make a DC 24 Fly check or immediately fall a number of feet equal to the damage done by the pulse. This save is Intelligence based and includes a +4 racial bonus.

Knowledge of a Thousand Worlds (Ex) Chandar has within him the stories and records from every world the Chronicler has ever visited. By recalling from this database as a swift action, he can gain the benefit of any feat whose prerequisites he meets for 1 minute. In addition, he can succeed any Knowledge (arcana, engineering, dungeoneering, or planes) check with a DC of 25 or lower by spending that many consecutive full round actions consulting his database.

Omega Force (Su) Chandar is built with the ability to tap into the Omega Force - though without a proper soul, he is entirely immune to its influence. As standard action once per day, Cyrus can tap into this power to create the effects of mythic wish, or to manipulate the world within 100 ft. as he chooses, as though it had the highly morphic planar trait.

Universal Translator (Ex) Chandar can understand any spoken language, and can communicate in any language he has heard spoken, though only one language at a time.

Chandar is only a few days old. His body is similar to that of a human adolescent, but his mind is ancient. Fragments of the Chronicler's very soul, and the lost and forgotten histories of a thousand dead worlds. It is fitting, then, the amount of power at his fingertips: tools even Saitan did not have.

Shortly after his creation, the Onyx Commander gave him access to the Omega Force. Yet, as a creature outside of true mortality, he proved immune to its influence, even as he could freely draw from the wellspring of power. Rather than being under the Commander's thrall, Chandar merely felt indebted to the man for his gift. His true loyalties remain with the Chronicler and Anna, who created him using fragments of their own souls (though the dwarf is unaware the he has any of her soul).

CONTINUING THE CAMPAIGN WITH CHANDAR

Even with the destruction of Omega, Chandar continues to have access to the Omega Force - suggesting the powerful Entropy was merely using another power for its own ends. With the deific power that grants him, and the knowledge of so many lost worlds,

he will retreat from any world for a time after the campaign to think. And then, he will return to the PCs...

This fifteen-foot tall crimson humanoid appears to be wearing polished silver armor, though the entirety of it seems to truly be made of a single piece of animated metal. Where a neck would normally connect to the body, the torso instead splits open, allowing a huge flame to float where it's head should be.

DAGNA PETROV

Tall and lithe, this man is dressed almost entirely in gold cloth - an exaggerated mockery of the uniform of the Nations' Army. Yet rather than sparkling and shining, the man is cloaked in shadow, allowing fractal patterns shimmer along the edges of his outline.

DAGNA PETROV CR 20 — 307,200 XP

Male human psychic 20 (Pathfinder Roleplaying Game Occult Adventures)

LE Medium humanoid (human)

Init +1; Senses see in darkness; **Perception** +23

Aura omega fire

DEFENSE

AC 34, touch 26, flat-footed 32 (+6 armor, +14 deflection, +1 Dex, +1 dodge, +2 natural)

hp 206 (20d6+140)

Fort +16, **Ref** +12, **Will** +17

OFFENSE

Spd 35 ft.

Melee +2 quarterstaff +11/+6 (1d6+1)

Special Attacks phrenic amplifications (dispelling pulse, dual amplification, focused force, intense focus, subordinate spell, undercast surge), phrenic pool (17/day)

Psychic Spells Known (Concentration +24)

9th (6/day)—*dominate monster, mage's disjunction, psychic crush V, telekinetic storm*^B

8th (6/day)—*brilliant inspiration, orb of the void*^B, *possession (greater), tower of iron will IV*

7th (6/day)—*antimagic field, finger of death, insanity*^B, *limited wish*

6th (6/day)—*blade barrier, disintegrate, repulsion*^B, *unwilling shield*

5th (6/day)—*dominate person, explode head*^B, *major creation, major phantom object, wall of force*

4th (6/day)—*agonize, black tentacles*^B, *charm monster, mindwipe, telekinesis*

3rd (6/day)—*blink, excruciating deformation*^B, *fearsome duplicate, healing thief, telekinetic maneuver*

2nd (6/day)—*apport object, hold person, mirror image, silence, alter self*^B, *zone of truth*

1st (6/day)—*charm person, command, detect thoughts, feather fall, psychic reading, ray of enfeeblement*^B

0th (at will)—*arcane mark, daze, detect magic, detect psychic significance, light, mage hand, mending, open/close, telekinetic projectile*

Discipline abomination

Spell-Like Abilities

constant—*nondetection*

TACTICS

Before Combat immediately before combat, Dagna Petrov casts *brilliant inspiration* on Omega Commander, then lets his dark half take over.

During Combat Dagna Petrov attempts to dominate one of the PCs as combat begins, then puts an *antimagical field* between himself and any attackers.

Morale Driven by Omega, Dagna Petrov fights to the death.

STATISTICS

Str 8, **Dex** 12, **Con** 20, **Int** 25, **Wis** 10, **Cha** 13

Base Atk +10; **CMB** +9; **CMD** 20

Feats Combat Casting, Dodge, Expanded Phrenic Pool, Fleet, Greater Spell Focus (enchantment, transmutation), Intuitive Spell, Logical Spell, Toughness, Spell Focus (enchantment, transmutation)

Skills Bluff +24, Diplomacy +24, Fly +24, Knowledge (arcana) +30, Perception +23, Sense Motive +2+, Spellcraft +30

Languages Common; telepathy 100 ft.

SQ dark half 13 rounds/day, *detect thoughts*, omega half, remade self, telepathic bond

Gear +2 *quarterstaff*, *amulet of natural armor* +2, *belt of mighty constitution* +4, **bracers of armor** +6, *cloak of resistance* +5, *headband of vast intelligence* +6, *ring of evasion*, 5,000 gp

SPECIAL ABILITIES

Omega Half (Su) Dagna Petrov is filled with the Omega Force to a degree unlike any other mortal creature. Whenever he gives in to his dark half, he is surrounded with an aura that saps all sorts of motion and energy from around him. During this time, he is immune to all ranged attacks, and he gains a deflection bonus equal to twice his intelligence modifier (+14 normally). In addition, any living creature entering or beginning their turn adjacent to Dagna Petrov Must succeed a DC 19 Will save or be staggered that round.

Born William Fairfax, Dagna Petrov has been an extraordinary psychic since his adolescent years. He was swiftly recruited into the upper echelon of the Confederated Nations where he honed his skills and proved a powerful and loyal ally until the day decades ago, when he was overwhelmed by Omega. He disappeared from the Empire, secretly joining in the Onyx Commander's takeover of the Onyx Cabal to pull down the empire he had so long supported.

CONTINUING THE CAMPAIGN WITH DAGNA PETROV

Reborn elsewhere on Neyth at the same instant as his death, Dagna Petrov is impossible to truly destroy during this adventure. With Omega's destruction, Dagna Petrov is finally free of the dark control of his mind, though he still remains under the more subtle sway of Continuation. Whether he becomes an ally or an enemy of the party in the long term depends on their actions - he is likely to ally with parties who choose to sustain the empire

and the world, and prove a tenacious rival to groups who wish to overthrow the empire and establish a new order.

FREYSTEIN

Emerald scales glitter in the *light* of unseen flames along fifty feet of sinuous coils, and antler-like tusks rise from the back of this dragon's head.

FREYSTEIN

CR 18 — 153,600 XP

Ancient green dragon (Pathfinder Roleplaying Game Bestiary)
LE Gargantuan dragon (air)

Init -1; Senses dragon senses; **Perception** +35

DEFENSE

AC 36, touch 5, flat-footed 36 (-1 Dex, +31 natural -4 size)

hp 310 (23d10+161)

Fort +20, **Ref** +12, **Will** +20

DR 15/magic; **Immune** acid, paralysis, sleep; **SR** 28

OFFENSE

Spd 40 ft., fly 250 ft. (clumsy), swim 40 ft.

Melee bite +31 (4d6+18/19–20), 2 claws +31 (2d8+12/19–20), 2 wings +29 (2d6+6), tail slap +29 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 28, 20d6 acid), crush (Medium creatures, DC 28, 4d6+18), miasma, tail sweep

Spell-Like Abilities (CL 23rd)

At will—*charm person* (DC 16), *dominate person* (DC 20), *entangle* (DC 16), *plant growth*, *suggestion* (DC 18)

Spells Known (CL 13th)

6th (4/day)—*disintegrate* (DC 21), *true seeing*

5th (7/day)—*polymorph*, *summon monster V*, *teleport*

4th (7/day)—*dimension door*, *ice storm*, *scrying* (DC 19), *stoneskin*

3rd (7/day)—*dispel magic*, *displacement*, *fireball* (DC 18), *haste*

2nd (7/day)—*alter self*, *detect thoughts* (DC 17), *locate object*, *mirror image*, *see invisibility*

1st (7/day)—*magic missile*, *shield*, *silent image* (DC 16), *summon monster I*, *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*

TACTICS

During Combat Freystein uses his breath weapon to fill the surrounding area with a miasma, then closes with foes to keep them on the defensive, driving them back into the traps that surround his lair.

Morale Freystein has nothing to lose, and fights to the death.

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)

Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite, claws), Improved Sunder, Iron Will, Multiattack, Power Attack

Skills Fly +9, Knowledge (arcane) +31, Knowledge (local) +31, Knowledge (nature) +31, Knowledge (planes) +31, Perception

+35, Spellcraft +31, Stealth +13, Survival +31, Swim +46, Use Magic Device +31

Languages Abyssal, Common, Draconic, Elven, Giant, Sylvan
SQ camouflage, trackless step, water breathing, woodland stride

SPECIAL ABILITIES

Omega Breath (Su) Freystein's breath is charged with the Omega Force. As a free action when using his breath weapon, he can choose to sacrifice one dice of normal damage, to do 1d4 points of negative energy damage instead.

Tyrant's Crown (Ex) Freystein's crown of antlers holds powerful magic. Once each round as a swift action, Freystein can focus primal magic through them, fascinating a single target who can see him for as long as he spends a swift action each round to remain focused on them. While the target is fascinated, no creature other than Freystein can break them from their focus, even if they are removed from his sight. If either horn is damaged (each horn has AC 41, hardness 10, and 10 hp) the target receives a DC 28 Will save against this effect. If either horn is broken, the save decreases to 24, and if both horns are broken this ability becomes unusable.

Freystein has a twisted history. After rising as a tyrant on his own world power centuries ago, his homeworld was set upon by Saitan. The dragon rose to the defense of his world, and after battling the titan for a day and a night she defeated him. But sensing a strange sort of immortality from the dragon she instead grabbed Freystein and locked him in the Final Moon. After over a century of imprisonment aboard the moon, he was freed by the titan's death, and recovered from the wreckage and recruited by the Cabal shortly after on the promise of near limitless wealth.

CONTINUING THE CAMPAIGN WITH FREYSTEIN

Freystein is tied to the First World, where lives and cycles play out endlessly. Whenever he is slain, he is reborn into a similar body, in a similar situation, somewhere in the multiverse. The newly reborn Freystein rarely remembers his past lives, and almost always repeats his same cycle of actions in his new life: rising to power, being defeated, guarding a powerful treasure, and then finally being slain.

GRYNE GRISHA

This short, twisted man has patchy, grey-green skin covered in warts and bumps. His eyes aren't quite the same size, and his huge ears aren't entirely level. None of that matters, however, more than the suit of mechanical armor he wears, or the flaming board he stands upon, floating a foot above the ground.

GRYNE GRISHA CR 20 — 307,200 XP

Augmented Human Alchemist 20
CN Medium humanoid (human, goblin)
Init +5; Senses **Perception** +22

DEFENSE

AC 28, touch 15, flat-footed 23 (+13 armor, +55 Dex)
hp 213 (20d8+120); fast healing 5
Fort +166, **Ref** +177, **Will** +57

Immune poison

OFFENSE

Spd 30 ft., 120 ft. fly (perfect)

Melee unarmed strike +18/+13/+820/+15/+10 (1d6+3)1d6+3
Ranged bomb +24/+19/+14 (10d6 fire plus poison bomb and caging bomb admixture)

Special Attacks bomb 10d6 (27 per day)

Alchemist Extracts Prepared (Concentration +24)

6th—*caging bomb admixture, heal (3), transformation*

5th—*delayed consumption, dust form, elemental body II, polymorph, spell immunity*

4th—*adjustable polymorph, enchantment foil, freedom of movement, greater invisibility, spell immunity*

3rd—*cure serious wounds (2), eruptive pustules, fly, haste, nondetection*

2nd—*cure moderate wounds (2), delay poison, protection from arrows, see invisibility*

1st—*ant haul, bombers eye, crafters fortune (2), longshot*

TACTICS

Before Combat Gryne Grisha takes to the air and readies a poison bomb at a doorway he expects opponents to emerge from. If he has time, he drinks extracts of *protection from arrows, see invisibility*, and *caging bomb admixture*.

During Combat Gryne Grisha flies out of reach as long as he can, wearing down his opponents with poison and incendiary bombs.

Morale Gryne Grisha drinks an extract of heal whenever reduced to 80 hit points or less. If none remain, he dive bombs his opponents and detonates his bombs atop himself, going down in a blaze of glory.

STATISTICS

Str 16, **Dex** 21, **Con** 18, **Int** 19, **Wis** 8, **Cha** 14

Base Atk +15; **CMB** +18; **CMD** 33

Feats Agile Maneuvers, Blind Fight, Brew PotionB, Defensive Combat Training, Improved Unarmed Strike, Extra Bombs, Improved Iron Will, Improved Unarmed Strike, Iron Will, Throw AnythingB, Toughness, Weapon Finesse, Weapon Focus (bomb)
Skills Craft (alchemy) +48, Craft (technology) +28, Disable Device +28, Fly +28, Knowledge (arcane, nature) +28, Perception +22, Use Magic Device +25

Languages Common

SQ discovery (acid bomb, concussive bomb, dispelling bomb, explosive bomb, fast bombs, fast healing, incendiary bomb, poison bomb, shock bomb), instant alchemy, mutagen, persistent mutagen, poison use, swift alchemy, swift poisoning

SPECIAL ABILITIES

Hoverboard (Su) the Gryne Grisha's hoverboard grants him a Fly speed of 120 ft. (Perfect). It is powered by his suit, and cannot function of the suit is broken or destroyed.

Omega Inspiration (Ex) Gryne Grisha doesn't understand why they work, but Omega has blessed him with a limited understanding of how the technological wonders he has been

making use of work. Once per round as a free action as part of drinking an extract or throwing a bomb, he can choose to use a non-magical device instead, creating an extraordinary instead of supernatural effect.

Super Suit (Su) the Gryne Grisha's suit of armor is grafted to his body, and enhances his Strength, Dexterity and Constitution by 6 each, and grants him a +13 armor bonus to AC. It can be targeted like any other armor, and has hardness 5, and 60 hp. If broken, it can no longer power the Green Goblin's hoverboard, and the bonuses it grants to his ability scores are reduced by 2 each. If Gryne Grisha is slain, the super suit is destroyed.

Gryne Grisha has been an experimental weapons dealer for decades, buying out the latest in dangerous technology and selling it to the highest bidder. Until only a few years ago, he also was a charming human, able to easily hobnob at the galas of the Confederated Nations, who were most of his biggest buyers. That all changed when he agreed to be part of the still-experimental super-warrior program that the Onyx Cabal had stolen from the Confederated Nations.

His body is stronger, more durable, and more receptive to magic than before; but he is twisted and monstrous in appearance. Enough that the empire refuses to deal with him any longer. Shortly, the Onyx Cabal recruited him to the cause permanently, showing that in the empire appearance is more important than substance.

He has great interest in the work of Uja, but doesn't respect the other man, who he believes has lucked into the few discoveries he made. Still, if anyone had the ability to get him out of his twisted and horrible body, it would be the wizard; so he quietly antagonizes him, but doesn't act directly.

CONTINUING THE CAMPAIGN WITH GRYNE GRISHA

Unlike most villains, if the Gryne Grisha is defeated, he has no contingency to escape or be returned from the dead. But his legacy will still be passed on - several of his friends and lackeys underwent a similar super-warriors procedure to him at the same time. When he doesn't return, one or more of them are likely to take up his mantle and strike out against the empire (and the PCs specifically) in revenge!

LEIF

Unnaturally handsome, this man has a golden, winged crown upon his brow and wears a flawlessly tailored green suit. His eyes are a deep ice blue, and his clothing shimmers like it were covered in an invisible layer of frost.

LEIF

CR 20 — 307,200 XP

Male frost giant sorcerer 16 (Pathfinder Roleplaying Game Bestiary)

CE Large humanoid (cold, giant, shapechanger)

Init -1; Senses low-light vision; **Perception** +10

DEFENSE

AC 27, touch 14, flat-footed 25 (+4 armor, +3 deflection, +1 Dex, +1 dodge, +9 natural -1 size)

hp 347 (14d8+16d6+226)

Fort +20, **Ref** +12, **Will** +18

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Spd 40 ft.

Melee +1 frost shortspear +27/+22/+17/+12 (1d8+8 plus 1d6 cold)

Ranged ray +19 touch

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

Sorcerer Spells Prepared (CL 16th; Concentration +21)

8th (3/day)—*polar ray*

7th (5/day)—*limited wish*, *phase door*^B, *project image*

6th (6/day)—*mass suggestion*, *mislead*^B, *programmed image*, *contingency*

5th (6/day)—*dominate person*, *hold monster*, *seeming*, *shadow evocation*, *tree stride*^B

4th (7/day)—*charm monster*, *greater invisibility*, *hallucinatory terrain*, *poison*^B, *wall of ice*

3rd (7/day)—*deep slumber*^B, *fly*, *haste*, *major image*, *suggestion*

2nd (7/day)—*alter self*, *daze monster*, *hideous laughter*^B, *minor image*, *scorching ray*, *see invisibility*

1st (7/day)—*alarm*, *charm person*, *disguise self*, *entangle*^B, *magic aura*, *magic missile*

0th (at will)—*arcane mark*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*

Bloodline fey

Special Attacks rock throwing (120 ft.), laughing touch 8/day

TACTICS

Before Combat Leif uses *alter self* and *seeming* to disguise himself as a human, instead of his normal appearance of a frost giant. All of his equipment is cloaked in *magic aura* to appear nonmagical.

During Combat Leif will fire *polar rays* from a distance, only joining melee combat to allow himself to be "captured". If his capture is refused, he will immediately attempt to dominate his opponents and turn them against one another.

Morale Leif pretends to collapse and surrender when reduced to 150 hp, before attempting to *Silent Still dominate person* one or more members into aiding him in an escape. If slain, a contingency *raise dead* will return him to life ten minutes after his death.

STATISTICS

Str 27, **Dex** 13, **Con** 22, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +18; **CMB** +27; **CMD** 38

Feats Arcane Strike, Cleave, Combat Casting, Dodge^B, Eschew Materials^B, Great Cleave, Iron Will, Improved Initiative^B, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Quicken Spell, Silent Spell, Skill Focus (Bluff, Stealth), Still Spell, Toughness

Skills Bluff +29, Climb +12, Diplomacy +20, Intimidate +11, Perception +10, Spellcraft +20, Stealth +8 (+12 in snow)

Languages Common, Giant

SQ *contingency raise dead*, fey magic, fleeting glance, seeming swiftness, small for his size, woodland stride

Gear +1 frost shortspear, mundane gear, headband of alluring charisma +4, bracers of armor +4, ring of protection +3, 2,000 gp

SPECIAL ABILITIES

Small for His Size (Ex) Though no less powerful, Leif is comparatively small for a frost giant, standing a mere ten feet tall and occupying only a 5-ft square during combat.

Seeming Swiftly (Ex) Whenever cloaked in an illusion, Leif's natural reach appears to be his illusion moving with blindingly fast leaps and strikes. Characters within reach of the target of Loki's attack who do not succeed a DC 24 Will save believe Leif is actually moving through these squares, and must take (useless) attacks of opportunity against his illusion as it moves. Once a character has passed their save against this effect once, they are immune for 24 hours. This DC is Charisma based.

Enigmatic at best, Leif serves his own purposes—which at the current moment lead to him working with the Onyx Cabal to destroy Gard, a planet far from his own. He doesn't expect that they will ultimately succeed in their plan to destroy all of the multiverse, and hopes that before they meet an untimely end, he can use the power of Omega and the cabal to put an end to the planet of his half-brother, the king of storm giants.

CONTINUING THE CAMPAIGN WITH LEIF

If Leif survives, as he likely will thanks to his contingency, he will bitterly resent the PCs, and begin to scheme and act against them the moment he is out of their sight. If slain, the PCs will instead find themselves the targets of his many allies, including both his true father, king of a planet of frost giants, and his half-brother.

RASHID IBN GADI

This woman's features are so sharp they might have been carved from stone. She wears a tightly-tailored suit, and her hair cut short: giving the overall impression of someone who notices, and takes care to control, every exacting detail.

RASHID IBN GADI CR 20 — 307,200 XP

Female elf druid 20

NE Medium humanoid (elf)

Init -1; Senses low-light vision; **Perception** +29

DEFENSE

AC 24, touch 11, flat-footed 24 (+7 armor, +5 deflection, -1 Dex, +6 natural -4 size)

hp 173 (20d8+80)

Fort +14, **Ref** +5, **Will** +16

Defensive Abilities elven immunities, resist nature's lure;

Immune acid, poison

OFFENSE

Spd 30 ft.

Melee 2 slams +20 (2d10+9)

Ranged acid dart +10/+5/+0 (1d6+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks acid dart (8/day)

Druid Spells Prepared (Concentration 24)

9th—elemental swarm (2), elemental swarm (earth only)^D, foresight, regenerate

8th—control plants, earthquake^D, finger of death (2), reverse gravity

7th—elemental body IV (earth only)^D, heal (2), sunbeam, transmute metal to wood

6th—greater dispel magic, ironwood, stonewood^D, stone tell, wall of stone

5th—baleful polymorph, cure critical wounds (3), wall of stone^D

4th—command plants, dispel magic (2), freedom of movement, spike stones^D

3rd—dominate animal(4), stone shape^D

2nd—bull's strength, soften earth and stone^D, summon swarm (2), warp wood

1st—calm animals, charm animal, longstrider, magic stone^D, speak with animals

0th (at will)—create water, guidance, know direction, purify food and drink

Domain earth; ^D = Domain Spell

TACTICS

Before Combat Rashid Ibn Gadi uses wild shape to transform into a Huge earth elemental, and uses earth glide to hide underground. There, she casts *elemental swarm* as many times as she has time, followed by *foresight*.

During Combat Rashid Ibn Gadi earth glides away from immediate combat, attacking her enemies from afar with *finger of death*, and healing with needed with *heal*. If her summoned allies run low, she will begin casting *summon nature's ally IX* and *VIII* to summon additional elementals of whatever type seems will be most useful against her opponents.

Morale Rashid Ibn Gadi Fights to the death.

Base Statistics while in her natural form, Rashid Ibn Gadi's statistics are: AC 23, touch 15, flat-footed 23; **hp** 113; **Fort** +12, **Ref** +6; **Melee** unarmed strike +20/+15/+10 (1d6+5); Ranged acid dart +15/+10/+5 (1d6+10); **Space** 5 ft.; **Reach** 5 ft.; **Str** 12, **Dex** 8, **Con** 13; **CMB** +16; **CMD** 26

STATISTICS

Str 20, **Dex** 8, **Con** 15, **Int** 12, **Wis** 19, **Cha** 14

Base Atk +15; **CMB** +24; **CMD** 33

Feats Animal Affinity, Augmented Summoning, Combat Casting, Combat Reflexes, Eschew Materials, Improved Unarmed Strike, Natural Spell, Self-Sufficient, Spell Focus (conjuration), Toughness

Skills Handle Animal +29, Knowledge (nature) +24, Perception +29, Survival +33

Languages Common, Druidic, Elven, Sylvan

SQ a thousand faces, elven magic, nature bond, nature sense, timeless body, trackless step, weapon familiarity, wild empathy, wild shape (at will), woodland stride

Gear amulet of mighty fists +4, ring of protection +5, +3 wild hide armor

SPECIAL ABILITIES

Omega Domination (Ex) Whenever Rashid Ibn Gadi dominates a creature with 10 or fewer hit dice, the duration of the spell is permanent. Once per day, creatures under her control can make an additional save against the effect if issued dangerous or other obviously self-destructive commands. She can have any number of creatures under her control in this way.

Rashid Ibn Gadi heard the voice of Neyth at a young age, and quickly turned to natural magic - which came naturally to her. Yet the longer she lived, the weaker the voice of the earth became. In her search for the reason why, she realized that the world was changing - maybe even dying - and she was losing touch. The change was obvious - the rise of the Confederated Nations. And so, she strove to return the world to the living, vibrant thing it once was. The longer she lived, the more she realized that while the Confederated Nations was a driving force to this "slow death" of the world, it was not the beginning. She realized that if she wanted the world to live forever, she would have to learn, and then forge, the world into that perfect shape.

So, she began to seek the downfall of not only the Confederated Nations, but all nations and empires. For, if the progress of civilization cannot be halted, neither can the world be saved.

CONTINUING THE CAMPAIGN WITH RASHID IBN GADI

Rashid Ibn Gadi's soul is tied to the Chasm of Rasput, an infinitely deep underground chasm connected to the positive energy plane that drives reincarnation throughout Neyth. If she is slain, she will reincarnate there in a fresh young body, ready for another attempt to reshape the world in her vision of paradise.

SAXE

Almost slimy, this white-skinned humanoid has greasy black hair and a goatee, and dresses in a long black robe - which fades into nothingness before it reaches the ground, leaving you to *question* if he has legs at all.

SAXE

CR 22 — 614,400 XP

LE Medium outsider (evil, incorporeal)

Init +13; Senses darkvision 60 ft., see in darkness, *true seeing*;
Perception +34

DEFENSE

AC 36, touch 36, flat-footed 26 (+16 deflection, +9 Dex, +1 dodge)

hp 410 (20d10+300); fast healing 20

Fort +19, **Ref** +24, **Will** +26

Defensive Abilities incorporeal; **DR** 15/cold iron and good;

Immune cold, fire, poison; Resist acid 10, electricity 10; **SR** 33

Weaknesses emotional

OFFENSE

Spd fly 60 ft. (perfect)

Melee slam +29 (1d6+9)

Ranged 4 shadow magic bolts +29 (8d6)

Special Attacks shadow magic

Spell-Like Abilities (CL 20th)

Constant—*true seeing*

TACTICS

During Combat Saxe will use his shadow shaping to separate PCs with walls of shadow, and use shadow magic to pen them in with by Nalfeshnees. Once the party is suitably occupied, he begins picks them off one at a time.

Morale Saxe fights until reduced to 80 hp, then retreats; from the PCs, and the Ark entirely, to leave the Ark to its fate.

STATISTICS

Str —, **Dex** 29, **Con** 32, **Int** 18, **Wis** 33, **Cha** 43

Base Atk +20; **CMB** +29 **CMD** 48 (cannot be tripped)

Feats Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Lightning Stance, Toughness, Wind Stance

Skills Fly +32, Craft (armor, weapons) +32, Intimidate +39, Knowledge (engineering, planes) +27, Perception +34, Sense Motive +34, Spellcraft +27, Stealth +32

Languages Abyssal, Common, Wayang

SQ shape shadows

SPECIAL ABILITIES

Nascent Deity Resurrection (Su) Saxe is not quite a deity, but his essence is still tied to the Shadow Plane itself. If slain, he immediately resurrects anywhere he wishes on the Shadow Plane - though afterwards he cannot use the ability for a full year.

Emotional (Ex) Saxe has no natural emotions, and is susceptible to effects that create emotions in others. Any time Saxe gains a bonus or penalty from a morale effect, he gain double the normal bonus or penalty. In addition, he takes a -4 penalty on any saves against emotion effects

Shadow Magic (Sp) Saxe can create a variety of magical effects by manipulating and giving life to the shadows around him. As a standard action, he can create a 60 ft cone, a 30 ft radius burst within 100 feet that does 10d10 points of fire, electricity, cold or acid damage, and allowing a DC 31 Reflex save for half. Alternately, he can create a shadowy copy of a single creature on the *summon monster IX* list.

Shadow Magic Bolts (Sp) As a standard action, Saxe can create and throw up to four bolts of shadow magic at any targets within 100 feet, that do 8d6 points of bludgeoning and piercing damage.

Shape Shadows (Su) Saxe can shape the shadows around him with a mere thought. As a swift action, he can shape nearby shadows into a solid surface (similar to a *wall of force*), or a useful object weighing up to 20 lbs, subject to a Craft check. These objects are weightless, have hardness 40 and 1 hit point per inch of thickness.

Saxe is a nascent demigod - an ally and thrall of Omega, and one who seeks to overtake the other entity's power. Unlike the god of entropy - who was created as a shadow deity by Continuation - Saxe has risen to his position from the ranks of mortal shadowkin, and sees Omega as the last stepping stone before reaching the next tier of power.

Despite not being a true deity, Saxe's power is immense. He can freely shape the entirety of the plane around him, and often does in a mercurial way, allowing his mortal emotions to lead him - something he sees as an advantage over his immortal counterpart.

He installed himself as an ally of the Onyx Commander, and his aid and power has been an *unquestioned* advantage to the Cabal, though how this advances his own motives is something only he can answer.

CONTINUING THE CAMPAIGN WITH SAXE

While Saxe is likely to escape the party's grasp, he is unlikely to directly pursue revenge against them for defeating him. However, his machinations on the Shadow Plane are far reaching, and with Omega defeated he finds himself inheriting far deeper plots still, spanning many planes other than the material. And with Omega gone, soon his dominance over the Shadow Plane will be absolute.

THORARIN

A tall, olive-skinned elven woman is dressed in a form-fitting blue clothing, with a billowing white cape behind her.

THORARIN CR 20 — 307,200 XP

Female elf brawler 20 (Pathfinder Roleplaying Game Advanced Class Guide)

CN Medium humanoid (elf)

Init +2; Senses *low-light* vision; **Perception** +24

DEFENSE

AC 32, touch 17, flat-footed 30 (+10 armor, +5 dodge, +2 Dex, +5 shield)

hp 214 (20d10+100)

Fort +19, **Ref** +17, **Will** +8

OFFENSE

Spd 30 ft.

Melee greater vital strike unarmed strike +32 (6d10+14 / 19-20) or unarmed strike brawler's flurry +30/+30/+25/+25/+20/+20/+15 (2d10+14/19-20)

Ranged +3 composite (+6) longbow +25/+20/+15/+10 (1d10+9/x3, range 110 feet)

Special Attacks awesome blow, brawler's strike (magic, cold iron, silver, chaotic, adamantine), close weapon mastery, improved awesome blow, knockout (3/day; DC 20+STR), maneuver training (grapple +5, disarm +4, trip +3, dirty trick +2, bull rush +1)

TACTICS

During Combat Thorarin fights defensively for the first several rounds of combat so she can study her opponents and increase the bonus from her eidetic reflexes. She will attempt to pin down spellcasters to prevent them from doing too much damage with their spells.

Morale Thorarin will retreat or surrender if reduced to 60 hp. Alternately, she will abandon combat, and even turn against her former allies, if offered 20,000 gp or more. For 50,000 gp or more, she will also reveal the weaknesses of Uja, Leif, and the Onyx Commander (though, in the latter case, she will say only

that he has become unkillable since discovering the entropy heart).

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 12, **Wis** 9, **Cha** 10

Base Atk +20; **CMB** +26 plus maneuver training; **CMD** 43 plus maneuver training

Feats Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Greater Vital Strike, Greater Weapon Focus (unarmed strike), Greater Weapon Specialization (unarmed strike), Improved Critical (unarmed strike), Improved Unarmed Strike, Improved Vital Strike, Medium Armor Proficiency, Staggering Critical, Stunning Critical, Vital Strike, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +25, Intimidate +23, Perception +24, Profession (trainer) +22, Sense Motive +24

Languages Common, Elven

SQ brawler's cunning, eidetic reflexes, martial flexibility 13/day, martial training

Gear *amulet of mighty fists* +4, +3 composite (+6) longbow with 100 arrows, +4 *light steel shield*, +4 *mithral breastplate*, *cloak of resistance* +3, *belt of physical might* +4 (str, con)

SPECIAL ABILITIES

Eidetic Reflexes(Ex) Every round Thorarin is in combat against a target she can see, she studies and memorises their movements, gaining a cumulative +1 insight bonus to her AC against all targets in combat with her, up to a maximum bonus of +10. This bonus never decreases, but it is reduced by half each time the visible combatants in combat change. She may choose, instead of increasing her bonus during any round of combat, to gain use of any feat used by an opponent in the last round until the end of the round, even if she doesn't meet the prerequisites.

Thorarin has always stood out amongst her peers, thanks to her eidetic reflexes allowing her to near instantly master any skill. She spent a human lifetime attempting, and quickly tiring of many careers, before discovering that she was well suited for a particularly lucrative career in combat training. Her time and services quickly demanded premium payment, giving her a mercenary mindset, where the only thing that mattered was the bottom copper.

She has spent over a century working for leaders of countries, empires, faiths and organizations around the world, going wherever the money took her. She has no loyalty to the causes for whom she works, only to herself.

She has yet to succumb fully to the Omega Force, but it's influence over her grows with each passing day. She is finding that she is capable of replicating anything she sees - even things that should not be possible without magic.

CONTINUING THE CAMPAIGN WITH THORARIN

If Thorarin survives, either by surrender or by the PCs buying her services, she will continue to act as a wildcard in the future of

Neyth, freely training soldiers on any side of any combat that pays her to.

UJA

UJA CR 17 — 102,400 XP

Awakened iron golem arcanist 8 (Pathfinder Roleplaying Game Bestiary, Pathfinder Roleplaying Game Advanced Class Guide)
NE Large Construct

Init +4; Senses darkvision 60 ft.; **Perception** +3

DEFENSE

AC 37, touch 9, flat-footed 37 (+4 armor, +20 natural +4 *shield*, -1 size)

hp 191 (18d10+8d6+64)

Fort +8, **Ref** +8, **Will** +14

DR 15/adamantine; **Immune** construct traits, magic, *magic missile*

OFFENSE

Spd 20 ft.; fly 30 ft (poor)

Melee 2 slams +33 (2d10+18/17-20) or slam vital strike +33 (6d10+18/17-20)

Ranged integrated minigun +21/+21 (6d6; 120 ft range)

Special Attacks arcane reservoir (7/day), breath weapon, powerful blows

Arcanist Spells Prepared (CL 8th, Concentration +13)

4th(3/day)—*wall of fire*

3rd(5/day)—*fireball*, *ray of exhaustion*

2nd(5/day)—*flaming sphere*, *make whole*, *see invisibility*

1st(6/day)—*alarm*, *floating disc*, *mage armor*, *reduce person*, *shield*

0th (at will)—*detect magic*, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *resistance*, *touch of fatigue*

TACTICS

Before Combat Uja cloaks himself in energy *shield* (electricity) if he expects combat, and casts *shield* and *mage armor*.

During Combat Uja uses dimensional slide to get close to casters, and attacks them in melee. Once surrounded, he casts fire spells on himself.

Morale With so many bodies, they are all but disposable. Ultron fights to the death.

Base Statistics without his protective spells, Uja's statistics are AC 29, touch 9, flat-footed 29

STATISTICS

Str 34, **Dex** 11, **Con** —, **Int** 20, **Wis** 15, **Cha** 12

Base Atk +22; **CMB** +30; **CMD** 39

Feats Alertness, Combat Casting, Combat Reflexes, Critical Focus, Improved Critical, Improved Initiative, Improved Vital Strike, Stand Still, Staggering Critical, Stunning Critical, Toughness, Vital Strike, Weapon Focus (slam)

Skills Appraise +34, Craft (arms and armor) +31, Fly +29, Knowledge (arcana) +34, Spellcraft +34, Use Magic Device +30

Languages Astral Titan, Common, Draconic

SQ arcanist exploits (dimensional slide, energy *shield*, flame arc, spell tinkerer), consume spells

SPECIAL ABILITIES

Breath Weapon (Su) As a free action once every 1d4+1 rounds, Uja can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when Uja creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time Uja uses this power.

Breath weapon—inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.

Immunity to Magic (Ex) Uja is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals electricity damage slows Uja (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on Uja and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause Uja to exceed its full normal hit points, he gains any excess as temporary hit points. Uja gets no saving throw against fire effects.

Integrated minigun (Ex) Uja has a powerful repeating firearm built into each shoulder. These gun does 6d6 points of damage, draws ammunition from his body and has no misfire chance. As a standard action, he use both miniguns to make a single attack against all targets in an 80 ft line, or in a 60 ft cone.

Omega Creation (Su) Uja sidesteps traditional creation methods by instead imbuing his creations with the Omega Force. He is always considered to meet all prerequisites when crafting magic items or constructs, and can even create any materials required simply by concentrating. He still needs to make an appropriate Craft check to create the items, or the time and resources are wasted.

One Mind, Many Bodies (Ex) Uja's consciousness is split between five bodies, as well as all the proxies and golems under his control. If slain his primary body, his consciousness merely jumps to the next double, and he is staggered for one round. If there are no doubles remaining his mind transfers to the nearest proxy or golem, and he loses all prepared spells and points in his arcane pool. He may directly control any number of doubles, proxies and golems at once, but he can take only a single standard action between all the bodies he is controlling at once. Alternately, he may as a full-round action that does not provoke attacks of opportunity, transfer his full consciousness to any golem under his control.

Powerful Blows (Ex) Uja inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Never satisfied with his 'gods-given' body, Uja has experimented for the majority of his life to develop means to transcend it, or

at least transform it. He was brought into the first super-warrior project at The Complex due to his knowledge, but then kicked off before the program was complete as a result of his destructive experiments. Only days later, he was inducted into the Onyx Cabal.

He has spent the decade since working to replicate the living mind in an immortal body that he saw in the Chronicer, and while his experiments resulted in hundreds of deaths, they also created many powerful soldiers for the cabal's ranks.

With his recent 'ascension' into his mechanical body, he has been put in charge of restarting the super-powered warrior program. So far, he has produced nothing of significance, not even another mind transfer. He blames this on not understanding the source technology, and on Gryne Grisha not giving him adequate chance to examine and experiment on new salvage.

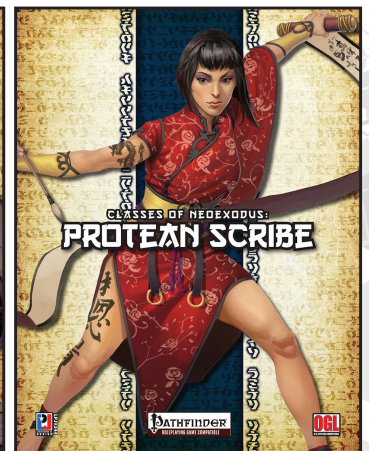
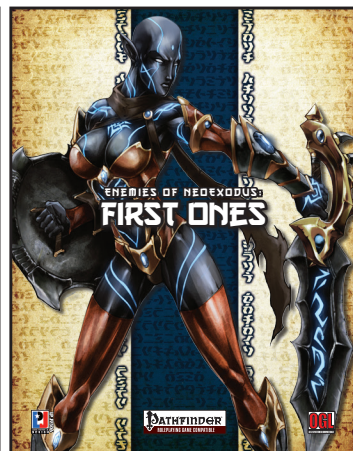
CONTINUING THE CAMPAIGN WITH UJA

Uja's consciousness is split between many golems, but not all of them are necessarily aboard the Ark. One, or even many could be on the surface of Neyth, or any other setting connected to the Nexus Gateways. Once defeated here, he would awaken in one of his other bodies elsewhere; frustrated, and eager for revenge.

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