

NEOEXODUS

CAMPAIGN SETTING



LOUIS PORTER JR.
DESIGN



PATHFINDER®

ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE

SANJO
CASA
2014

NEOEXODUS

CAMPAIGN SETTING

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DEDICATION:

Carla Pampellone Porter

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Thank you for everything. I could not have done any of this without you.
I love you and I miss you.

CHAPTER 1:



HISTORY OF EXODUS

HISTORY OF EXODUS

Exodus boasts a turbulent history—from the rise of the Kaga to the defeat of the First Ones and the events of the Twilight War; from the creation of the Imperial Alliance to the present crisis that threatens to tear that alliance apart.

Great heroes and terrible villains drove this march, though even in hindsight the two are not always easily separated. Theirs were the titanic passions, the burning obsessions and base treacheries in which modern Exodus was forged and tempered.

THE REIGN OF THE FIRST ONES

At the dawn of recorded history, the humanoid races toiled under the yoke of powerful beings known as the First Ones. More than two thousand years of shadowed antiquity lie between the reign of the First Ones and the modern age. Still the First Ones form the nightmares of the people of Exodus.

Because the First Ones lived and ruled so many centuries ago, historians have few concrete details about their reign. Modern sages do not know if the First Ones were one race or many, or even if they were humanoids whose immense power and wickedness rendered them like unto gods—or devils.

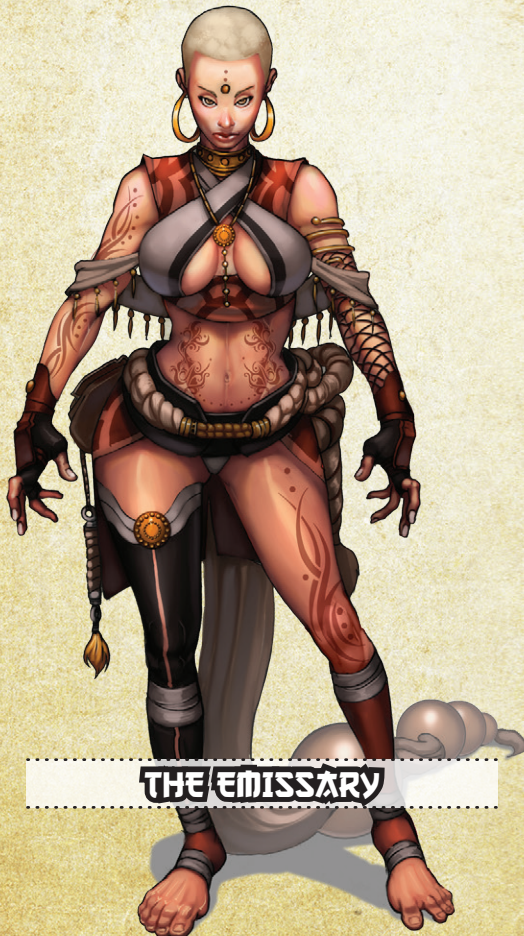
The ruins of the era show the First Ones were powerful magic users and warriors.

THE KAGA AND THE ERA OF HUMANITY

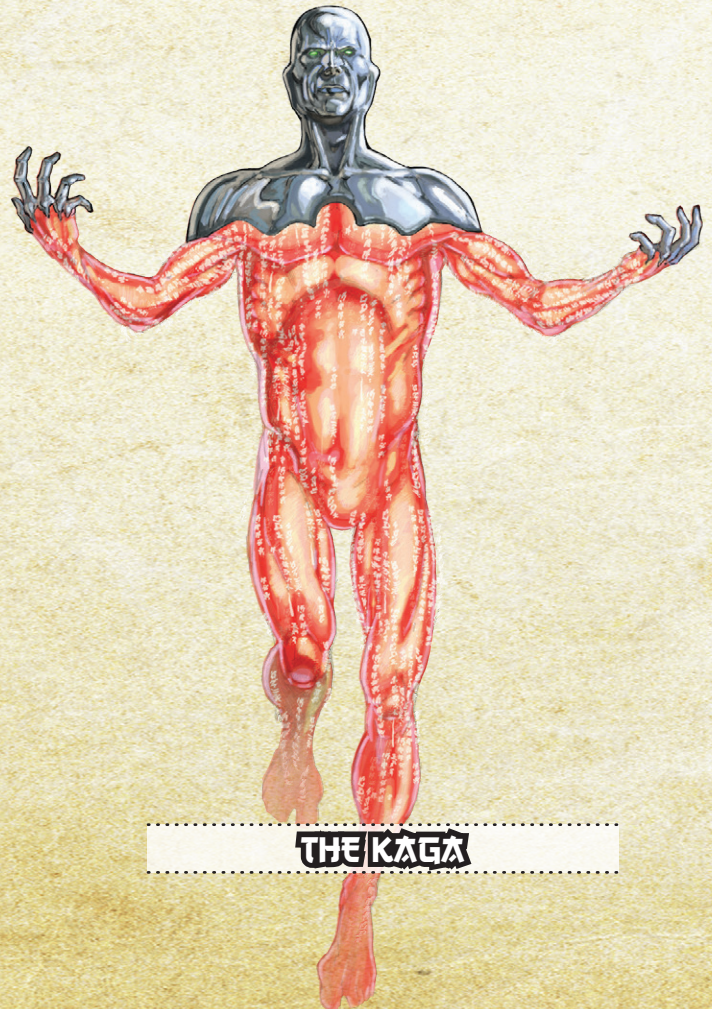
Two thousand years ago, the greatest sages, strategists, scientists, and sorcerers who labored in the cruel service of the First Ones concocted a plan to overthrow their masters. They did not know they would change Exodus forever. They created the Kaga, the collective sentience of the most brilliant minds of the age. The Kaga became a repository of all human knowledge—and the greatest weapon against the First Ones.

Soon after the Kaga's creation, the enslaved masses of humanity rose up against their overlords. With the Kaga to lead them, the slave races overthrew the First Ones in a series of apocalyptic battles. No record remains of those primeval struggles, nor is there any clue as to the eventual fate of the First Ones. Only the Kaga knows, and it is not talking.

Rather than rule as a god-king, the Kaga retreated into solitude and contemplation, its wisdom removed from humanity for centuries. Even now, with the Kaga once more accessible, sages cannot understand why it shut itself off.



THE EMISSARY



THE KAGA

After the Kaga's withdrawal, the surviving humans set about rebuilding in the ashes of the civilization that had enslaved them. Lacking the science and magical knowledge of the First Ones, these early people were primitive and barbaric. They dwelt amidst ruined spires and huddled beside latent sorceries, unaware of the powers within their grasp. In time, the ruins crumbled to dust, the magic faded from time-worn artifacts, and the humans moved from the decaying cities to the wilderness beyond.

THE AGE OF MIND AND MAGIC

While most of humanity descended into barbarism in the early years after the fall of the First Ones, a few learned to command the arcane sciences of their former masters. These arcanists became the first Sorcerer-Kings of Abaddon. There, they raised the first human civilization, binding hundreds of the savage tribes to their empowered wills. They repaired the cities of the First Ones and raised new ones in their own names.

Though not as monolithically wicked as their former masters, the Sorcerer-Kings soon acquired a reputation for heartless tyranny and cruel detachment. They sought to bind the whole of Exodus under their power.

Even as the Sorcerer-Kings rose in Abaddon, another power grew in the frigid hills of Nas. The cavians, a race of rat-like humanoids, took a distinct path to

power. Rejecting the arcane sciences that had once enslaved them, they instead honed the powers of their mind. Through their study and sheer determination, they became psychic warriors.

The cavians and the Sorcerer-Kings soon came to blows, blows that shook Exodus like nothing since the fall of the First Ones. Magical and psychic energies reshaped whole sections of the landscape.

When the dust had settled, the Sorcerer-Kings were a shadow of their former power. Of those that survived, only a half-dozen retained arcane power beyond the level of an apprentice. The cavians, once among the most populous and powerful races, vanished from the face of the planet.

THE SEEDS OF NATIONHOOD

The War of Mind and Magic—as the conflict between the cavians and Sorcerer-Kings came to be known—shattered both belligerents' dreams of conquest. The barbaric tribes of humanity, long held back by the supernatural might of civilization, surged into the power vacuum with fire and sword. At the same time, the long-silent Kaga, perhaps roused by the conflict, again lent its wisdom to mankind.

From the Kaga, barbarian chieftains learned the arts of statecraft and barbarian shamans learned the arts of magic. These young peoples washed across the face



THE LAWGIVER

THE PAINTED MAN

of Exodus like a tidal wave. In short order, the servile peoples who had labored for sorcerers and psions would bend the knee to warlords who ruled by force and steel.

Abaddon remained the seat of the surviving Sorcerer-Kings, who were threatened only by scattered uprisings and raids from their estranged kin in Cordel. Though their prestige was tarnished, the arcane scientists of Abaddon remained the mightiest living creatures on Exodus. For a time it seemed—even with the opposition of the Kaga—that they would regain their power.

In Cordel, the barbarian chieftains bred with the descendants of the Sorcerer-Kings. Within a few generations, both races had changed much. The tribes remained nomadic herders and raiders, but their ruling caste became one of natural magicians who blended sword, spell, and stealth.

In frigid Nas, the abandoned seat of cavian power, humanity replaced the rat-folk. The hardy people of Nas united under four clans: the Brauner, the von Breit, the Hanstrom, and the Olsson. Already more civilized than most of the suppressed humans of other lands, they accepted the wisdom of the Kaga and enacted a feudal system that endures today.

In the Wyldlands of Bal—where neither of the great powers of the last age had enjoyed success—humans fought beastly enuka and brutish calibans, matching savagery with savagery. Civilization rose in isolated city-states enslaved to bloodthirsty gods.

CREATION OF THE DOMINION

Even with the infusion of sorcerers' blood into their ruling caste, the nomadic tribes of Cordel found themselves at a disadvantage against the better-organized baronies of Nas and the spells and armies of Abaddon.

For centuries, they had been mercenaries for greater powers. Now, they found their own lands threatened. Individual khans found their forces—while more than adequate for striking at unsuspecting foes—too sparse and disorganized to stand against a determined assault. At best, they could fade into the desert and avoid battle. At worst, they were caught and killed or enslaved.

The nomads would have perished and disappeared from history were it not for the efforts of the first khagan of the Dominion, though the identity of this great chieftain has been lost to the sands of time—if it was ever known at all. The nomads of Cordel had no written tradition until much later. The only knowledge of the first khagan's life comes from the many and varied oral stories passed from generation to generation.

The khagan's customs did nothing to help confirm his identity. In the years leading up to his reign, he traveled amongst the tribes as a landless warrior. As unusual as his solitary lifestyle were his battle tactics—lightning strikes and short but intense magical assaults. While many khans of the Cordel tribes knew powerful magic, few had learned how to use it effectively. The first

khagan, though, blended matters magical and military to set up invincible ambushes, even when he and his allies were outnumbered ten-to-one. He would seem to appear from the very sands, then vanish in the night. For this, he was titled the Desert Shade.

The Desert Shade broke with the tradition of Cordel's humanoid tribes by dealing extensively with the region's large sasori enclave. This may explain the Dominion legends, which tell of him anticipating the plans of his enemies by his rare genius or, in some tales, by the gift of prophecy. Most modern scholars agree that his extraordinary foresight owed much to his intelligence network of sasori, who served him loyally in return for the first peace they'd had with humans since their mutual enslavement under the First Ones.

The barons of Nas and the Sorcerer-Kings of Abaddon loathed the Desert Shade. He displayed uncanny knowledge of their troop movements and most embarrassing secrets. To combat the rumors he spread to rally his people, they called him the King of Lies. Playing on age-old racial hatreds, they also called him "the human sasori." He embraced the name, saying he was a friend of the desert, not of any one of its peoples. The barons and Sorcerer-Kings threatened to wipe out any tribe that sheltered him, but the Desert Shade trained the tribes to fight back—and win.

After over a decade, he called for a council of the khans in Qijom, his secret city in the middle of the Cordel Desert. Before all the khans, he proclaimed himself khagan—khan among khans. The khans roared in acclamation, for he had led them to the only victories they had known in a generation. He named this collection of desert tribes and desert sorcerers, but not with the region's traditional name of Cordel. He named them the Dominion.

Johan Darre, a Nasian bard, was permitted to witness the council of khans and the khagan's coronation. Years later, he penned the only surviving record of the event. His tale, converted to the Imperial dating structure, places the event in 837 BU (Before Unification).

Concluding his dramatic chronicle, Darre wrote of the khagan: "He hides his face in desert robes at all times, but he is known to all by his voice, by his bearing, by his unmistakable presence. He is the first king of true men and his coming heralds a new age."

In the next five decades of the khagan's life, his people defeated more than a half-dozen armies from Abaddon and as many from Nas. Moreover, they pushed over the borders of both neighboring countries and seized two broad, fertile belts outside their desert homeland.

The khagan's military genius was matched only by his scholarship and statecraft. Taking the throne of a barbaric land, he gave his people the written language, a national identity, and a caste system that holds to this day. He organized the raiders into the Dammar, the shamans into the Khepri, and the casteless workers and merchants into the Rafik. He created the Sihr, the caste

of historians and scholars who implemented his written language.

THE COMING OF THE ARMANS

The rise of the Dominion further weakened the Sorcerer-Kings of Abaddon. Vulnerable, these last remnants of the ancient arcane empire were brought down by entirely new horde of barbarians. These barbarians were the Armans, seafaring raiders from the island of Ablis.

Though geographically remote from the fledgling barons of Nas, the Armans came from similar stock—much taller and bulkier than the other humans of Exodus; often fair-haired, always savage. Both Armans and Nasians, however, have denied this connection.

Living in isolated and forbidding climes, the Armans never labored under the First Ones' enslavement, and believe that they were the only free people among all humanoid. The Armans were uniquely ferocious—the inhabitants of the mainland's eastern coast spoke of the Armans as demons in human form: ruthless, cruel, fearless, and pitiless raiders. Even the Sorcerer-Kings paid off the Armans.

In 752 BU, the Armans did more than raid mainland Exodus. According to the sagas of the migrating Armans, their journey began with a prophecy. Grigori Vyskos, a shaman of the Kryszkas clan, had visions showing his people wiped from Ablis by "fires that walked like the sea," but so too showing their descendants reigning gloriously on the mainland. The first prediction terrified the thralls and womenfolk, who remained behind while the raiding bands sought plunder in civilized lands. The latter vision fired the imagination of the thanes.

The clan's high thane, Vladimir Kryszkas, believed the shaman's warning and his promise. He rallied his raiders to invade and hold the mainland. By the first moon of 752 BU, he'd led his horde to Sametia and overcome the enclaves of plains tribesmen and the border outposts of the Sorcerer-Kings. Traveling swiftly, they sailed south from this colony, sacking northeastern Sorcerer-King cities and binding their arcane rulers with primitive, primal shamanic magic. After four moons, however, the Sorcerer-Kings rallied their legions and smashed the Arman invaders.

Vladimir fell back to Sametia; his people's prospects of empire looked bleak, and of survival little better. Grigori Vyskos, once hailed as a visionary, was labeled a fraud. He was executed on a midwinter's day of 752 BU, proclaiming to the last the truth of his visions.

Events bore out the shaman's prophecy. As the Kryszkas were hanging him, the island of Ablis erupted, its long-dormant volcanoes belching lava onto the mountain pastures of the Arman shepherds. Thousands died in the initial eruption. The rest abandoned Ablis in a mass migration.

Between 752 and 744 BU, five other Arman clans joined the migration: the Babinovichs, the Ivanovenas, the

Chapaevonas, the Dyakonoviks, and the Krestyanovskis. Thus, the great Arman migration concluded. They soon lost contact with those who stayed behind.

In 743 BU, the Sorcerer-Kings—overrun by Arman invaders and losing legions and lords in terrifying numbers—abandoned their entire coastline. Retreat proved a fatal mistake. The Armans smelled weakness from the gilded halls to the south, and like the lions of the Sametians likened them to, the Armans pounced. Cities fell to the invading barbarians, one after the other.

In 740 BU, the legion of the port city of Galeathan cast their monarch from the walls and opened the gates. Vladimir Kryszkas, wiser since his mistaken execution of a prophet, took the city bloodlessly and kept his horde from sacking it. He opened the city to Arman trade and established himself as the new king. Seeing the Armans' generosity, other cities welcomed them as liberators from the tyranny of the Sorcerer-Kings.

By 737 BU, the six Arman hordes encircled the Sorcerer-Kings' ancient capital of Mureath. The siege outlasted the year. When the garrison sought to surrender, Xalthotan, the Sorcerer-King of Abaddon, slew every last person with his magic and staffed the walls with their animated corpses. He and his colleagues waged titanic magical battles against the Arman shamans, pitting ancient knowledge against elemental power. Even with their empire lost, the Sorcerer-Kings might have wiped out the Armans on that battlefield, but the Kaga, long troubled by the legacy of the First Ones, lent its immeasurable wisdom to the Arman shamans.

In 736 BU, the Kaga's secrets and the shamans' vastly superior numbers bought the Arman warriors enough time to storm the walls, cut their way through an army of undead and fouler deviltry, and break the Sorcerer-Kings' power forever. At last, Arman barbarians raised the head of Xalthotan, the last Sorcerer-King, proclaiming their mastery of all Abaddon.

THE FOUNDING OF THE CANEUS EMPIRE

The people of Nas concerned themselves with advancing their civilization. Nowhere else on the continent did the influence of the Kaga spread further than in this purely humanoid civilization, unburdened by the legacy of the First Ones.

With the rise of civilization, however, came new dangers. Men whose ancestors were chieftains now dreamed themselves kings. Men whose ancestors fought at the heads of burgeoning warrior-aristocrat hosts now commanded armies of professional soldiers without ever leaving their capitals. Far from the increasingly gilded cities of Nas's powerful families, the ceaseless snows ran red with the blood of knights, mercenaries, and peasant levies. To the dukes and merchants who ruled in Nas, sending a local knight to die alone on a hundred mercenary swords became another play on a chessboard.

Not all of the minor nobles and commoners shared this sentiment, however.

In 657 BU, during a particularly brutal border contest between Houses Brauner and Olsson, one such minor noble, Gregory Eland, found his patience taxed beyond its limits. Gregory, Baron of Eland, came from a long line of warriors; he traced his ancestry to the Cavian Empire. In the previous century, his proud heritage had been repeatedly disgraced. Because the barony of Eland was on the border between Brauner and Olsson territories, it became a battleground whenever the two dukes went to war.

In the time of Gregory Eland's great grandfather, the barony was captured by Duke Olsson's men; the Baron Eland accepted his new allegiance judiciously, keeping a calm and rational mind, and raised his sons as loyal vassals of House Olsson. Fifty years later, in 680 BU, Duke Olsson foisted a greater disgrace upon Eland by selling the barony, along with several of its neighbors, back to Duke Brauner in exchange for a temporary alliance against raiders from the Dominion. Thus, young Gregory grew up in vassalage to the lord of his ancestors, raised by parents and grandparents who had spent their whole lives serving that lord's hereditary foe.

Because of this conflicted background, neither Brauner nor Olsson placed much trust in the young Baron Eland. When hostilities between the houses inevitably resumed, Duke Reinhardt Brauner declined to give Gregory. Instead, he placed the baron and his retinue under a mercenary commander, an Arman raider called Ivan Harskolff. Baron Eland and his knights, along with the retinues of other local lords, were repeatedly thrown into the heat of the fighting—against men of similar background or against peasant levies—while the Duke's professional soldiers claimed the glory for one against-the-odds victory after another.

To make things worse, at Duke Brauner's orders, mercenary soldiers quartered in the castles of the local lords. The mercenaries showed no gratitude toward their unwilling hosts. They roistered, depleted winter stores, chased serving wenches, and beat servants. General Harskolff, quartered at the castle of Ravenspont south of Eland, did worse. He took a fancy to Baron Ravenspont's daughter, Liesel—Gregory Eland's betrothed—and demanded she be given to him as a concubine. When Baron Ravenspont refused, Harskolff killed him on the spot and locked Liesel in his quarters, while Harskolff's men put to the sword the Ravenspont bannermen in



AKARMA



AMNE ISAZARA

attendance. Of the Ravenspont family, none survived; Liesel took her own life rather than submitting to Harskolff's cruel affections.

Gregory's younger brother, Chauncey, was a squire at Ravenspont. He broke away in the confusion and spurred his horse to his brother's lands, not heeding a crossbow bolt lodged in his shoulder. By the time he reached Eland Castle, Chauncey was feverish and nearly incoherent, but he managed to gasp his story to his brother before he fell unconscious.

Gregory called his knights and sent messengers to the surrounding baronies. The army descended on Ravenspont and assailed the walls. They found the mercenaries drunk and slew them to a man. Gregory Eland personally threw Harskolff from the castle walls. Gregory Eland's wrath did not die with this single rapacious mercenary, however. He turned his host against the remaining mercenaries, wiping them out before they could reorganize. This action did more than avenge the offenses done to the local folk, from serf to baron; it branded them traitors to Duke Brauner's service, and so bound them to Gregory.

Recognizing the sudden and inescapable bond between him and his host, Gregory marched them northeast. With Brauner's professional armies ringing the duchy's borders, Gregory's host reached the gates of the duke's capital, Nyssa, nearly unopposed. In the waning moon of 657 BU, Eland's band of knights and men-at-arms stormed the city walls, overwhelmed the duke's retinue, and seized Nyssa. Eland spared Reinhardt Brauner—in exchange for an oath of fealty. For a baron to thus turn the tables on his lord was unheard of, but Brauner could not do otherwise. Once Gregory Eland had a duke for a vassal, he ceased to be a mere baron.

In 656 BU, Brauner offered to crown Gregory King of Nas. To the shock of his enemies and retainers alike, Gregory refused, saying he would not squabble over a crown like the dukes had. He would not rule by taking the power of his rivals; he would restore the feudal system of old. Gregory crowned himself emperor and he called his domain Caneus, the Old Nas word for Union.

The other dukes did not take kindly to this upstart emperor and his meteoric rise. In short order, though,



ASHUR



CHENDAX GRYN

Gregory defeated the armies from Houses Olsson and Hanstrom and imposed vassalage upon them.

Again, he spared the dukes, taking from them their autocratic power and an oath of fealty. Their knights and barons were reluctant to fight a man they saw as a liberator and eagerly pledged themselves to the renewed feudal order and the young Caneus Empire.

Duke Ludwig von Breit, the last of the independent dukes, invaded the lands of the defeated houses and incorporated their mercenary armies into his own. In 653 BU, von Breit's army, swollen with every imaginable type of mercenary—from Sametian horse archers to skirmishers from Bal—met the heavy cavalry of Emperor Gregory to fight what historians would later call the Battle of Caneus.

Three times, Gregory's host charged the professional soldiers of von Breit, and each time they were pushed back. With his army nearly halved and night fast approaching, the emperor took up his war banner and led a last, suicidal charge against the center of von Breit's army. The knights finally broke through, splitting the ducal forces. More importantly, they reached the caravan of treasures looted from Olsson and Hanstrom, with which von Breit intended to pay his mercenaries. Seeing their pay lost, most of those soldiers withdrew

from the battlefield, leaving the stunned, exhausted knights of Caneus the victors.

In late 653 BU, Gregory Eland was crowned emperor a second time in Baron von Breit's palace in Hadenburg. The Dominion and the Arman clans recognized his coronation.

THE SANGUINE COVENANT

The Sanguine Church existed in isolated communities in Nas for centuries before it exploded onto the stage during the rise of the Caneus Empire. What prompted its rise was the emperor's brother, Chauncey Eland, who had been sick, unable to recover from his wounds from the siege of Ravenspont. Motivated by a dream from the Sanguine Lord, a country priest named Lucius Horst met with the ill brother, and using blood magic he cleansed and healed Chauncey Eland's wounds.

In 654 BU, Emperor Gregory summoned Lucius to Nyssa. The emperor commanded Lucius to restore life to his dead betrothed, Liesel Ravenspont. Lucius agreed, and a short time later, Liesel returned from the beyond and became the first empress. Rewarded for his services, Lucius became Imperial Confessor and spent the next few years scribing rites that changed the Sanguine Church into the Sanguine Covenant.



DEMA-MA



FREJA ILYANOVKA

THE MAD EMPEROR

In 564 BU, Vincent Eland was crowned. His forty-year reign was marked by brutal purges, repression, and forced conversion of the populace to the Sanguine Covenant. His brutal reign ended in open rebellion and his death.

Archprelate Jung—realizing that without a trustworthy Eland emperor, the empire would descend into anarchy and feuding baronies once again—decided he would try to replicate the feat of the priest Lucius.

Jung realized he might fail. However, unlike Lucius, he had the mortal remains of the emperor's purged cousin, Prince Albrecht Eland. Jung's gambit paid off better than he could have imagined. He restored Albrecht to life, crowned him, and turned the people's fear of the Sanguine Covenant into faith.

Nonetheless, the Covenant was forever changed by the terrible reign of Vincent I and the reforms of Archprelate Jung. It remained an armed church, ever wary of heresy that might plunge it back into darkness. So too the Covenant kept armed against pagans and unbelievers,

and though it no longer persecuted them within the Caneus Empire, it did not look kindly on them in other lands.

THE ARMAN PROTECTORATE

By 500 BU, the Armans had completely settled into civilized life, their clan leaders now sedentary, autocratic princes. The strong mercenary culture that sent thousands of Armans to fight wars for foreign lords kept them busy and rich in their homeland principdoms.

The Armans had kept their splendor for years by raiding Abaddon; Abaddon had kept its splendor through mercenary gold earned in foreign wars—both of which were running thin. Any more, raids into Sametia and the Dominion hardly paid for themselves.

In 492 BU, the khagan invaded the lands of Prince Babinovich, imposing a steep ransom. The Armans took two years to retaliate. The khagan outmaneuvered them, waited for the Armans to split before falling on the host.

Convinced by a hermit worshipping the Sanguine Covenant, Prince Nicola Kryszkas and Princess Olga Babinovich fought the khagan to an impasse at the Battle of the Rain of Blood. After the battle, all three rulers made peace and accepted the word of the hermit.



GRAAL



KARISSA

Returning home, the two princes found that their former ally, Prince Josef Chapaevonas, had taken over their lands and granted them to his own retainers. In the civil war that followed, Prince Nicola defeated his opponents with the help of the khagan and the Sanguine Covenant. Victorious, Nicola was crowned Tsar of the Arman Protectorate.

THE CONFEDERATION OF THE WYLDLANDS

The Brotherhood of Khayne was a savage sect for a savage land. Atop step pyramids crimson with the blood of human sacrifices, its adherents offered up gruesome offerings to their god. For centuries, the worship of Khayne was limited to the cannibal tribes of the deep jungle and the city-state of Xehitoch in northeastern Bal; other sects, only slightly less bloodthirsty but far less ambitious, ruled other walled cities hidden in the jungle.

In 382 BU, Euhudi, high priestess of Khayne, saw favorable omens in the intestines of a sacrificial victim. She believed, perhaps rightly, that Khayne had chosen to spread his cult across all of Bal, and that the city of Xehitoch was destined to lead the way.

As Euhudi was both the spiritual leader of Xehitoch and the concubine of its war leader, Prince Xoltec, her words fired the city's imagination. Xoltec gathered an army of warriors and blood mages, made pacts with the

Khayne-worshipping cannibal tribes, and set off to win prisoners and glory.

Xoltec and Euhudi's army swept over several unsuspecting neighbors before anyone realized the danger. Finally, in 380 BU, the cities of Naphil and Baargon, alerted by their allies among the enuka beastmen, joined forces to bring the Brotherhood army to battle. Darai, war leader of Naphil, commanded the coalition host.

The armies met south of Baargon. Darai arrayed the core of his in the clearing, keeping the rest of his army hidden to disguise its size. Xoltec threw the brunt of his force against this line, expecting it to fold as others had, but the Baargon infantry and Arman mercenaries held the line. At the same time, Darai sent enuka scouts to fall upon the Xehitoch army's flanks. The Brotherhood fell back in disarray, thinking they were under attack by a larger force. During the retreat, Prince Xoltec was slain and Euhudi was captured.



KATLAN BREDJ HUELTA



LONGSHADOW

In accordance with Wyldlands custom, the captured men of Xehitoch were brought to the victors' cities as sacrifices. As a priestess, Euhudi would be ransomed back to Xehitoch, but she refused. Believing Xehitoch had failed Khayne, she chose to stay behind and join with the victorious Darai.

Euhudi became Darai's mistress, then his queen, ruling at his side in Naphil for the next decade. She integrated elements of Khaynite worship into the bloody practices of the Naphil priesthood, manipulating their rituals to reflect the cult of her native city.

In 371 BU, Darai died without a clear heir; Euhudi, his queen, had never given him any children. His lesser wives bickered amongst themselves to crown their own children, but Euhudi set herself up as regent and arbiter for the warring heirs. She played Naphil's society against itself.

In 369 BU, only one candidate remained: Darai's son Ordoa. Euhudi embraced Ordoa as the rightful heir and crowned him king of Naphil on a throne made from the bones of his rivals—in the name of Khayne.

Ordoa did not care what god ruled his soul as long as he ruled the country. Euhudi had so successfully instilled Brotherhood practices into the native cults of Naphil that it hardly changed for the common citizens. Again high

priestess and lover of a king, Euhudi turned her gaze to neighboring lands.

In 366 BU, Naphil invaded its former ally Baargon. For the second time, an army acting at Euhudi's behest approached Baargon. And for the second time it faced the shield wall of its temple guards and southern mercenaries.

As Euhudi built her powerbase in Naphil, an Arman mercenary named Lavrenty Roskoff claimed the crown of Baargon. Roskoff led the city's defense against his former allies. He was a canny and charismatic fighter, but highly conventional.

Euhudi remembered Darai's battle plan at the previous Battle of Baargon. She advised Ordoa to place his slave-soldiers in his center and to sweep his elite warriors around Roskoff's left flank. Ordoa followed her advice and executed the plan flawlessly. Only a handful of mercenaries and Baargon warriors escaped to the jungle. Its army destroyed, the city surrendered.

Ordoa and Euhudi did not stop at Baargon. Two more city-states, including the latter's native Xehitoch, fell to the pair's rapidly swelling host before the end of 365 BU. The high priestess dedicated each victory to Khayne with thousands of sacrifices. Most of the eastern Wyldlands fell to the Brotherhood. The feuding cities of the west looked askance at this growing empire.



MARKUS SMITH



MILKA BRONISLAW

In 357 BU, in the city of Reis, the leaders of free Bal met with ambassadors from the southern empires. The free cities of Bal united under Prince Ataulpa Gazsi of Reis and planned a common defense against the Brotherhood.

Late in 357 BU, the armies met for the first time. Recognizing that his men did not have scouts as capable as their foes, Ataulpa Gazsi cleared a swathe of jungle a mile across and three miles wide. Rivers flanked his position and cliffs backed it. The outnumbered Reis army could not escape from this position—exactly as Ataulpa wanted. A veteran, he knew the fearsome reputation of the Brotherhood would send his men running long before he wanted to quit the field. By forcing the Brotherhood into the open to stand and fight, he made it a contest of wills and fighting skill rather than morale and stealth.

The armies met as Ataulpa intended. Brotherhood slave-soldiers charged across the river first, suffering ruinous casualties from the short bows and javelins of the Reis army. By the time they reached Ataulpa's lines, they were almost completely wiped out. Behind them came the shock troops of Euhudi's cult, the half-giants of Naphil, and the prince of Naphil's own bodyguard.

This block crashed against Ataulpa's center while cannibal savages harried his flanks. Had the Confederate army been able to flee, it surely would have broken, but trapped as they were, they had no choice but to fight and die with their prince.

Ataulpa's panther warriors did not fight like the Arman-taught heavy infantry of Baargon. They danced about the slower Naphil elites, leaping on their backs and slashing their tendons with sharp-edged war clubs.

Ordoa fell, covered with panther warriors. His two sons were slain, one cut down by Ataulpa himself. With the loss of their leader, the Brotherhood panicked. The Naphil stood their ground, dying to the last man over their ruler's body, but the cannibals and slave-soldiers broke for the river.

Euhudi realized that Khayne's temporal realm rested on her. Calling on the blood sorcery of Khayne, she formed crimson elementals that towered over the battlefield. The elementals crashed like a wave over her allies and surged toward the Reis army—and stopped.

Wise in the timeless secrets of the Kaga, Ataulpa's mystics battled the bloody priestess's will. The blood



elementals sank back into the river, dragging the screaming Brotherhood army to hell with them.

Ataulpa reconquered the east in a lightning campaign. He was also named the first imperator of the Reis Confederacy in 356 BU. Scholars speculate on Euhudi's fate, for the high priestess of Khayne vanished after the Battle of the River of the Dead. Her cult went underground, spread by madmen and cannibals throughout the Reis Confederacy and eventually to Unthara.

DAWN OF TOTAL WAR

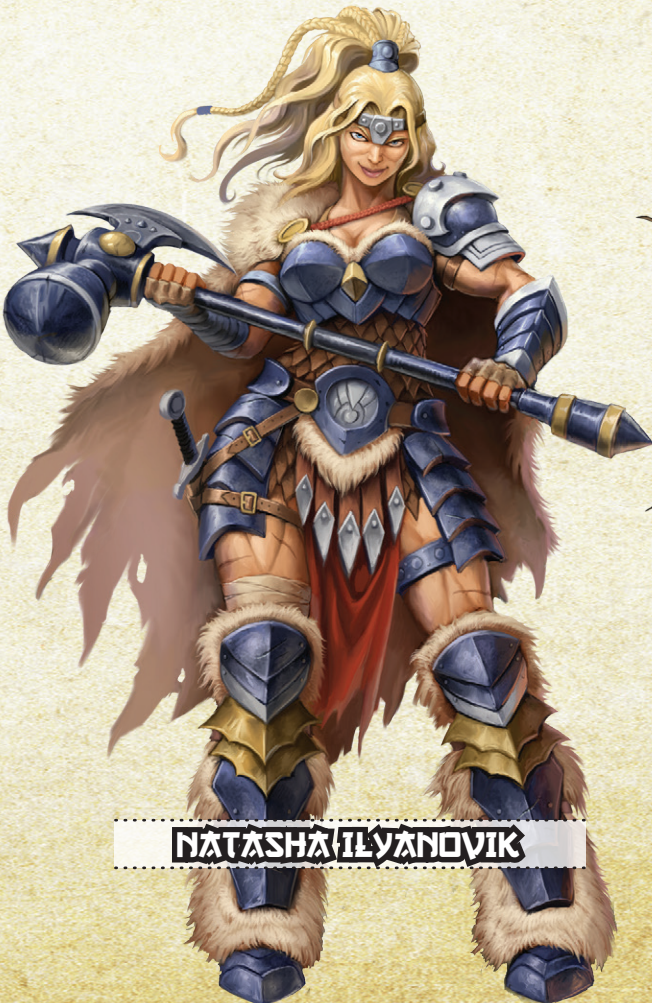
By 350 BU, four great empires reigned in the Wyldlands of Bal, the ice fields of Nas, the desert of Cordel, and the hills of Abaddon. These empires looked to Sametia, home to scattered tribes of nomads and barbarians, as the logical place to expand. Sametia was more fertile than Cordel or Nas. The Arman Protectorate needed more land. The Reis Confederacy sought to expand its own empire. From 360 to 290 BU, skirmishes erupted between the empires and natives on the plains of Sametia every day. Each empire probed the will of its neighbor to keep or expand its holding in Sametia.

In 289 BU, the Dominion escalated the conflict by an astounding feat of magic. Magical theory advanced rapidly under the Dominion's caste system with the development of windsailing ships, elegant sloops

designed to cruise the skies like ordinary ships did the seas. Combining the powers of more than a hundred sorcerers and knowledge gleaned from study of the Kaga, a local khan raised an entire city into the sky, making it a floating, nigh-impregnable fortress and base of power. This new city was named Anidem.

Tsar Vasiliy Kryszkas demanded the Dominion surrender the secrets of this invention to its rivals. When Khagan Malik Ibn Hassan declined the request, Vasiliy declared war. Although it began in Sametia, the conflict spilled over to the entire Dominion-Protectorate border. Both sides fielded multiple armies, playing a tactical game on a grand scale. Old traditions of single combat, the tactic of the massed charge, the very nature of military force—all this changed rapidly.

When a Protectorate army reached Anidem in 288 BU, it unveiled its own innovation. Gigantic, crude ironforged war engines bombarded the floating city, while lighter-than-air balloons lifted troops through Dominion windsailing vessels. The attack was repulsed, but several districts of Anidem crashed to the ground.



NATASHA ILYANOVIK



OLEG ILYANOVIK

The Dominion retaliated by cursing the Protectorate countryside with endless night. Crops withered, animals shied, and peasants cowered. Tsar Vasiliy, unable to break the curse or draw the Caneus Empire into the fight, agreed to an uneasy peace. Victorious, the khagan lifted the curse.

From 287 to 263 BU, the empires restricted their jockeying for position to Sametia. The Reis Confederacy and the Caneus Empire came to blows after a group of Covenant missionaries were sacrificed in a Confederate city. The Canean knights launched the crusade that the Confederacy's first imperator had hoped for a century earlier.

It quickly became apparent that the Caneans' advantages—manpower, armor, and heavy cavalry—were useless in the sweltering jungles of Bal. Thousands of Canean knights died before engaging the armies of the Confederacy. Worse, they brought jungle diseases back with them, plunging the Sanguine Covenant's clergy into a constant battle against illness. Archprelate Karl Edegard proclaimed that these diseases were divine punishment for the empire's overreach and cautioned against further invasions.

Confederate armies retaliated in 251 BU and again in 235. These invasion forces proved as ill-equipped to fight in frigid Nas as their foes were in the Wyldlands.

The two empires declared Koryth a neutral zone, where neither would enforce their rule without the other's consent.

Though the wars of this century were relatively brief, the empires realized just how devastating they could be. More soldiers had died than had perished in any of the empires' wars of unification.

THE DOMINION — PROTECTORATE WARS

In 203 BU, Dimitri Dyakonoviks, the ambitious second son of the prince of the last independent Arman principedom, seduced Ilyana Kryszkas, the eldest daughter of the tsar. Rather than allowing her dishonor to become public, Tsar Pieter Kryszkas consented to the wedding. Almost immediately, Dimitri pressed his claim on his ancestral lands, urging the tsar to place him on the Dyakonoviks throne in place of his father and brother.

Prince Lavrenty Dyakonoviks, Dimitri's father, raged when he heard of his ungrateful child's demands. Rather than go to the tsar, who had no intention of getting involved, Lavrenty appealed to the Dominion for military protection.

Khagan Malik Ibn Hassan spent his early reign easing the tensions between the two countries; he had even



ORSIA WENTWORTH



ONISHI YUMI

stayed at the tsar's palace for an extended visit a few years before Dimitri pressed his claim. Unfortunately, Hassan was on his deathbed. His grandson and heir, Ahmed, was educated at Anidem and hated the Armans for damaging the floating city. A Dominion army under the crown prince marched to the help of Prince Lavrenty.

To Tsar Pieter, this was an invasion and a betrayal of the peace treaty. The tsar's army marched to the border. A second army, jointly led by Dimitri Dyakonoviks and Tsarevich Nicola, assembled on the border of the Dyakonoviks principedom.

The conflict was later called the First, or Lesser, Dominion–Protectorate War. The first volley was fired in 202 BU, when a freak lightning storm paralyzed a company of the Protectorate's ironforged juggernauts at the Dyakonoviks border. Dimitri Dyakonoviks blamed the Dominion's battle-mages, and ordered an attack on their lines.

For twenty-six years, Dominion and Protectorate armies clashed, fighting over the Dyakonoviks principedom. The principedom was reduced nearly to slag by the magical and mechanical forces unleashed upon it. Tsar Pieter fell in battle in 196 BU, his body turned to stone. Ahmed Ibn Malik, now khagan,

had the statue of the old warrior placed in his palace as a trophy.

Tsar Nicola IV, hard-pressed by the Dominion and enraged by their treatment of his father, instituted one of the most controversial military programs in all Exodus by founding the Protectorate Peacekeepers. The Peacekeepers were an elite regiment formed from the finest Arman youth, both men and women, and their service was for life. Chosen as children, they were trained in a secret facility in the heart of the Protectorate, where grueling mental and physical tests honed them into living weapons. This was a force recruited to win all wars.

General Alexei Brushkov, the foremost warrior and field commander of the Protectorate, opposed the founding of the Peacekeepers. A highly successful and clever



RILEY MORGAN

RONAN

general, Brushkov had defeated the Dominion time and again. He became increasingly frustrated with the war, lamenting the gloryless, impersonal slaughter over which he presided so masterfully. Brushkov longed for bygone days when, he felt, honor and courage won battles, not numbers.

In 184 BU, Brushkov resigned his commission. The Protectorate was horrified to see the general leave, taking with him his most accomplished lieutenants. They vanished into the Sametian wilderness ahead of the inevitable demands for their return, dead or alive. The Protectorate sued for peace with the Dominion, conceding large tracts of rich farmland, including most of the contested territories on the west bank of the Abaddon River.

THE JANISSARIES

After resigning his commission, Brushkov and his retinue disappeared into the wilds of Koryth. There, in 182 BU, he founded the Janissaries: an order of warrior-ascetics dedicated to no king or country, serving only their code of honor and their consciences.

Brushkov hoped to attract the greatest military minds of all four empires, bring an end to imperial wars, and return Exodus to an age when knights and barons settled their disputes with honor rather than slaving for a distant master. He adapted much of the Janissary philosophy from the writings of Gregory Eland, a man he greatly respected. None of the empires recognized the new order.

They settled in the ruined fortress of Aremyhk. For centuries, this ancient citadel had lain empty because the locals thought it haunted by the spirits of its former inhabitants. In the depths of Aremyhk, the Janissaries found mental echoes from the Age of Mind and Magic and, through sheer force of will, mastered those energies. To their incredible martial disciplines the Janissaries added mental powers not seen on Exodus for a thousand years.

Psions or no, the wider world was not ready for the Janissaries' ideas, and their order remained obscure—a whispered threat to the great empires, a secret hope to many of their subjects. The Janissaries might have remained a footnote in Exodus history, a movement that rose and fell with its first grandmaster. But they didn't.

THE TWILIGHT WAR

Tsar Nicola IV died in 158 BU, passing imperial power to his sister Ilyana and her husband, Dimitri, whose



SHANI BENNU



SUSAN KINNON

ambitions had sparked the war between the Dominion and Protectorate. Immediately the war resumed.

Ilyana reigned until her death in 145 BU, after which her son took the throne as Tsar Georgy II. Georgy II modernized the Protectorate and reorganized the army. He laid the “gearlines”—vast arcane-mechanical constructions that propelled trams of men and material across the Protectorate—and sponsored the construction of a massive imperial university in Mureath. While these civil-works projects became marvels of Exodus, they showed the Dominion that the Protectorate was recovering from the war, becoming dangerous once again.

In 119 BU, the Dominion ambassador to the Reis Confederacy was murdered. Blame fell on a member of the Protectorate ambassador’s staff. The Protectorate refused to surrender an Arman citizen to the notably harsh justice of the Confederacy, promising instead to try the suspected assassin in an Arman court.

Neither Dominion nor Confederacy considered this an acceptable solution. On the eve of the suspect’s

extradition, Imperatrix Chanui of the Reis Confederacy gave the Dominion permission to extradite the man. Dominion and Confederate troops stormed the Arman embassy and dragged the suspected assassin from his countrymen.

The Protectorate protested and threatened war. Imperatrix Chanui complied, sending the captive back in five separate caravans. With the fifth, she attached a letter informing the tsar that he would make no demands of her country, and that crimes committed there would be dealt with by the Confederacy. Receiving the Imperatrix’s message, the Arman Protectorate declared war. Nineteen days after the declaration reached Reis, the Dominion launched an attack on the weakened Arman flank, preventing the Protectorate from marching into Sametia.

Because the Reis Confederacy was hundreds of miles from the Protectorate, Tsar Georgy focused on the Dominion. The Second, or Greater, Dominion–Protectorate War began. As with its predecessor, this conflict proved indecisive, a seemingly endless grapple of Arman warcraft and artifice against Dominion mobility and magic.

In 83 BU, the Reis Confederacy annexed the Sametian colonies of the Protectorate and occupied the Dominion’s colonies. Neither of the southern powers could afford to send significant forces to protect their holdings in



TANE

TWELFTH BLADE

the contested lands. The Caneus Empire engaged the Confederate army in Sametia.

In 80 BU, pressured by the need for aid against the Protectorate and their inability to hold their Sametian colonies, the Dominion also declared against the Caneans.

This marked the beginning of the conflict Exodus would know as the Twilight War. It would be the longest war since the War of Mind and Magic, and every day introduced new and more horrible ways to fight and die. At its peak around 50 BU, the Twilight War claimed more than ten thousand lives daily.

The Confederacy introduced war beasts of fearsome and unnatural aspect, twisted aberrations created by ritual magic. The Caneans countered by sending super-heavy knights that fought fearlessly. The Protectorate fielded bigger ironforged juggernauts that crushed whole divisions under their gear-like wheels. In response, the Dominion superheated the juggernauts with fire magic, cooking the crews and exploding them into fleshy shrapnel.

From the fires of the Twilight War emerged many dangers of modern Exodus, including magically engineered monsters, spells, and weapons. These dangers roam the wilderness to this day.

PATH TO UNIFICATION

In 15 BU, the Arman Protectorate and the Dominion signed a peace treaty, and their armies stood down.

Tsar Dimitri II and Khagan Rashid Ibn Fasan met in the oft-contested floating city of Anidem to sign the treaty. Both countries remained on a war footing, though, defending their northern borders against Canean and Confederate aggression.

The Caneus Empire and the Reis Confederacy came later to the war. Boasting larger populations than their rivals, they saw no reason to end the conflict. They pressed on where the Dominion and the Protectorate faltered.

In 5 BU, a massive Reis army crossed into the Koryth neutral zone, made of a hundred thousand soldiers and ten thousand monsters backed by ritual blood magic. The Confederacy was certain their army would reach Nyssa and force an end to the war.

The Caneus Empire's main army was in Sametia harrying the eastern front, so only forty thousand warriors—mostly knights of the local baronies—met the Confederate army.

The armies met in the shadow of the Aremykh fortress. From their looming citadel, the Janissaries emerged and arrayed for battle. The Caneans first took these men for reinforcements and welcomed them, but the Janissaries had not emerged from their citadel to take sides. One thousand Janissaries arrayed for battle against forty times their number on one side and a hundred times on the other.

When the dust cleared, hardly a Janissary had fallen, and both defender and invader were in full retreat. Magic—from the Covenant priests in the Caneus army, and from the blood mages of the Reis army—fizzled, stopped by the Janissaries' unrivaled mental powers.

Grandmaster Randal Yearby, Brushkov's chosen successor, delivered an ultimatum to both commanders: "Stop the Twilight War or the Janissaries will stop it for



XILL



YEPATAWENASA

you!” Having just watched the warrior-ascetics break two armies, the commanders were quite receptive. The armies withdrew from Koryth, taking a Janissary to present the peace proposal.

In Nyssa, Empress Constance Eland, acting as regent for her young son Desmond, wanted nothing of the enforced peace. The dukes, wiser in the ways of war and realizing how close they had come to disaster, advised her to play along with the Janissaries—at least as long as it served the empire’s purpose.

In Reis, Emperor Chaqua Gazsi proved more receptive. Their army’s defeat had shaken the Confederacy; many city-states were nearly depopulated, having lost generations of their young men, and others were on the verge of rebellion.

In 4 BU, the rulers of the major empires traveled to Aremyhk. At the Janissaries’ invitation, the leaders of dozens of independent principalities, tribes, duchies, and city-states joined them. After intense negotiation, all signed the Treaty of Aremyhk, ending the Twilight War and returning the borders to those present at the start of the war.

Grandmaster Yearby faced a momentous decision. The Janissaries had been founded to fight against monolithic governments and work to return to simpler, less centralized times. Yearby knew that the great lords would never accept such a proposal; he also knew the Janissaries could not dismantle the four empires by force. But Yearby saw a way to put an end to the age of total war: he would have to push for the opposite of his mentor’s vision. He decided to try.

Calling on the assembled dignitaries, Yearby proposed they go beyond a single treaty and instead form an alliance that could another Twilight War, reminding them that their countries could not survive another such conflict. And so for years, monarchs, statesmen, and soldiers argued, debated, threatened, insulted, spied, worried, and planned—from 4 BU to the inauguration of the Imperial Alliance in 1 AU (After Unification).

Eventually, the Imperial Alliance took on its familiar, modern form: an inner council consisting of the senior legates from the four imperial families; the Imperial Senate consisting of forty legates, one from each of the major noble houses; and a series of imperial assemblies that put the senate’s recommendations into law within each region, subject to the approval of the local monarch. The grandmaster of the Janissaries reported directly to the inner council and put his order at the Imperial Senate’s disposal, granting the Senate’s suggestions both force and respect.

At the insistence of the southern empires, the Sanguine Covenant was recognized as the official religion of the Imperial Alliance. All nations of the Alliance, from the strongest to the weakest, agreed to treat an attack on one of their number as an attack on all. All agreed to permit the Janissaries unrestricted passage through their

lands, to discontinue the use of forbidden magic, and to negotiate any serious grievances through the Imperial Senate, moderating the possibility of sparking war anew.

THE FIRST YEARS (1–40 AU)

In 1 AU, the Imperial Senate held its first session, blessed by the archprelate and prelates of Qijom and Mureath and watched over by the rulers of four empires. Exodus seemed poised to enter a period of unprecedented peace and prosperity. But a threat waited.

For centuries, the Brotherhood of Khayne had lurked in the depths of the Wyldlands of Bal or Unthara. It now whispered its dark doctrines amongst the decadent, thrill-seeking children of the aristocracy. With the Imperial Alliance’s formal imposition of the Sanguine Covenant, the Brotherhood found many more adherents: enemies of the organized faith of Exodus who would turn to any cult—however bizarre or depraved—that would fight back against the Covenant.

In 12 AU, the Covenant churches were struck by a terrorist attack, the first of many to come. The Nyssa Massacre leveled the west wing of the Sanguine Cathedral in Nyssa, killing the archprelate and hundreds of worshippers. The attack was perpetrated with blood magic, so Covenant investigators traced it to the Brotherhood of Khayne. Prior to the attack, the Covenant had reluctantly tolerated the old pagan religions. Afterwards, the Covenant became increasingly militant, forming the Order of the Purifiers to hunt down and destroy enemies of the faith.

In 19 AU, an expedition sponsored by the Arman Protectorate traveled to Ablis. What they discovered is not known, but the Imperial Alliance blockaded the island. That blockade is still in effect today.

In 26 AU, the Caneus Empire and the Dominion came close to a major dynastic marriage when Erwin Eland, a senator and cousin of the emperor, married Nadja Ibn Al’alim, daughter of the khagan. This, however, was a match of two young nobles distant from the throne; before they and their children would have stood to inherit either throne, more than a dozen claimants would need to perish. Their son, Njal Eland, would instead become the chief legate of the Imperial Senate, leaving the politics of both of his homelands.

In 31 AU, another shock rocked Exodus. The cavians, the rat-like humanoids thought annihilated in the War of Mind and Magic, returned. Their return was subtle; for nearly a decade, their presence remained a whispered rumor, first in the Caneus Empire.

In 36 AU, the nomad clans of Sametia sought representation in the Imperial Alliance. This would be the first major addition to the Alliance. The senators, whose countries had a vested interest in keeping Sametia open for colonization, rejected the proposal out of hand, declaring the clan leadership insufficiently organized to maintain an imperial assembly.

In response, the angry clans launched raids against their neighbors. Janissaries were sent to pacify the situation. The presence of the psychic agents cowed the clan leadership, stopping their raids.

In 38 AU, the Janissary Kasim Dammar made contact with what he described as a “severed cavian,” an outcast from the race’s psionic hive mind. Kasim’s discovery paved the way for the reintegration of the cavian race into Exodus, and by 50 AU cavians moved about openly in major cities. Neither the severed cavians nor the members of their racial mind shed any light on where they had spent the last millennium or how their race had undergone their radical and disturbing transformation.

THE ALLIANCE IS TESTED (40–60 AU)

In 44 AU, tensions again flared along the Dominion–Protectorate border. On the Arman side, several prominent members of the Forgers’ Guild—the engineers of the country’s mighty arcane-mechanical devices—were assassinated; the same fate befell a group of magical scholars in the Dominion.

For the first time in half a century, troops massed at the border, close enough to eye each other across the invisible line between nations. The Imperial Alliance immediately sent Janissaries as mediators. They were

to meet with representatives of the Dominion and Protectorate governments in the floating city of Anidem, hoping to call to mind the last treaty signed there. Unfortunately, the pair died when their windsailing vessel crashed en route to Anidem. Further investigation revealed sabotage.

Tsar Ivan Kryszkas III immediately blamed the Dominion. The Janissaries died on a Dominion ship, traveling to a Dominion city, within Dominion borders. The tsar’s words might have swayed the Imperial Senate had he not chosen to back them with immediate force. The Arman Protectorate launched a punitive action against its neighbor.

The khagan, Yusef Ibn Al’alim, drew a large fleet of Protectorate flyers into the desert beyond Anidem. He let the city’s massive magical cannon pound them while his swifter windsailing ships cut off their retreat. The Fourth Battle of Anidem ended with a total Dominion victory, but the war continued. As the Protectorate air forces crumpled, their ground troops broke through the Dominion line and surged into the Cordel Desert, plundering the rich land on the west bank of the Abaddon River.

The war escalated too swiftly for the shocked Imperial Senate to stop it. Partisans of the Dominion and the Protectorate both insisted the Senate refrain from



FIRST ONES: ANEISHI



FIRST ONES: EXODITE

intervening. Rather than sending an army of Canean and Confederate troops under Janissary command, the Senate dispatched a single Janissary to investigate the matter. Jakatka Bisir was a new breed of Janissary, as much detective as warrior or peacekeeper. Rather than announcing his presence in the region, he moved in disguise through battlefields and ballrooms, unearthing secrets with his telepathic abilities.

In 47 AU, Jakatka returned to the Senate. After a closed session of the Senate's inner circle and a swift, decisive message to the tsar and the khagan, the Third Protectorate-Dominion War ended in another stalemate. Bisir was lauded for his craft and heroism, but neither he nor the Senate nor the belligerents revealed so much as a hint of the contents of his report. In light of his success, Jakatka Bisir became the template for the modern Janissary: secretive, observant, and efficient. He trained dozens of apprentice Janissaries in his methods.

In 59 AU, the Imperial Senate elevated Bisir to left master of Janissaries, a post second only to grandmaster. Immediately before his investiture, however, Bisir disappeared from Aremyhk.

THE WORLD CHANGES (60-80 AU)

In 61 AU, a meteor crashed into the island of Unthara. Most of the Imperial Alliance considered it an unimportant astronomical event. In the Reis Confederacy, though, it was met with horror. Imperatrix Sepatha Gazsi's most

trusted advisor, the Bronze Sage, had predicted the meteor's fall—and that it would unleash a monstrous plague upon Exodus.

The Bronze Sage also prophesized that the newborn princess Lolani would bring the end of the Confederacy. With customary fatalism, the people of Reis accepted the albino child as their future ruler, even as they hated and feared her for what they saw as their inevitable destruction.

In 62 AU, to soothe the Confederate leadership, the Senate dispatched a Janissary to Unthara. They expected to lay the imperatrix's fears to rest but only confirmed them. The Janissary discovered that the people of Unthara were being infected by a quicksilver-like ooze, an alien parasite that used their bodies and controlled their minds. The infection proved incurable and inevitably fatal, turning the victim into a breeding ground for the organism. Worse, the entity or entities acted at the direction of some malevolent will.

Fearing an outbreak of these "quickslayers," the Imperial Alliance quarantined Unthara, convinced that any release would destroy all humanoid life on mainland Exodus. The Senate worried that one or more quickslayers had already slipped through their net, but could find no proof.

Another threat came from the tribes of Sametia, which had grown since the end of the Twilight War, honing their fighting skills as mercenaries and partisans. Rebuffed from "civilized" Exodus, they embraced barbarism and united under a code of untrammelled might and savagery. Calling themselves the Janus Horde, they fought amongst themselves for position, but fought all others for vengeance, glory, and plunder.



FIRST ONES: KHAYNITE



FIRST ONES: KOBURA SOBEKA

In 69 AU, Thais—who traced her ancestry to calibans, giants, and stranger, stronger beasts—proved herself the most brutal and powerful leader in all the Horde. She defeated Jangai Zhar, the first war chief, and declared herself warrior queen of all Sametia. Under her banner and iron fist, the Janus Horde began coordinated raids on its neighbors, growing in force with every victory.

In 70 AU, Sametia saw the first appearance of the enigmatic man called the Lawgiver. He appeared as a simple beggar in the colonies of the great empires. Wherever he passed, the sick were cured, the lame healed, and the weak given strange and terrible powers. The Lawgiver bore the Lazarus Brand, a power hitherto unknown on Exodus—a power even the wisdom of the Kaga could not explain. When the Imperial Senate sought to question him, he vanished to beyond even Janissary investigators, only to reappear in the cities of the great empires as inexplicably as he had disappeared.

In 79 AU, a Janissary infiltrated Unthara, now the domain of the quickslavers, and came face-to-face with the alien plague's master: Xon. His reemergence decades after his demise, with a menace even greater

than his magical abilities at his command, worried the Confederacy.

PROSPERITY AND TENSIONS (80–90 AU)

Beginning in 80 AU, a royal match far closer to the apex of power appeared possible. Bial, Mercy, Cassandra, and Sienna—the four children of Desmond Eland, Emperor of the Caneus Empire—were all educated at the famed Sihr Academy in the Dominion capital, Qijom. During their stay, the four became extremely close to the young heir to the khaganate, Malik Ibn Al'alim.

Princes Bial and Malik, their ages and interests similar, hunted, wrestled, and sparred like brothers, becoming far closer than Malik was with his own brother, the cunning, scholarly Nasser. The Canean princesses Mercy and Cassandra took an even greater interest in the Dominion's heir.

In 82 AU, Princess Mercy Eland arrived in Qijom. Ranked among Exodus's greatest beauties, she quickly won Prince Malik's affections. The two were as



FIRST ONES: KROCA SOBEKA

inseparable as decorum allowed, spending almost all their spare moments together.

In 84 AU, Princess Cassandra joined her sister in Qijom, and the younger Eland princess also fell madly in love with Malik. A bright girl groomed to become the executor of the Caneus Empire's imperial assembly, Cassandra soon lost interest in her study of statecraft and became obsessed with winning the future khagan away from her sister. Her obsession was dismissed by all as a girlish fancy, harmless and passing.

The same year, Prince Bial returned to the Caneus Empire to begin the centuries-old trials that would prove him worthy of the throne of Gregory Eland. A traditionalist, Bial insisted on fulfilling the trials' in their original form: tests of cunning and martial skill that would prove his worth—or kill him. Bial decided to take his trials in the Wyldlands of Bal, for which the Reis Confederacy granted special permission.

In 85 AU, Prince Bial arrived in Reis to begin his preparations. But he soon found himself distracted by another heir, Princess Lolani. With a dire prophecy

hovering over her, Lolani was all but ignored by her own family and subjects, so she was shocked when the foreign prince addressed her. Bial became the first and only friend Lolani ever had. Though a loner and survivor by nature, she clung to the foreign prince like a lifeline, delighted with the attention. Because Bial was unfamiliar with the customs of the Confederacy, the accursed albino princess showed him how to navigate Confederate politics.

With all these joinings, only the Arman Protectorate would remain independent. The newly crowned Tsarina Anayanka harbored feelings for Nasser Ibn Al'alim, the khagan prince's younger brother. A union between two such cunning politicians could have ended the hostility between Dominion and Protectorate. The Protectorate faced its own difficulties with the increasingly powerful Janus Horde, and the Imperial Senate proved slow to render aid.

In 86 AU, Bial began his trials. His parents hoped to preside over two imperial weddings: Bial's to Lolani, and Mercy's to Malik. Had both gone forward, the Caneus Empire's imperial family would have ruled three-fifths of Exodus without shedding a single drop of blood. But Bial was injured during his trials, mauled by a great beast of the Wyldlands. Worse, he fell into a feverish state from which the clerics of the Sanguine Covenant could not rouse him. Suspicion fell on the Brotherhood of Khayne.

In 87 AU, Before the Caneus Empire could obtain a cure or vengeance for its heir, an assassin struck at Emperor Desmond and Empress Abigail. The attacker wielded a strange dark power, and even the Kaga could not explain what black art took the lives of the Canean ruler and his wife. With the emperor dead and Bial feverish, the nobles of the Caneus Empire declared Mercy the new empress. Mercy and Malik pushed back the announcement of their betrothal.

Immediately after Mercy was crowned, Bial's fever subsided. He awoke to find his parents dead, his throne occupied, and his beloved Lolani's country suspected of the devilry that had struck him down. Some might have risen in rebellion, but Bial was content with his lot and worked to ease the tensions between the Caneus Empire and the Reis Confederacy. Bial and Lolani were unable to meet again.

**LOCARI**

EXODUS

CENTER OF THE MULTIVERSE

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: Standard; **Orbit:** 1 year

Inhabitants: cavians, cyneans, dalreans, enuka, tieflings, humans, kalisan, prymidians, p'tan, sasori

Important Locations: Aremyhk, Cordel Desert, Nexus Point Zero, Nyssa, Unthara

Resources: Fertile lands and seas, widely varying life forms and environments

With its planetary and interdimensional conduit, the Nexus Gateway, the world of Exodus is known to many as the Gateway to the Multiverse. The long and conflicted history of Exodus has only added to the world's intrigue and importance. Many humanoid lifeforms, from cavian to human to prymidian, call this planet home, with its thousands of unique flora and fauna adding to its diversity. Unlike many other worlds, Exodus has become a great hub of commerce and trade as well as a center of knowledge due to the Kaga and important knowledge axes like the Infinite Library.



In 89 AU, the official period of mourning had hardly ended when Malik lost his father and was crowned khagan; Lolani also ascended to the leadership of the Reis Confederacy. All four empires passed to a new generation.

RECENT DAYS (90–91 AU)

In 90 AU, Empress Mercy was found dead in her chambers in the Gregorian Palace in Nyssa. The Canean imperial assembly immediately suspected foul play. Their investigation confirmed that she had died from poison. Suspicion fell on her brother, Bial, who had left Nyssa the night before Mercy was found dead. With Bial suspected of Mercy's murder and out of the capital, the imperial assembly chose Princess Cassandra to succeed her sister.

The new empress was crowned almost immediately, and her youngest sister, Princess Sienna, became the empire's executor. Empress Cassandra vowed to make her brother pay for his crime. However, a week later, all signs of Bial had disappeared, forcing the empress to call off the search. Even so, she ordered troops to the border of the Confederacy. Empress Cassandra blamed Bial for poisoning their sister and creating a diplomatic conflict with the Confederacy. She accused Imperatrix Lolani of sheltering her murderous brother and severing ties for his sake.

When news of Mercy's death reached Khagan Malik, he fell into a suicidal depression. He cursed himself for allowing statecraft to keep him from his beloved. Then he cursed himself for thinking of abandoning his duty and people. He could not help but wonder about Bial's guilt. He laid plans to travel to the Caneus Empire so he could personally investigate the matter. Leaving the Dominion in the hands of his brother, Nasser, Malik boarded his windsailing ship and winged his way north. In Nyssa, Malik was attacked by a band of assassins. Badly injured, he immediately returned home.

When Malik returned to the Dominion, he found his brother aware of his misfortune, which roused his suspicions. Malik put the cities and tribes on the Canean border on high alert and began marshaling his troops. At Nasser's urging, additional forces massed at the edge of Sametia, overlooking both the Janus Horde and the Arman Protectorate.

The Imperial Senate voted to impose martial law on all four member states, ordered the kingdoms and empires to withdraw to their borders, and sent Janissaries to restore order.

To the Senate's horror, all four empires refused to submit. To the horror of the four great monarchs, the Janissaries left Aremyhk and men-at-arms massed in Koryth to enforce the Senate's desperate bid to restore order.

It is now 91 AU. More than ever, the world of Exodus needs heroes...

CHAPTER 2:



WORLD OF EXODUS

UNIQUE ELEMENTS OF NEOEXODUS

FACTS ABOUT NEOEXODUS

- 1: NeoExodus is a world that has advanced through its inhabitants' mastery of arcane magic, perhaps counterintuitive to classic fantasy and medieval times.** Magic is pervasive here, from the instantaneous point-to-point travel via the Nexus Gateways to the sentient, free-willed arcane constructs, known as Arcane Intelligences, to skyships and siege weaponry powered by arcane and eldritch power alike. Even commonplace magic-casters use their skills to provide many basic provisions and necessities to major cities and indeed some small towns. The progressive nature of magic in NeoExodus has transformed the world into something feeling quite modern.
 - 2: NeoExodus is a world built upon epic adventures, heroic quests, and valiant expeditions into the unknown.** Through magical and non-magical means, heroic adventurers reach greater realms of excitement and discoveries, giving them new challenges to confront and monsters to combat. With its exotic locations and unusual surroundings, Exodus pulls heroes across the world, through the lands of many nations and countries. This world hosts many stunning locales, from the tropical rain forest and jungle of the Wyldlands of Bal to the frigid and dangerous peaks in the mountains of Nas. Exodus is truly host to invigorating exploration and exhilarating action.
 - 3: NeoExodus is the stage for the power struggles and issues of numerous sovereign empires and nations.** While these states—the Arman Protectorate, the Caneus Empire, the Dominion, and the Reis Confederacy—have joined and believe in the unity of the Imperial Alliance, old adversaries and bitter rivalries cause much turmoil. Many of these nations and empires share long-standing conflicts that continue to influence the decisions of the modern day. Other influential groups like the Sanguine Covenant and Section Omega can be felt in the backrooms and dark alleys of any of these nations and empires. Even more, this fragile peace is threatened by global problems including the Janus Horde, the quickslaver pandemic, and even criminal terrorist organizations like the Folding Circle.
 - 4: NeoExodus is rarely at peace for long. Throughout its troubled history, wars and murder were never far away.** With so many different cultures and races working together, disagreements are inevitable. These conflicts might be based on nationality, religious beliefs, or even racial issues, and these prejudices are deeply and widely rooted throughout daily life. The formation of the Imperial Alliance
- has done much to help its citizens understand different perspectives, and so the Exodites are now finding ways to coexist and thrive.
- 5: NeoExodus as a setting mixes classic fantasy, modern political conflict, and intrigue with neo-fantasy influences.** The world of Exodus allows for some degree of moral flexibility; people who might be diametrically opposed might work together for a greater cause—often for good and sometimes for evil. In this world, nothing is black or white, and nothing is exactly what it seems to be. While an individual might be aligned with chaotic evil, this does not mean they cannot be honorable or even compassionate in the face of a larger purpose. And vice versa.
 - 6: NeoExodus is full of new races, each quite different from the norm: cavians, cyneans, dalreans, enuka, tieflings, kalisans, prymidians, p'tan, and sasori.** Cavians are psionic humanoid rats with a hidden agenda. Cyneans are powerful arcane spellcasters with crystalline skin and a thirst for arcane knowledge. Dalreans are mobile humanoid plants strongly connected to the ecology of Exodus. Enuka are beast-like creatures who have evolved and adapted to various harsh environments. Tieflings claim to be the first race to master magic in Exodus. Kalisans are pale-white nomadic humanoids native to northern Exodus. Prymidians are crimson-skinned humanoids who are masters of communication and language. The p'tan are shadow-created feline humanoids who were once slaves of the First Ones. Sasori are humanoid scorpions that hold all the deepest and darkest secrets of Exodus.
 - 7: NeoExodus is a world built on conspiracies, deception, and intrigue.** Empires and nations compete for many things—money, political influence, territory, magical power—each looking to maintain or improve its status by any means short of all-out war. Clandestine meetings, espionage, black-market deals, and sabotage are all basic parts of doing business. Many organizations, nations, and factions maneuver and manipulate in the rapidly changing political climate.
 - 8: Everything has a place in NeoExodus. If it exists in the classic or traditional fantasy settings of Pathfinder, then it has a place in Exodus.** A monster or spell or magic item from the Pathfinder core rulebooks might feature a manipulation or two to explain the attitude, character, and tone of Exodus, but otherwise everything you'd want to include has a place somewhere in this world.

NEXUS GATEWAYS

The major cities and some other locations of Exodus are linked together by magical gates known as Nexus Gateways. The Nexus Gateways are believed to have

been built by the ancestors of the First Ones or a close relative.

Each Nexus Gateway is composed of two or three stone monoliths covered in runes. Although the activation ritual is simple, opening a path between gateways requires precise and clear commands.

Though it is safe to travel through the gateways, sometimes they act in unexpected ways. A gateway might transport the user to other dimensions or unexpected locations, or cause other strange effects. The network is known to randomly open, releasing monsters and otherworldly horrors. Therefore, most Nexus Gateways are heavily guarded with stout soldiers supplemented with magical wards. Because of these mishaps, many people disdain the use of the Nexus Gateways, and some even seek their destruction. But so far, the empires of Exodus find the gateways to be too useful to destroy.

The nations of Exodus guard their Nexus Gateways closely and restrict access to them as much as they can, each nation preferring to allow travel only within its borders. International travel is closely monitored and frequently reserved for those with Imperial Alliance credentials.

Nexus Gateways in the wild are left to themselves and frequently abandoned. While many still work, most now lie broken and inert. Use of these gateways is extremely prone to mishap.

INFLUENTIAL CABALS IN NEODEXODUS

THE BROTHERHOOD OF KHAYNE

In the chaos gripping Exodus, the Brotherhood of Khayne has grown more powerful. Many see the Brotherhood's insidious hand everywhere, moving the



BROTHERHOOD OF KHAYNE

world toward a new war, a new bloodbath, a descent into anarchy and a new dark age. Because they are outlawed and hunted in every civilized nation, the Brotherhood is a subtle, insidious, patient force that slowly corrupts the minds of everyone nearby.

THE TRUTH

Many in the Imperial Alliance see the hand of the Brotherhood in every calamity that befalls Exodus. The truth, though, is the Brotherhood's numbers are quite reduced—they would be hard-pressed to muster the armies they once controlled in the Wyldlands. Nevertheless, the Brotherhood is highly visible and still strikes fear in the hearts of people.

THE CROWN COUNCIL

The political landscape of Exodus is constantly shifting, barely held in check by the Imperial Alliance. After witnessing the Alliance's successes with the establishment of Section Omega and the unorthodox but effective tactics of Jakatka Bisir, the Left Master of Janissaries, a man by the name of Samiel Leuric set into motion a plan that would forever change Exodus. Samiel believed that Exodus would have torn itself apart decades ago with war and dark magic if not for the intervention of the Imperial Alliance. With the rising quickslaver threat, the undead horror Xon, and the unexplainable powers of the Lawgiver, Samiel saw once again that Exodus was spiraling out of control and that the Alliance was losing its grip. Samiel gathered a group of powerful, like-minded individuals who believed that, to keep Exodus from destroying itself, the Imperial Alliance must keep its constituent powers in check and that the people of Exodus must learn from their past in



CROWN COUNCIL

order to preserve their future. These members formed a conservative assembly within the Imperial Senate who called themselves the Crown Council. This assembly supported the Senate and strove to limit the power of the Alliance's individual factions. Secretly the heads of the Council worked as the guiding hand of Exodus to shape it for the better.

THE TRUTH

The senators in the Crown Council are political animals, just like the other members of the Imperial Senate. While there are some who, like Samiel, are truly working for the benefit of the people and civilization, others are in it for personal motives. Some saw Samiel's rising star and latched on, hoping to share in his celebrity and political power. Others still work toward their own gain or that of the nations they represent. Yet others agree that more power should be given to the Imperial Senate. In fact, they believe that the only recognized crown on Exodus should be the Crown Council, and that all executive power should be stripped from the reigning monarchs, reducing them to governing entities that hold power only at the whim of the Imperial Senate.

THE FIRST ONES

Following their defeat at the end of the age of man, the First Ones withdrew from the world to lick their wounds. The question that puzzles many modern scholars is this: where did the First Ones go? When asked, the Kaga remains vague. Divinatory magic is inconclusive at best. The p'tan speak of massive underground kingdoms and cities built in ancient caverns. Expeditions to find them are constantly sent, but few ever return, and those who do return often have more questions than when they left.



FIRST ONES

While many of the First Ones did find their way underground, many others fled beyond the mainland of Exodus. The vast majority ran through the Nexus Gateways and hid, trying to rebuild their forces so they could one day return to power.

THE TRUTH

The biggest problem facing the First Ones is their lack of unity. To the outside world, they seem like a united front, hellbent on the destruction of all who oppose them. But the truth is, they are fragmented and have no clear leadership. Warlords, would-be emperors, grand priests, and arcanists of great power all seek control of the First Ones. This fractured leadership is what prevented them from conquering Exodus during its centuries of civil wars and unrest.

Still, incursions by First Ones forces are becoming more common, and the First Ones are growing weary of waiting.

For more details on the First Ones, see *Enemies of NeoExodus: First Ones*, *Monsters of NeoExodus: Scythians*, and *Enemies of NeoExodus: Widowmaker Scarlet*.

THE FOLDING CIRCLE

In the world of Exodus, there is no group more dangerous than the terrorist and criminal organization known as the Folding Circle. Led by a group of five, the Folding Circle rarely concerns itself with large military movements—they prefer to work with pinpoint strikes, sending a few powerful individuals to achieve some aim or another. Usually, one of their leaders will travel to the problem and deal with it accordingly. The Folding Circle doesn't control territory like a nation does; Circle members are highly mobile and powerful, able to travel to an area spied through the Star Fountain, deal with the problem, and return. This ability means that a member



FOLDING CIRCLE

of the Folding Circle can appear anywhere, at any time, with basically no warning.

THE TRUTH

The Folding Circle may have only five leaders, but they all have their own agendas. Most of the strikes they order are within the Arman Protectorate, motivated by the old grudges held by the Circle's founder, Makesh the Undying. Meanwhile, their operations in the Caneus Empire are aided by secret partnerships with key figures in the empire government, allowing them more leeway in their machinations there.

Makesh is the glue holding the Circle together, and of all the five leaders, only the renegade Exodite, Nyskka, is unwaveringly loyal to him. Should Makesh fall, the Circle may well break, ending its reign of terror unless another steps up to take the reins of the organization.

For more details on the Folding Circle, see *Enemies of NeoExodus: Folding Circle*.

THE LOCARI

Currently quarantined to the island of Ablis, the locari are a new form of predatory horror that have destroyed all of the island's other intelligent lifeforms. Their origin is the subject of many debates. While some believe they are the result of some ancient curse, others maintain they fell from the stars. Still others think they evolved naturally, but that they only managed to grow to such prominence because there were few humans nearby to cull their numbers.

Any attempts to communicate with the locari have failed, as have any attempts to locate or discover their main hive.

THE TRUTH

The locari are but one of many races created by the Khaynites to serve them in their plans to invade Exodus. Having many characteristics of insects and lizards, the locari are natural, constant hunters and predators. They resist any attempt at communication and are naturally immune to divination magic.

Were the locari to reach mainland Exodus, the world might fall in a very short time. Fortunately for Exodus, the current naval blockade of Ablis has confined the locari there.

For more details on the locari, see *Enemies of NeoExodus: The First Ones*.

THE ORDER OF KAGA

The Order of Kaga was formed during the dark days of the First Ones' rule. The Kaga (or simply Kaga) was created when humankind's brightest minds united to perform a unique feat of arcane magic, enacting a massive ritual with more than a thousand arcane spellcasters. The secret of how they combined their energy is something the brightest minds have since tried to understand and recreate without success.

Many believe that the ritual used some great divine magic. Others believe that through this act, Kaga achieved godhood. Others still believe that Kaga is just a front for some shadow organization.

THE TRUTH

Kaga is not a god and neither seeks nor encourages worship. It simply accepts it. This stance allows the



ORDER OF KAGA



PHOENIX GUARD

church to thrive even where other religions are not tolerated, such as in the Arman Protectorate. Within the Church of the Kaga exists the Order of Kaga. The Order is extremely secretive, strictly controlling any knowledge of its existence and membership. Even within the Church, few know of the Order. Members of the Order are devoted to the continual search for knowledge, both old knowledge lost to the ages and new knowledge gained through experimentation and research. Though this goal seems noble, the Order is far from benign. A primary concern of the Order is defending the Kaga, and those who threaten the Kaga's position or existence often go missing without a trace.

The Kaga is indeed a composite being made of the brightest of human minds. In fact, the Order seeks out those whose bodies are broken and failing but whose minds are still sound and sharp, whose genius has not faded with age, and offers the opportunity to join their mind to the Kaga's. Thus far, no such offer has been refused.

For more details on the Order of Kaga, see *Secret Societies of NeoExodus: Order of Kaga*.

THE PHOENIX GUARD

Along the Abaddon River Basin—by the border between the Dominion, Janus Horde, and Protectorate—a military group calling itself the Phoenix Guard has risen. These zealots are completely dedicated to a new cult, the Cult of the Emissary. These units of roving soldiers threaten the entire countryside, focusing on any government building or military target, and repressing priests and devotees of any religion other than their own.

THE TRUTH

The Phoenix Guard seeks to establish a theocracy, with the Emissary at its head. The Phoenix Guard is small in number, but it is gaining great support among the native Cardosians, making it difficult to determine their true numbers with any certainty. Many Cardosians believe—incorrectly—that the Phoenix Guard will create a new Cardosian government or at least free them from the yoke of the Protectorate.

Up until now, the Phoenix Guard's attacks have been brushed off by the Dominion and Protectorate authorities as Janus Horde border raids or small-time bandits. Though local authorities may know the truth, their superiors refuse to believe them.

Queen Thais initially tried diplomacy with the Guard, but when she refused to convert, all she got back were the heads of her envoys. The queen has promised his weight in gold to the man who would bring her the Emissary's head so she may make a goblet of it.

THE SANGUINE COVENANT

The Sanguine Covenant grew from a simple religion practiced in small villages into the official religion of the Arman Protectorate and the Imperial Alliance. While not a truly universal religion, the Covenant is the most widespread, and most powerful, church in Exodus.

THE TRUTH

The Sanguine Lord, whose name is not spoken, is not worshipped directly. It is heresy to do so. Instead, prayers and devotion are offered to Him through his Venerates, beings of power—often once worshiped as gods themselves—who minister to the faithful on His behalf.

The Covenant wages an unwavering war against the forces of heresy: fiends, including evil outsiders, undead, and evil arcane spellcasters; heretics who preach



SANGUINE COVENANT



SECTION OMEGA

falsehoods that contradict official Covenant doctrine; and, increasingly often in recent decades, followers of pagan gods and even druids. Covenant daemonslayers deal with the fiends, while the masked Covenant purifiers target and eliminate the more mundane enemies of the faith, all in the name of purifying the world for the Sanguine Lord. Not all worshippers are comfortable with the purifiers, saying (quietly) that their existence casts a shadow on an organization that should be a beacon of light to the world.

For more details on the Sanguine Covenant, see *Secret Societies of NeoExodus: Sanguine Covenant*.

SECTION OMEGA

The people of modern Exodus fear and distrust psionic powers and those holding them. These mind-spawned mysteries—the psion’s ability to read or even control minds without even the scant visible trappings of wizardry; the wilder’s unpredictable and spontaneous destructive powers—this is the stuff of nightmares for common folk from the Wyldlands of Bal to the deserts of Cordel. Even the widely respected Janissaries of the Imperial Alliance, themselves psionics-users, haven’t managed to dispel the peoples’ superstitious fears, perhaps because those superstitions are all too often justified.

With the help of Imperial Senate, the Imperial Alliance has created an organization to address those fears—and to bring to heel those mentalists who misuse their gifts. Thus was born Section Omega, the Imperial Alliance’s regulatory and investigatory body for psionic affairs.

THE TRUTH

The return of the cavians to Exodus motivated the formation of Section Omega, tasked with providing a psionic branch of the Imperial Senate’s armed forces able to counter any hostility from the cavian hive-mind. Section Omega’s research has since produced the psychic annihilator, a crystal that could bond to the flesh of a psionic creature and harmlessly dissipate its powers. With this new tool, Section Omega went forth to seek out all psionically active creatures in the Imperial Alliance and offer them a choice: join Section Omega and serve the Imperial Alliance, or be bonded to a psychic annihilator. Those who refused both choices were given a third: death. Many psionic folk cried that this was tyranny, but Section Omega was allowed to continue with their program. Some few fought or fled, and it is rumored that certain organizations have given refuge to rogue psions, perhaps to use for their own ends.

Ironically, the current head of Section Omega is a severed cavian. Another irony is the great psionic danger now facing Exodus: Cyrix, a self-aware construct endowed with dangerous psionic power, said to be an escaped experiment from Section Omega’s secret research facility, a project known only as Apotheosis.

For more details on Section Omega and Cyrix, see *Secret Societies of NeoExodus: Section Omega* and *Enemies of NeoExodus: Cyrix*.

XON AND THE QUICKSLAVERS

From his base on Unthara, Xon dreams of turning Exodus into a land of the dead, where the living serve as cattle for their undead masters. Patient and extremely intelligent, Xon is waiting until the mainland struggles with the quickslaver plague before stepping in.

THE TRUTH

Xon does not really control the quickslavers, though it might appear so. As an undead creature, he is immune to quickslavers’ control and infestation of the living. It seems that Xon’s alliance with the quickslavers is one of convenience.

NATIONS OF EXODUS

The following sections detail the major nations and areas of Exodus. Each entry has a number of sections that provides additional information.

The first section gives a quick overview of the nation.

Ruler gives is the name and title of the nation’s official ruler.

Government details the state and how it is administered.

Cities give the names of major settlements in the nation. The first city is the official capital, and the other cities are named in alphabetical order. The following table gives the approximate population of the settlements. Thus, Amara (LT) is a large town with a population between two and five thousand people.

SETTLEMENT TYPE	POPULATION SIZE
Thorp (T)	Less than 20
Hamlet (H)	21–60
Village (V)	61–200
Small Town (ST)	201–2,000
Large Town (LT)	2,001–5,000
Small City (SC)	5,001–10,000
Large City (LC)	10,001–25,000
Metropolis (M)	More than 25,000

Population gives details about the racial breakdown of the local population. These numbers are given for the nation as a whole, so local numbers may fluctuate wildly. Where “caliban” appears, the population is a mixture of calibans and kalisans, since other races cannot distinguish the two. In cities, kalisans are more common (70–90%), while calibans are similarly prevalent in rural areas. The location section tells where the nation is located geographically.

Law details the law and alignment of the local legal system.

Religion details the nation's official religions and common beliefs.

Language details the most common languages spoken in the region.

Alignment gives the alignment of most people in the nation. This alignment may differ from the law's alignment. Alignments are given in their abbreviated forms. An alignment with an asterisk indicates that it is the most common.

History details the history of the nation. There is some overlap with the main history of Exodus. This section provides additional information on events and how they affected a given nation.

Lands gives a geographic overview of the nations and names the most important landmarks, such as mountain ranges, rivers, and forests.

Social Overview expands on the people living in the nation. It gives information on the law, the commoners, the nobility, and taxes. Special or unique interracial relations are also detailed in this section.

Character Options gives information on creating characters from a given region. This frequently involves local languages, but sometimes also includes local weapon familiarities.

Adventure Locations gives a number of locations particularly suited for adventure. These locations are given a short overview.

Unique Dangers details environmental challenges that can be found in the region. These can take the form of traps, diseases, or locations.

Plot Hooks gives some sample adventure ideas that highlight the flavor of the region.

Important NPCs provides background for persons of interest from the region. These characters are presented without stat blocks, so that the GM may decide how to represent them. Many of these NPCs can be used as villains or heroes, at the GM's discretion.

Each nation also has an entry for its capital, which frequently differs from the rest of its nation.

NEW GOVERNMENT TYPES

Colonial: The settlement's ruler is a figurehead for a distant colonial power—a magistrate, governor, or minor landed noble. This figurehead may have limited autonomy in running the colony, but ultimately answers to the colony's founding power, which typically sees the colony as a resource without much political power or influence. The colony's government is less concerned with the welfare of its inhabitants and more concerned with ensuring the steady flow of trade done with and taxes paid to the homeland. (*Corruption +2, Economy +1, Law +1*)

Dynasty: Power in the settlement is concentrated in the hands of a single family or a small group of closely related, intermarried families. These elites have ruled the settlement since its inception, manipulating the hierarchy to ensure they remain in power. (*Corruption +1, Law +1, Society -2*)

Military: The settlement is an armed garrison that exists solely to serve the military forces deployed there. Depending in its size, it may be a massive military base and training complex, a wilderness fortress, or a keep tasked with patrolling a major trade route. The settlement may even be an ordinary town or city that recently fell to a coup or uprising that led to the declaration of martial law. (*Corruption -1, Society -1, Law +3*)

Theocracy: The settlement is ruled by its patron faith—secular and theological power are one and the same here. Priests, clerics, and oracles decide every facet of life in the settlement. Double the modifiers for the settlement's alignment. The settlement gains any one of the following qualities as a bonus quality: desecrated/hallowed, holy site, pious, racial enclave, racially intolerant, unholy site.

NEW SETTLEMENT QUALITIES

Asylum: The settlement is host to an infamous madhouse or asylum, or perhaps a prison, penitentiary, or notorious workhouse. The presence of these dangerous, mad souls has hardened the townsfolk, making them suspicious of strangers and paranoid about the possibility of an escape or another tragedy. (*Lore +1, Society -2*)

Desecrated/Hallowed: Good or evil communities only. The entire settlement is affected by a permanent, incredibly powerful desecrate or hallow effect (choose one). This effect can be suppressed in small areas within the settlement. For the purpose of dispelling, the caster level of this effect is 20 + the settlement's size modifier.

Defensible: The settlement is strategically situated in a defensible position, giving its inhabitants confidence and making the settlement a major local trade hub. (*Corruption +1, Crime +1, Economy +2, Society -1*)

Extensive Road System: The city has an extensive road network. These roads are well maintained, allowing for quick movement of soldiers and merchandise. Some such cities may have a unique road network, like Mureath's. (*Economy +2*)

Financial Center: Non-chaotic communities only. This settlement is home to powerful banks, mints, trading houses, currency exchanges, and other powerful financial and mercantile organizations. (*Economy +2, Law +1; increase base value and purchase limit by +40%*)

Free City: Chaotic communities only The city's libertarian laws make it a haven for fugitives and outcasts of all kinds—runaway children, serfs who escaped their lord's lands, criminals, and escaped slaves alike. Foreign adventurers and bounty hunters cannot arrest or capture fugitives within the settlement's borders. (*Crime +2, Danger +5, Law -2*)

Guilds: A variety of trade and mercantile guilds control the town's industry and trade. These guilds are highly specialized—such as printer's guilds, eggler's guilds, swordsmith's guilds, or diamond-cutter's guilds—and usually semi-hereditary, with children following their parents. (*Corruption +1, Economy +1, Lore -1*)

Racial Enclave: The settlement is dominated by one or a few races. These races, chosen when the settlement is founded, are especially welcome in this tightknit, homogenous settlement, and can purchase goods and services in the settlement at a 25% discount. (*Society -1*)

Trading Post: The settlement's primary purpose is trade. Merchants and buyers from all over the world can be found here. (*Increase base value and purchase limit by +100%*)

Unholy Site: The settlement serves as a holy site for an evil deity or philosophy. Worshippers of this evil deity flock to the city. (*Corruption +2; increase spellcasting level by 2*)

Well Educated: The settlement's inhabitants are incredibly well educated and known for their sharp wits. (*Lore +1, Society +1*)

Well Defended: The settlement is defended by a number of military forts and barracks, giving its leaders more resources than normal for a city of this size. (*Economy +1, Law +1; increase base value by 10%*)

NEW SETTLEMENT DISADVANTAGES

Ignorant: The people of this town are uneducated and dull-witted. And worse, they consider their ignorance to be an admirable quality. (*Economy -3, Lore -6, Society -3*)

ABLIS

HISTORY

The island of Ablis was colonized by humans during the reign of the First Ones. Always lightly occupied by the First Ones, the early Armans did not toil as harshly as mainland Exodites.

When the War of Mind and Magic broke out, the First Ones abandoned Ablis to reinforce their troops on the mainland. The token forces left behind did not stand a chance against the human warriors.

ABLIS



Ruler: None
Government: None
Cities: None; all are ruins
Population: Believed to be none; the island is infested by locari
Location: Island of Ablis, east of mainland Exodus
Law: None
Alignment: The only known population is the locari, who tend toward neutral but evil alignment (CN and NE).
Religion: None
Languages: None
Currency: None
Military: None

THE RISE OF THE ARMANS

After their victory over the First Ones, human society on Ablis evolved separately from the rest of Exodus. The Armans became a seafaring people. They spent a generation mapping the east coast of Exodus before they began to raid the mainland.

In 752 BU, they did more than raid. A shaman of the Kryszkas clan, Grigori Vyskos, had visions of his people wiped out by "fires that walk like the sea." The prophecy terrified the population.

The clan's high thane Vladimir Kryszkas believed the shaman and heeded the warning. Gathering his people, he moved across the sea to Sametia and founded the city of Jarlath.

While Kryszkas raided the mainland, long-dormant volcanoes on Ablis erupted, covering the island in lava. Those who were not immediately killed by erupting lava died shortly afterwards from the poisoned waters and the burning ash. The Armans left their homeland to itself.

PRESENT DAY

It is not clear when the locari came. However, most agree that the first locari arrived on Ablis shortly after the lava flows cooled. Their exact origin is unclear.

The imperial expedition of 19 AU ended in disaster. Only four of the expedition's fifty members returned to the mainland. Of those, three had been implanted with locari eggs. This scared the Imperial Senate, prompting them to impose a permanent blockade on the island.

Today, the island is completely controlled by the locari. No other intelligent life-form exists on Ablis. The blockade is in place, though, and has kept the locari contained.

THE LANDS

The west coast of Ablis is rugged and hard to navigate. The shallow bays are ringed with ruins of ancient Arman villages. Across its central and eastern parts is the Ring of Fire, a series of tall volcanoes that have erupted constantly for the past eight centuries. The few cities that still stand, most built during the days of the First Ones, stand abandoned and ruined.

CHARACTER OPTIONS

Characters cannot hail from Ablis.

ARMAN PROTECTORATE

HISTORY

The First Ones' province of Abaddon was one of the most populous in their empire—and where the revolt truly began. For years, war raged across the land as powerful magic and massive armies clashed. When the dust settled on Abaddon, the First Ones were defeated, their armies in full retreat.

But the unity that mankind enjoyed was shattered when the Kaga refused to rule as god-king. For years, the new masters of Exodus fought amongst themselves for supremacy.

Finally, the Sorcerer-Kings emerged victorious and claimed Abaddon as their own, each king ruling a city-state in a loose confederation. Though they hoped to claim all of Exodus, they first sought to consolidate their power.

The Sorcerer-Kings' first major clash was with the Cavian Empire. Once again, the lands of Exodus were broken and torn asunder by magic and psionic power. The Sorcerer-Kings of Abaddon once again stood victorious, but their power was broken. The prestige they gained allowed their regime to continue for centuries, but the conflict destroyed any dream of conquest.

When the Dominion form in Cordel and the Arman appeared on the shores, a death knell sounded for the Sorcerer-Kings. Then, in the middle of the 8th century BU, the Arman stopped raiding. They began to migrate

en masse to Sametia and then move south toward the rich cities of Abaddon. The Sorcerer-Kings first fought them back, then paid them off, then abandoned the coast to the invaders. The last of the Sorcerer-Kings, Xalthotan, was finally defeated by the Arman hordes in 736 BU.

For the next two and a half centuries, the Arman settled into their new lands, living like kings in the palaces of the Sorcerer-Kings, intermarrying with the locals, serving as mercenaries in foreign wars and squabbling with each other.

CONVERSION AND UNIFICATION

During the Arman invasion of the Dominion in 494 BU, the Arman forces found themselves dying of thirst in the desert. Their leader, Prince Nicola Kryszkas, met with a mad hermit to search for an answer. The man told the prince that if his people converted to the Sanguine Covenant, they would be victorious and their children would rule a unified Abaddon. The Armans ignored him at first but eventually, out of desperation, relented and converted.

Shortly after the prince's conversion, Khagan al Kasim attacked the Armans, believing them defeated and demoralized. What he found was a well-rested, well-fed, and highly disciplined army. The Rain of Blood ended in a tactical stalemate, but also brought an understanding between al Kasim and Prince Nicola.

Returning to Abaddon, Nicola found that his former ally Prince Josef Chapaevonas had turned on him and taken over his lands. Now the head of a veteran army, guided by their newfound devotion to the Sanguine Lord, Nicola demanded his lands back. Josef refused. Civil war ensued.

In 492 BU, the archprelate of the Sanguine Covenant allied itself officially with Prince Nicola. Joined by Canean knights and even Dominion khans, it took less than a year for Nicola to force a surrender from every opponent to his rule.

Two generations later, in 457 BU, Prince Alexei Kryszkas declared himself Tsar of the Arman Protectorate, a title that had not been used in over three centuries.

THE DOMINION—PROTECTORATE WARS

The Arman Protectorate, now united in faith and temporal power, spent the next century and a half consolidating its new order. For over two centuries, the Protectorate and Dominion fought each other to a stalemate in a series of smaller wars. With the tsars investing in the creation of mechanical constructs, the Protectorate's war-craft and artifices locked horns with the Dominion's mobility and magical powers.

ARMAN PROTECTORATE

Ruler: Tsarina Anayanka Kryszkas

Government: Hereditary monarchy, ruled by the Kryszkas family

Cities: Mureath (M), Mavra (LT), Olesia (LT), Telek (ST), Tusya (LT)

Population: The Protectorate is heavily populated, especially along the northern and western borders. The population is mostly human (80%), while cavians, prymidians, and p'tan make up the rest.

Location: Abaddon, southeast Exodus

Law: The law in the Arman Protectorate is neutral. The rich and powerful generally get away with most crimes, while the freemen and the poor bear the brunt of the law. The only predictable punishment is for those who sell the secrets—willingly or not—of the ironforged warriors. The penalty is death. The forgers' guild employs many assassins to keep these secrets.

Alignment: The population of the Protectorate leans strongly toward neutral (NG, LN, N*, CN, and NE).

Religion: The Sanguine Covenant is the official religion of the Protectorate. Other religions are tolerated, except those declared heretical by the Covenant.

Languages: Common is the language of the Arman Protectorate. Ancient Arman and Sorcerous were dominant language in the past.

Currency: Currency in the Protectorate is based on silver coins. Although standard-issue coins are available, the crown only mints the crescent (2 sp), raven (20 sp), eagle (100 sp), and crown (250 sp).

Military: The Protectorate has many fewer spellcasters than most of its rivals. However, its military is strengthened by various elite units such as the Peacekeepers, the Artillerists, and its ironforged. The Protectorate is the only place on Exodus where firearms are available.

MUREATH, CAPITAL OF THE PROTECTORATE

N metropolis

Corruption +2; **Crime** +4; **Economy** +8; **Law** +5; **Lore** +6; **Society** +4

Qualities extensive road system, holy site, pious, prosperous, tourist attraction, well defended

Danger +10

DEMOGRAPHICS

Government autocracy

Population 50,000 (30,000 humans; 5,000 cavians; 5,000 prymidians; 5,000 p'tan; 5,000 other)

NOTABLE NPCs

Tsarina Anayanka Kryszkas (female Arman)

Raina and Heir Blanca Kryszkas (female Arman)

Grand Vizier Viktor Dyakonosky (male Arman)

Prelate of Mureath Sergei Andranov (male Arman)

MARKETPLACE

Base Value 16,000 gp; **Purchase Limit** 100,000 gp; **Spellcasting** 9th

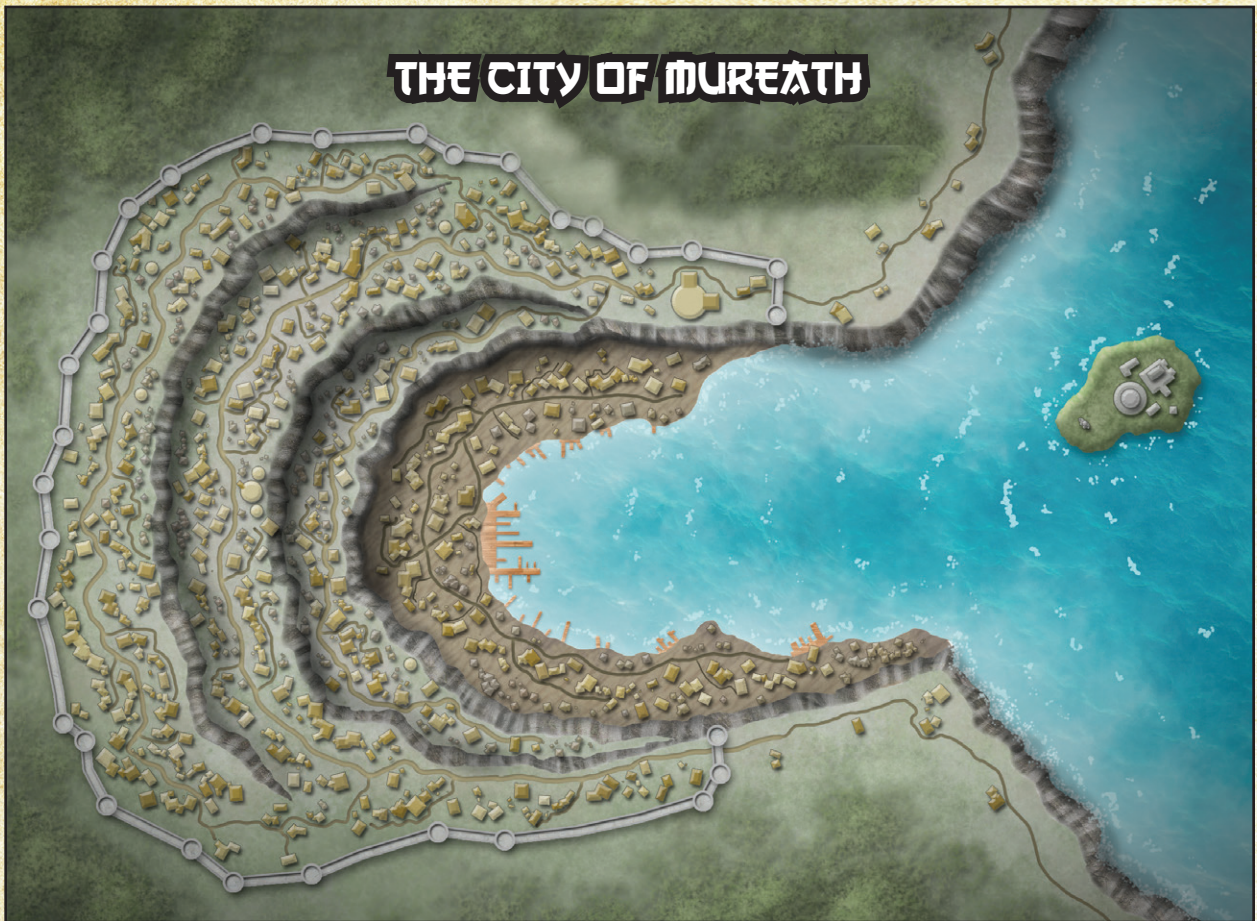
Minor Items available; **Medium Items** 4d4; **Major Items** 3d4



THE TWILIGHT WAR

The Second Dominion–Protectorate War exploded in 83 BU when the Reis Confederacy invaded the Protectorate's holdings in Sametia. Within three years,

every nation on Exodus was dragged into the conflict. Though not officially allied, Protectorate steel was sent to the Caneus Empire to support their war effort against the Reis Confederacy.



In 4 BU, Tsar Dmitri Kryszkas II and Rashid ibn Fasan signed the Treaty of Aremyhk, ending the war.

AFTER UNIFICATION

As one of the founding states of the Imperial Alliance, the Protectorate was given a seat on the Inner Council. They were instrumental in imposing the Sanguine Covenant as the official religion of the Alliance.

In 19 AU, the Protectorate sent forces to their ancestral homeland of Ablis. The expedition was a disaster—only four members returned—and thus the world became aware of the dangers of the locari. The Imperial Senate declared Ablis a forbidden zone and ordered a blockade. The Protectorate committed its navy, under command of the Janissaries.

In 44 AU, the Protectorate attacked the Dominion, in retaliation for the death of Janissaries investigating deaths in the forgers' guild. The war quickly escalated. After three years of fighting, the Janissaries and the Imperial Senate, in a closed session, forced the two powers to end the war.

RECENT EVENTS

The Protectorate bears the brunt of the pressure from the Janus Horde's raids. In spite of the Protectorate's constant calls for assistance, the other empires are slow to send aid. With talks of dynastic marriages between the Caneus Empire, Dominion, and Reis Confederacy,

the tsarina and her government find themselves on the outside looking in.

A new Protectorate general, Wulf Gronovitch, has convinced the tsarina to give him enough forces to establish a beachhead in Sametia and build a new city on the north bank of the Abaddon River. A veteran of the Sametian border, Gronovitch knows the enemy and plans to mount an aggressive campaign aimed at shocking the Horde with Protectorate might.

The current tsarina dreams of unification, with herself as Empress of Exodus. Seeing the chaos between the Caneus Empire and the Confederacy, she bides her time, looking for advantageous alliances. Knowing she has a strong ally in her lover Nasser, she's planning a major offensive against the Janus Horde—secretly, to avoid the senate's attention. The head of this secret invasion is the ambitious but realistic General Gronovitch. To prepare, he is building up his forces and reorganizing the defenses in the north.

THE LANDS

Where the Abaddon River flows along the northern and western borders, the lands are fertile and rich. These areas, known as the Flatlands, are highly populated and home to the Cardosians. With its many islands and rocky shoals, the Abaddon River is difficult to sail, but the weather is mild and pleasant throughout the year.

Heading inward from the Flatlands, the terrain turns into rocky hills carved out by long-disappeared glaciers.



Most of this area, called the Lowlands, is covered with grass and scrub with little arable land. The forests have shrunk due to constant lumber-cutting. The area is most noted by the winds constantly whipping the hills. Summers are warm and breezy, while winters are cold and windy. The locals raise shaggy-haired bovines called shigs.

The Burrowed Hills rise in the north of the Lowlands. The area is named for the many underground passages, chambers, caves, and tunnels that have been excavated over the long history of Abaddon. The tsarina uses the Burrowed Hills to prepare her offensive against the Janus Horde.

The Mirsu Plateau rises close to the Eastern Sea, providing a natural defense for Mureath, capital of the Arman Protectorate. The plateau is the home base of the Arman airship fleets. The Mirsu Plateau is easily the most defensible place in all of Exodus, and its landscape is dotted with keeps and fortified estates.

The south and southwestern border of Abaddon are covered by tall mountains, called the Highlands. These mountains, holding many magical sites of great power, are a haven for dissidents, dragons, kalisan tribes, undead, and even small states ruled by degenerate descendants of the Sorcerer-Kings.

Within the Highlands stands the Sanguine Barrier, a string of heavily garrisoned defensive fortresses linked by a long wall, uniformly sixty feet high. Built by manual labor shortly after the final defeat of the

Sorcerer-Kings, the Sanguine Barrier is named for the red bricks used in its construction.

Beyond the Highlands rise the Ice Crag, a bleak and frozen land of ice, glaciers, and mountains. The humanoid tribes there spend their lives fighting monsters.

SOCIAL OVERVIEW

The Armans form the ruling class of the Protectorate. They are generally fair-skinned with dark hair and blue or green eyes. The original, pure Armans have intermarried with the continent's humans to the point where now they are a single ethnic group, completely integrated into Arman society.

The other group, living exclusively in the Flatlands, is the Cardosians. Named after a kingdom conquered by the Armans early in their conquest of Abaddon, the Cardosians made up parts of the armies that conquered Abaddon. Cardosian princes were admitted to the great councils prior to the establishment of the Protectorate.

Prymidians have been appearing in the south, and the Protectorate has created a number of prymidian colonies in the Lowlands and along the coast. The Protectorate has also been integrating these newcomers into the military, though with mixed results. Many in the Protectorate consider the prymidians to be untrustworthy and prone to panic, and the idea of creating a prymidian buffer zone against the Janus Horde in southern Sametia is gaining support.

In the Protectorate, every commoner must serve in a militia unit and serve their lord for at least three weeks

every year. This service is seen by many as a time of leisure and rest, in spite of the arduous military regimen. This constant service gives the Protectorate and the tsarina an enormous army to call upon.

Nobles in the Protectorate live an easy life, and most are well liked and respected. Most nobles spend their youth in one of the Protectorate's renowned military schools.

Protectorate-born citizens of all walks of life spend years traveling Exodus, serving other masters before returning to the Protectorate. Many nobles seek out such travelers who can teach them foreign fighting styles.

The Protectorate is a place where the intrepid, brave, and lucky may rise far above their birth. The tsars frequently elevate deserving freemen to the nobility, and nobles rise in society through marriages and nomination to prestigious positions. This social mobility can be a downside to traitors and fools, who frequently find themselves removed from power.

Protectorate authorities have a strong bias against all non-Armans. Taxes in the Protectorate are higher in the Flatlands, especially for the Cardosians.

Arman society is extremely wary of strangers, particularly in the Mirsu Plateau and the lands surrounding the capital of Mureath. The Armans like to keep their secrets, so they rarely allow visitors to see much of the capital.

CHARACTER OPTIONS

Characters from the Arman Protectorate speak Common. Any priest who does not worship the Sanguine Covenant is hunted as a heretic.

Arman characters tend to be clerics, fighters, and rangers. Cardosian characters tend to be bards and rogues, favoring guile and wit over brute force. Natives of the Ice Crag are generally barbarians and rangers.

Prymidians are common in the southern reaches of the Protectorate.

Characters from the Arman Protectorate may treat any weapon whose name contains "Arman" as a martial weapon. Arman firearms and cannons are still exotic weapons.

ADVENTURE LOCATIONS

The far eastern coastline of Abaddon is called the Broken Cliffs. These cliffs rise at least one hundred feet straight up from the water level. Its few natural harbors, havens for pirates and smugglers, have been inhabited since the days of the First Ones' empire. Off the coast, there are floating cities built on pontoons made of old ships.

In the Highlands rises Dead Mountain. This black basalt mountain is entirely devoid of life, though it emanates powerful magic. Rumors about Dead Mountain

abound—some say a terrible god was bound there, while others say that the last of the Sorcerer-Kings died on that site and that a part of the world itself died.

Frost Mount is the last major mountain before reaching the Ice Crag. Covered in glaciers hundreds of feet thick in places, Frost Mount is said to hide a powerful artifact that grows the glaciers until one day they encase the entire world. Travelers have reported seeing creatures and shapes in the ice.

A few miles out of Mureath stands the Godpointe, the former palace of the Sorcerer-Kings. Once a place of jewels and magic, the expansive palace is now a crumbling ruin said to be haunted by the Sorcerer-Kings. The few brave souls to venture within have reported ghosts and liches, all of which seek to overthrow the Armans who defeated them so long ago.

UNIQUE DANGERS

EXATAR'S SHAWL

Most common in areas near the Dead Mountains, these nearly invisible clouds of negative energy drift listlessly across the land. Wherever they go, they leave dead things covered in strange white fibers. The clouds are named after an ancient death deity worshipped by prehistoric Abaddonians before the Age of Mind and Magic began.

EXATAR'S SHAWL—CR 5

Exatar's shawls occur in patches 20 feet in radius. Seeing a shawl requires a DC 20 Perception check, revealing a mirage-like cloud. A DC 20 Knowledge check (dungeoneering, local or religion) identifies the shawl for what it is. Each round, it moves 1d6x5 feet in a random direction, regardless of wind or any other factor. It can move through solid objects without difficulty, but it becomes suppressed if exposed to direct sunlight. A daylight spell repels the shawl directly away from it.

Any characters inside an Exatar's shawl take damage as though hit by an inflict serious wounds spell (DC 14, 3d8+5 damage).

Special: Anyone in a shawl who is healed by negative energy, including undead, ignores the above effect and instead gains fast healing 5.

GRANITE STORM

The change of seasons in the Protectorate is accompanied by powerful winds that carry sand and particles of stone up to the size of a man's fist. These granite storms are most common in the Lowlands, but can strike anywhere in Abaddon. While most structures protect those inside from the storms, being stuck outside when a granite storm hits is extremely dangerous.

These storms are partially responsible for the lack of fertile ground in parts of Abaddon.

GRANITE STORM—CR 2

Granite storms generally last about 1 minute. Differentiating a rain storm and granite storm requires a DC 15 Survival check. A granite storm lasts for 3d6 rounds. Every round, anyone outside must succeed on a DC 15 Fortitude save or take 3d8 bludgeoning damage.

Casting a spell in a granite storm requires a concentration check of DC 15 + spell level.

A granite storm cuts visibility by half, giving a –4 penalty to Perception checks. It has a 50% chance of extinguishing any unprotected flame. The wind counts as at least windstorm force.

SHADES OF THE SORCERER-KINGS

Having ruled Abaddon for over a millennium, the Sorcerer-Kings bound themselves to the land. Now their spirits sometimes appear to the living, feeding on magical energy.

When a spell of 6th level or higher is cast, a shade of a Sorcerer-King has some chance of appearing. If they appear, the shades are visible but incorporeal. They remain for 1 minute per level of the spell absorbed. If fed magical energy, they remain for another minute per spell level given. A shade can speak to the living, but its knowledge is limited to things it would have known in life.

The following table gives the chance of a shade appearing when a powerful spell is cast.

Spell Level	% in Abaddon	% in Godpointe*
6th	1%	5%
7th	3%	10%
8th	5%	20%
9th	10%	30%

* While in Godpointe, any roll of a natural 1 brings forth the lich of a Sorcerer-King. The lich is generally angry and desires vengeance upon the living, particularly Armans.

Magic items that produce spell effects of these levels have the same chances of failure.

To represent the random knowledge of the Sorcerer-King shade, the PC who brought it forth must make a DC 25 Diplomacy check. If the PC fails, the shade only responds with nonsensical mumbblings. If the PC succeeds, the shade knows some piece of information interesting to the PC.

If attacked, a shade has an AC of 10, 1 hit point, and fails all saving throws it must make.

PLOT HOOKS

The PCs are hired to find a kidnapped man. Investigation leads them to the Broken Cliffs. Getting there is easy,



SERGEI ANDRANOV

but once there the PCs must fight pirates, sea monsters, and false information.

A scholar seeks a lost tomb of a Sorcerer-King in the Lowlands. The tomb is filled with traps and undead guardians.

An artificer's apprentice disappears with one of his golem tomes. The trail leads the PCs to a khan seeking to start another war with the Protectorate. The PCs' actions will be closely scrutinized by both the Janissaries and the Imperial Alliance.

The PCs rest in a small village after a long trip. During the night, they are attacked by a band of Emissarites who think the PCs are agents of the Protectorate.

IMPORTANT NPCs

ANDRANOV, SERGEI

Male human, prelate of Mureath

The prelate of Mureath in Abaddon proudly wears the gold sash of a devotee of Svarog. Always smiling, the prelate gives the impression of a man who knows a joke no one else is in on.

The prelate is one of the most approachable men in all of Exodus. He always tries to make time for anyone who seeks an audience. He has a particular interest and love of adventurers, whom he regularly hosts at the Alexeisdom.

The prelate is a master of diplomacy who has successfully mediated many conflicts in his short tenure. His authority in the Protectorate comes from his natural ability to make friends. Very few in Abaddon, and even elsewhere, do not consider him an ally or a friend.

Sergei spent his youth traveling the world and adventuring, being—of his own admission—a very poor devotee. As he recounts it, he accompanied a band of adventurers into a lost ruin just south of Telek. After working on a trapped chest, he thought everything



VIKTOR DYAKONOVSKY

was safe. But the whirling blades that swept through the room left only him standing, with a single drop of blood—not his own—rolling down his left cheek. He took this as a sign of blessing from the Sanguine Lord. He walked out, leaving all the riches behind him, and entered a seminary.

Behind his friendly exterior, the prelate is a fanatical devotee of the Covenant. His one and only allegiance is to the Sanguine Lord and the Covenant.

For more information on the prelate, see *Secret Societies of NeoExodus: Sanguine Covenant*.

DYAKONOVSKY, VIKTOR

Male Arman, grand vizier

Grand Vizier Viktor is the tsarina's closest advisor. He is extremely worried about maintaining a strong dynasty to rule the Protectorate. He is particularly worried by Anayanka, Raina of the Protectorate and the tsarina's sister; he is making plans to get rid of her should she inherit the crown.

He has been pressuring the tsarina to get married. He believes that Sultan Nasser of the Dominion could be a good match, as it would strengthen the possible alliance with the Dominion against the Caneus Empire.

GRONOVITCH, WULF

Male Arman, General of the Army of Sametia

Veteran of the constant war with the Janus Horde, this former cavalry officer was recently promoted to General of the Northern Army, which, through some administrative manipulation, he has split in two to maximize its effectiveness. The Northern Army is made up of poorly trained militias bolstered with units of light cavalry and house units of the border nobles. By contrast, the Army of Sametia is an invasion force that



ANAYANKA KRYSZKAS

includes a large number of ironforge warriors and the best infantry the Protectorate has.

By lobbying the tsarina, Wulf received permission to invade southern Sametia, but he must wait for a border incident, so as to manipulate the Imperial Senate and distract the other nations. General Gronovitch awaits his opportunity.

KRYSZKAS, ANAYANKA

Female Arman, Tsarina of the Arman Protectorate

The tsarina spent her youth preparing for her position. During her travels through the lands of the Imperial Alliance, she met Nasser ibn Al'alim, and the two fell in love. Since then, they maintain a secret love affair. All the while, she's pressured by her council of princes to find a husband and ensure the line of succession.

She inherited her crown in 86 AU after the death of her father, Tsar Ivan III. The tsarina has engaged in a careful and systematic diplomacy. She has earned a reputation as a shrewd and intelligent ruler.

KRYSZKAS, BLANCA

Female Arman, Raina of the Arman Protectorate

The tsarina's only sister is the current heir to the throne. Unlike her shrewd sister, Blanca spends her days worrying about pretty dresses, ribbons, and elaborate hairdos. The tsarina is being pressured to marry her sister Blanca off to another state.

CANEUS EMPIRE

HISTORY

Nas joined the rebellion against the First Ones late, which spared its lands and people from most of the major battles that marked the rise of the Kaga. In defeat, however, the First Ones exacted massive purges on the Nasian population, leaving ruin wherever their forces passed.

THE CAVIAN EMPIRE

With the fall of the First Ones, the rat-like cavians united in the Nasian hills. The cavians ruled wisely, growing their empires through alliances with local populations. The Cavian Empire rose quickly.

Such gains by non-humans annoyed the Sorcerer-Kings. Under the guise of diplomacy, they engineered a number of events that forced the cavians to declare war. The war that followed reminded many of the war against the First Ones.

Though the Cavian Empire was defeated, the Sorcerer-King's victory was pyrrhic. Their power was broken and their prestige dirtied. For their part, the cavians suffered such massive losses that they withdrew from Exodus, allowing their empire to fall into barbarism.

THE FOUR CLANS

Amidst the dark ages, four clans rose to prominence in Nas: Brauner, von Breit, Hanstrom, and Olsson. The four accepted the wisdom and guidance of the Kaga, expanding upon it to create the feudal order. Their system would hold for centuries.

The barons of Nas sought to expand their influence into Cordel. Though their armies managed to soundly defeat the khans, the lack of permanent cities prevented them from consolidating their gains. The establishment of the Dominion did not end the barons' campaign in Cordel. For decades they fought the Dominion's forces. In the end, they pulled back.

THE FORMATION OF THE CANEUS EMPIRE

The Kaga was sought and followed in Nas. Human society prospered in all aspects. The arts progressed, and building projects sprung up everywhere. Even the art of war flourished.

Soldiers fought for an aristocracy that stayed in their capitals. Mercenaries made fortunes and joined this ancient nobility. Major nobles ordered their vassals to fight under their banners.

In 657 BU, Gregory Eland, who could trace his ancestry to the days of the Cavian Empire, ruled a small barony under Duke Brauner's dominion. General Harskolff pushed Liesel Ravenspont, Baron Eland's betrothed, to suicide. Hearing the news, Baron Eland called his knights to him.

Eland's army fell upon Harskolff's mercenaries and massacred them all. He turned his fury on his lord, Duke Brauner. The duke declared Baron Eland a traitor. In a surprising move, the baron and his small army stormed Nyssa, taking the duke and his forces unprepared.

Giving mercy to Duke Brauner, Gregory imposed an oath of fealty. Refusing the offered title of King of Nas, Gregory crowned himself Emperor of the Caneus Empire, its name coming from the ancient word for union.

This power shift did not go well for the other dukes. In short order, the emperor crushed the Olsson and Hanstrom clans. Ludwig von Breit, the last of the independent dukes, advanced into his fallen rivals' territories, bolstering his own forces with mercenaries who shortly beforehand had served his rivals.

The Battle of Caneus pitted against each other the armies of von Breit and the emperor. The imperial force suffered massive losses in unsuccessful frontal assaults, but the emperor charged, holding his war banner over his head in a suicidal charge. Finally the imperial knights broke through the ducal forces and fell on the duke's camp. With the duke's war chest taken, his mercenaries broke and panicked.

Victorious, the emperor re-crowned himself in von Breit's capital of Handensburg in late 653 BU. The second crowning was attended and recognized by both the Dominion and the Armans of Abaddon.

THE SANGUINE COVENANT

The emperor's brother, Chauncey Eland, was present at the First Battle of Ravenspont. During the battle, he suffered severe injuries. Priests, alchemists, and healers tried to cure the injuries, but failed. Chauncey was bedridden for a year before he was sent to the north of Nas.

Lucius Horst, a priest of the Sanguine Church, met with the emperor's brother and cured him of his wounds. Afterwards, Lucius was summoned to the emperor in Nyssa.

The emperor challenged Horst to raise his beloved Liesel from the dead. After days of prayer, Liesel returned to life, amazing the emperor and earning Lucius his eternal gratitude. The emperor and the empress-to-be both converted to the Sanguine Church.

With the emperor and his resurrected wife converting, and with the writings of Lucius Horst uniting the church into the Sanguine Covenant, the Caneus Empire now had a religion with which to unite their lands. The emperor launched massive construction projects in the name of the Sanguine Lord throughout the empire, though he would die before most of these projects were completed. Despite the appearance of impressive cathedrals and the miracles performed by the Sanguine priests, the old ways of paganism remained prevalent among the lower classes.

CANEUS EMPIRE

Ruler: Empress Cassandra Eland

Government: Feudal monarchy

Cities: Nyssa (M), Amara (LT), Hadu (LT), Perahta (LT), Solvig (LT)

Population: The Caneus Empire has one of the highest population densities in all of Exodus, composed of humans (65%), cavians (15%), cyneans (10%), and others (10%).

Location: Nas, western Exodus

Law: The law in the Caneus Empire is left in the hands of local nobles, making it extremely unevenly applied. Overall, it is roughly neutral.

Alignment: The population of the Caneus Empire leans toward lawful alignments (LG, LN*, LE).

Religion: The Sanguine Covenant is the official religion of the Caneus Empire. The Kaga's faith is widespread and greatly respected.

Languages: Common is the language of the Caneus Empire.

Currency: The monetary system of the Caneus Empire is based on a mixture of copper and electrum pieces. Canean coins include but are not limited to the peasant (1 cp), the knight (10 cp), the duke (50 cp), the king (5 gp), and the imperial crown (20 gp).

Military: The Caneus Empire boasts perhaps the best professional army on Exodus. Its ruling nobility spend their lives preparing to defend their own lands and the empire. Chief among them are the High Guard, master bodyguards and expert warriors.

NYSSA, CAPITAL OF THE CANEUS EMPIRE

LN metropolis

Corruption +4; **Crime** -3; **Economy** +4; **Law** +10; **Lore** +7; **Society** +3

Qualities academic, holy site, insular, magically attuned, rumormongering citizens, superstitious

Danger +10

DEMOGRAPHICS

Government: Overlord

Population: 75,000 (50,000 humans; 15,000 cavians; 5,000 cyneans; 5,000 other)

NOTABLE NPCs

Cassandra Eland, Empress of the Caneus Empire (female Nasian)

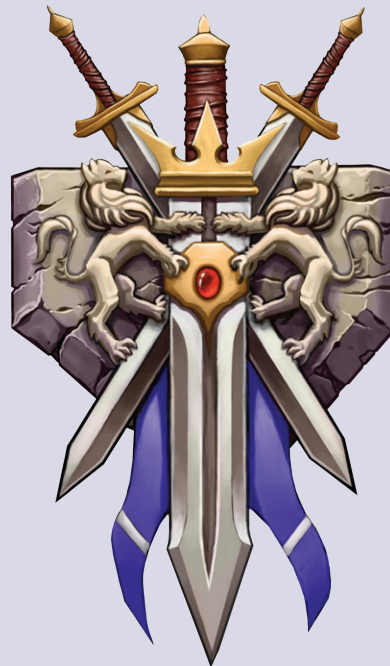
Princess Sienna Eland, Imperial Executor (female Nasian)

Leonid Kaleri, Archprelate of the Sanguine Covenant (male Arman)

MARKETPLACE

Base Value 19,200 gp; **Purchase Limit** 120,000 gp; **Spellcasting** 9th

Minor Items available; **Medium Items** 4d4; **Major Items** 3d4



THE MAD EMPEROR

Gregory II had three sons: Chauncey, Lucius, and Vincent. Chauncey and Lucius were strong and personable, while Vincent was sickly and ill-tempered. Chauncey and Lucius trained as knights while Vincent became a novice of the Sanguine Covenant.

In 564 BU, the emperor died peacefully in his bed. Within a week, Chauncey and Lucius were killed in an

expedition to the Wyldlands of Bal, making Vincent the new emperor. Totally unprepared for rule, Vincent's first few years were unremarkable. He relied heavily on his father's councilors and surrounded himself with wise and intelligent advisors.

However, in 562 BU, the emperor began to think that his ascension to the Canean throne had been divinely ordained. He believed that he could purify



the empire by imposing right and pure devotion to the Covenant throughout his empire. Under protest from the archprelate, he banned the practice of all faiths outside the Covenant, seized their churches, and offered monetary rewards to any who captured those he denounced as heretics.

Cynics quietly commented that the emperor did this not out of religious zeal, but so he could pay for his brothers' ruinous expeditions to the north. They would soon discover how wrong this idea was. As he consolidated his power, raiders from the Wyldlands invaded the north. Vincent led an army against them and returned victorious and laden with riches. He then ordered the arrest and execution of every heretical cleric, druid, and lord who gave them shelter.

Archprelate Maximilian Brauner protested, warning the emperor that his actions were against the Covenant and that if he persisted in his madness, he would be declared a heretic. Emperor Vincent arrested the archprelate, found him guilty of diabolism, executed him in the royal courtyard, and took the title of archprelate.

The final three decades of Vincent's rule were marked with frequent purges of the nobility and the clergy. He became a recluse, spending his time in the Summer Palace.

In 524 BU, the dukes rose in rebellion, led by the prelate of Hadensburg. Over a series of battles, the rebel forces overcame the imperial forces, and Prelate-

General Castor Jung finally put an end to Vincent's reign of terror.

Vincent died without an heir. Repeating the deeds of Lucius Horst, Archprelate Jung tried to resurrect Prince Albrecht Eland, a cousin of the emperor's who had tried to assassinate him. Jung succeeded and crowned a prince who had been dead for a quarter century.

The archprelate reformed the church, ensuring it would remain independent from the secular power of the empire. He gave the church a standing army and created the Order of the Daemonslayers, which would root out heresy and expand the church.

For the next two centuries, the empire focused on itself, but watched carefully as events unfolded around it. Caneans helped Nicola Kryszkas found the Arman Protectorate and observed the foundation of the Reis Confederacy. It established colonies in Sametia to expand its borders.

THE NORTHERN WARS

In 288 BU, a group of Covenant missionaries were massacred in the Confederate city of Amitola. Emperor Maximilian III demanded reparation in the name of the Covenant. As usual, the Confederates ignored the Caneans.

The prelate of Hadensburg declared a great crusade, calling all knights and men of good faith to the cause of punishing the heretical barbarians of the north.



Thousands flocked to his red banner. Though they left with high morale, most of their advantages turned useless in the sweltering jungles of Bal. The heavily armored knights had little room to maneuver, and the infantry was not used to fighting in such tight quarters. Often, the jungle's diseases, flora, and fauna defeated the crusaders before they even engaged the enemy. For twenty-four years the crusade raged on, succeeding only in bringing new diseases to the empire.

The Confederacy retaliated in 251 and 235 BU, but also proved too poorly equipped to fight the Caneus Empire on its home turf.

In 235 BU the Caneus Empire and the Reis Confederacy signed the Treaty of Koryth, wherein both nations declared Koryth a neutral zone to be managed together. This treaty was full of good intentions, but could not be enforced.

When Brushkov, the former Arman general, established his order of Janissaries in the Koryth neutral zone, the empire thought he would side with them against the Confederates. When it became apparent that this was not the case, the empire assumed the Janissaries were spies of the Protectorate.

THE TWILIGHT WAR

In 82 BU, seeing the Confederate's unopposed occupation of Dominion and Protectorate holdings in Sametia, the Caneus Empire declared war on its old enemy. Two years later, to protest Canean occupation of their colonies, the Dominion also declared war.

On the open plains of Sametia, few could match the ferocity and training of the Canean knights. Canean and

Confederate troops faced each other daily for years, with neither managing to make significant gains.

In 5 BU, the Confederates were the first to break the Treaty of Koryth, by sending a large army into the neutral zone. Before them stood an army composed of Arman-equipped knights, mercenaries, and humanoid tribes.

The war dragged on until the armies faced each other in the shadow of the fortress of Aremykh, home of the Janissaries. When the Janissaries left their fortress, the Caneans thought they had gained allies to help repel the invaders. Instead, the Janissaries engaged the flanks of both armies.

The Battle of Aremykh ended with the defeat of both Canean and Confederate forces. The Canean army routed back to its own border, where the dowager empress managed to restore order in the ranks.

The empress planned on regrouping before moving against the Janissaries, but the dukes and barons advised against this. The Janissaries sued for peace and demanded the end of the Twilight War, to which the empress agreed, hoping to reorganize her forces so she might defeat the Janissaries and the Confederacy.

The dowager empress signed the Treaty of Aremykh, ending the Twilight War. Eyeing the weakness of the other nations, the empress gave her blessing to pursue talks of unification.

THE RETURN OF THE CAVIANS

In 31 AU, the rat-like cavians started reappearing throughout the Caneus Empire. Since they did not oppose the new hierarchy and even supported the imperial

establishment, they were permitted to reintegrate into society, a process which took ten years. Emperor Desmond Eland linked the cavians through ties of fealty to himself and his dynasty, greatly increasing the empire's population.

The cavians would—or could—not say where they had been. The empire encouraged the rapid spread of the cavians, seeing the race as an unofficial intelligence network. The cavians felt little loyalty to the empire, but many collaborated with Canean authorities for some unclear motives.

Although the cavians are accepted in the empire, many still believe that the cavians used their psionic powers to force the emperor into recognizing them.

RECENT EVENTS

In an effort to improve relations with the Dominion, Emperor Desmond II sent all four of his children to Qijom to complete their education. During their stay, the four grew close to the future khagan. Wedding plans were made to unite Princess Mercy with Crown Prince Malik.

Princesses Cassandra and Mercy shared a love for Malik, though the younger Cassandra's affections for the crown prince were generally dismissed as girlhood infatuation.

In 84 AU, Prince Bial began the trials that would make him the official heir. His trials took him to the Wyldlands of Bal, where he met with the imperatrix and her daughter, Lolani. The Canean and the albino princess became very close, and everyone expected a wedding announcement.

Unfortunately, during his trials Bial was gravely wounded, mauled by one of the many monsters roaming the Wyldlands. Sanguine priests failed to cure him fully, leaving him bedridden and feverish.

Seeing trickery, the emperor accused the Confederacy of harboring and supporting the Brotherhood of Khayne. At the height of the tension, the emperor and empress were assassinated. Even the Kaga could shed no light on the black arts that took the Canean rulers' lives.

With Bial invalid, the dukes recalled Princess Mercy and crowned her as empress in 87 AU. Almost immediately after she took the Canean crown, Bial recovered from his wounds. The prince returned to Nyssa to ease the tension with the Confederacy.

In 90 AU, Empress Mercy was found dead by poison. Suspicion fell on Bial, who had just left Nyssa for the Confederacy. With Bial suspected of regicide and fratricide, Princess Cassandra was crowned, naming her sister Sienna as executor.

Empress Cassandra held a private burial for her beloved sister, and imperial politics resumed in earnest. What only the empress and her sister, Executor Sienna, know

is that shortly after Mercy was found dead and examined by the Janissary investigators, her body disappeared. Cassandra was not willing to explain the disappearance, burying the issue with the excuse of a private ceremony.

Only the Sultan of the Dominion knows that Princess Cassandra was behind the murder of her parents and older sister as well as the removal of her brother from the line of succession. Whereas five years before, it seemed like the emperor's family would unify nearly two-thirds of Exodus through dynastic marriages without a spot of bloodshed, this dream is now but a distant memory.

THE LANDS

Northwestern Nas is formed of treeless tundra with lichens, mosses, and stunted shrubs, with its coastline violently smashed all year round. In the northeast, the frigid waters flowing down from Koryth form many deep, rocky fjords.

The Nasian Tundra supports low-growing vegetation, which occupies the majority of the hinterlands of the Caneus Empire. Snowfall is common here.

In the southeast, the impassable Black Mountains form a natural basalt barrier with the Dominion. The Caneans call this barrier the Black Wall.

Just north of the Black Mountains the verdant hills, called so for their coniferous trees. Wildlife is plentiful in these parts, and many consider this region to be the most valuable region of the empire.

To the southeast, the Black Mountains veer north until they reach Grit Mountain in Koryth. From there, the mountains are made of an unnatural scarlet rock that gives them their name: the Purple Giants. Unlike the impassable Black Mountains, the Purple Giants are high but rolling hills. Many passes cross the range, and giants of every kind can be found here.

In the northeast, the Purple Giants give way to a range of low, jagged hills covered in ice year round. Little grows here, earning the place the name of Dead Hills.

Standing between the Dead Hills and the Nasian Tundra is the Great Ice Plain, an area of low flatlands, covered in a thick sheet of pale blue ice. Swept by constant polar winds, the plain is home of the mighty frost worms.

In the west, the Nasian coastline is low and filled with long beaches of blue-gray gravel. Frost and ice are common. To the south, the coastline becomes more ragged and difficult to access. Fjords provide the only access to the sea.

SOCIAL OVERVIEW

From the emperor to the lowliest of servant, every person in the Caneus Empire is expected to excel at their profession. Caneus society is feudal and stratified, with each citizen reporting to someone above them. This strict sociological layering makes the empire frequently unwelcoming to strangers and visitors. Visiting nobles

are given added freedom, but are frequently assigned local servants.

At the bottom is the servant class. These poor souls perform the dirtiest and often deadliest labor in the empire. The servant class is mostly composed of foreigners and descendants of slaves who settled in the empire. Justice for servants is often unfair, tilted heavily against them.

Above the servants are the freemen. They are the largest group in the empire and include craftsmen, farmers, free laborers, guildsmembers, and soldiers. Freemen are free to marry, but must have their lord's permission to travel, join the army, or become a priest. Freemen in the empire lead a harsh life, but that is due more to the climate than to mistreatment. A freeman may call upon their lord for justice, which is usually fair.

The minor nobility often live only slightly better than the freemen they oversee. Those nobles who do not administer land are almost always part of the military, spending most of their lives out on campaign in service of the empire.

High-ranking nobles spend their lives administering their large domains and accomplishing quests to bring glory to their family and themselves.

Nobles commonly spend their youths looking for glory, then retire to their domain to marry and grow old. With the creation of the Imperial Alliance, though, a number of nobles now opt to join the retinue of prestigious senators and become permanent politicians.

A unique aspect of the Caneus Empire is that everyone must prove themselves through a series of tests and trials overseen by local officials—even the emperor must. These trials were put in place to prevent another Vincent Eland from coming to power. Though the first trials were very difficult, they are now more ceremonial.

CHARACTER OPTIONS

Characters from the Caneus Empire speak Common. They are most commonly clerics, fighters, paladins, and wizards.

Characters from the Caneus Empire treat any weapon whose name contains "Canean" or "Nasian" as a martial weapon.

ADVENTURE LOCATIONS

In the heart of the Dead Hills is a wide network of caves, insides covered with a thick layer of ice. The caves are thought to be home to many tribes of creatures such as trolls, frost giants, and yetis.

On the Great Ice Plain stands the Gold Stone Circles. Many believe these stone circles were built by a civilization pre-dating the First Ones. The druids maintain that the stones should be venerated as gods themselves and preserved from any damage.



CASSANDRA ELAND

Somewhere in the northern cliffs of the Black Mountains is a strange and deadly plateau known as the Griffons' Graveyard. Holding the bones of thousands of griffons, the graveyard is actively protected by griffons, who let no strangers disturb the remains of their ancestors.

UNIQUE DANGERS

CEREKK MOSS

Cerekk moss is a light green moss that grows throughout Nas. At night, the moss emits spores that cause flu-like symptoms. Those who come into contact with the spores carry them, usually unknowingly.

Distinguishing Cerekk moss requires a DC 20 Knowledge (nature) or Survival check.

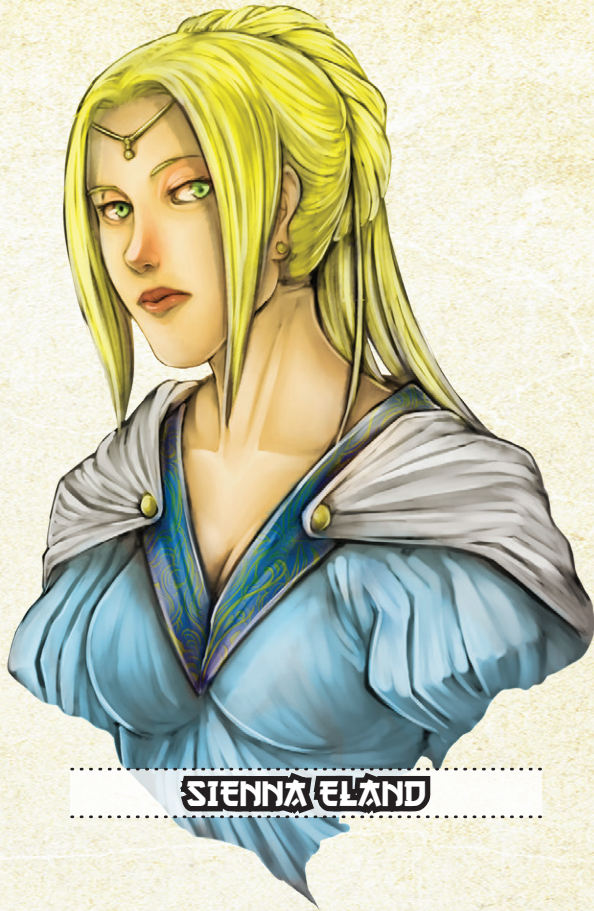
CEREKK MOSS SPORES

Type: Infestation **Save** Fortitude DC 20
Onset: 1 hour **Frequency** 1/day
Effect 1 Con damage **Cure** cleaning the infestation

Cerekk moss spores are difficult to remove completely, requiring a DC 20 Heal or Survival check. A remove disease spell also kills the infestation.

FROSTOUT

Certain areas of Nas are prone to sudden, terrible cold during snow or ice storms—a result of frostout. This



SIENNA ELAND

sudden cold usually leaves whatever it touches frozen in a thin sheen of ice.

FROSTOUT—CR 8

Frostout lasts for 4d6 rounds before blowing away. Each round, a target caught in frostout takes 3d6 cold damage, halved by a successful DC 25 Fortitude save. Finding shelter or succeeding on a DC 25 Survival check gives a +5 bonus to this save.

As an odd twist, having a lit flame within 5 feet completely prevents this damage. However, lighting a flame in the presence of frostout requires a DC 30 Survival check.

PLOT HOOKS

The empress seeks to cause a war between the Janus Horde and the Confederacy. This would free the empire's agents to commit acts of sabotage.

IMPORTANT NPCs

ELAND, CASSANDRA

Female Nasian, Empress of the Caneus Empire

Cassandra was always a spoiled child, prone to temper tantrums and violent outbursts whenever she did not get her way. She was third in line for the throne, behind her brother Bial and her sister Mercy. When her infatuation with Malik ibn Al'adim of the Dominion



LEONID KALERI

went unreturned, she assumed Malik had no wish to marry someone far removed from the throne.

When her parents were assassinated, Cassandra made sure Mercy inherited the throne. She then had Mercy's killed and convinced the imperial nobles to crown her empress, pointing the blame for Mercy's death toward her brother Bial.

ELAND, SIENNA

Female Nasian, imperial executor

Sienna is the youngest daughter of Emperor Desmond II. A withdrawn and quiet girl, dominated by her sister Cassandra, Sienna was happy with her lot in life. Following Cassandra's coronation, she was named imperial executor, the second-in-command of the empire—a role she was vastly unprepared for. To most people's surprise, though, Sienna has shown herself to be a resourceful and able administrator.

KALERI, LEONID

Male Nasian, Archprelate of the Sanguine Covenant

The current archprelate—who is also prelate of Nyssa—is Leonid Kaleri, the first archprelate ever dedicated to Koliav, the Keeper of the Icy Gates. Archprelate Kaleri came to power eight years ago after the previous archprelate died in a hunting accident. The archprelate is an inflexible man, swift to dispense justice and discipline, who seeks to destroy every enemy of the Covenant.

For more information about the archprelate, see Secret Societies of NeoExodus: Sanguine Covenant.

THE DOMINION

HISTORY

The deserts of Cordel still bear the scars of the War of Mind and Magic and the war between the cavians and the Sorcerer-Kings. In the aftermath of these wars, the local barbarian tribes interbred with the inhabitants of the Sorcerer-Kings' colonies. Their children became nomadic herders and raiders, led by a ruling caste who wielded both arcane magic and steel.

Breaking with the Sorcerer-Kings and their diminishing empire, these new rulers became the first khans, each ruling small tribes linked by blood and marriage. The khans raided and served both Abaddon and Nas.

After centuries, though, the barons of Nas retaliated and invaded the flatlands of Cordel. The khans could not stand against the well-organized barons of Nas. All they could do was raid supply lines, fade deeper into the desert, and avoid confrontation.

THE KHAGAN AND THE DOMINION

The nomads would have lost their lands and disappeared into history were it not for the First Khagan. His name is now lost to history among the contradicting stories passed down through a rich oral tradition, and each tribe claims him as their ancestor.

What is known of the First Khagan is that he traveled the land as a masterless warrior calling himself the Desert Shade. He changed the khans' tactics and merged magic with steel to create invincible ambushes and deadly strikes. He also allied himself with the sasori to create an extensive spy network. The barons of Nas and the Sorcerer-Kings of Abaddon called him the King of Lies. They sent assassins and armies to destroy him but, true to his name, he faded into the desert.

Calling a council of all the khans to the hidden city of Qijom—a city he built with money he plundered for years—the Desert Shade declared himself khagan, the khan among khans. None refused, for he alone had managed to keep the well-organized invading armies at bay. The khagan's first order was to rename the lands of his khans "The Dominion," refusing any reference to the former name of Cordel.

Johan Darre, a Nasian bard, attended the event and dated the founding of the Dominion to 837 BU. His manuscript, still in the Caneus Royal Library in Nyssa, comments on the khagan: "He hides his face in desert robes at all times, but he is known to all by his voice, by his bearing, by his unmistakable presence. He is the first king of true men and his coming heralds a new age for Exodus."

For the next five decades, the khagan defeated more than a dozen invading armies from both Abaddon and

Nas. He even expanded his holding, seizing lands from both enemies. To this day, he remains one of the most successful generals in the history of Exodus.

Before his death, he had profoundly transformed the Dominion. He reorganized the entire society, imposed a common language, and introduced writing. He also defined the caste system, a system that holds to this day: the ruling magocracy, the raiders, the shamans, the historians, and the casteless.

PROSPERITY

For over three centuries, khagan after khagan ruled an increasingly prosperous Dominion. Cities were founded. Trade routes were established. They did not involve themselves in the Arman conquest of Abaddon or the founding of the Caneus Empire.

Through this time, the Dominion became the target of Arman raids, but for years the khagans did not retaliate. But finally, in 498 BU, Khagan Faisel al Kasim struck back. Using a magical sandstorm, he invaded the lands of the Arman prince Sergei Babinovich. Dominion forces burned fields and villages and raised fortifications.

Fast and agile, the khagan's army avoided the Armans for months. When the khagan finally entered battle, his army routed the Arman forces easily. Prince Babinovich was captured, taken to Qijom as a prisoner, and held for a high ransom.

When the Armans retaliated, the khagan waited for them. He withdrew into the desert, refusing to commit to battle. For months, the khagan played with his enemy. Finally, thinking his enemies demoralized and about to rout, he attacked.

The Rain of Blood ended in a tactical stalemate, and this peace brought a new religion. Khagan al Kasim converted to the Sanguine Covenant, and in the following years, many khans supported Prince Nicola Kryszkas during the civil war in the Abaddon.

THE FIRST SIEGE OF ANIDEM

The peace did not last for long, and border raids resumed. To prevent this, Al'alim created a fleet of sailing ships. Khan Ahmed ibn Bury exceeded his rivals' attempts and raised the city of Anidem to float in the air, making it a near-impregnable fortress.

In 288 BU, when the Armans saw the floating city, the Protectorate declared war. Unlike in past wars, multiple armies maneuvered all along the border and into Sametia. A Protectorate army marched to Anidem and laid siege to it. The khan took few measures, feeling certain that his city could not be taken. But he underestimated the Armans. Having created enormous ironforged war machines and engines, the Armans bombarded the floating city for days. Large sections of the city crashed to the ground.

DOMINION

Ruler: Khagan Malik ibn Al'adim

Government: Magocratic monarchy, with the ruling khagan backed and supported by the Council of Khans

Cities: Qijom (M), Anidem (ST), Hasani (LT), Lamar (LT), Qasim (LT), Saidah (LT), Zayna (LT)

Population: The Dominion is heavily populated, particularly in the north and east. The population is mostly humans (55%), tieflings (20%), and sasori (20%), with cavians and prymidians making up the rest.

Location: Cordel, southwestern mainland Exodus

Law: The law in the Dominion is applied to all equally. The khans dispense justice fairly and evenly. Overall, the law in the Dominion is lawful good.

Alignment: The population of the Dominion leans toward law and good (LG*, LN, NG). The tiefling tribes, however, are highly isolationist and lean toward evil (LE, NE*, CE).

Religion: The populace worships the Sanguine Covenant. The nobility may belong to other faiths. The tieflings worship the Great Tiefling, but pay lip service to other deities.

Languages: Common is the official language of the Dominion. Qijomi is the language of the original inhabitants of the Cordel Desert.

Currency: The Dominion based its monetary system on the value of a single drink of water. Dominion coins are minted using copper. A cup is worth 5 cp, a pint is worth 15 cp, and a gallon is worth 45 cp. For any larger transaction, gems worth 5,500 gp are used. However, standard imperial coins are becoming increasingly common in the markets of the Dominion for their ease of counting.

Military: The Dominion has the smallest army in all of Exodus. Nobles in the Dominion wield potent magical abilities. This magical superiority makes the Dominion safe. Its soldiers are mostly light, mobile cavalry units with a number of specialists such as heavy sasori infantry, the Khalid Hadad (a secret order of mage-killers), and tiefling assassins. Specialist spellcasters, known as wyrdcasters, add to the Dominion's magical arsenal.



QIJOM, CAPITAL OF THE CANEUS EMPIRE

LG metropolis

Corruption +5; **Crime** +0; **Economy** +5; **Law** +6; **Lore** +5; **Society** +9

Qualities academic, insular, magically attuned, racially intolerant (Armans), superstitious, tourist attraction

Danger +10; **Disadvantages** impoverished

DEMOGRAPHICS

Government magical, council

Population 30,000 (15,000 humans; 5,000 tieflings; 5,000 sasori; 2,000 prymidians; 3,000 other)

NOTABLE NPCs

Khagan Malik ibn Al'adim (male Cordelian)

Sultan Nasser ibn Al'adim (male Cordelian)

MARKETPLACE

Base Value 8,000 gp; **Purchase Limit** 50,000 gp; **Spellcasting** 9th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

To retaliate, the khans gathered together and cursed the Arman Protectorate with endless night. The curse forced the Protectorate armies to withdraw and sue for peace. For the next twenty years, the Protectorate and

Dominion jockeyed for position through puppet city-states and colonies in Sametia.

THE CITY OF QIJOM



THE LESSER PROTECTORATE WAR

In 202 BU, Khagan Ahmed ibn Malik sent an army to support the ruling prince Laventry Dyakonovsky against his rebel son and the tsar. For twenty-six years, the two nations fought each other, all in the name of the Dyakonovsky principedom. In 196 BU, the tsar was turned to stone and taken to Qijom.

The Lesser Dominion-Protectorate War, as it became known, ended with a major victory for the Dominion, added large tracts of land including the Dyakonovsky province.

THE GREATER PROTECTORATE WAR

In 119 BU, the ambassador to the Reis Confederacy was assassinated. Blame was traced to the Protectorate's ambassador. The Dominion requested the assassin to be turned over, but the Protectorate refused.

In response, Confederate and Dominion troops stormed the Protectorate embassy and dragged the assassin out in chains. The Protectorate protested, demanded the man be turned over, and threatened military action. The Confederacy executed the assassin.

In retaliation, the Protectorate declared war on the Reis Confederacy. While the Protectorate armies mobilized and moved north, the Dominion attacked. For two decades the empires fought an indecisive war, trading minor gains.

In 83 BU, the Confederacy occupied Dominion colonies in Sametia. Then in 80 BU, fearing a possible alliance between the Armans and Caneans, the Dominion declared war against the Caneus Empire. With the four empires of Exodus at war, the Greater Dominion-Protectorate War became the Twilight War.

THE TREATY OF AREMYHK

For more than six decades, the Twilight War raged on without result. After much bloodshed, Tsar Dimitri II and Khagan Rashid ibn Fasan met in Anidem and signed a peace treaty, the Treaty of Aremyhk, officially ended the Twilight War and setting the border to its place before the war began. The khagan's representatives supported the formation of the Imperial Alliance, with the Sanguine Covenant as its official religion.

In 26 AU, Senator Erwin Eland of the Caneus Empire married Nadja, the khagan's daughter. The marriage brought both nations closer. The Imperial Alliance brought peace and prosperity to the Dominion.

THE THIRD DOMINION- PROTECTORATE WAR

In 44 BU, the Protectorate accused Dominion scholars of murdering their arcane mechanical engineers. Troops massed on both sides of the border. Janissaries were dispatched but died while en route to Anidem.

Without waiting, the Armans attacked the Dominion, but Khagan Yusef ibn Al'alim was ready for them. Massing his sky fleet at Anidem, his cannons pounded the Armans. The Fourth Battle of Anidem ended in total victory for the Dominion. Despite this, Dominion forces broke along the front and surged into the Cordel Desert. The end of the war was negotiated behind closed doors in the Imperial Senate. The treaty returned the border to its pre-war positions.

RECENT EVENTS

The four children of Canean emperor Desmond Eland were educated in Qijom. All four became close to the young heir to the Dominion throne, Malik ibn Al'adim.



Malik and Princess Mercy Eland planned to marry. Mercy was crowned in 87 AU, and Malik in 89 AU.

Meanwhile, the khagan's brother, the cunning and scholarly Nasser, fell in love with the equally cunning tsarina Anayanka of the Protectorate.

When Empress Mercy was assassinated in 90 AU, the young khagan fell into a deep depression and turned over the reins of power to his brother Nasser while he sailed north to Nyssa. Once there, though, Malik was ambushed on the streets. He barely escaped with his life back to Qijom. At Nasser's urging, the khagan mobilized his forces on the borders.

THE LANDS

Framed by the Black Mountains to the northwest, the Abaddon River to the east, and the Southwestern Sea to the west, the lands of Cordel appear as a wide, flat, hot expanse of dark rock and pale sand.

The most important feature of the Cordel Desert is the Burning Land. Though not uniformly, these lands are dry, flat, windswept plains burnt by the sun. The sandy dunes shift constantly in the wind. Oases are rare. At night, temperatures drop to freezing.

The northwestern coast is a wide plateau that looms high above the sea. The wall of dark gray stone has almost no harbors. The plateau is covered with thick grasslands, dense with brightly colored flowers in the spring and summer.

The southwestern coast, more than half of the Dominion's coastline, is low and flat. Beaches of beautiful white sands turn into the sand dunes of the Cordel Desert.

The Black Mountains are high peaks of black, basaltic rock. These mountains separate the burning Cordel Desert and the much colder lands of Nas to the north. The tallest peaks are covered with snow and ice, giving them a shade of pale blue. There are very few passes

through the mountains, and most of the rivers and streams are poisonous.

The foothills of the Black Mountains rising from the desert are called the Black Hills. The area is covered with evergreen shrubs.

The northern coastline is jagged with high rocky cliffs and few natural harbors. In contrast, the southern coast has long sandy beaches that blend with the desert sands.

The southern Cordel Desert, the Southern Reaches, is a place of high winds and gigantic creatures. The desert ends at the Frost Mounts, a place believed to be encased in an eternal layer of ice.

In the east, the highly fertile flatlands of the Abaddon River are the breadbasket of the Dominion—often referred as the Green Lands. The river forms the current border between the Dominion and Protectorate. It is difficult to navigate due to many islands and sandbars.

West of where the Green Lands end, the Barren Fields begin. Greatly influenced by the Cordel Desert, the area is home to many goatherds and shepherds, but is otherwise lightly populated.

SOCIAL OVERVIEW

The human population of the Dominion is highly homogenous and can draw ties to every major human group on Exodus. Dominion humans are open-minded and hospitable. Originally they were extremely nomadic, but with the establishment of the Dominion and the founding of cities a large portion of the population have become sedentary. Some nomadic tribes still cross the lands in caravans.

The second largest groups are the sasori, whose tribes have raised fortifications around oases. Strong supporters of the Dominion, the sasori are linked to its founding and enjoy a positive reputation everywhere within its

borders. From the first khagan to the present, the Sasori Guard has protected the palace and the khagan himself.

The tieflings are roughly equal in number to the sasori, but are much less involved in society, preferring to keep to their own. Tieflings are assumed to be behind—or at least in league with—any form of crime committed, most often kidnapping and slave trading. The stereotype is mostly true.

The prymidians are newcomers. Their arrival is causing a stir in the stratified Dominion society. To gain the support of the locals, many prymidians have joined the Dominion army. The newly formed Red Legion is likely to be at the forefront of every war to come.

In spite of its rigid caste system, the Dominion is surprisingly open and accepting of outsiders. The caste system gives a place for everyone, and outsiders no matter their origin are allowed a place in the land.

The law and taxes of the Dominion are considered fair and have been in place since the days of the first khagan. Khans who abuse their power can be charged before the khagan or one of his magistrates. The system is both thorough and quick.

CHARACTER OPTIONS

Humans of the Dominion tend toward divine classes such as clerics, oracles, paladins, and rangers.

Everyone in the Dominion speaks Common. Characters from the Dominion add Qijomi and Sasori to their list of bonus languages.

All characters from the Dominion are proficient with the kukri.

ADVENTURE LOCATIONS

In the Black Mountains, legends speak of the Dead Host, a legion of men who died centuries ago. The undead creatures haunt the area, slaughtering anything in their path.

On the southern face of the Black Mountains is the Fire Mountain. Capped by a lava-filled cauldron, the area is ripe with fire giants and elementals. The locals give Fire Mountain a wide berth. There are many stories of the mountain “bleeding,” destroying and burning everything before it.

In the middle of the Black Mountains lies Star Seeker: a black, lustrous volcanic stone with a flat top. Standing five hundred feet high, the sharp stone is fifty feet wide at its base and rises unevenly to a width of seventy feet wide at its peak. Diviners report that their magic is more potent when cast at the top of the Star Seeker.

On the Dominion’s southern coast is an area called the High Water. Here, the tide rises some five miles inland, its waters rushing in and out at great speeds, often trapping travelers.

Bordering the Caneus Empire and Sametia—between the flatlands of the Abaddon River and the Black Mountains—are the Troll Wastes, a wide and dry expanse filled with siltstone structures.

South of the Frost Mounts, rumors abound of an ancient civilization living beyond or under the ice. These rumors are fed by the trickle of prymidians common in the area.

In the center of the Burning Land rises a vast bed of red rocks called the Crimson Ocean, a sasori holy site. Pilgrims are sometimes found wandering the desert searching for it.

UNIQUE DANGERS

SPEAKER OF THE LOST TONGUE

Deep in the Troll Wastes, the racing winds mold the siltstone into odd shapes. Those who travel through the wastes report hearing strange noises, like the whispering of muttered curses.

These noises come from the Speakers of the Lost Tongue, long-dead spirits that sing of cities long gone and places vanished from the pages of time. Those foolish enough to listen are drawn deeper into the wastes, promised knowledge and respite.

SPEAKER OF THE LOST TONGUE—CR 4

After some time in the Troll Wastes, travelers will hear the voices of the Speakers. After one week, each day a traveler must make a DC 10 Will save or take 1d4 Wisdom damage. The save DC increases by one every day.

If the roll for the save is a natural 1, this damage becomes Wisdom drain. If a target’s Wisdom drops to zero, he vanishes into the Wastes, never to be found again.

SANDQUAKES

The sands of the Cordel Desert shift constantly, making them hard to map accurately. These instances of seismic activity, known as sandquakes, have been known to swallow entire hills and campsites.

SANDQUAKE—CR 5

Sandquakes occupy an area 1d6 feet by 50 feet, and typically lasts 1d4+3 rounds. Any creature caught in a sandquake must make a Reflex save every round or suffer the listed effect. Any creature in the area of a sandquake is entangled.

Once per round, each target must make a Reflex save to prevent his condition from worsening. A prone target (such as a sleeping PC) begins with one failed save, so its first save is to avoid being buried.

Failed	Reflex DC	Effect
0	15	Prone
1	18	Buried
2	20	Crushed



MALIK IBN AL'ADIM



NASSER IBN AL'ADIM

Prone: The target falls prone. Standing requires a DC 10 Acrobatics check.

Buried: The target is buried 1d6 feet under the sand and must hold their breath. The target must be dug out.

Crushed: The target is crushed beneath the rocks of the desert sands. On a failed save, the target take 5d6 bludgeoning damage.

PLOT HOOKS

An expedition is heading to the Frost Mounts intent on finding out where the prymidians are coming from. There are many in the Dominion who would like the expedition to fail.

While in the Burning Land, the PCs encounter a large group of pilgrims led by a fanatical sasori looking for the Crimson Ocean. Sharing a campfire, the PCs notice a few odd things. Are these really pilgrims?

While in the Troll Wastes, a PC falls into a network of underground caves. However, a quick examination proves that the caves are ruins dating back to the days of the First Ones' empire.

Young women have been disappearing from their homes in the middle of the night, and a mob is searching for any tiefling to lynch. The tieflings are innocent—the guilty party is a small cult of Emissarites wanting to create chaos.

IMPORTANT NPCs

MALIK IBN AL'ADIM

Male Cordelian, Khagan of the Dominion

The khagan spent his formative youth in the company of the house members now ruling the Caneus Empire. Malik was charismatic, strong, able-bodied, and patient young man, seen as a highly promising future khagan.

He was shortly engaged to Princess Mercy. When she was murdered, he traveled to the Caneus Empire, where he was ambushed in the streets of Nyssa and barely escaped with his life.

Since he returned to Qijom, he has stepped up the Dominion's war preparation. Spending his days as a recluse in his palace, he sees plots everywhere and grows more paranoid by the day.

NASSER IBN AL'ADIM

Male Cordelian, sultan of the Dominion

The khagan and his brother are very different. Quiet and scholarly, Nasser spent his youth in the libraries of Qijom. A few years ago, he met Tsarina Anayanka of the Arman Protectorate, and the two fell madly in love. They share a common dislike for the Imperial Alliance, considering it to be a slow, bloated, ineffective government.

Nasser is very close to the sasori people and one of the best-informed men on Exodus. Behind his brother's back he has been talking to the tsarina's representatives about a possible dynastic wedding.

GAVEA

HISTORY

Though the First Ones stretched their empire to Gavea and committed the same atrocities there as elsewhere, Gavea never fell under their control. The native cyneans repelled them and defeated them before the Kaga was created.

Over the next two millennia, the island was left mostly to its own devices. The human soldiers abandoned by their former masters prospered in these mostly deserted lands. At the outset of the Twilight War, a Dominion adventurer returned from Gavea with gold and silver. This incited an immediate rush, making the island the destination for miners and treasure-seekers. The rush was quickly halted by the local tribes, which banded together to repel the invaders. A few foreign settlements were established, though, of which only Barlow has any importance today.

With the founding of the Imperial Alliance, Gavea is seen as an unoccupied land, ripe for the taking, but the Gaveans' resentment of foreigners grows. Armed conflict is coming to the once-peaceful island.

THE LANDS

Gavea is a diverse land of rolling green moors and high hills, tall mountains and deep valleys, blue rivers and fertile ground. The Gavean Coast takes two very distinct shapes—most of it is composed of sheer, rocky crags ranging from sixty to over three hundred feet tall; the remainder is sandy beaches.

The northern island is covered with the High Moors. The moors are home to many cattle herders who raise aurochs and goats, and its thick coniferous forests provide lumber and game.

The southern island is marked by high mountains and deep valleys, commonly known as the Misty Valleys. The valleys, cool and extremely fertile, are a hunter's paradise with its abundant wildlife. Copper, gold, silver, and gems are also found here in large quantities.

A small portion of Gavea is shaped like a flat diamond and produces unique bright-red fruits year round. Locals consider this place to be blessed by the gods.

Gavea is surrounded by small islands and archipelagoes. While many of these islands are deserted, others have communities that continue to grow through their thriving fishing industry together with abundant trade. Many mainland merchants are establishing counters on these islands.

SOCIAL OVERVIEW

The people of Gavea live in small communities, led by local kings and chieftains, which form great tribes, though the tribal leaders meet infrequently. In the last two centuries, Gavea's southern coast has been partially settled by Canean and Dominion interests seeking to

establish mines and lumber operations. Conflict with the locals has mostly been minimal, but as tensions have risen, both nations have become greedier, stepping up their appropriation of land and ignoring the locals.

The only city of any size is the Dominion city of Barlow, surrounded by tall walls and commanded by the khagan's first cousin. The khagan sees expansion into Gavea as a tempting possibility.

The law, taxes, and exchanges in Gavea depend greatly upon the local leaders. Foreigners can expect a wide range of reception, from welcoming arms to hostility. Most local communities seek the betterment of their members, even if this clashes with the good of the whole.

CHARACTER OPTIONS

Native Gaveans speak Gavean. Those who spend any time in contact with foreigners—and any player characters—also know Common.

The most common classes are druid and ranger.

Gavean characters treat any weapon whose name contains "Gavean" as a martial weapon.

ADVENTURE LOCATIONS

Amidst the Misty Valleys is a veritable maze of steaming caves, home to salamanders and other fiery creatures, which the locals say were created by an ancient fire dragon.

In the coniferous forest of northern Gavea is the Gravel Grove. With its glowing blue pebbles and orange dust, this grove is often believed to be the birthplace of the cyneans. Cyneans often come here to meditate and ponder mysteries, but they have remained silent about any insight they have gained.

Along the southwestern coast stands the Iron Mountain. The mountain is extremely rich in iron deposits and other metals, but she is home to many tribes of stone giants who take offense to mining.

The Silver Lake is really four lakes separated by narrow islands in the northeastern Misty Valley. When sunshine hits them, the lake bottoms sparkle like silver, and elementals abound nearby.

Just north of the Silver Lake rises Thunderheart Peak. Its flanks are covered with caves filled with monsters. Rumors speak about a city deep within the mountain.

South of the main island is the island of Lannil, which has a reputation for being cursed. It is supposedly the site of a major duel between the First Ones and the Kaga. The island was uninhabited until recently, when the small village of Lannil Harbor was established.

The city of Barlow is an oasis of mainland Exodus on Gavea, often the point of entry for adventurers traveling to the island. The difficulties faced by the locals are immediately obvious: The place is dilapidated, dirty,

GAVEA

Ruler: Council of tribe leaders

Government: Local kings and chieftains forming larger tribes

Cities: Barlow (ST)

Population: Outside of Barlow, the population is sparse, with only the occasional village. It is nearly entirely human (95%), with cyneans making up the rest.

Location: Island of Gavea west of mainland Exodus

Law: Local law is neutral good. The law in foreign holdings is the same as their parent nation.

Alignment: The population of Gavea leans strongly toward good (LG, NG*, N, CG).

Religion: Druidism is the most common religion. Sanguine Covenant missionaries have been spreading the word of the Sanguine Lord for centuries, and the faith has been making headway on the island.

Languages: Gavean is the most spoken language on Gavea. Common is spoken in the Canean and Dominion holdings.

Currency: Gavea has no unified monetary system. Barter is the norm. The imperial system is beginning to make headways, as it simplifies the barter system. Coins are very rare.

Military: Gavea has no standing army. When threatened by invasion forces, small bands of archers gather and harass the enemy in a series of hit-and-run attacks. Cynean communities are protected by arcane wards and other magical protections.



BARLOW, CAPITAL OF GAVEA

N small town

Corruption +2; **Crime** -1; **Economy** +3; **Law** -5; **Lore** +0; **Society** +0

Qualities insular, strategic location

Danger +0

DEMOGRAPHICS

Government secret syndicate

Population 1,500 (900 humans; 200 cyneans; 400 other)

NOTABLE NPCS

Khan Rasheeda mac Ar'wan (female Cordelian)

MARKETPLACE

Base Value 1,100 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

and run down. The soldiers are unhappy, and the merchants only worry about their profits. Even the city wall is cracked in many places and unlikely to sustain a protracted siege.

UNIQUE DANGERS

POLLEN MISTS

Late summer in Gavea is known to produce a unique phenomenon known as pollen mists. The mist forms as plants bloom and release their pollen, inciting other plants to do the same. The mist is extremely pleasurable to fey and plant creatures, but is dangerous to other forms of life.

POLLEN MIST—CR 3

Pollen mist is a poison effect that moves as a stinking cloud spell with the following differences:

Plant and plantlike creatures, such as dalreans, who enter a pollen mist must succeed on a DC 25 Fortitude check or be dazed until the mist moves on.

Fey creatures are immune to the pollen mist's effects and can often be found nearby.

Other life-forms in the pollen mist suffer its effects. Each round a creature remains in the pollen mist, it is affected by a random effect from the table below. To negate the effect, the creature must succeed on the listed Fortitude save.

D100	Fort DC	Effect
01–20	17	Intense euphoria, dazed for 1d4 rounds
21–40	18	Skin rash, 1d4 Dex damage
41–60	15	Nauseated for 1d4 minutes
61–80	18	Vertigo, 1d4 Int damage
81–00	20	Burning sensation, –1 penalty to attacks and saves as well as –5 penalty to sight-based Perception checks for 1 hour

ROLLING THUNDER

Found near Thunderheart Peak, these explosions are caused by small extra-dimensional pockets coming into contact with Exodus. The resulting blasts appear as brief flashes of multicolored energy and loud bangs, reminiscent of thunder.

ROLLING THUNDER—CR 5

Type magic; **Perception** DC 28; **Disable Device** N/A
Trigger random; **Reset** 1d4 rounds
Effect spell effect (electrical ball, 6d6 electrical damage, DC 14 Reflex half); multiple targets (all targets in a burst with 20-ft. radius)

PLOT HOOKS

The khan seeks to form an alliance with some local chieftains. However, before agreeing to any such alliance, the local chiefs demand that the khan's envoys prove their worth through a series of challenges, including slaying a difficult monster.

A group of Caneans finds a gold vein, starting a miniature gold rush. What they do not say is that the gold is located on Iron Mountain and defended by stone giants.

A local chief declares war on Barlow, and the khan drafts anyone who can hold a weapon. The PCs must train and lead poorly armed militia to fight the locals. The most difficult part will be maintaining morale.

IMPORTANT NPCs

RASHEEDA MAC ARWAN

Human female, Khan of Barlow

The khan is Khagan Malik's older, but distant, cousin. She dreamed of spending her life in peaceful study in Qijom. During a First Ones incursion, though, she led the Dominion forces to a spectacular victory. To reward her, her cousin assigned her to Barlow.

Arriving on Gavea, the khan quickly realized the dire situation of the city. To tackle this issue, she has been trying to get supplies from Qijom, but corruption and accidents have left only a trickle of supplies making it through.



RASHEEDA MAC ARWAN

The khan is a good woman in a difficult situation. She has been working to keep her city whole through diplomatic means. So far her efforts seem to have worked, but she does not trust the locals.

IMPERIAL ALLIANCE

HISTORY

The lands of Koryth were a remote, lightly populated region of the First Ones' empire. Euka tribes roamed the land, forming the majority of the population. With the fall of the First Ones, Koryth was left to its own devices.

The Caneus Empire conquered most of Koryth, but did not colonize it heavily. In tandem, city-states of the Wyldlands expanded in the north. For centuries since, the two nations fought each other using Koryth as a battlefield. Though the Caneus Empire and Reis Confederacy eventually declared the area a neutral zone, the skirmishes grew smaller but did not stop.

THE JANISSARIES

In 184 BU, disgusted by the tsar's excesses and the founding of the Peacekeeper Project, Arman general Alexei Brushkov left the Protectorate with his closest lieutenants and disappeared into the wilds of Sametia.

The general and his men traveled through the wilderness until they reached the ruined fortress of Aremyhk, which dated back to the days of the Cavian Empire. There, he created an order of ascetics who served no king or country and dedicated themselves to a strict code of conduct. Basing his new order on the works of the Caneus emperor Gregory Eland, the general sought to return Exodus to an age when barons and warlords ruled smaller parcels of land instead of massive empires.

For nearly two centuries, the general's Janissaries were but a simple order of recluses lost in the wilds of Koryth,



refusing to involve themselves in the affairs of the world around them. Within the fortress of Aremyhk, though, the Janissaries discovered psychic remnants from the Age of Mind and Magic. They spent years researching and meditating on that energy until they mastered it.

REVELATION

In 5 BU, the Caneus Empire and the Reis Confederacy entered the neutral zone of Koryth, both hoping to end the Twilight War by force. The two armies arrayed before the fortress of Aremyhk.

Under the command of Grandmaster Randal Yearby, the Janissaries left their fortress and arrayed for battle. Joining with neither side, they destroyed both and imposed an immediate ceasefire.

After the battle, Yearby summoned the heads of the four great empires and mediated the Treaty of Aremyhk, which ended the Twilight War. Though the Janissaries strived for smaller states and opposed monolithic governments, Grandmaster Yearby knew the empires would never accept such a solution, so he offered them a different proposal.

Calling upon the dignitaries to go beyond a treaty, he called for an alliance that could prevent the horrors of another Twilight War. His solution was the Imperial Alliance, which all parties agreed to. The Unification of the Imperial Alliance is the basis for the calendar system, with all years denoted as Before Unification (BU) or After Unification (AU).

The Imperial Alliance

The Imperial Alliance is centered on an inner council of senior legates from the four imperial families. The Imperial Senate consists of forty legates, one from each of the major noble houses of Exodus. Small local

assemblies and committees provide recommendations to the senate on legislation.

The grandmaster of the Janissaries reports directly to the inner council and places the order at the senate's disposal as mediators and muscle.

In its infancy, the Alliance had many successes, including its investigation of Brotherhood attacks on the Caneus Empire in 12 AU, the discovery of the locari and subsequent blockade of Ablis in 19 AU, and the return of those who the cavians severed from the hive-mind.

In 36 AU, the nomads of Sametia sought to gain entrance into the Imperial Alliance, but failed to get the two-thirds majority required. The clans rose in rebellion but were brutally suppressed by the Janissaries.

THE THIRD DOMINION— PROTECTORATE WAR

In 44 AU, tensions flared on the Dominion–Protectorate border over the death of Arman engineers. To mediate a resolution to the conflict, the Imperial Alliance dispatched two Janissaries to the floating city of Anidem. They were killed, however, when their flying ship crashed en route. Investigation revealed sabotage.

Tsar Ivan III blamed the Dominion and sent his troops across the border. Rather than send an army of Caneus and Reisian troops under Janissary command, the senate chose to send Jakatka Bisir, a Janissary, to investigate the deaths.

Bisir was a detective and warrior who traveled the land incognito. It took him three years before he returned to Aremyhk and gave his report to the senate. Swift messages were exchanged between the senate, the khagan, and the tsar, and the war ended as swiftly as it had begun, with borders remaining as they had been.

IMPERIAL ALLIANCE

Ruler: Secretary-General Njal Eland
Government: Oligarchy of member states
Cities: Aremykh (LC)
Population: The population of Koryth comprises mixtures of people from all across the Imperial Alliance. Exiles from Sametia and p'tan have chosen the province as their new home. Humans compose about half the population (50%), followed by the p'tan (20%), kalisans (15%), and others (15%).
Location: Koryth, central Exodus
Law: The law in the Imperial Alliance is applied by its member states. Koryth is lawful neutral.
Alignment: The population of Koryth is neither good nor evil (LN*, N, CN).
Religion: The Sanguine Covenant is the official religion.
Languages: Common is the language of the Imperial Alliance.
Currency: The Imperial Alliance has been trying to impose a common monetary system upon its member nations. The most common coin is the gold piece (worth 1 gp). Copper (1/100 gp), silver (1/10 gp), electrum (1/2 gp), and platinum pieces (10 gp) are minted and circulated.
Military: The Imperial Janissaries and a small all-volunteer army defend the Imperial Alliance. An elite force of soldiers known as Imperial Men-At-Arms serves as a police force and as bodyguards for traveling dignitaries.

AREMYKH, CAPITAL OF THE ALLIANCE

LN large city
Corruption +4; **Crime** +5; **Economy** +6; **Law** -4; **Lore** +5;
Society +1
Qualities academic, notorious, prosperous, rumormongering citizens, tourist attraction
Danger +10

DEMOGRAPHICS

Government secret syndicate
Population 20,000 (10,000 humans; 5,000 p'tan; 1,000 prymidians; 1,000 sasori; 3,000 other)

NOTABLE NPCS

Chief Legate Njal Eland (male Nasian)
Senator Maksymilian Amyas (male human)
Senator Tlotoxl (male Khymerion)
Director of Section Omega Niljon Taysnita (male cavian)

MARKETPLACE

Base Value 16,424 gp; **Purchase Limit** 112,500 gp;
Spellcasting 8th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4



In 59 AU, the Senate elevated Bisir to left master of Janissaries, second only to the grandmaster, but he disappeared before investiture.

INVESTIGATIONS

In 61 AU, under pressure from Reis leaders, the senate sent a Janissary to Unthara to investigate a meteor. He discovered that the locals were infected by the quickslavers, so the Janissaries established a blockade of Unthara. They did not know it was already too late.

The senate watched as the tribes of Sametia chose to return to a life of barbarism under the name of the Janus Horde. The senators spent much time contemplating the issue, but took no action.

The Janissaries monitored the blockade of Unthara and in 79 AU they came face to face with the quickslavers' master, the necromancer Xon. The Janissaries failed to destroy him but returned with word of his existence.

In 90 AU, the senate, seeing tensions building between its member states, sought to impose peace. With a



two-thirds majority, it decided to impose martial law, sending Janissaries and soldiers to the borders. But to the senate's horror, all four nations refused to recognize the senate's right to do so. The Janissaries remaining in Aremyhk left despite the promise of closed borders, while the senate's mercenary army gathered on the borders of Koryth.

THE LANDS

Located between the Wyldlands of Bal, the Caneus Empire, and the Janus Horde, Koryth would seem a natural battleground between them. But their interest is limited by Koryth's violent weather and strange creatures. The climate of Koryth changes viciously, shifting from tropical heat to arctic frost within a matter of hours. Many ruins dot the land.

Koryth is a rocky land of high mountains and plateaus with few areas of flatland. The entire province is ringed

by the Grit Mountains in the south and the Roost in the north.

The Grit Mountains form a nearly impassable barrier between Koryth and the Caneus Empire. Pebbles and gravel cover the entire range, coating any traveler in grey dust within hours. There are few settlements to be found, though ancient bridges and old watchtowers bear witness to some lost empire that occupied Koryth.

Just north of the Grit Mountains are the Corpse-lands, foothills filled with dead barrows and burial mounds. Legends of this place talk of undead guardians and ancient curses.

In the center of Koryth is the great Lake of Storms. Covering over three hundred square miles of territory, the lake is abnormally warm all year round and is thought to be warmer at greater depths. Large snakes fill the lake and constantly churn the surface.



NJAL ELAND

On the northern border of Koryth rises the Roost, named for its myriad winged reptiles, including wyverns, draconic creatures, and other such man-eaters. Rumors abound of the mighty dragon Yeren-Kai, who scorched and destroyed the ancient Koryth Empire.

Between the Lake of Storms and the Roost, the Plain of Pillars stretches for hundreds of miles, completely flat but dotted with seemingly natural pillars. New pillars appear on occasion, but no one has ever seen one rise.

The Freeze Line is a demarcation that moves each day, bringing with it freezing weather. It seems to move randomly, but always south in the summer and north in the winter. The Line is visible to the naked eye as a perfect border of ground-hugging frost.

SOCIAL OVERVIEW

The natives of Koryth are rugged survivalists. Most seek to be left alone, holding few ties to any government or command structure.

The cities of the Imperial Alliance are growing rapidly in number and infrastructure. Fueled by immigration, its new communities are mixtures of peoples from every Alliance nation. They are mostly dirty, crime-ridden, and lawless. Though some efforts have been made to clean them up, the influx of newcomers—particularly p'tan and Sametian exiles—have made those efforts futile.

In contrast, villages overseen by the Janissaries—the one major group with a long history in the province—are well built, clean, and mostly free of crime.

CHARACTER OPTIONS

Enuka and humans are the most common races found in Koryth. They favor the barbarian, ranger, and rogue classes.



MAKSYMILIAN AMYAS

ADVENTURE LOCATIONS

On the western bank of the Lake of Storms, one will find the sunken city of Al-matest some thirty feet below the surface. Perfectly square, the city is believed to be the capital of the prehistoric Koryth Empire.

South of the Roost rises the Bone Mount, a pile of bones from creatures much larger than humans. Many wyverns live in the area and are extremely territorial.

The Polir Crater was formed two hundred years ago when a fiery stone fell from the stars, destroying a ruined city. Valuable gems and minerals can be found near the crater, but the poisonous fumes and lack of fresh water make any expedition difficult.

A massive chunk of solid granite, almost one thousand feet high and several miles in diameter, can be found in the Grit Mountains. Its domelike surface is covered in runes and glyphs, some of which glow on occasion. Many of these glyphs are inlaid with precious metals, and some treasure-seekers have tried to get rich by prying this metal free. Unfortunately for them, nearby there is a small tribe of humans called the Katota, who consider it their sacred duty to keep watch over the rock, which they call the Frost Stone. The Katota are thought to be the descendants of whatever civilization once filled Koryth. The Frost Stone is always painfully cold to the touch, and some say a powerful dragon sleeps beneath it.

PLOT HOOKS

A senator and his retinue have disappeared while traveling across the Grit Mountains. Senators from other nations are pointing fingers at each other.

A scholar seeks to catalog some of the draconic creatures of the Roost. She is particularly interested in the many types of wyvern.

**TLOTXL****IMPORTANT NPCs****AMYAS, MAKSYMILIAN***Male human, senator*

Maksymilian Amyas comes from Gavea, a territory outside the Imperial Alliance. As a young man, he traveled to Mureath to train as an initiate of the Sanguine Covenant. After his studies, he spent a few years as a missionary on his home island.

A decade ago, he moved to Koryth, where he began preaching for a strong and more united Imperial Alliance. At first he presented this call as a way to defeat the Janus Horde and the quickslavers. Without a strong Imperial Alliance, he said, it would be impossible for the nations of Exodus to present a unified front and defeat the menaces that threatened everyone. His words have gathered a number of like-minded senators, who have taken to calling themselves “the Crown Council.”

His admittance into the senate is somewhat cloudy, with direct interference by a number of powerful senators. Since he has no direct ties to any nation and a strong, vocal belief in the Sanguine Covenant, most nations see him as somewhat impartial.

ELAND, NJAL*Male Nasian, Chief Legate of the Imperial Alliance*

The son of Senator Erwin Eland—cousin of the former emperor—and the current khagan’s great-aunt Nadja ibn Al’alim, Njal was raised in the turbulent sea of politics. Far removed from both thrones, Njal chose to serve the Imperial Alliance. Having trained in both Canean and Dominion schools, he emerged as a level-headed and confident young man. After years of service, he was named Chief Legate of the Imperial Alliance. Although the title does not give him much power, he has maintained a calm and moderate stance on most issues. Njal is a shrewd politician—every faction within the senate believes that he is with them, or at least not opposed to their views, no matter how radical.

TAYSNITA, NILJON*Male cavian, Director of Section Omega*

The current director of Section Omega, the Imperial Alliance’s psionic bureau, is a severed cavian. Under his tutelage, Section Omega hunts rogue psions, and all the while he seeks to cement and consolidate his organization’s power.

For full details on Niljon and Section Omega, see Secret Societies of NeoExodus: Section Omega.

TLOTXL*Male Khymerion, Senator from the Reis Confederacy*

Tlotoxl is a short man with a hawkish nose and a gaunt physique. One of the most respected senators, he is known as a champion of the poor and those living on frontiers.

What few people know—outside a close group of senators and high-ranking Janissaries—is that Tlotoxl heads a small group dedicated to eradicating the First Ones and their influence from all of Exodus.

If the PCs fight the First Ones, they will very likely encounter the senator or at least receive his assistance. If they work for the First Ones, even unknowingly, the senator will make a formidable enemy.

JANUS HORDE**HISTORY**

Under the First Ones, Sametia was lightly populated. Its people joined the war against the First Ones very quietly. The Sorcerer-Kings originally claimed Sametia as a province of their empire. However, they did not strictly enforce this claim, and the War of Mind and Magic War broke whatever power the Sorcerer-Kings had over the area.

The Armans first raided then migrated en masse to Sametia. They cut a wide path of destruction, pillaging, and plundering. Using Sametia as a base, they proceeded to conquer the much richer lands of the Sorcerer-Kings. After their conquest of Abaddon, the Armans mostly abandoned their former holdings. For centuries, they raided the plains.

Sametian horse archers gained great fame as mercenaries for every nation in Exodus. Many nations seek out the Sametians’ expert horsemanship and marksmanship to bolster their own troops.

With the Unification, every nation saw Sametia as an empty piece of land ripe for seizing. Thus the Caneus Empire, Dominion, and Protectorate attempted to tame the land, building colonies and founding cities. Fighting over these colonies, they sought to gain the upper hand and claim all of Sametia for their own.

JANUS HORDE

Ruler: Warrior-Queen Thais of the Steppe
Government: Many tribal chieftains, but no unified government
Cities: Sanat (LT), Eimhin (ST), Jarlath (ST), Morolt (ST)
Population: Low, scattered, and mostly human (55%). Dalreans are common in the east (35%). Calibans form a third group (15%).
Location: Sametia, eastern Exodus
Law: The law in the Janus Horde is neutral evil. Those who do not recognize the Horde's supremacy are on the harsh end of the law.
Alignment: The population of the horde leans toward chaos (N, CG, CN*, CE).
Religion: Paganism and the Cult of the Dragon are the two most recognized religion in the Horde. The Sanguine Covenant is persecuted as an imposition of civilization. The Lawgiver's worship is expanding.
Languages: Common is spoken throughout Sametia.
Currency: The Janus Horde does not mint any coin. They take any foreign coin at the official value.
Military: The Horde's armies are composed mostly of mounted archers with powerful berserker infantry, although in reality only a large caste of warriors takes part in battle. Elite among the horde are the ruthless Fists of the Dragon, warriors dedicated to hunting and slaying the greatest beasts in the world.

SANAT, CAPITAL OF THE JANUS HORDE

NE large town
Corruption +5; **Crime** +4; **Economy** -4; **Law** -6; **Lore** +1;
Society -4
Qualities anarchy, insular, notorious, racially intolerant (civilized people)
Danger +30

DEMOGRAPHICS

Government anarchy
Population 4,500 (3,000 humans; 500 calibans; 500 p'tan; 500 other)

NOTABLE NPCS

Headtaker General O'Bredj the Merciless (male caliban)

MARKETPLACE

Base Value 2,600 gp; **Purchase Limit** 15,000 gp;
Spellcasting 5th
Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4



THE TWILIGHT WAR

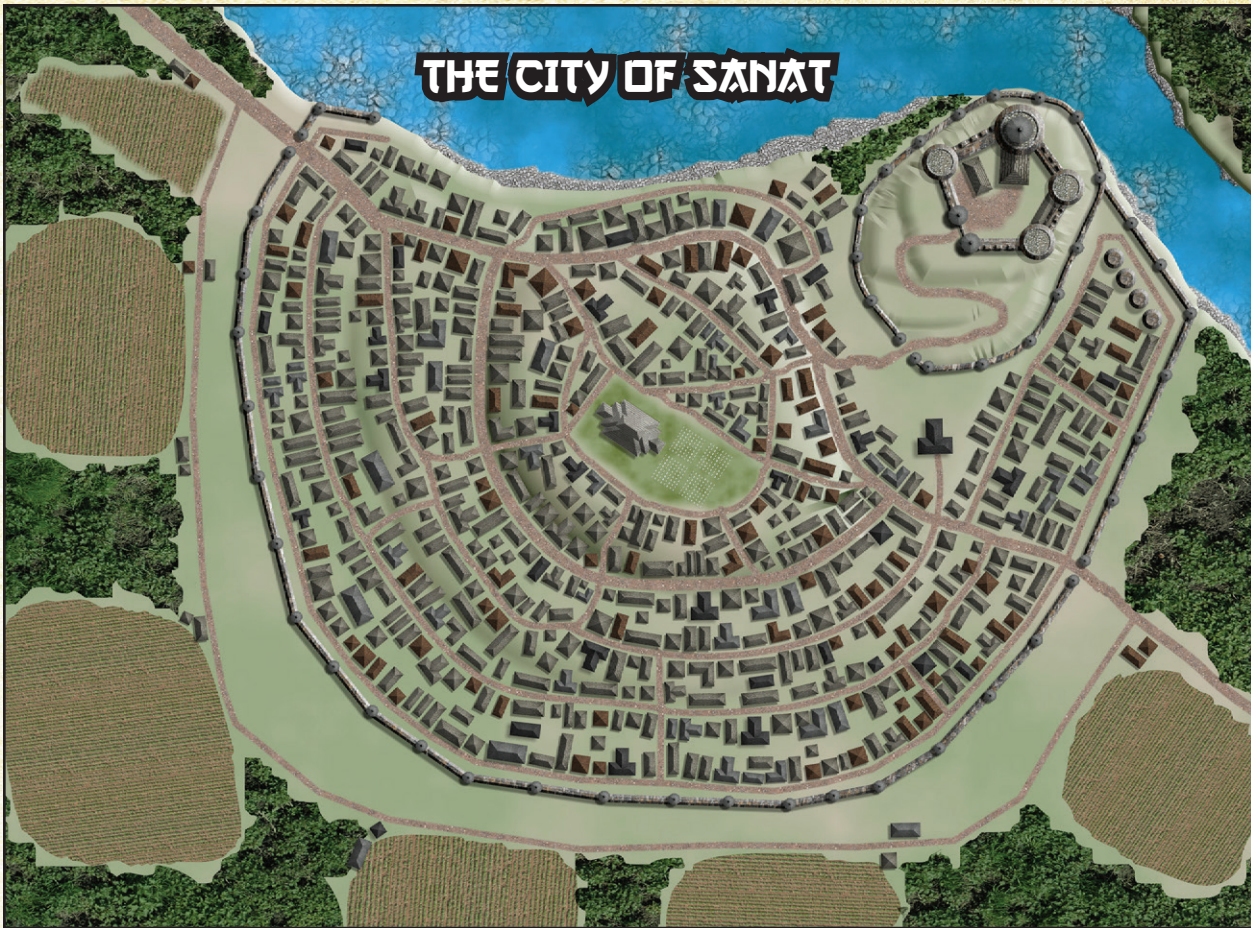
In 118 BU, the Twilight War began when the Arman Protectorate, the Dominion, and the Reis Confederacy used Sametia as a battleground. Armies crisscrossed the land, companies of mercenaries serving one master then another.

In 82 BU, the Reis Confederacy launched a full-scale invasion, taking over the Protectorate's colonies and occupying the Dominion's holdings. Sametia could have been a province of the Confederacy were it not for the Caneus Empire launching a campaign in Sametia. The

Confederates withdrew from most of their conquests, and a conflict ensued where both sides ground each other to destruction.

INDEPENDENT SAMETIA

The end of the Twilight War brought peace to Sametia. All four empires, reeling from the war, focused on domestic issues. This newfound independence created a national sentiment among the tribes and cities of Sametia.



THE CITY OF SANAT

This movement grew over the first three decades. Thus, in 36 AU, a delegation of nomad chieftains sought admittance into the Imperial Alliance. This would have been the first major addition to the Imperial Alliance since its inception. However, their request was denied, having failed to gather the two-thirds vote needed. The great empire's designs for Sametia doomed the proposal.

The rebuffed clan leaders retaliated by launching raids on every nation of the Alliance, attacking the fleet maintaining the blockade of Ablis, and burning down cities. Janissaries were sent to cow the tribal leaders. Successful, they returned to Aremykh thinking the rebellion over and done with.

THE JANUS HORDE

Early in 53 AU, Sametian clan leaders met in secret and decided that since "civilization" turned its back on them, they would turn their back on it. Calling upon the name of a mythic Sametian hero from the War of Mind and Magic, they named themselves the Janus Horde, slaughtered all foreign dignitaries, and attacked anyone who refused to join them. Quickly, though, the newfound horde found itself at odds with itself.

In 69 AU, Thais, a warrior-queen of kalisan descent, destroyed all her opponents and crowned herself mistress of a united Janus Horde. She reorganized the army into a number of smaller hordes, with horse archers as the army's core. For the first time, its armies moved in a

coordinated fashion, and the warrior-queen led her horde from one victory to another.

Imperial authorities took notice of the Horde but failed to agree on a solution. Paralyzed by its empires' desire to expand into Sametia, the Imperial Alliance did nothing.

THE LAWGIVER

As the Horde won campaign after campaign, an enigmatic man appeared calling himself the Lawgiver. Appearing as a simple beggar, he healed the poor and the weak and displayed the Lazarus Brand, a power still mysterious. Even the Kaga could not explain his strange gift.

Throughout this turbulent time, he appeared and vanished without trace whenever authorities tried to find him.

THE INFECTION

Around 82 AU, an outbreak of the quickslaver virus was discovered in Sametia. Unable to stop it, Warrior-Queen Thais had those infected put to death. To further prevent the infection from spreading, she launched her warriors against the Protectorate.

The Horde isolated and destroyed anyone infected as well as their companions, burning the remains. They continue this practice to this day, which seems to be successful in limiting and controlling the infection.

THE LANDS

Sametia is a land of constant change. The cold air from the south clashes with the hot tropical air of the north, making the weather hard to predict. Strangely, though its weather can change in an instant, its temperature does not fluctuate wildly, remaining warm and comfortable year round.

Western Sametia is dominated by the Purple Giants, which form a natural barrier to the Caneus Empire. At the foot of the Purple Giants are the Sametian Highlands, where giants and ogres are common and verdant oak trees grow in tall, thick forests. The highlands run north to south, ending in the Troll Wastes in Cordel.

At the southern tip of the highlands is the Serpent's Swamp. Bordering the Troll Wastes, this vast swamp takes its name from the many serpentine creatures, such as snakes and hydras, that live there. A single road crosses the swamp, but with the arrival of the Janus Horde, the Dominion authorities no longer patrol it.

Rising from the Abaddon River basin are the Green Hills. This area was once heavily colonized by the Protectorate, but with the rise of the Janus Horde, the hills have become a battleground.

Most of central and eastern Sametia is filled with a jungle of tall trees and unique plants. The Great Sametian Jungle is rich and dense, making travel through it difficult at best, treacherous at worst. Dalrean patches are extremely common here and are believed to be the descendants of the long-dead civilization that built the many ruins hidden by the jungle.

To the north are the great Sametian plains and grasslands. It is ideal for agriculture and fertile year round, so ranchers and cattle drivers are common. The Cradle of Life provides the bulk of the famed Sametian horses for the Horde.

Forming a border between Sametia, ice-cold Koryth, and tropical Bal are the Cold Bluffs, a rough, barren, and unnaturally cold range assailed by polar winds. The Cold Bluffs are home to the remorhaz.

SOCIAL OVERVIEW

Sametia used to be aligned with the nations that controlled its holdings. But when the Horde overturned civilization, this order was completely destroyed. In its place, the strongest and loudest warriors lead.

In recent years, the warrior-queen has tried to organize the Horde into a new order.

On the top are the warrior nobles, a meritocracy where the best and mightiest warriors rule from the front. For them, bravery and power are paramount.



O'BREDJ THE MERCILESS

Below the nobles are the warriors. Anyone who owns a horse and a weapon may join the queen's army, and most youths leave their families as soon as they have acquired both.

Lowest are the serfs—anyone who is not a campaigning warrior. Serfs are expected to obey a warrior's command without hesitation. Foreigners are frequently considered serfs, but any foreigner who can fight and defeat a local warrior may claim their place among the Horde.

There are no taxes to speak of in the Horde, as the Horde plunders, robs, or steals whatever it needs. The law in the Janus Horde is simple: might makes right. The stronger and more ruthless members of the Horde can do as they please. Anyone who moves toward civility or civilization is quickly brought down.

CHARACTER OPTIONS

Sametians tend to choose martial careers such as barbarians, fighters, and rangers. Spellcasting classes are usually those who are spontaneous such as bards, druids, and sorcerers.

Monks' monasteries and wizard schools are almost unheard of, having been destroyed as signs of foreign occupation.

Janus Horde characters treat any weapon whose name contains "Sametian" as a martial weapon.

ADVENTURE LOCATIONS

The is a place in the Sametian Highlands where none dare travel—an enormous hole, two hundred feet in diameter. Smooth and dark, without any easy or obvious way of descending, it is shrouded in shadows.

The Serpent's Swamp is rumored to be the home of an ancient dragon. Though there is much proof of its existence, it has never been sighted. Smaller black dragons, however, have been seen.

The Great Sametian Jungle hides wide dunes of fine sand, two miles in diameter, making up the Lost Desert. The sands hide quicksand and burrowing predators.

In the Cold Bluff rises a number of eerily shaped mounts. One such mountain is a dark brown stone roughly shaped like an enormous dragon egg. The southern face forms the likeness of a heavily scarred human warrior—Scar Mountain, the source of legends of forgotten deities and dead kings.

In the middle of the Cradle of Life is a lake shaped like a scorpion. Many predators stalk the area, and young warriors often go there to prove themselves.

UNIQUE DANGERS

BARBSEED

Barbseed is a parasitic plant that releases spores. These spores are extremely small and coated with an empowering, pain-reducing poison. Anyone coming within 20 feet of a barbseed plant must succeed on a DC 17 Reflex save or be infested with the barbs.

BARBSEEDS

Type Infestation **Save** Fortitude DC 15
Onset: 1 hour **Frequency** 1/day
Effect 1 Con damage **Cure** 1 save

Once under the skin, barbseed forms what seem like black veins. While infested, the victim feels euphoric and gains a +1 bonus to saves against fear. Anyone who dies while infested sprouts a new barbseed plant in 1d3 days.

Removing the black veins requires a DC 25 Heal check. On a failure, the infested victim takes one point of damage for each point by which the check failed. A remove disease spell removes the infestation.

FLOAT SHELVES

The swamps of southern Sametia host small islands of fungus, algae, and other weeds. These islands float lazily in the marshy waters. Exploring beneath the waters, one can often find a great rotting carcass. Troglodytes are known to use these to protect their villages from attackers.

Recognizing a float shelf for what it is requires a DC 15 Knowledge (nature) or Survival check.

FLOAT SHELVES—CR 2

Whenever someone comes within 20 feet of a float shelf, it releases its spores. When it does, anyone within 30 feet of it must succeed on a DC 13 Fortitude save or become paralyzed for 1d4 minutes. The biggest danger of a float shelf is drowning.

A float shelf does nothing to creatures moving underwater. Creatures with the aquatic or reptilian subtype are immune to a float shelf's spores.



THAIS

PLOT HOOKS

A Dominion merchant wants to smuggle goods to family members in lands occupied by the Horde. His plan is to cross the unpatrolled Serpent's Swamp.

A Canean noble is willing to pay a lot of money for a pair of Sametian stallions. To obtain them, one must travel to the Cradle of Life, in the heart of the Janus Horde.

A scholar from Koryth seeks to explore the Scar Mountains. He believes there are a number of caves that would grant access to the mountains' interior.

The Horde has kidnapped a number of Sanguine priests in the Abaddon River Basin. They plan to force the priests to build a magical stone bridge across the river so their horses can cross in large numbers.

The PCs encounter a group of refugees seeking an escort out of Sametia but are hounded by warriors of the Horde. In reality, the refugees are infected with the quickslaver virus and seek to spread the infection beyond Sametia.

IMPORTANT NPCs

THAIS OF THE STEPPE

Female Sametian, Warrior-Queen of the Janus Horde

Daughter of a Confederate noblewoman, Thais was destined for an arranged marriage, but when the Sametians turned their back to civilization, young Thais took a spear and joined the rioters.

Within two years, she had acquired a following and led one of the many tribes fighting against foreign colonialism. She defeated the Janissaries in 56 AU and again in 59. Her fame drew many to her to form her own horde. Between 59 and 65 AU, she ruled the Cradle of Life. In 69 AU, she defeated Jangai Zhar and declared herself Warrior-Queen of the Janus Horde.

In the years that followed, she coordinated the Horde and consolidated her power. Refusing to take a husband, she keeps a harem of male slave-concubines and has borne a number of children to ensure her succession.

REIS CONFEDERACY

HISTORY

During the days when the First Ones ruled Exodus, the Wyldlands of Bal were but a distant frontier. Euka and calibans dominated the land in a savage orgy of violence. The human tribes opposed them with guile and cunning, but they were still considered little more than animals by the rest of Exodus.

The First Ones sent many unsuccessful military expeditions to conquer the region. The many humanoid tribes living there were frequently joined by rebels, dissidents, and opponents of the First Ones.

The Wyldlands of Bal were spared most of the horrors of the War of Mind and Magic. Descendants of former rebels led tribes south to fight the First Ones. In the aftermath, the warriors returned home with tales of great cities and mighty magic. Civilization came to the Wyldlands in the form of isolated city-states enslaved to the will of bloodthirsty gods.

The city-states of the Wyldlands warred with each other for the next centuries. In the 7th century BU, the Armans conquered the east coast and settled new cities such as Nashota and Ageda.

From the early days of the Caneus Empire, the emperors looked to the north as a target for expansion. Many Canean nobles left their homes to die in the jungles of the Wyldlands.

THE RISE OF EUHUDI

For centuries, worship of Khayne was limited to cannibal tribes deep in the jungle. Their power base was the city of Xehitoch in northeastern Bal, where they sacrificed hundreds to the ever-thirsty Khayne.

In 382 BU, Euhudi, the High Priestess of Xehitoch, saw favorable omens and announced that Khayne proclaimed it was time to drown all of Exodus in blood and bring all its people to worship him. She would be Khayne's dark vessel, and Xehitoch would be the shining capital of this new empire.

Prince Xoltec, Euhudi's lover and the warlord of Xehitoch, became drunk with her dark words. Sending ambassadors to cannibal tribes and lesser city-states, he

formed a grand army. The army swept over eastern Bal in a brutal campaign, taking many prisoners back to the temples of Khayne, and swelling their ranks with euka tribes.

In 380 BU, the cities of Naphil and Baargon allied to stop Euhudi, and the Battle of Baargon ended with Prince Xoltec's army in disarray. Xoltec was slain in the fighting, and Euhudi was captured. While a captured soldier would have been sacrificed, Euhudi was a priestess and thus held some say in her capture. Refusing to be ransomed, she decided instead to stay in Naphil.

Manipulating her way into King Darai's bed and heart, Euhudi became queen. Secretly, she introduced elements of Khaynite worship to Naphil. The most accepting and devoted, she formed the secret society of the Brotherhood.

In 371 BU, King Darai died without a clear heir. His concubines and lesser wives bickered amongst themselves, while the queen set herself as regent and arbiter. She played them against each other until finally a single contender remained, Prince Ordoa. Embracing him as her lover and the rightful heir, Euhudi crowned him on a throne made from the bones of his rivals in the name of Khayne, the god of blood.

Ordoa was not a religious man, but he took his father's former wife as his own. The queen continued to expand the worship of Khayne and strengthen the brotherhood. With a new army at her disposal, Euhudi turned her gaze to neighboring city-states.

THE REIS CONFEDERACY

Few were surprised when Naphil invaded Baargon in 366 BU. By then an Arman mercenary, Laventry Roskoff, had claimed the crown of Baargon. Though canny and charismatic, Roskoff was a conventional warrior. The battle lasted but a few hours before the Naphilite army routed the Baargonites. Euhudi bathed in the blood of the thousand sacrifices she sent to Khayne.

The following year, Euhudi's home city of Xehitoch fell. Whenever defeated Xehitochi were caught, she sacrificed them to the glory of Khayne. Euhudi's excesses shocked even her own countrymen, as used to brutality and violence as they were. Any city taken was turned over to the Brotherhood to administer, providing a steady flow of sacrifices, a task they engaged in with ruthless efficiency.

The city of Reis met with the leaders of any city-states not fighting the Brotherhood, along with ambassadors from the Caneus Empire, the Arman Protectorate, and the Dominion. Under the leadership of the panther warrior Ataulpa Gazsi of Reis, the city-states agreed to join together to destroy the Brotherhood of Khayne. They called themselves the Reis Confederacy.



THE BATTLE OF THE RIVER OF THE DEAD

Late in 357 BU, the armies of the Confederacy and the Brotherhood met for the first time. Recognizing he lacked his foe's intelligence network, Ataulpa Gazsi razed a swathe of jungle a mile deep and three miles wide. Rivers flanked his position and cliffs backed it. The outnumbered Reis army could not escape from this position—exactly as Ataulpa wanted it. An accomplished fighter, he knew the Brotherhood's fearsome reputation would send his men running long before he wanted to quit the field. By forcing the eastern host into the open and his own forces to stand and fight, he made the battle a contest of will and fighting skill rather than morale and stealth.

The armies met exactly as Ataulpa intended.

Brotherhood slave-soldiers charged across the river first, suffering ruinous casualties from the short bows and javelins of the Reis army. By the time they reached Ataulpa's lines, they were nearly wiped out; behind them, however, came the shock troops of Euhudi's cult—the half-giants of Naphil and the high priestess's towering consort. This block crashed against Ataulpa's center while cannibal savages harried his flanks. Had the Reis army been able to flee, they surely would have broken then, but, trapped as they were, they had no choice but to fight and die with their fearless prince. Ataulpa's panther warriors did not fight like the Arman-taught heavy infantry of Baargon; they danced about the slower Naphil elites, leaping on their backs and slashing their tendons with sharp-edged war clubs.

Ordoa fell, nearly covered with panther warriors. His two sons, who would have inherited his power, were slain almost at that moment, one cut down by Ataulpa's legendary dancing blade. With the loss of their leader, the Brotherhood horde panicked. The Naphil stood their ground, fighting to the last man over their ruler's body. The cannibals and slave soldiers broke for the river.

Euhudi realized Khayne's temporal realm rested on the outcome of the battle before her. Since the river was red with blood, her sanguine sorcery could easily control it, forming crimson elementals that loomed over the battlefield. They crashed like a wave over her forces and surged toward the Reis army—and stopped.

Ataulpa's mystics had yet to play their hand. Wise in the timeless secrets of the Kaga, Confederate sorcerers battled the priestess's will. The blood elementals sank back into the river, dragging the screaming Brotherhood army and their head priestess back to hell with them.

Following his victory, Ataulpa conquered the cities of the east, breaking the Brotherhood's power and imposing his will upon Bal. In 356 BU, he became the first imperator of the Reis Confederacy. He quickly turned his eye toward Sametia and sought to expand his domain.

For years, the Caneans and the Confederacy fought over Koryth and Sametia. In 235 BU, the Caneus Empire and the Reis Confederacy agreed to the Treaty of Koryth, wherein both nations declared Koryth a neutral zone to be managed mutually. This treaty was full of good intentions, but unenforceable.

REIS CONFEDERACY

Ruler: Imperatrix Lolani Gazsi

Government: Confederation of mostly independent city-states. The imperatrix commands through force of will and charisma, but has limited control over the city-states.

Cities: Agueda (LT), Amitola (LT), Awenasa (SC), Izusa (LT), Nashota (LT), Pabla (ST), Reis (ST), Shima (LT)

Population: Though the Confederacy boasts the highest population in all of Exodus, it is the least urbanized region of the Imperial Alliance. The population of the Reis Confederacy is composed of calibans (20%), dalreans (15%), enuka (20%), humans (20%), sasori (20%), and others (5%).

Location: Wildlands of Bal, northern Exodus

Law: The law in the Confederacy can best be described as chaotic neutral. The laws are complex, not always written, and difficult to understand. Corruption is rampant and barely hidden.

Alignment: The population of the Confederacy leans toward chaos and evil (N, NE, CN, CE*).

Religion: The Sanguine Covenant is the official religion of the Confederacy, but pagan cults are very common. The Brotherhood of Khayne has a great number of secret followers in the Confederacy.

Languages: Common is the language of the Reis Confederacy.

Currency: Like everything else in the Reis Confederacy, currency is far from unified in its issuance and acceptance.

Military: The Confederacy does not have a unified army. Confederate armies are highly eclectic, including many cannibal tribes from the north and a number of wild beasts and gigantic animals. With the establishment of the Confederacy, the Panther Warriors have become more common throughout the land and they are respected for their power and prowess.

AWENASA, CAPITAL OF THE CONFEDERACY

CE small city

Corruption +2; **Crime** +1; **Economy** -2; **Law** -4; **Lore** +1; **Society** -1

Qualities insular, strategic location, superstitious, unholy site

Danger +25; **Disadvantages** cursed, hunted

DEMOGRAPHICS

Government autocracy

Population 8,000 (1,500 calibans; 1,500 enuka; 1,500 sasori; 3,500 others)

NOTABLE NPCs

Imperatrix Lolani Gzasi (female Khymerion)

Prince Bial Eland (male Nasian)

MARKETPLACE

Base Value 3,600 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6



THE TWILIGHT WAR

In 118 BU, a Dominion ambassador was killed, and all proof pointed to a member of the Protectorate ambassador's retinue. Imperatrix Channui allowed the Dominion to take the guilty party, under protest from the Protectorate. Responding to the tsar's demand for the

man's return, the imperatrix returned him in five pieces, each sent by way of a different caravan. With the fifth and final piece, she politely attached a letter informing the tsar that he would make no demands of her country and that crimes committed in the Confederacy would be dealt with according to local law.



The Arman Protectorate declared war on the Confederacy immediately, but it was unprepared. Confederate armies officially annexed every Protectorate holding in Sametia and sent peace-keeping forces into Dominion holdings.

To limit Confederate expansion, the Caneus Empire invaded the Koryth neutral zone in 82 BU and attacked the newly conquered lands.

The Confederacy threw itself behind its war effort, seeing total victory as the only possible outcome. To the horror of the rest of Exodus, the Confederacy hired blood mages and necromancers to bolster its numbers.

Worst among them was the necromancer Xon. Xon conducted terrible experiments, led legions of the dead, and exacted horrific retribution against prisoners. Even the Confederates could not stand his horrors for long, so in 69 BU a Confederate army fell upon Xon and his army, destroying them.

In 5 BU, the Confederacy sent a large army of massive war beasts and savage tribesmen. Facing them was a motley army of knights and Canean priests. The two armies met before the fortress of Aremyhk.

To the surprise of the Confederates, the Janissaries left their fort and prepared for battle. Both the Confederates and Caneans thought the Janissaries were joining their own side. But the Janissaries engaged the flanks of both

armies. Before the sun set, the Confederates were in full retreat, and the Caneans were broken.

UNIFICATION

Without an answer to the Janissaries, the Confederation begrudgingly signed the Treaty of Aremyhk, attending the unification talks to avoid being left out. The Confederation's biggest point of contention was the imposition of the Sanguine Covenant, but in the end they relented.

The imposition of the Sanguine Covenant and the subsequent witch hunts sent a number of thrill-seeking young aristocrats into the hands of the Brotherhood of Khayne. In 12 AU, the Brotherhood mounted a number of terrorist attacks against Covenant churches and destroyed the left wing of the Sanguine Cathedral in Nyssa.

In 61 AU, a meteor crashed into the Island of Unthara. Imperatrix Sepatha's most trusted advisor and personal astrologer, the Bronze Sage, had predicted the meteor's fall, and with the fall would come a terrible plague that would ravage all of Exodus. Confederate leaders pressured the senate until they agreed to dispatch Janissaries to the site. This expedition discovered the oozy quicksilver-like parasite known as the quickslavers.

The Bronze Sage also prophesized that an albino child born of the royal line would bring the destruction of the Confederacy. Imperatrix Sepatha's firstborn daughter, Lolani, was born albino. The fatalistic Confederates sighed and welcomed their princess.

In 79 AU, the Janissaries proved that Xon commanded the quickslavers with his necromantic powers. This news came as a surprise to the Confederacy, who had thought him dead for over a century.

In 85 AU, Crown Prince Bial Eland came to the palace to undergo the trials that would prove him worthy of the Canean imperial crown. He and Princess Lolani found themselves together, and a great friendship grew between the two. Everyone saw a possible dynastic marriage that would quake the power balance of the Imperial Alliance. During his trials, however, Bial was mauled and incapacitated.

With the coronation of Empress Cassandra, blame for the death of Empress Mercy fell on Bial. The former crown prince secretly found refuge in the palace of Imperatrix Lolani. To this day, the imperatrix shelters Bial while the Canean ambassador demands that she turn over the prince.

THE LANDS

Largely uncharted, the northern Wyldlands are called the Land—or Wood—of Lost Souls. It is home to many mysteries, ancient ruins, and unknown humanoid races. Fog of varying thickness coats the land, giving it a surreal and magical appearance. Explorations have yielded no end to the mysteries of what lies within.

The eastern coast of the Wyldlands, the border with Sametia, is covered with verdant, rugged hills, rich with minerals and known as the Whispering Hills. Many think this to be the graveyard of long-forgotten gods that walked the land before time began. The winds that blow through the area produce odd noises, which some say sound like whispers.

The border with Koryth is covered by the Roost—though the locals call it the Belly of the Beast. These tall mountains, spanning from the Whispering Hills to the Western Ocean, are filled with filled with giant reptiles and dragons.

The western coast is covered by the sweltering growth of the Virgin Jungle. Many poisonous reptiles and large mammals live here, along with many unique forms of life like the tusked lizard, the scarlet viper, and the flying ape-men that live in treetop villages.

In the center of the Wyldlands is a rich plain abounding with lakes and rivers called the Mother's Tears. This hospitable area houses most of the population of the Confederacy. Rainfall is frequent here, and produce is available year round.

SOCIAL OVERVIEW

The Confederacy boasts the most diverse population of any nation in the Imperial Alliance. Every Confederate city could be its own nation, with its own laws, customs, and army.

Cannibal caliban and kalisan tribes are common in the north. These tribes are frequently hired by Confederate armies. The advent of the Confederacy brought the founding of a new warrior caste, whose jaguar and eagle warriors are devoted to the imperatrix herself.

CHARACTER OPTIONS

Confederates favor the barbarian, druid, and ranger classes. The panther warrior prestige class appears later in this document.

Characters from the Confederacy treat any weapon whose name contains "Bal" or "Confederate" as a martial weapon.

ADVENTURE LOCATIONS

In the northeast, the ruins of Xehitoch have been swallowed by the jungle. However, the evil perpetrated by Euhudi and the Brotherhood have twisted the flora with the unmistakable feel of evil. Fiendish creatures and ghosts roam the area.

In the Whispering Hills there is an ancient mausoleum believed to house a dead god. Made of dull green stone with shiny blue, purple, and silver veins, the tomb has no door, but a strange howling sound emanates from deep within.

In the Belly of the Beast is the Eagle's Tower, a high peak shaped like a manmade tower, the summit of which is capped by a large eagle head. The area is home to many giant eagles.

Deep in the Virgin Jungle is the rumored city of the ape-men. Expeditions trying to find it frequently disappear.

Rumors speak of the Prophet's Pools, ponds blessed by the gods that grant wisdom and knowledge to those who drink from them. Druidic orders hide these ponds from those who seek to exploit the divine knowledge they contain.

UNIQUE DANGERS

THE MADNESS

Centuries ago, a spell of immense power was cast to summon forth an army of the dead. But instead of summoning dead soldiers, it brought forth spirits, rendered insane by their passage to the afterlife, who possessed the living. While this army of the dead was defeated, the magic that brought the spirits out of their barrows still haunts the area to this day. Cannibal tribesmen travel to the barrow to embark on vision quests.

MADNESS—CR 5

When one nears a barrow or burial site infested with the Madness, the jungle warps and twists, drawing out undead creatures such as ghouls and wights. Anyone spending time in a place afflicted by the Madness may become affected by it. The Madness is not a disease, but rather a possession effect, so immunity to disease does not protect from it.

Race	Will DC	Frequency
Human	20	1 / 6 h
Half-Human	15	1 / 6 h
Other Humanoid	15	1 / day
Non-Humanoid	10	1 / week

There are three phases to the Madness. On the first failed save, the target begins acting irrationally and takes 2 Wisdom drain. On the second failed save, the target takes 1d8 points of Intelligence and Wisdom damage. On every subsequent failed save, the target takes 2 points of Wisdom and Intelligence drain. The target also gains SR 20 against any spell that could remove this ability drain or damage.

During the third phase, the target becomes raving mad and dangerous, speaking of long-dead people, wars, and places in archaic forms of Balite.

The only way to remove the Madness is to first remove all of the ability damage, then cast a dispel evil or heal spell.

POISON POLLEN

Poison pollen is a weed that grows in patches throughout the jungles of Bal. Many caliban tribes and druids cultivate it to keep outsiders away.

POISON POLLEN PATCH—CR 3

When a victim enters a patch of poison pollen, it must succeed on a DC 15 Fortitude save or be nauseated, and succeed on a DC 15 Will save or become disoriented. A disoriented creature moves around in a random direction, similar to a scattering splash weapon. A victim cannot help but wander around trying to escape the poison.

The nauseated creature remains nauseated for as long as it remains in the patch of poison pollen and for 1d4 rounds thereafter—as such, a nauseated creature can wander back into the patch.

If a nauseated creature fails a second Fortitude save while in the patch, it takes 1d6 nonlethal poison damage.

PLOT HOOKS

An expedition seeks to find the jungle city of the ape-men. The head of the expedition claims to have been there once. The expedition's biggest difficulty, though, seems just to be leaving town. It seems many forces in



the Confederacy would prefer to keep the city's location secret.

A cannibal leader is captured and taken to town. While in the stocks, he screams in ancient Balite about imminent doom. Is he just talking gibberish, or is there truth in his words? A Sanguine priest seeks to know.

IMPORTANT NPCs

ELAND, BIAL

Male human, exiled prince of the Caneus Empire

Bial spent his youth training to become a knight and an emperor. He spent his formative years in Qijom, where he became a close friend to Prince Malik. He returned from the Dominion when his father demanded he take the challenges to prove his worthiness.

A traditionalist, he refused to take part in the ceremonial rituals and instead chose to prove himself in the Wyldlands, with the blessing of the imperatrix.

His time in the Dominion has taught him patience and the virtue of relying on his own instincts. Feeling a strong kinship toward the albino princess Lolani, the two have become close friends.

When Bial left the palace for the Wyldlands, he was mauled by one of the many native creatures. He was brought back to Awenasa feverish. Though he was treated by many healers, his health only improved after his sister was crowned.

After Empress Mercy was found dead, on the night after Bial left Nyssa, he escaped an intensive manhunt to reach his beloved Imperatrix Lolani. He is now hiding in his lover's apartments. Bial knows he was framed for his sister's murder, but he cannot fathom that Cassandra is behind it.

UNTHARA**HISTORY**

Unthara was always a distant frontier, lightly colonized and forgotten. For centuries the population remained extremely sparse. After the creation of the Confederacy and the Brotherhood's defeat at the Battle of the River of the Dead, many members of the Brotherhood of Khayne fled their homeland and landed in Unthara. The Brotherhood's zealous devotion served them well; they quickly conquered the islands of southern Unthara, taking over the village of Dwyer and turning it into a city.

From Dwyer, the Brotherhood conquered the many small, isolated communities of Unthara, dragging thousands in chains to Dwyer to be sacrificed in the temple of Khayne. While the rest of Exodus fought with itself, the Brotherhood tightened its stranglehold on Unthara.

Over the following centuries, the Brotherhood changed from an army of fanatics into seaborne raiders. They burned down many cities and destroyed any who opposed them.

HIGH PRIESTESS CAIETA

In 187 BU, High Priestess Caieta came to power. She reorganized the Brotherhood in Unthara and contacted Brotherhood outposts on the mainland. For the first decade of her reign, the Brotherhood became extremely active throughout Exodus. She created orders of seaborne raiders to threaten the west coast of Exodus, ruining maritime commerce. The mainland empires reacted by fortifying their seaports and building navies.

In 175 BU, Caieta built the city of Caieta as a staging point for her planned invasion of the Confederacy. Brotherhood-backed terrorist activity flared up across Exodus. In 168 BU, though, an assassin's dagger cut down Caieta. Her death threw the Brotherhood into a civil war, as more than a dozen priests were crowned as head priest. The ensuing war fractured the Brotherhood, returning it to a simple local threat.

XON AND THE QUICKSLAVERS

In 61 AU, a meteor fell on Unthara. With it came a new threat, parasitic ooze-like creatures that spread rapidly throughout the Brotherhood. These creatures first infected the host, then took control of their mind. The Imperial Senate secretly sent Janissaries to Unthara so they might chronicle these creatures. They could find no cure to the infection, so they recommended a blockade of Unthara, similar to the one imposed on Ablis.

The blockade was put in place in 63 AU. By then, though, the quickslavers had crossed to the mainland. To keep watch on the quickslavers, Janissaries infiltrated Unthara.

**GAZSI, LOLANI**

Female Khymeron, Imperatrix of the Reis Confederacy

Born albino and prophesized to bring the destruction of the Confederacy, Lolani spent her life alone and ignored by all, including her own mother. The Confederates, being a fatalistic people, simply accepted the fact. The young princess spent her youth studying alone. While everyone was polite, Lolani never had a friend. When Bial Eland came, though, the two quickly became inseparable. For the first time in her life, Lolani had a friend. Friendship quickly turned to love.

When Lolani heard Bial would leave once his trials were over, she went insane. The night he was mauled and brought back to the palace, she resolved to keep him in the Confederacy forever. Appearing to nurse him, she poisoned him a little at a time every day, preventing his full recovery and extending his stay in Awenasa. She was overjoyed to hear that his sister Mercy had been crowned.

Bial made a full recovery and spent his time between Awenasa and his native Nyssa. Soon after, Lolani succeeded her mother on the throne. She was shocked to hear that Mercy had been murdered. Immediately she sent loyal troops to find him and bring him back to her. She continues to hide the exiled prince in her own apartments and denies it to everyone.

UNTHARA

Ruler: Xon the Necromancer, in Greater Unthara; Head Priest Garanku, in the south

Government: The quickslavers control large parts of the land. The Brotherhood of Khayne rules the southern islands from the city of Dwyer. The Exodite general Maruk Naal effectively rules the Brotherhood forces.

Cities: Dwyer (ST), Caieta (ST)

Population: The population is extremely low and mostly infected with the quickslaver virus. Cavians, cyneans, and humans form the free population of Unthara.

Location: The island of Unthara off the west coast of Exodus

Law: The law in Unthara is uneven and chaotic evil.

Alignment: Untharans tend toward chaotic evil.

Religion: The worship of Khayne is the only religion allowed. All other faiths are actively repressed.

Languages: Common is used throughout Unthara.



DWYER, CAPITAL OF THE UNTHARA

CE small town

Corruption +3; **Crime** -2; **Economy** -4; **Law** -1; **Lore** +0;

Society -6

Qualities insular, magically attuned

Danger +20; **Disadvantages** hunted

DEMOGRAPHICS

Government overlord

Population 1,500 (1,000 humans; 200 First Ones; 300 other)

NOTABLE NPCs

Head Priest of Khayne Garanku (male Khymerion)

General Maruk Naal (male Exodite)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 6,000 gp; **Spellcasting** 6th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

In 79 AU, the Janissaries on Unthara discovered the mastermind behind the quickslavers—the Balian necromancer Xon, now a lich. The exact nature of their relationship remains unclear.

Very recently, rumors have surfaced of a powerful undead queen. None of the Janissaries sent have managed to confirm or deny these rumors. In fact, none have returned.

THE FIRST ONES

Seeing their Brotherhood allies falter has forced the First Ones to send significant military assistance to Dwyer. This assistance—Scythian soldiers, golems, and other creatures—has allowed the Brotherhood to stabilize the front.

Oddly enough, the Imperial blockade has allowed the First Ones to reinforce Dwyer without alerting imperial authorities. The Exodite general Maruk Naal leads the First Ones contingent. Under his leadership, the Brotherhood has managed to hold the quickslavers at bay.

THE LANDS

Unthara is split into two regions. The northern part is a large island called Greater Unthara, and the archipelagoes to the south are the Lesser Untharas. Greater Unthara is covered with rolling hills thick with jungles, similar to those of the Reis Confederacy. The island has very few natural harbors, and its land is not suitable for agriculture, even though the jungle is extremely thick. Very few people have escaped the quickslavers on Greater Unthara.

The Lesser Untharas are a series of islands of various sizes. On the largest island stands the Brotherhood city of Dwyer. This city maintains the traditions of the Brotherhood, but the power it enjoyed in past centuries is broken. Brotherhood numbers in Dwyer are dwindling so drastically that the organization will now recruit any mercenary willing to run the blockade and support them.

SOCIAL OVERVIEW

The people of Unthara are considered distant by the rest of Exodus, as the events that rocked the rest of Exodus



GARANKU

did not spill over into Unthara. Thus the Brotherhood was able to assert itself over all the islands.

With the arrival of the quickslavers, both the Brotherhood and the free Untharans now live a miserable existence hiding from everything and everyone around them.

The war against the quickslavers is the Brotherhood's top priority, so this normally barbarous and brutal regime is willing to accept anyone at face value. The Brotherhood gives unscrupulous mercenaries the most respect, valuing their skills highly.

CHARACTER OPTIONS

Characters from Unthara speak Common. Natives not under Brotherhood rule are barbarians and druids, while Untharans born under the Brotherhood are usually barbarians, clerics, and fighters.

Untharan characters treat any weapon whose name contains "Untharan" as a martial weapon. All Untharans are proficient with the dagger, club, and shortspear.

ADVENTURE LOCATIONS

In the jungles outside of Caieta is the Temple of the Quickslavers. This "temple" was built around the fated meteor that fell in 61 AU. It is now where the necromancer Xon rules the quickslavers.

The Brotherhood city of Dwyer is an armed camp filled with evil zealots. Isolated by the blockade, the Brotherhood will now deal with anyone who can fight the quickslavers.

The Hellsgate is a deep cave found on a small island of the Lesser Untharas. The island's red stones hum whenever a living creature approaches, provoking an odd feeling. Any conjuration (summoning) spell cast within the Hellsgate has its DC increased by 2 and is automatically extended, per the Extend Spell feat. The



MERCY

Brotherhood defends this place against anything that comes nearby, and many demons patrol the surrounding area.

UNIQUE DANGERS

QUICKSLAVER DISEASE

Although not a true disease, a quickslaver infestation behaves like one. Attempts to cure a quickslaver infestation can be made until the target dies, at which point the quickslaver infestation replaces all of the target's internal organs.

QUICKSLAVER DISEASE

Type Contact	Save Fortitude DC 18
Onset 1 hour	Frequency 1/day
Effect 1d8 Con damage	Cure 2 consecutive saves

Small silvery marks appear just below the skin. When a carrier has lost at least half of its Constitution to the disease, it gains 25% immunity to critical hits and precision-based damage.

PLOT HOOKS

In a remote area of Unthara, the PCs learn of a Khaynite artifact. The Imperial Senate needs to recover it to prevent Xon from using it.

The Imperial Senate sends a group of undercover adventurers to spy on the Brotherhood and determine their current numbers and activity.

IMPORTANT NPCs

GARANKU

Male Khymerion, Head Priest of Khayne

Garanku is the latest in a long series of brutal head priests of Khayne who took power in a bloody coup. Garanku has filled Brotherhood armies with more



MARUK NAAL

extraplanar creatures, and he is always protected by two succubi.

MERCY OF NYSSA

Female human undead, queen-consort to Xon

The necromancer Xon had fallen madly in love with the empress of the Caneus Empire. When he learned of her death, he snatched her body in the night and brought her back to Unthara, where he used his darkest, most powerful magic to turn her into a unique undead creature.

Mercy is no longer the kind, caring woman she once was. She is now a dark, evil, scheming undead monstrosity who thinks only of herself. Though she recognizes Xon as her lord and master, she resents feeling like a toy in his hands. She reserves a special hatred for her brother and sisters as well as for her former betrothed, the khagan of the Dominion.

NAAL, MARUK

Male Exodite, general of the First Ones' forces in Dwyer

Maruk Naal's life is typical of many Exodites'. He spends his life seeking to become the best warrior in the Naal dojo. Twenty years ago, he traveled throughout mainland Exodus to learn more about the land's various fighting techniques.

When the First Ones decided to assist the Brotherhood, Maruk Naal volunteered for the job. Taking with him a number of Scythians and other expendables, the Exodite's role was to prevent the fall of Dwyer and to stop the Nexus Gateway from falling into Xon's hands at all costs. With the help of a few Aneishi engineers,



XON

he rigged the Nexus Gateway with explosives, allowing him to destroy it with but a word.

Experienced and dedicated, Maruk's victories have emboldened the beleaguered Brotherhood, who have made him their leader.

XON

Human lich, master of the quickslavers

Xon was a necromancer in service to the Confederacy during the Twilight War, who bolstered Confederate forces by raising entire legion of undead horrors. But his methods revolted even the brutal Confederates, and in 69 BU the generals turned on him, destroying his army and killing him. After the fight, though, Xon's undead followers took his body away and raised him as a lich.

When the meteor fell on Unthara, Xon headed there. Now undead, he was immune to the quickslaver infestation. Using his magic, he contacted the common consciousness of the quickslavers and struck a deal, an unholy alliance. Together they forced the Brotherhood back and conquered Greater Unthara in less than a decade.

WATERWAYS OF EXODUS

CASIAN SEA

The Casian Sea is a wicked body of water located between Gavea and mainland Exodus. Frequently depicted on maps as narrow, the Casian Sea is actually wide and expansive. Given to frequent storms, the sea

is rarely traversed; most sailors prefer to make the long detour through the much calmer Orin Sea to the north.

ORIN SEA

Located between Gavea, Unthara, and the mainland, the Orin Sea is dotted with small islands and reefs, requiring a knowledgeable crew to sail through. The weather here is much nicer and calmer than both of its neighbors, the Casian Sea and the Primax Sea, though it is a prime hunting ground for pirates from the Brotherhood of Khayne. Still, most sailors prefer to challenge the pirates than the rougher seas of the Casian and Primax.

PRIMAX SEA

Located between Unthara and the mainland, the Primax Sea is home to dragon turtles, sea serpents, scum, and many bands of sahuagin. Its weather is prone to unexplained storms and hail.

SAMETIAN SEA

East of Ablis and disappearing far over the horizon, this sea is said to never end. As no one has ever traveled beyond and returned, few today have any interest in dispelling this story.

TYRANIUS STRAIGHT

Located between Ablis and mainland Exodus, the Tyranius Straight is home to the strongest tides and currents in all of Exodus. It is patrolled by flying and sailing ships tasked with maintaining the Ablis quarantine. Anyone caught here is escorted away. North and south of the straight is home to many tribes of merfolk and sahuagin.

UNNAMED OCEAN

West of Gavea and Unthara is the Unnamed Ocean—called so because the nations of Exodus could not agree on a name. Like the Sametian Sea, it is said to be endless. However, sailors' tales abound of the rich islands beyond, so an occasional expedition attempts to travel to the fabled Islands of Silk and Iron.

BEYOND EXODUS

LANDS OF EXODUS

The following tales of lands beyond are mostly dismissed as fiction, fantasy, or lies by most scholars. Nonetheless, occasional expeditions are mounted to explore these areas. Few ever return.

The rumored Islands of Silk and Iron are said to lie far off the coast of Gavea across the Unnamed Sea. Those sailors who have reported seeing the islands are all said to be mad, but tales still remain of these mysterious islands.

North of Ablis, legend holds that an island city existed during the fall of the First Ones' empire. This island was one of the arcane wonders where man ruled openly and defied the will of the First Ones—that is, until one day the gods punished them for their hubris and sunk the city beneath the waves, destroying it forever. Expeditions into the depths have reported many sahuagin-infested ruins, but nothing of the size and scope described in the legends.

Far beyond the frozen wastes south of the Dominion and the Protectorate, the prymidians talk of warm forests and lands with great beasts and intelligent creatures, the likes of which have never been seen on Exodus.

BEYOND THE NEXUS GATEWAYS

Beyond the Nexus Gateways lie a number of areas still unexplored. One such area improperly and incompletely explored is the First Ones' capital at Kayen'Te. It is believed to be located deep below the surface of Exodus, but no one can be sure, since it is warded heavily by the First Ones.

The Nexus Gateways are said to be linked to a focal point called Nexus Point Zero. The Church of Kaga and many scholars research it, trying to understand the vast magical energies that created it.

OTHER PLANES

The Abyss, Astral, Ethereal, Shadow, and Elemental Planes are well known by the scholars of Exodus. Most scholars dislike traveling to other planes because the First Ones once traveled there and established alliances with outsider lords. Most Exodites consider these areas to be dangerous at best.

OTHER MATERIAL PLANES

Other planes can be reached through the outer planes, Nexus Gateways, or a variety of mishaps.

The Khymerions have an enduring legend that many of them were lost in a vast whirlpool of chaotic energy that swallowed a city whole. They talk of another place called Abaddon—different from the lands of the Arman Protectorate—that was lost to an undead plague of massive proportions. For more information on this place, see the *Obsidian Twilight Campaign Setting*.

Travelers from other planes occasionally emerge from the Nexus Gateways, telling of legends of other lands, cities, and people. The Church of Kaga is particularly interested in such tales.

CHAPTER 3:



RACES OF EXODUS

ANDROIDS

Androids are not native to Exodus. They, along with the representatives of other races, have arrived and often left again via the Nexus Gateways from a multitude of worlds. Some time ago, the Kaga became interested in interacting with these artificial lifeforms, hoping to understand their origins and methods of creation. While the Kaga had been instrumental in the advancement of humankind, it understood that even its abilities were limited by its singular form. The Kaga knew that it need



to evolve and that doing so meant a radical change. Eventually, it decided to push forward its evolution by replicating itself in a new humanoid form—an android body.

To assist in its endeavor, the Kaga recruited several of the most brilliant machinesmiths from the Arman Protectorate. In the Kaga's hidden lair, from out of the arcane forges built by the machinesmiths, the first native Exodus android—Genesis One—was born. As amazing as this achievement was, the Kaga's plan did not come to fruition as planned. Genesis One helped to create a second android. With the second created, both androids worked to create others. Their numbers grew. However, as intricate and exacting as they were in making the artificial bodies, the androids could not hold more than a fraction of the Kaga's power. Each was a small spark, an ember tossed from the fire, rather than a blaze that would turn the world alight. Still, the Kaga was pleased with its new creations and the promise they showed.

The androids were groomed to be servants and attendants for the Kaga. They served loyally and well. However, a mere five years after the birth of the first android, they had evolved further, thanks to the rogue machinesmith named Burroughs Drake, part of the team who created Genesis One. He was dissatisfied with androids as a race of beings who, while appearing human in nearly every way, were merely coolly efficient and obedient servants. He believed they deserved more than the role which the Kaga made for them.

In a rush of creative fervor, Drake created a technomagical compound that would fundamentally alter the android brain. Those androids exposed to this compound were changed, made able to do something thought impossible for such logic-focused lifeforms: to take risks. This new generation of androids could operate on instinct, to follow fancy, to simply “take a chance,” which became a mantra for the new guard.

Some embraced this new way of being with a fervor bordering on religious zeal. A few even rebelled against the Kaga, fleeing to find another way to live. Some of these androids found new purpose with another rebel, perhaps the greatest threat to the Arman Protectorate ever known: the construct known as Cyrix. Others simply asked permission to leave, wishing to explore and discover the boundaries of their new existence independently. The Kaga, feeling generous and compassionate toward its new children, allowed them to live as they chose. Many androids stayed, but more left. Even so, they kept contact and shared their experiences with the Kaga, allowing it to grow as they did. In less than a decade, the newest and youngest race of NeoExodus has made their own mark upon the world.

Physical Description: Androids resemble humans in most aspects, including height and weight, and can pass for human when not under scrutiny. A closer look, however, reveals obvious differences. Their eyes have

ANDROID RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Charisma: Androids have swift reflexes and are quite intelligent, but have difficulty relating to others.

Size: Androids are Medium creatures and have no bonuses or penalties due to their size.

Base Speed: Androids have a base speed of 30 feet.

Languages: Androids begin play speaking Common. Androids with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Exceptional Senses: Androids have darkvision, so they can see perfectly in the dark to a range of 60 feet. They also possess low-light vision.

Constructed: For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count as both humanoid and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids are also immune to all fear and emotion-based effects.

Emotionless: Androids have problems processing emotions properly, so they take a -4 penalty on Sense Motive checks and cannot gain morale bonuses.

Kaga's Essence: Androids are imbued with a small portion of the Kaga's knowledge. They receive Skill Focus as a bonus feat.

Nanite Surge: An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before rolling. When an android uses this power, her circuitry-tattoos glow with light equivalent in illumination to a torch for 1 round.



ALTERNATIVE RACIAL TRAITS

The following racial traits are available to androids to replace the standard android racial traits.

Arcane Essence: Some androids can channel their life force in minute doses, transferring it to small objects and imbuing them with life and mobility. As a full-round action, an android can imbue a single Small or smaller inanimate, nonmagical object with a portion of its essence, granting it mobility and a semblance of life. The animated object then immediately attacks the target designated by its creator. This effect lasts 1 round per level, after which the imbued object disintegrates into dust. An animated object can be made of any nonmagical material, with a hardness up to 5, and has 1 Construction Point. This ability can be used a number of times per day equal to 1 + the android's Intelligence modifier. This ability cannot affect objects carried or worn by a creature. This trait replaces nanite surge.

Durable: Some androids are created to withstand greater punishment, designed for physical labors rather than academics. Androids with this trait gain Toughness as a bonus feat. This trait replaces Kaga's essence.

Emotional: Some androids have developed emotions. An android with this racial trait gains full benefit of morale bonuses and can be affected by emotion-based effects and fear effects. This trait replaces emotionless.

Preternatural Swiftmess: Androids designed for quickness and agility occasionally emerge from the Kaga's Revelation Furnace. Androids with this trait gain Improved Initiative as a bonus feat, and gain +2 to attack rolls taken during a surprise round. This trait replaces exceptional senses.

a glassy or metallic luster, and their skin is traced with tattoo-like circuitry. The weave of tough, silken fibers atop their heads is not hair. In fact, their bodies are completely artificial, though made of materials that mimic the flexibility, shape, and density of human flesh and bone. They move with a smooth, inhuman grace.

Society: While there are no sovereign nations of androids, small communities can be found in human lands where worship of the Kaga is common, primarily the Caneus Empire, the Arman Protectorate, and parts of Koryth. Those androids who still serve the Kaga loyally will follow the social mores and conventions of their localities as best they can, including clothing and

speech patterns. However, if the situation demands it, service to the Kaga often supersedes any local custom. Independent androids often adopt social conventions that they find curious or appealing in order to learn from it. On occasion this practice leads androids into wrongdoing, though usually less from malice than from following the maxim of "take a chance."

Relations: Androids have good relations with the people of the Caneus Empire and the Arman Protectorate, as their link to the Kaga and the future of humankind makes for a naturally amicable relationship. Many people in Koryth likewise view androids as friends, encouraging them to participate in the Imperial Alliance. The Senate

has put forward motions to consider androids as charter members of the Alliance, but these have been blocked by certain senators due to concerns over the rogue androids who owe their allegiance to Cyrix.

Those in the Reis Confederacy look askance at androids, as their unnatural nature makes many Confederates uneasy. Humans of the Dominion find androids both strange and alluring. In particular, Dominion practitioners of the arcane arts find them fascinating, given their nature as living, sentient constructs.

Cavians typically get along well with androids, seeing them as lacking most human detriments while retaining intelligence, logic, and reason. To dalreans, androids are strange, since they are living beings made of nothing alive, an idea they find repulsive. Fortunately, the two races rarely meet. Euka often fail to see the differences between androids and humans and treat them similarly. Androids often find common ground with cyneans and prymidians, sharing their appreciation for knowledge and scholarly pursuits. Sasori also appreciate the intellectual capacity of androids, though they don't always have the best intentions, as they find androids to be a great source of information, and often easily manipulated since they lack understanding of social nuance. P'tan often prefer contact with rebellious or independent androids, empathizing with their struggle to be free, whereas they draw disturbing parallels between androids in service to the Kaga and their former slavery to the First Ones. The tieflings and androids rarely interact, so their relations tend to vary with each encounter. Androids find the kalisans' wild nature difficult to understand or endure, and usually avoid them.

Alignment and Religion: Most androids are followers of the Kaga—a natural arrangement since, even as independent entities, they are manifestations of the Kaga's will and power. Some have since become followers of the Sanguine Lord, gravitating towards the venerates Svarog (for his dominion over artifice) and Perum (for his rule over luck and chance). A vast number of androids are driven by logic, overlaid with the traits and personalities chosen for them from the stock of memories and knowledge contained within the Kaga. These tend toward lawful or neutral alignments, with many androids being lawful good, lawful neutral, or neutral good. Those androids changed by Drake, fascinated with games of chance and luck, are often chaotic. Very few androids are evil, only among those who rebelled against the Kaga, often found in service of Cyrix.

Adventurers: Androids are not typically motivated to be adventurers. Most are content to serve the Kaga and whatever community in which they have established themselves. Many androids who have taken up the adventuring life are renegades, have turned from the Kaga, or were changed by Drake and are now motivated to take risks. Some few are still loyal to the Kaga, and are sent out on missions, often secret ones, and the profession of wandering adventurer is simply a cover

and a means to travel so objectives can be met. Many androids become machinists, as this marriage of technology and magic suits them quite well. Others find wizardry appealing. Those who are clerics are typically devoted to the Kaga, though there are clergy devoted to Perum or Svarog. Those who find comfort in law and discipline sometimes take up the path of the monk.

Android Names: As constructed lifeforms whose creation does not depend on gender, androids have names often associated with their place in the collective hierarchy. The concept behind android names is, simply put, "be your name." Those who follow the cult of chance often adopt names at random, shedding and putting on nicknames as often as other races change their clothes. Some prefer to choose names based on personality traits rather than jobs, refusing to identify themselves with their labors, but rather with who they believe they are as individuals.

Typical Android Names: First Judge, Second Advisor, Third Builder, Fourth Teacher, Guard Prime, Subchaplain.

Independent Android Names: Amity, Chance, Concord, Discord, Honor, Ire, Keen, Merit, Patience, Sly.

CAVIANS

Creatures of myth, whispered in legend, lost in the mists of history—and now returned for reasons unknown to any but themselves. Such are the cavians, a race of humanoid rodents noted for their incredible psionic abilities.

The cavians were exiled from Exodus for nearly three hundred years, and their unexplained return has made more than a few other races extremely nervous.

Fear of cavians comes naturally to those without psionic gifts, for these rat-folk can see thoughts and emotions the way most humanoids can see color. Worse, most cavians are scions of a racial hive mind, a collective intelligence of phenomenal power.

Personality: Cavians communicate among themselves telepathically without the drawbacks or benefits of individual sentience. When they speak to creatures outside their hive mind, they often come across as shockingly blunt. The concept of the polite lie is alien to a cavian, and he always looks at a situation with cold logic. Even severed cavians who have lost access to the hive mind generally retain these traits.

Physical Description: Cavians resemble humanoid rats. Their slim bodies are covered with a coat of short fur, which grows longer with age. Cavian coats come in many colors and patterns, predominantly black, light brown, and gray. The creatures' eyes are similarly varied, although more are dark than not. Albino cavians, with pure white fur and pink eyes, are more common than albinos in most races.

Relations: As powerful as the cavian hive mind is, and as formidable as many individual cavians are, neither could hope to live up to their reputation. Most people believe that cavians can peer into one's mind, delve into its deepest secrets without even trying, and control those minds with only slightly more effort. Even powerful empires tread lightly around the hive mind's goals. Cavians severed from the hive mind are just as feared by commoners, but powerful organizations prize them as spies. Severed cavians, many of whom feeling a terrible emptiness, will often accept any task that affords them a sense of belonging.

Alignment: The cavian hive mind is lawful neutral, and all non-severed cavians share its alignment. Severed cavians generally start lawful neutral, but may quickly adopt other alignments as their individual personalities assert themselves.

Cavian Lands: No one outside the cavian race knows where the creatures originated from. Today, they can be found all over Exodus. They seem to prefer urban life, and any major city will have a cavian colony.

Religion: The cavians are short on religiosity and, unusual for a psionic race, mysticism. Their hive mind is a sort of synthetic god in itself. Severed cavians have no cultural grounding in religion and either avoid it as incomprehensibly alien or surrender to it in a blind, desperate search for belonging.

Language: All cavians speak Common and their native tongue; the existence of the latter seems to point toward a pre-collective past for the race. Among themselves, cavians prefer to communicate telepathically.

Names: Cavians have no need for individual designations within the hive mind. Severed cavians, and those who deal with outsiders, find it convenient to adopt names derived from the cavian language. Their tradition of clan and personal names seems also to point to a pre-collective past. Whether the cavians actually retain knowledge of their former clans or simply adopt these names out of preference, perhaps even they do not know.

Clan Names: Adsila, Awenasa, Galilahi, Salali, Taysnita, Zitkata.

Male Names: Chepi, Eyota, Hurit, Izusa, Kanti, Niljon, Pauwau, Tahki.

Female Names: Alawa, Hausis, Keegsquaw, Numees, Onawa, Sinopa, Sokanon, Yepa.

Adventurers: Most cavian "adventurers" are simply specialized agents of the hive mind, seeking knowledge and power for the collective advancement of their people. Severed cavians who take up the adventuring life do so for the same reasons as members of any other race.



CYNEANS

Crystalline scholars of all things arcane, the cyneans are as mighty in mind as in body. While the psionically inclined might expect the cyneans to share their tendencies, these beings of living crystal are masters of magic, not mentalism. On Exodus, which is both their home and their only known haunt, they can always be found seeking some mystical secret or long-lost spell.

Personality: The iconic cynean is as stoic and sedate as the rock crystal he so resembles. As a rule, these creatures are honorable and thoughtful. They are as slow to trust as to anger, though members of other races have come to trust in them. A cynean's only passion is magic—and in this alone, he can be as fervent as the most fanatical human ideologue. Cyneans are often misunderstood by other races, who read either dullness or tranquility from

CAVIAN RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Strength: Cavians are physically weak but possessed of strong, organized minds.

Medium: Cavians are Medium creatures and have no special bonuses or penalties due to size.

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

Bite: Cavians have a natural bite attack that deals 1d4 damage. It can be used as a secondary attack.

Alien Aura: Animals dislike cavians. Animals within 10 feet of a cavian must make a Will save (DC 10 + 1/2 cavian's level + cavian's Charisma modifier) or become shaken. Animals with more Hit Dice than the cavian are immune to this effect. This is a mind-affecting fear effect.

Hive Mind (Su): As part of the hive mind, cavians gain a +2 racial bonus on all Knowledge checks, benefiting from the hive mind's ambient knowledge. This does not allow cavians to make untrained Knowledge checks. Also, a cavian's connection with the hive mind sometimes interrupts his train of thought; he suffers a -1 penalty on Bluff, Diplomacy, and Sense Motive checks against creatures outside the cavian hive mind.

Thoughtsense (Sp): Cavians can sense the thoughts of nearby creatures. A cavian is treated as though under the constant effects of *detect thoughts* (1st-round effect) with a caster level equal to his level with a range of 20 feet. The cavian can suppress and reactivate this ability as a standard action. As a standard action, the cavian can focus on the thoughts in the area to gain the 2nd-round effect of *detect thoughts* for 1 round.

Languages: Cavians begin play speaking Cavian and Common. Cavians with a high Intelligence score can choose from the following: Giant, Goblin, Infernal, and Caliban.



ALTERNATE RACIAL TRAITS

A more psionically focused cavian can be found in *NeoExodus Chronicles: Psionic Cavian*.

The following racial traits are available to cavians to replace the standard cavian racial traits.

Collective Power: A cavian with this trait can temporarily gain access to a power he otherwise would not know. Once per hour, the cavian can take 10 on any skill check, even if he could not normally do so. This trait replaces thoughtsense, and it requires hive mind.

Independent: A cavian with this trait gains a +4 bonus on saves against mind-affecting effects and spells of the enchantment school. The cavian also suffers a -2 penalty on all Knowledge checks, but gains a +2 bonus on all Bluff, Craft, and Perform checks. This trait replaces hive mind and thoughtsense.

Scent: Some cavians have well-developed senses of smell instead of keen eyes and ears. A cavian with this trait gains the scent ability, but he takes a -2 penalty on all Perception checks based primarily on sight or hearing. This trait replaces alien aura.

Seeds of Clairvoyance (Ex and Sp): A cavian with this trait can infect others with seeds of clairvoyance, letting the cavian see and hear through the eyes and ears of those infected. The cavian can infect a target on a successful bite, and can infect a number of targets up to his Wisdom modifier (minimum 1). The DC is 10 + 1/2 cavian's character's level + cavian's Charisma modifier. The cavian knows whether its targets are infected. The seeds are neither a disease nor a poison, but both disease and poison resistance affect the seeds. Those immune to disease, poison, or both are also immune to the seeds.

Once per day, the cavian may cast *clairvoyance/clairaudience* as a spell-like ability, using his level as the caster level. This ability only affects targets infected by seeds of clairvoyance. While the cavian is using this ability, the target's eyes glow with a faint blue light that is undetectable in bright or normal light but is clearly visible in dim light or darkness.

This trait replaces alien aura.

SEEDS OF CLAIRVOYANCE

Type injury; **Save** Fortitude DC see above

Onset 1 hour; **Frequency** 1/day

Effect target is implanted with seeds; **Cure** 1 save

their slow, deliberate way of thinking and their quiet nature. In fact, most cyneans are constantly thinking, their minds leaping from one thought to the next at great speed. They simply prefer not to articulate their thoughts and feelings until they've finished mulling them over.

Physical Description: Cyneans are orc-sized blocks of roughly humanoid crystal. A cynean is nearly as wide as tall, and many unfamiliar with this race believe the cyneans to be a species of indomitable warriors. Despite the oddities in their appearance, cyneans are actually living creatures, not constructs or elementals. In youth, a

cynean's body, which may be any color from rose quartz to jade, is light and almost entirely transparent. As the creature ages, his crystalline skin darkens and becomes more opaque; an ancient cynean may be black as night and entirely solid to the eye.

Relations: Cyneans receive respect—and occasionally fear—from the other races of Exodus. Known for their immense magical abilities, they are often sought out by spellcasters, particularly wizards, hoping to expand their mystical knowledge. Cyneans respect casters of all races, though they treat those lacking magical abilities with a kind of polite pity, as a human might a pauper or a cripple. Because cyneans speak slowly and think things through thoroughly, they can grate on the nerves of those who prefer to think on their feet.

Alignment: Cyneans often appear lawful to outsiders because the passions that rule them are quite alien, but in their own way they are creatures of instinct and obsession. Most cyneans are split evenly between chaos, neutrality, and good. Few cyneans are lawful, and fewer still are evil.

Cynean Lands: Cyneans originated in Gavea, but most of them have migrated to Koryth, and the rest throughout the other highly populated areas of Abaddon, Cordel, Nas, and Sametia. Some of the braver cyneans have even set up small outposts in the lands of Unthara.

Religion: Cyneans believe their arcane studies have unearthed underlying principles agreed upon by most of the major religions of Exodus, and it is on these core principles that they focus their devotion. Cyneans believe there is a life energy permeating the planet and hope to see it increased; powers that destroy this life energy, such as undeath, are anathema to them.

Language: Cyneans speak their own language, a slow but methodical and highly detailed tongue, as well as Common.

Names: Cyneans use different names for different purposes. A cynean has a version of his family name, usually taken from an honored forefather; this is his name as

far as outsiders are concerned. He also has a personal name, often a diminutive of his family name, which he uses only with his closest friends and relatives.

Male Names: Axo-Sal, Dema-Ma, Gals-Pa, Has-Ona, Kas-Bi, Xan-Ti, Yav-Ma.

Female Names: Boasx, Iska, Joia, Kaxis, Maqia, Qan.

Adventurers: Cyneans adventure to acquire the magical knowledge so craved by their race. Many cyneans live lives others would describe as adventurous. To a cynean, battling eldritch horrors, unearthing unimaginable secrets, and wrestling with the fundamental forces of the universe is simply field research.



CYNEAN RACIAL TRAITS

+2 Strength, +2 Intelligence or Charisma, –2 Dexterity:

Cyneans are extremely strong and sharp of mind, but their hard exteriors make them less agile than most.

Medium: Cyneans are Medium creatures and have no special bonuses or penalties due to size, but they are possessed of an unusual body shape.

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

Crystal Skin: A cynean's hard crystalline skin grants him a +3 natural armor bonus. However, the cellular structure of a cynean's body is particularly vulnerable to force and sonic damage. Cyneans automatically fail saves from effects with the force descriptor, and they are vulnerable to sonic energy, taking half again as much damage (+50%) from it, regardless of whether a saving throw is allowed or if the save is a success or failure.

Mystic Body (Su): Cyneans learn to manipulate the energies that course through their bodies to further protect themselves from harm. Cyneans adds a deflection bonus to AC equal to his Intelligence modifier.

Unusual build: Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result, cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

Languages: Cyneans begin play knowing Cynean and Common. Cyneans with high Intelligence scores can choose from the following: Abyssal, Celestial, Draconic, Giant, Elven, or Terran.



ALTERNATE RACIAL TRAITS

The following racial traits are available to cyneans to replace the standard cynean racial traits.

Arcane Body: The cynean can use the magical power contained in his body to fuel a metamagic spell. Once per day he can spontaneously cast metamagic spells at their normal casting times. This trait replaces mystic body.

Cynean Magic: Some cyneans can manipulate their ambient energies and become potent conjurers. The cynean adds +1 to the DC of any saving throws against conjuration spells she casts. Cyneans with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—dancing lights, acid splash, and unseen servant. The caster level for these effects is equal to the cynean's level. The DC for these spells is equal to 10 + the spell's level + the cynean's Charisma modifier. This trait replaces mystic body.

Ensorcelled Skin: The cynean's hard, magic-infused crystalline skin grants her a +2 natural armor bonus to AC. However, the structure of a cynean's body is particularly vulnerable to force and sonic damage. A cynean automatically fails any save made for an effect with the force descriptor, and takes half again as much damage (+50%) from sonic energy, regardless of whether a saving throw is allowed or whether the save succeeds or fails. In addition, a cynean can choose to shed light from any part of her body, in the same hue as her body coloring, ranging in intensity from a soft glow like that of a candle (shadowy illumination in a 5-foot radius) to the full brightness of a torch (bright light in a 20-foot radius and shadowy illumination for an additional 20 feet). A cynean may activate and deactivate this ability at will as a free action. She gains one point of resistance each to cold, fire, and electricity, stacking with any energy resistance gained from other sources. This trait replaces crystal skin.

Force of Passion: Many cyneans exhibit great sorcerous powers, but those with an exceptional gift for the unwritten art sometimes possess mystical protection as mercurial—and as forceful—as their disposition. Immediately after casting a spell, a cynean adds a deflection bonus to her AC equal to her Charisma modifier. This bonus lasts for a number of rounds equal to the level of the spell cast; casting a cantrip or orison provides no deflection bonus. This trait replaces mystic body.

Ponderous Energies: Some cyneans are physically slower, thicker, and denser than even their lumbering brethren. As such, they have a base land speed of only 20 feet, but the sheer potency of their inner mystical storm more than compensates. A cynean with this trait may cast any spell with a casting time of 1 standard action as a full-round action instead. If the cynean does so, her caster level is treated as one higher for that spell. This trait replaces normal speed.

Prismatic Skin: The cynean's hard crystalline skin grants it a +2 natural armor bonus. The cellular structure of a cynean's body is particularly vulnerable to force and sonic damage. The cynean automatically fails any save from an effect with the force descriptor. A cynean is vulnerable to sonic energy, taking half again as much damage (+50%) from sonic energy, regardless of whether a saving throw is allowed or if the save is a success or failure. In addition, once per day, the cynean can deflect a single ray attack targeting her as if she were using the Deflect Arrows feat. This trait replaces crystal skin.

DALREANS

The dalreans are a race of sentient, mobile plants. If a treant is a thinking tree, a dalrean is a thinking flower—and indeed, the spellcasters of this race are noted for their astonishing floral “spellbuds.” Dalreans, who live exceedingly long lives, are closely tied to the natural cycles of Exodus.

Personality: Dalreans are extremely social creatures, with a culture rooted in constant communication through released spores. A dalrean patch is invariably tranquil and united, and under normal circumstances, those in the patch are likewise the most calm and sociable of creatures. A dalrean separated from its society becomes morose and nervous, and a dalrean deprived of even the substitute company of other intelligent creatures may become severely, even dangerously, unbalanced.

Physical Description: Dalreans are eyeless humanoid with blue-green skin, slightly less than six feet in height, with a sort of fin running from the top of the head to the small of the back. Some observers erroneously conclude that the dalreans are an offshoot of aquatic humans or elves from the deepest oceans. Beneath its relatively conventional exterior, a dalrean’s physiology is unique. Dalreans are actually plants, reproducing via seeds and deriving sustenance from photosynthesis. A dalrean possesses floral equivalents to the muscles and skin of most fauna, but these are little more than camouflage; its physique operates under entirely different principles. This difference is more obvious in the case of a dalrean spellcaster when the creature generates brilliant flowers called spellbuds on its body.

Relations: Because dalrean custom and psychology are so alien, and their homes so isolated, other races have little contact with these intelligent plants. Humanoids tend to see dalreans as a sort of bogeyman, equally capable of calm beneficence and unfeeling cruelty, switching from one to the other for reasons that seem trivial to a creature of animal ancestry. For their part, dalreans are mostly tolerant of their animalistic neighbors. If the customs of a dalrean patch are violated, however, they will neither forget nor forgive. Yet because dalreans operate on a different timescale than most creatures, their vengeance may come countless centuries after the offender dies of natural causes, and the dalreans will scarcely know the difference.

Alignment: The vast majority of dalreans are true neutral as far as outsiders are concerned. Most exceptions appear to be lawful neutral or neutral good. Dalreans do not experience enough internal strife to make such distinctions; they are almost universally “good” to their patch and uninterested in the wider world, including dalreans of other patches.

Dalrean Lands: Dalreans occupy the deepest wilds of Exodus, from deserts to jungles, although they do favor warm lands over cold. Each dalrean patch is a nation unto itself, unable to comprehend such notions as politics or

loyalty to creatures outside spore communication. Sages debate the homeland of the dalrean race, proposing places as wildly diverse as Bal, Sametia, and even Ablis.

Religion: Dalrean psychology is unable to grasp the concept of a being outside the network of life, such as a god might. Most dalrean patches subscribe to a belief in a universal interconnectedness that mimics, on a larger scale, the close connection among the members of their patch. But beyond this nebulous concept, divinity is outside the dalrean experience.

Language: Dalreans normally do not speak. They do have the ability to speak as normal humanoids, but they will often communicate by modulating their communication spores to elicit complex and tailored



DALREAN RACIAL TRAITS

+2 Constitution, +2 Charisma, –2 Intelligence: Dalreans are resilient and sociable, but somewhat dim-witted.

Medium: Dalreans are Medium creatures and have no special bonuses or penalties due to size.

Slower Speed: Dalreans have a base speed of 20 feet.

Humanoid Plant: Dalreans are unique creatures, possessing traits of both humanoids and plants. A dalrean is treated as both humanoid and plant for the purposes of effects that target a specific type of creature. Unlike most plants, dalreans are not immune to poison, paralysis, or stunning, but they are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Bioluminescence: At will, a dalrean can cause any part of its body to glow, giving off light as a torch.

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

Stability: Dalreans gain a +4 racial bonus to their CMD when resisting a bull rush or trip attempt while standing on ground.

Sunlight Sustenance: A dalrean does not eat food, but must consume water like all living things. As long as it receives at least six hours of sunlight per day, a dalrean requires only a fourth of the water that a normal humanoid would. A dalrean deprived of adequate sunlight for more than two days becomes fatigued until it gets at least six hours of sunlight. If it does not get sunlight for more than a week, it becomes exhausted until it gets at least six hours of sunlight. A one-hour exposure to a *daylight* spell will fulfill a dalrean's daily needs.

Temperature Vulnerability: Dalreans have trouble regulating their body temperature. Dalreans suffer a –4 penalty to Fortitude saves made against environmental effects.

Wildkin: Dalreans gain a +2 racial bonus on Survival checks.

Languages: Dalreans begin play speaking Common. Dalreans with a high Intelligence score can choose from the following: Aquan, Caliban, and Sylvan.



ALTERNATE RACIAL TRAITS

The following racial traits are available to dalreans to replace the standard dalrean racial traits.

Burned One: Dalreans with this trait have survived a forest fire or lightning strike. When you choose this trait, gain your choice of fire or electricity resistance 5. This choice cannot be changed. This trait replaces stability.

Pestilent: This dalrean's lineage began in a stagnant swamp. A dalrean with this trait gains +2 on Fortitude saves against poison and disease. This trait replaces wildkin.

Photosynthetic Regrowth: A dalrean with this trait recovers lost hit points every hour rather than every day as long as it remains in direct sunlight for the entire hour. This trait replaces wildkin and stability.

Pithy Toughness: Dalreans with this trait gain Toughness as a bonus feat. This trait replaces wildkin and stability.

Thorns (Ex): Thorny spikes protrude from this dalrean's body and joints, giving it a jagged profile that makes it dangerous to grapple. A dalrean with this trait is considered to have armor spikes, even while wearing armor. Wearing actual armor spikes provides no additional benefit, though the dalrean may choose to use armor spikes instead of its thorns. This trait replaces stability.

Wildkindred: Once per day, a dalrean with this trait can cast *speak with plants* as a spell-like ability, using its character level as caster level. This trait replaces wildkin.

emotional responses. A humanoid speaking with a dalrean believes she is hearing the creature, or at least experiencing its thoughts telepathically, when her actual reactions are physiological. Dalreans can understand languages normally.

Names: Dalreans do not have names within their patches; such divisions make little sense to them. A dalrean forced to deal with the meat races will adopt a nickname in the local language, usually one related to plant life or nature.

Adventurers: At intervals known only to the dalrean people, groups of dalreans will leave a patch and scatter

like seeds in the wind. These wandering dalreans have trouble expressing their motives to animal intelligence; the best they can manage is to call their journey "spreading the oneness." Other dalreans are forced into a life of adventure when misfortune befalls their patch.

ENUKA

The most primal and barbaric of the savage humanoids have nothing on the enuka. Enuka are ferocious creatures of the wild lands, animalistic predators blessed with humanoid form and intelligence. This combination has not softened their instincts for battle and the hunt, but it

has given them a fatalistic warrior culture well suited to their savage nature.

Personality: Most enuka are fierce, dour creatures, seeing the world through the lens of predator and prey, with their people at the top of the food chain. They are capable of surprising kindness and mirth toward their own and shocking brutality toward rivals. An enuka does not understand concepts such as mercy or pity, but neither is he malicious; he kills for food, for honor, or to send a message, not with the relish of the sadist but with the terrifying practicality of nature.

Physical Description: Enuka are massively built humanoids with animalistic features, covered in thick, tough fur. Only their apish faces are bare. Curling, ramlike horns sprout from males' heads. The features of individual enuka vary greatly, as though the entire race were a testing ground for savage gods. Powerful claws, armored exoskeletons, and even gills are not unknown among them.

Relations: Other races are wary of the enuka, and with good reason. Enuka are fiercely territorial, though most tribes will allow passage for hunting, resource-gathering, or even trade, provided the outsider comes to the enuka and makes a request. In enuka territory, asking permission is difficult, but asking forgiveness is impossible. Anyone who, through ignorance or malice, fails to appeal to the creatures before entering what they consider their lands will face only death. Enuka abroad are rare, but when they travel they are at turns mystified and disgusted by the civilized world.

Alignment: Most enuka are true neutral, chaotic neutral, or chaotic evil. Few are lawful.

Enuka Lands: Enuka dwell in the remote wilderness of Exodus. Most inhabit the undeveloped lands of Koryth, as far from cities and farms as they can get—or perhaps it was the citizens and farmers who settled far from the enuka.

Religion: Enuka are fatalistic regarding life and death. They acknowledge no higher power than the greatest predator, no life beyond the short, passionate existence on the mortal plane. While

this nihilism would crush most other races, the enuka hardly seem to care.

Language: Enuka speak their own tongue. Those who leave their tribes or deal with outsiders also speak Common. Occasionally, enuka learn the tongues of giants or other savage humanoids.

Names: Enuka names are descriptive, and they prefer outsiders to address them by their names' meaning rather than sound. When in foreign lands, an enuka translates his name into the local language. Enuka may go through several names as they achieve new heights of prowess: Lizard-Leaper as a child, Elk-Gnasher as a hunter, Troll-Killer after a victory in battle, and so on.

Adventurers: Enuka are well suited to a life of adventure. If choice or circumstance pushes an enuka from his tribe, he will often gravitate toward adventuring



ENUKA RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Charisma, -4

Intelligence: Enuka are neither smart nor personable, but they are prodigiously strong and resilient.

Medium: Enuka are Medium creatures and have no special bonuses or penalties due to size.

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

Low-Light Vision: In dim light, enuka can see twice as far as humans.

Languages: Enuka begin play speaking Enuka and Common. An enuka with a high Intelligence score can choose from the following: Giant, Gnoll, and Caliban.

Mutations: For creatures so high on the scale of life, the enuka are remarkably protean. An enuka begins play with two mutations, chosen from the list below.

- **Acid Spray:** This enuka possesses highly corrosive spittle which he can launch at nearby opponents. Once per hour as a standard action, the enuka can spit acid in a 10-foot line. The spray deals 1d6 acid damage; creatures affected by the spray can attempt a Reflex save for half damage (DC 10 + half the enuka's level + the enuka's Con modifier). The enuka is immune to his own acid spray but not others' spray.
- **Blinding Spit:** This enuka's spittle can cloud the eyes of his enemies. Once per hour as a standard action, the enuka can spit this blinding substance, making as a ranged touch attack against a target within 20 feet. The target must make a Reflex save (DC 10 + half the enuka's level + the enuka's Con modifier) or be blinded for 1 round. If the enuka also has the acid spray mutation, he can combine his acid spray and blinding spit into one attack, using both abilities. The enuka is immune to his own blinding spit, but not others' spit.
- **Blubber:** Enuka with this mutation are very close to grotesquely fat. They are extremely well suited to cold conditions and have cold resistance equal to their Constitution modifier. However, an enuka with this trait suffers a -1 racial penalty to all Charisma-based checks.
- **Claws:** This enuka gains two claw natural attacks that inflict 1d4 damage on a hit. He can attack with both claws as primary natural weapons, or with one claw as a secondary attack. The enuka suffers a -2 penalty on Dexterity-based skills requiring fine manipulation, such as Disable Device and Sleight of Hand.
- **Climbing Spurs:** This enuka's feet and hands are equipped with piton-like spurs, granting him a climb speed equal to half his base land speed.
- **Exoskeleton:** This enuka's body is covered with a hard, resilient carapace, granting a +2 natural armor bonus. Enuka with this mutation must pay double for manufactured armor.
- **Fangs:** This enuka gains a natural bite attack that inflicts 1d6 damage on a hit. He can attack with his fangs as a primary natural attack or as a secondary attack (at -5) while wielding a manufactured weapon. On a hit, the enuka can spend a swift action to use blinding spit or acid spray, if he has the respective trait.
- **Gills:** This enuka can breathe water as well as air. A gilled enuka can remain underwater indefinitely and gains a +2 racial bonus on Fortitude saves against inhaled and ingested poisons.
- **Greasy Fur:** This enuka has thick, greasy fur, protecting him against acid damage. He gains acid resistance equal to his Constitution modifier. However, the enuka suffers a -1 racial penalty to all Charisma-based checks.
- **Horns:** This enuka sports large, heavy horns, which are secondary natural weapons that do 1d4 piercing damage.
- **Keen Nose:** This enuka's senses are honed to a razor edge, granting him the scent ability.
- **Long Tongue:** This enuka's tongue is exceptionally long and powerful, and secretes a sticky substance. The enuka can use his tongue to make touch attacks with a reach of 10 feet.
- **Massive:** This enuka is more massive than other Medium creatures, standing over seven feet tall. The enuka may use weapons of a size category one higher than his own without penalty. When calculating CMB and CMD, consider the enuka's size category to be one higher.
- **Musk:** This enuka produces a powerful scent that terrifies other creatures, adding his Constitution modifier to his Intimidate checks.
- **Prehensile Tail:** This enuka's tail can manipulate objects, including weapons. He can use it to hold a secondary weapon or other object, as though using his off hand. This does not grant the enuka additional attacks, merely another appendage.
- **Quadruped Locomotion:** This enuka can drop down onto all fours to move more quickly. When using the run action, consider the enuka's base speed to be 10 feet higher.
- **Quills:** This enuka can launch sharp quills from his body. Once per hour as a standard action, he can loose a volley of quills at a creature within 30 feet, with no range increment. On a hit, the quills deal 1d8 piercing damage.



ENUKA RACIAL TRAITS (CONT'D)

- **Thick Hide:** This enuka can shrug off damage, gaining DR 1/—. This damage reduction stacks with damage reduction from other sources such as the barbarian class ability.
- **Webbed Feet:** This enuka's feet and hands have a thick webbing that helps him move in water. He gains swim speed equal to his base land speed.

circles, finding in the life-and-death play of sword and claw the closest analogue to his life in the wilderness.

HALF-GIANTS

The race known as the half-giants emigrated to Exodus by way of the Nexus Gateways, in a mass migration of tribes fleeing their homeland. Whether on their first stop or the final leg of a long journey, they decided that Exodus would be their new home, seeing something special in the world. Their ability to comprehend reality lends to rumors that they are the descendants of the cyclops, though the fact that they sport a pair of eyes tends to discredit this theory. Still, half-giants possess an uncanny knack for sorting out the truth of the world around them, along with a strong belief in fate.

Physical Description: Half-giants tower over other humanoid races, with some standing at eight feet or more. They tend toward solid, muscular builds, with females nearly comparable in height and weight to the males. Their skin color ranges from deep tan to dark brown. Their hair is typically black or dark brown, but the occasional half-giant sports a head of auburn hair bordering on red, a color considered lucky on a half-giant child. They typically wear their hair long, often twisted into unusual braids, tails, or knots, decorating it with beads, colored ties, flowers, and feathers. Their eye color ranges from hazel to dark brown, with occasional specimens sporting yellow-gold or amber eyes. Half-giant faces tend to be broad and rounded, though their ears come to defined, pointed tips. Tattoos are the closest thing that half-giants have to written histories. A half-giant's collected tattoos are a record of his life and deeds and are placed upon all available skin, including the face. Piercings are also common. While half-giant clothing varies with region, all half-giants enjoy garments with striking colors and patterns.

Society: Half-giants organize into semi-nomadic clans, rotating among three or more semi-permanent camps throughout the year. They live primarily as hunter-gatherers, following game and harvesting what they can

from the land as they travel. Their camps have fields and breweries, tended by the ill, infirm, and others who cannot travel, supported by a ceremonial guard as well as a spiritual leader, usually a cleric, druid, or shaman, who governs the place on behalf of the clan leader. Half-giant society is matrilineal. Leadership roles are voted upon by the clan, with split decisions decided by contests of strength or skill appropriate to the position. Half-giants have a rich oral history, teaching clan knowledge through stories and songs, often accompanied by dances and play-acting. While many half-giants, especially leaders, can read and write, their oral tradition is better suited to their nomadic lifestyle. When a clan grows too large, some half-giants will split off into a new group, drawing with them the traditions



HALF-GIANT RACIAL TRAITS

+2 Strength, +2 Wisdom, –2 Dexterity: Half-giants are strong and intuitive, but graceless.

Giant Blood: Half-giants count as both human and humanoid (giant) for any effect related to race. Unlike other creatures of the giant subtype, half-giants do not have racial Hit Dice.

Size: Half-giants are Medium creatures and have no bonuses or penalties due to their size.

Speed: Half-giants have a base speed of 30 feet.

Keen Discernment: Half-giants gain Alertness as a bonus feat, and always treat Perception and Sense Motive as class skills.

Magical Perception: Half-giants gain a +2 racial bonus on saving throws against illusion spells and effects. A half-giant with a Wisdom score of 10 or higher also gain sift as a spell-like ability, which he can use a number of times per day equal to 1 + his Wisdom modifier, using his character level as the caster level.

Powerful Build: A half-giant's stature lets him function in many ways as if he were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for CMB or CMD—such as during grapple checks, bull rush attempts, and trip attempts—treat him as one size larger if it would be advantageous. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. A half-giant can use weapons designed for creatures one size larger without penalty. However, his space and reach remain those given by his actual size. The effects of this trait stack with the effects of powers, abilities, and spells that change size category.

Weapon Familiarity: Half-giants treat any weapon whose name contains "half-giant" as a martial weapon.

Languages: Half-giants begin play speaking Common and can read half-giant tattoos. Half-giants with high Intelligence scores can choose from the following: Draconic, Enuka, Giant, and Terran.



ALTERNATIVE RACIAL TRAITS

The following racial traits are available to half-giants to replace the standard half-giant racial traits.

Born Hunter: Certain half-giants can channel their perceptive talents to aid in hunting. A half-giant with this trait gains a +4 bonus to Survival checks to follow tracks and identify natural hazards. Survival is always a class skill for these half-giants. This trait replaces magical perception.

Gate Crasher: Some half-giants can leverage their size and power to overcome defenses. These half-giants gain a +2 racial bonus on Strength checks to break objects and a +2 racial bonus on combat maneuver checks to sunder. This trait replaces keen discernment.

Rock-Throwing: Some half-giants retain the great throwing ability of their giant parentage, gaining a +1 attack bonus on attack rolls with thrown rocks. A "rock" is any large, bulky, and fairly regularly shaped object made of any material with a hardness of at least 5. If the half-giant also has the powerful build trait, he may hurl rocks one size category smaller than his size. A thrown rock has a range increment of 120 feet, and the half-giant can hurl a rock up to five range increments. The thrown rock deals damage equal to 2d6 + 1-1/2 times the half-giant's Strength bonus. This trait replaces keen discernment and weapon familiarity.

Trueseer: Some half-giants have developed a greater talent for peering through the veils of illusion and deception to discern the real world. These half-giants are greatly respected among their kind, though they do not grow as large and mighty as their kin. A half-giant with this trait adds a bonus of half his caster level to dispel checks made against spells and effects from the illusion school, and he gains a +4 racial bonus to saves against illusion spells and effects. This trait replaces powerful build.

of their parent clan. When great threats arise, the clans will join together, voting for a war chief from among their leaders to rule over them until the threat has passed.

Relations: Half-giants generally get along with humanity. Half-giants find cavians to be unnerving and rude for their lack of social tact. They appreciate the quiet and honorable natures of the cyneans. Dalreans are given great respect for their ties to the natural world and their sense of community; half-giants respect the boundaries of a dalrean patch as they would another tribe's camp. Half-giants and enuka often clash when

their territories overlap, but half-giants admire the enuka's strength and ferocity, and try to deal fairly with them when they can. They are on surprisingly good terms with tieflings, with a mutual understanding between these races of mixed blood, finding common ground in the idea of freedom. Calisans are generally avoided for their unpredictability, and shunned for their cannibalistic tendencies. Prymidians find half-giants fascinating, meeting often with half-giant clans for the opportunity to hear their stories and oral histories. For the most part, half-giants are willing to host prymidians, as they are good and gracious guests. P'tan rarely

associate with half-giants, as they share no common ground. The simplistic lifestyle of half-giants means they have little contact with the sasori, having no need to tap them for their knowledge and secrets.

Alignment and Religion: Half-giants hold high respect for the land and its bounty, so druidism and shamanism are common among their clans. A few tribes have been converted to the faith of the Sanguine Lord, though they tend to be more strongly devoted to those Venerates whose domains cover things important to half-giants—Makash, Perum, and Rylos. Most half-giants tend towards neutral good in alignment, though others stray toward true neutral, chaotic good, or lawful neutral for those who enforce tribal law.

Male Names: Anaru, Hemi, Hohepa, Mikaere, Paora, Patariki, Piripi, Rangi, Tane.

Female Names: Anahera, Aroha, Huhana, Kiri, Moana, Roimata, Ruiha, Whetu.

Adventurers: The life of an adventurer is usually taken up only by young, brash half-giants with something to prove, those exiled from their tribes, or the lone survivors of clans annihilated by war or other tragedy. Given their size and strength, half-giants skilled in martial arts are common, and half-giant brawlers, fighters, and slayers are readily found. Given their hunter-gatherer lifestyle, druids, hunters, and rangers are also common. While few half-giants find the knack for studying wizardry, those who do tend toward divination magics, given their racial talent for sorting out the truth of things. Those practitioners of arcane magics among half-giants are usually sorcerers, most commonly of the boreal, elemental earth, or visionary bloodline. Shamans are a common divine class for half-giants, usually communing with spirits of battle, lore, or nature.

HUMANS

The humans of Exodus are just like those found in the *Pathfinder Reference Document*. All subtypes of humans found here share the same racial traits.

In addition to the ethnicities detailed in this section, a number of other, smaller groups exist. These groups are frequently splinter groups of those listed here, or they are migrants who came through the Nexus Gateways.

ARMANS

The Arman people claim to come from the island of Ablis, but have no clear proof because of the Imperial Alliance's quarantine. Armans tend to be tall and loud, and have black hair and blue-to-grey eyes. Armans can be found on the east coast of Exodus, and in larger numbers in the Arman Protectorate and Sametia.

Armans favor the barbarian, cleric, fighter, gunslinger, ranger, and rogue classes. Neutral alignments are the norm. They favor Constitution, Dexterity, or Strength for their racial bonus.

CARDOSIANS

The Cardosians live in the Abaddon River Basin. They are most common in southern Sametia and northern Abaddon. The Cardosians have a strong cultural identity and have resisted attempts at integration.

Cardosians have dark, curly hair and dusky skin.

Cardosians favor the cleric, fighter, monk, paladin, and wizard classes. They strongly favor lawful alignments, and they favor Intelligence or Wisdom for their racial bonus.

CORDELIANS

Cordelians are those humans living in the deserts of Cordel in the lands of the Dominion. Cordelians are said to descend from a mixture of Cardosian, tiefling, and Sorceran stock. Cordelian nobles have a strong



HUMAN RACIAL TRAITS

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

Size: Humans are Medium creatures and have no bonuses or penalties due to their size.

Base Speed: Humans have a base speed of 30 feet.

Languages: Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain another skill rank at first level, and gain another rank whenever they gain a level.

ALTERNATIVE RACIAL TRAITS

The following racial traits are available to humans to replace the standard human racial traits.

Adoptive Parentage: Humans are sometimes orphaned and adopted by other races. Upon taking this trait, choose one humanoid race without the human subtype. You start play with that race's languages and weapon familiarity racial trait, if any. If the race does not have weapon familiarity, you gain either Skill Focus or Weapon Focus as a bonus feat that is appropriate for that race instead. This trait replaces the bonus feat trait.

Dual Talent: Some humans are uniquely skilled at maximizing their natural gifts. Upon taking this trait, gain a +2 racial bonus to two ability scores of your choice. This trait replaces the +2 bonus to one ability score, bonus feat, and skilled traits.

Eye for Talent: Humans have great intuition for hidden potential. They gain a +2 racial bonus on Sense Motive checks. In addition, when they acquire an animal companion, bonded mount, cohort, or familiar, that creature gains a +2 bonus to one ability score of the character's choice. This trait replaces the bonus feat trait.

Focused Study: All humans are skillful, but some forgo being generalists to specialize in a handful of skills. At 1st, 8th, and 16th level, such humans gain Skill Focus in a skill of their choice as a bonus feat. This trait replaces the bonus feat trait.

Heart of the Fields: Humans born in rural areas are used to hard labor. They gain a racial bonus equal to half their character level to any one Craft or Profession skill, and once per day they may ignore an effect that would cause them to become fatigued or exhausted. This trait replaces skilled.

Heart of the Mountains: Humans born in the mountains are skilled at negotiating heights and precipices. They gain a +2 racial bonus on Climb checks and Acrobatics checks to move on narrow surfaces and uneven ground. Furthermore, they are considered acclimated to the effects of high altitude. This trait replaces skilled.

Heart of the Sea: Humans born near the sea are always drawn to it. They gain a +2 racial bonus on Profession (sailor) and Swim checks, and these are always class skills for them. They can hold their breath for twice as long as normal, and spellcasters gain a +4 racial bonus on concentration checks when attempting to cast spells underwater. This trait replaces skilled.

Heart of the Snows: Humans born in chilly climates treat cold climates as one category less severe. They gain a +2 racial bonus on Fortitude saving throws against the effects of cold climates, on any check or saving throw to avoid slipping and falling, and to CMD against trip combat maneuvers. This bonus applies on Acrobatics and Climb checks made in slippery conditions. This trait replaces skilled.

Heart of the Streets: Humans from bustling cities are skilled with crowds. When adjacent to at least two allies, they gain a +1 racial bonus on Reflex saves and a +1 dodge bonus to Armor Class. Crowds do not count as difficult terrain for them. This trait replaces skilled.

Heart of the Wilderness: Humans raised in the wild learn the hard way that only the strong survive. They gain a racial bonus equal to half their character level on Survival checks. They also gain a +5 racial bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them. This trait replaces skilled.

Silver-Tongued: Humans are often adept at subtle manipulation and putting even sworn foes at ease. Humans with this trait gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can shift up to three steps up rather than just two. This trait replaces skilled.



affinity for arcane magic, an affinity not shared by most commoners. When this affinity is found in commoners, it is frequently repressed.

Cordelian nobles favor arcane casters of all types, while commoners prefer spontaneous spellcasting classes such as bards, oracles, and sorcerers. Nobles rarely join religious groups, but commoners frequently become clerics and druids. Cordelians are frequently lawful-aligned, but they can be of any alignment. Cordelians favor Charisma or Constitution for their racial bonus.

KHYMERIONS

Khymerions come from Unthara and the Wyldlands of Bal. They have golden skin, almond-shaped eyes, and prominent noses. Their hair is colored from jet black to crimson red. Their eyes range the full spectrum of browns and reds.

Khymerions favor the barbarian, bard, druid, oracle, ranger, sorcerer, and witch classes. Chaotic alignments are most common. Rare is the Khymerion of lawful alignment.

NASIANS

Nasians are humans that come from Nas. They look very much like the Armans: tall and with pale eyes, they often have blond hair. While their culture is quite different from the Arman's, each group considers the other a cousin race.

Nasians favor classes that require dedication such as cavalier, cleric, fighter, monk, paladin and wizard over others. Martial classes are most common. Nasians have a strong lawful bend.

SAMETIANS

If there ever was a mongrel sub-race, it would be the Sametians. Sametians were the name of a native people of Sametia during the empire of the First Ones. Over time, they disappeared, integrated into a major nation that sought dominion over them. So they disappeared.

With the creation of the Janus Horde, the name returned. Sametian now means "a human from Sametia." These people are frequently pariahs and refugees, exiled from their homeland.

Sametians are very heterogenous, but have hair colors from blond to black to brown to red. The easiest way to recognize a Sametian is by one's accent.

JAO

This group comes from a mysterious island far off the western coast of Gavea. More legends about them exist than does proof of their existence or even sightings. They are said to have golden skin and hair made of living darkness. The few who claim to have met a Jao are unreliable and most likely lying.

SORCERANS

The Sorcerans rose to power in Abaddon, created the Kaga, and formed the empire of the Sorcerer-Kings. Though proud and able to command powerful magics, the Sorcerans were conquered and fully integrated into Arman society. Sorcerans were fair-skinned with light brown hair.

KALISANS (CIVILIZED CALIBANS)

Calibans are pale-white humanoid creatures native to northern Exodus. Over time, many calibans have



KALISAN RACIAL TRAITS

+2 Strength, +2 Dexterity, –2 Intelligence: Kalisans are strong and agile, but are dull and slow.

Medium: Kalisans are Medium creatures and have no special bonuses or penalties due to size.

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

Caliban blooded: Kalisans are calibans for any effect related to race.

Ferocity: Kalisans remains conscious and can continue fighting even if their hit point total is below 0. Kalisans are still staggered and lose 1 hit point each round. A kalisan dies when its hit point total reaches a negative amount equal to its Constitution score.

Kalisans' Endurance: Kalisans gain Endurance as a bonus feat. If a kalisan gains Endurance again, their bonuses stack. This ability explains the kalisans' ability to travel the great distances required to earn their name.

Weapon Familiarity: Kalisans are always proficient with greataxes and falchions, and they treat any weapon whose name contains "kalisan" as a martial weapon.

Languages: Kalisans begin play speaking Balite (which they call Caliban) and Common. Kalisans with a high Intelligence score can choose from the following: Euka, Giant, and Sylvan.



ALTERNATIVE RACIAL TRAITS

The following racial traits are available to kalisans to replace the standard kalisan racial traits.

Carrion Sense: Some kalisans have a natural ability to sniff out carrion. While their sense of smell isn't as keen as that of other species, it is particularly attuned to the scent of injuries or death. Kalisans with this racial trait have a limited scent ability, which only functions for corpses and badly wounded creatures (50% or fewer hit points). This trait replaces ferocity.

Eat Anything: Raised with little or no proper food, many kalisans have learned to survive by eating whatever they happen across and can digest nearly anything without getting sick. Kalisans with this trait gain a +4 on Survival checks to forage for food and a +4 racial bonus on saves versus effects that cause the nauseated or sickened conditions. This trait replaces weapon familiarity.

Flesh Chameleon: Some kalisans can change their coloration to match human skin tones. As a standard action, kalisans with this racial trait can change their white skin and dark-colored eyes to match any normal human skin tone, and can revert to normal as a free action. This grants a +4 racial bonus on Disguise checks to appear human. This trait replaces kalisans' endurance.

Scarred: A kalisan can scar himself with both blade and fire to toughen his hide into a mass of horny scars. Kalisans with this racial trait gain a +1 natural armor bonus to Armor Class. This trait replaces kalisans' endurance.

Squalid: Some kalisans exist in surroundings so filthy and pestilent that even other kalisans would have difficulty living in them. Kalisans with this racial trait gain a +2 racial bonus on saving throws made to resist nausea, the sickened condition, and disease. This trait replaces ferocity.

migrated to other parts of Exodus and are now found in almost every region. Calibans have a well-deserved reputation for cannibalism and savagery. The kalisans are the most civilized of the calibans, but the two cousins are physically indistinguishable. Even so, calibans can distinguish one another.

Quite feral, calibans are often less suited to being player characters, but the kalisans are well adapted.

Personality: Kalisans tend to be quiet and reserved—that is, until they unleash their savage warcry and charge forward. Calibans are filled with a rage that makes them ready for war. To that end, most of them avoid cities and large civilian populations.

Physical Description: Both kalisans and calibans have white skin and dark colored eyes. Their skin is scarred

and hardened by the many fights of their youth. The more scarred someone is, the more respect he gathers from his tribe.

Relations: Kalisans form temporary alliances with the peoples they cannot conquer or dominate. These alliances are always short-lived, as the kalisans either move on or attempt to conquer and dominate all nearby peoples.

Alignment: Most kalisans are chaotic neutral, making them unreliable unless forced into helping. Kalisans can be of any alignment, but lawful kalisans are rare.

Kalisans' Lands: As their names imply, kalisans travel most of their lives in search of easy pickings. When they find such a place, they establish themselves there. The kalisans are the only race who do not have a senator in

the Imperial Senate, stemming from their lack of respect for centralized government.

Religion: Kalisans are strongly shamanistic, worshipping destructive spirits. However, kalisans have gathered a great respect for the Sametian Cult of the Dragon. The idea that the destructive elements of nature must be conquered calls to the kalisans' natural instincts. The caliban on the whole are not very religious.

Language: Calibans begin play speaking Caliban and Common. Caliban and Balite are nearly the same language, making Caliban a common tongue of the Reis Confederacy. Speakers of these two languages understand each other.

Names: Kalisans have a complex naming convention that includes both of their parents' names and a unique name. The order of a kalisian's names depends on the prestige of each parent at the time of the kalisian's birth.

Male Names: Bredj, Gark, Kloorg, Rok, Tlaklan, Zoorfurg.

Female Names: Akarma, Huelta, Karatel, Koorka, Teltana.

Adventurers: Kalisans frequently become adventurers because they desire to understand other races. Scholars believe that calibans do so to better understand and dominate others.

PRYMIIDIANS

Prymidians are regal, red-skinned humanoids. Their stately demeanor and formidable build impress other races, and their learned nature follows suit. Valuing communication and language, the prymidians are dedicated to scientific reason, research, knowledge, and discovery. Their culture seeks to know all there is to know in Exodus, and to communicate that knowledge to others. None knows better than the prymidians that knowledge truly is power.

Personality: Although prymidians pride themselves on logic, communication, and reason, they rarely fit the stereotype of the shy scholar. The typical prymidian possesses a forceful, even arrogant, personality, and prymidians' knowledge of communication and language is unequaled. These skills are so extraordinary that prymidians have found ways to communicate with eldritch and arcane magic, manipulating it at a fundamental level. A prymidian is contentious, skeptical, always questioning and probing the opinions and thoughts of others, arguing with anyone who disagrees. Prymidians strive to be objective and insist that argument is merely the crucible in which understanding forms. To a prymidian, one who grasps the truth is truly wealthy; generous prymidians seek to better the understanding of all, while greedy members of the race hoard knowledge and lost languages or even attempt to impose false truths on reality.

Physical Description: Prymidians are tall, lithe humanoids with rich red skin, ranging from smoldering near-ebon to bright crimson. On average, they are taller and heavier than humans, their bones and muscles denser. Most prymidians have silver or white hair; the rare dark-haired examples are often looked upon with suspicion by their colleagues. Roughly one in a thousand prymidians has a most unusual feature physical feature, a throwback to their ancestry: long, rubbery tentacles beneath the skin of their arms. These prymidians can extend their tentacles to manipulate or strike objects at a surprising distance.

Relations: At best, prymidians look upon other races with pity. At worst, they hold the other inhabitants of Exodus in contempt.



PRYMIIDIAN RACIAL TRAITS

+2 Charisma, +2 Constitution, –2 Wisdom: Prymidians are famously personable but somewhat close-minded.

Medium: Prymidians are Medium creatures and have no special bonuses or penalties due to size.

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

Arcane Polyglot: Prymidians can speak and understand the spoken language of any intelligent creature they encounter, whether it is a racial tongue or a regional dialect. In addition, a prymidian can cast *read magic* at will as a spell-like ability with a caster level equal to his Hit Dice. Prymidians do not retain the ability to speak or understand a foreign language when not in the presence of a creature speaking it.

Scholarly: Prymidians gain a +2 racial bonus to all Knowledge and Linguistics checks.

Tentacles: Some prymidians possess the distinctive retractable tentacles of their ancestors on each arm. Prymidians with this racial trait receive Lunge as a bonus feat.

Languages: All prymidians begin play speaking Common and Prymidian. They may select any non-secret languages (such as Druidic) as additional bonus languages.



ALTERNATE RACIAL TRAITS

The following racial traits are available to prymidians to replace the standard prymidian racial traits.

Academician: Prymidians with this trait can substitute a Knowledge check for a Profession check to earn a living. This trait replaces scholarly.

Enunciated Spell-Casting: Some prymidians—most especially but not exclusively those born without the arcane polyglot ability—have honed their arcane gifts in a singularly odd manner, becoming masters over the secret wording behind and beneath spells. A prymidian with this trait may spend a move action to add the language-dependent descriptor to any spell she can cast with a verbal component. Such a spell only affects intelligent creatures that can comprehend the language spoken by the prymidian to cast the spell. This effect stacks with any benefits gained from the verbose racial trait. This trait replaces tentacles.

Linguistic Protection: Prymidians gain a +2 racial bonus on saving throws against language-dependent abilities and against spells and spell-like abilities with a verbal component. Linguistics is always a class skill for them. This trait replaces tentacles.

Natural Orator: The gift of linguistic mastery, with use, begets artistry. Oft times, such intuitive talent becomes fiercely entwined with a certain adroit expertise at the subtle art of crafting arguments simultaneously vague and convincing. The prymidian gains Orator as a bonus feat, even if she does not meet the prerequisites. This trait replaces scholarly.

Prehensile Reinforcement of Finesse: Some of those born with the iconic forearm tentacles of their ancient progenitors have learned to combine their four-fold grip into a most unique fighting style. When you take this trait, choose one weapon to gain proficiency with. On all attack rolls with that weapon, the prymidian may use her Dexterity modifier instead of her Strength modifier. She may make this substitution even while wielding that weapon two-handed—in this case, she could apply her Dexterity modifier (instead of her Strength modifier) to attack rolls and still also apply a damage bonus of 1-1/2 times her Strength bonus. This trait replaces scholarly and requires the tentacles trait.

Verbose: Prymidians with this racial trait increase the save DCs against all language-dependent effects they use by +2. This trait replaces arcane polyglot.

All prymidians consider their race a small flame of enlightenment in a benighted, even savage, world. Most humanoids look up to the prymidians for their learned and regal bearing, but the scholars of other races have come to resent the prymidians' dominance and ubiquity.

Alignment: The typical prymidian is true neutral, unconcerned with morality and torn between his creative, passionate side and his reason. Virtually no prymidian gives in to chaos, though, and many hone themselves to their concept of law. Prymidian arrogance

sometimes leads to outright evil, but most reject the extremes of morality.

Prymidian Lands: Prymidians are relative newcomers to Exodus. If they possess a homeland of their own, it apparently lies on another world or plane of existence. On Exodus, they primarily make their homes in the Arman Protectorate and the Dominion, but few prymidians gather in one place for long. They are usually encountered in small scholarly groups, and even these are nomadic, scouring the world for new tidbits of information that shed light on the universe.

Religion: To a prymidian, religion is a subject of logical consideration like any other. Virtually all prymidians reject the multitudinous deities worshipped by the masses, which they consider either illusory or a type of energy being. Some prymidians do find their reasoning leads them to believe in a “first cause” that set the universe in motion and that may have a rational plan for it. Others are agnostic, postponing such speculation until they possess more information. Still others are true atheists, believing in a perpetual material universe entirely without cause or direction.

Language: Prymidians have a language of their own, which they employ strictly for scholarly debate among themselves. Because Prymidian is known only in closed scholarly circles, it is considered a secret language, like Druidic.

Names: Prymidians’ secrecy about their language does not extend to their names. Unlike other races that often travel to new lands, prymidians decline to adopt nicknames appropriate to the local tongue, considering them to be barbaric.

Family Names: Aponi, Chenoa, Eyota, Meda, Ogin, Tehya.

Male Names: Gryn, Kynon, Moren, Oth, Yna.

Female Names: Amser, Eys, Garan, Kieve, Talar.

Adventurers: Prymidians adventure to acquire new information and experience new languages. Exodus is littered with scraps of knowledge from which a prymidian may derive new theories and make new discoveries. Magic, particularly tomes and scrolls, interests the prymidians—they see it as a branch of the sciences they have yet to properly codify. But even more important to them is language. For most prymidians, meeting isolated tribes and strange creatures who have never spoken the Common tongue is a rare thrill. Prymidians are naturally nomadic, and most have little fear of danger, so they find it only natural to seek the hidden secrets of Exodus themselves. Besides, few prymidians are willing to trust the safety of the legacy of ancient science to a band of unwashed swords-for-hire.

P'TAN

In ancient times, the First Ones enslaved all of Exodus, and their plans were served well by countless thousands of unwilling servants. Once their slaves rose up and overthrew them, however, the First Ones were cast into the depths, bereft not only of their power, but also of nearly all of the slaves they once ruled.

The p’tan were created to replace those slaves.

The p’tan were fashioned from elemental shadowstuff, infused into what were initially crude mortal shells. By dark sorcery and darker worship,

the First Ones made these creatures into a lasting race that could breed true without their magical influence... the better to provide them with slaves for all eternity.

Only a handful of p’tan have escaped the crushing oppression into which their people were born, but those who did escape are perhaps the most determined foes of the First Ones in all of Exodus. Other races have but dim memory of their primeval slavery; for the p’tan, that existence is indelibly etched in living memory.

Personality: Free p’tan love life and freedom so ferociously that they can unnerve members of more staid races. To the p’tan, every second of liberty is a treasure worth fighting, bleeding, and dying for. P’tan tend to obsess over their passions, and one of those passions is, almost invariably, freeing the rest of their people from First One bondage. The p’tan saw their hated masters weave plots over the course of centuries; they will do no less to undo those plans, subtly incorporating even their



P'TAN RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Intelligence: P'tan are quite nimble and perceptive, but their racial heritage leaves them with little intellectual prowess.

Medium: P'tan are Medium creatures and have no special bonuses or penalties due to size.

Normal Speed: P'tan have a base speed of 30 feet.

Native Outsider: P'tan are outsiders with the native subtype.

Darkvision: P'tan can see in the dark up to 60 feet.

Light Sensitivity: P'tan are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Shadowborn: Due to their connection to elemental shadow, p'tan have a +4 bonus on saves against spells with the shadow subtype.

Shadowspark (Su): As a standard action, a p'tan can unleash a bolt of crackling black lightning at a target within 30 feet as a ranged touch attack. On a hit, it deals 1d6 electrical damage, plus one for every two levels. This ability can be used a number of times per day equal to 3 + the p'tan's Wisdom modifier.

Vengeance: P'tan gain a +1 bonus on attack rolls against creatures with the First One subtype.

Weapon Familiarity: P'tan may treat bladed guards, shang swords, and First One weapons as martial weapons.

Languages: P'tan begin play speaking Common and Exodite. P'tan with a high Intelligence score can choose from the following: Khaynite, Sobeka, and any regional language.



ALTERNATE RACIAL TRAITS

The following racial traits are available to p'tan to replace the standard p'tan racial traits.

Chaospark (Su): The p'tan's chaospark does negative energy damage, rather than electrical damage. This trait replaces shadowspark, but counts as shadowspark for the purpose of qualifying for feats and prestige classes.

Hunter of the Living Mind: Some p'tan crafted from elemental shadowstuff were bred only to stalk and slay rebellious slaves in the blackness. P'tan with this ability gain blindsense to a range of 30 feet and tremorsense to 15 feet, but may only use these special senses to detect living, breathing, sentient creatures with active circulatory systems. Additionally, he is significantly more sensitive to extreme brightness than his kin; if exposed to bright light such as sunlight or daylight, he is blinded for 1 round with no save. He is also sickened (rather than dazzled) as long as he remains in areas of bright light. This trait replaces darkvision and light sensitivity.

Shadow Strength: A p'tan with this racial trait can draw on the strength of his dark nature. While standing in partial shadow or darker conditions, he gains +2 Strength, +2 Dexterity, and a +2 bonus to Intimidate checks. This trait replaces shadowspark.

Shadow Borne: A p'tan with this racial trait can choose any Shadowspark feat for which he qualifies as a bonus feat. This trait replaces weapon familiarity and shadowborn.

Speed of Shadow: Bred for silent speed, some p'tan can move from the darkness in a most eerie and unwholesome manner. While standing in partial shadow or darker conditions, such a p'tan may expend one daily use of chaospark or shadowspark to temporarily skim along solid ground as if he were a shadow of low, black clouds flowing over smooth ice. He controls his lessened friction by mental command, allowing him to gracefully skate along the ground, to turn, and to stop suddenly. His land speed increases by 10 feet for 1 minute; this increase is an enhancement bonus that provides a +4 bonus on Acrobatics checks to jump.

He can skate up and down inclines and declines he could normally walk upon without mishap. Skating up an incline reduces his speed by 10 feet, while skating down a decline (including stairs) increases his speed by an additional 20 feet; this adjustment is a circumstance bonus. Additionally, he is significantly more sensitive to extreme brightness than his kin; if exposed to bright light such as sunlight or daylight, he is blinded for 1 round with no save. He is also sickened (rather than dazzled) as long as he remains in areas of bright light. This trait replaces light sensitivity and requires use of the shadowspark or chaospark racial trait.

Well of Darkness: As long as he is standing in partial shadow or darker conditions, a p'tan with this trait may use his shadowspark or chaospark as a move action rather than as a standard action. Such a p'tan is significantly more sensitive to extreme brightness than his kin; if exposed to bright light such as sunlight or daylight, he is blinded for 1 round with no save. He is also sickened (rather than dazzled) as long as he remains in areas of bright light. This trait replaces light sensitivity and alters (but does not replace) the chaospark or shadowspark racial trait.

smallest action into their ultimate goal of freeing their fellows and destroying the First Ones once and for all.

On rare occasions, p'tan gather in groups of their own kind, forming loose packs ruled by the strongest among them. Challenges to a leader's authority are short, vicious, and usually to the death—this is perhaps why, among the passionate p'tan, so few gather in numbers!

Physical Description: P'tan are tall, sleek humanoids that somewhat resemble cats, with a coat of short, stiff fur. The older the p'tan, the lighter the color of his fur; a young kit may be almost pitch black, while an elder near the end of his life is snow white. Beneath their fur, p'tan sport the hard muscle typical of a people created, bred, and pressed into the most grueling labor. There is nothing sculpted or decorative about a p'tan's frame—it is pure, purposeful power. P'tan often prefer loose clothes, sometimes favoring cloaks and robes that hide their nature from races who may be suspicious of unknown visitors.

Relations: Often facing suspicion and fear, p'tan rarely make friends with other races. The p'tan's background and powers call to mind the First Ones, whom most prefer not to think about. Only a handful of trusted companions ever learn to overcome these impediments and accept a p'tan. When dealing with the First Ones, of course, p'tan have only one thing to offer: death.

Alignment: Most p'tan are chaotic.

P'tan Lands: The p'tan were born into slavery, and not enough of their people have escaped it to carve out a homeland of their own. For now, the p'tan are nomads cast adrift over Exodus. They are usually found in the largest cities, selling their services as mercenaries or bodyguards. Many p'tan dream of one day founding a place for their people to belong, but that is a dream far in their future.

Religion: During their enslavement, the p'tan were expected to pay at least token worship to the bloody god of the First Ones, Khayne. As this worship often involved offering up p'tan as bloody sacrifices, it's unsurprising that most p'tan abandoned the faith of their masters as soon as they could. Free p'tan usually adopt the predominant religion of whatever region they frequent.

Language: All p'tan speak Exodite, the common tongue of the First Ones. Free p'tan understand this language but rarely use it. They quickly master modern Common and find their old language unpalatable. Many even swear by whatever they hold sacred to never again utter the speech of their former masters.

Names: During their enslavement, the p'tan were never given names, instead referring to each other only by terms of relative rank. Once a p'tan has interacted with outsiders for long enough, however, he usually picks up a name or nickname in the local language, and often takes it more seriously than others would their own.

Adventurers: Most p'tan do not adventure in the traditional sense—yet in another sense, they do little else. The p'tan are nomadic warriors who spend most of their time honing their skills and acquiring powerful weapons to wield against a terrible evil. If that's not an adventurer's life, what is? P'tan mercenaries often join adventuring companies to hone their skills, and this race's small population is disproportionately represented amongst adventurers.

SASORI

Resources wax and wane, weapons and spells become obsolete, the master craftsman of one era is displaced by the industry of the next, and even land becomes worthless with the shifting ages. But information, say the sasori, is the one commodity that is always in demand. These scorpion-like creatures are brokers of knowledge, by turns the greatest secret-keepers and the supreme spies of Exodus. They are also known for their willingness—and ability—to kill to protect their secrets.

Personality: Sasori are excellent listeners; they prefer to hear than to be heard, and what they hear, they never forget. A sasori can be surprisingly personable, wheedling information from an unsuspecting informant. Sasori are fiercely independent from outside control, but just as fiercely loyal to their clans. Most are extremely honorable, never breaking a confidence, risking their life for a few words on a contract—yet, their honor does not prevent them from turning on a long-time associate if someone else contracts their services. Sasori do not understand concepts like fidelity or friendship outside the bonds of family; they are loyal to the death to their kin and to the agreements they bind themselves to, but any and all outsiders are fair game. Sasori value information above all else; to learn something from a sasori, one must tell him something he does not know.

Physical Description: Sasori resemble humanoid scorpions. Their hands are claws, their jaws mandibles. Their bodies are covered with a dark, rust-colored carapace and small, fine hairs with which they “smell” the surrounding air. Sasori eat by vomiting forth acidic digestive juices to melt their prey, then lapping up the result, a process that can take several hours in the case of a large meal. Sasori rarely wear clothes, except for concealing robes when moving about in public, but paint elaborate clan, rank, and religious symbols on their exoskeletons.

Relations: Few races like the sasori, but almost all depend on them. Sasori are always welcome at the back doors to the houses of the mighty, since maintaining power requires the sasori's services. Cyneans and prymidians regularly partake of the sasori's immense stores of knowledge. Sasori are considered a necessary evil by most people on Exodus. The common folk, who have less need and desire for information, sometimes omit the “necessary.” Despite this, sasori can be pleasant conversationalists, and many people find themselves

treating the creatures as close confidants almost without realizing it.

Alignment: Most sasori cleave to tradition and contract—and their morals end there. Typical sasori are lawful evil, lawful neutral, or neutral evil. Chaotic sasori are often considered mad by their fellows, and are usually exiles.

Sasori Lands: Sasori can be found anywhere in Exodus. They have few physical needs and can survive in most environments. Sasori rarely gather in groups larger than a single clan, and even a clan may be dispersed over an entire region. The largest concentrations of sasori dwell in the Wyldlands of Bal, leading many scholars to suggest that this may be their place of origin. If the sasori know where they come from, they certainly aren't telling.

Religion: Like much about the sasori, their religion is an intensely private affair. Outsiders are not welcome at sasori ceremonies, and even the names of sasori gods are closely guarded secrets. In their own enclaves, the sasori are deeply religious and worship a vast pantheon. These gods preside over all aspects of “the long night,” as sasori call life, and the rituals and customs dedicated to these beings establish the rhythm of sasori existence.

Language: Sasori communicate amongst themselves with a complex series of sounds, gestures, and pheromones. Other humanoid races have difficulty deciphering this language, much less reproducing it. Sasori also speak Common, and many learn other languages as well.

Names: All sasori possess both a clan name and a given name. These names are closely guarded secrets, as the sasori believe that a true name can give power to magicians and witches—and since the sasori are the premier brokers of information on Exodus, perhaps they are right. Outside their clans, sasori use nicknames, favoring those reflecting shadows, knowledge, and the desert.

Clan Names: C'kat, Dar'rat, Kr'rt, T'kart, Za'tar.

Male Names: Hd'bol, Kn'lod, Tak'fc, Ws'dm.

Female Names: Ch'ot, Mek'tal, Nki'ol, S'stal, Ut'al.

Adventurers: Sasori adventure either to gather information or because they have been severed from their clan. By far the majority of sasori adventurers are spies or assassins in good standing, their only difference being that they seek information held mostly by those already dead rather than brokering it among the living. Those sasori cast out from their clans usually have few skills applicable outside the adventuring life; they may be out for no one but themselves, or they may adopt their adventuring companions as a surrogate clan.



SASORI RACIAL TRAITS

+2 Dexterity, +2 Wisdom, –2 Charisma: Sasori are quick and dependable, but gruff.

Medium: Sasori are Medium creatures and have no special bonuses or penalties due to size.

Normal Speed: Sasori have a land speed of 30 feet.

Carapace: Sasori have a hardened carapace, granting a +1 natural armor bonus.

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

Poisonous Blood: A sasori's blood is mildly poisonous. Although harmless to most creatures, it is extremely foul to the taste. Creatures that bite a sasori must make a Will save (DC 15 + the sasori's Con modifier) or be unwilling to bite any sasori for 24 hours. A creature attempting to swallow a sasori must also make this save, or refuse to swallow the sasori.

Poison Resistance: Sasori gain a +2 racial bonus to saves against poison.

Skulker: Sasori gain a +4 racial bonus to Acrobatics and Stealth checks.

Vermin Affinity: Sasori gain a +2 racial bonus on all saves and skill checks involving creatures of the vermin type. This bonus to saves stacks with the bonus to saves against poison.

Languages: Sasori begin play speaking Sasori and Common. Sasori with high Intelligence scores can choose from the following: Cynean, Dwarven, Exodite, Goblin, Ignan, and Terran.



ALTERNATE RACIAL TRAITS

The following racial traits are available to sasori to replace the standard sasori racial traits.

Analyze Opponent: Some sasori specialize in studying individual opponents. A sasori with this trait can spend a swift action to make a Perception check against a target within 30 feet. The DC of this check equals the target's CMD. If successful, the sasori gains a +1 to attack and damage rolls against that target. This bonus lasts for a number of minutes equal to the sasori's Wisdom modifier (minimum 1). If the check fails, the sasori cannot attempt to analyze the same opponent again. This trait replaces poisonous blood and poison resistance.

Obscuring Spray: Augmenting their already impressive gift for stealth in bright daylight, some sasori can produce a noxious chemical compound from the creases of their exoskeleton that ignites upon contact with the air. Once per day as a standard action, a sasori with this ability can exude a 10-foot-radius cloud of stinging, caustic smoke into any adjacent square; one square of this cloud must be the square occupied by the sasori. Creatures inside the cloud—except sasori—suffer a –2 penalty on attack rolls and Perception checks while they remain inside and for 1 round after exiting. The cloud obscures all sight, including darkvision, beyond 5 feet, and creatures within the cloud feet have concealment (attacks have a 20% miss chance). A moderate or stronger wind dissipates the smoke in 1 round; the cloud otherwise dissipates naturally after 1 minute. This trait replaces darkvision.

Swarm Summoner: Some sasori are more direct than others, making themselves into war-masters over the scuttling, mindless creatures from which they borrow their form. The sasori adds the following creatures to her summon monster or summon nature's ally lists at the appropriate level: **2nd**—*spider swarm*; **3rd**—*cockroach swarm*; **4th**—*centipede swarm*, *death butterfly swarm*, *wasp swarm*; **5th**—*army ant swarm*.

The sasori is also treated as a creature with the vermin type—along with being treated as a humanoid—for purposes of spell effects, magic items such as bane weapons and slaying arrows, and other special abilities such as favored enemy. This fact does not benefit the sasori; rather, it only makes her more vulnerable. This trait replaces skulker and requires vermin friend.

Taste of Buried Secrets: The sasori are famously excellent at keeping and uncovering secret knowledge, and some are born with a particularly potent gift for this art. A sasori with this trait may spend time observing a creature, learning after only a few moments whether it possesses a secret—or secrets—it would like to keep hidden. To use this ability, the sasori must study and scrutinize the target for 3 consecutive rounds, then succeed at a Sense Motive check opposed by the target's Bluff check. If the target succeeds, it becomes immune to this ability for 24 hours. If the target fails, it gives some subtle or unconscious hint that it is keeping something hidden; further investigation may reveal more. This trait replaces vermin affinity.

Venom: Some sasori learn to coat their weapons with their poisonous blood. A sasori with this trait can extract poison from her blood. She can create one dose of poison per day with a successful DC 20 Craft (alchemy) check. The sasori can also prepare one dose of lesser sasori venom (see new poisons). The DC equals 10 + the sasori's Constitution bonus. The sasori is immune to her own venom. This trait replaces vermin affinity.

Vermin Friend: Sasori with this trait can have vermin companions if a class ability (or similar ability) grants an animal companion or familiar. Vermin bonded to the sasori in this way have an Intelligence score of 1 or 2 and are treated as magical beasts for the purposes of relevant effects. This ability replaces poison resistance.

TIEFLINGS

The tieflings hail from deepest reaches of the Burning Lands in the Dominion. The tieflings claim to be the first to have mastered magic and that their descendants ruled the lands as the first khans, a claim rejected by the Dominion authorities.

The tieflings are human—or at least partially human—and part fiend. It is believed that in ancient times, creatures from the lower planes were summoned and bred with the local populace. Though it is generally agreed that the First Ones were responsible for this breeding program, the tieflings maintain they were the ones who encouraged this breeding.

Personality: Tieflings are distant, aloof, reclusive, insular, and devious. Most tieflings have a morbid fascination with death. They place great importance on their family and family ties, though they enjoy their freedom above all else. They consider females to be sacred vessels and blessed.

Physical Description: Tieflings tend to be smaller than humans, with flat faces that make them look exotic. Their most striking feature is their eyes—each with a mottled sclera, a thin golden iris, and a five-lobed pupil. All tieflings sport horns on their forehead. These horns grow throughout the tiefling's life, so the horns of their elders are massive indeed. Their hair is generally jet black or red, and their skin is often tinted gold through pale white.

Relations: Tieflings value family greatly. Family ties are tightly held and controlled. The elder matriarch of a tiefling family is its absolute ruler and mistress. Paternity is rarely known, as most females are quite promiscuous. Women of great beauty are given greater respect and deference, as are women taken or bought by a tribe. Males serve to fight and protect the tribe. Tieflings have difficulty understanding that other races do not share these views. Tiefling families even include many non-tiefling females so as to keep the tribe prosperous and numerous.

Tieflings can freely breed with humans, and such a union has a split chance of creating a human or tiefling. Humans born from tieflings are viewed with suspicion, though in the Dominion there is no such prejudice.

Alignment: Tieflings are selfish and seek only to advance their own family's goals. This attitude makes them lean toward evil. Good tieflings are rare.

Tiefling Lands: The tieflings are nomads traveling the dunes of the Cordel Desert. They do not have lands of their own, though they consider the Dominion to be their domain.

Religion: Tieflings worship the tiefling Stone above all others. When not surrounded by other tieflings, they

generally profess their belief in the Sanguine Lord. This devotion being true is extremely unlikely.

Language: Tieflings speak Qijomi as their first language. All tieflings learn to speak Common from an early age. They add Abyssal, Ignan, Infernal, and Terran to their list of additional bonus languages.

Names: Tieflings always give the name of their family first, then their mother's, and finally their own unique name.

Family Names: All tieflings claim descentance from the Amne, Doroz, or Varel family. Suffixes (–yata, –ina, –izia, –ara, or –ala) are frequently used.



TIEFLING RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Wisdom: Tieflings are bright and agile but have little empathy.

Medium: Tieflings are Medium creatures and have no special bonuses or penalties due to size.

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

Darkvision: Tieflings have darkvision of 60 feet.

Outsider Blood: Tieflings count as both outsider (native) and human for any effect related to race.

Resistant to Fire (Ex): Tieflings gain fire resistance 5. This resistance stacks with all other forms of fire resistance.

Healing Hands (female only): Female tieflings add one to their caster level for any cure spell they cast. If she cannot cast cure spells, she gains no benefits from this ability.

Vicious (male only): Male tieflings count as having one additional rogue level when determining sneak attack damage. Thus, a 4th-level male tiefling rogue would gain +3d6 damage. Characters without sneak attack gain no benefits from this ability.



ALTERNATIVE RACIAL TRAITS

The following racial traits are available to tieflings to replace the standard tiefling racial traits.

Bound to Darkness: Some tieflings are more strongly tied—by blood and pact—to those blasphemous and inhuman agents of the lower planes from whom the great families and khans of the Burning Lands draw their terrible power. A tiefling with this trait possesses an aura of evil like that of an antipaladin or evil cleric of her level. She is treated as an outsider with the evil subtype—in addition to being treated as a native outsider and as a human—for the purposes of all spell effects, magic items such as bane weapons and slaying arrows, and other special abilities such as favored enemy. This fact provides no benefit to the tiefling; it only makes her more vulnerable. By taking this trait at character creation, a female tiefling may select both fearsome beauty and healing hands; likewise, a male tiefling may select both hellstorm-born and vicious.

Fearsome Beauty: The mere sight of a noble-born tiefling woman is enough to stop most mortals in their tracks, and to see one angered can stop the heart. If the female tiefling is targeted by a melee attack or a ranged attack within 30 feet, she may spend an immediate action to make an Intimidate check. She may choose to use the result as her AC or touch AC against that attack. To use this ability, she must be aware of the attack and must not be flat-footed to that attacker, and the attacker must be able to see her clearly. This is a mind-affecting fear effect. Because this is an immediate action, she may only use this ability to defend against one attack each round. This trait replaces healing hands (female only).

Hellstorm-Born: Some young tiefling males display a remarkable, audacious affinity for destructive magics, and are groomed to defend their mothers and sisters in a manner most unsubtle. When taking this trait, choose one energy type: acid, cold, electricity, fire or sonic. The tiefling adds +1 to his caster level for all spells he casts with this descriptor. If the tiefling has a Charisma of 11 or higher, he also gains the following spell-like abilities: 1/day—*magic missile*, *flare burst*. The caster level for these effects equals the tiefling's level. The DC for these spells is equal to 10 + the spell's level + the tiefling's Charisma modifier. This trait replaces vicious (male only).

Infernal Covenant: Since their twisted beginnings, the tieflings have consorted with demons. Some tieflings have strong ties with these creatures and may call upon ancient and obscene associations to sway demonic cooperation. Tieflings with this trait gain a +2 bonus on Diplomacy checks made against creatures with the demon subtype. Furthermore, demons conjured with any summon spell gain +2 hit points per Hit Die. Lastly, the cost of bribes or offerings for any *planar ally* spell cast by these tiefling to summon a demon is reduced by 20%. This trait replaces darkvision and resistant to fire.

Maw or Claw: Some tieflings take on the more bestial aspects of their fiendish ancestors. These tieflings exhibit either powerful, toothy maws or dangerous claws. The tiefling can choose a bite attack that deals 1d6 damage or two claw attacks that each deal 1d4 damage. These attacks are primary natural attacks. This trait replaces darkvision.

Prehensile Tail: Though many tieflings have tails, some have long, flexible tails that can carry items. While such tieflings cannot use their tail to wield weapons, they can spend a swift action to retrieve small, stowed objects on their person. This trait replaces resistant to fire.



Male Names: Alned, Anatel, Jawal, Karem, Utam.

Female Names: Awila, Fetema, Ofilia, Sara.

Adventurers: Tieflings become adventurers because they love freedom and desire to see the world. Many are tasked by their mother or tribal matriarch to complete a quest. Every tiefling dreams of returning home to her mother. Males tend to become rogues or rangers, while female generally become clerics.

OTHER RACES

The races given in this chapter are far from the only ones comprising the complex mosaic that is Exodus society. From time to time, small groups of other races emerge from the Nexus Gateways and find a home, by design or chance, in Exodus. Thus, tiny groups of other races such as dwarves, elves, gnomes can be found in the largest cities.

STARTING AGE

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Android	20 years	+1d4 years	+1d6 years	+2d6 years
Cavian	10 years	+1d4 years	+1d6 years	+2d6 years
Cyanean	20 years	+1d8 years	+1d10 years	+2d10 years
Dalrean	50 years	+4d8 years	+6d8 years	+10d8 years
Enuka	16 years	+1d6 years	+2d6 years	+3d6 years
Half-Giant	25 years	+1d6 years	+2d6 years	+3d6 years
Human	15 years	+1d4 years	+1d6 years	+2d6 years
Kalisan	14 years	+1d6 years	+2d6 years	+3d6 years
Prymidian	24 years	+2d6 years	+5d6 years	+8d6 years
P'tan	12 years	+1d4 years	+1d6 years	+2d6 years
Sasori	40 years	+4d6 years	+6d6 years	+8d6 years
Tiefling	18 years	+1d8 years	+2d8 years	+4d8 years

¹This category includes barbarians, oracles, rogues, and sorcerers.

²This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Android, female	4 ft. 10 in.	180 lbs.	+2d12 in.	×5 lbs.
Android, male	5 ft. 2 in.	110 lbs.	+2d8 in.	×5 lbs.
Cavian, female	4 ft. 10 in.	85 lbs.	+2d4 in.	×1 lbs.
Cavian, male	5 ft. 0 in.	105 lbs.	+2d4 in.	×1 lbs.
Cyanean, female	5 ft. 8 in.	175 lbs.	+2d6 in.	×5 lbs.
Cyanean, male	6 ft. 0 in.	200 lbs.	+2d8 in.	×5 lbs.
Dalrean	5 ft. 4 in.	100 lbs.	+2d6 in.	×3 lbs.
Enuka, female	5 ft. 10 in.	100 lbs.	+2d12 in.	×7 lbs.
Enuka, male	6 ft. 2 in.	150 lbs.	+2d20 in.	×7 lbs.
Half-giant, female	6 ft. 1 in.	200 lbs.	+2d12 in.	×(3d4) lbs.
Half-giant, male	6 ft. 6 in.	240 lbs.	+2d12 in.	×(3d4) lbs.
Human, female	4 ft. 5 in.	85 lbs.	+2d10 in.	×5 lbs.
Human, male	4 ft. 10 in.	120 lbs.	+2d10 in.	×5 lbs.
Kalisan, female	5 ft. 0 in.	90 lbs.	+2d8 in.	×5 lbs.
Kalisan, male	5 ft. 4 in.	110 lbs.	+2d8 in.	×5 lbs.
Prymidian, female	5 ft. 2 in.	95 lbs.	+2d8 in.	×5 lbs.
Prymidian, male	5 ft. 6 in.	110 lbs.	+2d8 in.	×5 lbs.
P'tan, female	5 ft. 2 in.	100 lbs.	+2d10 in.	×5 lbs.
P'tan, male	5 ft. 6 in.	120 lbs.	+2d10 in.	×5 lbs.
Sasori, female	5 ft. 0 in.	80 lbs.	+2d6 in.	×3 lbs.
Sasori, male	5 ft. 4 in.	95 lbs.	+2d8 in.	×3 lbs.
Tiefling, female	4 ft. 10 in.	100 lbs.	+2d6 in.	×5 lbs.
Tiefling, male	5 ft. 2 in.	120 lbs.	+2d6 in.	×5 lbs.



AGING EFFECTS

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Android	20 years	30 years	40 years	40 + 2d10 years
Cavian	25 years	38 years	50 years	50 + 2d12 years
Cynean	50 years	75 years	100 years	100 + 3d12 years
Dalrean	125 years	185 years	250 years	250 + 5d20 years
Enuka	40 years	60 years	80 years	80 + 2d8 years
Half-Giant	50 years	75 years	100 years	100 + 2d20 years
Human	35 years	53 years	70 years	70 + 2d20 years
Kalisan	35 years	52 years	75 years	75 + 2d12 years
Prymidian	40 years	60 years	80 years	80 + 3d12 years
P'tan	30 years	45 years	60 years	60 + 2d10 years
Sasori	100 years	150 years	200 years	200 + 5d20 years
Tiefling	45 years	68 years	90 years	90 + 4d10 years

¹At middle age: -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

²At old age: -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha

³At venerable age: -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

CHAPTER 4:



HEROIC EXODUS

RELIGIONS OF EXODUS

Presented here is a short overview of the five most common cults and religions, a small selection from the many on Exodus. Of the religions presented here, only the Sanguine Covenant and worship of the Kaga and Khayne are global. Some others are regional, including the Cult of the Dragon and the Cult of the Emissary.

In the table on the opposite page, domains marked with an asterisk (*) can be found in the Advanced Player's Guide section of the *Pathfinder Reference Document*.

THE CULT OF THE DRAGON

Unlike what its name implies, the Cult of the Dragon does not worship dragons. Instead, it worships a primordial force of nature—a creature of vast power capable of destroying the world—which they call the Dragon. The Cult of the Dragon shares a number of elements with the Cult of Khayne, in that both religions are brutal and demand frequent sacrifices. However, the Cult of the Dragon is more of a druidic religion, worshipping the brutal aspects of nature.

The cult is common amongst the barbarians of the Janus Horde, and is considered heretical by the Sanguine Covenant. Worshippers believe that they must become more powerful than the Dragon itself in order to survive and overcome the creature's rage.

Many followers seek out true dragons and any other great and massive beasts, aiming to slaughter them and drink their blood. Dragon blood is considered highly potent and holy. Those who embark on quests to slay dragons are held in high esteem by members of the Janus Horde.

THE CULT OF THE EMISSARY

The Emissarites believe that the Sanguine Covenant has lost its way and that an Emissary of the Sanguine Lord is coming to lead them to glory. The Sanguine Covenant is closely monitoring the activities of the so-called Emissary cults that seem to spring up all along the Abaddon River Basin.

The Cult of the Emissary claims that worship of the Venerates is heretical and that only through direct and complete dedication to the Sanguine Lord—and his Emissary—can one reach the blessed lands of paradise.

Emissarites—as they are known—are zealous in their worship and extremely intolerant of all other religions. Worshippers—that is anyone who has not taken a vow of service—are tolerated so long as they accept the Emissary as the true messenger of the Sanguine Lord. Many wonder why the Archprelate of the Sanguine Covenant has not declared the cult heretical.

Emissarites are extremely militaristic, train self-reliant militias, and actively recruit soldiers into the legions of the Emissary's army. The core of this army ravages the Abaddon River Basin, attacking anyone who disagrees

with them, including forces of the Dominion, the Horde, and the Protectorate.

THE KAGA

The Kaga's creation at the beginning of the Age of Man heralded the end of the First Ones' reign over Exodus. The Kaga was borne of the merging of the consciousness of mankind's most powerful minds and spell casters. To this day, the Kaga's followers continue to provide it with information about anything and everything.

The Kaga is a great repository of knowledge, and in times past it has provided mankind with the information and wisdom they needed to make the world a better and more stable place.

Although the Kaga is presented here as a deity and the focus of a religion, it is actually an arcane construct of great power. The Kaga appears as a red and silver human man made of arcane energy. Priests of the Kaga do not draw their power from a divine source, but from an arcane source that mimics divine powers.

Clerics of Kaga follow the cleric of the Kaga archetype.

KHAYNE

The dark god Khayne is a chthonic, primal deity of evil and shadows. He demands blood from his followers and their enemies alike. Khayne does not care from whom, so long as his altars are red with sacrifices.

Worship of Khayne is far from unified, with local splinter groups joining powerful, charismatic preachers who promise orgies of violence, death, and—above all—blood. The Brotherhood once controlled the islands of Unthara and became notorious pirates and slavers.

Most cults of Khayne tend to only have a few individuals. Largers cults, like the Brotherhood of Khayne and the Untharan Brotherhood, are the exception, not the norm. Still, the cults are tied together in a complex system of alliances.

Because of these differences in worship, Khayne has more than one entry in the list of deities. There may very well be other versions of worship, as well.

LAWGIVER

When the Lawgiver appeared in the late 60s AU, many thought he was but a madman preaching about an impending doomsday. Using secret magics, he branded his followers. Those brands—called Lazarus Brands—made the recipients highly powerful and resistant to disease and damage. These brands are usually tattooed on the forehead, back, chest, or arms, and their tribal design is of unknown origin.

Followers of the Lawgiver believe that the end of the world is coming, prompting a great reckoning, and that the only ones who will be strong enough to survive are those who have accepted the Lazarus Brand.

DEITY	AL	PORTFOLIO	DOMAINS	FAVORED WEAPON	SYMBOL
Cult of the Dragon	CN	fury of nature, raw primal energy, dragons	chaos, earth, fire, strength	greatsword	dragon's head
Cult of the Emissary	N	truth of the Sanguine Lord, the One True Path	community, glory, liberation	gladius	sun-wreathed gladius sword
Khayne	NE	death, conquest, destruction	death, destruction, evil, trickery	punch dagger	skull wreathed in flame
Khayne (Brotherhood)	CE	Brotherhood of Khayne, conquest, murder, vengeance	chaos, destruction, strength, war	Bal war club	red step pyramid
Khayne (Unthara)	LE	Brotherhood of Khayne, rulership, conquest	destruction, nobility, trickery, war	longsword	red skull
Kaga	N(G)	mankind, knowledge, magic	artifice, knowledge, liberation, magic, rune	sap	The Kaga
Lawgiver	LN	end of the world, Lazarus Brand, survival	law, protection, travel	battle axe	The Lazarus Brand
Shamanism	Varied	varied, usually natural feature	varied, but often natural	quarterstaff	oak twig or leaves
Var Shaal	NE	tiefplings, life, family	fire, demon*, devil*, healing	rapier	horned woman's head
Xonism	NE	undeath	nightmare*, undeath*	scythe	skeletal hand
VENERATE	AL	PORTFOLIO	DOMAINS	FAVORED WEAPON	SYMBOL
Dhazvok	N	war against heresy	destruction, strength war	spear (any)	red spear
Koliav	LN(E)	the underworld, the dead, and the forgotten	death, knowledge, trickery	heavy pick	black book
Laita	LN	rulership, collecting and destroying forbidden knowledge	law, magic, protection	morningstar	silver scepter
Makash	NG	family (motherhood)	earth, good, healing	halberd	green mountain
Perum	N	storms and warfare	air, luck, weather	longbow	fork of lightning
Rylos	CG	animals and non-sentient creatures	animal, plant, travel	battle axe	evergreen
Svarog	LG	smiths, builders, and craftsmen	artifice, fire, rune	warhammer	burning anvil

They take an aggressive stance against anyone who opposes their worldview and spend most of their time traveling the world seeking to perfect their combat techniques.

SANGUINE COVENANT

The Sanguine Covenant is the official religion of the Imperial Alliance. The Covenant is most powerful in the southern part of Alliance lands, but it is making progress in the Confederacy and Gavea. The Sanguine Covenant preaches of a single, all-powerful god called Tarac the Sanguine Lord. However, saying or writing the

Sanguine's Lord true name is heretical. The Covenant is an expansive, militant church that seeks the destruction of all daemons and heretics.

Daemons include evil outsiders, evil elementals, shapeshifters, and undead. Heretics are a vast grouping, including those who speak against the Covenant, those who pretend to represent the Sanguine Lord, and those who promote the worship or use of daemons. A special place is given to pagans who do not oppose the Covenant—they are considered to be merely misguided. Many druidic cults fall into this category.

Although the Covenant is a monotheistic religion, the Sanguine Lord is represented by seven greater beings called Venerates. Each Venerate communes with the Sanguine Lord and grants minor miracles. Just as the Sanguine Covenant is an intermediary between the faithful and the Sanguine Lord, the Venerates are the intermediaries between the Covenant and the Sanguine Lord.

SHAMANISM

Animism and shamanism are common in the less civilized areas of Exodus. These practices are not organized religions, but an umbrella group of a number of cults worshipping various aspects of nature.

Most such cults are local and have small followings. However, shamanistic cults sometimes rise to prominence, such as the Cult of the Dragon in Sametia.

The Sanguine Covenant does not persecute most of these cults, preferring to consider them pagan and, therefore, misguided. Other cults, however, are but fronts for dark groups such as the Brotherhood of Khayne

VAR SHAAL

The Var Shaal is not a deity as much as a being of great power. Var Shaal means "Cloud Seat" in Qijomi. The Var Shaal is a place deep in the Burning Lands where the tieflings believe all life began. The tieflings are like the Var Shaal's followers, as the being encourages the growth of the tiefling people by protecting mothers and their children. The blood of childbirth cakes the floors of Var Shaal's temples, and is never to be removed.

The rites of the Var Shaal are cruel and barbaric. Sacrifices, usually animal, are common. The tiefling creature is one of life and death, like a capricious parent. The Var Shaal does not allow male priests, only females.

Clerics of the Var Shaal gain access to the demon and devil subdomains found in the Advanced Player's Guide section of the *Pathfinder Reference Document*.

XONISM

Xonism is not so much a religion as a philosophy that was dreamed up and revealed by the necromancer Xon, now master of Unthara. Before he was killed by Confederate generals, Xon wrote a number of treatises

and tomes on his research into lichdom, filled with thoughts and commentary about the world.

Xonism preaches that the world is dying and that the people must embrace undeath to survive and thrive beyond the coming apocalypse. Priests of Xon travel the world seeking to gather parts of the Black Notebooks of Xon.

Ironically, the founder of the Xonists, Xon the Necromancer, is not associated with this philosophy. Though many see him as a great visionary, he has not been very friendly to the movement.

Xonism has been declared a heresy by the Sanguine Covenant. It is growing in Sametia and parts of Gavea. Very few Xonists operate openly.

Xonist clerics gain access to the nightmare and undeath subdomains found in the Advanced Player's Guide section of the *Pathfinder Reference Document*.

CLASSES IN NEOEXODUS

On Exodus, classes are often tied to a specific locale or involved with a specific culture, faction, or organization. This section gives a list of classes and describes how they are woven into the tapestry of life. This is not an exhaustive list, so players are encouraged to work with their GM to ensure that their character background is suitable and integrated into the campaign.

Alchemists: Alchemists are found throughout Exodus, as their skills are in high demand. The apothecary archetype in particular find their healing arts sought after by the Imperial Alliance member nations. They are often kidnapped during raids by the Janus Horde and made to ply their trade for the barbarians in the south. Alchemists of all types are common among the civilized nations, and many of the largest cities have colleges dedicated to the pursuit of alchemical knowledge.

Antipaladins: Thankfully rare, antipaladins remain scourges to be found among the darker religions of Exodus. Most antipaladins are members of the Brotherhood of Khayne, fierce zealots that keep the ritual fires burning within the jungles of Bal and their altars slicked red with sacrificial blood. There are reports that there exist some Xonist antipaladins, ardent followers of Xon's nihilistic philosophy of undeath, and that their most loyal become graveknights. Tiefling antipaladins are said to exist, meting out death at the command of Var Shaal's priestesses.

Arcanists: The desire to master the ways of magic is not uncommon, and those who follow it are not limited to any one area of Exodus. They can be found in the Dominion, where they study the bloodlines of the wyrdcasters, hoping to find clues to their unique magics so they might better understand magic as a whole. Some become wyrdcasters themselves. Arcanists of the Caneus Empire seek knowledge from the Kaga and research the Sorcerer-Kings of old. As a center of academic learning,

the city of Aremykh in Koryth is also home to arcanists seeking to increase their ability and knowledge.

Barbarians: The most common region to find barbarians is of course Sametia, home of the Janus Horde, where human and calisan alike learn to channel their rage and warlike natures. Barbarians are also prevalent in the jungles of the Reis Confederacy, where Balites fight fiercely for their imperatrix and the Confederacy. In the remote reaches of Koryth, the primal nature of the enuka manifests in the terrible anger and physical might of their barbarians.

Bards: Music and the arts are prevalent in all but the most bleak and remote areas of Exodus, and the spoken word is a mighty tool when it issues from the mouth of a highly trained individual. It is therefore no surprise that bards are in plentiful supply. From the dervish dancers of the Dominion to the court bards of the Caneus Empire, the street performer Cardosians of the Arman Protectorate Flatlands to the diligent archivists of the Imperial Alliance, those with bardic skill can always find themselves a way to make their skills pay. Prymidians lean toward this class, as the collection of knowledge has special appeal to the race.

Bloodragers: The powerful combination of raging martial prowess and sorcerous might is seen among the Janus Horde in Sametia, with bloodragers as horde leaders or elite shock troops. Bloodragers are also found in the Reis Confederacy, where their prestige is dwarfed only by the elite Panther Warriors.

Brawlers: The versatility of the brawler's offensive abilities makes the demand for their talents widespread in Exodus. Whether members of standing armies, mercenary companies, bandit troupes, or adventurers, they have a knack for adaptive combat, so they will always have ready work available.

Cavaliers: These mounted combatants are found in nearly all the nations of Exodus, either serving a government or religious order, or wandering the countryside as knights errant, plying their skills wherever there is need. Some of the High Guard of the Caneus Empire started as cavaliers before working their way into that prestigious calling. The flower of chivalry is often in the front ranks of any major battle.

Clerics: Clerics hold fundamental roles in Exodus, serving as the backbones of their religions. Found among all peoples great and small, the representatives of the divine powers do work as their deities command. Some serve the Sanguine Lord, vying in both the political and spiritual fields. Others are clerics of the Kaga, savior of humankind and keeper of knowledge. Still others paint altars red with the blood of victims offered up to Khayne. However they serve, clerics are an integral part of daily life.

Druids: These servants of nature, like clerics, are found throughout the land. From the jungles of Bal to the deserts of Cordel, these guardians of nature protect the

wilds and remind the civilized folk, hiding behind their city walls of the power of the wilds, and minister to those who live in harmony with nature. Given their close connection to nature, dalreans have many druids among their population.

Fighters: Likely the most common class of Exodus, fighters take numerous roles. Hardened mercenaries and brilliant army officers, private bodyguards and Imperial Men-at-Arms, gladiators and duelists—the need for those well trained in martial ways is always high. In the Arman Protectorate, specially trained fighters called peacekeepers serve both the state and the Sanguine Covenant.

Gunslingers: Firearms are the exclusive purview of the Arman Protectorate, who guard the distribution of such weapons jealously. The secrets of crafting these weapons is a carefully kept secret, one which the powers of the Protectorate will kill to keep. Any given gunslinger was most likely trained within the ranks of the Protectorate forces, whether they remained soldiers of the Protectorate or went freelance. Even independent operators keep the knowledge of manufacturing firearms to themselves, because they know traitors to the Arman Protectorate will soon find other loyal gunslingers coming for them.

Hunters: These wilderness warriors and their fearsome companions are quite common in the Reis Confederacy, and many go on to join the ranks of the elite Panther Warriors. Hunters of the Cordel Desert often have eagles or hawks as companions, allowing them to spot friend and foe among the dunes long before they themselves are seen. Hunters often work as scouts for various armies, moving ahead to ensure no enemy ambush or lurking monster catches the troops unawares.

Inquisitors: These defenders of the faith are fairly common in Exodus. They make a formidable arm of the church of the Sanguine Lord, taking the fight to enemy faiths, purging the land of fiends, and rooting out heretics among their own. The Cult of the Emissary has its own zealous inquisitors, all too eager to clash with members of the main faith, whom they see as heretics propping up the old, false order. The Order of the Kaga has its own inquisitors, protectors of humankind and guardians of their order's vast store of knowledge. Even among the various faiths of the dark god Khayne there are inquisitors, grim and bloody folk who deal carnage in his name.

Investigators: Exodus is full of wonders and mysteries, and there are investigators abroad to explore them. Specialized in exploration and uncovering lost and hidden lore, investigators have plenty of opportunity to keep busy. The ruins of ancient civilizations dot the landscape—remains of the lost realms of the Sorcerer-Kings, ancient cavian hives, even the dread remnants of the empire of the First Ones—and investigators often assist expeditions in plumbing the secrets and hidden treasures of such places. Often, local governments will

retain investigators for special duties, such as puzzling out mysterious murders or especially cunning robberies so the culprits can be brought to justice.

Machinesmiths: Crafters of wonders based in both science and magic, machinesmiths are much in demand. They have guilds and unions in every civilized nation, the largest guild being the Forgers' Guild in the Arman Protectorate. The Forgers' Guild crafts the artillery and war golems that form the backbone of the Protectorate's military might. Machinesmiths everywhere help to build and maintain defenses, civic infrastructure, and buildings. So long as Protectorate secrets are not divulged, everyone can benefit from the unique talents of the machinesmiths.

Magi: Combining martial might with arcane prowess is a popular path in Exodus for those with the innate talent and dedication to training. In the Dominion, where magic is a ready weapon and the heat forbids heavy armor, a magus wielding both scimitar and spell is a common sight. A magus is a welcome sight in southern Unthara, whose people can use any and all assistance against the threat of the quickslavers. Some magi join the Imperial Men-at-Arms, supporting the Alliance and protecting its dignitaries.

Monks: The prime example of monks in Exodus are the Janissaries, an ascetic order that keeps the peace within the Imperial Alliance and combines martial prowess with psionic ability. It is said that the Brotherhood of Khayne in southern Unthara has started its own order, founded by a Janissary traitor, to counter the threat of the Janissaries. Small orders and schools can be found in Exodus, but they are rare. The mysterious island of Xao is said to be home to some of the oldest and most prestigious monasteries in the world.

Ninjas: Ninjas are virtually unknown on the main continent of Exodus, which has no end of rogues to fill the niche served by the ninjas. On Xao, the Isle of Silk and Iron, however, ninjas see vast use in conflicts among warlords and noble houses.

Oracles: Oracles are most often seen outside of the older organized religions. In Sametia they are common among the Janus Horde, serving as the mouthpieces for the Cult of the Dragon, and some bear the brand of the Lawgiver. They can also be found among the Emissarites of the Abaddon River Basin, spreading the word and will of the Emissary and his version of the worship of the Sanguine Lord. Some do not associate themselves with the cults, but instead teach their own version of spirituality to whoever will listen as they wander the world. Such ways are seen as heretical by the Sanguine Covenant, and oracles risk catching the attention of those members who seek to correct such heresy.

Paladins: These holy warriors have a solid place among the Sanguine Covenant, serving the Sanguine Lord and swearing allegiance to a particular Venerate—Laita,

Makash, or Svarog. Others are sworn to protect and preserve the Caneus Empire, the Dominion, or the ideals of the Imperial Alliance. Others are freelancers, roaming wherever they are needed and lending their might to defeat whatever evil is plaguing the populace.

Psions and Psychic Warriors: Those with developed powers of the mind bear special consideration. The majority of human beings that develop psionic ability serve in Section Omega, an organization designed to detect those with such abilities and bring them under control. Psionic humans who are not part of Section Omega are often hunted fugitives, though many flee to the Reis Confederacy, out of the reach of the organization. Cavians often become psions, given the strong telepathic and clairvoyant abilities that manifest in all members of their race. Many cavians are members of Section Omega. Those that are not usually live and operate outside of that organization's reach, or operate secretly, risking being found and forced to choose between serving in Section Omega or having their abilities rendered inoperable; there is no third choice that leaves the psion alive.

Rangers: Rangers serve many roles in Exodus. They can be advance scouts or skirmishers for armies, bounty hunters, trackers and hunters serving communities, or wardens and protectors of the natural world. Many of the elite Panther Warriors of the Reis Confederacy are raised up from the ranks of rangers in the country's army. The Phoenix Guard uses independent squads of rangers in guerrilla attacks against Imperial Alliance strongholds, settlements, and temples that do not follow the Emissary.

Rogues: This class is ubiquitous, from the pickpockets and street gangs of large cities to the roadside bandits and taproom con artists of the highways and rural areas. Rising above the common rabble are the guild masters who oversee crime in all its facets within their territory; the adventuring rogue who can bypass deadly traps and foil enemies in the pursuit of wealth and knowledge; the master thief whose legends are exceeded only by the wealth they acquire by securing priceless gems and works of art from supposedly impenetrable vaults and treasuries.

Samurai: These warriors are rarely found in mainland Exodus, as their role is filled by cavaliers. On the island of Xao, however, samurai are woven into the political and social fabric of society, taking leadership roles upon the battlefield and in the political arena.

Shamans: This class is often found among those peoples and races considered less civilized. In Sametia among the Janus Horde, shamans—human and calisan alike—can be found ministering to spiritual needs. Even on the fringes of civilization, there are those who gravitate to the old ways, heedless of the politics and religious movements closer to the hub. Shamans readily minister to these folk as well, mediating between the spirits and the material world.

Skalds: Where there is battle, there are skalds. Scholars of the art of war and the wind that billows the sails of violence, skalds are found on the front lines, inciting the troops to ready for a bloody clash of arms. When the battle is over, skalds are equally at home, singing tales of glory and victory in taverns and banquet halls, or researching historical battles in libraries and archives. They are held in high esteem in Sametia, and are often found on the vanguard of Horde groups moving against their enemies.

Slayers: Proficient at quick and deadly engagements, slayers are often used in situations requiring surgical strikes, including assassinations. Many slayers work as bounty hunters, usually when the quarry need not be returned alive. They can be used on the battlefield in small, elite strike forces, sent to eliminate enemy leaders or spellcasters. Some skalds of a more religious bent serve the Sanguine Covenant, joining the ranks of the daemonslayers, dedicated to eradicating evil fiends and loathsome undead. Still others become Covenant purifiers, charged with bringing a bloody end to heretics and other mortal enemies of the faith.

Sorcerers: Working the magic that flows in their veins, eschewing formal arcane training and shaping the power with sheer presence and personality, sorcerers are found far and wide throughout Exodus. Some of their power comes from those who carry the bloodline of the Sorcerer-Kings of old, though none can boast of the great power held by their ancestors. Dragon-blooded sorcerers are of course held in high esteem in Sametia among the Cult of the Dragon, often assuming positions of leadership. Many cyneans are sorcerers, as their mystical crystalline bodies are natural storehouses and conduits of magical energies.

Summoners: Though more specialized than sorcerers and wizards, summoners are in no less demand. Their eidolons and summoned creatures can be of great use on the battlefield, in exploration, and in defense of the populace. Certain summoners even take religious roles among more shamanistic or cultish peoples, serving as leaders whose eidolons are considered physical manifestations of the spirits or powers those groups revere.

Swashbucklers: Relying on speed, agility, and skill at arms—not to mention luck—swashbucklers employ a martial style of use in many situations. Some work as professional duelists, standing in as champions in personal disputes. Others are naval combatants, plying the waters on ships as guards or pirates, or marines in the coastal blockade protecting the mainland from the dangers of Unthara. Tieflings, p'tan, and sasori often gravitate towards being swashbucklers, appreciating the quick and fluid style it affords.

Warpriests: Clashes between religions are frequent in Exodus, and all the major religions boast warpriests. In the Sanguine Covenant, warpriests are often followers of the Venerate Dhazvok, who spearheads the Covenant's

war against heresy. Likewise, the Brotherhood of Khayne fields black-armored warpriests to cut down its enemies and capture victims for its sacrificial altars. The female warpriests of the Var Shaal are likewise ruthless in their pursuit of sacrifices. In the Arman Protectorate, warpriests in service to the Venerate Rylos are boons on the battlefield, bringing their martial might and priestly magics to bear against the heathens of the Janus Horde.

Witches: Usually found in remote, rural areas and the wilderness, witches often serve roles similar to those of shamans, oracles, and druids, healing the sick and warding against magics or diseases. Other times they are the bogeys of legend, terrorizing locals with their mystical powers for their own amusement, extortion, or some other goal known only to the witch and her mysterious patron. Malicious or benign, witches run the risk of attracting the attention of the Sanguine Covenant, who consider their ways misguided paganism at best, and at worst heresy, for consorting with strange powers.

Wizards: Dedicated scholars of magic, wizards can be found among all walks of life. Some sequester themselves in the cities' great universities, poring over lore to advance their powers. Others take on more active lives, serving with the military, going on missions to explore strange lands or ruins. Some are simple hedge wizards, helping their remote communities with spells and potions in exchange for a modest living. Whatever the case, their stores of knowledge and displays of power can earn them respect and prestige throughout Exodus.

CHARACTER OPTIONS

BASE CLASSES

ALCHEMIST

DISCOVERY

The following discovery can be taken by any alchemist who meets the prerequisites.

Pressurized Flasks (Su): You have found a way to pressurize the containers used for your alchemical splash weapons and bombs, causing their contents to be expelled with much greater force.

This discovery increases the splash radius of all splash weapons by 5 feet (e.g., a 5-foot splash radius becomes a 10-foot splash radius). This bonus only applies to splash weapons created by an alchemist with this discovery. Therefore, looted or purchased splash weapons do not benefit from this discovery, except in special circumstances (GM's discretion).

An alchemist must be at least at least 8th level to take this discovery. This discovery can only be taken once. Alchemists using pressurized flasks without the precise bombs discovery will often find themselves caught in their own splash radius.

GUNSLINGER

The gunslinger class found in the *Pathfinder Resource Document* is available to NeoExodus characters. However, it has the following restriction.

Special: Only those with Protectorate affinity may take this archetype without incident. Those without the Protectorate affinity are marked for assassination by the Forgers' Guild.

ORACLE

Oracles who take the tongues curse can add the following languages to their list of possible languages: Aneishi, Khaynite, and Sobeka.

NEW ARCHETYPES

ALCHEMIST: APOTHECARY

In the turbulent world of Exodus, healers are in high demand. Wars, border skirmishes, raids, and rampaging monsters bring disease, misery, and death. Though clerics wield powerful healing magic, most of them demand conversion or at least lip service to their deity.

The apothecaries do not ask such devotion, offering their services for coin and barter. Apothecaries are found in every great house and in imperial service. With the Unification, apothecaries have been given the freedom to travel across all member states.

The Janus Horde in particular seeks them, and many apothecaries have been kidnapped and taken to Sametia.

Healing Salve (Su): By mixing magical extracts, an apothecary may heal 1d6 points of damage from a living subject for every 1d6 points of damage dealt by his bomb. Each use of a healing salve counts as using a bomb. This ability replaces the alchemist's mutagen ability.

Swift Healer (Ex): As a move action, an apothecary may give potions or healing salves to others. As a swift action, an apothecary may use a healing salve on himself. This replaces the alchemist's swift poisoning ability.

Instant Alchemy (Ex): At 18th level, an alchemist can create alchemical items with almost supernatural speed. As a full-round action, he may create any alchemical item if he succeeds on a Craft (alchemy) check and has the appropriate resources at hand. As a swift action, he may give a healing salve to another.

BARBARIAN: FIST OF THE DRAGON

The Janus Horde did not slowly descend into barbarism. Some of its warriors embraced it or even went beyond. Looking to stories of the past, they sought the most powerful beasts found on Exodus, the dragons, slaughtered them, and drank of their blood. These warriors became the Fists of the Dragon.

When a character becomes a fist of the dragon, he must select a dragon to draw his power from.

If the character has the Draconic Bloodline feat or has draconic bloodline sorcerer levels, he must choose the same dragon chosen for the feat or bloodline.

Special: Only characters with the Sametian affinity may take this archetype.

Color	Energy Affinity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold

Blood of Dragons: A fist of the dragon adds his class level to his draconic bloodline to determine his bloodline powers. If he does not have a sorcerer level



or has chosen another bloodline, this ability has no effect. If he takes a level of dragon disciple, his levels stack.

Similarly, a fist of the dragon adds his draconic bloodline sorcerer levels or dragon disciple levels to his class level for any ability that depends on level.

Rage Powers (Ex): The fist of the dragon gains the following additional rage powers. Unlike usual rage powers, those powers are gained at the level given in the description.

Draconic Wrath (Su): While the fist of the dragon is raging, his wielded weapon inflicts +1 damage of the type of his energy affinity. This ability replaces the rage power at 2nd level.

Draconic Skin (Ex): While raging, the fist of the dragon gains natural armor equal to a quarter of his class level (minimum 1). This ability replaces the rage power gained at 6th level.

Draconic Resistance (Ex): The fist of the dragon gains energy resistance to his energy affinity equal to his class level. This ability replaces the trap sense ability.

CLERIC: CLERIC OF THE KAGA

The Kaga has clerics that serve their community, maintain a shrine, and catalog and record everything they see and hear for their lord. Clerics of the Kaga do not gain their power from a divine source, but rather from an arcane source.

Skills: Clerics of the Kaga replace Heal with Use Magic Device as a class skill.

Arcane Caster: Clerics of the Kaga are considered arcane casters, though they still gain spells and select domains like clerics do.

Clerics of the Kaga may use their cleric level to qualify for any feat, prestige class, or other option as though they were arcane casters. They do not qualify for any such requirement that requires them to have divine caster levels.

For example, a cleric of the Kaga 5 / fighter 1 would qualify for the eldritch knight prestige class, but a cleric of the Kaga 3 / wizard 3 would not qualify for the mystic theurge prestige class.

Though they are arcane casters, clerics of the Kaga do not risk arcane spell failure on their cleric spells.

Arcane Bond: A cleric of the Kaga forms a bond with an implement or familiar like a wizard does. Levels in wizard and cleric of the Kaga stack to determine these benefits. This ability replaces the cleric's ability to channel positive or negative energy.

FIGHTER: PEACEKEEPER

Taken in their childhood and trained to serve the Arman Protectorate and the Sanguine Covenant, peacekeepers

look for heretics and opponents of the regime. They are expected to be at the forefront of any conflict that threatens their homeland or their faith. Though extremely devoted to the Sanguine Covenant, peacekeepers are not welcome outside of the Protectorate.

Special: Only characters with Protectorate affinity may take this archetype.

Skills: A peacekeeper replaces Knowledge (dungeoneering) with Knowledge (religion) as a class skill.

Diligent (Ex): At 3rd level and again at 7th, 11th, 15th, and 19th level, a peacekeeper may select one of the following diligences. Unless specified, using a diligence is a swift action. A diligence may be taken more than once, each time after the first granting another use per day (where applicable). This ability replaces armor training 1–4 and armor mastery.

All Is Possible Through Faith (Su): The peacekeeper gains a bonus to CMD equal to her class level for 1 round. This ability can be used once per day.

Combat Training: The peacekeeper gains a combat feat.

Faith Is a Mountain (Su): The peacekeeper gains a bonus to CMD equal to her class level for 1 round. This ability can be used once per day.

Fiery Speech (Su): If a peacekeeper spends at least 5 minutes before a battle speaking to her troops, they gain a bonus to their first saving throw equal to half the peacekeeper's class level. This ability can be used once per day.

Fanatical Leader (Su): A peacekeeper does not take a penalty for her reputation as long as her cohort is from the Protectorate and worships the Sanguine Covenant. The peacekeeper also does not take penalties for frequently moving around or causing the deaths of followers.

Religious Fervor (Ex): Once per day, a peacekeeper may enter a religious trance that lasts for a number of rounds equal to 3 + the peacekeeper's class level. While in a trance, the peacekeeper cannot cast spells, but gains a +2 sacred bonus to attack rolls, weapon damage, and Will saves against mind-affecting spells.

Shield of Faith (Sp): As a move action, a peacekeeper may call upon the power of the Sanguine Lord to protect her. This acts as a *shield of faith* spell with a caster level equal to her class level.

Zealous Argument (Su): By invoking the power of the Sanguine Lord, a peacekeeper adds her class level to any Charisma-based check. This ability can be used once per day.

MONK: JANISSARY

Born of the Twilight War, the Janissaries are a monastic order dedicated to peace on Exodus. Helped by psionic relics found deep in the fortress of Aremyhk, the Janissaries are the face and the left hand of the Imperial Alliance.

Janissaries are known to break magical attacks and to impose truces where no resolution seems possible. A Janissary is as much a diplomat as a trained warrior and psion.

Psionic Training (Su and Sp): At 1st level, a Janissary's psionic training gives him a psionic aura that unnerves non-sentient beings. Creatures with an Intelligence score of 2 or less avoid the Janissary. A Janissary suffers a permanent -4 penalty to Handle Animal checks but gains a +4 bonus to Intimidate checks against such creatures. This training allows the Janissary to cast *charm person* once per day for

every 5 class levels (minimum 1/day) as a spell-like ability. This ability replaces the bonus feat at 1st level.

Mind Over Magic (Su): At 4th level, a Janissary may spend 1 ki point to add a +2 insight bonus to any saving throw he must make. He must declare that he is using this ability before rolling. The bonus increases to +3 at 6th level, +4 at 8th, +5 at 10th, +6 at 12th, +7 at 14th, +8 at 16th, +9 at 18th, and +10 at 20th. This replaces the slow fall ability.

Command Truce (Su): At 5th level, once per day, a Janissary may command non-Janissaries. By spending 1 ki point and making an Intimidate check (DC 10 + level of the highest-level opponent + that opponent's Wisdom modifier + 1 for every 5 opponents involved in the struggle), a Janissary may impose a truce between fighting parties. This ability does not affect creatures with an Intelligence



score of 2 or less. Imposing a truce on intelligent non-humanoids increases the DC by 5.

This truce lasts for 1 minute, but is broken if the Janissary or any member of his party pulls a weapon, casts a spell, or does anything else considered threatening. Once the truce is active, a Janissary may continue it by spending another ki point, which does not allow another saving throw. During the truce, both sides are considered unfriendly but unwilling to start hostilities.

This ability replaces the high jump ability.

LANGUAGES OF EXODUS

There are many languages one can find in Exodus.

Language: The common name of the language. Many languages have local dialects.

Used in/by: The location where and people who most commonly speak the language.

Status: The current status of a language, active or dead. An active language is spoken frequently, and finding a teacher or speaker of the language is not difficult. A dying language was once more common, but has been declining. These languages are commonly found in tomes and ancient materials, and fluent speakers are more common in academic institutions and librarians. A dead language is no longer actively spoken. It is commonly found in ruins and ancient, dusty books. Few speakers of the language can be found, and the language is often easier to understand through magical means.

Script: The alphabet most commonly used when writing the language. Some languages do not have a written script.

Ancient Arman: Ancient Arman is the language of the human tribes that inhabited the island of Ablis. Ancient Arman is simple and well adapted to giving directions and command, but is poorly adapted to extended academic or philosophical discussions.

LANGUAGES

Aneishi: This language is a complex series of clicks and hisses given context by an equally elaborate array of gestures and pheromones. Humanoids can, at best, only approximate this method of communication. Aneishi write very little, but use the Exodite alphabet when they need to. On the surface, Aneishi is a dead language.

Balite: Balite is the name given to a number of languages spoken in the Reis Confederacy. It is not a single language, but a pidgin of many local tongues. Although the Confederation seeks to root out this language, it is used more than the Common tongue in many parts of the Confederacy. Balite has no written form, although it has been approximated in the Common alphabet. The Caliban tongue is a major part of this

language, and anyone who is described as speaking Caliban understands Balite, and vice versa.

Cavian: The cavians have a language of their own, composed of squeaks and yelps. Few cavians speak Cavian today, preferring to communicate telepathically.

Common: The Common tongue is spoken throughout the mainland of Exodus. As its name implies, it is a language formed of the union of many local languages and dialects. However, travelers frequently have difficulty understanding local accents, and nearly every major human city has its own dialect. Many academics snub the Common tongue as too vulgar.

Cynean: Like the cyneans themselves, the Cynean tongue is very precise, must be spoken slowly, and lends itself to long and detailed discussions. Many arcane books are written in Cynean, as it is much loved by academics.



Enukan: Like the enuka themselves, their language is simple but highly accurate. Grunts, roars, and snarls form the basics of Enukan. Enuka do not like when others learn their tongue. Enukan once had its own alphabet, but today there is no one who can read the few runes remaining. What little is written in Enukan now uses the Common alphabet.

Exodite: The Exodite language is the common tongue of the First Ones. It has been proposed that Common came as a way to replace Exodite. Exodite seems to be a dead language.

Gavean: Gavea developed separate from the mainland, and so did its language. While Gavean shares a few words with Common, Nasian, and Qijomi, it is not close to any of them. Gavean is spoken only on Gavea. Its script is extensive and overcomplicated to most Common-speakers. Outside of Gavea, the language is considered dead.

Khaynite: The Khaynite language is closely related to Abyssal, the language of the primordial demons. Khaynite is an extensive language, but it does have a simplified, more concise version. Khaynite is the language of the Khaynites and the language of the holy texts of Khayne. Outside of those two groups, it is considered a dead language.

Nasian: The language of the ancient humans of Nas, Nasian is a mixture of Exodite and Cavian. It was abandoned shortly after the War of Mind and Magic in favor of Common. Nasian used the Cavian alphabet.

Prymidian: Prymidians have their own language, which they employ strictly for scholarly debate among themselves. Because it is known only in closed scholarly circles, the Prymidian language is considered a secret language, like Druidic. For that reason, Prymidian is treated as a dead language.

Qijomi: Qijomi is an ancient language found only in the Dominion. It is a mixture of Exodite, Infernal, Sasori, and Sorcerous, but has evolved beyond those languages. It is a guttural language with a flowing script.

Sasori: Sasori communicate amongst themselves with a complex series of sounds, gestures, and pheromones. Other humanoids have difficulty deciphering this language, much less reproducing it. The sasori never write in their language.

Sobeka: Sobeka was the language of First Ones' reptilian slaves such as the kobura and kroca. This language is designed for non-humanoid mouths. It is a simple language well suited to give—or take—orders.

Sorcerous: The language of the Sorcerer-Kings of Abaddon has faded into history, though it was a major influence in the creation of Common. Sorcerous was very close to arcane magics of the world. Today, it is occasionally used to write arcane treatises, when writing in Cynean would make the text too long.

NEW BASE CLASS: MACHINESMITH

Machinesmiths walk in two worlds, using science and magic to invent new and powerful devices. Above all else, they are makers of wondrous things. The quest to perfect their next great invention drives them to become masters of many talents. From enchanting engines to advanced mathematics, the machinesmith brings together both magic and technology to realize his vision. Whether forging a simple blade or building a mechanical man, machinesmiths take pride in producing only the best.

Some machinesmiths craft machines that save time and labor, helping them in their research and benefiting all. Others use their scientific skills to build weapons of destruction, domination, or defense. While any smithy can make a finely crafted item, machinesmiths add their own magical essence, what they call mobius energy, making their creations into marvelous contraptions with astounding abilities.

Role: Machinesmiths travel to pick up new, interesting skills as well as raw materials.

Unused to either huge or delicate machines with hissing steam and arcing electricity, common people find machinesmiths disconcerting at the least and often frightening. Machinesmiths' ability to create magic items and useful devices make them well loved by adventuring parties. A group with a machinesmith seldom lacks the equipment they require.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 3d6 × 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The machinesmith's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Machinesmiths are proficient with all simple weapons and repeating crossbows. They are also proficient with light armor, but not with shields.

Crafter (Ex): A machinesmith adds half his class level (minimum 1) to Craft checks.

LANGUAGES OF EXODUS

Language	Used in/by	Status	Script
Ancient Arman	Arman scholars	Dying	Arman/Common
Aneishi	Aneishi	Active	Exodite
Balite	Reis Confederacy	Active	None/Common
Cavian	cavians	Active	Cavian
Common	everywhere	Active	Common
Cynean	cyneans	Active	Common
Eukan	enuka	Active	Limited/Common
Exodite	First Ones, Exodites	Active	Exodite
Gavean	Gaveans	Active	Gavean
Khaynite	First Ones, Khaynites	Active	Abyssal
Nasian	Caneus Empire	Dying	Cavian
Prymidian	prymidians, academics	Dead	Prymidian
Qijomi	Dominion	Active	Qijomi
Sasori	sasori, spies	Active	None
Sobeka	kobura, sobeka	Active	Exodite
Sorcerous	Sorcerer-Kings	Dead	Sorcerous

REGIONAL LANGUAGES OF EXODUS

Region	Starting Languages	Additional Bonus Languages
Arman Protectorate	Common	Ancient Arman, Sorcerous
Caneus Empire	Common, Nasian	Cavian
Dominion	Common, Qijomi	Sasori
Gavea	Common, Gavean	Cynean
Janus Horde	Common	Ancient Arman, Nasian, Qijomi
Koryth	Common	Balite, Nasian
Reis Confederacy	Common, Balite	Caliban, Eukan
Unthara	Common	Exodite, Gavean, Khaynite

Prototypes (Su): Machinesmiths can forge steel and manufacture ordinary items superior to those made by mundane masters at their craft. But machinesmiths' true power comes from imbuing what they make with mobius energy, creating prototypes that can mimic certain spells.

A machinesmith can manufacture a small, handheld prototype, and then imbue it with mobius energy before activating it. Prototypes behave in some ways like spells, and so their effects can be dispelled by effects like *dispel magic* or resisted with spell resistance, using the machinesmith's level as the caster level. Feats, traits, and other abilities that alter or improve spells do not otherwise affect prototypes. Prototypes known may be used in creating magic items as if they were spells known.

A machinesmith can create a limited number of prototypes of each level per day. His base daily allotment of prototypes is given on **Table: Machinesmith**. He receives bonus prototypes per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day.

When a machinesmith imbues a prototype with mobius energy, he infuses the machine with magic siphoned from his own magical aura. A prototype immediately becomes inert if it leaves the machinesmith's possession, reactivating as soon as it returns to his keeping. As such, a machinesmith cannot pass out his prototypes for allies to use.

A prototype, once created, remains potent for 1 day before becoming inert, so a machinesmith must re-make his prototypes every day. Making a prototype takes 1 minute of work. Most machinesmiths prepare many prototypes at the start of the day or just before going on an adventure, but it's not uncommon for a machinesmith to keep some or even all of his daily prototype slots open, so he can prepare prototypes in the field as needed.

If the machinesmith is interrupted while preparing a prototype, he must succeed on a concentration check, or else use up the prototype slot. Although the machinesmith doesn't actually cast spells, he does have a prototype list that determines which prototypes he can create.

A machinist can utilize spell-trigger items if the spell appears on his prototype list, but not spell-completion items (unless he does so with Use Magic Device). When a prototype is released, it duplicates the spell upon which it is based. Any effect based on caster level uses the machinist level.

Creating prototypes consumes raw materials, but machinists regularly collect odd bits and pieces of scrap in their travels, making the cost of these materials insignificant, comparable to the valueless



material components of most spells. They only require their trusty set of artisan's tools and a blueprint book to construct a prototype.

If a spell normally has a costly material component, that component is expended during the consumption of the respective prototype. A machinist can prepare any prototype found within his blueprint book. Blueprints are the directions for creating prototypes, akin to inscribed spells or scrolls, that only machinists can decipher.

To learn or use a prototype from a blueprint, a machinist must have an Intelligence score of at least 10 + the prototype's level. If a machinist's prototype prompts a saving throw, its DC is 10 + the prototype level + the machinist's Intelligence modifier.

A blueprint book may hold any number of prototype blueprints. The machinist must refer to his blueprint book, as a wizard refers to their spellbook, whenever he prepares a prototype but not when he consumes it.

A machinist begins play with two 1st-level prototype blueprints of his choice, plus a number of additional blueprints equal to his Intelligence modifier. At each new machinist level, he gains one new blueprint of any level that he can create. Adding a blueprint to his collection has the same costs and time requirements as a wizard adding the respective spell to her spellbook.

A machinist can study a wizard or magus's spellbook to learn any blueprints equivalent to spells contained. A wizard or magus, however, cannot learn a spell from a blueprint. A machinist does not need to decipher arcane writings before copying them.

Repair (Su): A machinist can fix broken items with a mere touch. This acts the same as the spell *mending*, with a few exceptions. The machinist repairs 1d6 damage plus 1d6 damage for every odd machinist level beyond 1st level (2d6 at 3rd, 3d6 at 5th, and so on). The machinist can repair a number of times per day equal to 3 + his Intelligence modifier. Unlike *mending*, this ability can heal constructs.

Greatwork (Su): To craft grandiose examples of their art, machinists create permanent energy sources called mobius cores, which they use to power their most cherished creations. Machinists do not create a mobius core lightly, for it means they must entrap a piece of their magical essence outside their body.

At 1st level, a machinist can create a mobius core to power a greatwork. Machinists know of three common types of greatworks, but there may be more. At 5th and every 5 levels thereafter, the

MACHINESMITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Prototypes per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+2	+2	+0	Crafter, Greatwork, Prototypes, Repair 1d6	1					
2	+1	+3	+3	+0	Machinesmith Trick, Trapfinding	2					
3	+2	+3	+3	+1	Crafting Expertise, Repair 2d6	3					
4	+3	+4	+4	+1	Machinesmith Trick	3	1				
5	+3	+4	+4	+1	Repair 3d6, Upgrade	4	2				
6	+4	+5	+5	+2	Machinesmith Trick	4	3				
7	+5	+5	+5	+2	Axiom, Repair 4d6	4	3	1			
8	+6/+1	+6	+6	+2	Machinesmith Trick	4	4	2			
9	+6/+1	+6	+6	+3	Repair 5d6	5	4	3			
10	+7/+2	+7	+7	+3	Upgrade Machinesmith Trick	5	4	3	1		
11	+8/+3	+7	+7	+3	Repair 6d6	5	4	4	2		
12	+9/+4	+8	+8	+4	Machinesmith Trick	5	5	4	3		
13	+9/+4	+8	+8	+4	Repair 7d6	5	5	4	3	1	
14	+10/+5	+9	+9	+4	Machinesmith Trick	5	5	4	4	2	
15	+11/+6/+1	+9	+9	+5	Repair 8d6, Upgrade	5	5	5	4	3	
16	+12/+7/+2	+10	+10	+5	Machinesmith Trick	5	5	5	4	3	1
17	+12/+7/+2	+10	+10	+5	Repair 9d6	5	5	5	4	4	2
18	+13/+8/+3	+11	+11	+6	Machinesmith Trick	5	5	5	5	4	3
19	+14/+9/+4	+11	+11	+6	Repair 10d6	5	5	5	5	5	4
20	+15/+10/+5	+12	+12	+6	Master Upgrade, Machinesmith Trick	5	5	5	5	5	5

MECHANUS

Class Level	HD	Base Attack Bonus	Save	Armor Bonus	Str/Dex Bonus	Special
1	1	+1	+0	+2	+0	
2	2	+2	+0	+2	+1	Share Trick
3	3	+3	+1	+3	+1	
4	3	+3	+1	+3	+1	
5	4	+4	+1	+4	+2	1st Upgrade
6	5	+5	+1	+4	+2	
7	6	+6	+2	+5	+3	Share Trick
8	6	+6	+2	+5	+3	
9	7	+7	+2	+6	+3	
10	8	+8	+3	+6	+4	2nd Upgrade
11	9	+9	+3	+7	+4	
12	9	+9	+3	+7	+5	Share Trick
13	10	+10	+3	+8	+5	
14	11	+11	+4	+8	+5	
15	12	+12	+4	+9	+6	3rd Upgrade
16	12	+12	+4	+9	+6	
17	13	+13	+4	+10	+7	Share Trick
18	14	+14	+5	+10	+7	
19	15	+15	+5	+11	+7	
20	15	+15	+5	+11	+8	Master Upgrade

machinesmith upgrades his greatwork, reflecting his growing skill and power.

Upgrades must be performed in order, and the machinesmith must meet the level requirements for each upgrade taken. The capabilities granted by all upgrades stack. When installing a new upgrade, the machinesmith may reconfigure old design decisions, such as damage types, made during previous upgrades unless otherwise noted.

Unless otherwise stated, only the machinesmith who created the greatwork knows the intricacies of the operating the machine. Spell-like abilities granted by a greatwork use the operator's levels in machinesmith to determine their effects.

Machinesmiths tinkers with their greatworks constantly. They initially create greatworks during their spare time, even the minimal downtime during adventuring. However, if a greatwork is destroyed, the machinesmith must start over. Remaking a destroyed greatwork requires working for 8 hours uninterrupted, plus 8 hours for each upgrade. In all other respects, this resembles the process for crafting a magic item.

If a greatwork is lost and cannot be found and destroyed by the machinesmith, he can sever the connection between his mobius energy and the greatwork, rendering it inert, 1 day after it is lost.

Analyzers: Machinesmiths that prize knowledge or their surroundings build an analyzer, a device which communicates audio and visual information to the machinesmith. Using an analyzer is a standard action. All analyzers are Tiny, have AC 10 (when not held), hardness 5, and 10 hit points. It can be held or worn. If worn, it fills the magic item slot for either eyes (goggles) or wrist (bracer).

The machinesmith can use some analyzer powers at will, while others expend charges. These charges return automatically if the analyzer is not used for 8 consecutive hours. An analyzer has charges per day equal to 1/2 the machinesmith's level (minimum 1) + his Intelligence modifier.

Base Analyzer: While wearing an analyzer, the machinesmith adds half his class level (minimum 1) to all Knowledge (arcana) checks, and while wearing it on his eyes he gains darkvision up to 60 feet. Wearing the analyzer grants the following at-will spell-like abilities—*detect magic* and *detect poison*; and by spending 1 charge—*deathwatch* and *true strike*.

Analyzer Upgrade 1: After adding this upgrade, the machinesmith adds half his class level (minimum 1) to all Knowledge (dungeoneering), Knowledge (engineering), Knowledge (geography), Knowledge (nature), and Knowledge (planes) checks while wearing an analyzer. Wearing the analyzer grants

the following at-will abilities: *detect secret doors* and *detect undead*; 1 charge—*arcane sight* and *identify*.

Analyzer Upgrade 2: After adding this upgrade, the analyzer gains the scent ability. Wearing the analyzer grants the following spell-like abilities: 1 charge—*detect evil, good, chaos, or law, detect animals or plants* or *snares and pits*; 2 charges—*clairaudience/clairvoyance*.

Analyzer Upgrade 3: After adding this upgrade, wearing the analyzer grants the following spell-like abilities: 2 charges—*detect scrying*; 3 charges—*analyze dweomer, prying eyes, scrying, tongues*.

Analyzer Upgrade 4: After adding this upgrade, the machinesmith gains the tremorsense ability out to 80 feet while wearing his analyzer. Wearing the analyzer grants the following spell-like abilities: 3 charges—*find the path, foresight, greater scrying, moment of prescience*. Additionally, a machinesmith wearing his analyzer may spend 3 charges to escape a *maze* spell as though he had succeeded on his Intelligence check.

Mechanus: Many machinesmiths create automatons capable of performing a host of duties. Whether a servitor is created from intricate clockwork or steam-driven pistons, it has the same capabilities. Unless granted a master upgrade, a mechanus is an unintelligent construct that follows the machinesmith's instructions unflinchingly.

Base Mechanus: Upon creating the mechanus, the machinesmith chooses the machine's base form from the following four types. This form may not be altered upon upgrades.

Aquatic: **Size** Medium; **Speed** 20 ft., **swim** 40 ft.; **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 16, Dex 12, Con —, Int —, Wis 10, Cha 1

Humanoid*: **Size** Medium; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** slam (1d8); **Ability Scores** Str 16, Dex 10, Con —, Int —, Wis 10, Cha 1

Quadruped/Tracked/Wheeled: **Size** Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** slam (1d8); **Ability Scores** Str 14, Dex 14, Con —, Int —, Wis 10, Cha 1

Serpentine: **Size** Medium; **Speed** 20 ft., **climb** 20 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 16, Con 13, Int —, Wis 10, Cha 1

The mechanus also gains the statistics bonuses gained by the machinesmith listed in **Table: Mechanus**.

*A biped has arms and hands.

Bonus HP for Size

Medium: 20

Large: 30

Huge: 40

Class Level: This is the character's machinesmith level.

HD: This is the total number of d10 Hit Dice the mechanus possesses. Do not apply a Constitution modifier to the mechanus's hit points.

BAB: This is the mechanus's base attack bonus.

Saves: These are the mechanus's saves. As a construct, the mechanus has no good saves.

Armor Bonus: This is the mechanus's base total armor bonus. This number is modified by the mechanus's base form. A mechanus cannot wear armor of any kind, as armor interferes with the machinesmith's ability to operate the mechanus. A machinesmith can, however, enchant his mechanus's body as if it were armor. If the mechanus is destroyed, it loses any enhancements on it, so it must be enchanted again.

Str/Dex Bonus: Add this modifier to the mechanus's Strength and Dexterity scores given by its base form. Some upgrades and machinesmith tricks may modify these scores.

Share Trick (Ex): At 2nd level, the machinesmith selects a known machinesmith trick to share with his mechanus. The mechanus gains the benefit of this trick as long as it is within 5 feet of its machinesmith. If the machinesmith shares a gadget, the mechanus uses its own abilities to determine the gadget's effects, except for saving throw DCs, which are all calculated from the machinesmith's abilities. At 7th level and every 5 levels thereafter, the machinesmith can select another known trick to share.

Mechanus Upgrade 1: Adding the first upgrade to a mechanus creates a telepathic link between the machinesmith and his creation. As a free action, they can mentally communicate across any distance while on the same plane. Also, the machinesmith may increase his mechanus by one size category, granting it +2 Strength and additional hit points based on its size. Finally, the mechanus gains DR 5/adamantine.

Mechanus Upgrade 2: Adding the second upgrade allows the construct to make a second slam attack during a full attack at the mechanus's highest base attack bonus. It also gains a bonus feat from the following list, even if it would not qualify: Great Fortitude, Lightning Reflexes, Power Attack, or Toughness.

Mechanus Upgrade 3: Adding the third upgrade to the mechanus grants it the use of an energy attack. When upgrading, the machinesmith chooses from cold, electricity, or fire energy and picks either a 60-foot line or 30-foot cone. On a hit, this attack deals 4d6 damage plus 1d6 damage for every 2 Hit Dice possessed by the mechanus. This ability can be used

once per 1d4 rounds, and it cannot be changed until the mechanus is upgraded again.

In addition, the machinesmith may increase his mechanus by one size category, granting it +2 Strength and possibly additional hit points, based on the rules for constructs. The maximum size of a mechanus is Huge. Finally, the mechanus gains the grab special attack on all of its slam attacks.

Master Upgrade: Adding the fourth upgrade gives the mechanus an Intelligence score of 10. It can now act upon its own volition, but always according to its creator's intentions. The mechanus gains an alignment identical to its creator's at the moment it gains sentience. It also gains feats appropriate to its Hit Dice as well as 2 skill ranks per Hit Dice, treating any skills in which the machinesmith has ranks as class skills. Also, the machinesmith may increase the size of his mechanus once more (to a maximum of Huge), and may change the mechanus's energy attack to sonic or force damage. Finally, the mechanus gains DR 20/adamantine.

Mobius Weapons: Some machinesmiths enter battle with powerful energy weapons capable of obliterating targets. These weapons can take the shape from complex rods, high-powered energy crossbows, firearms, swords, or axes made entirely of energy, or even more exotic and strange devices.

Regardless of shape, all mobius weapons function generally the same. The machinesmith must be proficient with the base weapon of his mobius weapon, and he must possess the base weapon. Fitting the base weapon with the mobius generator takes 1 hour. If the mobius weapon is lost or destroyed, the machinesmith must provide a new base weapon to create a new mobius weapon, in addition to taking the normal steps in building a greatwork.

If the machinesmith wishes to create a new mobius weapon, and the original still exists, he must either destroy the mobius generator in the old weapon or disassemble the weapon. Disassembling a mobius weapon requires a Craft (weaponsmithing) check (DC of the machinesmith's level + his Intelligence modifier + any enhancement bonuses on the weapon). If he succeeds, he removes the mobius core, which he can then place on a new weapon with only an hour's work. Otherwise, the greatwork must be rebuilt from scratch, as normal.

The mobius weapon has the same statistics as its base weapon, with a +1 class bonus to damage. It holds a number of charges equal to 1/2 the machinesmith's class level + his Intelligence modifier (minimum 1).

While wielding the mobius weapon, the machinesmith may spend charges from his mobius weapon. By spending 1 charge as a swift action, the

machinesmith gains a feat. If the mobius weapon is based on a melee weapon, the machinesmith may choose Combat Expertise, Combat Reflexes, Dazzling Display, Power Attack, Two-Weapon Fighting, Weapon Finesse, or Weapon Focus (mobius weapon). If the weapon is ranged, the machinesmith may choose Deadly Shot, Far Shot, Point-Blank Shot, Precise Shot, Rapid Shot, or Weapon Focus (mobius weapon).

The machinesmith does not need to meet the feat's prerequisites, but he retains the feat only for a number of minutes equal to his Intelligence modifier (minimum 0), and only while wielding his mobius weapon. If his mobius weapon is dropped, lost, or destroyed, he loses the feat. The machinesmith may replace the current feat by spending another charge and a swift action. The base mobius weapon can only grant one feat at a time.

Mobius Weapon Upgrade 1: The mobius weapon becomes sturdier and more difficult to destroy, gaining 5 hit points. If the mobius weapon is based on a melee weapon, it can now grant the following feats: Cleave, Improved Trip, Improved Sunder, and Weapon Specialization (mobius weapon). If it is based on a ranged weapon, it can now grant the following feats: Manyshot, Rapid Reload, Shot on the Run, and Weapon Specialization (mobius weapon). Finally, when the machinesmith spends a charge from his mobius weapon, he may now gain up to two feats.

Mobius Weapon Upgrade 2: The class bonus to damage of the mobius weapon increases to +2. If the mobius weapon is based on a melee weapon, it can now grant the following feats: Critical Focus, Improved Two-Weapon Fighting, Lunge, and Vital Strike. If it is based on a ranged weapon, it can now grant the following feats: Critical Focus, Improved Critical (mobius weapon), and Improved Precise Shot.

Mobius Weapon Upgrade 3: When the machinesmith spends a charge, he may now gain up to three feats. Additionally, as a swift action, he may spend a charge to add his Intelligence modifier as a luck bonus to all damage rolls made with his mobius weapon for 1 round.

Mobius Weapon Master Upgrade: The mobius weapon gains hardness 10 and another 15 hit points. The mobius weapon can now grant the following feats: Bleeding Critical, Exhausting Critical, Greater Weapon Focus (mobius weapon), Greater Weapon Specialization (mobius weapon), and Stunning Critical. Finally, when confirming a critical hit with his mobius weapon, the machinesmith may spend charges to add the same number (up to his Intelligence modifier) to the confirmation roll.

Trapfinding (Ex): At 2nd level, a machinesmith adds half his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum

+1). He can also use Disable Device to disarm magic traps.

Machinesmith Trick: At 2nd level, and again every 2 levels thereafter (up to 20th), a machinesmith learns a technical innovation called a machinesmith trick. Machinesmith tricks come in three forms: gadgets, augmentations, and techniques. Unless otherwise noted, a machinesmith cannot select the same machinesmith trick multiple times. Some machinesmith tricks can only be gained if the machinesmith has met certain prerequisites, such as learning other machinesmith tricks. If any machinesmith trick calls for a saving throw, its DC equals $10 + 1/2$ the machinesmith's level + his Intelligence modifier.

Augmentations enhance or otherwise add to a greatwork. A machinesmith cannot take an augmentation for a greatwork he does not have.

Gadgets are tangible items that fall between a greatwork and a prototype. Generally, they can only be used a certain number of times per day, and some require the machinesmith to provide some form of fuel. Only the machinesmith knows the peculiarities of his gadgets' functions, preventing others from using them. Unless otherwise noted, all gadgets are Tiny items with AC 10 (when not held), hardness 5, and 10 hit points. If a gadget is lost or destroyed, the machinesmith may rebuild it by spending 100 gold and 8 hours of work.

Techniques are tricks that are not tied to any one item, but many techniques require an item to be used in conjunction.

Arcane Analyzer (Analyzer Augmentation) (Sp): The machinesmith installs a module into his analyzer that provides spell analysis and arcane energy capture. The machinesmith, while wearing his analyzer, gains a bonus to Spellcraft checks of +1 for every 3 machinesmith levels he possesses (minimum +1). When using his axiom ability, he may make a Spellcraft check (DC 25 + spell level) to steal the dispelled spell. The analyzer may hold one spell at a time, and the spell remains available for 24 hours after it is stolen, retaining its original caster level and other effects. A machinesmith must be at least 7th level to select this trick.

Combat Trick (Technique) (Ex): The machinesmith gains a bonus combat feat.

Constant Function (Analyzer Augmentation) (Sp): The machinesmith chooses one spell-like ability granted by his analyzer to be an at-will ability. This ability becomes a constant effect while the machinesmith is wearing his analyzer. A machinesmith must be at least 5th level to select this trick.

Crossbow Turret (Gadget) (Ex): The machinesmith creates a device that can automatically load, aim, and

fire any crossbow it is fitted with. This device is Small and swivels on a tripod. It has AC 9, hardness 10, and 15 hit points. It weighs 30 pounds and has a magazine attachment capable of holding 20 bolts. By spending an hour's work, the machinist can fit the turret with any light, heavy, or repeating crossbow. Using a full-round action, the machinist may deploy the crossbow turret into an adjacent space. This square must be flat, solid ground with no obstructions. Once deployed, the turret immediately begins firing at its designated target as often as possible, taking all relevant penalties, using the machinist's base attack bonus + Intelligence modifier and any magical bonuses present on the crossbow or its bolts.

The turret loads and fires at the same speed as it takes to fire the crossbow normally, and continues to fire until its magazine is empty or 1 minute passes. If the target is out of the turret's line of sight, it ceases firing until the target is within sight again. As a move action, the machinist can command his crossbow turret to change targets. The crossbow turret can remain active for 1 minute before it must be recharged. A crossbow turret is recharged by operating its hand crank to reset its mechanisms, which is a standard action. Crossbow turrets may be attacked or disarmed; they have hardness 5 and 5 hit points, and may be disabled using a DC 20 Disable Device check, which triggers an attack of opportunity against the character attempting to disable it.

Crossbow Turret, Improved (Gadget) (Ex): The machinist builds a second crossbow turret. Also, he may now command one of his crossbow turrets to change targets as a swift action. Each turret has 30 hit points. Finally, the crossbow turrets can automatically load themselves as if they possessed Rapid Reload. A machinist must be at least 8th level and must have the Crossbow Turret trick to select this trick.

Crossbow Turret, Greater (Gadget) (Ex): The machinist can now build three crossbow turrets. The machinist can now deploy a turret with a standard action. Each crossbow turret now has a magazine capacity of 20 bolts, an active duration of 2 minutes, and 60 hit points. A machinist must be at least 12th level and must have the Improved Crossbow Turret trick to select this trick.

Energy Weapon (Mobius Weapon Augmentation) (Su): As a standard action, the machinist may spend 2 charges from his mobius weapon to convert the cutting or impacting surfaces of the weapon into energy, choosing from acid, cold, electricity, or fire. For a number of rounds equal to the machinist's Intelligence modifier, all damage dealt by his mobius weapon is of the chosen energy type. Weapon enhancements that deal additional energy damage (e.g., *flaming*) remain unchanged. The machinist must be at least 5th level to select this trick.

Explosive Ammunition (Mobius Weapon Augmentation) (Su): As a swift action, the machinist may spend 1 charge from his ranged mobius weapon to charge his next attack with explosive energy. If the attack hits, it does its normal damage plus damage equal to its minimum possible damage to all adjacent creatures and objects. A successful Reflex save halves this damage. A machinist must be at least 3rd level to select this trick.

Explosives Expert (Technique) (Ex): The machinist learns to trigger explosives and similar effects in the way that creates the most havoc. Whenever the machinist uses a spell, prototype, or item that deals damage in a radius, he may add +2 to the DCs for any Reflex saves on that effect. In addition, he may add his Intelligence modifier as a luck bonus to any damage dealt by the effect. A machinist must be at least 8th level to select this trick.

Extra Charges (Analyzer Augmentation) (Su): The machinist learns to efficiently increase the output from the mobius core located in his analyzer. The analyzer gains 3 more charges.

Eye for Danger (Technique) (Ex): Now accustomed to the sudden and often explosive hazards of operating mechanical devices, the machinist can keep an eye out for the lethal hazards of adventuring. The machinist gains a +2 luck bonus on Reflex saves and initiative rolls.

Firearms Expertise (Technique) (Ex): The machinist gains proficiency in one firearm of his choice. He also gains Gunsmithing as a bonus feat.

Hardening Technique (Technique) (Ex): The machinist learns special techniques to increase the durability of any item he creates. Any mundane item, gadget, or magic item he creates gains another 5 hit points.

Invisibility Cloak (Gadget) (Su): The machinist creates a cloak that bends light and effectively turns him invisible. By activating the cloak as a standard action, he machinist gains the effects of *invisibility*, using the machinist's level as the caster level. This cloak can be used once per day before it must be recharged, by exposing it to sunlight for 8 hours. This gadget fills the machinist's shoulder item slot. A machinist must be at least 3rd level to select this trick.

Magnetic Grappler (Gadget) (Ex): The machinist builds a powerful device that allows him to reach out and manipulate metallic objects. This device can either be held or worn on a hand, taking up a ring item slot. As a standard action, the machinist may activate the grappler, which creates an effect identical to *telekinesis*, using the machinist's level as the caster level, except that it only affects objects made mostly from metal. Charging the gadget requires a full hour of operating the hand

crank on the gadget, which provides 5 minutes of use. A machinist must be at least 9th level to select this trick.

Mobius Detonator (Technique) (Su): The machinist may, as an immediate action, trigger the mobius core in his greatwork to detonate. The resulting explosion deals 1d8 force damage per machinist level in a 20-foot radius from the center of the greatwork. The greatwork is destroyed and must be rebuilt as normal.

Motion Analyzer (Analyzer Augmentation) (Ex): The machinist adds a module to his analyzer that allows him to find and exploit weaknesses in the defenses of foes. As a standard action, he may spend 1 charge from his analyzer to study one foe he can see. For a number of rounds equal to his Intelligence modifier, the machinist gains a +1 insight bonus on attack and damage rolls against that foe. This bonus increases by +1 at 4th level and every 4 levels thereafter (maximum +6).

Overdrive (Mechanus Augmentation) (Ex): The machinist outfits the mobius core in his mechanus to output more power on command, sending the mechanus beyond its operational limits. As a swift action, the machinist may activate the core augmentation, granting the mechanus a +6 bonus to Strength and a +10-foot bonus to movement speed. This bonus lasts for a number of rounds equal to the mechanus's Hit Dice. These rounds need not be consecutive. A machinist must be at least 3rd level to select this trick.

Portable Ornithopter (Gadget) (Ex): This gadget takes the form of a glider, portable rotary blades, or something more exotic. Regardless of its form, the portable ornithopter is a Small item with AC 9 (when not in use), hardness 5, and 20 hit points. It can be activated or deactivated as a standard action. When activated and worn, it grants the machinist a 60-foot fly speed with perfect maneuverability for 1 minute. This time does not need to be used all at once. The device requires a flask of alchemist's fire for each minute of use, and refilling the device's fuel tank takes a full-round action. A machinist must be at least 5th level to select this trick.

Repair Flesh (Technique) (Sp): The machinist learns to use his repair ability on living creatures to recover their hit points. However, using this ability only heals half the normal damage.

Self-Healing Automaton (Mechanus Augmentation) (Sp): The machinist augments his mechanus to use his repair ability on command. As a swift action, the mechanus can use the repair ability on itself, utilizing the same bonuses as if the machinist himself were using the ability. Every use of this ability by the mechanus spends one of the machinist's

uses of repair for the day. A machinist must be at least 7th level to select this trick.

Spiked Automaton (Mechanus Augmentation) (Ex): The machinist covers his mechanus in long, wicked spikes. Each time an opponent hits the mechanus with a natural weapon, unarmed strike, or makes a grapple combat maneuver, the opponent takes damage equal to 1d4 + the mechanus's Strength modifier. In addition, the mechanus's slam attack deals +2 damage and deals piercing in addition to bludgeoning damage. A machinist must be at least 5th level to select this trick.

User-Friendly Gadget (Technique) (Su): The machinist can alter one gadget he has built to work for another person. As a standard action, the machinist may designate one of his gadgets and one other character. That character can now operate the gadget as if she were the machinist, utilizing all of the machinist's relevant bonuses. The gadget works for the designated character for a number of hours equal to the machinist's level. If the machinist cannot designate a new person when this period ends, the gadget becomes inert until the machinist returns it to his possession or designates a new user. A machinist must be at least 7th level to select this trick.

Utility Tool (Gadget) (Ex): The machinist may build an all-purpose tool. Once per day as a full-round action, he may adjust the utility tool to function as any mundane item by making a level + Intelligence modifier check (DC 5 + the replicated item's value in gold pieces). If successful, the utility tool copies the form and function of the mundane item until the next time the utility tool is adjusted. If the machinist fails on this check, the utility tool malfunctions and cannot be used or adjusted until the next day.

Crafting Expertise (Su): At 3rd level, the machinist gains Craft Wondrous Item as a bonus feat. At 8th level, he gains Craft Magic Arms and Armor. At 15th level, he gains Craft Construct. He uses his machinist level in place of caster level when making such items. To add a special ability to an item, he must have access to the prerequisite spells, either by using a magical item or through another spellcaster.

Axiom (Su): At 7th level, the machinist develops the ability to ground magic with science. The machinist can "lose" any prepared prototype of 3rd level or higher in order to have it function as a *dispel magic* spell with a caster level equal to his machinist level.

TABLE: PROTOTYPE LIST

1st-Level Prototypes—*alarm, animate rope, comprehend languages, erase, expeditious retreat, feather fall, faerie fire, floating disk, hold portal, grease, guardian drone, jump, keen senses, longstrider, mage*

armor, magic mouth, magnify vision, obscuring mist, shocking grasp, shield, transcribe

2nd-Level Prototypes—*arcane lock, blade drone, bull's strength, chill metal, continual flame, fire trap, flame blade, flaming sphere, fog cloud, glitterdust, heat metal, knock, levitate, program feat, protection from arrows, shatter, spider climb, web, whispering wind*

3rd-Level Prototypes—*daylight, flame arrow, flaming bolt, keen edge, quench, sculpt sound, secret page, stinking cloud, stone shape, tiny hut, water breathing, water walk*

4th-Level Prototypes—*air walk, animate objects, black tentacles, blight, cluster bomb, contagion, control water, dimensional anchor, discern lies, malfunction, minor creation, poison, rusting grasp, secure shelter, solid fog, stunning hand*

5th-Level Prototypes—*calcific touch, cloudkill, fabricate, life bubble, major creation, passwall, pocket army, possess object, rapid repair, secret chest, sending, suffocation, telekinesis, wall of force*

6th-Level Prototypes—*acid fog, antimagic field, blade barrier, control weather, disintegrate, force cage, hunter seeker drone, leashed shackles, move earth, repulsion, wall of iron*

NEW PRESTIGE CLASS: HIGH GUARD

The High Guard is the personal guard of the emperors of the Caneus Empire. Totally devoted to their liege and adepts at defensive fighting, high guards pride themselves on their resilience and toughness. They protect the emperors and those their liege commands them to protect.

When not on duty—about six months out of the year—high guards often train or sharpen their skills through adventuring or selling their services to merchants and imperial dignitaries.

REQUIREMENTS

To qualify to become a high guard, a character must fulfill all of the following criteria.

Alignment: Any lawful.

Armor Proficiency: Must be proficient with heavy weapons.

Base Attack Bonus: +5

Feats: Alertness, Improve Initiative, Iron Will

Skills: Perception 5 ranks, Sense Motive 5 ranks

Special: Must have Caneus Empire affinity.

Weapon Proficiency: Must be proficient with all martial weapons, heavy armor, and tower shield.

CLASS FEATURES

All of the following are class features of the high guard.

Hit Die: d10.

Class Skills: The high guard's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 4 + Int Modifier.

Weapon and Armor Proficiency: High guards gain no weapon, armor, or shield proficiency.

Danger Sense (Ex): When caught by surprise, a high guard can make an immediate Perception check (DC 15) to act in any surprise round.

Uncanny Dodge (Ex): This ability works exactly like the barbarian ability with the same name.

Dedicated (Ex): At 2nd level, a high guard gains a bonus equal to his class level to any opposed Linguistics, Perception, or Sense Motive checks. He also gains a bonus to initiative equal to half his class level.

Take the Blow (Ex): At 2nd level, a high guard may take a hit meant for an adjacent ally. The high guard suffers all effects of the attack in his ally's place. Using this ability counts as making an attack of opportunity. If a high guard can make multiple attacks of opportunity, he may use this ability multiple times. If the enemy scores a critical hit, this ability may not be used.

Bonus Feat: At 3rd and 5th level, a high guard gains a bonus combat feat.

Hold the Line (Ex): At 3rd level, whenever an adjacent ally falls unconscious or helpless, a high guard may take a 5-foot step into that ally's square.

Focused Mind (Su): At 4th level, a high guard gains spell resistance equal to his character level against any compulsion, illusion, or mind-affecting magic.

Ultimate Defender (Ex): At 5th level, a high guard may make an attack of opportunity against any enemy that moves within his threatened area, even if it takes a 5-foot step or uses the withdraw action.

MAN-AT-ARMS

The nations of man often stand on tenuous ground, facing a myriad of terrible threats. Rival nations, caliban armies, barbarian hordes, and undead legions, but also internal threats like demagogue and agitators—all these wait for the right moment to strike. But the Imperial Men-at-Arms will step in to defend the Imperial Alliance. The Men-at-Arms are an elite military unit composed of the strongest, most loyal, and most experienced warriors swearing allegiance to the Imperial Senate.

Only those who have proven their valor in battle will be considered for their punishing regime of training. Ranking warriors push the recruits to their limits and weed out those who show weakness, lack sufficient loyalty, or are too individualistic.

The Imperial Men-at-Arms have a short but distinguished history. They are based in the fortress of Urzula in Koryth.

REQUIREMENTS

To qualify to become a man-at-arms, a character must fulfill all of the following criteria.

Alignment: Any non-chaotic.

Armor Proficiency: Must be proficient with heavy weapons.

Base Attack Bonus: +5

Feats: Iron Will

Skills: Climb 3 ranks, Ride 3 ranks, Swim 3 ranks

Weapon Proficiency: Must be proficient with all martial weapons.

CLASS FEATURES

All of the following are class features of the man-at-arms.

Hit Die: d10.

Class Skills: The man-at-arms's class skills (and the key ability for each skill) are Acrobatics (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (local) (Int), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int Modifier.

Weapon and Armor Proficiency: Men-at-arms gain no weapon, armor, or shield proficiency.

Armored Stealth (Ex): When making Stealth checks, a man-at-arms decreases his armor check penalty by half his class level (minimum 0).

Imperial Battle Training (Ex): A man-at-arms adds his class level to his fighter level when meeting the prerequisites for feats and prestige classes.

Brother in Arms (Ex): At 2nd level, a man-at-arms is assumed to have the teamwork feat to allow an ally to use the feat. The man-at-arms himself does not gain any benefit from the feat.

Commanding Aura (Ex): At 2nd level, a man-at-arms is given authority over Imperial Alliance representatives. The man-at-arms adds his class level to any roll to influence them.

Bonus Feat (Ex): At 3rd and again at 5th level, a man-at-arms gains a bonus combat or teamwork feat.

Force of Will (Su): At 3rd level, a man-at-arms can continue to fight when others would fall. When a man-at-arms falls below 0 hit points, he becomes staggered—instead of disabled or unconscious—if he succeeds on a Will save (DC 15 + the magnitude of his hit points). Thus, a man-at-arms at -5 hit points must make a DC 20 Will save every round to avoid falling unconscious.

No Failure Allowed (Ex): At 4th level, a man-at-arms adds his class level to any Will save against compulsion or mind-affecting effects.

Undying Loyalty (Su): At 5th level, a man-at-arms can continue to fight when others would die. When



HIGH GUARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+1	Danger Sense, Uncanny Dodge
2	+2	+1	+1	+1	Dedicated, Take the Blow
3	+3	+2	+1	+2	Bonus Feat, Hold the Line
4	+4	+2	+1	+2	Focused Mind
5	+5	+3	+2	+3	Bonus Feat, Ultimate Defender

a man-at-arms falls to a hit point value equal to his negative Constitution score, he can make a Will save (DC 20 + the magnitude of his hit points) to fight for a number of rounds equal to his class level. At that time, the man-at-arms dies. If he is affected by *raise dead* or a similar spell while benefiting from Undying Loyalty, the spell does not require spell components.

KHALID ASAD

The Dominion khalid asad, meaning “eternal lion,” is a quick and deadly combatant who specializes in quickly bringing down arcane foes, overwhelming even the most powerful magical defenses. They target renegades and rebels who would foment dissent and unrest in the Dominion. Khalid asads serve the Dominion, not the khagan, though they are accountable to their superiors and thus to the people of the Dominion.

Many outside the Dominion see the khalid asad only as ruthless assassins. The people of the Dominion view them as a necessary and respected force, who protect the land and people from enemies beyond the border, enemies within, and their own leadership should their indulgences become too great.

REQUIREMENTS

To qualify to become a khalid asad, a character must fulfill all of the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +6

Feats: Combat Reflexes, Step Up

Skills: Acrobatics 4 ranks, Disguise 4 ranks, Profession (poison maker), Stealth 4 ranks

Special: Must have Dominion affinity.

CLASS FEATURES

All of the following are class features of the khalid asad.

Hit Die: d8.

Class Skills: The khalid asad’s class skills (and the key ability for each skill) are Acrobatics (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (local) (Int), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int Modifier.

Weapon and Armor Proficiency: Khalid asads gain no weapon, armor, or shield proficiency.

Disruptive Attack (Ex): At 1st level, a khalid asad adds his class level to any caster level and concentration checks he forces on others. This penalty is applied whenever a spellcaster is threatened in melee.

Spell Resistance (Su): At 1st level, a khalid asad gains spell resistance 15 + his level.

Sneak Attack (Ex): At 2nd level, a khalid asad can make a sneak attack. This works exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at every even level (2nd, 4th, and so on). If the khalid asad gets a sneak attack bonus from another source, the bonuses to damage stack.

Dazing Attack (Ex): At 3rd level, whenever a spellcaster fails a caster level or concentration check because of the khalid asad, the spellcaster must make a Fortitude Save (DC 10 + the khalid asad’s class level) or be dazed for 1 round.

Stunning Attack (Ex): At 5th level, whenever a spellcaster fails a caster level or concentration check because of the khalid asad, the spellcaster must make a Fortitude Save (DC 10 + the khalid asad’s class level) or be stunned for a number of rounds equal to the khalid asad’s class level.

PANTHER WARRIOR

The Panther Warriors are an order of fighters found in the Reis Confederacy. These powerful warriors have led armies since the days of the First Ones. The Panther Warriors claim that they were first to rise up against those old masters.

The history of the Panther Warriors is a who’s who of the Wyldlands of Bal. Among them include Ataulpa, the first Imperator of the Reis Confederacy. They have served as generals and imperators, distinguishing themselves particularly during the Twilight Wars.

Today, the Panther Warriors form the private bodyguard of the Imperators of the Reis Confederacy.

REQUIREMENTS

To qualify to become a panther warrior, a character must fulfill all of the following criteria.

IMPERIAL MAN-AT-ARMS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+0	Armored Stealth, Imperial Battle Training
2	+2	+1	+1	+1	Brother in Arms, Commanding Aura
3	+3	+2	+1	+1	Bonus Feat, Force of Will
4	+4	+2	+1	+1	No Failure Allowed
5	+5	+3	+2	+2	Bonus Feat, Undying Loyalty

Base Attack Bonus: +7

Feats: Dodge, Mobility

Skills: Acrobatics 6 ranks, Climb 6 ranks, Stealth 6 ranks

Special: Must have a panther animal companion or be able to use wild shape to turn into a large feline.

Special: Must have the Confederate affinity and swear an oath of allegiance to the Imperatrix of the Confederacy.

CLASS FEATURES

All of the following are class features of the panther warrior.

Hit Die: d10.

Class Skills: The panther warrior's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nobility) (Int), Perception (Wis), Ride (Dex), and Stealth (Dex).

Skill Ranks per Level: 2 + Int Modifier.

Weapon and Armor Proficiency: Panther warriors gain no weapon, armor, or shield proficiency.

Armor: A panther warrior may wear panther hide armor.

Heroic Combat (Ex): When a panther warrior engages an enemy in melee by himself, he gains a +1 bonus to attack and weapon damage rolls. This bonus increases by +1 at 3rd and 5th level.

Wild Shape (Ex): A panther warrior adds his class level to his druid level for the purpose of wild shape. A panther warrior can only assume the shape of a feline.

Feline Fighting (Ex): At 3rd level, a panther warrior does not suffer a penalty while fighting from prone.

Scent (Ex): At 3rd level, a panther warrior may gain the scent monster ability for a number of minutes equal to the panther warrior's class level.

Feline Leap (Ex): At 4th level, a panther warrior may stand up from prone without provoking an attack of opportunity.

Weapon Pounce (Ex): At 5th level, when a panther warrior charges with two weapons in hand, he may make a full attack.



KHALID ASAD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+1	Disruptive Attack, Spell Resistance
2	+1	+1	+1	+1	Sneak Attack 1d6
3	+2	+1	+2	+2	Dazing Disruption
4	+3	+1	+2	+2	Sneak Attack 2d6
5	+3	+2	+3	+3	Stunning Attack

ARTILLERIST

The artillerists are the engineers that maintain and create the massive ironforged engines forming the backbone of the Protectorate's armed forces. For centuries, their creations have taken on the forces of the Dominion.

Artillerists officially belong to the Forgers' Guild based in Mureath.

Many artillerists head out into the world to study devices found in many other regions of Exodus. Few artillerists openly travel, however; most advertise themselves as trap-makers or locksmiths.

REQUIREMENTS

To qualify to become an artillerist, a character must fulfill all of the following criteria.

Feats: Gunsmithing or Skill Focus (Disable Device)

Skills: Disable Device 5 ranks, Knowledge (arcana) 3 ranks, Knowledge (engineering) 3 ranks, Profession (engineer or watchmaker) 2 ranks

Special: Must have Protectorate affinity and swear an oath of allegiance to the Forgers' Guild of the Protectorate.

CLASS FEATURES

All of the following are class features of the artillerist.

Hit Die: d8.

Class Skills: The artillerist's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (arcane) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Profession (Wis), Sleight of Hand (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int Modifier.

Weapon and Armor Proficiency: Artillerists are proficient with all cannons, crossbows, and firearms. They do not gain any armor or shield proficiency.

Call Barrage: When on a battlefield where the Protectorate has deployed its artillery, as a standard action, an artillerist may call in a barrage on a target location. The barrage arrives at the start of the artillerist's next turn. Once called, a barrage cannot

be cancelled. This ability can be used once per day per class level.

The barrage does 2d10 points of fire and magic bludgeoning damage per class level (the damage is considered half fire and half magic bludgeoning). The barrage hits every target in a 30-foot radius. Hit targets can make a Reflex save for half damage (DC 10 + the artillerist's class level + his Intelligence modifier). All hit creatures must make a Fortitude save (same DC) or be deafened for 5 minutes.



Trapfinding (Ex): At 1st level, an artilleryist gains the ability to find and disable traps. This ability works exactly like the rogue ability of the same name. If the artilleryist has this ability already, his artilleryist class level stacks with his other class levels to determine any bonuses.

Construct Weakness (Ex): The artilleryist is an expert at facing and destroying constructs. Starting at 2nd level and every level thereafter, he may choose one of the following abilities. Unless mentioned, these effects only work on the artilleryist's physical attacks.

Attack Weak Point (Ex): The artilleryist may now ignore a construct's hardness.

Bleed Construct (Ex): The artilleryist's attacks may now cause a construct to bleed or take ability damage or drain.

Find Weakness (Ex): The artilleryist may now ignore a construct's damage reduction.

Siege Expert (Ex): The artilleryist now deals double damage to inanimate structures. Artilleryists with this ability are in high demand.

Stun Construct (Ex): The artilleryist's attacks may now paralyze or stun a construct.

Master of Machines (Su): At 5th level, an artilleryist may attempt to take control of an uncontrolled construct once per day. To do so, the Artilleryist must spend 1 round concentrating in full view of the construct. If the artilleryist takes damage, he must make a concentration check as if casting a 0-level spell, using his class level as his caster level.

At the end of the round, the construct must make a check (DC 10 + the artilleryist's class level + his Intelligence modifier) or be controlled by the artilleryist for a number of minutes equal to the artilleryist's class level.

This ability does not affect constructs that have an Intelligence score or that are being actively controlled.

WYRDCASTER

Wyrdcasters are the elite fighting spellcasters of the Dominion. Their magic, called wyrd, exposes their bodies to powerful, ravaging magics. By manipulating their own fate, wyrdcasters can affect the present, but at a terrible cost.

The Dominion jealously protects the secrets of wyrd magic. Anyone teaching its secrets to a foreigner signs her own death warrant.

Not anyone can become a wyrdcaster; it is something that is in one's blood. As such, wyrdcasters maintain long and extensive family trees. Scholars have speculated that the wyrd ability comes from the early Cordellian

blood, while others believe that it comes from Sorcerer-King blood. Wyrdcasters do not say.

REQUIREMENTS

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

Feats: Combat Casting, Spell Penetration, one wyrd feat

Skills: Knowledge (arcane) 5 ranks, Knowledge (nobility) 5 ranks, Spellcraft 5 ranks

Spells: Must be able to cast 3rd-level arcane spells and know at least one divination spell.

Special: Must be trained by a wyrdcaster who has at least 2 wyrd techniques.

CLASS FEATURES

All of the following are class features of the wyrdcaster.

Hit Die: d6.



PANTHER WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+1	Armor, Heroic Combat I, Wild Shape
2	+2	+1	+1	+1	Feline Fighting
3	+3	+2	+1	+2	Heroic Combat II, Scent
4	+4	+2	+1	+2	Feline Leap
5	+5	+3	+2	+3	Heroic Combat III, Weapon Pounce

Class Skills: The wyrdcaster's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Knowledge (any) (Int), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int Modifier.

Weapon and Armor Proficiency: Wyrdcasters gain armor or shield proficiency. They are also proficient with the kukri.

Spells per Day: At the indicated levels, a wyrdcaster gains new spells per day as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit that 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 multiple arcane spellcasting classes before becoming a wyrdcaster, he must decide to which class he adds the new level for the purpose of determining spells per day.

Wyrd Technique (Ex): A wyrdcaster learns to manipulate his own fate through wyrd techniques. A wyrdcaster selects one technique at levels 1, 4, 7, and 10.

Using a wyrd technique takes no additional time and does not require preparation. However, each technique produces a drawback, and a wyrdcaster may not use wyrd techniques while a drawback is in effect.

Augment Duration (Su): A wyrdcaster may extend the duration of one of his spells as though he had cast it with the Extend Spell feat, without increasing the spell level or casting time. However, while the spell is active, he must make a concentration check (DC 20 + augmented spell level + spell level of the spell being cast).

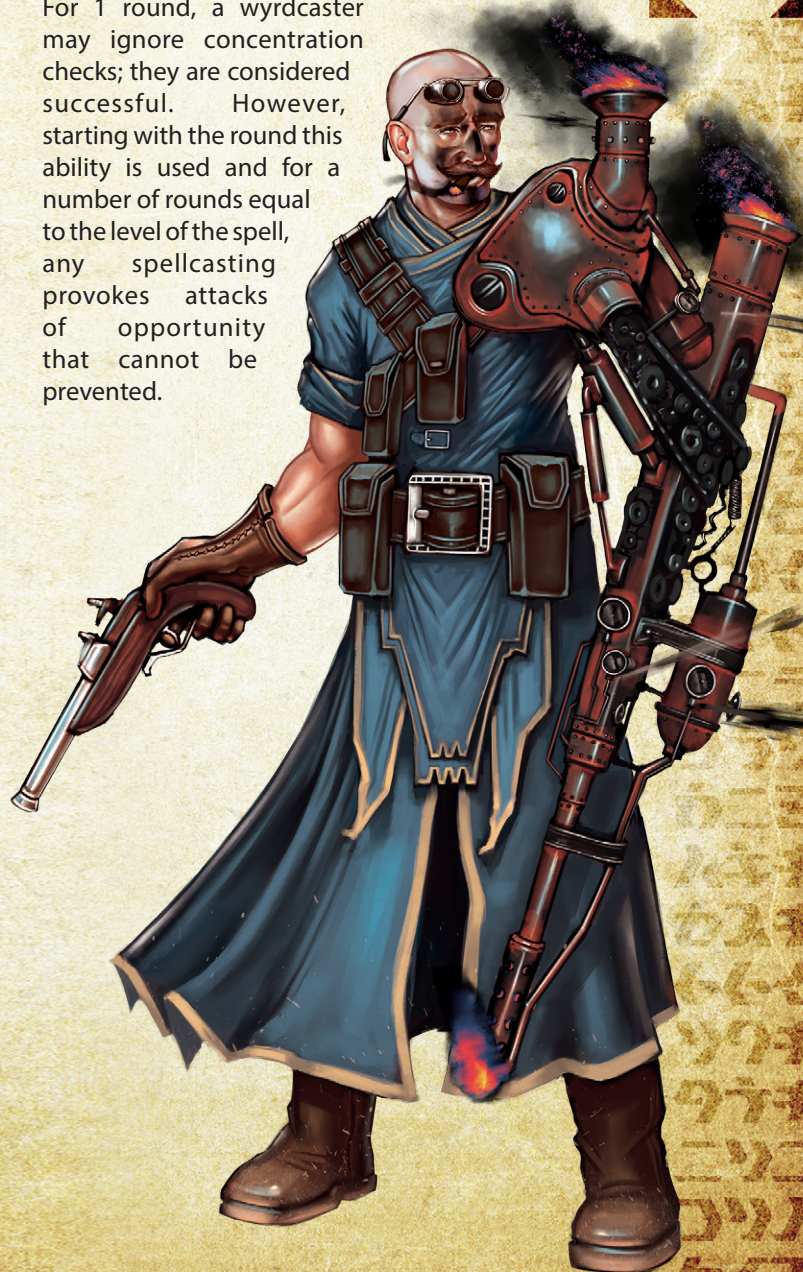
Augment Precision (Su): When using this technique, a wyrdcaster may reroll one spell's attack roll. Using this technique lowers the wyrdcaster's AC by the spell's spell level for a number of rounds equal to its spell level.

Drain Arcane Reserve (Su): When a wyrdcaster with temporary hit points from Arcane Health falls below

0 hit points, he may activate this technique as an immediate action, draining enough hit points from his arcane health to return himself to 0 hit points and stabilize himself. Once used, the technique cannot be used again for 1 hour. A wyrdcaster must have at least three levels in the wyrdcaster prestige class to select this technique.

Ignore Environment (Su):

For 1 round, a wyrdcaster may ignore concentration checks; they are considered successful. However, starting with the round this ability is used and for a number of rounds equal to the level of the spell, any spellcasting provokes attacks of opportunity that cannot be prevented.



PROTECTORATE ARTILLERIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+1	Call Barrage, Trapfinding
2	+1	+1	+1	+1	Construct Weakness
3	+2	+2	+1	+2	Bonus Feat, Construct Weakness
4	+3	+2	+1	+2	Construct Weakness
5	+3	+3	+2	+3	Bonus Feat, Construct Weakness, Master of Machine

WYRDCASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+1	Wyrd Technique	—
2	+1	+1	+1	+1	Arcane Synergy	+1 level of existing arcane spellcasting class
3	+1	+1	+1	+2	Arcane Health	+1 level of existing arcane spellcasting class
4	+2	+1	+1	+2	Wyrd Technique	+1 level of existing arcane spellcasting class
5	+2	+2	+2	+3	Bonus Feat	+1 level of existing arcane spellcasting class
6	+3	+2	+2	+1	Arcane Luck	+1 level of existing arcane spellcasting class
7	+3	+2	+2	+1	Wyrd Technique	+1 level of existing arcane spellcasting class
8	+4	+3	+3	+2	Wyrd Mastery 2/day	+1 level of existing arcane spellcasting class
9	+4	+3	+3	+2	Greater Arcane Luck	+1 level of existing arcane spellcasting class
10	+5	+3	+2	+3	Wyrd Technique	+1 level of existing arcane spellcasting class

Increase Caster Level (Su): The wyrdcaster fills his body with energy to increase his casting power. He may increase his caster level for the next spell he casts by up to half his class level. However, he takes Constitution damage equal to the spell level. He also becomes exhausted for a number of rounds equal to the spell level. This drawback expires when the exhausted condition does. The Constitution damage remains until it is healed.

Speed Casting (Su): A spontaneous wyrdcaster may apply one metamagic feat he knows to one spell without taking additional time, but does not change the final level of the spell. After casting this spell, all spells take extra time, as though cast with a metamagic feat, for a number of rounds equal to the spell level.

Arcane Synergy (Ex): At 2nd level, a wyrdcaster adds his class level to the benefits of his other arcane class for effects based on level only. The wyrdcaster does not gain any new ability from the other class. Thus, a wizard 5 / wyrdcaster 3 would have a familiar equivalent to an 8th-level wizard.

Arcane Health (Su): At 3rd level, a wyrdcaster may sacrifice spell slots (spells per day) to gain temporary hit points. For each spell level sacrificed, the wyrdcaster gains temporary hit points equal in number to his wyrdcaster level. These temporary hit

points may only absorb spell damage. Cantrips may not be sacrificed in this way.

These temporary hit points disappear when the wyrdcaster rests or if he falls below 0 hit points. This ability can be used once a day.

Bonus Feat: At 5th level and again at 8th level, a wyrdcaster gains a bonus feat. This feat must be chosen from the metamagic or wyrd feat list.

Arcane Luck (Su): For a number of times per day equal to his class level, as an immediate action, a wyrdcaster may sacrifice a spell to gain a temporary insight bonus equal to the level of the spell sacrificed to one saving throw or skill check.

This ability cannot be used more than once per round. The wyrdcaster must choose to sacrifice a spell before rolling the save or check. This bonus does not stack with the Wyrd Blood feat.

Greater Arcane Luck (Su): The wyrdcaster may use his arcane luck ability after rolling.

CHAPTER 5:



ELDRITCH EXODUS

FEAT DESCRIPTIONS

Here are a number of new feats specific to the world of NeoExodus.

Any feat that lists an affinity prerequisite means the character must be born of that place.

ADDITIONAL MUTATION

You are different from the other enuka.

Prerequisite: Enuka.

Benefit: You gain another mutation. Choose one from the list of enuka racial traits in Chapter 3.

Special: You may gain this feat multiple times.

ANATOMICAL TARGETING (COMBAT)

You use your knowledge of anatomy to strike your enemy's vital areas.

Prerequisites: Precise Shot, Heal 5 ranks, prymidian.

Benefit: When using a thrown weapon, you may add your Intelligence modifier instead of your Strength modifier to damage, provided your target is within 30 feet. This feat may not be used against targets with concealment or in cover.

ARCANE BODY, GREATER

You have a greater store of magical energy to draw upon.

Prerequisites: Cynean, arcane body racial trait.

Benefit: You can use your arcane body racial trait a number of times per day equal to your Constitution modifier.

Normal: You can use your arcane body racial trait once per day.

ARCANE CRYSTAL

You are one with the stones and draw energy from the world around you.

Prerequisites: Arcane caster level 3rd, cynean.

Benefit: Add your Constitution modifier to your primary spellcasting ability score to determine your bonus spells per day. For example, a cynean sorcerer with a Charisma score of 16 and a Constitution score of 14 would receive bonus spells per day as if her Charisma score were 20.

Normal: Arcane spellcasters receive bonus spells per day based on their Charisma or Intelligence score, as appropriate.

ARCANE CRYSTAL ENERGY

You may channel your own life force to power your spells.

Prerequisites: Arcane Crystal, arcane caster level 9th.

Benefit: If you prepare spells, you may cast any arcane spell you have prepared without losing that spell for the day; or if you are a spontaneous caster, you may cast a spell without spending one of your daily allotted spells. However, you take 1 Constitution damage per spell level of the spell cast.

Normal: Casting a prepared spell expends that spell until the caster rests and prepares spells again. A spontaneous caster must expend one of his allotted spells for the day to cast a known spell.

ARCANE CRYSTAL RESILIENCE

You can use your arcane energies to shore up the vulnerability of your crystalline body.

Prerequisites: Arcane caster level 2nd, cynean.

Benefit: You no longer automatically fail saving throws against spells or effects with the force descriptor.

Normal: A cynean automatically fails saving throws against effects with the force descriptor.

ARCANE CRYSTAL STRIKE

You can imbue your unarmed strikes with magical energy.

Prerequisites: Arcane Crystal, caster level 3rd, cynean.

Benefit: When you hit with an unarmed strike, as a swift action you may expend a prepared spell or spell slot equal to half your caster level (minimum 1). If you do, your unarmed strike deals +1d4 damage per level of the expended spell. This is magical damage and bypasses any damage reduction.

ARCANE WYRD (WYRD)

You have been trained in the art of rewriting your arcane future.

Prerequisites: Cha 13, Int 13, ability to prepare arcane spells.

Benefit: By meditating for 15 minutes, you may forget one prepared spell you have not yet cast and prepare a new known spell in the open slot. You may do this as often as you wish.

Normal: An arcane spellcaster cannot abandon a prepared spell to replace it, and must leave a spell slot open when initially preparing spells for the day if she wishes to prepare a needed spell later.

ASSAULT FORMATION (COMBAT, TEAMWORK)

With the help of your allies, you can make a powerful, coordinated charge that disrupts enemy formations.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +5.

Benefit: To use an assault formation, you must be adjacent to at least one ally who also has this feat. You and such allies charge on the same initiative, and you must end your charge adjacent to one another. All allies participating in an assault formation receive a +4 bonus on their attack rolls (or a +4 on combat maneuver rolls to bull rush an opponent) as well as a +1 bonus to damage for every ally in the formation.

Normal: A charging character gains a +2 bonus on her attack roll or combat maneuver roll to bull rush an opponent.

NEW FEATS

FEAT	PREREQUISITES	SUMMARY
Additional Mutation	Eureka	Gain additional mutation.
Anatomical Targeting	Precise Shot, Heal 5 ranks, prymidian	Use Intelligence modifier for damage on thrown weapons.
Arcane Body, Greater	Arcane body racial ability, cynean	Use arcane body racial trait up to Constitution modifier times per day.
Arcane Crystal	Arcane caster level 3, cynean	Add Constitution modifier to determine number of bonus spells.
Arcane Crystal Energy	Arcane caster level 9, Arcane Crystal	May cast spells without expending spell slot by taking Constitution damage.
Arcane Crystal Resilience	Arcane caster level 1, cynean	No longer fail saving throws against force effects.
Arcane Crystal Strike	Arcane caster level 2, Arcane Crystal, Improved Unarmed Strike	Spend spell slots to increase unarmed attack damage.
Arcane Wyrd	Cha 13 Int 13, ability to prepare spells	May spend 15 minutes to replace prepared spells.
Assault Formation	Improved Bull Rush, Power Attack, BAB +5	Gain bonus when charging in group.
Black Lightning Beam	P'tan, shadowspark	Unleash shadowspark in 60-ft. line.
Black Lightning Bolt	P'tan, shadowspark	Deal additional damage with shadowspark.
Black Lightning Burst	Black Lightning Cone, p'tan, shadowspark	Unleash shadowspark to all targets within 15 ft.
Black Lightning Cone	P'tan, shadowspark	Unleash shadowspark in a 15-ft. cone.
Black Lightning Fist	Improved Unarmed Strike, p'tan, shadowspark	Deal shadowspark damage on successful unarmed strike.
Black Lightning Sheath	P'tan, shadowspark, at least two other black lightning feats	Sheath self in shadowspark.
Black Lightning Surge	P'tan, shadowspark	Spend shadowspark to gain temporary hit points.
Cannibalize	Caliban	Gain skill points by eating a corpse.
Cannibalize, Greater	Improved Cannibalize	Gain Constitution bonus by using cannibalize.
Cannibalize, Improved	Cannibalize	Gain Strength bonus by using cannibalize.
Cavian Bite Mastery	Cavian, bite racial feature	Take fewer penalties when using bite and add full Strength bonus to damage.
Craft Wyrd Charm	One other wyrd feat, arcane caster level 5	Create wyrd charms.
Dancing Warrior	Dodge, Perform (dance) 1 rank	Gain dodge bonus when dancing.
Dancing Warrior, Greater	Dancing Warrior, fighter level 6	Increase dodge bonus.
Daylight Adaptation	P'tan	No longer dazzled in bright light.
Devoted Covenanter	Sanguine Covenant member	Gain bonus to any saves against any mind-affecting spells
Disrupt Spell Trigger	Disruptive	Gain attack of opportunity when target activates spell trigger item.
Draconic Bloodline	Sametia affinity	Gain skill bonus and affinity to a certain dragon.
Draconic Inheritance	Draconic bloodline	Gain bonus against paralysis and sleep effects.
Energy Absorption	Energy resistance or energy immunity	Heal when taking damage from energy resistance.
Faceted Body	Cynean	Gain bonuses to CMD and Reflex.
Filthy Beast	Caliban	Gain bonuses to saving throws against poison and disease.
Forsaken	Cavian, independent	Gain bonuses against psionic effects.
Gem Soul	Arcane caster level 1, cynean	Gain one additional spell per day of the highest level you can cast.

NEW FEATS (CONT'D)

FEAT	PREREQUISITES	SUMMARY
Gem Soul, Greater	Improved Gem Soul	Cast quickened spell by taking Constitution damage.
Gem Soul, Improved	Gem Soul	Gain powers linked to a particular gemstone.
Guarded by Nature	Dalrean, Dex 13	Very hard to surprise in the wilderness.
Hail of Thorns	Dalreans, thorns	Send out a rain of thorns that do damage.
Hardy Form	Base Fortitude +5, dalrean	Gain immunity to polymorph effects.
Hive Fighting	Cavian, hive mind	Gain bonuses when fighting with other members of the hive mind.
Hive Node	Cavian, hive mind	Increase the bonus to Knowledge checks granted by the hive mind.
Implied Threat	Intimidate 1 rank, prymidian	Use Intelligence instead of Charisma for Intimidate checks.
Information Network	Sasori or Skill Focus (Diplomacy)	Control a network of spies and informants.
Into the Hole	Skill Focus (Stealth), Stealth 5 ranks	Increase the benefits of cover.
Jungle Born	Confederacy affinity	Gain +2 bonus to Stealth and Survival in jungles.
Menacing	Intimidate 4 ranks	Increase the DC of concentration checks of threatened enemies.
Metallic Lacing	Arcane caster level 5, cynean	Inflict additional damage with specific energy type.
Multi-Tentacle Fighting	Tentacles, Two-Weapon Fighting, prymidian	Gain two tentacle attacks as secondary attacks.
Mutation Focus	Euka, feat with saving throw	Increase the DC of a mutation.
Pain Focuses the Mind	Iron Will	Take damage to re-roll Will saves.
Phalanx Leader	None	Command allies to give them AC boost.
Plantsense	Wildkindred, ability to cast <i>speak with plants</i>	When using wildkindred ability, gain tremorsense.
Plantsight	Wis 17, Plantsense	When using wildkindred ability, gain blindsight.
Poison Immunity	Sasori, poison resistance	Become immune to natural poisons.
Poison Immunity, Greater	Sasori, Poison Immunity	Become immune to all poisons.
Potion Guzzler	Quick Draw	May drink two potions in one round.
Predatory Nature	Euka, Skill Focus (Intimidate)	May retry Intimidate checks without penalty.
Rational Argument	Diplomacy 1 rank, prymidian	Use Intelligence instead of Charisma for Diplomacy checks.
Rebuke Nature	Cha 13, dalrean	Prevent plants from attacking you.
Rhino's Charge	Improved Bull Rush	Knock opponent prone on a successful bull rush.
Scholarly Upbringing	Prymidian	May make untrained Knowledge checks.
Scorpion Sight	Skill Focus (Perception), sasori, vermin friend racial ability	Gain tremorsense 10 ft.
Seeds of Clairvoyance, Greater	Cavian, seeds of clairvoyance, character level 7	Use both clairvoyance and clairaudience when using seeds of clairvoyance.
Sharp Wit	Heal 5 ranks, Weapon Finesse, prymidian	Use Intelligence instead of Strength when using Weapon Finesse.
Shield Expertise	Shield Focus	Add shield bonus to CMD against bull rush and overrun.
Spear Mastery	BAB +1	When wielding a spear, use it as a double weapon.
Spellbud	Dalrean, ability to cast spells	May grow a bloom that stores a single spell.
Stalwart Casting	Combat Casting	Gain +4 insight bonus to concentration check when taking damage.

NEW FEATS (CONT'D)

FEAT	PREREQUISITES	SUMMARY
Tactical Move	BAB +3	Gain dodge bonus to AC when moving more than 20 ft.
Team Leader	None	Give allies bonuses to hit.
Tentacle Jab	Prymidian, tentacles	Tentacles inflict piercing damage.
Tentacle Lash	Prymidian, tentacles	Tentacles inflict slashing damage.
Terran Sorcery	Arcane Crystal	Can substitute Constitution for spellcasting ability.
Terran Sorcery, Improved	Arcane caster level 13, Terran Sorcery	Add Constitution to spellcasting attribute for spell DCs.
Thorns, Greater	Dalrean, thorns	Inflict damage to those hitting you in melee or grappling you.
Tough Bark	Dalrean	Gain +1 natural armor.
Vegetative Mind	Base Will save +5, Dalrean	Gain immunity to mind-affecting effects.
Venomous Coating	Sasori, Virulent Poison	Poison targets that bite or swallow you.
Venomous Spittle	Sasori, Virulent Poison	Spit poison as a ranged touch attack.
Vermin Call	Sasori, vermin affinity	Affect vermin as if they were animals.
Virulent Poison	Sasori, venom racial trait	You may create greater or lesser sasori venom.
Well-Informed	Sasori	May use Wisdom instead of Charisma to gather information. May replace Knowledge checks with a Diplomacy check to gather information.
Wyrd Blood	Dominion Affinity	Gain +2 insight bonus to one saving throw.
Wyrd Blood, Improved	Wyrd Blood	May use Wyrd Blood feat after rolling.
Wyrd Casting	Arcane caster level 3, Dominion affinity	Increase the DC of a spell you are casting.
Wyrd Communication	Wyrd Visions	Gain insight bonus to a skill check.
Wyrd Time	Arcane caster level 1, Dominion affinity	Increase duration of spell, but decrease the duration of all other spells.
Wyrd Visions	Spellcasting ability score 13, able to cast 1st-level arcane spells, Dominion affinity	Cast augury once per day.
Wyrd Visions, Improved	Arcane caster level 7th, Wyrd Visions	Cast commune instead of augury.

BLACK LIGHTNING BEAM

You can unleash your shadowspark as a line of energy.

Prerequisites: P'tan, shadowspark racial ability.

Benefit: As a standard action, you may spend 2 daily uses of shadowspark to deal damage to all opponents in a 30-foot line. All affected creatures take the damage inflicted by your normal shadowspark attack. A successful Reflex save (DC 10 + 1/2 your character level + Wisdom modifier) halves the damage.

In addition, you gain another use of shadowspark per day.

BLACK LIGHTNING BOLT

You have a stronger connection to the shadow than others of your race.

Prerequisites: P'tan, shadowspark racial ability.

Benefit: Your shadowspark deals 2d6 electrical damage + 1 point for every 2 character levels you possess.

Normal: Your shadowspark deals 1d6 electrical damage + 1 point per 2 character levels you possess.

BLACK LIGHTNING BURST

You can unleash your shadowspark in a burst centered on you.

Prerequisites: Black Lightning Cone, p'tan, shadowspark racial ability.

Benefit: As a standard action, you may spend 2 daily uses of shadowspark to deal your normal shadowspark damage to all creatures in a 15-foot radius burst centered on you. Affected creatures can halve the damage by making a Reflex save (DC 10 + 1/2 your character level + Wisdom modifier).

In addition, you gain another use of shadowspark per day.

BLACK LIGHTNING CONE

You can unleash your shadowspark effect in a cone.

Prerequisites: P'tan, shadowspark racial ability.



Benefit: As a standard action, you may discharge your shadowspark in a 15-foot cone, dealing normal damage to all creatures within the area of effect. Affected creatures can halve the damage by making a Reflex save (DC 10 + 1/2 your character level + your Wisdom modifier).

In addition, you gain another use of shadowspark per day.

BLACK LIGHTNING FIST (COMBAT)

You can apply your shadowspark damage to your unarmed attacks.

Prerequisites: Improved Unarmed Strike, p'tan, shadowspark racial ability.

Benefit: As a swift action, you may spend 2 uses of shadowspark to wreath your arms and legs in black lightning. For 1 round, when you hit with an unarmed strike, add your shadowspark damage.

BLACK LIGHTNING SHEATH

You have mastered the power of the shadowspark, surrounding yourself with its energy.

Prerequisites: Any two other black lightning feats.

Benefit: By spending 2 uses of shadowspark, you can sheath yourself in shadowy electricity. The black lightning sheath lasts for a number of rounds equal to your Wisdom modifier and provides the following effects during its duration.

For the purposes of all spells and effects, your alignment is treated as both chaotic evil and your original alignment, using whichever alignment would benefit you more. For example, you would be treated as chaotic evil if caught in the radius of *unholy blight*. You also radiate chaos and evil as if you were a cleric of your character level.

The black lightning sheath deals your normal shadowspark damage to any opponent that strikes you with melee weapons (excepting reach weapons), natural weapons, or unarmed strikes.

You take half damage from effects that deal electrical damage. If the effect allows a Reflex saving throw for half damage, then you take no damage on a successful save.

While the black lightning sheath is in effect, you cannot use any other forms of your shadowspark ability.

BLACK LIGHTNING SURGE

You can feed your shadowspark energy into yourself, providing temporary vitality.

Prerequisites: P'tan, shadowspark racial ability.

Benefit: As a swift action, you may spend 1 use of shadowspark to gain a number of temporary hit points equal to twice your character level. These temporary hit points last for 1 hour or until discharged.

In addition, you gain another use of shadowspark per day.

CANNIBALIZE

You steal an enemy's memories and skills by devouring its brain.

Prerequisite: Caliban.

Benefit: You may eat the brain of an intelligent (Int 3+) creature that has been dead for less than an hour. Eating a creature's brain takes 1 minute.

If its total Hit Dice was higher than your character level, then you temporarily gain its skill ranks in one skill, to a maximum of ranks equal to your character level. You retain these skill ranks for a number of minutes equal to half your character level.

If the brain belonged to a creature with Hit Dice equal to or less than your character level, you can glean information from devouring the brain. You can find the answers to questions by sifting through the dead creature's memories, as *speak with dead*, but the departed creature receives no saving throw or attempts to deceive.

CANNIBALIZE, GREATER

You gain some of a creature's health by devouring its liver.

Prerequisite: Improved Cannibalize.

Benefit: You may eat the liver of a creature that has been dead for less than an hour. If its total Hit Dice was higher than your character level, you gain a +2 morale bonus to Constitution for a number of minutes equal to half your character level.

CANNIBALIZE, IMPROVED

You gain some of a creature's strength by devouring its heart.

Prerequisite: Cannibalize.

Benefit: You may eat the heart of a creature that has been dead for less than an hour. If its total Hit Dice was higher than your character level, you gain a +2 morale bonus to Strength for a number of minutes equal to half your character level.

CAVIAN BITE MASTERY (COMBAT)

You have mastered the art of fighting with your bite while wielding weapons.

Prerequisites: Cavian, bite racial feature.

Benefit: When using a full attack action and your bite as a secondary attack, you only take a -2 penalty to the bite's attack roll, and you add your full Strength modifier to your bite damage.

Normal: The bite is a secondary attack that takes a -5 penalty, and you only add half your Strength modifier to your bite damage.

CRAFT WYRD CHARM (ITEM CREATION, WYRD)

You can scribe a charm on an item, using it to change circumstances when fate turns against you.

Prerequisites: One wyrd feat, arcane caster level 5th.

Benefit: You can create wyrd charms, single-use magic items that allow the possessor to change her fate. Crafting a wyrd charm takes 2 hours, and you must expend half its base price in raw materials. More information can be found on page 182.

DANCING WARRIOR (COMBAT)

You have learned the ancient dances of protection from the Wyldlands of Bal.

Prerequisites: Dodge, Perform (dance) 1 rank.

Benefit: While wearing any nonmetal armor with which you are proficient, if you move at least 10 feet during your turn, you perform this special dance which grants you a +1 dodge bonus to AC and CMD. You must end your movement at least 10 feet away from your starting square.

DANCING WARRIOR, GREATER

You have mastered the ancient wardances of the Wyldlands of Bal.

Prerequisites: Dancing Warrior, fighter level 6th.

Benefit: Your dodge bonus for dancing increases to +2.

DAYLIGHT ADAPTATION

You have adapted to the brightness of the sunlit world.

Prerequisite: P'tan.

Benefit: You are no longer dazzled by bright light.

Normal: P'tan are dazzled in areas of bright sunlight or a *daylight* spell.

DEVOTED COVENANTER

You are completely dedicated to the Covenant and will not be swayed by the powers opposed to your faith.

Prerequisite: Must follow the Sanguine Covenant.

Benefit: You gain a +3 sacred bonus to any saves against any mind-affecting spells and abilities from servants of any other divine powers and daemons.

DISRUPT SPELL TRIGGER (COMBAT)

You know how to strike just before an enemy activates a magic item.

Prerequisite: Disruptive.

Benefit: Any enemy within your threatened area that attempts to use a magic item activated by a spell trigger, such as a wand, provokes an attack of opportunity by you. The enemy may make a concentration check to avoid this attack of opportunity. A hit only prevents activation of the item if the hit makes the target unable to complete the action—for example, if the item is disarmed or sundered, or if the target is killed.

DRACONIC BLOODLINE

The blood of ancient wyrms flows in your veins.

Prerequisite: Sametia affinity.

Benefit: When you select this feat, you must select one type of chromatic dragon. Your skin takes on

the tint of that dragon. You gain a +1 racial bonus to saving throws against the dragon's associated energy type, and a +2 bonus to the skills indicated on the chart below. These skills are always considered class skills for you.

Color (energy type)	Skills
Black (acid)	Stealth, Swim
Blue (electricity)	Diplomacy, Spellcraft
Green (acid)	Stealth, Survival
Red (fire)	Bluff, Intimidate
White (cold)	Acrobatics, Climb

Special: This feat must be taken at 1st level, unless a character has Sametian affinity and consumes a pint of blood from a chromatic dragon.

DRACONIC INHERITANCE

Your draconic blood runs deep.

Prerequisite: Draconic bloodline.

Benefit: You gain a +4 racial bonus on saving throws against sleep and paralysis effects.

ENERGY ABSORPTION

You can use your natural protections to heal yourself.

Prerequisite: Innate energy resistance or immunity.

Benefit: Once per day, as an immediate action, when your energy resistance or immunity reduces damage dealt to you, you gain hit points equal to half the damage ignored (rounded down). If you are injured, you gain these hit points as healing. Otherwise, they are temporary hit points that last a number of hours equal to half your character level.

FACETED BODY

Your body has sharp angles and edges that make you difficult to grab and hold.

Prerequisite: Cynean.

Benefit: You gain a +1 bonus to your CMD against grapples, and a +1 racial bonus to Reflex saves against effects that entangle or grapple.

FILTHY BEAST

Your diet and poor hygiene have made you resistant to poison and disease.

Prerequisite: Caliban.

Benefit: You gain a racial bonus to all saving throws against poison and disease equal to half your character level.

FORSAKEN

When you left the hive mind, you learned to close your mind to all psionics.

Prerequisites: Cavian, independent racial trait.

Benefits: You gain a +2 insight bonus to AC, CMD, and saving throws against psionic effects.

GEM SOUL

Your connection to the stones of power grants you an additional reserve of arcane energy.

Prerequisites: Arcane caster 1st, cynean.

Benefit: You may cast another spell per day, of a spell level no higher than your primary spellcasting ability modifier or the highest spell level you can cast, whichever is lower. If you prepare spells, you must prepare the spell as normal.

GEM SOUL, GREATER

By sacrificing some of your life force, you can unleash spells instantly.

Prerequisites: Improved Gem Soul, ability to cast 6th-level spells.

Benefit: You may cast any spell you know (or have prepared, if you prepare spells) as if you had applied the Quicken Spell feat to it. In doing so, you take 1 point of Constitution damage per spell level of the spell cast. This is based on the original spell level, not the spell level modified by the Quicken Spell feat.

GEM SOUL, IMPROVED

Your body takes on the physical and metaphysical properties of a particular gemstone.

Prerequisite: Gem Soul.

Benefit: Your body takes on the color of your associated gemstone. Your caster level is considered one higher when casting spells from your gemstone's associated school, and the DC of these spells increases by one.

School	Gem	Color
Abjuration	Emerald	Green
Conjuration	Sapphire	Deep blue
Divination	Diamond	Clear
Enchantment	Amethyst	Purple
Evocation	Ruby	Red
Illusion	Tourmaline	Pale blue
Necromancy	Onyx	Black
Transmutation	Topaz	Yellow

GUARDED BY NATURE

The spirits of nature warn you of incoming attacks.

Prerequisites: Dex 13, dalrean.

Benefit: When out in the wilderness, you cannot be caught flat-footed during a surprise round, and are not considered flat-footed when you have not acted in the first round of combat. Natural spirits provide you enough of a warning of danger to respond. This feat does not function in urban areas, in wilderness areas that have been defiled by some type of magic or blight, or in magic-dead areas.

HAIL OF THORNS

You can fire your thorns at opponents.

Prerequisites: Dalrean, thorns racial trait.

Benefit: You can fire your thorns in a 15-foot cone, dealing 2d6 piercing damage to all creatures in the area of effect. A successful Reflex save (DC 10 + 1/2 your character level + your Con modifier) halves the damage. You can use this ability a number of times per day equal to 1 + your Constitution modifier.

HARDY FORM

Like other plants, your body cannot be altered by transformative magics.

Prerequisites: Base Fortitude save +5, dalrean.

Benefit: You are immune to polymorph effects.

HIVE FIGHTING (COMBAT, TEAMWORK)

Using your connection to the hive mind, you gain additional insight during a fight.

Prerequisites: Cavian, hive mind racial trait.

Benefit: You gain a +1 insight bonus to attack rolls and weapon damage for every ally who has this feat and threatens the target.

IMPLIED THREAT

You can weave threats with your intricate command of language.

Prerequisites: Intimidate 1 rank, pryimidian.

Benefit: When you make Intimidate checks, add both your Intelligence modifier and Charisma modifier.

INFORMATION NETWORK

You have formed a network of contacts and informants.

Prerequisite: Skill Focus (Diplomacy) or satori.

Benefit: Choose a city to be the center of your network. In that city, you gain a +2 bonus to Diplomacy checks to gather information and to Knowledge (local) checks within your network's reach, and gathering information there with Diplomacy takes a quarter of the rolled time (minimum 15 minutes).

Special: This feat may be taken multiple times, but you must select a different city each time. At the GM's discretion, you may select a larger, rural area.

INTO THE HOLE

You make the best use of whatever cover is available.

Prerequisites: Skill Focus (Stealth), Stealth 5 ranks.

Benefit: You treat all cover as improved cover, and partial cover as cover. This feat does not improve soft cover.

JUNGLE BORN

You are savvy to the laws of the jungle.

Prerequisite: Confederacy affinity.

Benefit: You get a +3 bonus on all Stealth and Survival checks while in jungle terrain, as well as a +3 bonus on all Knowledge checks made to identify monsters that inhabit such terrain. If you have 10 or more ranks in one of these skills, then the bonus for that skill increases to +6.

MENACING

Spellcasters dread your menacing appearance.

Prerequisite: Intimidate 4 ranks.

Benefit: If any enemy in your threatened area casts a spell defensively, add your Charisma modifier to the DC to do so. This effect applies only if you are aware of the enemy's location and if are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and you have already made that attack, do not apply this effect.

Special: If you also have the Intimidating Prowess feat, you may add your Strength modifier rather than your Charisma modifier, but not both.

METALLIC LACING

Your body is laced with veins of metal that focus and channel magical energies.

Prerequisites: Arcane caster level 5th, cynean.

Benefit: Your body is marbled with veins of the element chosen. When you cast a spell that inflicts damage of the energy type associated with your lacing, add 1 point of damage per damage die. These metals may not be extracted from your body without killing you, by any means short of a *wish*, and are only present in extremely small quantities (1d6 gp worth).

Metal	Energy Type
Copper	Electricity
Gold	Acid
Platinum	Sonic
Silver	Cold
Iron	Fire

MULTI-TENTACLE FIGHTING (COMBAT)

You have learned to use your tentacles to good effect.

Prerequisites: Two-Weapon Fighting, pryimidian, tentacles racial trait.

Benefit: You gain two tentacle attacks as secondary natural attacks, which deal 1d4 bludgeoning damage. While using this feat, you cannot gain the benefits of the Lunge feat.

Special: This feat qualifies you for the Multiattack feat.

MUTATION FOCUS

You have mastered your mutations, making them more effective.

Prerequisites: Enuka, possess a mutation that allows a saving throw.

Benefit: Increase the save DC of all your mutations by 2.

PAIN FOCUSES THE MIND

You can use pain as a focus to break conditions that control your mind.

Prerequisite: Iron Will.

Benefit: When you have failed a saving throw against a mind-affecting or fear effect, you can injure yourself to focus your mind. On your next turn, as an immediate action, you may use a wielded melee weapon or natural attack to injure yourself, dealing hit point damage equal to twice your character level. You may then attempt another saving throw against the same effect, but with a +2 bonus. Should this save fail, you may injure yourself again to gain an identical save as needed. You may continue to injure yourself as many times as needed, but the bonus remains +2.

PHALANX LEADER (COMBAT)

You can coordinate the defenses of your troops.

Prerequisite: None.

Benefit: As a move action, you may direct all allies within 30 feet of you. These allies must be able to see and hear you. Affected allies gain a +1 morale bonus to AC for 1 round.

Special: If you have the Team Leader feat, you may activate both feats as part of the same move action.

PLANTSENSE

Your ability to communicate with plants gives you unprecedented awareness of your surroundings.

Prerequisite: Wildkindred racial ability or must be able to cast *speak with plants* as a spell or spell-like ability.

Benefit: While your *speak with plants* effect is active, you gain tremorsense out to 20 feet. You cannot use this ability if there are no plants within 20 feet of you (monsters of the plant type only count if they are not hostile to you).

PLANTSIGHT

Your awareness in natural areas is uncanny.

Prerequisites: Wis 17, Plantsense.

Benefit: As long as your *speak with plants* effect is active, you gain blindsight out to a 20 feet. You cannot use this ability if there are no plants within 20 feet of you (monsters of the plant type only count if they are not hostile to you).

POISON IMMUNITY

You are highly resistant to the toxins of natural creatures.

Prerequisites: Sasori, poison resistance racial trait.

Benefit: You are immune to the poison effects of animals, plants, and vermin.

POISON IMMUNITY, GREATER

You are immune to all toxins.

Prerequisites: Sasori, Poison Immunity.

Benefit: You are immune to all poison effects, both natural and magical.

POTION GUZZLER

You can drink potions quickly.

Prerequisites: Quick Draw.

Benefit: As a full-round action that provokes attacks of opportunity, you may quaff two potions (or similar items, such as antitoxin) at once. You must have both hands free to use this feat. This feat does not stack with any feat or ability that allows you to drink more than one potion.

PREDATORY NATURE

Everyone around you senses your inner beast.

Prerequisites: Enuka, Skill Focus (Intimidate).

Benefit: You may re-roll an Intimidate check without penalty.

Normal: You can attempt to Intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after 1 hour has passed.

RATIONAL ARGUMENT

Listeners cannot help but hear the logic in your words.

Prerequisites: Diplomacy 1 rank, prymidian.

Benefit: When you make Diplomacy checks, add both your Intelligence modifier and Charisma modifier.

REBUKE NATURE

You compel plants not to harm you.

Prerequisites: Cha 13, dalrean.

Benefit: You can rebuke plants as a standard action. This is a supernatural effect that does not provoke attacks of opportunity. All plants within 60 feet must succeed at a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be unable to attack you. On a successful save, they may attack you, but suffer a -2 penalty to their attack rolls. If you attack any affected plant, the effect is immediately broken.

You may use this ability a number of times per day equal to 3 + your Charisma modifier. The effects last for a number of minutes equal to your character level.

You gain spell resistance of 10 + your character level against spells with the plant descriptor.

RHINO'S CHARGE (COMBAT)

Opponents you bull rush are knocked down.

Prerequisites: Improved Bull Rush.

Benefits: When you successfully bull rush an opponent, you push her back as normal, but also knock her prone.

SCHOLARLY UPBRINGING

You have studied under many master scholars and sages.

Prerequisites: Prymidian.

Benefit: You may make Knowledge checks untrained.

Special: If you have the bardic knowledge class feature, you gain a +2 bonus on all Knowledge checks.

SCORPION SIGHT

Subtle vibrations allow you to detect enemies.

Prerequisites: Skill Focus (Perception), sasori, vermin friend racial ability.

Benefit: You gain tremorsense out to 10 feet.

Special: This feat may be taken up to three times. Each time you take it, add 10 feet to the range of your tremorsense.

SEEDS OF CLAIRVOYANCE, GREATER

You may gain greater insights with your seeds of clairvoyance.

Prerequisites: Character level 7th, cavian, seeds of clairvoyance racial trait.

Benefit: You may use both clairaudience and clairvoyance simultaneously on a target infected with your seeds of clairvoyance.

SHARP WIT

You know where to strike your opponents for optimal damage.

Prerequisites: Heal 5 ranks, Weapon Finesse, prymidian.

Benefit: When wielding a weapon that can be used with the Weapon Finesse feat, you may add your Intelligence modifier instead of your Strength modifier to the weapon's damage.

SHIELD EXPERTISE (COMBAT)

You know how to interpose your shield to keep an opponent from moving you.

Prerequisites: Shield Focus.

Benefit: You may add your shield bonus to your CMD to resist bull rush and overrun combat maneuvers.

SPEAR MASTERY (COMBAT)

You can use your spear as a double weapon.

Prerequisite: Base attack bonus +1.

Benefit: When wielding any weapon in the spears weapon group (or a Bal spear-club), you may wield it as a double weapon. The other end of the weapon deals the same amount of damage, adding half your Strength modifier as an off-hand weapon, but instead deals bludgeoning damage.

SPELLBUD (METAMAGIC)

You may grow buds that store spells.

Prerequisites: Dalrean, ability to cast spells.

Benefit: You can grow a bloom on your body that stores a spell of up to 3rd level. The process takes 8 consecutive hours. If interrupted, the process must be repeated from the beginning. A spellbud with a stored spell can be removed harmlessly from your body, but must be used within 1d4+1 rounds or else the spellbud withers and the spell is wasted. Another person can activate a removed spellbud by making a Use Magic Device check as if it were a scroll of your caster level. Activating a spellbud is a full-round action that does not provoke attacks of opportunity.

The stored spell is cast as if it had the Silent Spell and Still Spell metamagic feats applied.

STALWART CASTING

You gain a bonus to your concentration checks while in pain.

Prerequisite: Combat Casting.

Benefit: While you are injured or taking continuous damage, you gain a +4 bonus on concentration checks made to cast spells or use spell-like abilities.

TACTICAL MOVE (COMBAT)

Your careful movements minimize exposure to missile fire.

Prerequisite: Base attack bonus +3.

Benefit: If you take a move, double move, or withdraw action and move at least 20 feet from your starting position, you gain a +1 dodge bonus to AC against ranged attacks until the start of your next turn. If you are proficient with shields and are wielding a shield larger than a buckler, this dodge bonus increases to +2. You cannot gain the benefits of this feat if you run or charge during your turn.

TEAM LEADER (COMBAT)

You are adept at leading allies in a fight.

Benefit: As a move action, you may direct allies within 30 feet of you. Your allies must be able to see and hear you. Affected allies gain a +1 morale bonus to attack rolls for 1 round.

Special: If you have the Phalanx Leader feat, you may activate both feats as part of the same move action.

TENTACLE JAB

You can use your tentacles to stab opponents.

Prerequisites: Prymidian, tentacles racial trait.

Benefit: Your tentacles can inflict piercing damage instead of bludgeoning damage. You may change the damage type inflicted by your tentacles as a free action.

TENTACLE LASH

You can whip opponents with your tentacles.

Prerequisites: Prymidian, tentacles racial trait.

Benefit: Your tentacles can inflict slashing damage instead of bludgeoning damage. The damage type inflicted by your tentacles may be changed as a free action.

TERRAN SORCERY

Your body is a vessel of arcane energy that can enhance your spells.

Prerequisites: Arcane Crystal.

Benefit: You use your Constitution, rather than your Charisma, to determine all class features and effects related to your arcane spellcasting class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells.

TERRAN SORCERY, IMPROVED

You combine your physical and mental powers into a cohesive whole.

Prerequisites: Arcane caster level 13th, Terran Sorcery.

Benefit: Add your original primary spellcasting ability score modifier (Charisma or Intelligence) to your Constitution modifier to determine the save DCs of your spells. For example, a cynean sorcerer with a Constitution score of 16 and a Charisma score of 14 would calculate save DCs for her spells as if her Constitution score were 20.

THORNS, GREATER

You have hundreds of damaging thorns growing on your body.

Prerequisites: Dalrean, thorns racial trait.

Benefit: An opponent that strikes you with a non-reach melee weapon, natural weapon, or unarmed strike suffers 1 piercing damage. Any opponent that grapples you or is grappled by you takes 1d4 piercing damage each round. Damage reduction affects this damage as normal.

TOUGH BARK (COMBAT)

Your outer bark is more resistant to damage than that of other dalreans.

Prerequisites: Dalrean.

Benefit: Your natural armor bonus increases by 1.

Special: This feat may be taken up to three times. Each time you take it, your natural armor bonus increases by 1.

VEGETATIVE MIND

Your mind has become more plant-like.

Prerequisites: Base Will save +5, dalrean.

Benefit: You are immune to all mind-affecting effects, including beneficial effects.

VENOMOUS SPITTLE

You can spit your poisonous blood at your enemies.

Prerequisites: Sasori, Virulent Poison.

Benefit: As a standard action, you can force blood into your mouth and spit it at an opponent. This is a ranged touch attack with a 30-foot range. On a hit, the target is poisoned by lesser sasori venom unless it succeeds on a Fortitude save to negate the venom. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

VERMIN CALL

You are attuned to vermin, and they respond to your will.

Prerequisites: Sasori, vermin affinity racial trait.

Benefit: Any spells you cast or abilities you use treat vermin as if they were animals, ignoring the vermin's mindless trait. This allows you to affect vermin with abilities such as wild empathy, or affect them with spells such as *hold animal* and *fear*.

VIRULENT POISON

Your blood is particularly toxic.

Prerequisites: Sasori, venom racial trait.

Benefit: You may use your blood to create both lesser and greater sasori venom (page 180). When an opponent hits you with a bite attack, she becomes poisoned with a dose of lesser sasori venom. Additional bites, assuming she succeeds at a Will save to continue attacking with their bite, will add further doses, increasing the DC of the poison accordingly. If a creature swallows you whole, it is likewise affected by a dose of lesser sasori venom, with an additional dose affecting the creature for every round you remain swallowed.

WELL-INFORMED

You are knowledgeable about many people, places, and things.

Prerequisite: Sasori.

Benefit: When you make Diplomacy checks to gather information, you may add both your Wisdom modifier and Charisma modifier. You may also make a Diplomacy check, adding your Wisdom modifier instead of Charisma, in the place of a Knowledge check, but the DC of this check increases by +10.

WYRD BLOOD (WYRD)

You are descended from a bloodline of wyrdcasters.

Prerequisite: Dominion affinity.

Benefit: Once per day, you may call upon your wyrd blood to gain a +2 bonus to one saving throw. You must choose to use this feat before rolling. This feat does not have to be taken at 1st level, as many people with a wyrd bloodline do not manifest abilities pertaining to their bloodline until later in life.

WYRD BLOOD, IMPROVED (WYRD)

The power of the wyrd in your blood is strong.

Prerequisite: Wyrd Blood.

Benefit: The bonus from your Wyrd Blood feat increases to +4. You may choose to use this ability after rolling the saving throw, rather than before, but if you do so the bonus is only +2.

WYRD CASTING (METAMAGIC, WYRD)

You can manipulate fate to improve the success of your spells.

Prerequisites: Arcane caster level 3rd, Dominion affinity.

Benefit: You may add 1-1/2 times your spellcasting attribute modifier when determining the DC of a spell you cast. A wyrd-cast spell takes up a spell slot two levels higher than the spell's actual level.

WYRD COMMUNICATION (WYRD)

You can commune with your future self to gain insight.

Prerequisite: Wyrd Visions.

Benefit: When using wyrd visions, you may ask for guidance from your future self, giving you an insight

bonus equal to half your character level (minimum 1) on any one skill check. You must choose the skill to receive this bonus while you are in your meditative trance, and it must be a skill in which you have at least 1 rank. This bonus must be used within 24 hours of the trance or be lost.

WYRD TIME (WYRD)

You can extend the duration of a spell at the cost of another.

Prerequisites: Arcane caster level 1st, Dominion affinity.

Benefit: You may increase the duration of any spell as if you applied the Extend Spell feat. This spell does not take up a spell slot higher than the spell cast. However, the duration of the next spell you cast is halved, unless the spell has a duration of concentration, instantaneous, or permanent.

WYRD VISIONS (WYRD)

You can induce visions of your future.

Prerequisites: Spellcasting ability score 13, ability to cast 1st-level arcane spells, Dominion affinity.

Benefit: Once per day, you may enter a meditative trance for 1 hour, during which you have visions of your future. Once during the next 24 hours you may call upon these visions to aid you in your decision-making. To do so, you must take a full-round action to contemplate your visions, gaining the benefits of an augury cast at your arcane caster level.

WYRD VISIONS, IMPROVED (WYRD)

Your weird visions are more powerful.

Prerequisites: Wyrd Visions, arcane caster level 7th.

Benefit: When calling upon your wyrd visions, you may instead gain the benefits of *commune*, as if cast at your arcane caster level. The questions posed must concern some aspect of your future.

NEW SPELLS

NEW MAGIC SUBTYPE

First Ones: Spells marked with the First Ones subtype are spells that call upon an inner darkness, a dark energy that most spellcasters avoid. Possessing a copy or knowledge of these spells is considered heresy by the Sanguine Covenant.

Spells identified with ^{FO} are of the First Ones subtype.

BARD

LEVEL 1

Transcribe: Write down exact conversations

LEVEL 2

Accelerate Magic: Lower the duration of a spell

Beguiling Stance: Use Charisma instead of Strength on CMD

Deaden Senses: Cancels one sense for a short period of time

Fountain of Knowledge: Gain insight bonus to all Knowledge skills

Magnify Vision: Doubles the range of your vision

Wall of Silence: Creates a wall that blocks all sound and sonic effects

LEVEL 3

Babble Sphere: The target can only speak in gibberish

LEVEL 5

Sensory Deprivation: Negates all of the target's sense

LEVEL 6

Deaden Senses, Mass: As *deaden senses* but affects multiple targets

Sensory Modification: Turns all damage into nonlethal damage

CLERIC

LEVEL 1

Deadman's Gaze: See through a corpse's eyes

False Guidance: Increases the chance of failure of divination spells

Tendrils of Darkness: Tendrils of darkness entangle targets (Var Shaal)

Transcribe: Write down exact conversations

LEVEL 2

Kaga's Siphon: Lower the target's effective caster level (Kaga)

Light of Revelation: Creates a barrier that damages shapechangers (Sanguine Covenant)

Light of Undeath: Make undead appear alive and places living creatures under a *faerie fire* (Xonist)

LEVEL 3

Babble Sphere: The target can only speak in gibberish
Conflagrating Charge: Deal fire damage on a bull rush, overrun, or trample (Cult of the Dragon)

Corpse Flesh: Gain DR and natural armor of an undead

Feast of Maggots: Maggots eat the target alive (Xonist)

Flaming Armor: Armored target takes fire damage (Cult of the Dragon)

Flaming Bolt: Target ammunition deals additional fire damage (Cult of the Dragon)

LEVEL 4

Bind Shape Changer: Prevents a shapechanger from changing form

Brain Stroke: Drain Intelligence from target (Xonist)

Caliban's Feast: Eating the target grants its skill ranks (Cult of the Dragon)

Corruption of Khayne^{FO}: Target takes Constitution damage (Khayne)

Light of Revelation, Greater: As *light of revelation*, but dealing more damage (Sanguine Covenant)

Sacrifice: Sacrifice a living creature to gain bonuses to cast spells

LEVEL 5

Bloodletting: Make target bleed and resistant to positive energy

Crystal Shaping: As *stone shape*, but affects gems and crystals

LEVEL 6

Cone of Fangs: Cone filled with gnashing teeth (Cult of the Dragon)

Sensory Deprivation: Negates all of the target's senses (Khayne)

LEVEL 7

Flaming Armor, Mass: As *flaming armor* but affects multiple targets (Cult of the Dragon)

Sensory Modification: Turns all damage into nonlethal damage (Cult of the Dragon)

LEVEL 8

Depletion of Khayne^{FO}: Deal ability drain to gain bonuses (Khayne)

LEVEL 9

Hellish Reprisal^{FO}: Upon death, wreak vengeance upon your killer (Khayne)

DRUID

LEVEL 2

Deaden Senses: Cancels one sense for a short period of time

Heighten Senses: Improves the target's senses

Magnify Vision: Doubles the range of your vision

LEVEL 3

Desiccating Sphere: Dries water and damages aquatic creatures

Feast of Maggots: Maggots eat the target alive

Horrid Stench: Those who come near you become nauseated

LEVEL 4

Bind Shape Changer: Prevents a shapechanger from changing form

Caliban's Feast: Eating the target grants its skill ranks

Crystal Shaping: As *stone shape*, but affects gems and crystal

Dispersing Wind: As *wind wall* but spherical

Sacrifice: Sacrifice a living creature to gain bonuses to cast spells

Shield of Worms: Your body becomes covered with worms that attack anyone striking you

LEVEL 5

Waterspout: A wave of water bull rushes and grapples targets in its path

LEVEL 6

Deaden Senses, Mass: As *deaden senses* but affects multiple targets

Heighten Senses, Mass: As *heighten senses* but affects multiple targets

MACHINESMITH

LEVEL 1

Guardian Drone: Animate a tiny mechanical guardian to aid and protect you

Transcribe: Write down exact conversations

LEVEL 2

Blade Drone: Animate a tiny mechanical guardian to fight for you

Program Feat: Give a construct a feat

LEVEL 3

Flaming Bolt: Target ammunition deals additional fire damage

LEVEL 4

Cluster Bomb: 3d6 fire damage plus 1 fire damage per caster level

Malfunction: As *confusion* but works on constructs

Magnify Vision: Doubles the range of your vision

LEVEL 5

Calcific Touch: Slowly turns target creature to stone

Pocket Army: Creates 1d4 small clockwork constructs that attack

Possess Object: Enables possession of an object

Rapid Repair: Construct gains fast healing 5

LEVEL 6

Hunter Seeker Drones: Creates three drones, which can each target a different enemy

Leashed Shackles: Creates shackles made of pure force that bind the target's limbs

MAGUS

LEVEL 5

Corrosive Consumption: Causes a small, rapidly growing patch of corrosive acid to appear on the target

RANGER

LEVEL 2

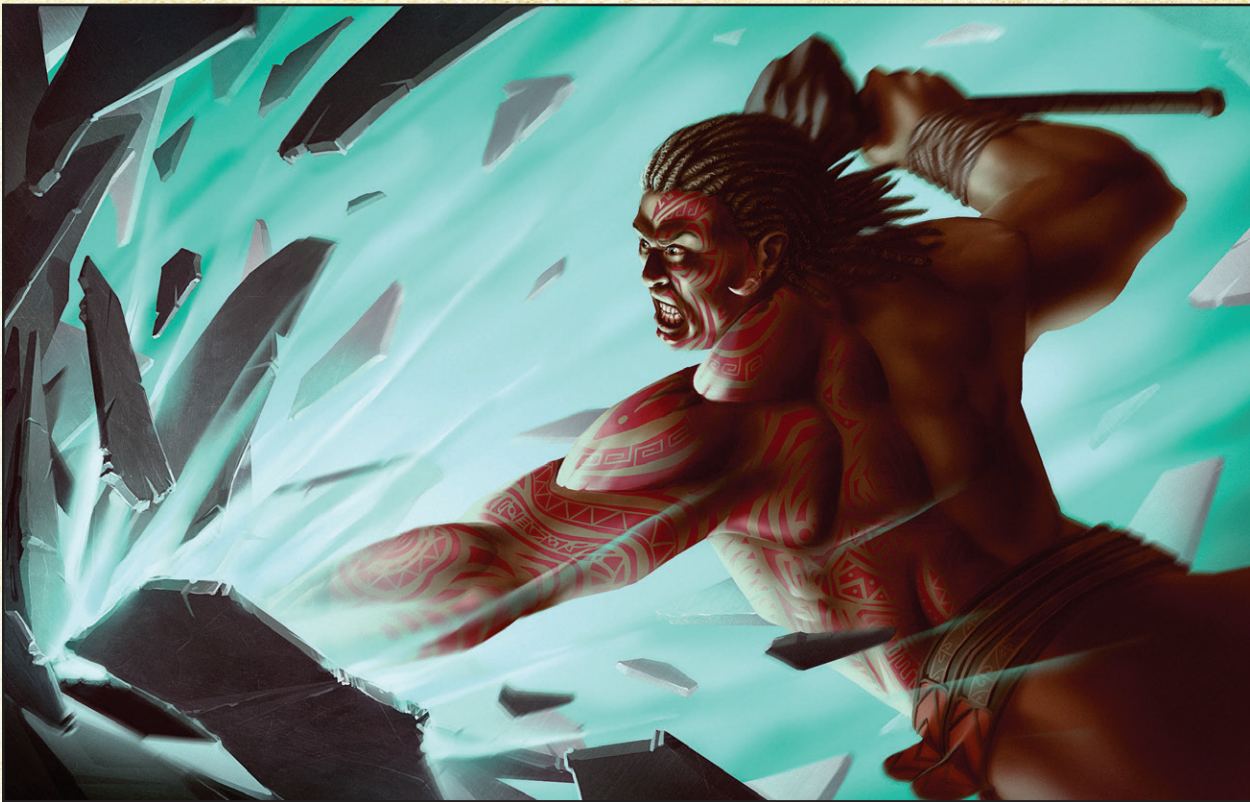
Deaden Senses: Cancels one sense for short time

Heighten Senses: Improves the target's senses

Magnify Vision: Doubles the range of your vision

LEVEL 3

Flaming Bolt: Target ammunition deals additional fire damage



SORCERER/WIZARD

LEVEL 1

- Battlemind:** Use spellcasting attribute to make attacks
- Deadman's Gaze:** See through a corpse's eyes
- False Guidance:** Increases the chance of failure of divination spells
- Tendrils of Darkness:** Tendrils of darkness entangle targets
- Transcribe:** Write down exact conversations

LEVEL 2

- Accelerate Magic:** Decrease the duration of a spell
- Deaden Senses:** Cancels one sense for short time
- Flaming Blood:** Target becomes vulnerable to fire
- Heighten Senses:** Improves the target's senses
- Kaga's Siphon:** Lowers target's effective caster level
- Light of Revelation:** Creates barrier that damages shapechangers
- Light of Undeath:** Make undead appear alive and places living creatures under a *faerie fire*
- Magnify Vision:** Doubles the range of your vision
- Moon Bolt:** Fires bolt that deals cold damage
- Wall of Silence:** Creates a wall that blocks all sound and sonic effects

LEVEL 3

- Black Tentacles, Lesser:** As *black tentacles* but affects only one square
- Brain Burrow^{FO}:** Occupy the body of a dead creature
- Brain Drain:** Drain target's Intelligence and boost your own
- Burning Winds:** Like *gust of wind* but also deals damage

- Conflagrating Charge:** Deal fire damage on a bull rush, overrun, or trample
- Corpse Flesh:** Gain DR and natural armor of an undead
- Desiccating Sphere:** Dries water and damages creatures
- Feast of Maggots:** Maggots eat the target alive
- Flaming Armor:** Armored target takes fire damage
- Flaming Bolt:** Target ammunition deals additional fire damage
- Fountain of Knowledge:** Gain insight bonus to all Knowledge checks
- Horrid Stench:** Those who come near you become nauseated

LEVEL 4

- Babble Sphere:** Target can only speak in gibberish
- Battle Tentacles:** Creates tentacles that cause damage
- Bind Shape Changer:** Prevents a shapechanger from changing form
- Brain Stroke:** Drain Intelligence from target
- Caliban's Feast:** Eating the target grants its skill ranks
- Crescent Grasp:** When someone attacks you, attacker takes damage and may take Strength damage
- Dispersing Wind:** As *wind wall* but spherical
- Flame Burst:** Sphere of fire emanates from you
- Light of Revelation, Greater:** As *light of revelation*, but deals more damage

LEVEL 5

- Bloodletting:** Make target bleed and resistant to positive energy
- Corrosive Consumption:** Causes a small, rapidly growing patch of corrosive acid to appear on the target
- Crystal Shaping:** As *stone shape*, but affects gems and crystal

Grant Arcana: As imbue with spell ability

Lunar Majesty: Gain bonus to abilities

Sigil Sanctuary^M: Escape death by putting your mind into a book

Waterspout: Wave of water bull rushes and grapples targets in its path

LEVEL 6

Cone of Fangs^{FO}: Creates cone filled with gnashing teeth

Deaden Senses: As *deaden senses* but affects multiple targets

Heighten Senses, Mass: As *heighten senses* but affects multiple targets

Lunar Arsenal: Target armor or weapon gains bonuses against incorporeal and shapechanger creatures

Sensory Deprivation: Negates all of the target's senses

LEVEL 7

Flaming Armor, Mass: As *flaming armor* but affects multiple targets

Sensory Modification: Turns all damage into nonlethal damage

LEVEL 8

Rain of Fire: Burning pebbles fall from the sky, doing fire and piercing damage

LEVEL 9

Bitter Ashes: Kills target and destroys its soul, creating a wight

Hellish Reprisal^{FO}: Upon death, wreak vengeance upon your killer

Lunar Majesty, Mass: As *lunar majesty* but affects multiple targets

WITCH

LEVEL 2

Accelerate Magic: Decrease the duration of a spell

Light of Undeath: Make undead appear alive and places living creatures under a *faerie fire*

LEVEL 3

Corpse Flesh: Gain DR and natural armor of an undead

Feast of Maggots: Maggots eat the target alive

Horrid Stench: Those who come near you become nauseated

LEVEL 4

Sacrifice: Sacrifice a living creature to gain bonuses to cast spells

Shield of Worms: Your body becomes covered with worms that attack anyone striking you

NEW SPELL DESCRIPTIONS

ACCELERATE MAGIC

School transmutation; **Level** bard 2, inquisitor 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one active spell

Duration instantaneous

Saving Throw none; **Spell Resistance** no

If you succeed on a caster level check (DC 11 + the spell's caster level), the current duration of the target spell is halved. You cannot target a spell with a duration of concentration, instantaneous, or permanent, and you must target a spell that has an observable effect, or else you must be able to determine its existence via *detect magic*, *arcane sight*, or similar means.

BABBLE SPHERE

School enchantment [mind-affecting, sonic]; **Level** bard 3, cleric 3, inquisitor 3, magus 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Effect 20-ft.-radius sphere centered on you

Duration 1 round/level [D]

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

Everyone within the area of the *babble sphere*, except you, are unable to communicate meaningfully: Any attempt to speak, in any language, produces nonsensical sounds, and any attempt to cast a spell with a verbal component fails. Magic items that are activated by command words, spell completion, or spell trigger cannot be used. A successful Will save negates the spell's effect. Any affected creature that leaves the *babble sphere* remains under its effects for 1 round.

A target under the effects of *tongues* does not lose its ability to speak, but it loses the benefit of the spell for as long as it remains within the *babble sphere* and for 1 round after leaving it.

BATTLEMIND

School divination; **Level** oracle 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Using this spell, you allow your innate insight, intuition, or sheer force of personality to drive home your attacks. While under the effects of this spell, add

your primary spellcasting attribute modifier to your attack rolls instead of your Strength.

BATTLE TENTACLES

School conjuration (creation); **Level** magus 4, sorcerer/wizard 4, summoner 3, witch 4
Casting Time 1 standard action
Components V, S, M (octopus or squid tentacle)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

This spell functions as *black tentacles*, except that the tentacles do not grasp creatures in the area, but simply bludgeon them relentlessly. Each round at the beginning of your turn, each creature within the area of the spell is targeted by a melee attack, even during the round that you cast *battle tentacles*. Creatures that enter the area of effect are attacked immediately. To determine the attack bonus of the tentacles, use your caster level as their base attack bonus, adding a +4 bonus from their Strength. The tentacles are Medium, so their attacks take no size bonus or penalty. On a hit, the tentacles inflict 2d6+6 bludgeoning damage.

BEGUILING STANCE

School transmutation; **Level** bard 2, oracle 2, summoner 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level (D)

You temporarily transform your natural cunning and deceit into martial ability. For the duration of this spell, use your Charisma modifier in place of your Strength modifier when calculating your CMD.

BIND SHAPECHANGER

School transmutation; **Level** cleric 4, druid 4, inquisitor 4, oracle 4, paladin 3, sorcerer/wizard 4, witch 4
Casting Time 1 round
Components V, S, M (a small piece of chain)
Range medium (100 ft. + 10 ft./level)
Target 1 shapechanger
Duration 1 hour/level
Saving Throw Fort negates; **Spell Resistance** yes

When you cast this spell on a creature with the shapechanger subtype or with shapechanging ability (such as a druid), you lock it into its current form, preventing it from changing shape for the duration of the spell. The creature can be affected by other transmutation spells (e.g., *baleful polymorph*) while under the effects of *bind shapechanger*, but it cannot change shape of its own volition. This spell

also prevents a character with wild shape or a similar ability from using it or returning to her original form.

BITTER ASHES

School necromancy [death]; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M (ashes of a cremated creature)
Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** y/n

When you cast this spell, your hand becomes a conduit of energy from the Negative Energy Plane, which you can use to slay a living opponent. If you succeed on a melee touch attack, the target takes 2d6 negative energy damage per caster level (maximum 40d6). If the target's Fortitude saving throw succeeds, it instead takes 10d6 negative energy damage plus 1 point per caster level. If this damage kills the target, it must succeed on a Will save or have its soul utterly destroyed.

A humanoid killed by this spell, whether or not it succeeded on its Fortitude save, becomes a wight under your control. The bodies of non-humanoids are destroyed by this spell. You may command wights in this manner with a total Hit Dice up to 4 times your caster level. A creature killed by *bitter ashes* can only be brought back to life through a *miracle* or *wish* if its soul is destroyed. Otherwise, *true resurrection* can restore life to the victim.

BLACK TENTACLES, LESSER

School conjuration (creation); **Level** magus 2, sorcerer/wizard 2, summoner 1, witch 2
Casting Time 1 standard action
Components V, S, M (octopus or squid tentacle)
Range medium 100 ft. + 10 ft./level
Area 10-ft.-area spread
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

This spell acts as *black tentacles*, but with a reduced area and effect. When determining the tentacles' CMD, the tentacles use your caster level as their base attack bonus and gain a +3 bonus from their Strength. If the tentacles successfully grapple a foe, it takes 1d6+3 damage and gains the grappled condition. In all other ways, this spell works as *black tentacles*.

BLADE DRONE

School transmutation; **Level** machinesmith 2
Casting Time 1 standard action
Components V, S, M (a small clockwork device shaped like an axle surrounded by three to five scythe-like blades)
Range medium (100 ft. + 10 ft./level)
Duration 1 round/Level (D)
Saving Throw none; **Spell Resistance** no

You animate a tiny rotary *blade drone*, which takes flight from your fist and speeds toward the target, slashing and tearing with terrible efficiency. If the drone hits, it deals 1d10 slashing damage plus 1 damage per 2 caster levels (maximum +5). This damage is considered magical for the purpose of DR, and its critical range is 18–20/x2. It attacks each round during your turn, using your base attack bonus, with a bonus equal to your Intelligence modifier, versus the target's AC.

Blade drones cannot impart or receive a flanking bonus, and they cannot benefit from spells, combat actions, or your feats. If the target moves beyond the range of the spell, the drone returns to you. As a move action, you may redirect the drone to a new target within range, prior to the drone's attack. If the *blade drone* does not move during your turn, it makes a full attack. The *blade drone* may be targeted by spells or mundane attacks; it has an AC of 16 and 10 hit points +1 per caster level. It is considered an object and is immune to nonlethal damage and critical hits. It is considered a magic item for the purpose of saving throws, with all saves equal to 2 + caster level.

BLOODLETING

School necromancy; **Level** cleric 5, inquisitor 6, oracle 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a drop of blood)

Range touch

Target one living creature touched

Duration 1 round/level

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

With a touch, you cause a living creature to manifest wounds that bleed profusely. If you hit with a melee touch attack, you inflict 5d8 damage plus 1 point per caster level (maximum +10), and deal bleed damage equal to half that damage inflicted. A successful Will save by the target halves the damage and reduces the bleed effect to 1 round.

This persistent bleeding cannot be negated by a Heal check and is resistant to magical healing. The target also gains spell resistance against magical healing, equal to 10 + its Hit Dice, for as long as the bleeding persists. Any spell, item, or effect that heals hit point damage must bypass this SR to affect the target. Any magical healing that bypasses the SR ends the bleeding effect. The other option to stop the bleeding is to cauterize the wounds: Every 1d6 points of fire damage done to the target reduces the bleed damage by up to 10 points. Creatures immune to bleed damage still take the initial damage.

BRAIN BURROW

School necromancy [First One]; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components S, F (a corpse)

Range touch

Target dead creature touched

Duration see text

Saving Throw none; **Spell Resistance** no

You can invade and control the body of a dead creature whose brain has been surgically removed. When you cast this spell, your body becomes amorphous and flows into the target's now-empty skull. You gain control of its body, using it as if it were your own, though with reduced strength and physical coordination. Treat your physical ability scores as those of the target, suffering a –2 penalty to Strength and Dexterity.

You may use any of the creature's physical senses, gain any of its movement rates, and use any of its natural attacks. You also gain any of the creature's extraordinary abilities, including weaknesses, except for fast healing, frightful aura, and regeneration. Any damage directed at you is taken by the body, which has the same number of hit points as it had in life. You gain none of the creature's memories, personality, or mental attributes or abilities.

You cannot possess a body that has been dead for more than 1 day, unless it has been preserved using *gentle repose* or similar means. The body, once possessed, decays rapidly, becoming useless after 7 days unless this time is extended with *gentle repose*. Whenever the possessed body takes damage, you must succeed on a Fortitude save (DC 10 + damage taken) or be immediately expelled from the body, ending the spell. This spell does not work on destroyed undead, oozes, plants, or creatures never had a brain.

BRAIN DRAIN

School necromancy; **Level** magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

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

If you hit your target with a melee touch attack, it suffers a 2d4 penalty to its Intelligence score, and you gain a temporary enhancement bonus to your Intelligence score equal to half the penalty applied to your target. The penalty to the target cannot reduce its Intelligence score below 1.

This penalty may make it impossible for the target to cast or manifest some or all of its spells or psionic abilities, although it does not lose prepared spells. Creatures without an Intelligence score are unaffected by this spell.

BRAIN STROKE

School necromancy; **Level** cleric 4, sorcerer/wizard 4

Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

On a successful touch attack, you inflict 1d4 points of Intelligence drain + 1 point per 3 caster levels (maximum 1d4+5) on your target. Constructs and creatures without an Intelligence score are unaffected by this spell.

BURNING WINDS

School evocation [air, fire]; **Level** magus 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a pinch of ash)
Range 60 ft.
Effect line-shaped gust of scorching wind emanating from you
Duration 1 round
Saving Throw Fortitude half (see text); **Spell Resistance** yes

This spell functions as *gust of wind*, except that the air produced by the spell is scorching hot and inflicts 1d6 fire damage +1 per caster level (maximum 1d6+10) to all targets within the area of effect. If a target succeeds on a Fortitude save, it takes half of the fire damage.

CALCIFIC TOUCH

School transmutation [earth]; **Level** machinesmith 5, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Target creature or creatures touched (up to 1 per level)
Duration 1 round/level
Saving Throw Fortitude partial; **Spell Resistance** yes

Your touch progressively transmutes the substance of a creature's body into stone. Once per round, you may make a touch attack that inflicts 1d4 Dexterity damage and slows the target (as *slow*) for 1 round. A successful Fortitude save negates the *slow* effect but not the ability damage. A target reduced to 0 Dexterity is petrified permanently. *Break enchantment*, *restoration*, or *stone to flesh* can reverse the effects of *calcific touch*.

CALIBAN'S FEAST

School necromancy; **Level** cleric 4 (Cult of the Dragon), druid 4, shaman 4, witch 4
Casting Time 1 standard action
Components S, M (brain of an intelligent creature)
Range personal
Target you

Duration 1 hour/level

By devouring the brain of a dead creature with an Intelligence score of 3 or more, you gain access to its memories and skills. The creature must have been dead for no more than 24 hours (though this time can be extended via *gentle repose*) and its brain must be completely removed before the spell is cast.

You gain the creature's skill ranks, up to the maximum ranks you would be able to put into any given skills; any ranks above your maximum are lost. Also, any of the creature's class skills are considered class skills for you.

With the memories gained, you gain a +10 competence bonus to Disguise checks to impersonate the creature. You gain general memories and personality traits. To come up with a specific piece of information (the password to get past a guard, for example) you must concentrate on recalling the information. This is a full-round action, and you must succeed on a caster level check (DC 10 + double the creature's Hit Dice).

All knowledge gained, skill ranks, and bonuses are lost when the spell ends, though specific bits of knowledge could be passed on to others or written down in order to be used later. Clerics may only take this spell if they follow the Cult of the Dragon.

CLUSTER BOMB

School transmutation; **Level** machinesmith 4
Casting Time 1 standard action
Components V, S, M (alchemist's fire worth 20 gp)
Range medium (100 ft. + 10 ft./level)
Area 10-ft.-radius burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You hurl a charged alchemist's fire, which explodes into a shower of smaller bombs on impact, each dealing 3d6 fire damage plus 1 fire damage per caster level (maximum +15) to every creature in the area of effect. While the first bomb targets a specific square, the spell creates two more bombs, which bounce as if you missed according to the standard splash weapon rules. Affected creatures make separate saving throws for each bomb.

CONE OF FANGS

School conjuration (creation); **Level** cleric 6 (Cult of the Dragon), sorcerer/wizard 5, summoner 4
Casting Time 1 standard action
Components V, S, DF/F (dragon's claw)
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You create a swirling cone filled with the gnashing teeth and fangs of abyssal horrors. The *cone of fangs* inflicts 1d6 slashing damage per caster level



(maximum 15d6) plus 1 bleed damage per die of damage dealt. A successful Reflex save halves both the slashing and bleed damage. Clerics may only take this spell if they follow the Cult of the Dragon.

CONFLAGRATING CHARGE

School evocation [fire]; **Level** cleric 2, magus 1, inquisitor 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a drop of oil)

Range personal

Target you

Duration 1 round/level (D)

You charge your body with a fiery energy that bursts forth whenever you perform a charge or certain combat maneuvers. For the duration of the spell, if you take a charge action and hit, your attack deals another 1 point of fire damage per caster level.

If you perform a bull rush, overrun, or trample maneuver during the duration of the spell, your body forms a fiery vanguard ahead of you. If your combat maneuver is successful, you deal 1d4 fire damage per caster level to the target. Any easily combustible materials, such as lamp oil, in the path of your combat maneuvers are ignited by your passing.

CORPSE FLESH

School necromancy; **Level** cleric 3 (Xonist), sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of zombie flesh)

Range personal

Target you

Duration 1 minute/level (D)

Your flesh takes on undead traits while this spell is in effect. You gain a +2 enhancement bonus to natural armor and DR 5/slashing, and your body exudes an odor of decay. You gain a +10 competence bonus to any Disguise checks made to pass as a zombie. Clerics may take this spell only if they are Xonists.

CORRUPTION OF KHAYNE

School necromancy (First Ones); **Level** cleric 4 (Khayne)

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration instantaneous, see text

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

Resistance yes

Your touch fills your target's body with corruption, causing it to wither and rot. If hit with a melee touch attack, the target suffers 1d6 Constitution damage. The corruption continues to work on the target's body on the following round, inflicting another 1d4 Constitution damage. If the target succeeds on a Fortitude save on a round it is affected by the spell, the Constitution damage is halved for that round. Clerics may only take this spell if they follow Khayne.

CRESCENT GRASP

School evocation [light]; **Level** druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (silver coin)

Range personal

Target you

Duration 1 round/level (D)

This spell envelops you in an aura of moonlight. Any creature striking you with a natural weapon or melee weapon deals normal damage, but the creature also takes 1d6 damage plus 1 damage per caster level (maximum +15). An attacker that takes damage also takes 1 Strength damage unless it succeeds on a Fortitude save. Attackers striking you with reach weapons or ranged attacks are not affected by this spell. If the attacker has spell resistance, it applies to this effect.

While the spell is in effect, your body sheds light equivalent to that of a torch. This magical light counters and dispels darkness spells of equal or lower level.

CRYSTAL SHAPING

School transmutation [earth]; **Level** cleric 4, druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, DF

Range touch

Target crystalline object or creature touched, up to 1 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** no

This spell functions as *stone shape*, except that it only affects things of a crystalline nature such as gemstones. It affects less material than *stone shape*, but allows for working at finer detail, letting you create moving parts if you so desire.

If used against creatures with a crystalline structure, such as cyneans, the spell deals 1d6 sonic damage per caster level (maximum 15d6). A successful Fortitude save by the target halves the damage.

DEADEN SENSES

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

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level

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

You call upon the powers of unlife to dull a creature's senses. The target takes a -8 penalty to all Perception checks, and bonuses applied to DCs due to distance are doubled. If the affected creature has blindsense,

or tremorsense, halve the range of those senses. If it has blindsight, replace it with blindsense of the same range.

DEADEN SENSES, MASS

School necromancy; **Level** bard 4, cleric 5, druid 5, ranger 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M/F

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

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 minute/level

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

This spell functions as *deaden senses*, except you can target multiple creatures.

DEAD MAN'S GAZE

School necromancy; **Level** cleric 1, sorcerer/wizard 1, witch 1

Casting Time 1 round

Components V, S, DF

Range touch

Target one dead creature

Duration 1 round

Saving Throw none, see text; **Spell Resistance** no

By touching a corpse that has been dead no longer than 1 day per caster level, you can see through its eyes, seeing its last moments before death. You gain a vision of everything the creature saw in the final round before its demise. The corpse's eyes must be intact for this spell to function. If the target creature was blind, the spell fails to function. If the creature's vision was impaired in some fashion, this affects the vision you receive accordingly.

This spell may be used on a corpse that has been turned undead, but you must hit on a melee touch attack, and the target receives a Fortitude save. If it succeeds on the save, you receive no information from it.

DEPLETION OF KHAYNE

School necromancy (First Ones); **Level** cleric 8 (Khayne)

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 round/level; see text

Saving Throw Fortitude partial, see text;

Spell Resistance yes

Your touch drains your opponent and bolsters you. On a successful melee touch attack, you deal 1d4 ability drain to the ability of your choice. The target can make a Fortitude save to halve the ability drain (minimum 1).

For every point of ability drain you inflict, you gain 5 temporary hit points, up to half your total hit points. For every 2 points of ability drain you inflict, you also gain a +1 profane bonus to all saving throws (maximum bonus +5). The temporary hit points and saving throw bonus remain for up to 1 hour. Clerics may only take this spell if they follow Khayne.

DESICCATING SPHERE

School transmutation; **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a pinch of powdered charcoal or silica)

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

Effect dries liquids and damages creatures in a 20-ft. radius

Duration instantaneous

Saving Throw Fortitude partial/negates, see text;

Spell Resistance yes

You destroy all water and water-based liquids in the area of effect. Unattended liquids are destroyed automatically, including magical liquids such as potions. Creatures with the aquatic or water subtype within the area of effect take 1d6 damage per caster level (maximum 10d6). Other living creatures within the area of effect take 1d4 damage per 2 caster levels (maximum 5d4). Nonliving, nonaquatic creatures are immune to this spell.

DISPERSING WIND

School evocation [air]; **Level** cleric 4, druid 4, ranger 3, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Components V, S, M/DF (a tiny fan and an exotic feather)

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

Effect a hemisphere or sphere of wind with a radius of up to 3 ft. + 1 ft./level

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

When you cast this spell, you create a whirling shell of wind around a point you designate. The shell will be a hemisphere if cast at ground level, or a sphere if cast in the air. The spell otherwise duplicates the effects of *wind wall*.

DRONE TURRETS

School transmutation; **Level** machinesmith 3

Casting Time 1 standard action

Components V, S, M (small clockwork devices with six mechanized legs)

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

Targets crossbow or gun turrets

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell animates any or all of a machinesmith's deployed crossbow or gun turrets, granting them a

measure of mobility. Whenever the machinesmith commands his turrets, he may order each turret to move to a new location with a base speed of 20 feet. If a turret's target moves out of line of sight, it will automatically attempt to move to where its target was last seen.

EXTERMINATOR DRONE

School transmutation; **Level** machinesmith 5

Casting Time 1 round

Components V, S, M (small clockwork device shaped like a serpent with multiple rotors)

Range 10 miles

Effect 1 drone

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

This spell transmutes a small device into a Medium drone with a serpentine body that takes flight from your hand. The *exterminator drone* proceeds to pursue and attack a target visualized by the caster at a particular location within range of the spell. If the *exterminator drone* arrives at the location and cannot find the target, the drone will attempt to track the target down. Once an *exterminator drone* is given a target, it attacks the target until the target is dead, the spell's duration expires, or the drone is destroyed or dismissed.

An *exterminator drone* may be targeted by spells and mundane attacks. It has AC 15, hardness 10, and 30 hit points plus 2 per caster level. It has a fly speed of 100 feet (good) and an effective overland flight speed of 50 mph when racing to its destination.

It can make a ranged firearm attack with a 50-foot range increment or two melee attacks with hooked blades. Any one of these attacks, on a hit, deals 1d10 damage plus 1 damage per 2 caster levels (bludgeoning and piercing for the ranged attack; slashing for the melee attacks). This damage is considered magical for purposes of DR, and its critical range is 20/x4 (ranged) or 18–20/x2 (melee). It attacks with your base attack bonus + Intelligence bonus. It is considered an object and is immune to nonlethal damage and critical hits. The drone can make Fly, Perception, and Survival checks with a bonus equal to the caster level + your Intelligence bonus. It is considered a magic item for the purpose of saving throws, with all saves equal to 2 + caster level.

FALSE GUIDANCE

School enchantment; **Level** cleric 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, DF/F (a crooked wand)

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

Target one creature

Duration 1 hour/level, see text

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

This spell twists the divinatory magics your target uses, making them less accurate. If the target attempts to use a divination spell or effect that has a percentage chance for success (such as *augury*), that chance decreases by 3% per caster level (minimum 50%). If the divination effect fails, it will provide a false result, if possible, and the target will not know that the divination failed. This spell may be cast through a scrying sensor.

FEAST OF MAGGOTS

School necromancy; **Level** cleric 3 (Xonist), druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a live maggot)

Range touch

Target creature touched

Duration 1 round/level

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

You infest your opponent with maggots and other such vermin that devour him alive. If you make a successful melee touch attack, the target takes 1d4 damage per caster level (maximum 10d4) and takes 1 point each of Strength, Dexterity, and Constitution damage. A successful Fortitude save halves the damage and negates the ability damage.

Each round of the spell's duration after being cast, its hit point damage decreases by 1d4, but its ability damage remains the same, and the target continues to make a Fortitude save each round. A successful *remove disease* (use the spell's DC for the caster level check) will destroy the maggots and end the spell. Clerics cannot take this spell unless they are Xonists.

FLAME BURST

School evocation [fire]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

Range close/med/long

Effect 30-ft.-radius sphere centered on you

Duration instantaneous

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

You detonate a searing explosion of flame that radiates from you to engulf everything in a 30-foot radius, dealing 1d6 fire damage per caster level (maximum 15d6). You may choose to include yourself in the spell's effects.

The *flame burst* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks it, the *flame burst* may continue beyond the barrier if its area permits.

FLAMING ARMOR

School evocation [fire]; **Level** cleric 3 (Cult of the Dragon), sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target one creature in metal armor

Duration 1 round/level (D)

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

You evoke the memory of the forge in the metal of an opponent's armor, setting it ablaze for the duration of the spell. A successful Will save negates the effect. Otherwise, flames lick up from the armor. Every round on your turn, the armor's wearer takes fire damage equal to her total armor bonus. This damage is also inflicted on any creature grappling



the target. *Quench* can be used to dispel this effect, as can *dispel magic*. *Chill armor* counters and dispels the effect. Otherwise, the armor must be removed, or the wearer must smother the flames by being completely immersed in water, buried in sand, or put in a similar situation where the flames are denied oxygen. While burning, the armor gives off light equal to a sunrod. Clerics cannot take this spell unless they follow the Cult of the Dragon.

FLAMING ARMOR, MASS

School evocation [fire]; **Level** cleric 7 (Cult of the Dragon), sorcerer/wizard 7

Target 1 creature in metal armor/level, no two of which can be more than 30 ft. apart

This spell functions like *flaming armor*, except that it can target multiple creatures.

FLAMING BLOOD

School transmutation [curse]; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target 1 creature

Duration 1 day/level (D)

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

You curse the target, making its flesh more responsive to fire's kiss. The target gains vulnerability to fire. This effect can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

FLAMING BOLT

School evocation [fire]; **Level** cleric 3 (Cult of the Dragon), machinesmith 3, ranger 3, sorcerer/wizard 3

Casting Time 1 standard action

Component V, S

Range touch

Target 1 projectile/2 caster levels

Duration up to 1 round/level

Saving Throw none; **Spell Resistance** yes

With a touch, you imbue pieces of ammunition—whether arrows, bolts, or bullets—with the essence of fire. When imbued ammunition hits, it deals an additional 1 point of fire damage per caster level (maximum +10). This fire damage is subject to spell resistance.

Once fired, whether it hits or misses, the ammunition's magic is gone.

FOUNTAIN OF KNOWLEDGE

School divination; **Level** alchemist 2, bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/F

Range personal

Target you

Duration 1 minute/level

Your mind is opened, giving you access to otherwise murky or forgotten information. You gain an insight bonus to all Knowledge checks equal to half your caster level.

GRANT ARCANA

School evocation; **Level** sorcerer/wizard 3

Casting Time 10 minutes

Components V, S, F (a rod of ash wood)

Range touch

Target creature touched

Duration permanent until discharged (D)

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

Resistance yes (harmless)

This spell works as the imbue with spell ability, allowing you to transfer some of your arcane spellcasting ability and spells to another creature. If you prepare spells as a wizard, you transfer the spells as the imbue with spell ability.

If you are a spontaneous spellcaster, you transfer some of your innate talent, giving up the ability to use any given spells of your choice, along with adequate daily spell slots of the appropriate level. You remain unable to use those spells and spell slots until you dismiss the spell or the recipient uses them.

GUARDIAN DRONE

School transmutation; **Level** machinesmith 1

Casting Time 1 standard action

Components V, S, M (a small clockwork device shaped like a bird or other flying creature)

Range personal

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell**
Resistance no

You animate a tiny mechanical guardian to aid and protect you. When you cast this spell, you must set the *guardian drone* to be offensive or defensive. If offensive, the drone harasses and distracts an adjacent enemy, granting you a +2 circumstance bonus to attack rolls against it. You may change the target as a swift action. If set to defensive, the drone gives you a +2 bonus to AC against one adjacent opponent's next attack. As a move action, you may change the drone from offensive to defensive and vice versa. The drone may be attacked; it has an AC of 16 and 4 hit points, and all of its saves are equal to a magic item (2 + caster level).

HEIGHTEN SENSES

School transmutation; **Level** alchemist 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level (D)

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

Using this spell, you improve the target's senses to uncanny levels. The affected creature gains a +8 insight bonus to all Perception checks. Alternately, you may grant the target the scent ability or blindsense out to 10 feet.

HEIGHTEN SENSES, MASS

School transmutation; **Level** druid 5, shaman 5, sorcerer/wizard 6

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

Target one creature per caster level, no two of which can be more than 30 ft. apart

Duration 1 minute/level (D)

This spell functions as *heighten senses*, except where noted above.

HELLISH REPRISAL

School conjuration (First One, summoning) [fire]; **Level** cleric 9 (Khayne), sorcerer/wizard 9, summoner 6, witch 9

Casting Time 10 minutes

Components V, S, M (special inks, powders, and powdered gemstones worth 2,500 gp)

Range personal

Target you

Duration permanent until discharged

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

You make a dark pact with fiendish forces to exact vengeance on those who cause your death, offering the souls of your posthumously defeated enemies as payment. When you are killed, your body immediately releases a blast of fire, dealing damage as *delayed blast fireball* cast at your caster level. The following round, 1d3 erinyes appear and attack anyone in sight, as *summon monster VIII* cast at your caster level.

Anyone killed by the fireball or the erinyes has their soul taken to Hell. Anyone using a spell or effect that could return the deceased foe back to life must first succeed on a caster level check (DC 10 + your caster level) to release the soul. At the GM's discretion, this may also trigger hellish reprisals against the caster of the spell and/or anyone who facilitated the soul's return, such as someone paying for life-restoring magic. Clerics may only take this spell if they follow Khayne.

HORRID STENCH

School conjuration (creation); **Level** druid 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a rotten egg)

Range personal

Target you

Duration 1 round/level

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

This spell causes you to exude a horrendous, reeking stench. While a creature is within 10 feet of you, it must succeed on a Fortitude save or be nauseated. Any creature that succeeds on its save but remains within range of your stench must continue to make a save each round on your turn. A creature remains nauseated for as long as it is within 10 feet of you, and then for 1d4+1 rounds after leaving the area. This is a poison effect.

Any creature with the scent ability that fails its Fortitude save becomes stunned for 1 round, then is affected by the spell as normal.

HUNTER SEEKER DRONES

School transmutation; **Level** machinesmith 6

Casting Time 1 standard action

Components V, S, M (three small clockwork devices shaped like an axle surrounded by three to five scythe-like blades)

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

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** no

This spell functions as *blade drone*, except as otherwise noted. The spell activates three drones, which can each target a different enemy. In addition, upon casting the spell, you may designate one of three effects to apply to all three drones:

- Each drone is invisible as if affected by *greater invisibility* cast at your caster level.
- Each drone can be commanded to explode individually as a swift action, dealing 5d6 points of slashing and fire damage, with a Reflex save for half. This destroys the drone.
- Each drone also deals force damage. As a force effect, it can now damage incorporeal creatures without the normal reduction in damage.

IRRITANT DRONES

School transmutation; **Level** machinesmith 3

Casting Time 1 standard action

Components V, S, M (a handful of miniature clockwork devices shaped like insects)

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

Effect drone swarms

Duration 1 round/level (D)

Saving Throw Fortitude partial; **Spell Resistance** no

This spell animates a host of diminutive drones that harass your enemies for the duration of the spell. The drones are too small to cause much damage, but can distract opponents like a swarm of insects would. One swarm of drones is animated for every 5 caster levels, to a maximum of 4 swarms at 20th level. As part of casting the spell, you may direct each swarm against an opponent within range.

On your turn, each target of a swarm takes 1d6 piercing damage and is nauseated for 1 round. A successful Fortitude save negates the nauseated condition. If a creature moves beyond the range of the spell, any drone swarm targeting that creature returns to you. As a move action, you may direct a drone swarm to a different target within range.

A swarm may be targeted by spells or mundane attacks; it has AC 16 and 10 hit points + 1 per caster level. It is considered an object and is immune to nonlethal damage and critical hits. It is treated as a swarm of diminutive flying creatures for the purposes of spells, effects, and weapon attacks. It is considered a magic item for the purpose of saving throws, with all saves equal to 2 + caster level.

KAGA'S SIPHON

School transmutation [curse]; **Level** cleric 2 (Kaga), sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF/F (silver ring bearing the Kaga's symbol, worth 25 gp)

Range touch

Target creature touched

Duration 1 round/level

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

Your touch dampens the magical energies of your foe. If you succeed on a melee touch attack, your target's effective caster level is considered 1 lower for the duration of the spell (minimum CL 1st), for both spells and spell-like abilities. A successful Will save negates this effect. This spell does not affect supernatural abilities or creatures that do not cast spells or spell-like abilities. Clerics may only take this spell if they follow the Kaga.

LEASHED SHACKLES

School evocation [force]; **Level** inquisitor 4, machinist 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level

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

You create shackles made of pure force that bind the target's limbs. When you cast this spell, you must also designate an object or location within 30 feet of the target to which the shackles attach as an anchor point, such as the floor. The target becomes entangled and cannot move more than 30 feet from the anchor point. Though the shackles cannot be attacked, they may be dispelled. If the anchor point is damaged or destroyed, the target remains entangled but is free to move away from the anchor point.

LIGHT OF REVELATION

School evocation [light]; **Level** cleric 2 (Sanguine Covenant), sorcerer/wizard 2

Casting Time 1 round

Components V, S

Range touch

Effect 20-ft.-radius sphere centered on touched creature or object

Duration 2 hours/level (D)

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

You create a faint barrier of light originating from an object or creature you touch. Any creature with the shapechanger subtype that enters the spell's area of effect is engulfed in flames, taking 1d6 damage for every 3 caster levels (maximum 15d6). A successful Will save halves the damage, and creatures with more Hit Dice than you are unaffected. The damage is dealt only when a creature enters the area of effect, not also during later rounds. In dark areas, the *light of revelation* sheds light equal to that of a torch. Clerics may only take this spell if they follow the Sanguine Covenant.

LIGHT OF REVELATION, GREATER

School evocation [light]; **Level** cleric 4 (Sanguine Covenant), sorcerer/wizard 4

This spell functions as *light of revelation*, except that it deals 2d6 damage for every 3 caster levels and affects creatures with the shapechanger subtype regardless of Hit Dice.

LIGHT OF UNDEATH

School necromancy; **Level** cleric 2 (Xonist), sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Effect 20-ft.-radius field emanating from object touched

Duration 10 minutes/level (D)

Saving Throw none, see text; **Spell Resistance** no

The object you touch begins to radiate a necromantic field that affects both the living and the undead. Undead within the area of effect are restored to a semblance of life and health, appearing as normal creatures of the type they were before death. This appearance is purely cosmetic, and when the spell ends, the semblance crumbles away. Living creatures within the area of effect take a -1 penalty on all saving throws against the spells, spell-like effects, and extraordinary and supernatural abilities of any undead, and give off a faint glow as if under the effects of *faerie fire*.

If the touched object is moved, the spell immediately ends. Clerics may only take this spell if they follow Xonism.



LUNAR ARSENAL

School transmutation [light]; **Level** magus 6, shaman 6, sorcerer/wizard 6

Casting Time 1 minute

Components V, S, F (a suit of armor or weapon)

Range touch

Target one suit of armor or weapon

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You imbue a weapon or suit of armor with the power of the moon. Imbued armor gains the ghost touch special ability and an enhancement bonus equal to that given by magic vestment. The armor's wearer gains a +2 luck bonus to AC against creatures with the shapechanger subtype. For the purpose of this spell, an outfit of normal clothing counts as armor that grants no AC bonus.

An imbued weapon gains the ghost touch and bane (against humanoids with the shapechanger subtype) special abilities, and its damage bypasses the damage reduction of any creature with the shapechanger subtype.

LUNAR MAJESTY

School transmutation [light]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a silver coin)

Range touch

Target creature touched

Duration 1 minute/level (D)

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

The creature you touch shimmers like silvery moonlight, filled with vitality and granted protection against shapechangers. It also gains a +2 morale bonus to Strength, Constitution, and Dexterity, as well as a +4 enhancement bonus to Charisma, for the duration of the spell. Finally, it gives off light equivalent to that of a torch.

Any creature with the shapechanger subtype is treated as under the effects of *sanctuary*. If the creature affected by *lunar majesty* takes an offensive action against a creature with the shapechanger subtype, the *sanctuary* effect ends, but the other benefits of the spell remain.

LUNAR MAJESTY, MASS

School transmutation [light]; **Level** sorcerer/wizard 9

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

Target one creature/level, no two of which can be more than 30 ft. apart

This spell functions as *lunar majesty*, except where noted above.

MAGNIFY VISION

School transmutation; **Level** alchemist 2, bard 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF/F (magnifying glass)

Range personal

Target you

Duration 1 minute/level (D)

You gain a +4 competence bonus on sight-based Perception checks, and the DC for such checks is not increased for the first 100 feet times every increment of 4 caster levels. If you have darkvision, this spell doubles its range for the duration.

MALFUNCTION

School transformation; **Level** machinesmith 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one construct or drone

Duration 1 round/level (D)

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

This spell works as *confusion*, but may target a construct. The target becomes immobile and takes no actions, except for attacks of opportunity. If cast upon a drone, the drone is destroyed.

MOON BOLT

School evocation [cold]; **Level** magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You fire a beam of moonlight from your hand. On a successful ranged touch attack, it deals 2d6 cold damage per 3 caster levels (maximum 12d6). Against creatures with the shapechanger subtype, its damage increases to 2d8 per 3 caster levels (maximum 12d8).

POCKET ARMY

School conjuration (creation); **Level** machinesmith 5

Casting Time 1 round

Components V, S, F (a mechanical music box worth at least 1,000 gp)

Range close (25 ft. + 5 ft./level)

Duration 1 round/level (D)

Saving Throw No; **Spell Resistance** No

This spell transforms an elaborate music box into 1d4 small clockwork constructs that immediately attack the nearest enemy within the spell's range. When you cast the spell, you may hold the box or deposit it on the ground. The constructs remorselessly attack this foe until the opponent is killed or destroyed, at which time they attack the nearest opponent. On each subsequent round, the box produces another construct, which attacks the nearest opponent. If there is no opponent within range, the constructs will wait until one appears. When the spell ends, the constructs become a pile of mechanical junk.

The constructs are Small, with an AC 10, 10 hit points + 1 per caster level, saving throws of 2 + caster level, and a speed of 20 feet. Each construct has one slam attack, made at the caster's base attack bonus + Intelligence modifier, which deals 1d4+2 damage that is treated as adamantine for the purpose of overcoming damage reduction.

The music box has a hardness of 5, 10 hit points, and a break DC of 15.

POSSESS OBJECT

School necromancy; **Level** machinesmith 5, sorcerer/wizard 5, witch 5

Components V, S, F (a gem or crystal worth at least 100 gp)

Casting Time 1 standard action

Target 1 object; see text

Duration 1 hour/level or upon the caster's return to body

Saving Throw see text; **Spell Resistance** yes

This spell functions as *magic jar*, except that you transfer your mind to an inanimate object. The object is permitted a save against possession, as for *magic jar*, but only if it is sentient. The object becomes animated as if by *animate objects*, but you retain your own Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. While possessing an object, you cannot cast spells that require you to speak or use any sort of component. Your original body is apparently dead and is unaffected by disease, poisons, or other effects targeting you.

PROGRAM FEAT

School transmutation; **Level** cleric/oracle 2, machinesmith 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one creature and one construct touched

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

You give a construct one feat for which it meets all prerequisites and that is possessed by the other creature targeted by the spell. For the construct to benefit from the feat, the feat must be passive rather than requiring an action or choice to take effect.

RAIN OF FIRE

School conjuration [fire]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a handful of ashes)

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

Effect 300-ft.-radius storm of fire and rock

Duration 1 round/level (D)

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

You cause a rain of fire and hot shards of rock to fall from the sky. Each round on your turn, all creatures in the area of effect take 4d6 damage. Half the damage is fire damage, and the other half is piercing and bludgeoning damage. A successful Reflex saving throw halves this damage. The *rain of fire* obscures vision, creatures up to 10 feet away have concealment, and creatures further than 10 feet away have total concealment. Unattended, flammable objects within the area of effect catch fire.

RAPID REPAIR

School transmutation; **Level** cleric/oracle 5, machinesmith 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, DF

Range touch

Target construct touched

Duration 1 round/level (D)

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

The targeted construct gains fast healing 5. This does not stack with any other fast healing possessed by the construct. Fast healing does not affect a construct that is reduced below 1 hit point or has been destroyed.

SACRIFICE

School necromancy [evil]; **Level** cleric 4, druid 4, shaman 4, witch 4

Casting Time 1 minute

Components V, S, M

Range personal

Target you

Duration instantaneous

You draw upon the life force of a creature you ritually kill in order to enhance your magic. You must slay the creature as part of the spell, and you must be the one to strike the killing blow. Generally, this means the creature is helpless and you administer a coup de grace.

For each Hit Die that the sacrificial victim possesses, you gain 1 potential bonus level, up to a maximum of your caster level or 10, whichever is less. Multiple castings of this spell cannot provide more than 10 total potential bonus levels. These potential bonus levels can be used in the following ways.

When you cast a spell, you may spend potential bonus levels to increase your effective caster level with respect to the spell's range, duration, damage, and other effects. You cannot more than double your normal caster level for any given spell, nor can you exceed the spell's normal limits.

When you attempt to bypass spell resistance or make a dispel check, you may spend potential bonus levels to increase your effective caster level.

You may spend one potential bonus level to substitute for up to 1,000 gp worth of material components for a spell you cast.

Any potential bonus levels that are not used within 24 hours of the sacrifice are lost.

SENSORY DEPRIVATION

School necromancy [curse]; **Level** bard 5, cleric 6 (Khayne), sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration permanent (D)

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

You call upon the powers of undeath to cripple an opponent's senses. The spell renders the subject blind, deaf, and suffering the effects of *deaden senses*. If the target makes a successful Fortitude saving throw, then these effects only last for 1 round. The effects of this spell can be completely removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. Two successive castings of *remove blindness/deafness* can remove the first two conditions, but the *deaden senses* effects remain. Clerics may only take this spell if they are devoted to Khayne.

SENSORY MODIFICATION

School transmutation; **Level** bard 6, cleric 7 (Cult of the Dragon), sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, DF/F (a silver needle worth 25 gp)

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

You twist a creature's perceptions so it experiences pain as pleasurable. While the spell is in effect, any damage taken by the target is converted to nonlethal damage. This only affects hit point damage. When the spell expires, half of any nonlethal damage taken reverts to lethal damage, as the pain of the injuries taken come rushing back. Clerics may only take this spell if they follow the Cult of the Dragon.

SERVANT DRONE

School transmutation; **Level** machinesmith 1

Casting Time 1 standard action

Components V, S, M (small clockwork device shaped like a humanoid with numerous tool-shaped appendages)

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

Effect one servant drone

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell animates a Small humanoid construct to assist you with tasks. You may direct the drone to perform a task as a move action. The drone is capable of accomplishing any simple task and can use any Dexterity- or Strength-based skill known by you, gaining a +1 competence bonus to those skill checks.

The *servant drone* may be targeted by spells and mundane attacks. It has AC 12 and 5 hit points + 1 per caster level. It has a base movement speed of 30 feet. It is considered an object and is immune to nonlethal damage and critical hits. It is considered a magic item for the purpose of saving throws, and its saves are all equal to 2 + caster level.

SHADOW KILLER

School necromancy [curse]; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 round

Components V, S

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

Target one creature's shadow or reflection

Duration 1 round/level

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

You transform the target's shadow or reflection into a monster that attempts to kill the target. If the target fails its saving throw against the spell, then its shadow or reflection is transformed into a shadow (Bestiary, *Pathfinder Reference Document*). The *shadow killer* will attack the target until destroyed or the spell ends, at which point the shadow or reflection returns to normal. The *shadow killer* can be negated with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

SHIELD OF WORMS

School conjuration (creation); **Level** druid 4, shaman 4, witch 4

Casting Time 1 standard action

Components V, S, M (a live worm or grub)

Range personal

Target you

Duration concentration + 1 round/level

Saving Throw see text; **Spell Resistance** no

You expel worms, grubs, and other crawling, biting creatures from your mouth, covering your body. Any creature that strikes you with a natural weapon or unarmed attack takes 1d6 damage per 4 caster levels (maximum 5d6). Attackers striking you with melee weapons can make a Reflex save to negate the damage. Attackers using reach weapons are unaffected by this spell.

If you stop concentrating on the spell—whether purposely or for other reasons, such as being rendered unconscious—the vermin fall away from your body and form a swarm, which attacks any living creatures nearby except for you. Use the stats for an army ant swarm (Bestiary, *Pathfinder Reference*

Document). The swarm lasts for 1 round per caster level before dispersing, or until destroyed.

SIGIL SANCTUARY

School necromancy; **Level** sorcerer/wizard 5, see text

Casting Time 1 round

Components V, S, F (a book worth at least 150 gp)

Range 5 ft.

Target one creature

Duration see text

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

A *sigil sanctuary* is a means of cheating death created long ago by the Khaynites. Casting the spell enchants the book or tome used as the focus, allowing it to hold your spiritual essence and intellect, and letting you later possess the body of the tome's reader.

While you live, the *sigil sanctuary* has no effect. If you die, however, your soul is drawn into the words of the prepared tome, no matter the distance, so long as the tome is on the same plane as you. When a creature reads the tome, you can attempt to possess its body. The reader must make a Will saving throw. If its save fails, your soul possesses the creature's body, while its soul is drawn into and trapped within the pages of the book. Spells such as *protection from evil* will block the possession attempt.

If the host body is destroyed, your soul returns to the tome, while the host's soul is released to pass on to wherever it is bound after death. If the tome is destroyed while occupied by a soul, including your own, the soul passes on into death.

Khaynite spellcasters of any class with the ability to cast 5th-level spells may add this spell to their spell list.

SPIDER DRONE TURRETS

School transmutation; **Level** machinesmith 4

Casting Time 1 standard action

Components V, S, M (small clockwork devices with six mechanized legs)

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

Targets crossbow or gun turrets

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *drone turrets*, except that affected turrets also gain a climb speed of 15.

STICKY NET

School conjuration; **Level** fleshwraith 1, machinesmith 1, magus 1

Casting Time 1 standard action

Components V

Range 10 feet

Effect one net thrown

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You throw a net of sticky fibers on a target within range. If you succeed on a ranged touch attack against the target of the spell, it becomes entangled as if you threw an appropriately sized net. You may choose to hold on to the trailing rope or let the target roam free when casting the spell. A *sticky net* works like a non-masterwork net, but it cannot be folded once released, disappears when the spell ends, and is destroyed if it suffers 1 fire damage (causing 1d4 damage to the entangled creature).

TENDRILS OF DARKNESS

School conjuration (creation) [darkness]; **Level** cleric 1 (Var Shaal), magus 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, M (a bit of pitch or tar)

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

Area 20-ft.-radius spread

Duration 1 minute/level (D)

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

You fill the target area with writhing tentacles of semi-solid shadow. Any creatures within this area or entering the area during the spell's duration must make a Reflex save. On a failed save, a creature gains the entangled condition and cannot move. If a creature succeeds on this save, it instead treats the area as difficult terrain. An entangled creature can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell.

Light does not work within the area of *tendrils of darkness*. If a spell with the light descriptor of equal or higher level than *tendrils of darkness* is cast within the area, halve the duration of the tendrils. A *daylight* or *sunburst* destroys the tendrils and ends the spell.

TRACKER DRONES

School transmutation; **Level** machinesmith 4

Casting Time 1 standard action

Components V, S, M (four small clockwork devices, each shaped like a cylinder with four wings)

Range 10 miles

Effect four drones

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

This spell animates four tiny ornithopter-like drones that take flight and attempt to track down your desired target. The target may be any creature the caster has seen or a particular creature type. The drones will begin searching the surrounding area for traces of the target, working methodically outward in a spiral pattern until they find the target's tracks or reach the spell's range. The four drones make combined Survival checks to track the target, with a bonus equal to 5 + caster level + your Intelligence modifier; they ignore any movement penalties to this check for moving at double speed.

Once the drones have located the tracks of a target, all four drones follow the tracks until they find the target. Then the four drones immediately begin relaying visual information about the target and the surrounding area to you, as by *clairvoyance*. Each drone also can make one ranged attack against the target, using your base attack bonus + Intelligence bonus. This attack has a range of 50 feet and inflicts no damage, but on a hit it covers the target in a luminescent dye that acts as *faerie fire* and lasts for 1 hour per hit. It can only be removed by *dispel magic* or similar effects. The dye rubs off on the target's surroundings as it moves, providing a +20 enhancement bonus to Survival checks made to track its movement from that point.

Tracker drones may be targeted by spells and mundane attacks. They have AC 16 and 10 hit points plus 1 per caster level. They have a fly speed of 100 feet (perfect) and can make Fly and Perception checks with a bonus equal to caster level + your Intelligence modifier. They are considered objects and are immune to nonlethal damage and critical hits. They are considered magic items for the purpose of saving throws, with all saves equal to 2 + caster level.

TRANSCRIBE

School conjuration (creation); **Level** bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a book, scroll, or tablet)

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

Effect magical transcription of any spoken words within 30 ft.

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You magically scribe spoken words onto the material components of the spell—which in casting, unlike standard material components, are not used up, merely transformed. Once the spell is cast, any words spoken within 30 feet of where you cast the spell magically appear on the material components you've provided. A clay tablet, scroll, or single page in a book can hold up to 1 minute of spoken words. If the material components are filled to capacity, the spell immediately ends.

This spell may be cast through a scrying sensor.

WALL OF SILENCE

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Effect soundproof barrier whose area is up to one 10-ft. square/level

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You create an intangible field that stops all sound. No sound, including spells with the sonic descriptor, can pass through the *wall of silence* from either direction. The wall must be a single, unbroken plane. If the surface is broken by any object or creature when it is formed, the spell fails. Once the *wall of silence* is in place, however, objects and creatures may pass through it without effect. The wall cannot be damaged in any way, but it can be dispelled. A *wall of silence* can be made permanent with *permanency*.

WATERSPOUT

School conjuration (creation) [water]; **Level** druid 5, shaman 5, sorcerer/wizard 5, summoner 4

Casting Time 1 standard action

Components V, S, DF

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

Effect mass of water 15 ft. high and 15 ft. wide

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You create a wave of water that moves as you desire, knocking creatures in its path off their feet and carrying them away. The *waterspout* moves 50 feet per round. It must move across a solid or liquid surface and cannot cross open air.

When the *waterspout* hits a creature, it becomes the target of a combat maneuver check to grapple. When determining the CMB of the *waterspout*, use your caster level as its base attack bonus and add a +8 bonus for Strength and a +2 size bonus. If a target is grappled, it is pulled into the *waterspout* and carried along. Grappled creatures are immersed in water and must hold their breath unless they can breathe water. The *waterspout* is not affected by the grappled creature and may move without penalty. A *waterspout* can carry up to 2 Large creatures, 8 Medium creatures, or 32 Small or smaller creatures within it. A creature trapped within the *waterspout* can make a combat maneuver check or Escape Artist check to free itself, escaping into a random square adjacent to the *waterspout*.

If the *waterspout* does not grapple the creature, it instead targets that creature of a bull rush combat maneuver, using the same CMB. If the bull rush succeeds, the target is pushed along ahead of the *waterspout* for its full movement that round.

Water elementals are immune to this spell.

NEW ARMOR

Cow hide: This armor is a thick cloak made of leather, frequently cow hide. This armor is worn by many poorer warriors in Sametia and the Dominion.

Panther hide: Like its name implies, this armor is made of panther skin, with a helmet made from a panther skull. It is found in the Reis Confederacy, although it has begun to appear among the Janus Horde along

the border. The armor provides a +2 bonus to Stealth checks while the wearer is in thick foliage. The Dancing Warrior feat can be used while wearing this armor.

Panther skin: A lighter version of panther hide armor, panther skin does not include a helmet and is considered an inferior armor by the people of the Reis Confederacy.

Shield, bladed guard: Covering the wrist up to the shoulder with spikes, this p'tan guard can be used as a buckler or as a weapon. When used as a weapon, it provides no shield bonus. A bladed guard may be worn on top of other armor without penalty.

NEW WEAPONS

Arrow, signal: When shot, this arrow whistles through the air, emitting chirping sounds like those of a songbird. A DC 20 Knowledge (nature) or Survival check recognizes that the sound is not that of an animal. However, the arrows are unbalanced, giving a -1 penalty to attacks and damage. Masterwork signal arrows require a DC 25 check to recognize.

Arrow, starlight: Starlight arrows were first created by early Sametian humans so they could fight at night. When a starlight arrow hits a target, the trace of alchemist's fire in its arrowhead ignites, emitting light like a candle as the shaft burns. Because of the arrow's odd balance, the range increment of a bow firing a starlight arrow is reduced by 20 feet.

Ball and chain: This length of chain has a heavy ball on one end. By throwing the ball at an opponent, the wielder may attempt a bull rush. This bull rush can be made from up to 10 feet away, but otherwise it works as normal.

Brandistock: This short polearm has a retractable blade and two or three retractable metal points. This weapon is a favored weapon of the peasants of the Arman Protectorate.

Clawfist: A clawfist is a huge fang or claw tied to a piece of wood or bone, itself strapped to the forearm. The wielder gains a +6 bonus against disarm. However, putting the weapon on or taking it off requires a full-round action that provokes attacks of opportunity.

Bal spearclub: This spear's head is wider than typical. Even more, the head is lined with shards of obsidian or bone, allowing the weapon to be used for slashing.

Bal war club: Also known as a macuahuitl, this wooden club is lined with razor-sharp shards of obsidian or sharktooth. The Bal war club is similar to a longsword, although it is not as durable, and its sharp edges need replacement every week or so. This weapon is most common in the jungles of Bal and is frequently associated with the cannibal tribes found there.

Bola, caliban: Built by the calibans of the Wyldlands, this gruesome weapon of terror is made of shrunken heads linked together with sinew rope. Few people



beyond the calibans would ever use it. Any time the caliban bola confirms a critical hit, the target must make a DC 11 Will save or be shaken for 1 round. Although a caliban bola is a thrown weapon, the thrower's Strength bonus does not add to the weapon's damage. All calibans are proficient with this weapon. These weapons are extremely rare, reflected by the listed cost. Calibans rarely sell their weapons.

Boomerang, bladed: A bladed boomerang is made of wood with one razor-like edge. When the boomerang confirms a critical hit, the target must make a DC 11 Fortitude save or be shaken for 1 round. Characters native to Sametia treat this weapon as a martial weapon.

Crowsbeak: A cross between a pick and a morningstar, a crowsbeak has a hook-like flange shorter than on a pick. This weapon is frequently used by peasants from the Caneus Empire to disarm opponents.

Dragon gauntlet: These weapons appeared in the last few decades in Sametia. These gauntlets are made, as their name implies, of dragon claws. However, few are made of true dragon parts—many are made of wyvern talons, which are more common. Their high cost reflects their rarity.

Net, spiked: This net has a number of caltrops woven into it. Whenever a creature struggles while caught in the net, it takes damage from the net, whether the creature succeeds in getting free or not. When thrown, the damage dealt by the net does not add the thrower's Strength bonus.

Shang: Commonly used by p'tan, a shang is a weighed shortsword with a squared double-edged blade. A shang can be used to pierce or slash.

Sword, gladius: This shortsword may be used as a light or one-handed weapon. If the wielder does not have Exotic Weapon Proficiency with the gladius, it can be used as a shortsword.

Staff, butterfly: A staff with a single nunchaku-like head, the butterfly staff resembles an agricultural flail.

Staff, telescoping: Appearing nothing more than a foot-long iron tube when retracted, the telescopic staff is a popular innovation that is often disguised as a scroll case. With the touch of a button, it instantly telescopes from both ends to form a six-foot staff. Pressing the button again causes the internal spring mechanism to retract the staff.

Sword, chain: A series of razors attached to a highly flexible metal coil, this weapon is more like a whip than a sword. Because of its complex construction, all chain swords are of masterwork quality (reflected in their cost).

NEW FOOD AND DRINK

Cachi: A tiefling delicacy, cachi is a stuffed flatbread made of sorghum flour and flavored with onion powder, usually stuffed with fig and fried. Tieflings eat it with peanut sauce. Cachi is highly resistant to spoilage, remaining edible for over a month in almost any conditions. **Cost:** 1 gp **Weight:** 1/2 lb.

NEW ARMOR AND SHIELD

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Feature	Weight
Cow hide	5 gp	+1	+8	0	5%	light	5 lbs.
Panther hide	100 gp	+4	+6	-3	20%	medium	30 lbs.
Panther skin	40 gp	+3	+6	-1	10%	light	15 lbs.
Bladed guard	35 gp	+1	—	-2	5%	shield	5 lbs.

NEW WEAPONS

One-Handed Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Brandistock	35 gp	1d4	1d6	x2	—	4 lbs.	S	disarm
Crowsbeak	12 gp	1d4	1d6	x2	—	7 lbs.	P	disarm
Light Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dragon gauntlet	150 gp	1d4	1d6	x2	—	1 lbs.	P	trip
Clawfist	20 gp	1d3	1d4	19-20/x2	—	2 lbs.	S	disarm
Light Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bladed guard	35 gp	1d4	1d6	19-20/x2	—	5 lbs.	P	
Sword, gladius	20 gp	1d6	1d8	19-20/x2	—	4 lbs.	P/S	
Shang	20 gp	1d4	1d6	18-20/x2	—	3 lbs.	P/S	light
One-Handed Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bal war club	15 gp	1d6	1d8	19-20/x2	—	3 lbs.	B/S	trip
Two-Handed Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Axe, bearded	75 gp	2d4	2d6	x3	—	20 lbs.	S	sunder
Ball and chain	10 gp	1d6	1d8	x2	—	12 lbs.	B	bull rush, reach
Bal spearclub	5 gp	1d6	1d8	19-20/x2	—	5 lbs.	P+S	brace
Staff, butterfly	3 gp	1d6	1d8	x3	—	5 lbs.	B	disarm, monk, trip
Staff, telescoping	85 gp	1d4/1d4	1d6/1d6	x2	—	5 lbs.	B	double, monk
Sword, chain	500 gp	1d6	1d8	x2	—	4 lbs.	S	reach, trip
Exotic Ranged Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bola, caliban	50 gp	1d6	1d8	x2	20 ft.	15 lbs.	B	trip
Boomerang, bladed	9 gp	1d4	1d6	x3	30 ft.	5 lbs.	S	
Net, spiked	40 gp	1d3	1d4	x2	10 ft.	15 lbs.	P	

AMMUNITION

Ammunition	Cost	Range	Weight	Type	Special
Arrow, signal (20)	3 gp	normal	3 lbs.	P	see text
Arrow, starlight (20)	10 gp	-20 ft.	3 lbs.	P	see text



Wine, biesh: Biesh are desert plants that grow in the sands of the Burning Lands, and wine made from biesh is a strong anesthetic. Drinking a glass of biesh wine grants +5 circumstance bonus to stabilization rolls for 1 hour, while drinking a whole bottle extends this to 6 hours, but the drinker becomes sickened. **Cost:** 1 gp (per glass), 10 gp (per bottle) **Weight:** 1 lb. (bottle)

NEW EQUIPMENT

Bandolier, alchemist's: First created by Protectorate military alchemists, these bandoliers can be found in almost every military unit and adventuring party on Exodus. This sturdy leather bandolier has replaceable shaped pockets that hold potion vials, special substances, and various items. The wearer may retrieve a potion or special substances and item from a pocket as a swift action that provokes attacks of opportunity. However, since the items are in such easy reach, opponents can attempt to grab an item from the belt or bandolier, but the wearer gains a +10 bonus to CMD. A bandolier holds up to four potions, special substances, or items in any combination. Stored objects gain no protection from the elements or any other type of damage. A character may only wear one bandolier. **Cost:** 20 gp **Weight:** 2 lb.

Bandolier, spellcaster's: First created by the cyneans of Gavea, these handy bandoliers have found widespread use among members of the Dominion, and some have even been recovered from Imperial Alliance agents. A small leather belt fitted with pockets and loops for potions and scrolls, this bandolier is usually worn by spellcasters across the chest, but some wear them as belts. A bandolier can hold up to four scrolls. A

potion counts as two scrolls. Items in the bandolier are considered hidden (Perception check DC 15) but can be drawn as a move action, or as a free action with the Quick Draw feat. A character may only wear one bandolier. **Cost:** 30 gp **Weight:** 2 lb.

Tiefling desert garb: Made of extremely light linen, tiefling desert garb is ideal for traveling in the hot deserts of Cordel. Wearing tiefling desert garb grants a +4 equipment bonus to resist dehydration and heat exhaustion. **Cost:** 250 gp **Weight:** 1 lb.

Studded collar: This strong leather collar is lined with thick metal studs. Any creature grappling, pinning, swallowing, or engulfing the wearer takes 1 damage. This can only be worn by an animal. **Cost:** 15 gp **Weight:** 4 lbs.

ALCHEMICAL SUBSTANCES

NEW ITEMS

Antitoxin, refined: Drinking refined antitoxin confers a +5 alchemical bonus on Fortitude saving throws against poison for 10 hours. **Cost:** 150 gp **Weight:** —

Combustible sphere, small: These small spheres are filled with a mixture of alchemist's fire, flint chips, and blast powder. It produces a grenade-like weapon attack, which deals 1d6 fire damage on a direct hit as well as 1 fire splash damage to all other creatures within 5 feet. Its range increment is 15 feet. A DC 13 Reflex save halves the damage taken. **Cost:** 15 gp **Weight:** 1 lb.

Combustible sphere, large: This large sphere works just like its smaller cousin, but packs a bigger punch.

It produces a grenade-like weapon attack, which deals 3d6 fire damage on a direct hit as well as 1d3 fire splash damage to all other creatures within 15 feet. A DC 15 Reflex save halves the damage taken. Its range increment is 10 feet. **Cost:** 150 gp **Weight:** 3 lbs.

Instant rope: This alchemical concoction, typically sold in a large bladder resembling a waterskin, is a light material with the consistency of pudding. When the bag is squeezed, a thick, gooey blue material oozes out in a continuous strand. After a minute of exposure to air, the material hardens slightly and acquires the strength and flexibility of a high-quality rope. A strand of instant rope has 8 hit points and can be burst with a DC 25 Strength check. A strand may be broken into smaller pieces right after it is squeezed from the bag, before it is exposed to air for a minute. Two hours after the instant rope hardens into its usable form, the rope disintegrates into a fine, blue dust. Each bag of instant rope holds enough mixture to create 300 feet of rope. If the bag sustains 4 hit points of damage, it tears open and the remaining mixture within hardens, ruining it. **Cost:** 300 gp **Weight:** 5 lbs.

Quick-setting glue: Used to quickly repair damaged parts and patch sails on Dominion airships, this glue was created by a Dominion alchemist who was attempting to create a quick-drying paint. This substance sets in only 1d4 minutes and can cover one 5-foot square. It can be used to glue a door shut, in which case the door is treated as stuck (DC 20 Strength check to force it open). **Cost:** 5 gp **Weight:** 1/2 lb.

Smelling salts: This strange and powerful concoction was first created by the Sanguine Covenant to help young neophytes recover from the rigors of their priestly training. Using smelling salts requires a full-round action that provokes attacks of opportunity. Using smelling salts upon any unconscious or sleeping creature will violently awaken the target, disorienting it in the process. The awakened creature is dazed for 1 round. Smelling salts can be thrown up to 10 feet. **Cost:** 1 gp **Weight:** —

Traveling salts: A modification of the infamous Sanguine Covenant smelling salts, this concoction has obviously powerful immediate effects, but detrimental after-effects. Using traveling salts removes the fatigued and shaken conditions, but the user suffers 1d6 nonlethal damage. The creature becomes immune to those conditions for 1d6 minutes, but at the end of that duration, the target becomes both fatigued and shaken for the next hour. A creature cannot benefit from traveling salts while it is suffering the after-effects of a previous dose. **Cost:** 25 gp **Weight:** —

NEW POISONS

BANEVIPER VENOM

Type injury; **Save** Fortitude DC 25
Onset immediate; **Frequency** 1/round for 5 rounds.

Initial 6d8 fire damage plus paralysis; **Effect** 6d8 fire damage; **Cure** two Fortitude saves

Special A target killed with baneviper venom is reduced to ash, as though hit with a *disintegrate* spell. **Cost:** 5,000 gp

SASORI VENOM (GREATER)

Type injury; **Save** Fortitude DC 13
Onset immediate; **Frequency** 1/round for 3 rounds.
Effect 1d3 Constitution damage; **Cure** 1 save
Cost: 300 gp

SASORI VENOM (LESSER)

Type injury; **Save** Fortitude DC 13
Onset immediate; **Frequency** 1/round for 3 rounds.
Effect 1d3 Dexterity damage; **Cure** 1 save
Cost: 100 gp

NEW MAGIC ITEMS

NEW WEAPON PROPERTIES

BLACKFROST WEAPON PROPERTY

The *blackfrost* property may only be added to a weapon with the *frost* or *icy burst* property. Such weapons are filled with the dark cold of southern Exodus. If a *blackfrost* weapon deals at least 4 points of cold damage, it also deals 2 Dexterity damage.

Moderate evocation; CL 9th; Craft Arms and Armor, *cone of cold*; Price +1 bonus.

CALLING WEAPON PROPERTY

A *calling* weapon can be summoned to the owner's hand as a swift action, so long as the weapon resides on the same plane as the owner. A creature must have possessed a *calling* weapon for 24 hours in order to summon it.

Aura Moderate conjuration; **CL** 10th; Craft Magic Arms and Armor, *secret chest*; Price +1 bonus.

EVERDEATH WEAPON PROPERTY

An *everdeath* weapon is made from shards of a tiefling. Damage done by an *everdeath* weapon inflicts infernal wounds that do not heal naturally, like those of a bearded devil. If any caster attempts to heal such damage, she must succeed on a DC 20 caster level check or fail to heal the damage. A bearded devil with an *everdeath* weapon doubles its bleed damage.

The *everdeath* weapon absorbs the souls of those it kills. If a creature was killed by an *everdeath* weapon, bringing it back from the dead requires a DC 25 caster level check in addition to any normal requirements.

Aura Moderate evocation, strong evil; **CL** 9th; Craft Arms and Armor, *inflict serious wounds* or *vampiric touch*, must have a piece of a tiefling; Price +2 bonus.

PRODIGIOUS WEAPON PROPERTY

The *prodigious* property may only be added to a weapon with the *flaming*, *flaming burst*, *frost*, *icy burst*, *shock*, or *shocking burst* property. A *prodigious* weapon increases the amount of elemental damage done by one of the weapon's other properties by +1d6.

Aura Moderate evocation; **CL** 18th; Craft Arms and Armor, *freezing sphere*; Price +2 bonus.

NEW SPECIFIC WEAPONS

ARCTIC SPEAR

Aura strong evocation; **CL** 20th
Slot weapon; **Price** 200,500 gp

DESCRIPTION

The *arctic spear* is the incarnate elemental power of the frozen north: huge, jagged spearheads of razor ice are held by a shaft of swirling snow that is light as air. The *arctic spear* functions as a +3 *calling icy burst prodigious returning throwing double spear*. On a confirmed critical hit, the target must make a Fortitude save (DC 30) or be instantly frozen (petrified).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic stone*, *polar ray*, *secret chest*; **Cost** 100,250 gp.

SCYTHE OF THE WOOD'S HEART

Aura strong evocation; **CL** 15th
Slot weapon; **Price** 40,318 gp; **Weight** 10 lbs.

DESCRIPTION

This gnarled, twisted +2 *calling scythe* is crafted from twisted pine grown in the blood of slain fey. The wielder is protected by a *barkskin* spell (CL 15th).

Once per day as a swift action, the wielder can plant the scythe in the ground. At the start of the wielder's next turn, the scythe transforms into a neutral evil treant (Bestiary, *Pathfinder Reference Document*) under the wielder's control. The scythe transforms even if grasped again. The scythe returns to its true form at the wielder's command (a free action) or when the treant is slain.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *barkskin*, *summon nature's ally VI*; **Cost** 20,159 gp.

NEW MAGIC RING

RING OF DEATH WARD

Aura moderate abjuration; **CL** 7th
Slot ring; **Price** 120,000 gp; **Weight** —

DESCRIPTION

First created by high ranking prelates of the Sanguine Covenant, this onyx ring is emblazoned with a black book, the symbol of Koliav. After wearing the ring for 24 hours, the wearer becomes protected by a *death ward*.

CONSTRUCTION

Requirements Craft Ring, *death ward*; **Cost** 60,000 gp.

NEW WONDROUS ITEMS

BLACK NOTEBOOK OF XON

Aura strong necromancy; **CL** 15th
Slot —; **Price** 5,000 gp (per chapter; a full book costs 15,000 gp)

DESCRIPTION

These black notebooks are considered holy to the Xonists. A notebook has three chapters, which give magical and alchemical formulas for creating more powerful undead. Having multiple chapters increases the potency of the created undead. The book benefits any method of creation, be it alchemical, arcane, or divine magic.

When creating an undead with one chapter, the user doubles the number of undead he can control.

When creating an undead with two chapters, the user may also add a +2 bonus to one ability score. The undead's channel resistance increases by the user's spellcasting ability—or by his Intelligence modifier, if the undead are not created by magic.

When creating an undead with all three chapters, the resulting creature becomes advanced. The book also provide many tricks and substitutes, reducing the cost of any undead creation spell requiring material components to 20% of its original cost.

CONSTRUCTION

Requirements Craft Wondrous Item, Scribe Scroll, creator must be Xon or a Xonist priest of at least 15th level; **Cost** 2,500 gp per chapter

GODLY SCROLLS

Aura varies; **CL** varies
Slot —; **Price** quadruple the cost of a scroll

DESCRIPTION

Godly scrolls were created by the angelic hosts of the gods to allow them to use abilities they did not possess. As they are extremely rare, *godly scrolls* are only given by churches to favored or important lay worshippers.

Godly scrolls are all linked to one deity, and they can be used only by those of the same alignment as the deity.

CONSTRUCTION

Requirements Craft Wondrous Item, Scribe Scroll, creator must be able to cast the scribed spell; **Cost** quadruple the cost of a scroll.

PEBBLES OF FLAME

Aura faint evocation; **CL** 5th
Slot —; **Price** 500 gp

DESCRIPTION

Coming in a small bag, *pebbles of flames* are fiery-orange stones that can be spread over a 5-foot square like caltrops. If a creature walks onto a square holding *pebbles of flames*, it takes 3d6 fire damage (Reflex DC 14 half), and the pebbles burn away.

Pebbles of flames litter the Cordel Desert around tiefling strongholds, serving as alarms because of the bright flash of flame emitted. Tieflings like using these pebbles and often give them to esteemed allies as gifts.

CONSTRUCTION

Requirements Craft Wondrous Item, *fireball*; **Cost** 250 gp

SALAMANDER EGG

Aura strong abjuration; **CL** 17th
Slot —; **Price** 125,000 gp; **Weight** 2 lbs.

DESCRIPTION

The *salamander egg* is ruby two feet in diameter. Anyone who touches it becomes the target of an *imprisonment* spell (DC 23). Inside the *salamander egg* is a burning palatial estate where an efreeti servant provides the “guests” with whatever they want or need (except freedom). It may contain up to 5 creatures. If a sixth creature is imprisoned, the first to be trapped is released.

Freeing an imprisoned creature requires the command word and the creature’s name. It is not possible to free everyone inside at once.

If the *salamander egg* is destroyed or sent to the Plane of Water, its prisoners disappear forever and the efreeti is freed.

CONSTRUCTION

Requirements Craft Wondrous Item, *imprisonment*, *plane shift*; **Cost** 62,500 gp

SCARAB GAUNTLET

Aura faint transmutation; **CL** 12th
Slot neck; **Price** 4,000 gp; **Weight** 4 lbs.

DESCRIPTION

The *scarab gauntlet* is single metal gauntlet with a small gem embedded in its palm. Three times per day as a standard action, the wearer can release a powerful wave of force that deals 6d6 force damage

to one target (Reflex DC 13 negates). This attack also damages nonmagical, unattended objects.

If a target fails its Reflex save, the wearer of the *scarab gauntlet* may make a bull rush attempt against the target with a bonus to CMB equal to the damage dealt.

CONSTRUCTION

Requirements Craft Wondrous Item; *forceful hand*; **Cost** 2,000 gp

SKULL HELMET OF VIGILANCE

Aura faint abjuration; **CL** 8th
Slot head; **Price** 24,000 gp

DESCRIPTION

Made of a dragon skull, the *skull helmet of vigilance* protects the wearer from paralysis and sleep effects. These helmets are sought highly by the Janus Horde.

CONSTRUCTION

Requirements Craft Wondrous Item, the skull of a dragon of Huge size or bigger; **Cost** 12,000 gp

WYRD CHARMS

Aura faint divination; **CL** 1st
Slot —; see text; **Price** 400 gp

DESCRIPTION

A *wyrd charm* is a small glyph, written in the flowing Dominion script using special inks, inscribed on a personal possession.

As a swift action, a character attuned to a *wyrd charm* may re-roll one d20 roll. The result of the re-roll must be taken, even if it is worse than the first roll. The user must decide to activate the *wyrd charm* before the GM announces whether the first roll was a success or failure. Once activated, the *wyrd charm* disappears.

Attuning a *wyrd charm* to someone takes a full day. A character may only be attuned to one *wyrd charm* at a time.

CONSTRUCTION

Requirements Craft Wyrd Charm, *augury*; **Cost** 200 gp and 20 XP.

UNIQUE MAGIC WEAPONS AND ITEMS GRASSCUTTER



Anyone can kill with a blade made of steel, and legions of swordsmen have made names for themselves with such weapons; only some are skilled enough to kill with a wooden sword. One warrior and his descendants are

legendary for killing legions of warriors and mighty creatures armed with only a wooden blade: Yushi Abo and his clan. This mighty warrior and master swordsman was already a hero of renown before claiming a blade that was both reward and punishment: the sword known as Grasscutter.

HISTORY

There was once a warrior from the island of Xao, in the Casian Sea off the coast of Gavea, known as Yushi Abo. Yushi was renowned for his amazing swordsmanship, formidable fishing skills, and his passionate love of drinking.

In 207 BU, as reckoned by the inhabitants of the Exodus mainland, Yushi and his best friend, Acrux Sael—druid and Imperial gardener—were caught during one of Yushi's alcohol-fueled fishing trips in a wild storm on the Casian Sea. The storm raged for hours, swamping and smashing the little fishing boat. After the storm passed, the two friends drifted at sea, clinging to the wreckage for three days. They were attacked by a passing shark, which managed to take one of Acrux's legs off at the knee before they drove it away.

Exhausted and suffering from thirst and hunger, the two managed to wash ashore on an unfamiliar island. Yushi dragged Acrux ashore and tended to him. Yushi built a temporary shelter and brought water from a nearby stream that emptied into the sea. Once they had both quenched their thirst, Yushi left his friend to rest in the shade of their shelter. He found a strong piece of hardwood for a weapon and went inland to the jungle for food.

While exploring, Yushi came across the nest of a megalania, which held three young. There were easier prey to be had in the jungle and no doubt plenty of forage as well, but Yushi was a warrior and a prideful one at that. Despite fatigue and exposure, he went after the young reptiles, determined to bring back a feast.

Though each was the size of a large dog, Yushi easily dispatched them. He gathered them by their tails and began dragging them back to camp. While making his return trek, a deep, rumbling roar echoed through the jungle. Yushi realized that the sound must be the mother megalania returning to the nest to discover her missing young.

Yushi hurried back to the camp and informed Acrux of their dire situation. Yushi prepared for the arrival of the great reptile by carving his piece of wood into a makeshift sword. Acrux cast an ironwood spell on the wooden sword to give them a fighting—if desperate—chance to survive the vengeful mother, and used what few spells he had remaining to bolster them for the battle ahead.

The mother megalania, trailing Yushi by the scent of her dead young, burst from the jungle. She was a true monster of her kind, 24 feet in length and weighing over

a ton. She tore across the sand and fell upon the two shipwrecked men in a frenzy. After a short but terrible battle, they managed to drive the great reptile back into the jungle. Both men knew they had been lucky to drive the beast off and would likely not survive a second encounter. Escape from the island was their only chance.

After nearly a week of evading the megalania and scrounging materials together, Acrux and Yushi built a raft that they hoped would withstand the open sea and deliver them back to Xao. Acrux helped as best he could, using his magic to bind the wood and help preserve their supplies. They loaded the raft with as much dried meat, fruit, and water as they could manage, and then prepared to leave.

As the two struggled to get the raft into the open water, the mother megalania found them once more. Acrux, unable to flee over the sands with only one leg, told Yushi to get the raft into the water and prepare himself to fend off the beast. Yushi assured his friend that he would return as soon as their raft was afloat. Struggling and straining, he managed to move the raft into deeper water. He rushed back to his friend, but he was too late. The megalania was too powerful—Acrux had sacrificed himself. Tearfully, Yushi waded out to the raft and clambered aboard, watching the beast devour the remnants of his best friend as he paddled away.

Days later, Yushi was spotted by the crew of a large fishing boat, who rescued him and returned him to Xao. Still grieving for his lost friend and ashamed for the part his overweening pride played in Acrux's death, he used his remaining wealth to turn his wooden blade into a serviceable weapon by seeking out powerful wizards. In remembrance of Acrux Sael, Yushi committed himself to mastering the wooden sword he called Grasscutter.

As atonement for his part in the druid's death, he swore to never use another weapon again. He went on to become an even more acclaimed warrior, both his and his blade's fame growing as the years passed. It is said that the spirit of Acrux Sael appeared to Yushi Abo at his deathbed, forgiving him and promising to watch over his descendants. The spirit then touched the blade and disappeared. The great warrior sighed his last breath a moment later.

After his death, Grasscutter was passed down to the descendants of Yushi Abo, each wielder becoming a great fighter in their own right, extending the legend of the family and its ancestral blade through many battles and adventures throughout the world of Exodus.

DESCRIPTION AND CONSTRUCTION

Grasscutter is a wooden sword with a single-edged, slightly curved blade similar to that of a katana. It is carved from a single piece of teak, the centuries darkening the wood to nearly black: the blood of many fallen enemies has left a rusty stain soaked into the grain. The handle is wrapped in a simple leather grip. Grasscutter is 3-1/2 feet in length and weighs 4 pounds.

GRASSCUTTER

Aura moderate transmutation; **CL** 12th
Slot none; **Price** 120,000 gp; **Weight** 4 lbs.

STATISTICS

Alignment NG

Senses 60 ft., sight and hearing

Int 10, **Wis** 14, **Cha** 13, **Ego** 18

Communication empathy

Power Grasscutter can use *magic aura* on itself at will

Special Purpose Defend the bloodline of Yushi Abo

Dedicated Power Manifest Acrux Sael's spirit (This functions in all ways like a summoner's eidolon, except that the spirit's stats are as shown below. Summoning takes a full round action. If slain, the spirit cannot be summoned again for 24 hours. While the spirit is manifested, Grasscutter loses its intelligence and any other properties associated with it until the spirit is dismissed or slain.)

DESCRIPTION

In most hands, *Grasscutter* functions as a +1 *club*. If wielded by a fighter, its full powers can be unleashed, and it functions as an intelligent +2 *impervious keen longsword of speed*. The sword carries a fairly powerful curse as well. Once it has been wielded in combat, the wielder feels compelled to wield no other melee weapons in battle other than *Grasscutter*. The wielder's ability to use ranged weapons remains unaffected. A successful *remove curse* spell (DC 20) allows the wielder to discard the wooden blade, but the curse will reassert itself should *Grasscutter* be used in combat again. If wielded by one of Yushi Abo's descendants or one dedicated to the protection of a descendant, its special power can be called upon: a manifestation of Acrux Sael that functions like a summoner's eidolon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fabricate*, *haste*, *keen edge*, *make whole*, *planar binding*; **Cost** 60,000 gp

ACRUX SAEL, GUARDIAN SPIRIT

NG Medium outsider

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+1 dodge, +2 Dex, +8 natural)

hp 68 (9d10+18)

Fort +9, **Ref** +5, **Will** +8

Defensive Abilities evasion; **DR** 5/evil; **SR** 23

OFFENSE

Spd 30 ft.

Melee slam +13/+8 (1d8+6 plus push)

Special Attacks frightful presence (Will DC 16)

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +12; **CMD** 24

Feats Dodge, Great Fortitude, Improved Initiative, Toughness, Weapon Focus (slam)

Skills Knowledge (nature) +12, Perception +14, Profession (gardener) +14, Survival +14

Languages Celestial, Common, Druidic

SPECIAL ABILITIES

Frightful Presence (Ex): As part of an attack, Acrux may activate frightful presence. Opponents within 30 feet must make a Will save or become shaken for 3d6 rounds. The DC of this save is Charisma-based. If Acrux has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than Acrux are immune to this effect.

Magic Attacks (Su): Acrux's attacks are considered magic and good for the purpose of overcoming damage reduction.

Push (Ex): Whenever Acrux hits with a slam attack, he may attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from Acrux. This ability only works on creatures of a size category equal to or smaller than him. Creatures pushed in this way do not provoke attacks of opportunity.

Acrux Sael, the guardian spirit, appears as a tall lanky man of late-middle years, dressed in simple garb. His head and face are covered in salt-and-pepper stubble, his skin brown from decades of outdoor life, his eyes hidden by a permanent squint. He is an earthy fellow, fond of drink and speaking in old adages and proverbs.

ICHOR STING



At the dawn of humanity, when the First Ones were fighting their apocalyptic war with the Kaga, among their allies was a sorceress of incredible anger and fury; even among the mighty First Ones she was among the most terrible to behold. Her name is long lost to the deterioration and mercies of time, yet her legacy and her hatred live on.

HISTORY

Only a few scholars know that after a long and hard siege of the sorceress's fortress, a handful of heroes faced her earth-trembling power in her own throne room. They were determined to end her and free Exodus from her wrath for all time. But she of course would not go easily into oblivion.

She had spent nearly all of her spells and exhausted every defense she had constructed. One of the persistent and stalwart heroes managed to sever her leg just above the knee, what should have been a fight-ending blow. But so great was her anger and such was her power that, rather than yield the fight to a merciful death, she tore out her own femur bone and wielded it as a weapon of vengeance against her foes.

Her very body enchanted with deadliness, she lashed her foes with her own blood and tendons, causing deep wounds and poisoning them with her black hatred. Rather than hinder her ability to fight, the heroes seemed to have only roused her rage into an evil, furious storm that devastated the land about them. The heroes who had so bravely stood against her fell, but they had managed to weaken her, letting the remaining soldiers gathered

outside move in to finish her off. It is said that she did not die until all her limbs were severed from her body and her head taken from the torso and burned in enchanted fire. Only then did the blasphemous epithets and curses stop spewing from her fang-filled maw.

That should have been the end of it, but a legacy of the First Ones could never have been buried and forgotten so easily. It was not until millennia later that archaeologists working under the flag of Abaddon, excavating a First One city, discovered her femur bone, still imbued with her hate magic.

At first the archaeologists mistook the gruesome weapon for the grisly remains of some underground predator. The bone had turned to a dark stone brown, and the blood and flesh of its blade had hardened into a foul-smelling tar-like substance that refused to come free of the femur. It was discarded as garbage and forgotten until one of the workers picked it up as a souvenir of his adventures in the wilderness.

The worker, already disgruntled from his pitiful pay and poor treatment as a menial laborer, was driven to madness by the hate still contained in the weapon. He slaughtered those in the camp to a man. Janissary investigators reported that the victims had been slashed to pieces by a bladed weapon or had succumbed to some horrific blood disease that killed in moments. There was only person unaccounted for, a man, later found several miles outside of the camp, dead from sheer exhaustion. The weapon was not recovered.

Since then, there have been whispered stories of madmen wielding a weapon made of flesh and bone, a whip of ichor and blood that cuts as deep as any blade. The story is always the same—a hapless fool comes across the weapon and takes it up, then driven by some malevolent will to enact extreme vengeance on anyone who has ever slighted them. The Janissaries treat this matter with the utmost seriousness and have placed dozens of watch posters in search of the weapon dubbed Ichor Sting, which has gained all the infamy and fear of a wanted criminal.

DESCRIPTION AND CONSTRUCTION

Ichor Sting appears to be a fossilized femur bone of some alien creature, with a long tendril of black tar and stretched muscle tissue clinging to it. When the weapon is grasped around its bone, the tar-like substance comes to life and undulates as if it were alive. When the wielder wills it, the blood and muscles harden into obsidian-colored blade, slick with blood.

ICHOR STING

Aura strong necromancy; **CL** 17th
Slot none; **Price** 58,637 gp; **Weight** 6 lbs.

DESCRIPTION

Unlike other whips, this +2 *vicious unholy whip* deals lethal damage. As a full-round action, the wielder

can force *Ichor Sting* to take the form of a blade made of blackened flesh and bone, acting as a +2 *vicious unholy bastard sword*. When an opponent is struck with the sword, it must make DC 18 Fortitude save or be infected with demon fever (Afflictions, *Pathfinder Reference Document*). Succeeding on this save conveys immunity to this effect for 24 hours.

The weapon is mildly intelligent, and on every nightfall the *Ichor Sting* will attempt to force its wielder to go on a murderous rampage against every living creature in sight until dawn. The wielder can resist this effect with a DC 15 Will save. This is a mind-affecting compulsion effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *dominate person, enervation, rage, and unholy blight*, creator must be evil; **Cost** 29,318 gp

MORDANT WRATH



In the midst of the Age of Mind and Magic, one of the Sorcerer-Kings sought an alliance against the cavians with a great green dragon. When the wyrm would not give its power willingly, the Sorcerer-King took it by force. Using blood rituals, he gifted his greatest general with a measure of the dragon's physical power, an enchanted axe with the dragon's spirit bound inside.

HISTORY

Kavelin Skybright, Sorcerer-King, waged a war against the cavians fueled by righteous indignation. That a race of noxious beastmen, no better than vermin, could seek to best the arcane might of humankind seemed to him supreme audacity. He taxed his powers to their limits, seeking to obliterate them from the face of Exodus. He made pacts with daemons, allied with monsters, and made whatever dark bargains were required to prevail in this genocide. It was in the pursuit of yet more power that he bargained with one of the mightiest of creatures: Jazykjeda, a great green dragon that dwelled in the heart of an ancient forest.

At first the dragon was amenable to Kavelin's offer of alliance. However, the suggestion that Jazykjeda serve as a mount for the Sorcerer-King stung the dragon's pride. She flatly refused. Kavelin attempted to use his magic to force the dragon into submission and, enraged, she attacked. The battle was fierce, but Kavelin prevailed.

The creature's horde of minions was claimed, and Kavelin used ritual blood magic to instill his greatest general, Markahm, with strength and vitality from the dragon's heart blood. The Sorcerer-King went one step further and, impressed with the dragon's powerful rage, imprisoned her very spirit.

Intent on gaining service from the dragon in some form, Kavelin bent his arcane prowess toward creating a weapon suitable for his greatest general. A magnificent axe was forged, and the Sorcerer-King plied his spells to instill it with the spirit of the dragon, magnifying and enhancing the magic already laid into the weapon. When he finished, Kavelin presented General Markahm with Mordant Wrath. The weapon held only a portion of the dragon's formidable spirit, but seemed to have retained all of Jazykjeda's fury, though less focused and cunning. The axe was content, even driven, to destroy everyone not its wielder.

History is unclear as to the events that followed. Some tales say that the Markahm led Kavelin's armies to many victories until the cavians finally crushed him, taking the axe as plunder. Others say that the vengeful spirit of the weapon turned the general against his master, or that Kavelin destroyed the general for his treason, or even that they killed one another in a brutal battle and the weapon vanished. Whatever the truth, Mordant Wrath has changed hands countless times over the ages.

In modern times it most often resurfaces in Sametia, where it is known and coveted by those barbarians known as the Fists of the Dragon. They view General Markahm as one of the first of their kind, having been imbued with power from the dragon's blood. The weapon will serve a particular master well, often propelling the warrior to the head of a horde.

But eventually, the warrior falls in his quest to slay greater and greater foes. Often the barbarian will lose the weapon, and his life, to a dragon—the weapon seems to see them as rivals. Then the axe will sit in the dragon's horde until the next mighty warrior comes to slay her and lay claim to the weapon. The cycle has repeated itself no less than three times in the last decade alone. Nonetheless, the day may yet come when a horde leader turns the blade's power on the civilized lands and paints them red with blood.

DESCRIPTION AND CONSTRUCTION

Mordant Wrath is both beautiful and terrible. Its haft is a sturdy branch from an ancient mountain ash, smoothed and stained dark, with a simple leather wrapping for grip and a steel cap and ring at its end. The head of the axe is a marvelously wrought blade in the shape of a stylized

dragon head, its fanged mouth agape. The dragon's eyes and a rune of power at the base of the axe head glow with an angry red light.

MORDANT WRATH

Aura strong enchantment and conjuration; **CL** 17th
Slot none; **Price** 189,820 gp; **Weight** 12 lbs.

STATISTICS

Alignment NE

Senses 120 ft., darkvision, blindsense, and hearing

Int 10, **Wis** 12, **Cha** 16, **Ego** 19

Communication empathy

Power *rage* 3/day

Special Purpose slay all except itself and its wielder

Dedicated Power *corrosive consumption* at will

DESCRIPTION

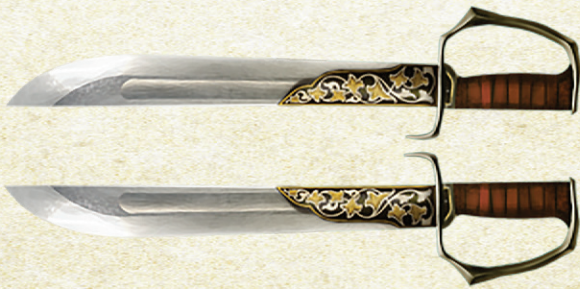
This +3 *furious corrosive burst greataxe* contains a fragment of a great green wyrm's spiritual essence. While its intellect has been dulled by its interment into steel, its force of personality is still quite strong.

While it can only communicate empathically, *Mordant Wrath* does have a voice of sorts, the metal of its blade vibrating in metallic growls and roars to express its ceaseless rage and hunger for the destruction of all living things. These unnerving sounds provide the wielder with a +2 circumstance bonus on all Intimidate checks. In pursuit of its purpose, the axe can enact its dedicated power with but a touch, but it can also be delivered as part of a melee attack, though no more than once per round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *acid arrow*, *corrosive consumption*, *rage*; **Cost** 94,910 gp

PEACE & TRANQUILITY



In 5 BU, at the climax of the Twilight War, a thousand Janissaries arrayed themselves against two opposing armies; their force was outnumbered a hundred and forty to one by the combined troops upon the field. In addition to their formidable mental and martial prowess, the monks brought forth various artifacts and weapons of power. The Janissaries used these items with ruthless skill and sent both armies fleeing from the field. Among these powerful items were twin swords, wielded by the Final Arbiter who led the victorious strike against

the assembled troops and creatures of the Confederate Army.

HISTORY

In the final battle of the Twilight War, the Janissaries provided the world with a shocking display of their power, facing two massive armies and forcing both from the field with a comparative handful of troops. A thousand monks took the field, possessing formidable mental power as well as many dangerous weapons and artifacts from their citadel's armory. Final Arbiter Shani Bakradze led the attack against the army of the Confederacy, wielding a pair of powerful weapons newly crafted for the conflict: Peace and Tranquility.

Bakradze's strategy was simple and direct: strike the left flank of the army's reserves, and spearhead a push directly toward the Reis command. The swift thrust caught the enemy off guard and the initial push was met with little resistance until they encountered a unit of animal handlers that released scores of carnivorous arcanebloat apes into the Janissaries' ranks. Even the onslaught of magically altered animals was little more than a momentary delay. It was not long before the monks broke through to the elite troops guarding the Reis force's generals.

The Janissary advance hit the last line of defense for the Confederate command: the Panther Warriors. Fists, feet, and staves clashed with claws, fangs, and war clubs. Bakradze and a dozen others pushed past the battle line to engage Confederate sorcerers and Khaynite priests in hand-to-hand combat. At that point, the Final Arbiter unleashed the powers of the twin blades. In mere seconds many of the most powerful arcane officers and clergy were mute, their magic choked off in their throats. Others were left limp and unmoving on the ground. When the magical elements of the Reis forces were annihilated, their generals called for a retreat. With similar success by the Janissaries on the other side of the field, the battle ended, opening the way for the formation of the Imperial Alliance and the possibility of prolonged peace.

Shani Bakradze's efforts upon the field of battle made her a hero of the early Imperial Alliance. Her presence—and that of the blades she carried everywhere from then on—evoked respect, and more than a little fear. In tense situations, having the presence of the Final Arbiter and her blades provided great incentive for diplomacy and nonaggressive solutions to conflict. She served for several decades afterward, seeing the Alliance through its difficult birth and early years, then retired from active service in 41 AU. She served out the remainder of her life in the citadel as an instructor until her death in 60 AU.

Since Bakradze's withdraw from active duty, Peace and Tranquility have been borne by Janissaries in missions all across the world. Whether or not these blades are the only pair of their kind, or merely one of several

sets bearing the same name, is uncertain. While there is never more than one set present in any given Janissary mission, it is said that the blades have been seen in the possession of different agents in far-flung locales in the same period of time. This lends credence to the theory that more than one set of the blades has been crafted since Shani Bakradze bore them in the last battle of the Twilight War.

Whatever the case, these weapons are often on hand when important Janissary intervention happens. They are visibly present especially in cases where spellcasters are involved, and when the Imperial Alliance wishes resolution with a minimum of bloodshed. The names of the weapons are not entirely ironic, as their reputation is often enough to make aggressors rethink their position and choose more peaceful resolutions to conflict rather than risk a first-hand demonstration of the blades' power in the hands of an experienced Janissary. Extra incentive is often found in the subtle suggestions that the Janissary in question also personally received combat training from Shani Bakradze or one of her favored pupils. Should these situations still result in conflict, the result is usually a quick suppression of violence by the Janissaries present, with the most dangerous spellcasters made silent and unmoving.

DESCRIPTION AND CONSTRUCTION

These butterfly swords are simply and elegantly designed. They feature the standard D-shaped guard, crafted of unadorned steel with soft leather wrappings on the grips. The blades are fine-tempered steel, each just over a foot in length. The only ornamentation is some vine-like gold leaf work embellishing the guards at the base of the blades.

PEACE & TRANQUILITY

Aura strong transmutation; **CL** 12th
Slot none; **Price** 45,920 gp; **Weight** 1 lb.

DESCRIPTION

This pairing of butterfly swords consists of Peace, a +2 *ki focus butterfly sword*, and Tranquility, a +1 *ki intensifying butterfly sword*. When fighting defensively with both weapons, the wielder gains a +2 shield bonus to AC in addition to the normal benefits from fighting defensively.

When using Peace to make a stunning fist attack, the wielder may spend 1 *ki* point to instead cause the target to become mute, immobilizing the vocal chords (treat this as a *silence* effect that only affects the target; Will save, DC equal to that of the wielder's stunning fist). This effect lasts 12 rounds.

When using Tranquility to make a stunning fist attack, the wielder may spend 1 *ki* point to instead paralyze the target (Fort save, DC equal to that of the wielder's stunning fist +1). This effect lasts 12 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be a monk; **Cost** 27,820 gp

RAINDROP



The name of Varelina Fetema Sara was infamous among law enforcers and government officials throughout the Imperial Alliance. A human born to a tiefling mother, she was a notorious spy. A gleaner of many secrets, she long evaded the pursuit of Protectorate Peacekeepers, Imperial Men-at-Arms, and even the Janissaries.

The many powerful figures preyed upon by Sara pointed fingers at the Dominion, the Phoenix Guard, and the Confederacy as the powers behind the spy's activities. All have denied any connection to the woman. She may have worked for all or none of them. A few even claim she served the First Ones or Xon. Some wild rumors say that she still gathers information for the Isle of Silk and Iron in preparation for an invasion. Whatever the truth, part of the spy's success was due to the properties of Raindrop, a powerful sword and shield disguised as a simple umbrella.

HISTORY

Raindrop's history begins and ends with Varelina Fetema Sara, the item's original owner. Both were unknown until 83 AU, when imperial guards stumbled upon an intruder in private senatorial chambers. After the guards raised the alarm, they fought a running battle with the intruder, who used her unusual weapon to wound several of them, deflecting crossbow attacks from guardsmen on the walls, before leaping headlong off a parapet and floating away from pursuers, avoiding capture. Over the next two years, Sara was implicated in several break-ins at key government locations throughout the Imperial Alliance, including the archprelate's private offices in Nyssa. On the rare occasions she was spotted, the spy always managed to elude capture through skill, cunning, and the powers of her unusual weapon.

Finally, in 88 AU, the Senate's demands for action produced results. Sara was lured into a trap. Several Janissaries—working in cooperation with a team of id

hunters graciously loaned to the operation, courtesy of Director Taysnita—leaked word of secret Senate meetings and rumors of coming conflict with the Confederacy, as well as documents of war drawn up for the occasion. The bait proved worthy, and the spy once again infiltrated the Senate. This time the Janissaries were ready. Sara was able to slip away before the trap closed completely, but the id hunters trailed her. This allowed the Janissaries to ambush her later, taking her two days later when she thought she had made good her escape.

Returned to Aremykh amid much pomp and circumstance, Sara was imprisoned. The Senate arranged for a trial. Interrogation of the clever spy provided nothing of use, as she resisted both conventional and magical means of information extraction. Her equipment, including Raindrop, were held as evidence. Three days before the trial began, Varelina Fetema Sara escaped and vanished without a trace. Two days later, it was discovered that Raindrop was missing from the lock-up where it had been held. Whether the spy reclaimed her weapon, or whether it was claimed by another thief, is unknown. Sara is still one of the criminals most wanted by the Imperial Senate, but neither she nor her weapon have been seen since her capture, nor has there been any evidence linking her to later crimes.

DESCRIPTION AND CONSTRUCTION

At first glance, this appears to be nothing more than a finely crafted umbrella with a canopy of silk—painted in swirls of crimson, violet, and aquamarine—stretched over thin wooden ribs. Its handle is crafted of darkwood, wrapped in raw silk, with a silk ribbon tied to its base. With a twist and a pull, a two-foot blade of fine, razor-sharp steel is revealed.

RAINDROP

Aura strong abjuration and transmutation; **CL** 12th
Slot none; **Price** 96,000 gp; **Weight** 4 lbs.

DESCRIPTION

The handle of this silk parasol hides a +1 *keen dueling wakizashi*. When the weapon is drawn, the rest of the umbrella, while open, functions as a +1 *animated light steel shield*. The shield, either in hand or animated, gives the wielder the benefits of the Missile Shield feat. Once per day, the wielder may twirl the open umbrella to create a *hypnotic pattern* effect (CL 12) until the end of the round. The wielder continues to spin the umbrella as a free action each round, with the effect active until the end of that round. When the parasol is open and in hand, whether the blade is sheathed or not, the wielder benefits from a *glide* effect when falling.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate object*, *cat's grace*, *glide*, *hypnotic pattern*, *keen edge*, *shield*; **Cost** 48,000 gp

RAMPAGER'S IRONS



Stories of weapons with mysterious powers abound in Exodus, but one of the most popular tales of these weapons speaks of the Rampager's Irons, the guns cursed by the insidious betrayal of a young Arman Protectorate officer and his brother's revenge. Driven by the guilt of the surviving brother, these cursed guns roam Exodus seeking revenge against those who wronged them long ago.

HISTORY

Upon the rise of the Janus Horde, the Arman Protectorate found themselves short on manpower and long on enemies. Thousands of soldiers were mustered and sent to war, carrying the banners of their fledgling nation. Among them were two brothers, Arkady and Matvei Bemt. The twin brothers were stout of body, strong of heart, and filled with love for their country. As volunteers in an infantry unit, they deployed together to the front lines of the conflict with the Janus Horde.

Charismatic and swift with his favored pistol, the younger brother Matvei rose swiftly through the ranks of their company, soon taking command of the unit. While popular with the rank-and-file soldiers, the officers felt threatened by the young gunman's rise. Behind the young man's back, his fellows hatched a plan to rid themselves of the charismatic youngster. Fearing for their positions, they planted evidence that Matvei provided the secrets of gunpowder to the Horde and other enemies of the Protectorate. Each evening at sundown, Arkady would approach his brother and speak with him.

"Brother, please! They seek to brand you a traitor," pled Arkady.

"Nonsense, Arkady! My comrades trust me with their lives, and I trust mine with them. Surely you've been drinking far too much!" Matvei replied, polishing his favored pistol with a smile. "Go, rest. You have guard duty at sun-up."

"Matvei, please listen to me. You're in danger here!"

"Go, Arkady. We'll not speak of this anymore. You're dismissed."

As he had every night for weeks, Arkady saluted, leaving his brother to his pride.

After a time, at the rise of the full moon, the company was called to the yard to face a squad of men in black hoods and holding muskets. Beaten and stripped of his uniform, Matvei was blindfolded and dragged before the men while pleading for mercy.

“Men, this officer is a traitor! He has been selling the secrets of our weapons to the enemy!” barked the colonel, “He shall be executed for his crimes!”

“What proof?! Show us proof!” Arkady cried, his fellow soldiers grabbing onto his arms to keep him from running to aid his brother, “You don’t have proof!”

The colonel held a stack of papers aloft, upon which the men recognized the innards and workings of their sidearms laid out in ink on the parchments. He told the story the traitors constructed and of the silent bounty placed on the man by the Forger’s Guild. Arkady cried out in anguish as the colonel confirmed the web of lies his enemies had weaved. The company of soldiers shouted and called for blood: execute the man who dared share the protectorate’s secrets!

“Lieutenant Matvei Bemt, in the name of the Tsaria, you are hereby sentenced to death for your crimes against the Protectorate! Executioners, aim!”

“No!” Arkady strained against the other soldiers, tears streaming from his eyes.

“Fire!”

It is said that Arkady did not move from that spot for many hours, staring at his brother’s blood as it seeped into the stones of the yard, cradling his brother’s pistol in his hands. A man who survived the night tells that he heard a mad laughter erupt from the courtyard; moments before, the air was filled with fire and smoke as Arkady went on a rampage to avenge his brother. One by one, any soldier that stood to fight or defend the traitorous officers who enacted his brother’s death were gunned down, along with the men who supported the unjust death. Legend has it that the colonel escaped into the plains, tailed by a maddened Arkady, pursued by the flare of ghostly gunfire and smoke.

DESCRIPTION AND CONSTRUCTION

Created out of standard masterwork pistols, the Irons have no such indication of their function. They appear as a pair of old, hastily produced flintlock pistols in well-worn holsters; the pistols look moments away from exploding of their own accord and smell distinctly of fresh blood when fired.

RAMPAGER’S IRONS

Aura moderate enchantment; **CL** 12th
Slot none; **Price** 28,250 gp; **Weight** 8 lbs.

DESCRIPTION

These +1 *pistols* always appear as a pair. The guns refuse to function for a wielder without the grit class feature. Characters with the grit feature may wield one of the pistols normally. Once per day, the wielder may spend all remaining grit points (minimum 1) to draw the second pistol and enter a rampage. This rampage functions as the rage barbarian class feature, but grants a +6 profane bonus to Dexterity instead of the morale bonus to Strength and Constitution, and lasts for a number of rounds equal to the number of grit points spent. Gaining additional grit does not extend the duration of the rampage. The rampage can be ended early with a successful DC 20 Will save.

The wielder becomes exhausted at the end of the rampage. Additionally, at the conclusion of the rampage the wielder must make a Will save (DC 20 +1 for each round spent in the rampage) or be affected by a *geas/quest* spell (CL 12th). This *geas* instructs the bearer to seek out and kill the nearest member of the Forgers’ Guild, who is seen by the wielder to have a distinct blood-red aura about them.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *rage*, creator must be at least 9th level; **Cost** 14,125 gp

NEW BOOKS AND TOMES

The books presented here are some of the most famous. Some are considered heretical, while others are simply well known. These books often contain new magic spells.

Tomes give a good focal point for adventure. They contain information about long-forgotten topics and places lost to time. Not to mention that tomes can be stolen, fenced, forged and offered as rewards.

USING TOMES IN THE CAMPAIGN

For a PC to gain the reference bonus, she must first read the book. This requires 2 days for each +1 bonus granted by the tome. For example, “Hymnal of Sacred Flame” grants a +5 bonus, so it requires 10 days of study. After that initial study period, it requires 5 minutes to reference the tome before making the appropriate check.

BOOK ENTRIES

Full Name: The exact name of the book if different than the usual name

Author: Details about the book’s author.

Description: A description of the book and what it looks like.

Content: A description of what the book is about. Since few books only contain spells, this details what the prose includes.

Status: Details on whether or not the book is considered heretical by the Sanguine Covenant.

Language: The original language in which the book was written. Generally, a book in its original language is more detailed and more complete than later, translated copies.

Locations: The known location of the book. Private collectors often have copies of these tomes in their collection.

Reference: The skill bonus given by spending 5 minutes to reference the book. If a PC is not trained in the appropriate Knowledge skill, having the book does not allow him to make a check, unless otherwise noted.

Spells: The list of spells found in the original book. This list is far from exhaustive, so feel free to add to the list as needed.

Other Versions: A list of other versions of the book. These versions are often of lower quality or are poorly translated. Their effects and contents are listed.

HYMNAL OF SACRED FLAME

Full Name: Hymnal of Sacred Flame, a treatise of Dragon and their Kinde.

Author: Rumored to be a now-dead dragon god and narrated to his followers.

Publication: This book first appears in 50 AU in Sametia, corresponding with the rise of barbarism.

Description: Red dragon leather laced and bound with brass and gold. The book itself is not of superior quality but is warded against fire.

Content: Contains a collection of prayers and chants to the glory and destructiveness of fire.

Status: The Sanguine Covenant considers this book heretical and seeks to destroy any copies.

Language: Common, but it is believed to have been translated from a never-found papyrus written in Draconic.

Locations: The high priests of the Cult of the Dragon keep this text, considering it to be one of their most sacred documents.

Reference: +5 competence bonus to Craft (leatherworking) checks when working with dragon hide and to Knowledge checks regarding dragons.

Spells: *burning winds, conflagrating charge, flame burst, flaming armor, flaming armor, mass, flaming blood, flaming bolt, hellish reprisal, and rain of fire.*

Other Versions: The Hymnal is copied in large numbers by the Cult of the Dragon. Many are pocket versions that do not include spells.

LIBRAM OF LUNACY

Full Name: Libram of Lunacy.

Author: Unknown, assumed to be a Sorcerer-King.

Description: Finely crafted grey leather tome with silver inlay. The pages are of thin silverlaced vellum that can only be read by the light of the moon.

Content: The narrative indicates the author is intimately familiar with lycanthropes.

Status: This book has not been declared heretical by the Sanguine Covenant.

Language: Sorcerous.

Locations: Royal Library (Nyssa, Caneus Empire), Sihr Academy (Qijom, Dominion).

Reference: +5 competence bonus to Knowledge checks regarding creatures with the shapechanger subtype and to Knowledge (arcana) checks for astrological purposes.

Spells: *crescent grasp, light of revelation, light of revelation, greater, lunar arsenal, lunar majesty, lunar majesty, mass, and moon bolt.*

Other Versions: All of the major empires on Exodus have a copy of this book. However they are incomplete, usually containing no more than one or two spells and up to a +2 skill bonus

MANUAL OF BURIALS

Full Name: Manual of Burials

Author: Priest-turned-wizard Adolphus Marakos. The handwriting shows the advancing age of the author.

Publication: Written between the first and fifth decades of AU.

Description: Plain black leather-bound book filled with worn vellum pages.

Content: The book describes the burial rituals of over three dozen cultures and major religions. As the entries go, the author obsesses with death and its effect on his own body.

Status: The Sanguine Covenant has declared this book heretical and attempts to destroy any copies of it it finds.

Language: Common.

Locations: The original, complete manuscript is believed to have been burned in 65 AU by Covenant daemonslayers.

Reference: +5 competence bonus to Heal, Knowledge (religion), and Profession (embalmer) checks.

Spells: *bitter ashes, corpse flesh, deadman's gaze, feast of maggots and shield of worms.*

Other Versions: Passages of this book have been extensively copied by the Xonists. Many copies without spells and reference bonus up to +3 are more common than the full text. These copies are commonly found in Balite, Exodite, and even Khaynite.

RAIDING THE SORCERER-KING

Full Name: Raiding the Sorcerer-King.

Author: Unknown, but generally assumed to be Ivan Kryszkas, a small-time king and extremely successful raider prior to the migrations.

Publication: Around the beginning of the 8th century BU.

Description: This book was originally written on a ship's logbook. However, it was copied many times and many errors have been cleaned up. The later copies are bound tomes.

Content: This book contains a number of charts, maps, and observations about the inhabitants of the east coast of Exodus.

Status: This book is not considered heretical.

Language: Ancient Arman.

Locations: The Library of Sanguine Cathedral, the Royal Library in Nyssa, and the Sihr Academy in Qijom each have a copy. The original is kept in the Palace of Tsars of the Arman Protectorate. The tsars also own a number of copies.

Reference: +2 competence bonus to Knowledge (geography, history, and local) and Profession (sailor) checks.

Spells: None, but the book contains information on how to activate some of the Nexus Gateways all along the coast.

Other Versions: This book has been copied into Common, Cordelian, Cynean, Nasian, and Prymidian. The language is simple enough that the copies are roughly the equivalent of the original.

SOMES PLANARIS MAGICAE

Full Name: *Somes Planaris Magicae* (Book of the Magic of the Planes).

Author: Believed to be a Khaynite wizard before the rise of the Kaga.

Publication: Over two millenia ago.

Description: Single papyrus over twenty-five feet long. It is protected from the effects of time and the elements by powerful magic.

Content: The book contains one of the most potent spells, the *planar joining*.

Status: Though the scroll and its content are not considered heretical, using it may very likely lead to heresy. For that reason, access to this scroll is limited.

Language: Parts are written in Abyssal, Aquam, Auram, Celestial, Draconic, Infernal, Ignan, and Terran.

Locations: The only copy that exists is held at the Sanguine Cathedral's library.

Reference: +10 competence bonus to Knowledge (planes) checks.

Spells: *planar binding*, *greater planar binding*, and *lesser planar binding*.

Note: Provides instructions for imbuing parts of a living being with an outsider, creating half-celestials, half-fiends, and other such hybrids. This spell is not presented in this book.

Other Versions: Versions of the scroll containing a faulty spells exist in Cynean and in Sorcerous. These copies have a reference value of +1d8.

TOME OF SENSATION

Full Name: Tome of Sensation.

Author: Multiple. The tome is more a travelogue to which many have contributed.

Publication: Hard to say, but the oldest mention of this tome dates back to the days of the Sorcerer-Kings, in the 9th century BU.

Description: Not so much a tome as an eclectic collection of notes written on everything from leather to vellum to human skin to papyrus.

Content: The book contains the travel notes of many unnamed wizards and bards. They all focus on the experience and expansion of the senses. The narrative is hard to follow in many cases.

Status: The Sanguine Covenant considers this book to border on heresy and keeps a close eye on anyone who possesses a copy or inquires about it.

Language: Mostly Common, but parts can be found in pretty much any language that has a written form.

Locations: The Library of the Sanguine Cathedral has a partial copy. The location of the original is not known.

Reference: +5 competence bonus to Knowledge (geography, planes) and Survival checks.

Spells: *deaden senses*, *deaden senses*, *mass*, *heighten senses*, *heighten senses*, *mass*, *magnify vision*, *sensory deprivation*, and *sensory modification*.

Other Versions: A few scholars have attempted to gather the collection into a single, coherent book. But new chapters are constantly found, making a compilation impossible. The average copy has 1d4 spells and provides a skill bonus of +2.

CHAPTER 6:



EXODUS TERRORS

ARCANE BLOAT CREATURE TEMPLATE

Arcanebloat creatures are a type of monster created by the Khaynites to supplement their troops. Arcanebloat creatures are modified by injecting them to the brim with arcane substances. Their systems warp and change, making such creatures twisted and unpredictable.

They appear as normal in shape, but with wild, chaotic color patterns. When struck, they expel some of the magical energies trapped within their bodies.

A number of mad alchemists have also found the secret of creating these creatures. They are common in many areas of Koryth.

ARCANE BLOAT CREATURE (CR +1)

This template can be applied to any corporeal creature.

Rebuild Rules: *Defensive Abilities:* Gains SR equal to 11 + CR; *Special Attacks:* Gains arcane bleed and arcane burn special abilities.

SPECIAL ABILITIES

Arcane Bleed (Su): When hit with piercing or slashing damage, an arcanebloat creature expels random energy onto its attacker, dealing 1d6 points of random energy damage. Roll 1d6. 1: acid; 2: cold; 3: electricity; 4: fire; 5: negative energy; 6: positive energy. A roll of 5 or 6 always harms the creature, never heals. The attacker can halve this damage with a Reflex save (DC 10 + 1/2 arcanebloat creature's HD + its Con modifier).

Arcane Burn (Su): When an arcanebloat creature reaches 0 hit points, the magical energies trapped within it are released in a violent explosion. All creatures in adjacent squares are hit by the magical energy for 1d6 points of piercing damage per 2 Hit Dice of the arcanebloat creature. Making a Reflex save (DC 10 + 1/2 the arcanebloat creature's HD + its Con modifier) halves this damage. Arcane burn leaves no body behind, but the creature's possessions, if any, remain undamaged.

ARCANE BLOAT APE

This ape's body ripples with waves of changing colors, and its eyes blaze with barely contained energy.

ARCANE BLOAT APE**CR 3****XP 600**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 19 (3d8+6)**Fort** +7, **Ref** +5, **Will** +2; **SR** 13**OFFENSE****Speed** 30 ft.; climb 30 ft.**Melee** 2 slams +3 (1d6+2)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +2; **CMB** +5; **CMD** 17**Feats** Great Fortitude, Skill Focus (Perception)**Skills** Acrobatics +6, Climb +14, Perception +8**ECOLOGY****Environment** warm forests**Organization** solitary, pair, or troop (3–12)**Treasure** none**SPECIAL ABILITIES**

Arcane Bleed (Su): When hit with piercing or slashing damage, an arcanebloat creature expels random energy onto its attacker, dealing 1d6 points of random energy damage. Roll 1d6. 1: acid; 2: cold; 3: electricity; 4: fire; 5: negative energy; 6: positive energy. A roll of 5 or 6 always harms the creature, never heals. The attacker can halve this damage with a Reflex save (DC 10 + 1/2 arcanebloat creature's HD + its Con modifier).



Arcane Burn (Su): When an arcanebloat creature reaches 0 hit points, the magical energies trapped within it are released in a violent explosion. All creatures in adjacent squares are hit by the magical energy for 1d6 points of piercing damage per 2 Hit Dice of the arcanebloat creature. Making a Reflex save (DC 10 + 1/2 the arcanebloat creature's HD + its Con modifier) halves this damage. Arcane burn leaves no body behind, but the creature's possessions, if any, remain undamaged.

Arcanebloat apes are occasionally found as trained guardians in First Ones laboratories and bases. Evil alchemists have also found the means of creating these creatures and use them occasionally.

The Khaynites consider arcanebloat creatures excellent shock troops. Used as the first wave of an attack, these combustive beasts hurl themselves at the enemy, injuring or killing them by destroying themselves, allowing the Khaynites' more-elite forces to follow and finish the now-depleted enemy. The animals and monsters transformed into these monstrosities, typically of low intelligence, are often starved and beaten—true to the teachings of their cruel and merciless god—so that when they are released upon the enemy, they will be at their most savage and desperate. It is rumored that the Khaynites constantly experiment to increase the amount of power stored within the arcanebloat. However, mortal shells can only hold so much power, and these experiments die, often exploding and taking the researchers along with them.

The magic-saturated land of Koryth is a fitting place to find these creatures. There is more than enough magical residue here for alchemists to learn how to create arcanebloat creatures. Those alchemists deranged enough to create arcanebloat creatures of their own typically use them as guardians and watchdogs. The wise ones keep them out of reach of any lab equipment or volatile materials; the cunning ones lay traps by keeping such materials nearby, allowing a fallen creature's arcane burn to cause more havoc by igniting those hazardous materials in the hopes of finishing off intruders.

This giant fanged cricket is caked in pungent fungal growths and topped with a mushroom-like cap, all of which glows with chaotic, chromatic light.

ARCANEBLOAT FUNGAL CRAWLER CR 4

XP 800

N Small aberration

Init +9; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 16, flat-footed 11 (+5 Dex, +1 size)

hp 26 (4d8+8)

Fort +3, **Ref** +6, **Will** +5; **SR** 14

Defensive Abilities plant defenses; **Immune** mind-affecting effects, paralysis, poison, polymorph effects, sleep, stunning

OFFENSE

Speed 20 ft., climb 40 ft.

Melee bite +6 (1d6+2 plus poison), 2 claws +6 (1d4+2)

Special Attacks leap

STATISTICS

Str 14, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 19 (27 vs. trip)

Feats Improved Initiative, Step Up

Skills Acrobatics +10 (+14 jumping), Climb +10, Perception +6; **Racial Modifiers** +14 on Acrobatics checks made to jump

ECOLOGY

Environment any underground

Organization solitary, pair, or swarm (3–12)

Treasure none

SPECIAL ABILITIES

Arcane Bleed (Su): When hit with piercing or slashing damage, an arcanebloat creature expels random energy onto its attacker, dealing 1d6 points of random energy damage. Roll 1d6. 1: acid; 2: cold; 3: electricity; 4: fire; 5: negative energy; 6: positive energy. A roll of 5 or 6 always harms the creature, never heals. The attacker can halve this damage with a Reflex save (DC 10 + 1/2 arcanebloat creature's HD + its Con modifier).

Arcane Burn (Su): When an arcanebloat creature reaches 0 hit points, the magical energies trapped within it are released in a violent explosion. All creatures in adjacent squares are hit by the magical energy for 1d6 points of piercing damage per 2 Hit Dice of the arcanebloat creature. Making a Reflex save (DC 10 + 1/2 the arcanebloat creature's HD + its Con modifier) halves this damage. Arcane burn leaves no body behind, but the creature's possessions, if any, remain undamaged.

Poison (Ex): Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str and 1d2 Con; *cure* 1 save. The save DC is Constitution-based.

NEW ALCHEMIST DISCOVERY

The following discovery can be taken by any alchemist who meets the prerequisites.

Arcanebloat Creature (Su): The alchemist learns how to infuse a creature with unstable alchemical substances, transforming it into an arcanebloat creature. This process takes 24 hours and costs 500 gp per Hit Die of the base creature. At the end of the process, the creature gains the arcanebloat creature template. Changing a creature in this manner does not give the alchemist any control over the creature. An alchemist must be at least 8th level to select this discovery. The finished product is a creature, not a supernatural effect.

ARCANESLIME

Glowing golden patterns dance and flow over the multicolored mass and questing pseudopods of this ooze.

ARCANESLIME**CR 4****XP 1,200**

N Medium ooze

Init –5; **Senses** blindsight 120 ft.; **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**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 sentience, 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 DC 17 Reflex save or take 1d6 acid damage. The DC is Constitution-based.

Poisonous Fumes (Ex): Whenever a creature is adjacent to an arcaneslime, the creature must make a DC 17 Fortitude save or be sickened for 1 minute. The DC is Constitution-based.

Slime (Ex): When the arcaneslime hits with its slam attack, it covers the target with acidic slime, which deals 1d6 acid damage each round for 1d4 rounds, damaging both the target and its equipment.

VARIANT

Elemental Arcaneslime: CR +0. This variant creature deals cold, electricity, or fire damage instead of acid. Its immunity changes to the type of damage it deals.

Greater Arcaneslime: CR +1. This advanced creature's poisonous fumes also deals 1 Constitution damage on each failed Fortitude save.

Arcaneslimes hunt the lands of Koryth and the subterranean areas of Exodus, seeking and devouring organic materials just like their more-mundane ooze relations. While their fumes and splashback make them dangerous opponents, they are not the most dangerous oozes that can be encountered. Still, their strange appearance and origins have spawned myriad rumors about the arcaneslimes. Some say that they can smell magic, prefer to hunt wizards and other spellcasters over other prey, and need to devour magic to survive. Others say they are intelligent and that the patterns on their protoplasm are a language unique to the arcaneslimes. Despite these and other persistent tales, researchers have yet to find any veracity to these claims.

The average arcaneslime is a mass of multicolored protoplasm about five feet in diameter. Glowing gold lines suffuse the ooze, twisting into strange and intricate patterns through the creature's mass.

Arcaneslimes were first seen during the War of Mind and Magic when massive spells were used to devastate the landscape. These oozes were first found on battlefields. Since then they have been bred for study and are found in crypts and caverns throughout Exodus.

Scholars believe arcaneslimes are magic-infused green slimes.



ASPIC CREATURE TEMPLATE

Aspic creatures are mutated beasts with long needle-like fangs that can inject poison while biting. These creatures are believed to have been created in the First Ones' laboratories. An aspic creature is susceptible to a sasori's vermin affinity, even if its type is not vermin.

This template can only be added to a creature that has a mouth or jaw structure.

ASPIC CREATURE TEMPLATE (CR +1)

Rebuild Rules: *Defensive Abilities:* Gain +2 save vs. poison. *Melee:* If the creature does not already have a bite attack, gain a bite attack appropriate for size that deals poison and counts as a secondary natural weapon. If it has a bite attack, instead gain the Improved Natural Attack (bite) feat; *Abilities:* Con +2.

SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* Fort DC 10 + Con; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save (+1 additional consecutive save for each 10 HD of the creature)

ASPIC DIRE WOLF

This creature is found amongst packs of dire wolves throughout Exodus. Their particularly large jaws hold prominent canines.

ASPIC DIRE WOLF

CR 4**XP 1,200**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 40 (5d8+18)**Fort** +8, **Ref** +6, **Will** +2; +2 vs. poison

OFFENSE

Speed 50 ft.**Melee** bite +7 (2d6+5 plus poison plus trip)**Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Improved Natural Attack (bite), Run, Skill Focus (Perception), Weapon Focus (bite)**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival tracking by scent

ECOLOGY

Environment cold or temperate forests**Organization** solitary, pair, or pack (3–8)**Treasure** none

SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* Fort DC 10 + Con; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save (+1 additional consecutive save for each 10 HD of the creature)

Aspic creatures are often found among normal populations of the same species, with whom they can breed. Such breeding typically produces an aspic offspring in one out of every six births, though this number is higher in some species. Aspic dire rats, for example, can pass on their aspic characteristics to as many as five out of every six offspring, and nests entirely composed of aspic dire rats have been discovered. Aside from their poisonous teeth, aspic creatures occasionally show other insectoid qualities, such as compound eyes, vestigial antennae, or ridges of carapace.



CALIBAN

This muscled humanoid smells of old blood and decay. Its hairless ivory skin is crisscrossed with numerous scars. It wields a wicked-looking falchion and snarls with a mouth full of pointed teeth.

CALIBAN WARRIOR**CR 1/3****XP 135**

Caliban warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft., scent; **Perception** –1**DEFENSE****AC** 13, touch 10, flat-footed 13 (+3 armor)**hp** 6 (1d10+1)**Fort** +3, **Ref** +0, **Will** –1**Defensive Abilities** ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** falchion +5 (2d4+4/18–20)**Ranged** caliban bola +1 (1d4) or throwing axes +1 (1d6+3)**STATISTICS****Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Weapon Focus (falchion)**Skills** Intimidate +2**Languages** Balite, Common**SQ** weapon familiarity**Gear** caliban bola, falchion, two throwing axes, and other treasure**ECOLOGY****Environment** any wilderness on mainland Exodus**Organization** solitary, pair, or tribe (3–12)**Treasure** standard

Calibans are cannibalistic creatures that can be found throughout Exodus, though they are most common in the Wyldlands of Bal, where their brutality has earned them the admiration and friendship of many harsh rulers. The calibans share mankind's hatred and fear of the First Ones, who enslaved them long ago.

They are respected for their strength and ferocity, and feared for their cannibalistic practices. While their civilized cousins, the kalisan, walk among the cultured peoples of Exodus, they are only a pale shadow of the brutal caliban. Calibans bear scars and mutilations, carved by both their own hands and the blades of enemies, and often decorate their pale flesh with elaborate crimson tattoos. They will quickly take advantage of situations where they are superior in strength and numbers. They must be dealt with from a position of strength, as any perceived weakness invites treachery. The Reis Confederacy occasionally retains bands of caliban mercenaries for secret maneuvers or as shock troops for larger engagements.

Cannibalism is a cultural norm for the caliban. They eat the flesh of other humanoids not only for nourishment, but also to absorb the memories, strength, and power of their defeated enemies. While not all calibans are capable of these feats, their most powerful have developed this ability. The calibans' poor hygiene and questionable diet make them generally resistant to disease, though some are carriers, infected but immune.

Male calibans are typically between 6-1/2 and 7 feet in height, weighing between 230 and 350 pounds, with females only slightly shorter and weighing up to 300 pounds. Both genders are hairless with very pale skin and black eyes, and they keep their teeth filed into sharp points.

For more information on the calibans, see *Monsters of NeoExodus: Caliban*.



CALIBAN HOUND

This dog is squat, broad, and muscular, with horny ridges rising along its skull and spine through short gray fur. Its thick muzzle sports a gleaming white mouthful of fangs.

CALIBAN HOUND

CR 2

XP 600

N Small animal

Init -1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 15, touch 10, flat-footed 15 (-1 Dex, +5 natural, +1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 50 ft.; burrow 5 ft.

Melee bite +6 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 9, **Con** 16, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 12 (16 vs. trip)

Feats Improved Natural Attack (bite), Weapon Focus (bite)

Skills Perception +7, Survival +1 (+5 scent tracking)

SQ vicious bite

ECOLOGY

Environment any wilderness on mainland Exodus

Organization solitary or packs; frequently found with caliban tribes

Treasure none

SPECIAL ABILITIES

Vicious Bite (Ex): When attacking a creature or object, a caliban hound ignores the first 10 points of hardness, and its bite counts as adamantite for the purpose of overcoming damage reduction.

Caliban hounds are a bit of a mystery. While they are definitely canines, they display physical qualities found on dire animals. It is possible they are the result of cross-breeding with dire wolves, though if true then the dire-wolf blood was introduced either many generations ago or through magic. However it was made, the breed has been adopted almost exclusively by calibans, who are the only folk that seem capable—or, more likely, willing—to go through the grief of training the animals.

Unlike most canines, caliban hounds make poor hunters but great war dogs. Caliban warbands often keep one or more hounds, some trained to flank opponents or to charge them, knock them to the ground, and literally chew them out of their armor. Feral packs of caliban hounds also roam the wilderness, running down whatever prey they can find.

Caliban hounds typically stand about five feet tall at the shoulder, their heavily muscled bodies weighing 55 to 65 pounds on average and covered in a short, stiff coat of hair. Their coloring ranges from gray and brown to brindled coats or piebald coloring, typically a darker color paired with white markings.

Caliban hounds are known for chewing through anything and are notoriously difficult to train (all DCs to train a caliban hound are increased by +5). A caliban hound only recognizes one master: its trainer. Once trained by someone, a caliban hound will never obey anyone else. Even if a caliban hound is trained to perform a trick, only its trainer benefits from that training; all others are considered to push the animal.



CYNEAN-HUNTER

Though shaped like a large hunting cat, this six-legged predator's body is formed of crystalline flesh.

CYNEAN-HUNTER

CR 6**XP 2,400**

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -1 size)**hp** 76 (8d8+40)**Fort** +10, **Ref** +9, **Will** +2**Immune** petrification, poison; SR 14**Weakness** vulnerability to sonic

OFFENSE

Speed 40 ft.; climb 20 ft.**Melee** 4 claws +12 (1d6+3)**Special Attacks** pounce, rake (2 claws +12, 1d8+3)**Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 17, **Dex** 16, **Con** 18, **Int** 11, **Wis** 10, **Cha** 8**Base Atk** +8; **CMB** +10; **CMD** 23 (31 vs. trip)**Feats** Improved Initiative, Multiattack, Toughness, Weapon Focus (claws)**Skills** Acrobatics +14, Stealth +10 (+14 in rocky surroundings); **Racial Modifiers** +4 Stealth in rocky surroundings**Languages** Cynean (cannot speak)

ECOLOGY

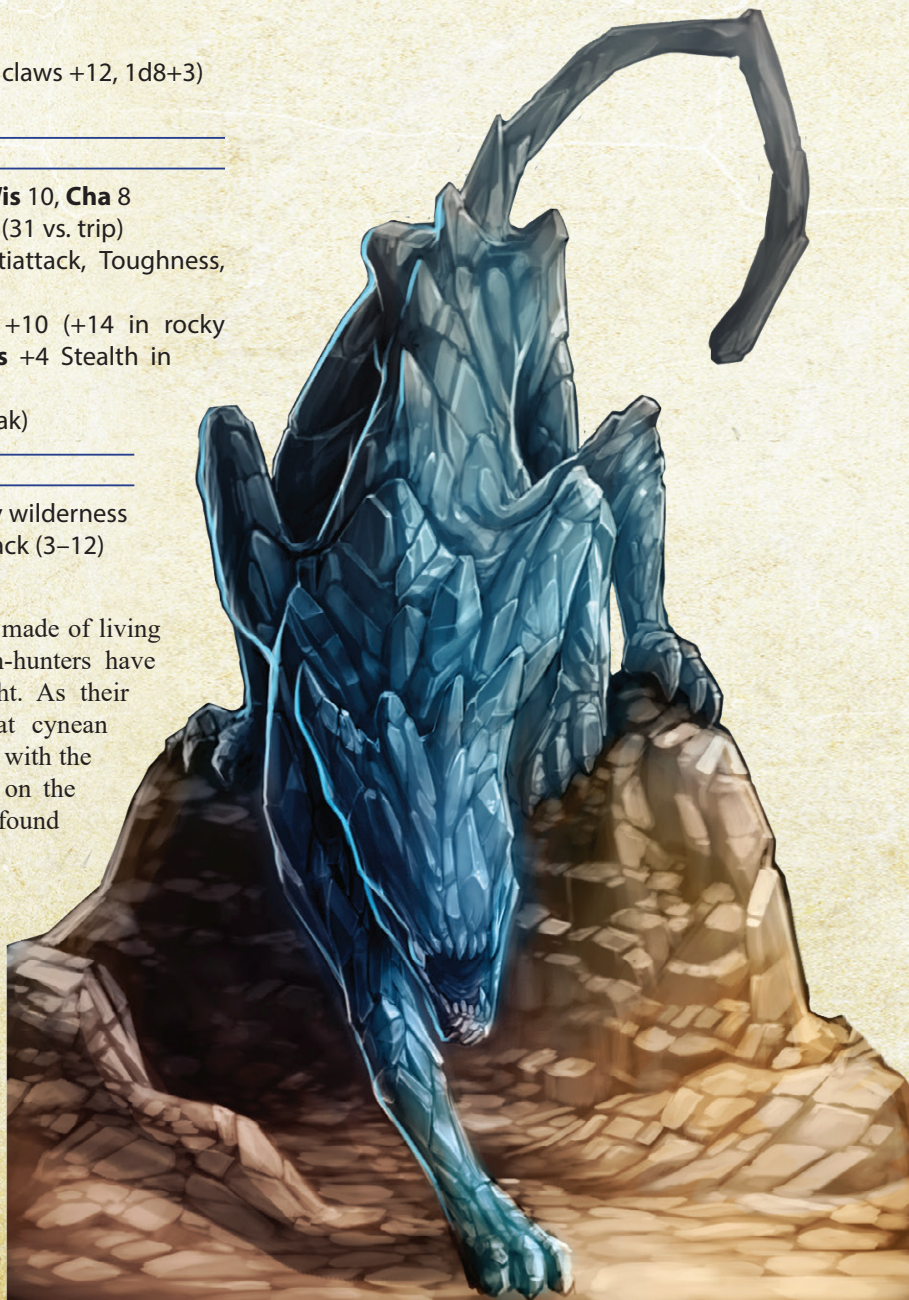
Environment Gavea, most rocky wilderness**Organization** solitary, pair, or pack (3–12)**Treasure** none

These feline-looking creatures are made of living crystal, like the cyneans. Cynean-hunters have six legs and hunt mostly at night. As their name implies, they prefer to eat cynean flesh, but they also enjoy creatures with the earth subtype. They are common on the island of Gavea, but have been found throughout Exodus.

It is a common theory that cynean-hunters require more-than-normal amounts of minerals in their diet to sustain themselves, thus their preference for consuming cyneans and creatures

associated with the Elemental Plane of Earth. When such prey are scarce, cynean-hunters will resort to other living prey, supplementing this diet heavily by gnawing on mineral deposits or veins of ore. This makes hungry cynean-hunters a problem for miners, especially in the gem-rich mountains of southern Gavea.

Cynean-hunters stand about three and a half to four feet tall at the shoulder and are about nine to ten feet long. Their crystalline bodies weigh 800 to 1200 pounds, their color ranging from blues and reds to mossy greens, browns, and striated patterns similar to agates. On rare occasion, a cynean-hunter will be a milky white; these specimens are considered ill omens by the residents of Gavea.



DRACO

This broad, muscular, reptilian humanoid sports two upward-curving horns upon its head, and yellow eyes sit above a short muzzle. Its hide is armored in blue-green scales, while the creature's head, back, and legs are covered in thick white fur.

DRACO

CR 8

XP 4,800

NG Medium monstrous humanoid (cold, reptilian)

Init +1; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 21, touch 11, flat-footed 20 (+4 armor, +1 Dex, +6 natural)

hp 115 (10d10+60)

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

Immune cold

OFFENSE

Speed 30 ft., climb 15 ft., swim 15 ft.

Melee 2 claws +15 (1d8+5) and bite +13 (2d6+2)

Ranged +1 composite longbow +12/+7 (1d8+6/×3)

Special Attack breath weapon (15-ft. cone; DC 15; 5d8 cold)

STATISTICS

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

Base Atk +10; **CMB** +15 (+19 bull rush);

CMD 26

Feats Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness

Skills Climb +13, Perception +11, Stealth +11, Survival +11, Swim +13

Languages Common, Draconic

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*;

Other Gear +1 composite longbow [Str+5] with 20 arrows, +1 studded leather armor

ECOLOGY

Environment Northern Wyldlands of Bal

Organization solitary, pair, or tribe (3–12)

Treasure standard

Dracoos are humanoids of draconic descent. They have thick horns and thick scales that give way to fur on their neck, back, and tail. Dracoos live in isolated areas of the northern Confederacy. Technically part of the Confederacy, Dracoos are isolationist and do not get involved in human affairs.

Dracoos do not share their history with outsiders, so their origins are unknown. That they are of draconic origin is certain, but the other branch of their family tree is a mystery. One theory holds that they are descended from a tribe of yeti that were led by an ancient silver dragon, or perhaps an ancient white, but without confirmation from the dracoos, everything is speculation.

Dracoos tend to be broad and muscular, standing between five and six feet in height, and weighing between 175 and 250 pounds. Given their reclusive nature, the dracoos' lifespan is difficult to determine, but a few tribal leaders that treat with the Confederacy are known to be well over a century old and still in their prime.

Dracoos are considered proficient with all simple and martial weapons.



DRAGONS, NEOEXODUS

The world of Exodus is inhabited by marvelous creatures, both dangerous and benign. Among the mightiest of these are dragons. Described herein are two new categories of dragon that can be found upon Exodus: the noble and mysterious stellar dragons, and the fell creatures known as conflict dragons. Both types provide for dangerous new foes. While the stellar dragons may be noble and high-minded, they tend to be dismissive of lesser creatures, finding them expendable in the face of achieving the greater good. The conflict dragons delight in misery and destruction and will run unchecked through the world, bringing its eventual demise, unless stopped by those with the power to do so.

The following section provides basic information needed to design conflict and stellar dragons of any age categories, along with the specifics of their attacks and abilities.

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows older. The age of a dragon is divided into 12 categories—as a dragon ages, its base statistics change as noted on **Table: Dragon Age Categories**.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This column shows the number of size categories to increase the dragon's base size by, depending on its age (from Tiny to Small, Small to Medium, and so on). True dragons do not gain the standard increases to ability scores as they increase in size—instead, they increase their ability scores according to their age category, as indicated on **Table: Dragon Ability Scores**.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks, along with increases to the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see **Table: Dragon Ability Scores**).

Natural Armor: This shows the amount that the dragon's base natural armor bonus increases for each age category.

Breath Weapon: Each dragon has a breath weapon (see **Combat**) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the ×7 multiplier).

COMBAT

Table: Dragon Attacks and Speeds lists the attacks that a dragon can employ and the damage each deals (a dash indicates a dragon of that size does not possess that natural attack). Dragons gain other abilities described here when as they increase in age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus half the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents that are three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): A Gargantuan or larger dragon can sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are at least four size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (rounded down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su): As a standard action, a dragon can use its breath weapon once every 1d4 rounds,

TABLE: DRAGON AGE CATEGORIES

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrm	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

TABLE: DRAGON ABILITY SCORES

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

TABLE: DRAGON ATTACKS AND SPEEDS

Size	Fly Speed	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon (Line)	Breath Weapon (Cone)
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d4	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d6	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	1d8	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.	70 ft.

even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt a Reflex save to take half damage. The save DC against a breath weapon is 10 + 1/2 dragon's Hit Dice + dragon's Constitution modifier. Saves against various breath weapons use

the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

ADDITIONAL DRAGON RULES

Dragon Senses (Ex): Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Alien Presence (Ex): A juvenile or older stellar dragon has an aura that functions as frightful presence with a range of 30 feet times the dragon's age category. The effect of each dragon's alien presence is noted in its description.

Apocalyptic Aura (Ex): A juvenile or older conflict dragon's has an aura that functions as frightful presence with a range equal to 30 feet times the dragon's age category. The effect of each dragon's apocalyptic presence is noted in its description.

No Breath (Ex): Stellar dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its entry. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities equals its total Hit Dice.

Starflight (Su): A stellar dragon can survive in the void of outer space and fly at incredible speed. A trip within a single solar system usually takes 3d20 hours,

and a trip beyond usually takes 3d20 days or more if the dragon knows the way to its destination. A stellar dragon can carry one rider of one size category smaller than itself, four passengers of two sizes smaller, eight passengers of three sizes smaller, or 16 passengers of four or more sizes smaller. Passengers are protected from the void.

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep and paralysis effects. In addition, a dragon is immune to one or more additional forms of attack or energy damage no matter what its age, as given in each dragon's entry.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in each dragon's entry. A dragon's SR is equal to 11 + its CR.



CONFLICT DRAGON, HOLOCAUST

This dragon's scales are the color of yellowed bone, save those on its belly which are as black as its claws and teeth. A ghostly blue-white light shines from its eyes and open mouth.

HOLOCAUST DRAGON

CE dragon (extraplanar)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d8 negative energy

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Apocalyptic Aura (Su): A holocaust dragon emanates a necromantic aura that debilitates living creatures and bolsters the undead. Living creatures within the aura must succeed at a Fortitude saving throw or suffer a –2 penalty to ability checks, saving throws, and skill checks. This penalty is removed if the creature leaves the range of the aura, but it must attempt another saving throw should it reenter the aura. Creatures that successfully save cannot be affected by the same holocaust dragon's aura for 24 hours. This save is Constitution-based. Undead that enter a holocaust dragon's aura receive a +2 profane bonus to ability checks, attack rolls, saving throws, and skill checks for as long as they remain within the aura.

Breath Weapon (Su):

Although it deals negative energy damage, a holocaust dragon's breath weapon does not heal undead creatures.

Devourer of Souls (Su):

A young or older holocaust dragon feeds upon the life energy of its prey. Any creature that dies from the damage inflicted by the dragon's swallow whole ability cannot be returned to life by means of *raise dead*, *reincarnation*, or *resurrection*. However, the slain creature can

be returned to life by casting *miracle*, *true resurrection*, or *wish*.

Spell-Like Abilities (Sp): A holocaust dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*chill touch*; juvenile—*death knell*; adult—*vampiric touch*; old—*enervation* (3/day); ancient—*circle of death* (3/day); great wyrm—*energy drain* (1/day).

Unclean Spirits (Su): Three times per day, a mature adult or older holocaust dragon can expel the spirits of its devoured victims in a cone with the same dimensions as its breath weapon. Living creatures within the area of effect receive 1 negative level for every two age categories of the dragon. A successful Fortitude save reduces the negative levels suffered by half. Those in the area of effect must also succeed at a Will save or be frightened for 1d4 rounds. On a successful save, a creature is instead shaken. Any corpses within the area of effect are possessed by the unclean spirits, rising as juju zombies, on the dragon's initiative the following round, under the command of the holocaust dragon. A holocaust dragon can control a number of juju zombies up to twice its Hit Dice. These saves are Charisma-based.

YOUNG HOLOCAUST DRAGON CR 9

XP 4,800

CE Large dragon (extraplanar)

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

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 95 (10d12+30)

Fort +12, **Ref** +8, **Will** +8



CONFLICT DRAGON, HOLOCAUST

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to cold, negative energy affinity	—
Very young	<i>Chill touch</i>	—
Young	Devourer of souls, swallow whole	1st
Juvenile	Apocalyptic presence, <i>death knell</i>	3rd
Young adult	DR 5/good, fast swallow, spell resistance	5th
Adult	Immune to death effects and energy drain, <i>vampiric touch</i>	7th
Mature adult	DR 10/good, unclean spirits	9th
Old	<i>Enervation</i>	11th
Very old	DR 15/good	13th
Ancient	<i>Circle of death</i>	15th
Wurm	DR 20/good	17th
Great wurm	<i>Energy drain</i>	19th

Defensive Abilities negative energy affinity; **Immune** cold, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +14 (2d6+8 plus grab), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+8)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d8 negative energy, DC 18), devourer of souls, swallow whole (2d6 acid plus 1 negative level, AC 15, 9 hp)

Spell-Like Abilities (CL 10th; concentration +11)
At will—*chill touch* (DC 12)

Spells Known (CL 1st; concentration +2)
1st (4/day)—*shield*, *thunderstomp*
0 (at will)—*bleed* (DC 11), *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +16 (+20 to grapple); **CMD** 27

Feats Great Fortitude, Hover, Improved Initiative, Multiattack, Vital Strike

Skills Fly +6, Intimidate +14, Knowledge (arcana and planes) +14, Perception +14, Sense Motive +14, Stealth +10

Languages Common, Draconic, Khaynite

ADULT HOLOCAUST DRAGON CR 13

XP 25,600

CE Huge dragon (extraplanar)

Init +4; **Senses** dragon senses; Perception +20

Aura apocalyptic (180 ft., DC 20)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)
hp 161 (14d12+70)

Fort +16, **Ref** +11, **Will** +14

Defensive Abilities negative energy affinity; **DR** 5/good; **Immune** cold, death effects, energy drain, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +20 (2d8+12 plus grab), 2 claws +20 (2d6+8), 2 wings +18 (1d8+4), tail slap +18 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d8 negative energy, DC 22), crush, fast swallow, swallow whole (2d6 acid plus 1 negative level, AC 20, 16 hp), unclean spirits

Spell-Like Abilities (CL 14th; concentration +17)
At will—*chill touch* (DC 14), *death knell* (DC 15), *vampiric touch*

Spells Known (CL 7th; concentration +10)
3rd (5/day)—*dispel magic*, *slow* (DC 16)

2nd (7/day)—*false life*, *mirror image*, *spectral hand*
1st (7/day)—*feather fall*, *mage armor*, *magic missile*, *shocking grasp*, *true strike*
0 (at will)—*detect magic*, *mage hand*, *read magic*, *resistance*, *spark*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +24 (+28 grapple); **CMD** 34

Feats Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Fly +9, Intimidate +20, Knowledge (planes and religion) +20, Perception +20, Sense Motive +20, Stealth +9, Survival +20, Use Magic Device +20

Languages Common, Draconic, Exodite, Khaynite, Sorcerous

CONFLICT DRAGON, WRATH

This dragon has scales resembling jagged iron. Its chest and mouth glow red-hot, like a forge.

WRATH DRAGON

CE dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft.

Natural Armor +6; **Breath Weapon** line, 2d8 slashing and fire

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment temperate and warm hills and mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Apocalyptic Aura (Su): A wrath dragon's aura ignites a consuming rage within living creatures that can only be assuaged by violence. Any living creature within the dragon's aura must make a Fortitude save or be overwhelmed with violent intent for the next 5d6 rounds. Creatures with an Intelligence score of 2 or less will automatically attack the nearest hostile creature. If no hostile creatures are within sight or reach, then it will attack the nearest creature until the effect passes or it is killed or incapacitated. A character's animal companion will only attack that character if no other creatures are within sight. An affected creature with an Intelligence score of 3 or more must make an offensive action every round it is affected by the aura or suffer 2d6 fire damage as its blood boils. Creatures with an Intelligence score of 2 or less also suffer this effect if they cannot attack a creature during a given round. Creatures that successfully save cannot be affected by the same wrath dragon's aura for 24 hours. This save is Constitution-based. Undead and creatures without an Intelligence score are unaffected by a wrath dragon's aura.

Blazing Heat (Ex): A wrath dragon produces great amounts of heat. The wrath dragon's bite

attack does additional fire damage in equal amount to its age category. Once it reaches young age, a wrath dragon is surrounded by an aura of intense heat, dealing 1d6 fire damage to all creatures within 5 feet at the beginning of its turn. This damage increases by 1d6 for every three age categories of the dragon, up to 4d6 for a great wyrm.

Burning Shrapnel Breath (Su): A wrath dragon's breath weapon produces a line of red-hot metal shrapnel. Half the damage dealt is slashing, and the other half is fire. The shrapnel sticks in the ground beneath the breath weapon's area of effect, effectively making it covered in caltrops, except that a creature stepping on them does not suffer bleed damage, but instead takes 1d4 fire damage in addition to the initial caltrop damage.

Eater of Metal (Ex): A wrath dragon's bite and claw attacks ignore any hardness of 10 or less.

Ferocity (Ex): A young or older wrath dragon remains conscious and can continue fighting even while below 0 hit points. In this state, the wrath dragon is still staggered and loses 1 hit point each round, and it still dies when its hit points reach a negative amount with a magnitude equal to its Constitution score.

Fiery Bite (Su): As a full-round action, a wrath dragon of old or older age can make a bite attack against an opponent. If the bite hits, the dragon can also unleash half its breath weapon damage on that creature. The target gets no saving throw against this damage, but fire immunity and resistance apply. This counts as a use of the dragon's breath weapon. Wrath



CONFLICT DRAGON, WRATH

Age Category	Special Abilities	Caster Level
Wyrmling	Fire aura, immune to fire, vulnerable to cold	—
Very young	<i>Sundering shards</i>	—
Young	Blazing heat, ferocity	1st
Juvenile	Apocalyptic presence, <i>molten orb</i>	3rd
Young adult	DR 2/adamantine, shatter weapons, spell resistance	5th
Adult	<i>Ash storm</i>	7th
Mature adult	DR 5/adamantine	9th
Old	Fiery bite, <i>volcanic storm</i>	11th
Very old	DR 10/adamantine	13th
Ancient	Molten spray, <i>sirocco</i>	15th
Wurm	DR 15/adamantine	17th
Great wurm	<i>Fire storm</i>	19th

dragons of ancient or older age can use this ability in conjunction with their molten spray.

Molten Spray (Su): Three times per day, a wrath dragon can superheat the metal in its body, changing its breath weapon into a cone of molten metal with half of its standard range. All the damage is fire damage, and the molten metal clings to those it damages, dealing half damage each round for 1d3 rounds. Once it has cooled, the hardened metal clings to the creature, who becomes entangled until it takes a full-round action to dislodge the metal from its body.

Shatter Weapons (Ex): Whenever a character strikes a young adult or older wrath dragon in melee, the weapon takes 4d6 damage. Apply the weapon's hardness against the damage. Weapons that take damage in excess of their hardness gain the broken quality.

Spell-Like Abilities (Sp): A wrath dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*sundering shards*; juvenile—*molten orb*; adult—*ash storm*; old—*volcanic storm* (3/day); ancient—*sirocco* (3/day); great wurm—*fire storm* (1/day).

YOUNG WRATH DRAGON CR 10

XP 9,600

CE Large dragon (fire)

Init +5; **Senses** dragon senses; Perception +14

Aura fire (5 ft., 1d6 fire)

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +8, **Will** +8

Defensive Abilities ferocity; **Immune** fire, paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +17 (2d6+10 plus 3 fire), 2 claws +17 (1d8+7), 2 wings +12 (1d6+3), tail slap +12 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks blazing heat, breath weapon (80-ft. line, 6d8 fire and slashing, DC 19), eater of metal

Spell-Like Abilities (CL 11th; concentration +12)

At will—*sundering shards*

Spells Known (CL 1st; concentration +2)

1st (4/day)—*grease* (DC 12), *mage armor*

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +11; **CMB** +19; **CMD** 30

Feats Flyby Attack, Furious Focus, Improved Initiative, Improved Sunder, Power Attack

Skills Fly +9, Intimidate +15, Knowledge (arcana) +15, Perception +15, Sense Motive +15, Stealth +11, Survival +15

Languages Common, Draconic, Ignan

ADULT WRATH DRAGON CR 14

XP 38,400

CE Huge dragon (fire)

Init +4; **Senses** dragon senses; Perception +23

Auras apocalyptic (180 ft., DC 21), fire (5 ft., 2d6 fire)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, -2 size)

hp 212 (17d12+102)

Fort +18, **Ref** +10, **Will** +15

Defensive Abilities ferocity, shatter weapons; **DR** 2/adamantine; **Immune** fire, paralysis, sleep; **SR** 25

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +25 (2d8+15 plus 6 fire), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks blazing heat, breath weapon (100-ft. line, 12d8 fire and slashing, DC 24), crush, eater of metal
Spell-Like Abilities (CL 17th; concentration +20)
 At will—*ash storm, molten orb, sundering shards* (DC 14)
Spells Known (CL 7th; concentration +10)
 3rd (5/day)—*arcane sight, slow* (DC 16)
 2nd (7/day)—*blur, pyrotechnics* (DC 15), *web* (DC 15)
 1st (7/day)—*disguise self, ray of enfeeblement* (DC 14), *protection from good, shield, true strike*
 0 (at will)—*detect magic, mage hand, read magic, resistance, spark*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +17; **CMB** +29; **CMD** 39
Feats Flyby Attack, Furious Focus, Great Fortitude, Hover, Improved Sunder, Improved Initiative, Iron Will, Multiattack, Power Attack
Skills Appraise +23, Fly +12, Intimidate +23, Knowledge (arcana and planes) +23, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +12
Languages Abyssal, Common, Draconic, Ignan, Khaynite

ANCIENT WRATH DRAGON CR 19

XP 307,200
 CE Gargantuan dragon (fire)
Init +3; **Senses** dragon senses; Perception +33
Auras apocalyptic (300 ft., DC 27), fire (5 ft., 3d6 fire)

DEFENSE

AC 39, touch 6, flat-footed 39 (−1 Dex, +33 natural, −3 size)
hp 362 (25d12+200)
Fort +22, **Ref** +15, **Will** +21
Defensive Abilities ferocity, shatter weapons; **DR** 10/adamantine; **Immune** fire, paralysis, sleep; **SR** 30
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +35 (4d6+21/19–20 plus 10 fire), 2 claws +35 (2d8+14/19–20), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks blazing heat, breath weapon (120-ft. line, 20d8 fire and slashing, DC 30), crush, eater of metal, fiery bite, tail sweep
Spell-Like Abilities (CL 25th; concentration +30)
 At will—*ash storm, molten orb, sundering shards* (DC 16)

3/day—*sirocco, volcanic storm*
 1/day—*fire storm* (DC 22)
Spells Known (CL 15th; concentration +20)
 7th (4/day)—*greater arcane sight, spell turning*
 6th (6/day)—*analyze dweomer, force hand, greater dispel magic*
 5th (7/day)—*dismissal* (DC 20), *hold monster* (DC 20), *polymorph, telekinesis* (DC 20)
 4th (7/day)—*bestow curse* (DC 19), *dimensional anchor, greater invisibility, wall of fire* (DC 19)
 3rd (7/day)—*displacement, protection from energy, ray of exhaustion* (DC 18), *stinking cloud* (DC 18)
 2nd (7/day)—*eagle's splendor, mirror image, misdirection* (DC 17), *scorching ray*
 1st (8/day)—*comprehend languages, feather fall, mage armor, ray of enfeeblement* (DC 16), *shield*
 0 (at will)—*bleed* (DC 15), *detect magic, ghost sound, mage hand, message, open/close, read magic, resistance, spark*

STATISTICS

Str 39, **Dex** 8, **Con** 27, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +25; **CMB** +43; **CMD** 52
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Wingover
Skills Appraise +33, Fly +13, Intimidate +33, Knowledge (arcana, nature, and planes) +33, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +15, Use Magic Device +33
Languages Abyssal, Common, Draconic, Giant, Ignan, Infernal, Khaynite

Wrath dragons revel in destruction and carnage. They will often incite warlike peoples into provoking and attacking their neighbors. Sometimes they do this through threat of violence, but at other times they offer their aid. A wrath dragon ally is a fickle and dangerous thing, though; often they will turn on their allies at the end of a battle, destroying them and taking all the spoils for themselves. Wrath dragons prefer lairs in hill- or mountainside caves, especially in areas of volcanic activity. Their treasure often contains implements of war, typically those that are cunningly crafted, enchanted, or uniquely dangerous.

EMBER

Resembling a miniature crimson-skinned elf, this minuscule form flits about on four wings that blaze like fire. Her hair flickers like flame, and her eyes glow with yellow light.

EMBER**CR 1****XP 400**

CN Diminutive fey (fire)

Init +7; **Senses** low-light vision; Perception +6**DEFENSE****AC** 25, touch 17, flat-footed 22 (+3 Dex, +8 natural, -1 size)**hp** 10 (3d6)**Fort** +1, **Ref** +6, **Will** +3**DR** 5/cold iron; SR 12**Immune** fire**OFFENSE****Speed** 40 ft.; climb 20 ft.;**Melee** melee touch +4 (produce flame)**Spell-Like Abilities** (CL 3rd)At will—*produce flame*, *pyrotechnics* (DC 13)**Space** 1 ft.; **Reach** 0 ft.**STATISTICS****Str** 4, **Dex** 16, **Con** 11, **Int** 13, **Wis** 10, **Cha** 12**Base Atk** +1; **CMB** -6; **CMD** 7**Feats** Agile Maneuvers, Weapon Finesse**Skills** Acrobatics +9, Bluff +7, Escape Artist +9, Fly +12, Perception +6, Stealth +18**SQ** flame jump**ECOLOGY****Environment** any warm environment**Organization** solitary, pair, or blaze (3–20)**Treasure** none

Embers are mischievous fey that revel in setting fires and dancing in the flames. They resembles pixies but with a bright red skin color. Standing a mere six inches high, a single ember is a dangerous nuisance. A group of embers, called a blaze, can cause serious havoc and destruction if not stopped or contained.

When wildfires rage across the plains of Sametia, embers can be seen dancing among the flames. While not evil, they

are easily lost in their play and are often too fascinated by the fires they create or find and feed to notice the things around them—buildings, creatures, crops—that could suffer from their pyrotechnic play, oblivious to the danger their fires pose unless directly told. Though clever, they are a fairly simple folk. To an ember, a hot foot is the height of comedy.

They are greatly reviled in Sametia, but frequently found in the Dominion, where their presence is met with greater tolerance, with some Dominion mages forming bonds with the little fey. Spellcasters of chaotic neutral alignment of at least 7th level with the Improved Familiar feat may acquire an ember as a familiar.

Embers have no natural modes of attack, instead relying on their spell-like abilities to hurt those who would threaten them.



FIRST ONES, EXODITE

Tall and imperious, this hairless humanoid has a body dark as obsidian and well-muscled. Her easy stance belies a battle-ready mind, as do her wicked-looking weapons and well-kept armor.

EXODITE MAN-HUNTER

CR 10

XP 9,600

Male or female Exodite inquisitor 11

NE Medium humanoid (First One)

Init +11; **Senses** darkvision 120 ft.; Perception +18

Defensive Abilities stalwart

DEFENSE

AC 28, touch 20, flat-footed 21 (+8 armor, +3 deflection, +7 Dex);

hp 80 (11d8+44)

Fort +13, **Ref** +13, **Will** +15

Inquisitor Spells (CL 11th; concentration +15)

4th (3/day)—*flame strike* (DC 19), *spell resistance*, *true seeing*

3rd (5/day)—*death ward*, *fear* (DC 18), *freedom of movement*, *stoneskin*

2nd (5/day)—*cure serious wounds*, *heroism*, *keen edge*, *speak with dead* (DC 17)

1st (6/day)—*alarm*, *bless*, *comprehend languages*, *cure light wounds*, *expeditious retreat*, *true strike*

0—*acid splash*, *bleed*, *daze*, *detect magic*, *detect poison*, *read magic*

Spell-Like Abilities (CL 11th; concentration +15)

At will—*detect chaos*, *detect evil*, *detect good*, *detect law*

OFFENSE

Speed 30 ft.

Melee +1 *flaming frost punching dagger* +16 / +11 (1d4+4 plus 1d6 fire plus 1d6 frost / ×3) or +1 *humanbane shock punching dagger* +16 / +11 (1d4+4 plus 1d6 electricity / ×3) or +1 *flaming frost punching dagger* +14 / +9 (1d4+4 plus 1d6 fire plus 1d6 frost / ×3) and +1 *humanbane shock punching dagger* +14 (1d4+4 plus 1d6 electricity / ×3) or +1 *humanbane shock punching dagger* +14 / +9 (1d4+4 plus 1d6 electricity / ×3) and +1 *flaming frost punching dagger* +14 (1d4+4 plus 1d6 fire plus 1d6 frost / ×3)

Special Attacks bane

NEW CREATURE TYPES

FIRST ONE SUBTYPE

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

- Darkvision 60 feet.
- Are considered to be part of the First Ones' forces, and are treated as such by others.

SQ cunning initiative, discern lies, judgment (4/day), monster lore, shadow jump (110 ft.), stern gaze, second judgment, solo tactics, stalwart

Combat Gear *potion of cure moderate wounds* (×2);

Other Gear *belt of physical might* (Dex and Con) +4,

boots of speed, *cloak of resistance* +3, *headband of inspired wisdom*, *mithral shirt* +4, *ring of protection* +3

ECOLOGY

Environment Kayen'te and First Ones enclaves

Organization solitary or with a number of slaves

Treasure double standard

SPECIAL ABILITIES

Bane (Su): At 5th level, an inquisitor may imbue one of her weapons with the *bane weapon* special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the selected creature type is humanoid or outsider). Once selected, she may change the type as a swift action. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive.

Cunning Initiative (Ex): At 2nd level, when an inquisitor makes an initiative check, she adds both her Wisdom modifier and Dexterity modifier.

Discern Lies (Sp): At 5th level, an inquisitor can use an immediate action to gain the effects of *discern lies* for the round. This ability can be used for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive.

Monster Lore (Ex): When making Knowledge checks to identify the abilities and weaknesses of creatures, an inquisitor adds both her Wisdom modifier and Intelligence modifier.

Second Judgment (Ex): At 8th level, whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. This only consumes one use of her judgment abilities. As a swift action, she can change one of these judgments to another type.

Shadow Jump (Su): As a move action, an Exodite can jump between places as if using a *dimension door*,

but the Exodite must 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.

Solo Tactics (Ex): At 3rd level, the inquisitor's allies are all treated as if they possess the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in a teamwork feat for the inquisitor to receive its listed bonus.

Stalwart (Ex): At 11th level, an inquisitor's mental and physical resiliency let her avoid certain attacks. If she succeeds on a Fortitude or Will save that reduces the effect of an attack, she instead avoids the effect entirely. This ability can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor cannot use this ability.

The most common of the First Ones, Exodites are creatures devoted to physical perfection and draconian self-discipline. As such, they typically take positions of command among the First Ones' forces. As part of the collective of races that once ruled Exodus, they consider themselves superior to most other humanoid life. Exodites view the intelligent races outside the First Ones to be barely higher than beasts, suitable for little more than slaughter or servitude.

Exodites worship the bloody god Khayne, whom their legends state was once an Exodite, the best and most worthy among them, and whose power united the First Ones and brought them dominion of the world. Losing control of that world is, of course, the fault of the other First Ones, for the Exodites consider themselves superior even to their allies, and will take no blame for their loss to the Kaga and the forces of humanity.

Exodites are tall, elegant, and muscular humanoids. Their skin is the color of polished obsidian, and they meticulously remove all their body hair, though some younger and more impulsive Exodites grow long manes of hair, jet black or shocking white. Their eyes are also glossy black, although there is the rare Exodite with red, purple, or blue eyes. Their black skin and long, pointed ears often cause visitors from other worlds to mistake them for drow.

The Exodite man-hunter does not hunt alone; he will usually be surrounded by scythian soldiers with a number of monsters. First Ones never form the first line of attack; they lead from the back and engage only once the enemy has been softened up.



GOLEM, PROTECTORATE

This engine of destruction is forged of iron into a roughly humanoid form, with fists like battering rams.

PROTECTORATE GOLEM

CR 10

XP 9,600

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 114 (13d10+43)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +20 (6d6+10/ 19-20)

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

Special Attacks Besiege, Cleave, Great Cleave, Power Attack (-4 atk, +8 dmg)

STATISTICS

Str 24, **Dex** 8, **Con** —, **Int** 3, **Wis** 10, **Cha** 1

Base Atk +13; **CMB** +21 (+25 sunder); **CMD** 30

Feats Awesome Blow, Cleave, Great Cleave, Improved Critical (slam), Improved Natural Attack (slam), Power Attack, Toughness

Skills Profession (soldier) + 13

SQ Besiege

SPECIAL ABILITIES

Besiege (Ex): An ironforged deals triple damage to inanimate objects.

Immunity to Magic (Ex): An ironforged is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.



GOLEMS OF THE PROTECTORATE

The main might of the Arman Protectorate's armies are their firearms and golems. The great mechanized forces assembled by the machinists of the Protectorate are a fearsome force, and the means of their construction are the most closely guarded secrets of the nation. The golems have become symbols of the country's might and influence, expanding beyond the military arena to become guardians and protectors of the nation's elite. Their dim sparks of intelligence allow them to operate on extended orders and function beyond the level of most mindless constructs; and with that, the Protectorate arguably has the greatest military might on the continent, as they can effectively produce a combination of self-aware mobile artillery and shock troops.

However, the Protectorate's reliance on such constructs may also be a weakness. Rumors abound that control of the golems can be usurped, that the villain known as Cyrix can override them and make them follow his commands. Such rumors are quickly quashed, which makes one wonder why the rulers of the Protectorate are so concerned if such tales are lies.

Any *rusting grasp* spell deals 1d6 points of damage per caster level to an ironforged. There is no save, but the caster must succeed on a touch attack.

Any magical attack on an ironforged that deals electricity damage instead heals 1 point of damage for every 3 points of damage it would deal. If this healing would cause the ironforged to exceed its normal maximum hit points, it gains the excess as temporary hit points. An ironforged gets no saving throw against magical attacks that deal electricity damage.

Ironforged are sometimes equipped with tools. All weapons and tools inflict the same damage as their slam, though the type of damage may change.

Protectorate golems, also called ironforged warriors, form the backbone of the Protectorate armed forces. These constructs lumber across the battlefield seeking to destroy the enemies of the Protectorate. Initially all were assigned to the military but many Arman nobles have acquired some for their own personal protection. Selling a ironforged to anyone outside the Protectorate is considered treason.

Ironforged are dim-witted but are imbued with a shred of intelligence, just enough to recognize Protectorate forces from enemies. That is why ironforged are usually accompanied by living officers who order them around.

This ironforged represents a standard warrior of a model that would typically serve in a noble's household guard or in the rear ranks of a battlefield. They can be pressed into combat duty to increased numbers. An ironforged stands over 10 feet tall and weighs 1200 pounds.

GOLEM, MILITARY IRONFORGED

An engine of destruction forged of iron, this roughly humanoid construct wields a massive sword and carries a small cannon.

MILITARY IRONFORGED GOLEM CR 12

XP 19,200

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 28, touch 10, flat-footed 28 (+1 Dex, +18 natural, -1 size)

hp 114 (13d10+43)

Fort +4, **Ref** +5, **Will** +6

DR 15/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee 2 slams +22 (6d6+13/19-20) or +1 *greataxe* +23/+18/+13 (3d6+14/×3) or +1 *greatsword* +23/+18/+13 (3d6+14/17-20) or +1 *longsword* +23/+18/+13 (2d6+10/17-20) and slam +17 (6d6+4)

Ranged hand cannon +14 (8d6/×4)

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

Special Attacks Besiege, Cleave, Great Cleave, Power Attack (-4 atk, +8 dmg)

STATISTICS

Str 28, **Dex** 12, **Con** —, **Int** 3, **Wis** 14, **Cha** 1

Base Atk +13; **CMB** +23 (+27 sunder); **CMD** 34

Feats Awesome Blow, Cleave, Great Cleave, Improved Critical (primary weapon), Improved Natural Attack (slam), Power Attack, Toughness

Skills Profession (soldier) +15

SQ besiege, metallic assault

SPECIAL ABILITIES

Metallic Assault (Ex): All attacks by a military ironforged ignore the hardness of its targets as if its weapon were made of magical adamantine and silver.

These advanced ironforged serve as the vanguard of the Protectorate army. These models are faster, stronger, and tougher than non-military versions.

GOLEM, GOLIATH IRONFORGED

This metal killing machine stands thrice the height of a man, holding with one hand upon its shoulder a sword so massive that it needs both hands to wield, while the

other hand hefts a stone that could be launched from a catapult.

GOLIATH IRONFORGED GOLEM CR 13

XP 25,600

N Huge construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 32, touch 8, flat-footed 31 (+1 Dex, +22 natural, -2 size)

hp 114 (13d10+43)

Fort +4, **Ref** +4, **Will** +6

DR 20/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee 2 slams +24 (6d8+16/19-20) or +1 *greataxe* +24/+19/+14 (3d8+17/x3) or +1 *greatsword* +24/+19/+14 (3d8+17/17-20) or +1 *longsword* +24/+19/+14 (2d8+12/ 17-20) and slam +18 (6d8+5)

Ranged thrown rock +14/+9/+4 (3d8+11)

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

Special Attacks Besiege, Cleave, Great Cleave, Power Attack (-4 atk, +8 dmg)

STATISTICS

Str 32, **Dex** 12, **Con** —, **Int** 3, **Wis** 14, **Cha** 1

Base Atk +13; **CMB** +26 (+30 sunder); **CMD** 36

Feats Awesome Blow, Cleave, Great Cleave, Improved Critical (primary weapon), Improved Natural Attack (slam), Power Attack, Toughness

Skills Profession (soldier) + 15

SQ besiege, metallic assault

SPECIAL ABILITIES

Besiege (Ex): A mobile cannon deals triple damage to inanimate objects.

Metallic Assault (Ex): All attacks by a military ironforged ignore the hardness of its targets as if its weapon were made of magical adamantine and silver.

This monster is a giant version of the military ironforged. These behemoths take the field only during sieges. They are primarily responsible for the destruction of the flying city of Anidem in the Dominion.

GOLEM, MOBILE CANNON

This horse-sized construct of wood and iron bears a massive gun on its back.

MOBILE CANNON CR 2

XP 600

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) **hp** 46 (3d10+30)

Fort +1, **Ref** +2, **Will** +1

Immune construct traits

OFFENSE

Speed 30 ft.

Melee slams +4 (1d6+4)

Ranged musket +3 ranged touch (2d8/x4)

Special Attacks defensive fire, point-blank shot, precise shot

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

STATISTICS

Str 16, **Dex** 13, **Con** —, **Int** 3, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 18

Feats Point-Blank Shot, Precise Shot

Skills Profession (soldier) +3

SQ besiege

SPECIAL ABILITIES

Besiege (Ex): A mobile cannon deals triple damage to inanimate objects.

Defensive Fire (Ex): A mobile cannon does not provoke attacks of opportunity when it uses its musket in melee.

Mobile cannons are one of the smallest types of ironforged. They are used as infantry support and close-quarters artillery. The musket on a mobile cannon's back recharges itself and can fire once per round.



LOCARI

Six spider-like legs support this abomination's wasp-like abdomen and stinger, as well as its vaguely humanoid torso. The upper body sprouts insectoid wings, arms ending in sharp scythe-like appendages, and a nightmarish head covered in ridges, plates, and a hardened crest. Its fanged mouth is flanked by sharp mandibles.

LOCARI SCOUT**CR 3****XP 800**

N Medium aberration (locari)

Init +7; **Senses** darkvision 60 ft., low-light vision, Perception +8**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 30 (4d8+12)**Fort** +4, **Ref** +4, **Will** +5**Immune** magic (divination)**OFFENSE****Speed** 40 ft.; climb 40 ft.**Melee** bite +7 (1d6+3 plus trip), tail stinger +1 (1d6+1 plus drag)**STATISTICS****Str** 16, **Dex** 16, **Con** 16, **Int** 6, **Wis** 12, **Cha** 2**Base Atk** +3; **CMB** +6; **CMD** 19 (27 vs. trip)**Feats** Improved Initiative, Weapon Focus (bite)**Skills** Climb +12, Perception +8, Stealth +10 (+15 in dark areas), Survival +8; **Racial Modifiers** +8 Climb, +5 Stealth in dark areas**Language** Khaynite (understand only)**SQ** hive niche (winged)**SPECIAL ABILITIES****Hive Niche (Ex):** The locari scout can choose one hive niche. If the niche allows one, the save has DC 15. This save DC is Constitution-based.**Recommended Niches:** acid breath, blinding breath, explosive death, increased agility, spikes, or web**LOCARI SOLDIER****CR 5****XP 1,600**

N Medium aberration (locari)

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +11**DEFENSE****AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)**hp** 59 (7d8+28)**Fort** +6, **Ref** +6, **Will** +7**Immune** magic (divination)**OFFENSE****Speed** 40 ft.; climb 40 ft.**Melee** bite +11 (1d8+5 plus trip), 2 scything talons +8 (1d6+5), tail stinger +8 (1d6+2)**STATISTICS****Str** 20, **Dex** 18, **Con** 18, **Int** 6, **Wis** 14, **Cha** 2**Base Atk** +5; **CMB** +9; **CMD** 23 (31 vs. trip)**Feats** Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Weapon Focus (bite)**Skills** Acrobatics +12, Climb +14, Perception +11, Stealth +14 (+19 in dark areas), Survival +8; **Racial****Modifiers** +8 Climb, +5 Stealth in dark areas**Language** Khaynite (understand only)**SQ** hive niche (scything talons)**SPECIAL ABILITIES****Hive Niche (Ex):** Locari soldiers have scything talons. Each locari soldier can choose one additional hive niche. If the niche allows, the save is DC 17. This save DC is Constitution-based.**Recommended Niches:** acid breath, extra limbs, extra scything talons, spikes, and venomous talons**HIVE NICHES**

Every locari has a specific task, be it to die in defense of the hive or to produce the next generation. The locari's designers created hundreds, perhaps even thousands, of different types and ensured that each would have the tools it needed to do its job. Each category of locari can choose powers from this list.

All DCs can be found in the individual locari entry. Unless specified, locari are immune to the effects of hive niches from other locari.

Acid Breath (Ex): A locari can breathe a 15-foot cone of acid that deals 1d8 points of acid damage per Hit Die of the locari. A Reflex save halves this damage. A locari can use this ability once every 1d6 rounds.

Blinding Breath (Ex): A locari can breathe a 30-foot cone of venom. Targets must make a Fortitude save or be blinded for a number of rounds equal to the locari's Constitution bonus. A locari can use this ability once every 1d6 rounds.

Explosive Death (Ex): When a locari is killed, it explodes, dealing 1d6 damage per 2 Hit Die of the locari to everything within 10 feet. A Reflex save halves this damage. If the killing blow is a critical hit, this damage is doubled. This damage is half acid and half fire.

Extra Limbs (Ex): The locari gains the pounce ability.

Extra Scything Talons (Ex): Requires scything talons. The locari gains 2 extra scything talon attacks. This enhancement may be taken multiple times, each costing 1 hive niche.

Increased Agility (Su): The locari gains the benefit of evasion.

Spikes (Ex): Anyone making a melee attack without reach that hits the locari takes 1d6 piercing damage.

Venomous Talons (Ex): Requires scything talons and a poisonous stinger attack. The locari can deliver its poison when it hits with a talon attack.

Web (Ex): The locari gains a web attack per the web universal monster rule. A locari is immune to its own web.

The locari resemble man-sized insect-like abominations, their chitin mottled with dark browns and grays, giving them great camouflage. Their features combine elements of insects, reptiles, and arachnids. They are only known to occupy the island of Ablis.

Less than a few centuries old, the locari are the Khaynite's latest creations. The locari are apex predators, engineered for the hunt. Utterly, unbreakably loyal to their masters, the locari rest in a niche between weapon, tool, slave, and pet. These vile abominations, made from the worst aspect of reptile, insect and arachnid, pose a threat to all other forms of life.

The Imperial Alliance has a naval blockade in place in the channel between Ablis and the mainland; the flotilla's sole purpose is to ensure that the locari threat does not spread to the mainland. Should that happen, this Khaynite-created plague could mean the genocide of humanity and its allies, and the victory of the First Ones.



MELTED FLESH OOZE

This great mass of steaming, stinking flesh undulates and writhes, forming mouths, limbs, and claws, which are swiftly reabsorbed by the main mass even as more openings and appendages burst forth.

MELTED FLESH OOZE**CR 14****XP 38,400**

N Gargantuan ooze

Init -5; **Senses** blindsight 60 ft.; Perception +1**Aura** stench (50 ft., DC 22)**DEFENSE****AC** 21, touch 1, flat-footed 21 (-5 Dex, +20 natural, -4 size)**hp** 330 (20d8+240)**Fort** +18, **Ref** +2, **Will** +7**Immune** ooze traits**OFFENSE****Speed** 20 ft.; climb 20 ft.; swim 20 ft.**Melee** 4 slams +23 (1d8+12)**Special Attack** constrict 2d8+18**Space** 20 ft.; **Reach** 15 ft.**STATISTICS****Str** 34, **Dex** 1, **Con** 34, **Int** —, **Wis** 12, **Cha** 1**Base Atk** +15; **CMB** +31; **CMD** 37 (cannot be tripped)**SQ** absorb, engulf**SPECIAL ABILITIES**

Absorb (Ex): An engulfed creature is targeted by a particularly vicious attack by the melted flesh ooze. Every round the victim remains inside the ooze, he takes 1d6 Constitution damage; a DC 22 Fortitude save halves this damage. The DC is Constitution-based.

Engulf (Ex): Although it moves slowly, a melted flesh ooze can engulf Huge or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 24 Reflex save to avoid being engulfed. On a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to

the ooze's absorb and constrict abilities, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Stench (Ex): A melted flesh ooze emits a vile stench that nauseates creatures. Any breathing creature within 50 feet of the ooze must make a DC 22 Fortitude save or be nauseated for 2d6 rounds. Creatures that make the save are immune to that melted flesh ooze's stench for 24 hours. This is a poison effect and its DC is Constitution-based.

This thing resembles an unformed mass of flesh, similar to a gibbering moucher. Maws, half-formed limbs, and talons constantly form on the creature, only to be reabsorbed.

Melted flesh oozes are the result of failed Khaynite experiments exposed to vast amounts of chaotic energies. These creatures haunt remote areas of Kayen'te, where they serve as guardians or pets.

Escaped from Kayen'te, melted flesh oozes now roam the underground, devouring everything that cannot outrun them. Given time, these creatures could absorb enough victims to grow to unthinkable sizes. Should they ever reach the surface near a populous area, it would be a catastrophe.



NECRYOS

A deep, unshakable chill surrounds this gaunt, ghostly white humanoid. Its clawed hands twitch in anticipation as it gazes around with dead black eyes, seeming to hunt for something.

NECRYOS

CR 4

XP 1,200

CE Medium monstrous humanoid (cold)

Init +6; **Senses** darkvision 60 ft.; Perception +0

Aura mute flames 15 ft.

DEFENSE

AC 17, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 37 (5d10+10)

Fort +4, **Ref** +6, **Will** +4

Immune cold

OFFENSE

Speed 30 ft., climb 30 ft.; not affected by icy or snowy terrain

Melee 2 slams +7 (1d8+2 plus 1 cold)

Special Attacks thermal vampirism

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 8, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Ability Focus (thermal vampirism), Improved Initiative, Run

Skills Climb +10, Perception +8, Stealth +10 (+15 in icy or snowy terrain), Survival +8; **Racial Modifiers** Climb +8

Languages Aklo and Giant

ECOLOGY

Environment Koryth, frozen mountains

Organization solitary, pair, or tribe (3–12); large gatherings are frequently accompanied by ice elementals (Bestiary 2, *Pathfinder Ref. Document*)

Treasure standard

SPECIAL ABILITIES

Mute Flames (Ex): A necryos's cold aura halves the damage of any fire and heat-based attacks from within 15 feet.

Thermal Vampirism (Su): Once per day, a necryos can freeze the air around it. Everyone within 20 feet of it takes 1d6 damage. A Fortitude save (DC 15) halves this damage. For every creature that fails its save, the necryos heals hit points equal in number to the damage dealt. The DC is Constitution-based.

Commonly known as thermal vampires, necryos are not undead, though their appearance might suggest otherwise. They are, in fact, the blighted descendants of humans that once lived in Nas, before the apocalyptic forces of the War of Mind and Magic—the great battle between the Cavian Empire and the Sorcerer-Kings of Abaddon—turned that region of fertile mountains into the forbidding, ice-snarled

peaks known today. Those powerful magics also worked upon the inhabitants, twisting them into these vicious predators.

Standing six feet or more in height, a necryos weighs between 120 and 150 pounds. It resembles an emaciated human with dead white skin and black eyes, its frame wrapped in stringy muscle that belies its true strength. They sport sharp teeth and long, pointed nails, but the greatest danger when facing a necryos is its ability to sap the heat from the bodies of living things around them. Along the southern border of the Arman Protectorate stands the Sanguine Barrier, where garrisoned forces guard against the menaces that lurk in the Ice Crag. The wall's defensive forts lose more men to the predations of the necryos than to any other creature. What few patrols and expeditions have returned from the Ice Crag report that some tribes of necryos are ruled by witches or sorcerers that wield ice magics of terrible power.

Necryos speak their own tongue, a grotesque, degenerate version of the language once shared by the human and cavian inhabitants of Nas. Some few necryos also speak Common.



NEEDLEWING

This vulture-like avian has feathers with large, exposed points, like sharp quills concealed in its rusty red plumage.

NEEDLEWING**CR 9****XP 6,400**

N Medium magical beast

Init -1; **Senses** low-light vision; Perception +11;**DEFENSE****AC** 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)**hp** 114 (12d8+60)**Fort** +13, **Ref** +14, **Will** +6**OFFENSE****Speed** 20 ft.; fly 50 ft. (average)**Melee** bite +18 (1d6+2), 2 wings +16 (1d4+2 plus poison)**Ranged** 2d6 needles +18 (1d4+2 plus poison)**Special Attacks** project needles, screech**Space** 5 ft.; **Reach** 5 ft.**STATISTICS****Str** 14, **Dex** 22, **Con** 19, **Int** 2, **Wis** 15, **Cha** 7**Base Atk** +12; **CMB** +14; **CMD** 30**Feats** Multiattack, Weapon Finesse**Skills** Fly +15, Perception +11**ECOLOGY****Environment** Any plains or desert**Organization** solitary, pair, or flight (3–20)**Treasure** none**SPECIAL ABILITIES**

Poison (Ex): Needles—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves

Project Needles (Ex): Once per round as a free action, a needlewing may ruffle its needle-like feathers. All adjacent creatures take 4d6 piercing damage (Reflex DC 17 half) and are exposed to the needlewing's poison. The DC is Dexterity-based.

Screech (Su): Once per day, a needlewing may let out a mighty screech. Any enemies within 60 feet must make a DC 17 Will save or be shaken for 1 round. The DC is Constitution-based. During the same round, the needlewing can use its project needle ability with a radius of 20 feet.

Resembling great vultures, these predators fly over the plains and deserts of Exodus in search of prey. They are massive birds, standing up to five and a half feet high, with wingspans up to 15 feet across. Their plumage ranges from rusty brown to crimson. At close range, their sharp feathers can pierce flesh—giving the birds their name—and deliver an incapacitating poison.

Needlewings are aggressive and very territorial, rarely backing down once engaged in combat. They are opportunistic predators, attacking lone victims separated from their companions. Though they prefer prey that seems slow or weak, they will attack creatures up to twice their size if sufficiently hungry. At times, the beasts will hunt together, using their shrieks to disorient prey and scare groups apart, and then swarm in to take the target before it can escape or be rescued.

The tieflings of the Dominion are fond of needlewings. Tribes will often raise and train captured hatchlings, using them as guard animals and hunting companions, training them to attack interlopers and anyone outside the tribe's members.



QUICKSLAVER

What appears to be a large puddle of mercury moves with a life of its own.

QUICKSLAVER

CR 8

XP 4,800

LN Medium ooze (cold)

Init +5; **Senses** blindsight 120 ft.; Perception +0

DEFENSE

AC 21, touch 7, flat-footed 16 (+1 Dex, +10 natural)

hp 66 (12d8+12)

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

OFFENSE

Speed 15 ft., climb 15 ft.

Melee 4 slams +13 (1d6+4 plus quickslaver disease)

STATISTICS

Str 18, **Dex** 13, **Con** 13, **Int** 3, **Wis** 10, **Cha** 1

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

Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Stealth), Stealthy

Skills Climb +8, Stealth +21; **Racial Modifiers** Climb +8

SQ collective sentience, infest

ECOLOGY

Environment Unthara or Sametia

Organization solitary, pair, or ooze pit (3–6); in Unthara they are frequently accompanied by undead creatures

Treasure none

SPECIAL ABILITIES

Collective Sentience (Ex): A quickslaver is not a single entity. Rather, it is a collective of smaller oozes. For every quicksilver adjacent to it, it gains a +1 bonus to attack rolls and saving throws.

QUICKSLAVER DISEASE

Type Contact **Save** Fortitude DC 18

Onset 1 hour **Frequency** 1/day

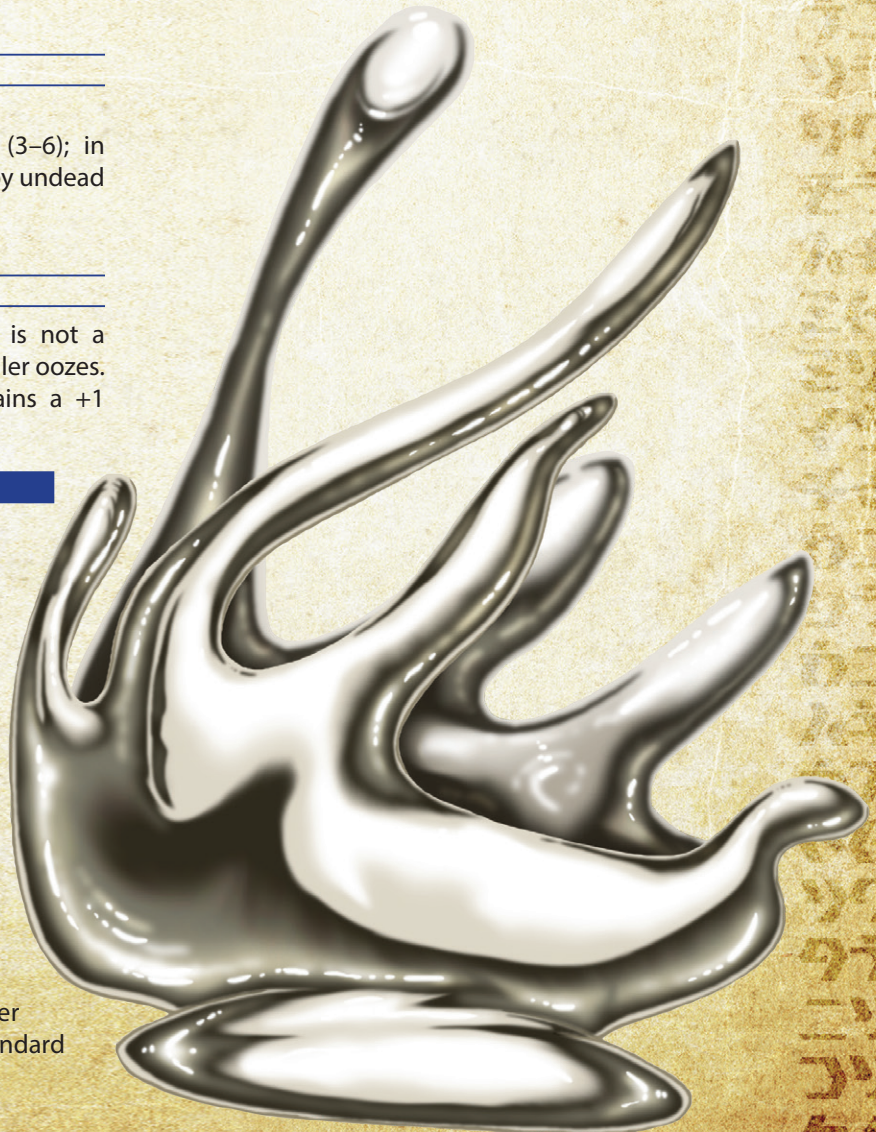
Effect 1d8 Con damage **Cure** 2 consecutive saves

Small silvery marks appear just below the skin. When a target has lost half its Constitution—or more—to the disease, a carrier gains 25% immunity to critical hits and precision-based damage.

Infest (Ex): A quickslaver may inhabit a body that died from quickslaver disease. The quickslaver may use the creature's natural or manufactured weapons, although it is not considered proficient with any weapon or armor. A quickslaver gains DR 10/piercing or slashing. As a standard action, it can shed the body.

This ooze is a threat from beyond the world, carried to Exodus by a meteorite that impacted in the wilds of Unthara decades ago. A sentient collective, the quickslavers can infect and kill with a touch, using the dead as vessels, controlling them and using them to hide themselves and spread. They are more dangerous than a standard ooze; quickslavers have intent and motive, not just instinct. The lich Xon somehow controls the quickslavers and may be using them as a weapon against his enemies, though his exact plans are unknown, as is the true nature of his relationship with and control of the quickslavers.

While the quickslaver infestation was thought to be wholly contained to Unthara, thanks to the Imperial blockade of that island, the oozes have recently been discovered in Sametia. The locals there are quick to kill anyone that shows signs of quickslaver infestation, burning the bodies to ensure there is no spread of the infection. It is a cruel but effective way of controlling such a threat.



RAZORFIEND

This slavering, dog-like creature is covered in a layer of barbed, shivering quills.

RAZORFIEND**CR 3****XP 800**

NE Small aberration

Init +2; **Senses** blindsense 60 ft., darkvision 30 ft.; Perception +5**DEFENSE****AC** 16, touch 13, flat-footed 13 (+2 Dex, +3 natural, +1 size)**hp** 26 (4d8+8)**Fort** +3, **Ref** +3, **Will** +5**Defensive Abilities** quills; Resist acid 10**Weaknesses** vulnerability to sonic**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** bite +6 (1d4+1 plus 1d4 bleed), tail slap +6 (1d4+1 plus quills)**Special Attacks** quills**STATISTICS****Str** 13, **Dex** 15, **Con** 15, **Int** 3, **Wis** 12, **Cha** 6**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Blind-Fight, Weapon Finesse**Skills** Climb +9, Perception +5, Stealth +10, Survival +5, Swim +5**Languages** Khaynite (cannot speak)**ECOLOGY****Environment** any underground**Organization** solitary, pair, or pack (3–8)**Treasure** half**SPECIAL ABILITIES**

Pain (Ex): Whenever a creature takes damage from a razorfiend's tail slap attack or its quills, that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until the quills are removed. Each quill also causes 1 point of acid damage per round for the first 6 rounds it remains embedded in the target's flesh, due to the razorfiend's acidic blood. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d3 points of damage to the victim. The save DC is Dexterity-based.

Quills (Ex): Any creature damaged by a razorfiend's tail slap attack, or that strikes a razorfiend with natural weapons or an unarmed strike takes 1d3 points of

piercing damage and suffers from the razorfiend's pain attack. A creature that grapples a razorfiend takes 1d6 points of piercing damage and suffers from the razorfiend's pain attack.

They are commonly found in caverns and other underground areas such as crypts and sewers. With a fondness for rat flesh, they are typically found in areas where rats are plentiful. They also enjoy the taste of caviars, and will hunt them whenever possible.

Razorfiends typically stand about 2-1/2 feet tall at the shoulder and weigh between 45 and 75 pounds, with females being slightly smaller than the males. They have vaguely canine features, but with shorter muzzles, and their lips roll back to reveal sharp, narrow teeth when they show aggression or are hungry. Their saliva is an anticoagulant, causing their vicious bites to continue bleeding. A razorfiend will commonly track fleeing prey by its blood trail, feasting once the prey has collapsed from blood loss. Their skin is brown and hairless with an underbelly of white or beige.

Their nearsighted eyes are small and beady, but they have large, backswept ears with keen hearing. Their most distinctive features are the rows of long, hard quills that covers their bodies, typically brown or tan, darkening to black at the tips and bases. Their blood is highly acidic, and exacerbates wounds taken from their quills. Beneath the defensive quills are myriad slender quills that serve as sensory organs, detecting vibrations and changes in air currents.

Razorfiends are thought to be products of Khaynite experimentation. They are sometimes found in the service to Khaynites, other First Ones, or other evil subterranean creatures. Razorfiends typically serve as guardians or hunters. When encountered in packs, razorfiends typically have individual nests made of scavenged debris and the dried skins of prior prey, decorated with shiny objects taken from their victims.



SCYTHIANS

This fair-skinned creature holds a bone blade in its hand, several sharp bone spurs piercing through its own skin like spikes. Their eyes glitter with the excitement of the next kill.

SCYTHIAN SOLDIER

CR 1/2

XP 200

Male or female scythian warrior 2

LE Medium humanoid

Init +2; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 shield); **ACP** -2

hp 15 (2d10+4)

Fort +5, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee Bone Blades +3 (1d8+2 /19-20)

STATISTICS

Str 11, **Dex** 15, **Con** 14, **Int** 9, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 14

Feats Bone Blades*

Skills Intimidate +3

SQ bone razor, dedicated to violence, hard to intimidate, reckless

Other Gear leather armor, heavy wooden shield, NPC gear

ECOLOGY

Environment Kayen'te and First One enclaves

Organization solitary, pair, or warband (3-12); frequently leading other servant of the First Ones

Treasure standard

SPECIAL ABILITIES

Bone Blades (Ex): Scythians create weapons out of their bones. These can be disarmed but disintegrate after a few rounds.

SCYTHIAN SERGEANT

CR 3

XP 1,600

Male or female scythian fighter 4

LE Medium humanoid

Init +6; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield); **ACP** -1

hp 34 (4d10+16)

Fort +8, **Ref** +3, **Will** +1 (+4 vs. fear)

OFFENSE

Speed 30 ft.

Melee Bone Blades +8 (1d8+2 /19-20)

Special Attacks power attack (-2 atk, +4 dmg)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 18

Feats Bone Blades*, Cleave, Improved Initiative, Power Attack, Weapon Focus (bone razor)

Skills Survival +6

SQ armor training, bone razor, bravery, dedicated to violence, hard to intimidate, reckless

Combat Gear potion of cure light wounds, potion of enlarge; **Other Gear** mwk chain shirt, mwk heavy wooden shield, NPC gear

ECOLOGY

Environment Kayen'te and First One enclaves

Organization solitary, pair, or warband (3-12); frequently leading other servant of the First Ones

Treasure standard

SPECIAL ABILITIES

Bone Blades (Ex): Scythians create weapons out of their bones. These can be disarmed but disintegrate after a few rounds.

The scythian is a humanoid race of violent brutes serving the First Ones. Scythians have only one thing on their mind: violence. They live for killing and mayhem. Scythian soldiers are the most common type of scythian encountered by the outside world.

For more information on the scythians, see *Enemies of NeoExodus: First Ones* and *Monsters of NeoExodus: Scythians*.





MONSTER COHORTS

The Leadership feat allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster rather than a member of the standard player races. Monsters on the following list work well as cohorts, be they assassins, bodyguards, or mounts. The cohort's effective cohort level corresponds to the level available to the PC based on his Leadership score. Use these monsters as guidelines when determining cohort levels for other monsters.

Table: NeoExodus Monster Cohorts

Monster	Level
Arcanebloat creature	+1 level*
Aspic creature	+1 level*
Cyanean-hunter	11th
Draco	14th
Young dragon	Special**
Ember	7th
Golem, goliath ironforged	16th
Golem, military ironforged	15th
Golem, mobile cannon	8th
Golem, Protectorate	14th
Necryos	9th
Razorfiend	9th

* The effective cohort level of a creature with this template is one higher than that of the base creature.

**A young dragon's effective cohort level equals its CR+8. Dragon cohorts do not advance via aging as normal dragons do, but by gaining class levels (typically in fighter or sorcerer).

CALIBAN HOUND COMPANIONS

Starting Statistics: Size Small; Speed 40 ft.; AC +3 natural armor; **Attack** bite (1d6 + 1-1/2 Str); **Ability Scores** Str 12, Dex 11, Con 14, Int 2, Wis 13, Cha 11; **Special Qualities** low-light vision, scent

4th-Level Advancement: Size Medium; AC +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** vicious bite

NEEDLEWING COMPANIONS

Starting Statistics: Size Small; Speed 10 ft., fly 50 ft. (average); AC +4 natural armor; **Attack** bite (1d4), 2 wings* (1d3) or 1d8 needles (1d3 plus poison); **Ability Scores** Str 10, Dex 24, Con 17, Int 2, Wis 15, Cha 7; **Special Attacks** poison (frequency 1/round for 6 rounds; effect 1d2 Dex; cure 2 saves); **Special Qualities** low-light vision

7th-Level Advancement: Size Medium; AC +4 natural armor; **Attack** bite (1d6), 2 wings* (1d4) or 2d6 needles (1d4 plus poison); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** project needles, screech

CHAPTER 7:



INFLUENTIALS

THE FOLDING CIRCLE

In the world of Exodus, there is no group more dangerous than the terrorist and criminal organization known as the Folding Circle. Led by a group of five, the Folding Circle rarely concerns itself with large military movements—they prefer to work with pinpoint strikes, sending a few powerful individuals to achieve some aim or another. Usually, one of their leaders will travel to the problem and deal with it accordingly. The Folding Circle doesn't control territory like a nation does; Circle members are highly mobile and powerful, able to travel to an area spied through the Star Fountain, deal with the problem, and return. This ability means that a member of the Folding Circle can appear anywhere, at any time, with basically no warning.



THE LEADERS

The five leaders of the Folding Circle are more or less supervillains—they can really put the hurt on a party. They are built partially using the core rules, but are meant to challenge munchkin parties with access to a variety of books. Their CRs are technically linked to their class level, but each also has unique powers that almost certainly put them over the top—CRs may be adjusted from +0 (for the lowest-level versions) up to +4 (for the highest-level versions), depending on the GM's judgment and the party they're up against. Note that all of these leaders are given full character wealth and maximum hit points, although you can normalize the hit points if you wish. Keep in mind that without some degree of party planning and research, these NPCs can quite easily pull a total party kill.

MAKESH THE UNDYING

Makesh was human once. Now he is a strange mixture of volcanic stone and man, standing a hulking eight feet tall and likely weighing close to a ton. His only visible parts that carry any trace of humanity are his face and upper torso. His arms, legs, and back appear to be made of carved stone armor, arranged in smooth plates, with

a faint reddish tinge glowing from the gaps. Makesh speaks in a deep, quiet voice.

PERSONALITY

Makesh is to the point, straightforward, and honest. He lives by a personal code that involves exceptionally brutal punishments and imposition of strict order; he doesn't tolerate disobedience or flippancy. He's following his own goals—he wishes to establish a universal system of honorable law that leaves no room for liars or betrayers—but his method of implementing this system is incredibly bloody and cruel; he considers fear and death to be effective methods of governance. Makesh hails from a patriarchal warrior culture and is somewhat prejudiced against women.

Although he isn't as brilliant as some other members of the Folding Circle, his deep insight and wisdom combined with vast power make him an effective leader. Makesh sometimes toys with the belief that he is a divinely ordained instrument of justice, but he doesn't entirely believe this.

MAKESH THE UNDYING

CR 4

XP 1,200

Male human cleric 2 / fighter 2

LE Large construct [divine construct]

Init +3; **Senses** darkvision 60 feet.; Perception +3

DEFENSE

AC 22, touch 8, flat-footed 22 (+9 armor, -1 Dex, +1 enhancement, +4 natural, -1 size)

hp (max) 68 (4 HD; 2d8+2d10+30+2)

Fort +6, **Ref** -1, **Will** +6; +1 against fear

Defensive Abilities construct traits

OFFENSE

Speed 30 ft. (6 squares)

Melee Large great maul +9 melee (3d8+8, ×3)

Full Attack Large great maul +9 melee (3d8+8, ×3)

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

Special Attacks battle rage, channel energy, destructive smite +1, spellcasting, trembling strike

Cleric Spells Prepared (CL 2nd; concentration +5; Destruction and War domains)

1st—*command* (DC 14), *divine favor*, *entropic shield*, *magic weapon*

Orisons—*cure minor wounds*, *detect magic*, *light*, *mending*

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +3; **CMB** +9; **CMD** 18

Feats Combat Expertise, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Great maul)

Skills Diplomacy +7, Intimidate +10, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (religion) +6, Knowledge (planes) +6, Sense Motive +10, Spellcraft +7

Languages Common, Infernal, First One, Terran

SQ construct traits

Combat Gear full plate +1, *Aro* (+1 great maul, unique), *wand of cure moderate wounds* (5 charges, 2d8+3)

SPECIAL ABILITIES

Battle Rage (Su): Domain power. As a standard action, Makesh may touch an ally to provide her with a +1 bonus on melee damage rolls for 1 round. He may use this ability 6 times per day.

Channel Energy (Su): As a standard action, Makesh may release a flare of reddish energy from his body, which strikes all hostile targets in a 30-foot burst. He cannot choose to have this energy heal. All affected enemies must make a DC 13 Will save or suffer 1d6 damage and be shaken for 1d4 rounds. A successful save negates the shaken effect and halves the damage. The save DC is Charisma- and level-based (+1/2 cleric level).



Destructive Smite (Su): Domain power. Six times per day, Makesh may gain a +1 bonus to damage on one melee attack, declared before rolling the attack.

Trembling Strike (Ex): As a standard action, Makesh may slam *Aro* into the ground, causing a small tremor. This is a trip attack against all opponents within 10 feet of him. Makesh cannot be tripped in response. Each trip is resolved separately, and each opponent that is tripped is subject to a free attack.

TACTICS

Before Combat

Makesh is rarely without allies to command in battle. When he is planning an attack, he prefers a methodical approach using all the resources at his disposal to ensure his victory. Makesh is willing to abort attacks that look foolish in light of new information.

During Combat Makesh is a shrewd combatant who prefers an up-close-and-personal fighting style. He leads by example, and his examples involve the devastating crushing of heads. His first action in combat is generally to wade deep into the fray, launch a trembling strike, and get in as many attacks against downed opponents as possible, using power attack as appropriate. Against highly mobile foes, Makesh will cast *entropic shield*. He will use his wand once his hit points reach about half.

Morale Makesh is brave but not foolish. He will systematically eliminate his opponents with little mercy. While he refuses to admit personal weakness, he is willing to negotiate a settlement if he is outmatched. He will flee if forced to, although suffering such an indignity almost guarantees an eventual reprisal.

NYSSKA

Nysska is a sleek, lithe Exodite. By the standards of her own race, she isn't much to look at, but by human standards she's a vision of perfection. She's tall and has jet-black skin, traced over with the blue ritual tattoos worn by her caste. Her hair is long and dark, worn tied back, and her eyes are dark amber. She wears red and black leathers, a flowing cloak, and holds an Exodite bladed staff, its unique, wicked blades forged of blue-streaked ice. Nysska carries herself with almost supernatural grace and speed.

PERSONALITY

Nysska is much more diplomatic than Makesh could ever hope to be, and the two complement each other well. She's a clever speaker whose intelligence clearly shines through to anyone who talks with her. As a renegade Exodite, Nysska retains much of the self-centered bigotry of her kind, but it comes off as patrician rather than boorish. Nysska does lack a bit in insight, however, being prone to paranoia and drawing false conclusions.

Nysska's high intelligence and extensive training, combined with her lack of concern for her "lessers," has rendered her an ideal assassin. She is loyal to Makesh to a fault and believes he has a special destiny.

NYSSKA

CR 3

XP 1,200

Female Exodite rogue 3 / fighter 1
NE Medium humanoid



Init +5; **Senses** darkvision 60 feet.; Perception +6

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +5 Dex, +1 feat)

hp (max) 49 (4 HD; 3d8+1d10+12+3)

Fort +7, **Ref** +8, **Will** +0

Defensive Abilities evasion

OFFENSE

Speed 40 ft. (8 squares)

Melee bladestaff +9 melee (1d6+5, 19–20)

Full Attack bladestaff +9 melee (1d6+5, 19–20) or bladestaff +7/+7 melee (1d6+4/1d6+4, 19–20)

Special Attacks shadow jump 40 feet, sneak attack +2d6, stealth attack

TACTICS

Before Combat In more difficult battles, Nysska will drink her *potion of blur* and *potion of haste* before joining the fray.

During Combat Nysska prefers to strike from the shadows and quickly overwhelm her foes. Her attacks are precise, and as soon as she senses a battle turning against her, she will down a *potion of invisibility* and shadow jump away. When shadow jumping, she will use vertical terrain to help her escape.

Morale Nysska isn't a front-line fighter and will generally flee unless she vastly overpowers a target or group. When planning a kill, she weighs the importance of the assassination against the potential risk to her.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 21

Feats Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +12, Bluff +9, Climb +8, Diplomacy +6, Disable Device +12, Escape Artist +12, Gather Information +6, Knowledge (local) +6, Perception +6, Stealth +12, Use Magic Device +9

Languages Common, Infernal, First Ones

ECOLOGY

Environment any

Organization The Folding Circle

Treasure *mithril shirt* +1, bladestaff +1, *potion of blur*, *potion of invisibility*, *potion of haste*

SPECIAL ABILITIES

Evasion (Ex): Nysska takes no damage on a successful Reflex save.

Killing Touch (Ex): When Nysska confirms a critical hit, apply double sneak attack damage to the strike, regardless of the opponent's immunity or position.

Finesse Rogue (Ex): Nysska has Weapon Finesse as a bonus feat.

Shadow Jump (Su): As a move action, an Exodite can jump between places as if using a *dimension door*, but the Exodite must 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.

Sneak Attack (Ex): Nysska has 2d6 dice of sneak attack.

Stealth Attack (Ex): Whenever Nysska uses her shadow jump ability, all her later attacks during that round gain a +2 circumstance bonus to hit and count as sneak attacks that provide half the normal dice to damage, regardless of the opponent's immunity or position. If an attack would normally qualify as sneak attacks, then it adds its full dice to the damage.

Trapfinding (Ex): Nysska gains a +1 bonus to Perception checks made to detect traps.

THE DESTROYER

The Destroyer redefines “massive.” He is a tall, powerful enuka with an almost-human bearing and an enormous stature. With most of his body covered over with thick, red fur, what bare skin there is on his chest is a mass of tribal tattoos. Sweeping back from his elbows and shoulders are dull triangular spikes, which are broad, thick, and most closely resemble the horn of a rhinoceros. The Destroyer's own horns curl back from his brow like those of a bighorn sheep, and his face is less simian than his fellows'. Probably most remarkable are his eyes—they're piercing and glow a faint yellow, a sign of his divine status.

PERSONALITY

Savage. Out of control. Violent. All this could describe the Destroyer. He is an incarnation of the warrior's spirit, a living battle who seeks only to smite his foes. As befits his nature, the Destroyer communicates through action. He speaks little, except to taunt an enemy or issue a command.

The Destroyer does have a warrior's honor—he will only attack those he deems fellow warriors, and he respects the fighting ability of his foes. However, he truly revels in the death and destruction he wreaks; he is more devoted to the violence he can make by following Makesh than he is to Makesh himself.

THE DESTROYER

CR 5

XP 2,400

Male enuka barbarian 6

CE Medium monstrous humanoid

Init +7; **Senses** low-light vision; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp (max) 114 (6 HD; 6d12+36+6)

Fort +13, **Ref** +7, **Will** +6

Defensive Abilities improved uncanny dodge, fast healing 2, trap sense +2

OFFENSE

Speed 35 ft. (7 squares)

Melee claw +12 melee (1d8+6, 19–20 ×2)

Full Attack 2 claws +12 melee (1d8+6, 19–20 ×2), 1 claw +7 melee (1d8+6, 19–20 ×2)

Ranged quills +9 ranged (2d6+6, 20 ×2)

Special Attacks vicious claws, quills

TACTICS

Before Combat If he remembers, the Destroyer will drink his *potion of enlarge person*. But he only has a 50% chance of remembering.

During Combat The Destroyer is quite resilient and dangerous in combat. He is also a simple (some might say stupid) combatant, throwing himself into the fray with no concern for his own survival, only attempting to destroy as many opponents as he can. He'll drink his *potion of enlarge person* before fighting to drastically increase his power.

Morale The Destroyer is a beast drunk on carnage, and he continues to fight until told not to. If he's taken down, he tends to be pretty surprised about it.

STATISTICS

Str 23, **Dex** 16, **Con** 22, **Int** 8, **Wis** 14, **Cha** 10
Base Atk +6; **CMB** +12; **CMD** 25



Feats Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack

Skills Acrobatics +12, Handle Animal +9, Perception +11

Languages Common, Infernal, First One languages, Terran

SQ blood frenzy

Combat Gear *belt of physical might +2, tattoo of resistance +2, potion of cure serious wounds, potion of enlarge person*

SPECIAL ABILITIES

Animal Fury (Ex): While raging, the Destroyer gains a bite attack. If used as part of a full attack, the bite attack is made at +7 melee. If the bite hits, it deals 1d4+3 damage. The Destroyer can make a bite attack as part of the same action to maintain or break free from a grapple. This attack is resolved before rolling the grapple check. If the bite attack hits, any grapple checks made by the Destroyer against the target this round are at a +2 bonus.

Blood Frenzy (Su): This is the mutation that earned the Destroyer his name. As he is hurt in combat, his blows become more powerful. Every time the Destroyer is hit by a ranged or melee attack, his subsequent attacks gain a +1 frenzy bonus to damage. This effect stacks with itself, and lasts for the remainder of the encounter.

Pounce (Ex): The Destroyer may make a full attack during a charge.

Quick Reflexes (Ex): While raging, the Destroyer may make another attack of opportunity per round.

Quills (Ex): The Destroyer can rip the quills right out of his shoulders and elbows and toss them at a foe. He may launch a volley of quills at an opponent within 30 feet as a ranged attack. The quills deal 2d6 damage + the Destroyer's Strength modifier. This may be used a number of times during an encounter equal to the Destroyer's Constitution modifier.

Rage (Ex): While raging, the Destroyer gains +4 to Strength and Constitution, +2 bonus to Will saves, and -2 AC. His rage has the standard restrictions. The Destroyer may rage for up to 20 rounds per day.

Renewed Vigor (Ex): As a standard action, the Destroyer may heal 1d8+6 damage. This power may be used only once per day and only while raging.

Vicious Claws (Ex): The Destroyer can attack with 2 claws for 1d8 + Strength modifier. However, he suffers a -2 penalty to Dexterity checks involving fine manipulation.

EMOK ZENYAKA

Emok, though appearing to be a prymidian woman, is actually a demon that blends the powers of corruption and life. Long ago, it was sealed into the body of a victim of one of the plagues it created. The prymidian

body is withered and ancient, with dull yellow eyes, skin faded to a reddish brown, and a nearly mummified appearance. A white-yellow mark of containment glows on its forehead. Emok usually carries a staff and wears robes in enough layers that it is difficult to see exactly how emaciated its current host is. Emok's intellect can only manifest as efficiently as the host body allows, so a prymidian's advanced mind makes it an ideal form.

PERSONALITY

Emok is unsettling and alien by mortal standards. It laughs at misfortune, revels in death and disease, and has a profoundly callous nature. At the same time, Emok is a demon with power over life, and is endlessly fascinated by the living world's permutations. Dealing with Emok mainly centers on piquing its interest or occupying its mind.

Emok is brilliant and dangerous, a real asset to the Folding Circle—except it is only bound to the group by Nysska's pact. It resents this state of servitude, but is unable to change the situation, and is furious with itself for being tricked by Nysska in its excitement to reach the Ashkean gate. Emok secretly believes that Makesh is completely delusional, driven mad by the power of the gate. Of course, the demon finds this hilarious.

EMOK ZENYAKA

CR 2

XP 800

Genderless prymidian wizard (conjurer) 3

NE Medium humanoid

Init +2; **Senses** darkvision 60 feet.; Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp (max) 33 (3 HD; 3d6+12+3)

Fort +6, **Ref** +4, **Will** +5

Defensive Abilities miasmatic aura

OFFENSE

Speed 30 ft. (6 squares)

Melee whiteroot staff +1 melee (1d6, 20/×2)

Full Attack whiteroot staff +1 melee (1d6, 20/×2)

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

Wizard Spells Prepared (CL 3rd; concentration +8)

2nd—*glitterdust* (DC 19), *invisibility*, *summon swarm*

1st—*color spray* (DC 16), *grease* (DC 18), *mage armor*, *obscuring mist*, *sleep*

Cantrips—*arcane mark*, *detect magic*, *prestidigitation*, *read magic*

TACTICS

Before Combat Emok casts *mage armor* and *invisibility* before combat.

During Combat Emok is a weak low-level combatant. It will use *sleep* to try to knock out weaker opponents, and drop *glitterdust* in an attempt to blind people and make an escape. If Emok must fight, it will use *summon swarm* and *grease* to try to keep people inside the swarm.

Morale Very low. Emok will flee at first opportunity and seek out allies.

STATISTICS

Str 10, **Dex** 14, **Con** 18, **Int** 20, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 13

Feats Scribe Scroll, Spell Focus (conjunction), Greater Spell Focus (conjunction)

Skills Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (history) +12, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +12, Knowledge (religion) +11, Knowledge (planes) +12, Spellcraft +11

Racial Bonus +4 bonus on grapple checks, +1 on all Knowledge checks, tentacle reach

Languages Common, Abyssal, Celestial, Dwarven, Infernal, First One

Combat Gear *cloak of resistance* +1, *spellbook*, *wand of charm person* (DC 11), *scroll of dimension door*, *scroll of fox's cunning*

SPECIAL ABILITIES

Acid Dart (Sp): As a standard action, Emok may unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+1 acid damage. Emok may use this ability 8 times per day.

Arcane Bond (Ex/Sp): Emok is bonded to a whiteroot staff. 1/day, Emok may cast a spell it knows from the staff without having to memorize it ahead of time.

Miasmatic Aura (Su): Emok is constantly surrounded by a strange, sickly sweet scent. When any other creature is within 10 feet of Emok, this odor causes it to become sickened. Immunity to Fortitude-based effects prevents becoming sickened. Miasmatic aura forces a Fortitude save for everyone within its effect, every round, at the beginning of Emok's turn.

Summoner's Charm (Su): Whenever Emok casts a conjunction (summoning) spell, increase its duration by a number of rounds equal to half its wizard level.

HARU ANON

Haru Anon is a bizarre form of undead. It was forged of the souls of every person killed by Makesh's death touch, as none of them could travel to the afterlife. Haru is over eight feet tall, and could be described as vaguely humanoid. It has no legs, instead trailing off into vapors, but has a chest that seems made of solid armor in bands of silver and brass. Its arms look like pieces of animated armor held together by strands of smoke, and its hands are tipped with razor-sharp metallic claws. Haru's head is likely the most frightening aspect—a ghostly face that's constantly flickering and changing from one visage to the next. When Haru speaks, it sounds like an entire stadium full of people, all whispering at the same time.

PERSONALITY

Haru has a collective intellect that is actually largely unconscious; the entity's true nature is known only to Emok. The currently active part of Haru's mind is composed of the final thoughts of the souls it is forged from, cobbled together to form an internal dialogue designed to center on a few key concepts. Haru was engineered by Emok to be fanatically loyal to Makesh. Built as a creature of law and obedience, Haru is almost robotic and executes its instructions perfectly.



Haru's true nature is the condensed terror, hatred, and pain of thousands of deaths, locked into eternity. The only individual aware of this is Emok, who one day hopes to use this hidden truth to some advantage.

HARU ANON

CR 5

XP 1,600

NE Large undead

Init +6; Senses darkvision 60 feet.; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp (max) 88 (6 HD; 6d12+10+6)

Fort +2, Ref +4, Will +6

Defensive Abilities undead traits



OFFENSE**Speed** fly 40 ft. (8 squares, perfect)**Melee** strike +9 melee (2d6+5 plus special)**Full Attack** 2 strikes +9 melee (2d6+5 plus special)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** spirit blast**TACTICS****Before Combat** Haru does not prepare for combat.**During Combat** At low level, Haru concentrates on staying aloft and catching as many foes inside a spirit blast as possible. It will use its superior maneuverability to avoid being attacked.**Morale** Haru does exactly as Makesh instructs and will fight to the death without complaint if so commanded.**STATISTICS****Str** 20, **Dex** 14, **Con** —, **Int** 10, **Wis** 12, **Cha** 16**Base Atk** +4; **CMB** +10; **CMD** 22**Feats** Improved Initiative, Power Attack, Toughness, Weapon Focus (strike)**Skills** Fly +17, Intimidate +12, Perception +10, Stealth +7**Racial Bonus** undead traits**Languages** Haru can understand any language and may communicate telepathically, although it rarely chooses to**SQ** soul distortion**Combat Gear** none**SPECIAL ABILITIES****Resilience (Ex):** Haru is a strange hybrid of construct and undead. Its sturdy form provides 10 bonus hit points and changes its Hit Dice to d12s.**Soul Distortion (Su):** The sheer number of souls concentrated in Haru's physical body creates a type of spiritual gravity that partially dislodges the souls of nearby creatures. Any opponent who is at 0 hit points or less and within 60 feet of Haru is killed instantly and cannot stabilize.**Spirit Blast (Su):** As a full-round action, Haru may release a powerful blast of souls before drawing them back into the collective. These wraith-like beings harm those they come into contact with, absorbing life force. A spirit blast affects a 30-foot cone. Creatures in the area of effect take 6d6 damage, though succeeding on a DC 16 Will save halves this damage. Haru absorbs half of the damage dealt by the spirit blast as healing. The save DC is Charisma-based. If an undead creature is caught within the spirit blast, it is not affected by the spirits—not healed, as one might expect.**Strike (Ex):** When Haru makes a strike attack against an opponent, he is shaken for 1 round. Immunity to fear-based effects prevents this penalty.**CYRIX**

Both the Arman Protectorate and the Imperial Alliance have issued edicts denying the existence of the being known as Cyrix. Section Omega silences any serious inquiries into its existence. Surely only those directly involved would be so quick to cast a veil over the truth. Yet that veil directs the discerning to the truth just as easily; just look for what they want to hide, from whom, and where. The rest works itself out. Somewhere in the Protectorate, this Cyrix lurks. It has some involvement with Section Omega, or the Protectorate, or both. It is dangerous, which is why they attempt to will it into nonexistence. Despite their attempts to silence all talk, stories continue to circulate—stories strong enough to resist repression, so they must have some truth to them. Listen to them. Beware the lies of the powerful. And above all, beware of Cyrix. It exists, and they fear it. Anything the powerful fear as much as the truth must be dangerous beyond comprehension.

**CYRIX, NEWLY FORMED
AUTONOMOUS CONSTRUCT**

A metallic construct resembling an armored skeleton approaches. Some strange power emits a glow from within its body, escaping through metal gears and the eyes of its skull-like face.

CYRIX**CR 6****XP** 2,400

NE Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1**DEFENSE****AC** 21, flat-footed 20, touch 11 (+1 Dex, +10 natural)**hp** 64 (8d10+20)**Fort** +2, **Ref** +3, **Will** +3**Resistance** electricity 10, fire 10; **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +12/+7 (1d6+6 plus grab)**Ranged** needles +9 (1d6 plus 1d6 fire plus residual burn)**Special Attacks** constrict (1d6+4), electric pulse, strangle**STATISTICS****Str** 18, **Dex** 12, **Con** —, **Int** 14, **Wis** 12, **Cha** 13**Base Atk** +8; **CMB** +13 (+17 to grapple); **CMD** 24**Feats** Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Master Craftsman**Skills** Craft (armorsmithing) +13, Craft (weaponsmithing) +13, Knowledge (engineering) +13, Perception +9, Profession (siege engineer) +9**Languages** Common, Ancient Arman, Sorcerous**SQ** construct traits

SPECIAL ABILITIES

Electric Pulse (Ex): When grappling an opponent with both hands, Cyrix can use its opponent to complete a circuit and send out an electrical jolt, inflicting 2d6 electrical damage each round and stunning the opponent for 1 round unless it succeeds on a Fortitude save (DC 14). This save is Constitution-based.

Residual Burn (Ex): Cyrix can project a burst of fine metallic needles from its mouth as an attack. The needles are permeated with an alchemical residue that ignites when exposed to air. On a hit, the needles inflict an additional 1d6 fire damage. On the following round, they inflict half the initial damage (minimum

1 hp), and one quarter of the initial damage on the third round (minimum 1 hp), after which they inflict no additional damage.

This is the form Cyrix managed to construct for itself when it first escaped from Alka. It appears much like a humanoid skeleton of metal partly clad in armor. As this body was hastily assembled from parts on hand that Alka would not easily miss, Cyrix was quick to replace this shell with something stronger and more durable. While Cyrix continues to use the skeleton aesthetic, its future forms can withstand stronger attacks from enemies and slay them much more quickly.





CANEUS HIGH GUARD

NPC GALLEY

CANEUS HIGH GUARD

The High Guard is one of the finest fighting forces in the Empire, charged with the duty of protecting the Imperial family and people under the emperor's direct care. Fighting men and women from throughout the Empire, known for both their skill and loyalty, are recruited and drilled relentlessly to forge them into an elite protective unit. High guards spend half the year attending to their charges. The rest of the time, they take on tasks that hone their fighting prowess even further, often selling their services to wealthy merchants or government luminaries. Given their reputation, their services are in high demand and well paid for.

HIGH GUARD RECRUIT

CR 4

XP 1,200

Male human (Nasian) fighter 5
LN Medium humanoid

Init +5; **Senses** Perception +8

DEFENSE

AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 shield)

hp 42 (5d10+15)

Fort +6, **Ref** +2, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk longsword +11 (1d8+5/19–20) or mwk shortspear +10 (1d6+4/x3)

Ranged javelin +6 (1d6+4) or shortspear +6 (1d6+4)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9 (+11 bull rush); **CMD** 20 (22 vs. bull rush)

Feats Alertness, Cleave, Improved Initiative, Improved Bull Rush, Iron Will, Power Attack, Shield Focus

Skills Intimidate +5, Perception +8, Ride –1, Sense Motive +7

Languages Common, Nasian



CONFEDERATE PANTHER WARRIOR

SQ armor training 1, weapon training (heavy blades +1)

Combat Gear *potion of cure moderate wounds* (2), tanglefoot bag, thunderstones (2); **Other Gear** full plate, masterwork heavy steel shield, masterwork longsword, masterwork shortspear, 6 javelins

Boon A high guard recruit can join the PCs on a single adventure in exchange for 10% of the treasure.

Recruits are the raw material from which the High Guard is forged. They spend long hours drilling, honing their skills, and proving their dedication to the Empire. Practical experience is gained from guard duty at civic buildings, as escorts for minor dignitaries, or as security along parade routes where the emperor and his family will make appearances.

CONFEDERATE PANTHER WARRIORS

Noted as the fiercest combatants of the Reis Confederacy, the Panther Warriors are an elite group with a long and glorious history in battle. While not noted for their strategy or discipline, they are dangerous opponents and renowned individual fighters. Facing them in a group is a daunting task.

PANTHER WARRIOR INITIATE

CR 3

XP 800

Female human (Khymerion) druid 4
N Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 26 (4d8+12)

Fort +7, **Ref** +3, **Will** +8; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

OFFENSE

Speed 30 ft.

Melee mwk spear +5 (1d8+1/x3)

Ranged mwk sling +5 (1d4+1)
Special Attacks wild shape 1/day
Druid Spells Prepared (CL 4th; concentration +7)
 2nd—*bull's strength*, *heat metal* (DC 15), *heighten senses*^{NE}
 1st—*entangle* (DC 14), *faerie fire*, *jump*, *speak with animals*
 0—*detect magic*, *detect poison*, *light*, *resistance*

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 16, **Cha** 10
Base Atk +3; **CMB** +4; **CMD** 15
Feats Dodge, Mobility, Natural Spell
Skills Acrobatics +5, Climb +8, Handle Animal +8, Perception +8, Stealth +5 (+7 in thick foliage), Survival +10, Swim +6
Languages Common, Druidic
SQ nature bond (panther animal companion), nature sense, trackless step, wild empathy, woodland stride
Combat Gear *scroll of cure light wounds* (2), *scroll of magic fang* (2), *wand of produce flame* (20 charges)
Other Gear *cloak of resistance* +1, masterwork panther skin armor^{NE}, masterwork sling and 10 bullets, masterwork spear
Boon A panther warrior initiate can inform the PCs of any nearby dangers in the wilderness, providing them a +2 bonus on Perception checks to notice danger and preventing them from being surprised in combat within a 20-mile radius for the next week.

Initiates have yet to prove themselves worthy of the title of panther warrior. This does not mean they are weak. To the contrary, they are relentless combatants and eager to prove their mettle. They are often assigned to missions assisting Confederate sentinels defending against caliban or enuka incursions from the wilds.

COVENANT PURIFIERS

An order shrouded in secrecy and regarded with fear and scorn by laypersons and members of the church alike, the Purifiers disregard any stain on their pride in favor of working for the greater glory of the Covenant. These killers hide their identity in order to pursue the enemies of the Covenant without fear of reprisal.

PURIFIER, NOVITIATE

CR 4

XP 1,200

Female human (Arman) cleric of Koliav 2 / rogue 3
 LN Medium humanoid
Init +7; **Senses** Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 shield)
hp 43 (6d8+12)
Fort +5, **Ref** +6, **Will** +5; +3 vs. mind-affecting spells and abilities of daemons or opposing faiths
Defensive Abilities evasion, trap sense +1



COVENANT PURIFIER

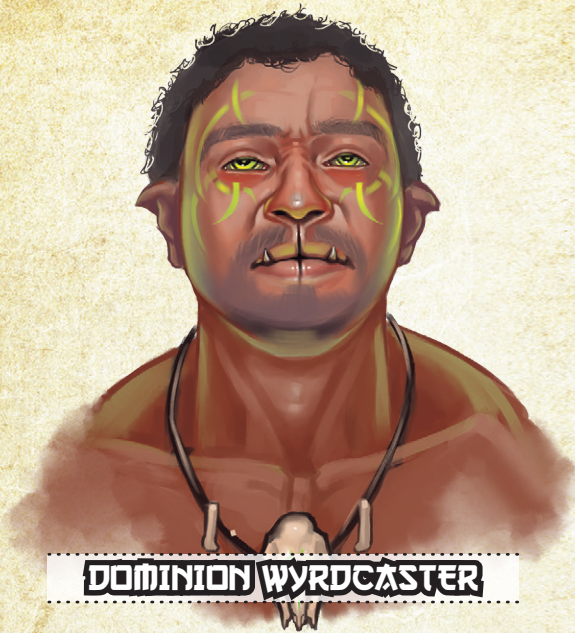
OFFENSE

Speed 30 ft.
Melee mwk shortsword +7 (1d6/19–20)
Ranged mwk shortbow +7 (1d6/x3)
Special Attacks channel positive energy (DC 13, 1d6), sneak attack +2d6, soften blows
Domain Abilities (CL 2nd; concentration +3)
 4/day—*bleeding touch* (1d6 bleed for 1 round), *copycat* (1 mirror image, 2 rounds)
Cleric Spells Prepared (CL 2nd; concentration +3)
 1st—*cause fear*^P, *deathwatch*, *obscuring mist*
 0—*bleed*, *detect magic*, *light*, *resistance*

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 10, **Wis** 13, **Cha** 14
Base Atk +3; **CMB** +3; **CMD** 16
Feats Devoted Covenanter, Dodge, Improved Initiative, Quick Draw, Weapon Finesse
Skills Acrobatics +7, Bluff +10, Climb +7, Disable Device +11, Escape Artist +8, Intimidate +5, Knowledge (religion) +5, Perception +8, Stealth +9
Languages Common
SQ aura, domains (death, trickery), rogue talent (finesse rogue), trapfinding
Combat Gear vial of antiplague, vial of antivenom, *potion of cure moderate wounds*, tanglefoot bag, *wand of inflict light wounds* (50 charges); **Other Gear** masterwork shortsword, masterwork shortbow and 20 arrows, +1 *studded leather armor*, buckler, climbing kit, masterwork thieves' tools, silver holy symbol
Boon A novitiate can provide information about the suspected heretical activity of an NPC. This information gives the PCs a +3 circumstance bonus to Bluff and Intimidate checks made against the target for the next 24 hours.

Novitiates are those servants of the Covenant who possess enough zeal to seek a position as a purifier. Willing to risk personal reputation and pride for the greater glory of the faith, they train and serve, awaiting the day when they may don their masks and rise in service to the Sanguine Lord.



DOMINION WYRDCASTER

DOMINION WYRDCASTERS

The Dominion gives rise to the wyrdcasters, spellcasters with the ability to manipulate fate—at a cost. The ability to be trained in this tradition resides in one’s blood. Only those from approved genealogies that show signs of the talent are taught its mysterious ways.

WYRD APPRENTICE

CR 3

XP 800

Female human (Cordelian) sorcerer 4
N Medium humanoid

Init +2; Senses Perception +5

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 25 (4d6+8)

Fort +3, Ref +3, Will +4

Resistance fire 10

OFFENSE

Speed 30 ft.

Melee mwk dagger +2 (1d4–1/19–20)

Ranged light crossbow +4 (1d8/19–20)

Bloodline Spell-like Abilities (CL 4th; concentration +10)

6/day—*elemental ray* (30-ft. ranged touch +4, 1d6+2 fire)

Sorcerer Spells Known (CL 4th; concentration +10)

2nd (4/day)—*fire breath* (DC 15)

1st (6/day)—*burning hands* (DC 14), *comprehend languages*, *flare burst* (DC 14), *shield*

0—*arcane mark*, *detect magic*, *flare*, *read magic*, *resistance*, *spark*

Bloodline primal (fire)

STATISTICS

Str 8, Dex 14, Con 14, Int 13, Wis 10, Cha 16

Base Atk +2; CMB +1; CMD 13

Feats Combat Casting, Spell Penetration, Wyrd Blood

Skills Knowledge (arcana) +9, Knowledge (nobility) +6, Perception +5, Spellcraft +9

Languages Common, Qijomi

SQ bloodline arcana

Combat Gear *potion of cure moderate wounds*, *wand of scorching ray* (10 charges); Other Gear *bracers of armor* +1, *masterwork dagger*, *light crossbow* and 10 bolts

Boon A wyrdcaster apprentice can gain the PCs an audience with a higher-ranked wyrdcaster, or provide a free 1st-level scroll or potion.

Apprenticing in the ways of the wyrd is only possible if one shows an inborn talent for it. Wyrdcasters keep track of the bloodlines that show such promise and recruit from them those who show, through testing, the proper inclinations. Sorcerers are likely candidates, as magic already resides in them by virtue of their blood.

IMPERIAL APOTHECARIES

Apothecaries are admired and sought after in Koryth for their healing talents. They travel throughout Imperial lands, selling their services wherever they are needed. Many are attached to the Imperial army. The Janus Horde covets the abilities of the apothecaries, and captures them whenever possible, taking them home to serve.

GALLIPOT

CR 2

XP 600

Male human (Nasian) alchemist (apothecary) 3
LN Medium humanoid

Init +2; Senses Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 23 (3d8+6)

Fort +4, Ref +5, Will +2; +2 vs. poison

Defensive Abilities poison resistance +2

OFFENSE

Speed 30 ft.

Melee mwk dagger +2 (1d4–1/19–20) or *crowsbeak*^{NE} +1 (1d6–1)

Ranged mwk light crossbow +4 (1d8/19–20)

Special Attacks bomb (+5 ranged touch, 2d6 fire, 8/day)

Alchemist Formulae Known (CL 3rd, concentration +6)

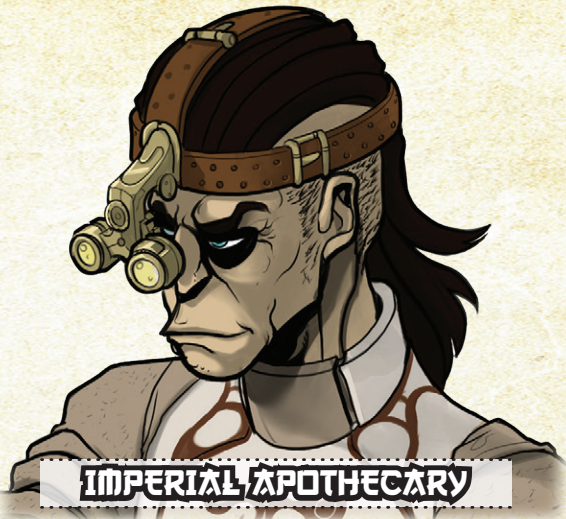
1st (4/day)—*ant haul*, *comprehend languages*, *cure light wounds*, *enlarge person*, *keen senses*, *shield*, *touch of the sea*

STATISTICS

Str 8, Dex 14, Con 12, Int 17, Wis 13, Cha 10

Base Atk +2; CMB +1; CMD 13

Feats Brew Potion, Extra Bomb, Throw Anything, Toughness



IMPERIAL APOTHECARY

Skills Craft (alchemy) +9, Heal +9, Knowledge (arcana) +9, Knowledge (nature) +9, Perception +7, Spellcraft +9, Survival +7

Languages Common, Cavian, Gavean, Nasian, Qijomi
SQ discovery (infusion), healing salve 2d6, poison use, swift healer

Combat Gear *potions of cure light wounds* (2); **Other Gear** masterwork dagger, masterwork light crossbow and 10 bolts, crowbeak^{NE}, masterwork studded leather armor, alchemist's kit, portable alchemist's lab, formula book, healer's kit

Boon Gallipots can provide potions and alchemical items at a 10% discount.

SPECIAL ABILITIES

Healing Salve (Su): By mixing magical extracts, a gallipot may heal 1d6 points of damage from a living subject for every 1d6 points of damage dealt by his bomb. Each use of a healing salve counts as using a bomb. This ability replaces the alchemist's mutagen ability.

Swift Healer (Ex): As a move action, a gallipot may give potions or healing salves to others. As a swift action, a gallipot may use a healing salve on himself. This replaces the alchemist's swift poisoning ability.

So called for the glazed pots they use to carry their medicines and salves, gallipots are usually novice or journeyman apothecaries serving more skilled members of their profession. Occasionally one will be found working alone in a small village or backwater, as local residents are happy to have such skills available.

IMPERIAL JANISSARIES

Members of a monastic order devoted to universal peace, Janissaries travel wherever there is conflict, using their psychic abilities and diplomatic skills to resolve issues and end adversity. While devoted to peace, they are also highly trained martial artists and can defend themselves handily if necessary. Their mission is held in high regard by the populace at large, but most find their psychic powers disturbing.



IMPERIAL JANISSARY

JANISSARY INTERMEDIARY

CR 5

XP 1,600

Female human (Nasian) monk (Janissary) 6
LG Medium humanoid

Init +2; **Senses** Perception +12

DEFENSE

AC 18, touch 17, flat-footed 15 (+1 armor, +2 Dex, +1 dodge, +4 monk)

hp 42 (6d8+12)

Fort +6, **Ref** +7, **Will** +8; +2 vs. enchantment

Defensive Abilities evasion, mind over magic +3, still mind

Immune disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +6 (1d8+2) or unarmed strike flurry of blows +6/+6/+1 (1d8+2) or butterfly staff^{NE} +6 (1d8+3/×3) or butterfly staff^{NE} flurry of blows +6/+6/+1 (1d8+3/×3)

Ranged mwk light crossbow +7 (1d8+1/19–20)

Special Attacks stunning fist (6/day, DC 16, fatigued)

Spell-Like Ability (CL 6th, concentration +9)

1/day—*charm person* (DC 16)

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 23

Feats Dodge, Extra Ki, Improved Disarm, Intimidating Prowess, Mobility, Skill Focus (Intimidate)

Skills Acrobatics +11, Escape Artist +11, Intimidate +10, Perception +12, Sense Motive +12, Stealth +11

Languages Common, Nasian

SQ command truce, fast movement, ki pool (8 points, magic), maneuver training, psionic training

Combat Gear *potion of cure moderate wounds*, tanglefoot bag, thunderstones (2); **Other Gear**

bracers of armor +1, cloak of resistance +1, butterfly staff^{NE}, masterwork light crossbow and 10 bolts

Boon The Janissary intermediary can use her command truce ability to allow PCs the chance to approach enemies without combat and speak with them. She can use *charm person* to gain additional cooperation.

SPECIAL ABILITIES

Psionic Training (Su and Sp): The Janissary's psionic training gives her a psionic aura that unnerves non-sentient beings. Creatures with an Intelligence score of 2 or less avoid the Janissary. She has a permanent -4 penalty to Handle Animal checks, but a +4 bonus to Intimidate checks against such creatures. This training allows the Janissary to cast *charm person* once per day. This ability replaces her bonus feat at first level.

Mind Over Magic (Su): The Janissary may spend 1 ki point to add a +3 insight bonus to any saving throw she is required to make. She must declare her intention before rolling. This replaces her slow fall ability.

Command Truce (Su): Once per day, by spending 1 ki point and making an Intimidate check (DC 10 + the level of her highest-level opponent + that opponent's Wisdom modifier + 1 for every 5 opponents involved in the struggle), the Janissary may impose a truce between fighting parties. This ability does not affect creatures with an Intelligence score of 2 or less. Imposing a truce on intelligent non-humanoids increases the DC by 5.

This truce lasts for 1 minute, but is broken if the Janissary or any member of her party pulls a weapon, casts a spell, or does anything else considered threatening. Once the truce is active, a Janissary may continue it by spending another ki point, which does not allow another saving throw. During the truce, both sides are considered unfriendly but unwilling to start hostilities.

This ability replaces the high jump ability.

Small disturbances normally acquire the attention of a Janissary of the rank of intermediary. While these Janissaries have the ability to force a truce upon combatants, they will normally attempt standard diplomacy before resorting to using their powers. They understand the qualms that others have about Janissary abilities and wish to end disputes with minimal anxiety for those involved. That said, their dedication to peace means they will use any and all means necessary to resolve conflict.

IMPERIAL MEN-AT-ARMS

The elite force of the Imperial Alliance, these are tough, well-trained warriors. They provide a solid line of defense against those enemies that threaten the well-



IMPERIAL MAN-AT-ARMS

being of citizenry: the Janus Horde, marauding calibans, and enemy nations.

RECRUIT

CR 2

XP 600

Female human (Nasian) fighter 3

LN Medium humanoid

Init +2; **Senses** Perception +1

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 shield)

hp 30 (3d10+9)

Fort +3, **Ref** +1, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk halberd +6 (1d10+3/x3) or mwk longsword +7 (1d8+2/19-20)

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Cleave, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword)

Skills Climb +2, Ride +1, Swim +2

Languages Common, Nasian

SQ armor training 1

Combat Gear *potions of cure light wounds* (2); **Other Gear** masterwork halberd, masterwork longsword, masterwork banded mail, masterwork light steel quickdraw shield

Boon The recruit can procure non-magical weapons and armor for the PCs at a 10% discount. Alternately, he can provide the PCs with insightful information about a particular dignitary or senate functionary, granting a +2 circumstance bonus on Bluff, Diplomacy, or Intimidate checks made against that NPC.

Drawn from veterans of the regular army, these recruits are put through grueling tests of ability, strength, skill, and loyalty in order to weed out the weak of mind, body, and spirit. Once the undesirables have been removed, the remaining recruits continue through advanced training until their instructors deem them worthy of swearing into the ranks of the Imperial Men-at-Arms.

JANUS HORDE BERSERKERS

While the bulk of the Janus Horde is composed of serfs, its strength comes from the fearsome berserkers in its ranks. Swift kalisian footmen move at the forefront of the hordes. Mounted warriors can swiftly attack in devastating charges and then withdraw before a counterattack can be organized. Those carrying the divine fires of battle inspire the other members of the hordes to greater ferocity. These berserkers inspire fear of the barbarian hordes in civilized nations.

HORDE VANGUARD

CR 2
XP 600

Male kalisian barbarian (wild rager) 3

CE Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 armor, +2 Dex, -2 rage)

hp 37 (3d12+12)

Fort +7, **Ref** +3, **Will** +4

Defensive Abilities trap sense +1

OFFENSE

Speed 40 ft.

Melee mwk greataxe +9 (1d12+7/×3) and bite +3 (1d4+2) or mwk greataxe wild fighting +7/+7 (1d12+7/×3) and bite +3 (1d4+2)

Special Attacks rage (10 rounds/day), rage power (animal fury), wild fighting

TACTICS

Base Statistics When not raging, the horde vanguard has **AC** 16, touch 12, flat-footed 14; **hp** 31;

Fort +5, **Will** +2; **Melee** mwk greataxe +7 (1d12+4/×3);

Ranged mwk shortbow +5 (1d6/×3); **Str** 17, **Con** 14;

CMB +6

Wild Rager When using the wild rager ability, the horde vanguard has **AC** 12, touch 8, flat-footed 10

STATISTICS

Str 21, **Dex** 15, **Con** 18, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +8; **CMD** 20

Feats Power Attack, Weapon Focus (greataxe)

Skills Perception +7, Ride +8, Survival +7

Languages Common, Caliban

SQ fast movement, wild rager

Combat Gear *potion of cure light wounds*, flasks of alchemist's fire (2); **Other Gear** masterwork greataxe, masterwork shortbow and 20 arrows, masterwork chain shirt

JANUS HORDE BERSERKER

Boon Vanguard can alert the PCs to an oncoming horde, allowing them to avoid contact. Alternately, they could safely bring the PCs to the horde's leader for an audience.

The vanguard of a horde often consists of kalisian barbarians, sprinting ahead of the advancing mob. They are swift and fearsome foes, attacking with wild abandon, able to inflict massive damage not only to the bodies of the enemy, but to their morale as well—they will not hesitate to cannibalize a fallen enemy. Civilized folk often think Sametians to be little better than animals. In the case of the horde vanguards, they are not far off the mark.

ORDER OF THE KAGA AUGERS

Augers serve the faithful in their pursuit of knowledge. They assist petitioners who commune with the Kaga, guiding them in their questioning. Augers are also found in charge of many libraries and archives, willing to lend assistance to fellow seekers of knowledge. Though augers seem staid and innocuous, many people forget that the knowledge they possess gives them great power to call upon.

CURATOR

CR 5
XP 1,600

Male human (Arman) cleric of the Kaga 6

LN Medium humanoid

Init -1; **Senses** Perception +3

DEFENSE

AC 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 shield)

hp 49 (6d8+18)

Fort +7, **Ref** +1, **Will** +8



ORDER OF THE KAGA AUGER

OFFENSE

Speed 20 ft.

Melee +1 heavy mace +5 (1d8+1) or dagger +4 (1d4/19–20)

Ranged light crossbow +3 (1d8/19–20)

Spell-Like Abilities (CL 6th, concentration +9)

6/day—*blast rune* (1d6+3 damage, 6 round duration), *lore keeper* (skill check DC 24)

6 rounds/day—*remote viewing*

Cleric Spells Prepared (CL 6th, concentration +9)

3rd—*blood biography*, *glyph of warding*^D (DC 16), *searing light* (DC 17), *speak with dead* (DC 16)

2nd—*detect thoughts*^D, *grace*, *lesser restoration*, *owl's wisdom*, *sound burst* (DC 16)

1st—*bane* (DC 14), *bless*, *comprehend languages*^D, *remove fear*, *shield of faith*

0—*detect magic*, *light*, *mending*, *read magic*

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 14, **Wis** 17, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 13

Feats Active Order Agent^{OK}, Great Insight^{OK}, Skill Focus (Knowledge [history]), Spell Focus (evocation)

Skills Diplomacy +9, Knowledge (arcana) +12, Knowledge (history) +17, Knowledge (religion) +12, Spellcraft +10, Use Magic Device +9

Languages Common, Ancient Arman, Sorcerous

SQ arcane bond (owl familiar), aura, domains (knowledge, rune)

Combat Gear *potion of cure moderate wounds*, *unguent of timelessness*; **Other Gear** +1 heavy mace, light crossbow and 20 bolts, +1 breastplate, masterwork heavy steel shield, silver holy symbol

Boon A curator may provide a PC with immediate communion with the Kaga, or may cast a free spell to heal wounds or remove an affliction.

SPECIAL ABILITIES

Arcane Bond (Ex or Sp): The cleric of the Kaga forms a bond with an implement or a familiar like a wizard does. Her cleric of the Kaga levels stack with any wizard levels to determine benefits. This replaces a cleric's ability to channel energy.

Arcane Caster (Ex): Clerics of the Kaga are considered arcane casters, though they still gain spells and select domains like clerics do. Clerics of the Kaga may use their cleric level to qualify for any feat, prestige class, or other option as though they were arcane casters. They do not qualify for any such requirement that requires them to have divine caster levels. Though they are arcane casters, clerics of the Kaga do not risk arcane spell failure on their cleric spells.

Ranking clergy seeking entrance into the Order of Augers are often put in charge of repositories of knowledge. They run the day-to-day tasks, taking time when they can to pursue their own research and study. Sometimes, one or more of them are found assisting augers who are out in the world seeking more lore to bring back to the Kaga.

PROTECTORATE PEACEKEEPERS

Religious warriors of the Sanguine Covenant as well as the Protectorate, these fighting men and women are trained from the time they are children to serve the interests of the church and the state. They are fiercely loyal, considering it their sworn duty to defend the Protectorate from foreign enemies as well as local heretics and political dissidents.

PEACEKEEPER TROOPER

CR 3

XP 1,200

Male human (Arman) fighter (peacekeeper) 4
NG Medium humanoid

Init +3; **Senses** Perception +1

DEFENSE

AC 21, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +2 shield)

hp 38 (4d10+12)

Fort +6, **Ref** +3, **Will** +3; +1 vs. fear, +2 vs. mind-affecting

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk longsword +9 (1d8+5/19–20)

Ranged mwk heavy crossbow +8 (1d10+2/19–20)

Special Attacks diligence (religious fervor, 7 rounds/day)

TACTICS

Base Statistics When not using religious fervor, the peacekeeper has no bonus vs. mind-affecting effects;

Melee mwk longsword +7 (1d8+3/19–20); **Ranged** mwk heavy crossbow +6 (1d10/19–20)



PROTECTORATE PEACEKEEPER

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +7; **CMD** 19
Feats Cleave, Dodge, Endurance, Intimidating Prowess, Iron Will, Power Attack
Skills Intimidate +8, Knowledge (religion) +6, Ride +1
Languages Common

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork longsword, masterwork heavy crossbow and 10 bolts, masterwork chainmail, masterwork heavy steel shield, silver holy symbol, light horse (combat trained), military saddle
Boon A peacekeeper can accompany the PCs on a mission for up to three days, provided it agrees with his alignment, religious conviction, and political loyalties.

SPECIAL ABILITIES

Skills: A peacekeeper replaces Knowledge (dungeoneering) with Knowledge (religion) as a class skill.

Religious Fervor (Ex): Once per day, as a swift action, the peacekeeper may enter a religious trance that lasts up to 7 rounds. While in the trance, the peacekeeper gains a +2 sacred bonus to attack rolls, weapon damage, and Will saves against mind-affecting spells. This ability replaces armor training 1.

The trooper is the rank and file of the Protectorate peacekeepers, ready to do his duty either on the battlefield or in the streets of Arman cities. His religious fervor serves him well, strengthening him in battle. He looks kindly on his fellow citizens, so long as they do nothing against the law or the scripture of the Covenant.



SECTION OMEGA ID HUNTER

SECTION OMEGA ID HUNTERS

The primary function of the id hunters is tracking and neutralizing those psychic individuals who have refused the offers from Section Omega during initial contact. At this point, the id hunters' job is to subdue the subject and affix a psychic annihilator. Failing that, they will terminate the individual.

HUNTER TRAINEE

CR 5

XP 1,600
 Male human (Nasian) psychic warrior 6
 LN Medium humanoid
Init +5; **Senses** Perception +11

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 48 (6d8+18)
Fort +7, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.
Melee +1 heavy flail +7 (1d10+3/19–20) or longsword +6 (1d8+2/19–20)
Ranged sling +5 (1d4+2)
Special Attacks martial power, maneuver, trance
Psychic Warrior Powers Known (ML 6th, power points 21, concentration +13)
 2nd—*animal affinity, detect hostile intent, dissolving weapon*
 1st—*catfall, detect psionics, empty mind^p, force screen, metaphysical weapon^p*

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 17
Feats Combat Manifestation, Focused Sunder, Improved Initiative, Improved Sunder, Power Attack, Skill Focus (Survival), Speed of Thought
Skills Acrobatics +7, Autohypnosis +11, Diplomacy +3, Knowledge (psionics) +9, Perception +11, Spellcraft +8, Survival +11



Languages Common

SQ path skill, warrior's path (weaponmaster)

Combat Gear *potion of cure moderate wounds, potion of jump, psionic tattoos of float and vigor*; **Other Gear** +1 *heavy flail*, longsword, sling with 10 bullets, +1 chainmail, light horse (war trained) and military saddle

Boon A trainee may arrange a meeting between the PCs and an id hunter field operative or psychic overseer, or pass a message to a higher-ranking member of Section Omega on their behalf.

SPECIAL ABILITIES

Maneuver: As an immediate action, the psychic warrior can expend his psionic focus when an enemy attacks. After the enemy's attack resolves, the psychic warrior can make one melee attack against that enemy, and then take a 5-foot step.

Martial Power: When the psychic warrior makes a melee attack, he can manifest one of his path powers as part of the attack. This power takes effect immediately after resolving the attack. Touch range powers are transmitted through the melee attack.

Psionic Proficiency (Ex): The psychic warrior treats his base attack bonus as equal to his psychic warrior level when meeting the prerequisites for psionic feats.

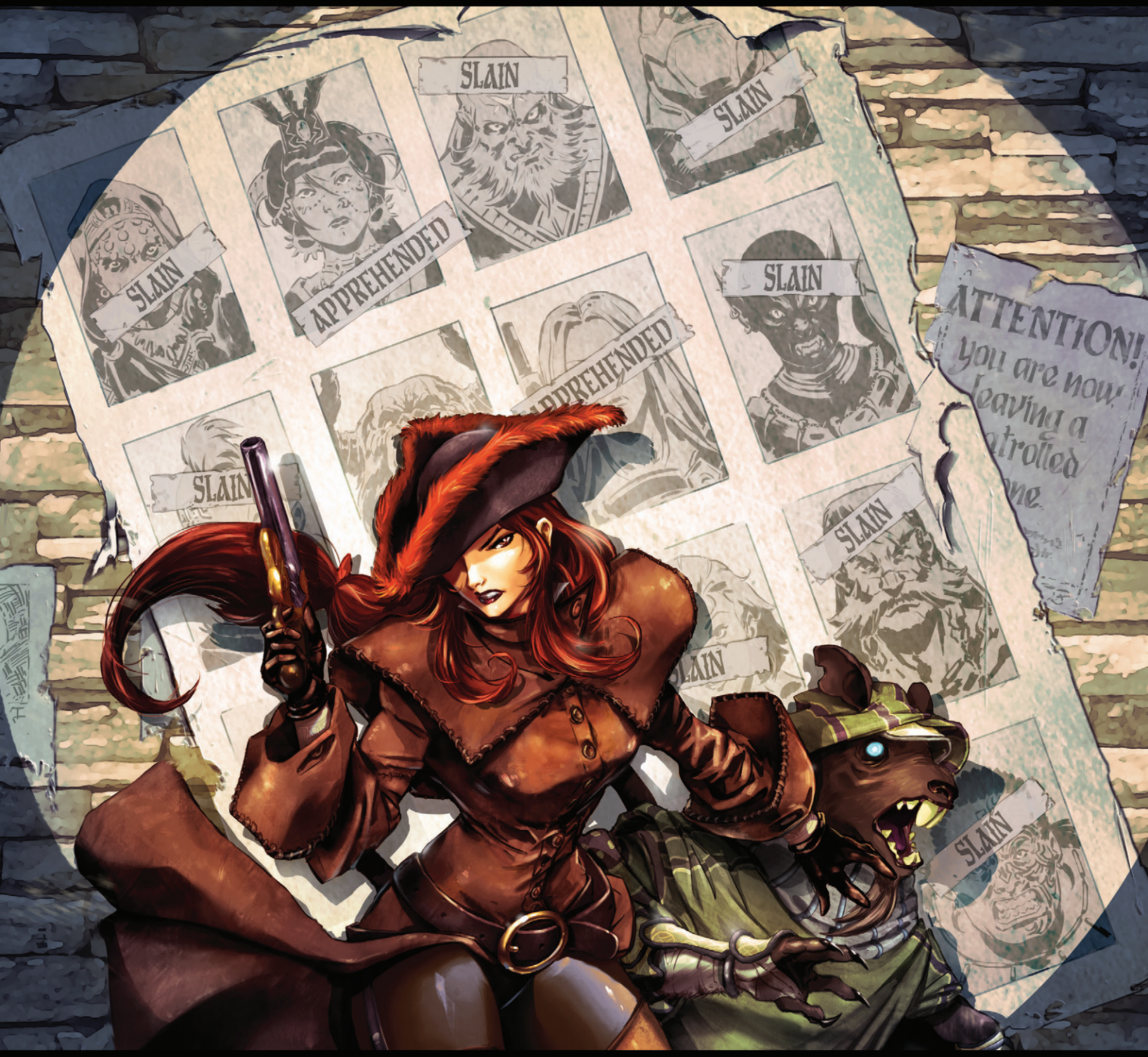
Path Skill: As part of his warrior's path, the psychic warrior gains a +2 bonus to Acrobatics.

Trance: While maintaining psionic focus, the psychic warrior gains a +1 competence bonus on attack rolls made with a weapon, but not a natural weapon.

Warrior's Path: The psychic warrior has chosen to adhere to the weaponmaster path. He gains the two powers associated with the path, and they do not count against his total number of powers known. Knowledge (nobility) is a class skill.

Trainees are those psychically gifted that have accepted service with Section Omega but have not yet reached a level of proficiency to begin developing id hunter powers. They normally remain cloistered at Section Omega headquarters, but those of sufficient skill are occasionally taken on field assignments. Usually they are taken as back-up when a renegade psion or wilder of dangerous power must be neutralized.

CHAPTER 8:



PSIONIC EXODUS

Psionics has been ingrained in the NeoExodus campaign setting since its earliest days. Running back to the original inclusion of the cavian race, and with the addition of psionic organizations like Section Omega, NeoExodus has a deep history dealing with psychic phenomena. The rules presented in *Ultimate Psionics* by Dreamscarred Press present a clear and concise set of mechanics to represent the powers of the mind in your campaigns. Other books from Dreamscarred Press, such as the *Psionic Bestiary*, are essential for expanding upon the psionic experience.

This chapter is designed to help you, players and GMs alike, use psionic rules in your games. Within, you will find new powers, items, racial traits, class options, and more to help make psionics fit seamlessly into the world of Exodus. This writing is by no means intended to exclude any other psionic content, and neither is it designed to replace any past NeoExodus products, such as *NeoExodus Chronicles: Psionic Cavian* or *Secret Societies of NeoExodus: Section Omega*, but instead to give you new ideas to use in your games.

PSIONIC CHARACTERS

Any of the races found in a typical NeoExodus campaign can easily be adapted and used in a psionic campaign. This section describes the classes that the races of Exodus typically favor, as well as those they might shun. These are, of course, only guidelines, and players should feel free to make whatever characters they wish. Also provided are alternate racial traits to create a psionic version of each race. We recommend that you use these alternate racial traits in campaigns that heavily features psionics, but even in normal campaigns they will make for flavorful psionic characters.

ANDROIDS

As an artificial race, it is rare for androids to have psionic talent. Generally, for an android to have access to psionic powers, it must be constructed with an atypical brain design or undergo extensive reconstructive work. The Kaga occasionally builds androids with psionic receptors, a crystal embedded in its forehead that opens up its mind to mental power. These are incredibly rare, however, and such androids generally must be “born” with this power, though some back-alley machinesmiths have taken it upon themselves to repurpose and reprogram androids so they can embed a receptor. Androids sometimes refer to the psionic receptor as a third eye, and androids with the receptor make surprisingly adept manifesters.

ALTERNATE RACIAL TRAIT

Psionic Receptor: The android gains Wild Talent as a bonus feat at 1st level. If the android takes levels in a psionic class, it instead gains the Psionic Talent feat. This ability replaces nanite surge.

CAVIANS

Naturally psionic creatures, cavians have a whole section dedicated to them in this book, as shown on the next page. Additional options for cavians can be found in *Races of NeoExodus: Psionic Cavian*.

CYNEANS

While the crystalline scholars tend to favor the arcane arts over the disciplines of the mind, some rare cyneans spend their time honing their mental powers. Cyneans most often choose the psion or vitalist psionic class, though some do favor the martial classes. Cynean psychic warriors and soulknives are surprisingly effective. Cynean wilders are often looked down on by cynean society: their undisciplined approach to psionic power runs deep against their race’s ingrained desire for structure and knowledge. Psionic cyneans draw on psychic power to toughen their bodies instead of relying on the arcane.

ALTERNATE RACIAL TRAIT

Psionic Body: Some cyneans are more fueled by psionic power than by the arcane. The cynean gains Psionic Body as a bonus feat. This replaces mystic body.

DALREANS

The philosophical aspiration toward oneness that permeates the culture of these plant-like humanoids means that many dalreans favor psionic classes that form a collective, such as the tactician and vitalist. Others seek to perfect a single art, becoming marksmen or other martial classes. Rarer still are wilders, with pure psions being almost unheard of in the plant-folk society. Some psionic dalreans actually release spores that calm allies and shake the foundations of outside mental control.

ALTERNATE RACIAL TRAIT

Psychosympathetic Spores: The dalrean can grant a portion of its mental fortitude to an ally. Once per day by expending its psionic focus, it can touch a creature to let it reroll a Will save against a mind-affecting effect with a +4 bonus. This ability replaces stability and wildkin.

ENUKA

The savage enuka typically don’t have the mental discipline or prowess to excel in a psionic class, but some rare examples become aegii or soulknives. With their prodigious strength of body they are often able to overcome any weakness of the mind. Rare enuka have even been known to possess mutations which augment their psionic potential, allowing them to become potent manifesters despite their innate mental limitations.

PSIONIC CAVIAN RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Strength: Cavians are slight of build, but nimble of body and mind.

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

Normal Speed: A cavian's base land speed is 30 feet.

Bite: Cavians have a natural bite attack. This attack deals 1d4 damage plus the cavian's Strength modifier, and it can deliver the seeds of clairvoyant sense. A cavian wielding a weapon can use his bite as a secondary natural attack at a -5 penalty.

Hive Mind (Su): A cavian can communicate telepathically with any member of his hive mind on the same plane of existence, as though subject to a permanent *mindlink*. In addition to whatever benefits the cavian derives from the dizzying array of contacts available, he gains a +4 competence bonus on all Knowledge checks because of the hive mind's ambient knowledge. However, the cavian's connection with the hive mind sometimes interrupts his train of thought: he suffers a -1 penalty on Bluff, Diplomacy, and Sense Motive checks against creatures outside the cavian hive mind.

Naturally Psionic: Cavians gain Wild Talent as a bonus feat at 1st level. If a cavian takes levels in a psionic class, he instead gains Psionic Talent.

Psionic Aptitude: When a cavian takes a level in a favored class, he may gain an additional power point instead of a hit point or skill point.

Seeds of Clairvoyant Sense (Su and Ps): The target is implanted with a mote of cavian mucus, which allows the cavian to use the target's senses as his own. A cavian can implant a number of creatures at one time equal to his Intelligence modifier (minimum 1). As a full-round action that provokes an attack of opportunity, the cavian can use the implanted target's senses as though manifesting the clairvoyant sense power. While a cavian is using this ability, the target's eyes will glow with a faint blue fire that is undetectable in bright light or daylight but clearly visible in low or no light. If the infected individual recovers or is cured from the disease, this display ceases.

SEEDS OF CLAIRVOYANCE

Type injury; **Save** Fort DC 10 + 1/2 cavian's character level + cavian's Cha modifier

Onset 1 day; **Frequency** 1/day;

Effect target is implanted with seeds; **Cure** 1 save.

Thoughtsense (Su): Cavians "see" psionically as well as physically. As long as he is psionically focused, a cavian can perceive the presence of any thinking creature within 20 feet as if he had blindsense. By expending psionic focus, the cavian can attempt to delve into the thoughts of the creature as if using the *read thoughts* power. A successful Will save (DC 10 + 1/2 cavian's character level + cavian's Charisma modifier) negates all effects. Both uses of thoughtsense are considered mind-affecting abilities.

Automatic Languages: Cavian and Common. Cavians with a high Intelligence score can choose from Giant, Goblin, Infernal, and Orc.



NEW MUTATION

Naturally Psionic: The enuka gains Wild Talent as a bonus feat at 1st level. If he takes levels in a psionic class, he instead gains Psionic Talent.

HALF-GIANTS

A psionic version of the half-giant is presented in *Ultimate Psionics* by Dreamscarred Press.

KALISANS

These barely civilized humanoids make excellent psychic warriors and occasionally become aegii or soulknives. As psychic warriors, they favor the feral warrior path, using it to augment their already savage fighting prowess. Kalisans shun classes that use a collective, preferring not to share their power with others. Psionic kalisans can stave off death with their mastery of mind over body.

ALTERNATE RACIAL TRAIT

Psionic Ferocity: Some kalisans can expend their mental power to augment their physical endurance. When a kalisan would take damage from his ferocity ability, he can choose to expend his psionic focus instead of losing 1 hit point. This ability alters ferocity.

PRYMIIDIANS

These regal, red-skinned humanoids take to psionics with the same vigor and excellence that they do when approaching any puzzle. They are especially fond of the cryptic class, seeing the patterns woven into the world as another source of knowledge and language. They also favor the collective nature of the tactician and classes that give them access to telepathic abilities, which makes collecting knowledge all the easier as it bypasses linguistic limitations. Psionic prymidiands can reorganize their minds to see the patterns of knowledge handed down through the languages of the world.

ALTERNATE RACIAL TRAIT

Linguistic Pattern: The pryimidian can tap into the patterns in language to access great wisdom. When a pryimidian takes this trait, she selects one Knowledge skill. For checks using this skill, she can substitute her Linguistics skill modifier. She adds a new Knowledge skill at 5th level and every five levels thereafter. This ability replaces scholarly and arcane polyglot.

P'TAN

These former slaves are rarely psionic, eschewing any class that binds their mind to another, such as the tactician or vitalist, seeing this tie as too much like imprisonment. P'tan often refer to psionic powers as shadows of the mind, seeing them as they might see natural shadows. As they push back and control the shadows of the mind, they unlock new powers. Some p'tan take martial psionic classes, especially marksman or even cryptic, augmenting their psionic talents with their ties to the shadows.

ALTERNATE RACIAL TRAIT

Shadow Focus: Some p'tan can use their tie to the Plane of Shadow to help them retain their psionic focus. Once per day, when the p'tan would expend their Psionic Focus, they instead retain it, but only if they are in shadowy illumination or darker conditions. This ability replaces shadowspark.

SASORI

The masters of secrets tend to favor classes that rely more on internal power than outside sources. As such, they are most frequently drawn to becoming aegii or soulknives, with psions and wilders close behind. They shun classes that rely on a collective, such as the tactician and vitalist, as they see the inherent telepathic bond as tantamount to giving secrets away. Psionic sasori learn to focus their mind to grant them greater power.

ALTERNATE RACIAL TRAIT

Internal Power: The sasori's reliance on independence grants him strength. The sasori gains 2 power points. A sasori aegis instead gains 1 additional customization point. This ability replaces poisonous blood.

TIEFLING

These fiendish humanoids display a remarkable aptitude for psionics, with males often favoring the dread and cryptic classes, and many females becoming vitalists and psions. The chaotic nature of tieflings also makes wilders more common among tieflings than other races. As usual for tieflings, male and female psionic tieflings have different powers: the men can cause a more painful touch, while the women have a greater affinity for healing.

ALTERNATE RACIAL TRAITS

Healing Mind: Whenever the tiefling redirects healing to a member of her collective, she heals

an extra hit point. A tiefling without the collective healing class feature gains no benefit from this ability. This replaces healing hands.

Painful Touch: When the tiefling deals damage with the devastating touch power, he adds his Charisma bonus (if any) to the damage done. A tiefling without the devastating touch class feature gains no benefit from this ability. This ability replaces vicious.

PSIONIC CAVIANS

No race on Exodus has more psionic potential than the hive mind of cavians. If you're using the rules from *Ultimate Psionics* by Dreamscarred Press, you can mix in the rules presented here or you can use either set of rules alone. These statistics give a better mechanical representation of cavians in a psionic world. You can mix and match both sets of mechanics, using whichever version is more appropriate for a given cavian character.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, cavians may choose from a number of other bonuses, depending upon their favored class.

The following options are available to all cavians who have the listed favored class. Unless otherwise stated, a bonus applies each time you select the listed favored class reward.

Aegis: Add +1/4 to the aegis's customization points.

Cryptic: Add +1 foot to the range of the cryptic's disrupt pattern ability.

Dread: The dread gains 1/6 of a new terror.

Marksman: Add +1 to the times per day the marksman can use the wind reader class feature.

Psion: Add a +1/2 bonus on concentration checks when manifesting psion powers.

Psychic Warrior: Add 1/3 power known from the psychic warrior power list. This power must be at least one level below the highest power level which the psychic warrior can manifest.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the vitalist's collective.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level which the wilder can manifest.

VITALIST ARCHETYPE: HIVE MIND MARTYR

Some rare members of a cavian hive are born with an open psychic connection, which allows other members of the hive to easily read his thoughts and even draw off his vital energies. Though it is rare for one of these creatures to live to adulthood, those who are properly nurtured can become incredibly useful for the hive's survival.

Selfless Collective (Su): Whenever the martyr is the target of a beneficial effect, anyone in his collective may receive the benefits instead of him. The martyr does not control who receives the benefit; the other member must decide for herself. If multiple hive members wish to receive the effect, the arguing parties roll an opposed Will save, and the winner chooses the recipient. On a tie, the effect fails. If the effect would restore lost hit points or ability damage, the collective may split this exactly as if it were being divided by a martyr using collective healing. This ability modifies and replaces collective healing.

Martyr of Wounds (Su): Any creature in the martyr's collective can heal 1d6 damage by touching the martyr. This is a standard action that does not provoke attacks of opportunity. The martyr suffers nonlethal damage equal to the amount which the creature is healed. At 4th level and every three levels thereafter, the damage healed on the target and non-lethal damage taken by the martyr increases by 1d6. This ability may be used a number of times per day equal to 3 + the martyr's Wisdom modifier. This ability cannot be used if the martyr is unconscious or dead.

Projected Health Sense (Sp): Any member of a collective can use the health sense ability on any other member of the same collective. This ability modifies health sense.

Beginning at 2nd level, any member of the collective may take a swift action to gauge the health of another collective member, determining the hit points of damage that the ally has taken. Also, as a standard action, he may make a DC 15 Heal check using the martyr's Heal skill modifier to determine whether any collective members are afflicted by a disease or poison.

Starting at 7th level, a member of the collective can use the martyr's Heal skill modifier on himself to treat a wound from a caltrop, spike growth, spike stones, or similar hazard. Also, when a collective member is dying, he may immediately attempt to stabilize using the martyr's Heal skill modifier. He may only use the stabilize ability once per day. Whenever a collective member attempts to stabilize any other member, he may substitute the martyr's Heal skill modifier.

At 12th level, a member of the collective may also treat himself for poison using the martyr's Heal skill modifier.

At 17th level, a member of the collective may also treat himself for disease using the martyr's Heal skill modifier.

In any of these cases, the DC of the Heal check is equal to that if the martyr were treating the target. This ability modifies and replaces health sense.



DANGEROUS LANDS: HIDING YOUR PSIONIC NATURE

Not all of Exodus is friendly to those with the powers of the mind. Psionic characters may find themselves in trouble if they manifest their powers too obviously. Some nations openly endorse the use of psionics, seeing no differences between the magic of the mind and the powers of the arcane or the divine, but not every nation is so trusting. The prejudice faced by a manifester varies immensely from country to country, and even from one town to the next it may fluctuate wildly.

For example, in the magic-dominated Dominion, anyone displaying psionic potential is usually treated as a dangerous criminal. Youths displaying the gift are forced into labor camps, where they are magically compelled to use their talents to aid in the interrogation of enemy captives. Adults caught manifesting are usually put to death, the risks of keeping such dangerous individuals alive outweighing any potential gains from their enslavement. This persecution slowly been a slow process, encroaching on rights over time, rather than a sudden declaration.

Because of these dangers, a cabal of disciplined manifesters formed the Unseen Hand of the Seventh Order. These talented individuals have developed techniques that suppress or mask any outward displays that are part and parcel to having psionic powers, internalizing or delaying them. While the original members of this cabal are presumed to be long dead, their secrets have spread throughout the Dominion and into other lands.

NEW FEATS

GLAMOR ASTRAL SUIT (PSIONIC)

Your astral suit looks like normal armor when manifested.

Prerequisite: Astral suit class feature.

Benefit: Your astral suit appears as a normal armor under most scrutiny. An astral suit in astral skin form appears as normal clothing; in astral armor form, it appears as chainmail; and in astral juggernaut form, it appears as half-plate. Anyone trying to recognize the armor as a psionic construction must make a Spellcraft check (DC 15 + your aegis level). This check must be made even if the inspector uses *detect psionics* or a similar ability. You choose whether to use this ability each time you form your astral suit.

HIDDEN PATTERN (PSIONIC)

Your patterns are nearly impossible to distinguish.

Prerequisite: Cryptic level 1.

Benefit: Your pattern designs are nearly imperceptible. Anyone attempting to discern the powers you possess must make a Perception check (DC 10 + your manifester level + your Charisma modifier). If this check fails, they cannot perceive the tattoos that hold your powers.

IMPROVED HIDDEN PATTERN (PSIONIC)

Your patterns cannot be seen unless you want them to.

Prerequisites: Cryptic level 1, Hidden Pattern.

Benefit: Unless you want them to be seen, your pattern designs are invisible. They can be seen only by using *detect psionics* or an equivalent ability and making a successful Perception check as per Hidden Pattern.

INVISIBLE MIND BLADE (PSIONIC)

You can make your mind blade nearly imperceptible.

Prerequisites: Steel Mind Blade, mind blade class feature.

Benefit: When you are psionically focused, your mind blade is nearly imperceptible, granting you a +4 bonus on CMB checks when using the disarm or feint combat maneuvers, and the same bonus to your CMD against the same.

NONDESCRIPT ASTRAL CONSTRUCT (PSIONIC)

You can manifest an astral construct that can pass for a normal creature, or at least a magical one.

Prerequisite: Knowledge of the *astral construct* power.

Benefit: You add a new option to Menu A:

Nondescript: Your astral construct resembles a normal living creature. When you manifest this power, choose a creature for your construct to resemble. Any viewer must make a Perception check (DC 15 + your caster level) to realize your astral construct is not the creature it appears to be. While you cannot choose a specific creature for your astral construct to resemble, you can choose any race or type you know of, provided it matches the general shape of the construct. If the astral construct uses any attacks not available to the creature of its disguise, viewers immediately recognize that the construct is not as it seems; they don't necessarily discover that it is an astral construct, but they do gain a +5 bonus to any checks to determine its true nature.

Add the following option to Menu B:

Disguise: Your astral construct resembles a specific creature. Make a Disguise check for your astral construct, gaining a bonus to this check equal to the level of your astral construct. Anyone attempting to discern the true nature of the construct must first recognize that it is disguised. If they succeed by 10 or more, they realize the ectoplasmic nature of the construct, but otherwise they simply assume it is a disguised member of the race of the specified creature.

REDIRECT DISPLAY (PSIONIC)

You can choose another creature as the source of your displays.

Prerequisite: Suppress Display.

Benefit: When you manifest a power, you can choose to have a display manifest from another creature instead. You must make a concentration check to suppress the power's displays, as normal. If you succeed, you may then choose a creature within 30 feet to act as the source of the display. The creature may make a Will save (DC 10 + the power's power level + your Charisma modifier), and if this succeeds, then the display does not manifest at all.

SECRET MIND (PSIONIC)

Your keen mind allows you to throw off pursuit from those that seek to detect you psychically.

Prerequisites: Suppress Display, manifester level 9th, Autohypnosis 6 ranks.

Benefit: When someone attempts to locate you using a spell or power, such as *detect thoughts* or *scrying*, you may attempt to remain concealed. To do so, you must be psionically focused. You may then substitute an Autohypnosis check for any allowed saving throw. If the ability does not normally allow a saving throw, you must expend your psionic focus to make the Autohypnosis check, and the save DC of the spell is calculated as if it were 4 levels higher. If the Autohypnosis check succeeds, you are not detected, but the spell does not fail; it will work on anything else in its area of effect, but it won't reveal you. If you were the only target of the spell, then it fails.

STEEL MIND BLADE (PSIONIC)

Your mind blade looks like a normal blade when manifested.

Prerequisite: Mind blade class feature.

Benefit: Under most scrutiny, your mind blade appears as a normal weapon of its type, generally a shortsword, longsword, or greatsword, though you can use other forms available to you. Anyone trying to recognize the blade as a psionic construction must make a Spellcraft check (DC 15 + your soulknife level). The investigator must make this check even when using *detect psionics* or a similar ability. You choose whether the blade appears as ectoplasm or steel each time you form it.

SUPPRESS DISPLAY (PSIONIC)

You can hide your displays with greater ease.

Benefit: You gain a +4 bonus on concentration checks to manifest a power without any display. If you wish, you can also make a Bluff check opposed by Spellcraft to convince onlookers that you are casting an arcane spell instead of manifesting a psionic power. If you use this Bluff option, treat the power as if it were a spell with verbal and somatic components for the purpose of attacks of opportunity.

NEW POWER: MOMENT OF FORGETFULNESS

Discipline telepathy; **Level** Psion/wilder 2, psychic warrior 2

Display none

Manifesting Time 1 swift action

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

Target one creature

Duration instantaneous

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

Power Points psion/wilder 3, psychic warrior 3

You cause the target to forget what action you took this round. For example, if you attacked them, they would have no memory of it; if you manifested a psionic power, they would forget that. However, if you are still threatening them, they will react accordingly. If you cast a mind-affecting spell, or manifested a mind-affecting power, on the target this round, it ends immediately.

Augment: You can spend an additional 8 power points to increase the rounds of forgetfulness by 1. For every 2 additional power points spent in this way, increase the save DC by 1.

THE PSIONIC CAMPAIGN

There are many ways to use psionics in your NeoExodus campaign, each with its own advantages and pitfalls. This section gives advice on including psionics in the world of Exodus.

The most basic use of psionics is to run a standard campaign and simply add in a few psionic elements. This approach is often best if you're running a campaign already or if you are wary of adding too many new rules to your game. It is relatively straightforward to add a single psionic character to an existing group or swap out a few monsters for psionic alternatives.

The other approach is the all-psionic campaign, which will require some more work on the part of the GM. After all, psionic characters need psionic foes and treasure if they are to fit seamlessly into the game world.

Both approaches are equally valid. It's up to your group to decide what works best for you.

ADDING PSIONICS TO AN EXISTING CAMPAIGN

Generally speaking, there is no reason that you can't simply allow the options from *Ultimate Psionics* by Dreamscarred Press in your NeoExodus campaigns. Perhaps someone wants to try a soulknife instead of a fighter or a vitalist instead of a cleric. Similarly, a thought eater or cerebrilith might make for an interesting encounter. With this approach, though, there are a few things to keep in mind.

One of the most important things you can do is to place the odd piece of psionic treasure in your campaign. After all, as a player it's no fun to come across the umpteenth scroll but never find a psionic tattoo or cognizance crystal. These items need not be common, but they should exist. They should also be occasionally available for purchase, especially in the largest of cities, unless

outlawed there. Without psionic treasure available, you may find that psionic characters fall behind their peers who rely on magic.

In the same vein, swap out some villains and monsters for psionic opponents; otherwise, psionic PCs will stick out like a sore thumb. Again, if used sparingly, these psionic encounters will add a little verisimilitude to the world without undermining the core concepts of the campaign. A little goes a long way, especially when it comes to psionic foes and treasure.

In a campaign with psionic PCs, it's essential that magic/psionic transparency be maintained (see *Ultimate Psionics*, page 141). Nothing sows discord in a group faster than when the wizard can't do anything, but the psion gets to blast away all day (or vice versa). If, however, only the rarest of villains use psionics, then using the optional non-transparency rules can add a bit of spice and a sense of dread, with foes easily overcoming the players' defenses while they continue to struggle against the villain's psionics.

THE ALL-PSIONIC CAMPAIGN

If the party is completely composed of psionic characters, then there are many more factors that must be considered in the campaign. Unless the PCs are intentionally an ultra-rare group of gifted characters—a completely valid premise for a campaign—you'll want to give many enemies psionic powers as well. Mage-emperors should become Mindlords, magically gifted societies should have telekineticists at their core, and so on. Most of the world's history can be left unchanged, with the newer mind powers overcoming some of the ancient threats, so you won't need to rewrite everything.

If you prefer not to tamper with the setting as much, you can have the group be part of an organization of psionically gifted characters, such as the Unseen Hand of the Seventh Order. Having the group pursue their goals without being persecuted for their powers can be an integral part of the campaign and add an extra degree of danger as they avoid pursuit from a world that seeks to destroy them. In such a game, though, be sure to place enough treasure: if you are running a published adventure and relying on what is printed within, the party may start to fall behind on wealth, making the adventure's challenges more difficult than intended.

On the flipside, it can break the mood of the game if too much psionic treasure gets in the hands of non-gifted foes, but you can increase the amount of regular treasure slightly because most of it will need to be sold to purchase or craft psionic gear. You can also encourage players to invest in Use Magic Device or other ways that make magic-oriented items more useful. If the party are acting as the special operations wing of an organization, it can be a good source of psionic treasure, as well as a refuge for the PCs to offload anything they may need to sell. It could also provide mentors for prestige classes and other sources of training, so the players don't have

to reinvent the wheel in explaining where their powers come from.

One thing to bear in mind about Exodus: tread carefully before adding any new races, even those in *Ultimate Psionics*. At the heart of Exodus is the power struggle between the nations and their peoples, and this balance should not be disturbed without careful consideration. To avoid disturbing this balance, consider using the psionic versions of the NeoExodus core races given in this section.

PSIONIC BESTIARY

While most monsters can easily be added to a NeoExodus campaign, some psionic creatures are particularly appropriate additions.

Puppeteers make for an intriguing behind-the-scenes conspiracy that could fall under any of the multiple organizations of NeoExodus. This works whether you decide to simply use one of the creatures, leading to an investigation of its origins in a paranoia-inducing mystery; a whole hive of the monsters that have been pulling the strings for years in a government; or something in between.

A deranged trepanner or crystal golem can be a great addition to a machinesmith's entourage, especially if its creator is a member of a race with a psionic affinity.

Phrenic scourges and their ilk, though the iconic psionic foes, are a tough fit in NeoExodus. Because they tend to require an entire society for their horror to come to the fore, you may need to replace a race entirely with the monsters if they are to make any sense in the campaign. Alternatively, using them as a foe of the Old Ones, returning after millennia to find the world vastly changed, could allow them to be presented as an alien menace, one that could serve as the basis for an entire campaign of invasion and repelling.

PSIONIC RACES

Much has been said about adding a psionic race (or several) to NeoExodus. There is, of course, nothing wrong with adding a small ghetto of a race to somewhere, especially a large city. If the strange race is treated as an insignificant minority in the society at large, you can drop them into the world anywhere you need for the campaign. After all, most PCs just need a place of origin in order to make sense.

If you need more of a given race, it will often be easier to substitute them for another race in that region. Cavians, as a psionic race, will often be the best first choice. A colony of dromites, or a small clan of duergar, could easily replace the rat folk in many cases. Maenads and elans can often be included as a small subsection of a human society, blending in due to their similar appearance. Used sparingly, most psionic races can have a home in Exodus. A particularly ambitious GM might replace an entire nation with one of the psionic races, but such a replacement is beyond the scope of this section.



NEW PSIONIC POWERS AND ITEMS

This section gives new psionic powers and items specific to Exodus and its peoples.

NEW POWERS

CAVIAN MINDLINK

Discipline telepathy [mind-affecting]; **Level** cavian 1*, dread 1, telepath 1

Display mental

Manifesting Time 1 standard action

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

Target You and one other willing creature within range with an Intelligence score of 3 or higher

Duration 10 min./level

Saving Throw none, see text; **Power Resistance** yes (harmless)

Power Points 1

This power functions as *mindlink*, except that at least one of the creatures involved must be a cavian, which usually happens to be the manifester.

*Any cavian with levels in a class that grants them a manifester level adds *cavian mindlink* to the spell list for that class. This does not add *cavian mindlink* to their powers known, but it means that any cavian manifester can use it.

Augment In addition to the ways that *mindlink* can be augmented, this power can be augmented in the following ways:

1. You may spend an additional 2 power points to attempt to create a telepathic link with an unwilling cavian.
2. For every additional power point you spend, you can affect up to two more cavians, though no target can be more than 15 feet from at least one other target.

DALREAN PHOTOSYNTHESIS

Discipline psychometabolism; **Level** psion/wilder 1, psychic warrior 1

Display visual

Manifesting Time 1 standard action

Range personal

Target you

Duration 24 hours

Saving Throw none; **Power Resistance** yes (harmless)

Power Points 1

You can convert your skin to a plant-like material that allows you to subsist on light energy, converting it to sustenance much like a plant does. You do not need to eat food, but must still consume water like all living things must. As long as you receive at least six



hours of sunlight per day, you require only a fourth of the water that a normal humanoid would. Exposure to a *daylight* spell for one hour will fulfill this need.

Augment This power can be augmented in the following ways:

1. You may spend an additional 4 power points to change the target to creature touched. If you do so, then each additional 2 power points spent beyond the first four adds another target creature.
2. You may spend an additional 4 power points to allow yourself to subsist on moonlight instead of daylight.
3. You may spend an additional 8 power points to survive even without a light source. In addition, you shed light as a torch for the duration of the power.

ENUKA ASPECT

Discipline psychometabolism; **Level** psychic warrior 2

Display olfactory and visual

Manifesting Time 1 standard action

Range personal

Target you

Duration 10 min./level

Saving Throw none; **Power Resistance** yes (harmless)

Power Points 3

You take on a partial aspect of the enuka, gaining a mutation chosen from the list in chapter 3. Additionally, your appearance changes to match that of an enuka, though you are still clearly yourself in

enuka form. This grants you a +2 circumstance bonus on Charisma-based checks when dealing with enuka, but you also suffer a -2 penalty on Charisma-based checks against anyone biased against enuka.

Augment This power can be augmented in the following ways:

1. You may spend an additional 4 power points to choose another mutation from the list under enuka.
2. You may spend an additional 4 power points to add a +2 enhancement bonus to your Strength.

RESONANT BODY

Discipline psychometabolism; **Level** psychic warrior 3

Display auditory and visual

Manifesting Time 1 standard action

Range personal

Target you

Duration 1 min./level

Saving Throw none (Fortitude negates, see text);

Power Resistance yes (harmless)

Power Points 5

You transforms your body into a crystalline form resembling that of a cynean. This crystal form grants a number of advantages. First, you gain a +3 enhancement bonus to your natural armor. Second, you gain sonic resistance 10.

Whenever you suffer damage while in this form, your crystalline body hums with resonant energy, filling the surrounding 30-foot radius with a mounting noise. Each time you suffer damage, regardless of

source, you gain one point of resonance. You add your resonance as sonic damage to any unarmed strikes you make. In addition, if your resonance is at least 5, every creature within 30 feet must make a Fortitude save or be stunned for one round. If your resonance reaches 10 or more, every creature within 30 feet must make a Fortitude save or be stunned for 1d4 rounds. If you are healed for any number of hit points, your resonance resets to 0.

Augment This power can be augmented in the following ways:

1. You may spend 3 power points to increase the enhancement bonus to your natural armor by +1.
2. You may spend 4 power points to increase your sonic resistance by 10.

In addition, every 2 power points spent to augment this power increases its save DC by 1.

SHADOW OF THE P'TAN

Discipline psychometabolism; **Level** psion/wilder 1, psychic warrior 1

Display visual

Manifesting Time 1 standard action

Range personal

Target you

Duration 1 hour/level

Saving Throw none; **Power Resistance** no

Power Points 1

You wrap yourself in shadows, similar to the enshrouding effects of the p'tan. This grants you a +1 racial bonus to Stealth checks. You can expend your psionic focus to cast the shadows as a black bolt that deals 1d6+1 electricity damage with a successful ranged touch attack. If you use this ability, the power ends immediately, removing your bonus to Stealth checks.

Augment For each additional power point you spend, increase the racial bonus to Stealth by +1 and the damage dealt by +1.

NEW PSIONIC ITEMS

MINDLINK INTERRUPTER

Aura moderate telepathy; **ML** 10th

Slot headband; **Price** 30,000 gp; **Weight** 1/2 lb.

DESCRIPTION

This gold circlet bears a large green gemstone that hums faintly, just outside the range of most creatures' hearing. This is a potent tool of disruption when dealing with creatures that rely on a psionic link for communication, such as the *mindlink* of the cavians. Any creature attempting to use *mindlink* within 120 feet must make a DC 15 Concentration check or the communication fails. This also disrupts any creature attempting to use the collective class feature. This ability is always active while the circlet is worn and cannot be willingly

suppressed, even by the wearer. It can be dispelled normally.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel psionics*, *mindlink*; **Cost** 15,000 gp

PSYCHOACTIVE SKIN OF THE CYNEAN

Aura moderate psychometabolism; **ML** 6th

Slot —; **Price** 20,000 gp; **Weight** 1 lb.

DESCRIPTION

This psychoactive skin grants the wearer's skin the crystalline sheen of the cyneans, giving sonic resistance 10.

CONSTRUCTION

Requirements Craft Wondrous Item, *resonant body*; **Cost** 10,000 gp

PSYCHOACTIVE SKIN OF THE DALREAN

Aura faint psychometabolism; **ML** 1st

Slot —; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This psychoactive skin grants the wearer's skin a green and leafy appearance like that of a dalrean. This allows the wearer to survive using photosynthesis, as a dalrean can.

CONSTRUCTION

Requirements Craft Wondrous Item, *dalrean photosynthesis*; **Cost** 2,000 gp

PSYCHOACTIVE SKIN OF THE ENUKA

Aura moderate psychometabolism; **ML** 6th

Slot —; **Price** 25,000 gp; **Weight** 1 lb.

DESCRIPTION

This psychoactive skin grants the wearer some of the abilities of the savage and mutable enukas. When active, the wearer selects one mutation from the list available to enuka. This can be changed once per day as a full-round action.

CONSTRUCTION

Requirements Craft Wondrous Item, *enuka aspect*; **Cost** 12,500 gp

NEW ORGANIZATION: THE UNSEEN HAND OF THE SEVENTH ORDER

The Unseen Hand of the Seventh Order, more commonly called the Unseen, is a cabal of psionically gifted manifesters that teach the ways of concealing the powers of the mind from those that would seek to suppress them. Supposedly the name comes from the disciplines of psionic power that must be unlocked in order to



completely shield one's mind from external influences that would seek to destroy it. There are rumors of libraries full of philosophical and experimental treatises in the Unseen's many hidden lairs, but only high-ranking members of the organization could reveal the truth of such statements.

Founded around the same time that Section Omega's (see *Secret Societies of NeoExodus: Section Omega*) regulations went into place, the Unseen have been working against the regulatory organization for years. They seek out newly discovered psychic talents and show them how to pass undetected through the lands of those that despise them. The training regimen can sometimes take weeks, months, or even years, meaning a potential candidate must abandon their former life, often suddenly and without warning to loved ones.

These newly recruited agents are secreted away to one of the Unseen's bases of operation, most of which are simply old, unassuming warehouses or other non-descript buildings. Their only commonality is that some link to the city sewers, allowing the Unseen agents to pass discreetly through the city, outside the watch of officers of Section Omega.

The race to locate new talent often causes clashes between Unseen agents and Section Omega's psychic overseers. As such, Unseen agents have developed a number of talents and tricks for discovering psionic minds even before the gifted themselves are aware they have any power.

The details of the Unseen's organization are few and far between, but some rumors speak of a secret council of shadowy figures that not only rules the Unseen Hand, but also has puppets in place in the governments of Exodus. There are supposedly seven masters comprising the Seventh Order, each a powerful user of a different psionic discipline. The actual head of the order is said to be something other than a common race of Exodus, though the exact nature of this monster and its inhuman motivations have yet to be revealed. Some speculate that it is one of the Old Ones, but it seems far more likely that it is simply some powerful psionic monster, such as an aboleth or neothelid, not that such a creature is a much more welcome option.

UNSEEN AGENTS

Part recruiter and part spy, each agent of the Unseen Hand of the Seventh Order is responsible for locating new talent for the order and getting those chosen safely to an Unseen training facility. Each must have a versatile range of abilities, but all specialize in remaining undetected by members of Section Omega and being able to vanish even in plain sight.

Role: An Unseen agent is able to adapt to many situations, being a jack of all trades with a specialization in reconnaissance and espionage. They tend to be very persuasive speakers as well, often working to avoid combat unless they have a great advantage.

Alignment: Any.
Hit Die: d8.

UNSEEN AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifester Level
1	+0	+0	+1	+1	Moment of Forgetfulness, Redirect Display	+1 level of existing psionic class
2	+1	+1	+1	+1	<i>disappearing act</i> (self)	+1 level of existing psionic class
3	+2	+1	+2	+2	<i>memory bomb</i>	+1 level of existing psionic class
4	+3	+1	+2	+2	<i>disappearing act</i> (allies)	+1 level of existing psionic class
5	+3	+2	+3	+3	blank slate	+1 level of existing psionic class

REQUIREMENTS

To qualify to become an Unseen agent, a character must fulfill all of these criteria.

Manifester Level: 5th with the ability to manifest *detect psionics*.

Skills: Bluff 3 ranks, Knowledge (psionics) 3 ranks, Spellcraft 6 ranks

Feats: Suppress Display

CLASS SKILLS

The Unseen agent's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Fly (Dex), Knowledge (psionics) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

Manifesting: At every level, an Unseen agent gains more power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefits that a character of that manifesting class would have gained (such as bonus feats and metapsionic or item creation feats). This essentially means that she adds the level of Unseen agent to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifestor levels accordingly.

If a character had more than one manifesting class before she became an Unseen agent, she must decide to which class to add the new level of Unseen agent for the purpose of determining power points per day, powers known, and manifestor level.

Redirect Display: The Unseen agent gains Redirect Display as a bonus feat. If she already has Redirect Display, she may choose any other psionic feat.

Moment of Forgetfulness: The Unseen agent adds *moment of forgetfulness* as a bonus 2nd-level power to her powers known, without using up one of her regular power slots. This does not grant her

the ability to manifest the power unless she was already capable of manifesting 2nd-level powers. If she already knows *moment of forgetfulness*, she may instead choose any other power normally available to her.

Disappearing Act (Ps): An Unseen agent can make herself seem to disappear from the perspective of those around her. Once per day by expending her psionic focus, the Unseen agent can use the *cloud minds* power as a psi-like ability on every creature with line of sight to her. The save DC for this power is 10 + her Unseen agent level + her Charisma modifier, and the effect lasts for a number of rounds equal to her manifestor level.

At 4th level, the Unseen agent can create an area of effect with this power that works for all allies within 10 feet of her. If a target fails its save, it cannot perceive any of the creatures in the area of effect; if it succeeds, it perceives them all normally.

Memory Bomb (Ps): An Unseen agent can conjure an orb of ectoplasm and launch it at nearby foes. This is a splash weapon with a 5-foot radius. Any creature caught in the area must make a Will or briefly forget that the Unseen agent is around. For one round, affected creatures gain the confused condition, except that they ignore the Unseen agent (or any creatures they cannot see due to the disappearing act class feature) as a viable target for attacks. The save DC for this power is 10 + the Unseen agent level + her Charisma modifier.

Blank Slate (Su): An Unseen agent cannot be detected by any psionic or magical means, as if under a perpetual *barred mind* effect. If this effect is dispelled, the Unseen agent can expend her psionic focus to resume it as a swift action.

NEW MONSTERS

This section presents two more monsters unique to the world of Exodus: the horrifying amalgam swarm and the divine emissaries known as the Imprints of the Kaga.

AMALGAM SWARM

This swarm of creatures seems to be an obscene array of animals not normally known to coexist. Amongst its ranks are rats, bats, fish, and even stranger animals.

AMALGAM SWARM**CR 7****XP** 3,200

N Diminutive animal (psionic, swarm)

Init +9; **Senses** low-light vision; Perception +14**Defense****AC** 20, touch 20, flat-footed 14 (+5 Dex, +1 dodge, +4 size)**hp** 65 (10d8+20)**Fort** +8, **Ref** +12, **Will** +6**Defensive Abilities** swarm traits; **PR** 17**Weaknesses** vulnerable to area effects**OFFENSE****Speed** 20 ft., burrow 20 ft., climb 20 ft., fly 20 ft. (clumsy), swim 20 ft.**Melee** swarm (2d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** amalgamation, distraction (DC 16)**Psi-Like Abilities** (ML 10th)At will—*empathic connection* (animals only, 10 days, DC 17)3/day—*mind control* (animals only, DC 18)**STATISTICS****Str** 1, **Dex** 20, **Con** 13, **Int** 16, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** —; **CMD** —**Feats** Acrobatic, Dodge, Improved Initiative, Iron Will, Toughness**Skills** Acrobatics +22, Climb +16, Fly +20, Perception +14, Swim +16**ECOLOGY****Environment** any**Organization** solitary or potential (1–2 amalgam swarms plus 2–10 other swarms)**Treasure** none**SPECIAL ABILITIES**

Amalgamation (Ex): When an amalgam swarm is in contact with another swarm (such as a bat swarm), the other swarm must make a DC 16 Fortitude save, or it is joined into the amalgam swarm. The target swarm is removed, and the amalgam swarm gains 5 bonus hit points and a +1 bonus to swarm damage. For every two swarms added in this way, the swarm also gains a +1 bonus to ability save DCs and saving throws. If it consumes 5 swarms, the amalgam swarm also increases its space by 5 feet. If this would grow the swarm's area to more than 20 feet, the swarm instead splits into two, each swarm occupying 10 feet and returning to its base statistics. An amalgam swarm cannot consume another amalgam swarm.

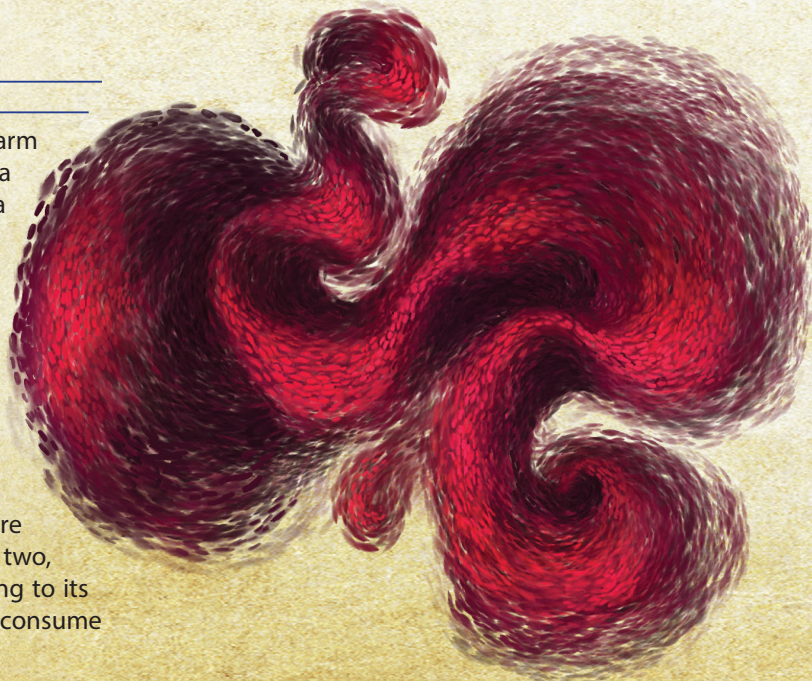
If the consumed swarm had access to an extraordinary special ability that the amalgam swarm lacks, the amalgam swarm gains this ability for 1d4 rounds. If the consumed swarm had access to a supernatural or psi-like ability, the amalgam swarm gains one use of that ability, which must be used on the following round or else is lost.

If an amalgam swarm slays a Tiny or smaller animal with its swarm attack, it gains a bonus as if it had consumed another swarm.

It is said that these monstrosities began with a single rat, some strange creature that developed a far keener mind than any simple rodent should possess. This rat slowly developed the ability to control the minds of other, lesser animals, convincing other rats to fight at its side in perfect harmony. It later engulfed a swarm of bats, convincing the flying rodents to carry their land-bound kin across chasms or other obstacles. It persuaded fish to transport the now-growing collective through the water.

This did not come without consequences, however. Whatever source granted this first rat its intellect gradually transformed the members of its swarm. The corrupting nature of the amalgam swarm slowly transforms the creatures within it, combining their attributes so the composite creatures begin to resemble each other. Because of this, members gain gills, or small wings, or vicious fangs and stingers as they evolve. As the swarm engulfs more creatures, it becomes a vast and monstrous living carpet. When such a swarm grows too large, it will split into two swarms and each will begin the whole process again, allowing the amalgam swarm to procreate after a fashion.

Amalgam swarms can vary immensely in size and weight, but each tends to contain about 500 creatures in a 10-foot cube.



IMPRINT OF THE KAGA

A projection of a divine figure is emitted from this crystalline humanoid.

IMPRINT

CR 12

XP 19,200

NG Large construct (psionic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +20

Defense

AC 28, touch 9, flat-footed 28 (+19 natural, -1 size)

hp 118 (16d10+30)

Fort +5, **Ref** +7, **Will** +11

DR 15/bludgeoning and magic; **Immune** construct traits; **Resist** electricity 10; **PR** 22

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee 2 slams +22 (2d6+7/19–20)

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

Powers Known (12th-level psion; 156 PP/day, concentration +17)

6th—*aura alteration*, *co-opt concentration*, *disintegration*

5th—*mind probe*, *pierce the veils*, *psychic crush*, *shatter mind blank*

4th—*alienation*, *correspond*, *fold space*, *sensory cascade*

3rd—*energy burst*, *false sensory output*, *forced shared pain*, *psionic blast*

2nd—*cloud mind*, *read thoughts*, *reconstruction*, *specified energy adaptation*

1st—*deceleration*, *empathic connection*, *force screen*, *know direction and location*, *telepathic projection*

Talents—*create sound*, *missive*, *telepathic lash*

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +16; **CMB** +24; **CMD** 34

Feats Cleave, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Vital Strike

Skills Diplomacy +25, Intimidate +25, Perception +20, Sense Motive +20, Spellcraft +19

Languages telepathy 60 ft.

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Image of the Kaga (Su): The projection of the Kaga that inhabits these constructs is a potent psion. The image can manifest one power per turn as if it were taking a standard action to do so. This ability happens in addition to any actions taken by the imprint itself. If the power manifested would require more than a standard action, then the imprint must

give up its actions as normal. Unlike a standard psion, an imprint uses its Charisma score instead of its Intelligence score to calculate bonus power points and saving throw DCs.

Repository of Knowledge (Su): An imprint of the Kaga can draw on the combined knowledge of the Kaga. This takes 10 minutes, but allows the imprint to make any Knowledge check with a +19 total bonus. The imprint of the Kaga can take 10 on this check, but it cannot take 20.

The Kaga is one of the strangest and most enigmatic creatures in all of Exodus. Some say it is a god, while others acknowledge it only as an artificial intelligence. Whatever one believes, the Kaga is a uniquely powerful entity that has need of influence in more places than it can be at one time.

The rare constructs known as imprints of the Kaga act as emissaries and disciplinarians for the hive mind that is the Kaga. Each of these constructs carries a fraction of the mind of the Kaga, and retains a link to the central core. Each one is a slightly different fraction of the Kaga's will, behaving as though it is a separate entity that shares a common experience.

The main body of an imprint is composed of shards of prismatic crystal arranged into a roughly humanoid shape, with an immense jewel dominating its chest. This gem is the focus of its psionic power, providing the means for the Kaga to control it and to interact with the rest of the world.

While the projection of the Kaga is a weightlessly ethereal projection, the crystalline body is about ten feet tall and weighs in excess of four thousand pounds.

CONSTRUCTION

Building an imprint of the Kaga requires the direct aid of the Kaga itself; without a shard of the Kaga's will, constructing an imprint yields an inert crystalline shell. Constructing the crystalline body requires 10,000 gp worth of crystal.

IMPRINT OF THE KAGA

CL 15th; **Price** 120,000 gp

Construction Requirements Craft Construct, creator is a 15th-level manifester, cooperation of the Kaga;

Cost 65,000 gp

PHRENIC SCOURGE

A dark and tattered robe partly covers a humanoid body that appears to be formed entirely of squirming, writhing tendrils in hues of off-white, corpse-gray, and sickly purples and blues. Lengths of these tendrils hang from its sleeves as hands, while others make up a visage that cannot, in any sense of the word, be called a face. It steps forward with a shambling, yet somehow graceful, gait.

PHRENIC SCOURGE**CR 8****XP 4,800**

LE Medium aberration

Init +3; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)**hp** 60 (8d8+24)**Fort** +4, **Ref** +5, **Will** +9**DR** 10/piercing; **SR** 19**OFFENSE****Speed** 30 ft., burrow 15 ft., climb 30 ft.**Melee** 2 tendril clusters +9 (1d8 plus implant)**Special Attacks** sap will (20-ft. radius)**Spell-Like Abilities** (CL 8th, DC is Intelligence-based)At will—*charm monster* (DC 18), *deep slumber* (DC 17), *detect thoughts* (DC 16), *suggestion* (DC 17), *teleport***STATISTICS****Str** 10, **Dex** 16, **Con** 14, **Int** 19, **Wis** 17, **Cha** 15**Base Atk** +6; **CMB** +6; **CMD** 20**Feats** Dodge, Mobility, Toughness, Weapon Finesse**Skills** Climb +19, Diplomacy +10, Escape Artist +14, Intimidate +13, Knowledge (arcana) +15, Perception +14, Sense Motive +11, Stealth +14**Languages** Alko, Undercommon; telepathy 100 ft.**ECOLOGY****Environment** any underground**Organization** solitary, pair, brood (3–5), or horde (3–5 plus servitor races)**Treasure** double standard**SPECIAL ABILITIES**

Compress (Ex): Although they normally stand as humanoids, phrenic scourges are not bound to that form. By shifting and relaxing their tendrils, they can flatten themselves into a mass of writhing limbs no thicker than a snake. As a full-round action, a phrenic scourge can pass through a space as narrow as two or three inches in one dimension, as long as it's at least a foot or more in the other dimension.

Implant (Ex): The tips of a phrenic scourge's tendrils constantly die and regrow, much like a human's fingernails. During any round in which the scourge hits the same victim with both tendril attacks, the tip of a tendril breaks off in the flesh and begins

to burrow, unless the victim succeeds on a DC 16 Fortitude save. If the victim fails, the larva burrows through the host, following its nervous system until it reaches the brain. This takes 1d4+1 rounds, causing 2d4 damage per round. When the larva reaches the brain, the subject dies instantly. At any point in this process, the larva can be destroyed with *remove disease* or *heal*. The save DC is Constitution-based.

Sap Will (Sp) This psionic attack manifests as a 20-foot-radius sphere, which the scourge can center on anywhere within 30 feet. Anyone caught in this sphere must succeed on a DC 18 Will save or lose the will to act for 3d4 rounds: they may defend themselves if attacked, but may not initiate any action. Phrenic scourge are immune to this ability. This ability is the equivalent of a 4th-level spell. The save DC is Intelligence-based.

The phrenic scourge is a walking nightmare, a writhing horror with an inhuman appearance and alien thought patterns utterly incomprehensible to humans. They view other sentient creatures as nothing more than slaves and breeding chambers, and they have assimilated entire communities in the distant wilds and deep beneath the earth. They maintain order with their psionic abilities, turning even the most rebellious subjects into loyal thralls.

The phrenic scourge is made up entirely of thin tendrils, ranging in length from six inches to four feet, clustered around a tiny core that serves as the creature's nerve center. They prefer to hold themselves upright, maintaining a vaguely humanoid shape through muscular control. Whether this is simply a cultural tradition or actually a physiological imperative is unclear. Most scourges prefer to garb themselves in dark clothing.



CHAPTER 9:



MYTHIC EXODUS

THE LAZARUS BRAND

Sametia, 72 AU

The air was thick with the smells of horses, smoke, and death. Crouched in the one standing corner of a stable, Samys shivered as she peered through a slit in the scorched boards at what remained of her town. The deepening gloom of dusk was held at bay by the fires that still burned. Figures moved about, carrying sacks of loot, leading horses or strings of bloodied, defeated folk destined for the collar. On the ground not a stride from her hiding place, the body of the headman lay on his belly, his head twisted unnaturally so his face looked over his right shoulder; his wide, staring eyes seemed to see Samys, to fix her with an accusing stare. She shivered again and looked away.

The raiders had descended upon their town at dawn, the rising sun at their backs as they swept down, catching the folk between the waters of the lake and the thundering hooves of their mounts. The slaughter was swift. The looting and burning lasted most of the day. Samys had crawled into the burning stable, hoping to die. The fire weakened the old structure, causing the collapse that created her shelter, before a passing rainstorm stemmed the flames. Now she sat in a pile of damp straw, the pain of her broken ankle a dull, constant throbbing.

She didn't know what to do. The raiders would take everything of value and move on, seeking the next settlement which would either join the horde or die. Where could she go? What could she do? Lie here until thirst and hunger took its toll? Better to have perished in the smoke and flames, or at the end of a spear. Everyone in the world that she knew was dead, captured, or had joined the horde. What would she do now? As if in answer to her unspoken thoughts, a voice spoke from the shadows of the wrecked building.

"Live, grow strong, and prepare for the End."

Samys gasped and jerked upright, gasping again as a jolt of pain from her ankle ran up her leg. A figure stepped from the shadows, stooped beneath the fallen beams holding up the rest of the stable's wreckage. He was dressed in ragged robes, his hair and beard long, gray, and dirty. Yet his shoulders were broad, like a wrestler's, and he moved steadily and with purpose as he stepped into the slanting light coming through the gaps in the roof. His sandal-shod feet set a wide stance on the straw before the skinny girl, who had retreated and pressed against one of the remaining walls. His hands clenched and unclenched, and his eyes—Sanguine Lord protect her!—his eyes seemed to blaze with an inner fire hotter than the flames consuming the town. One broad hand reached for her as she pressed away from him.

"Grow strong. Fight. Accept the gift of the Lazarus Brand. Learn to tap the depths of its strength and yours, and be ready when the End comes!"

As he said this, he grabbed her, pushing back her mop of black hair as his palm pressed against her forehead and his fingers clamped like a vise. Samys felt she would scream, but her wide, panicked eyes met the blazing pair above her and the scream died. Then all sight and sense was lost as the power came, like a torch touched to her head, its heat flooding through her body, blocking all other sensation, filling her until she thought she would burst.

Then it was over. She lay in a sheen of sweat upon the hay. Samys blinked and sat up, looked around, but the old man was gone, as impossible as his arrival. Her ankle no longer hurt. Tentative, probing fingers brought no pain and showed no swelling. A strange elation filled her. She peered out through the boards again. It was much later. The sun was down, the nearly full moon already rising over the lake. The headman's eyes no longer accused; he was simply dead.

Samys crawled out from her refuge, making her way down to the lakeside where fishing boats bobbed adrift on the water. She knelt so she might splash water on her face and saw her reflection in the moonlight. Emblazoned upon her forehead was a brand, a sharp tangle of lines and curves. Then she heard the scrape of a shod hoof on stone and saw the rider reflected in the water, mounted behind her.

Samys rose and spun even as the spear aimed for her back descended. She gripped the weapon behind the killing point and pulled. The startled rider gave a cry as he was jerked from his saddle even as the spear was torn from his grasp. His last sensations were the sight of his own spear rushing down at him, the sight of the blazing brand on the woman's forehead, and her triumphant shout echoing across the moonlit lake.

Exodus is a realm of history, mystery, and power. The hub of the mystic gateways that once spanned the globe

and nearly every world, plane, and reality beyond it, Exodus is not wanting for great heroes willing to rise

MYTHIC ASCENSION ON EXODUS

For reasons unknown to the few scholars educated in such matters, Exodus is a realm in which mythic power is not distributed evenly between monsters and more-civilized races; for whatever reason, monstrous creatures are far more likely to develop mythic powers. Some anarchic scholars claim that Exodus's advanced societies and amazing technological advances are shackles on the soul's true potential. Others claim that mythic ascension is a form of deific blessing and that the wicked deities worshipped by monsters are simply easier to please and more willing to bestow this power upon their followers.

Mathematically inclined scholars have theorized that monsters and mortals are blessed with mythic ascension in perfect balance, but there appear to be fewer ascended mortals because mortals far outnumber monsters and are far more fragile. Scholars of the arcane claim that the chaotic magic of the Old Ones, that which powers the great Nexus Gateways, resonates across Exodus and plays a key, if unpredictable, role in mythic ascension.

The best-supported theory is that the gods themselves bestow mythic power onto the denizens of Exodus. This theory is largely supported by the prevalence of the Lawgiver, his Lazarus Brand, and the nine known mortals whom he has branded. If this theory is true, then the gods go to great extremes to make sure that the unworthy do not undergo mythic ascension, supported by reports of mythic characters from other worlds who arrive on Exodus only to quickly lose their mythic abilities the longer they dwell there.

above mundane existence, reaching for greatness and dreaming of immortality in song and story. Although such dreams are never made reality for most, the gods watch Exodus closely and gift unimaginable power to those who play into their machinations. One in a million souls on Exodus may receive this gift, but those who do gain these blessings are assured positions of greatness among Exodus's myths and legends until the End of Times.

GAINING MYTHIC POWER

Mythic power is mysterious and difficult to acquire on Exodus. Events that would lead to mythic ascension on other worlds have no such effect on Exodus, and its most common (perhaps only) source of mythic power is the blessings of the divine. While it is speculated that the gods themselves play a hand in deciding who is worthy of ascending beyond mortality and into the realm of myth and legend, one shouldn't assume that only the faithful are worthy of mythic ascension; atheists are no less likely than bishops to receive these fantastic powers, and no deity is more transparent in its lack of concern for the faithfulness of mythic heroics than the Lawgiver, whose role in mythic ascension on Exodus is detailed later.

When a deity decides that a creature is worthy of mythic abilities, it marks the creature with a sign of its favor called a brand. Each brand, unique to a deity, manifests as a magical tattoo upon the creature's forehead, back, chest, or one of its limbs. Each deity's brand grants different powers and abilities, but they all grant mythic potential, greatly enhancing the branded creature's powers and abilities.

Although virtually any deity can grant a mythic brand, the deity most commonly associated with mythic ascension is the Lawgiver. Other deities, especially the

evil ones, are much more likely to brand monsters with mythic potential. As such, this section focuses on the Lawgiver.

THE LAWGIVER

Little is known about the mysterious figure known as the Lawgiver. His first appearance was in Sametia in 70 AU. He traveled among the folk there, in the wake of the destruction wrought by the Janus Horde. He had divine power and healed the sick and injured as he preached the coming of the end of days. Neither the lords of the horde nor the Janissary agents of the Imperial Alliance were able to contain or question the Lawgiver. He vanished as suddenly as he appeared, disappearing only to be soon seen again in a different city, or sometimes another country altogether, spreading his prophecies and power. Of all his gifts, the rarest and most powerful was the Lazarus Brand. This mark, when magically inscribed onto others' skin, filled them with power of their own—power that would let them survive the end of days, if the Lawgiver was to be believed.

The Lawgiver appears as a beggar, his beard and hair unkempt, his clothes ragged and worn. Yet beneath his unwashed veneer his body is fit and broad-shouldered, bearing undeniable strength. His voice is strong and carries over distance and noise with ease. There are no records of the Lawgiver engaging in violence, and any confrontations have ended with him retreating—often those sought to hear his words will stand against any who try to apprehend him—and once he moves out of sight of his pursuers, he simply vanishes.

The powers of the Lawgiver, and from whence they come, are largely unknown. He has the power to heal diseases, to mend wounds and physical disabilities, but stories vary as to whether this requires his touch or merely his presence. The only time sources agree on

WHAT DOES THE LAWGIVER WANT?

The Lawgiver is a mystery. Even the Imperial Alliance's spy network and the vast mind of the Kaga have no clear idea of who he is or what his true goals are. Here are some possibilities.

The Lawgiver is some type of powerful outsider, perhaps even a demigod or deity. In order to spread his power in Exodus, he has begun gathering followers by spreading word of an apocalypse, imbuing his chosen with power as a sign of favor. The world isn't ending, but his followers don't need to know this; they simply need to attract more to the Lawgiver's worship.

The Lawgiver is the powerful but mortal agent of a great power. He perpetuates a self-fulfilling prophecy of the end times by vesting the power of his patron into promising candidates and sending them out into the world with his apocalyptic teachings. With the proper power and momentum, the Lawgiver intends for these agents to drive Exodus into the very cataclysm he has foretold, and that on the other side of the end, it will be those invested with his patron's power who survive to forge a new order upon the face of the land.

The Lawgiver is the creation and tool of the First Ones. A product of the mad technological and magical genius of the Khaynites, the Lawgiver is completely ignorant of who his true masters are. He truly believes he is on Exodus to warn the world of the end times and to prepare the worthy for its coming. Meanwhile, he sows chaos and dissension, widening the cracks in the already shaky foundation of the Imperial Alliance. Eventually, the Branded will bring about anarchy, and at this time the First Ones will strike against their foes and attempt to take back the world they once ruled. If this is true, it will indeed be a cataclysm for humanity and their allies.

whether the Lawgiver laid hands on someone is when he chooses to bestow the Lazarus Brand.

People remain equally uncertain about the Lawgiver's prophecies, or rather his reason for spreading them. His word augurs the end. The world as we know it, its civilizations and the order by which it operates, will end. There will be violence, death, and turmoil. Only those who bear the Lazarus Brand, and perhaps those who follow the Branded, will survive the impending doom of apocalypse.

What is unclear is why the end will come, why the Lawgiver chooses the Branded, and why he prepares them. Some speculate that it is a self-fulfilling prophecy; they believe the Branded themselves will bring about the end in their pursuit of power. Not even the Kaga understands the being known as the Lawgiver or his machinations, and the Imperial Alliance's continued investigation into the movements and actions of the Lawgiver and his branded followers has garnered no insight.

In the meantime, more and more folk turn to worship of the Lawgiver, praying and offering sacrifice in the hope of gaining his notice, of being considered one of the worthy and receiving the mark of his acceptance, the saving grace of the Lazarus Brand.

THE LAZARUS BRAND

The brand itself is a stylized pattern of triangular lines, appearing much like an tribal symbol. The brand stands out, being darker or lighter than the flesh it adorns. When the bearer of a Lazarus Brand taps into its powers, the brand glows.

Characters that undergo mythic ascension because of the Lawgiver's favor can select from any available mythic path, but they must select the following universal path ability at 1st tier.

Lazarus Brand (Su): Your mythic ascension was the doing of a powerful deity known as the Lawgiver. He wove mighty magic upon you, ultimately tattooing you with his sign, the Lazarus Brand. You gain a bonus on saving throws equal to your tier against all non-mythic diseases; if you also possess the pure body universal path ability, you instead apply this bonus on saving throws against all mythic diseases. In addition, instead you no longer age; you keep any bonuses and penalties you have accumulated from aging, but your age category does not advance and you cannot die of old age. Diseases from mythic sources count as mythic for the purposes of this ability. Finally, you gain the absorb blow guardian's call ability.

The nature of your mythic ascension grants you the dependency mythic flaw (Running a Mythic Game, *Pathfinder Reference Document*). Rather than depending upon a particular food or drink, your mythic powers depend upon the Lazarus Brand. If your Lazarus Brand is suppressed for 1 day (such as by an *antimagic field*), you begin to lose your mythic powers. After the first day, you can no longer regain uses of mythic power. After the second day, you lose all the powers and abilities granted by your mythic path. After the third day, you lose all of your mythic abilities, except for increases to ability scores, bonus hit points, and bonus mythic feats. These powers and abilities are restored if you manage to escape suppression for the same number of hours that your Lazarus Brand was suppressed for.



LAZARUS BRAND (NORMAL)

Furthermore, your Lazarus Brand can be completely destroyed if, after three days of suppression, the brand is targeted by *mythic erase* and you fail a Will saving throw (DC 10 + the spell's level + the caster's ability score modifier, plus any other bonuses that the caster would gain when casting an *erase* spell).

MYTHIC FEATS OF EXODUS

Mythic characters and monsters gain mythic feats as they gain tiers or ranks. These feats can only be selected as part of mythic advancement (Mythic Heroes, *Pathfinder Reference Document*), not as part of normal advancement or in place of any other bonus feat. The mythic feats listed below follow all of the standard rules for mythic feats (Mythic Feats, *Pathfinder Reference Document*).

ANATOMICAL TARGETING (MYTHIC)

You can flawlessly strike your opponents in their most vital regions.

Prerequisite: Anatomical Targeting.

Benefit: You can strike precisely with a thrown weapon, adding your ranks in Heal to the damage dealt by your first successful attack with a thrown weapon on each turn. To use this ability, you cannot attack with a weapon in your other hand, and your target must be within 30 feet. Creatures immune to sneak attacks are immune to the additional damage granted by this ability, and any item or ability that protects a creature from sneak attacks also protects it from the additional damage from this ability. This additional damage is precision damage and isn't multiplied on a critical hit.

As a swift action, you can spend 1 use of mythic power to add your ranks in Heal to the damage dealt



LAZARUS BRAND (ACTIVE)

by all your successful attacks with a thrown weapon until the start of your next turn.

ARCANE CRYSTAL (MYTHIC)

Your spells are enhanced by the energy that you draw from the world around you.

Prerequisite: Arcane Crystal.

Benefit: Add your Constitution modifier to your spellcasting ability score to determine the saving throw DC of any spell that you cast. For example, a cynean sorcerer with a Charisma of 16 and a Constitution of 14 would add +4 to the saving throw DCs of his spells as if he had a Charisma of 18.

ARCANE CRYSTAL ENERGY (MYTHIC)

You may channel your life force to power your mythic abilities.

Prerequisite: Arcane Crystal Energy.

Benefit: As a full-round action, you can regain a number of uses of mythic power up to your Constitution modifier (minimum 1), taking Constitution damage equal to twice the number of regained uses. This Constitution damage can only be restored after 8 hours of rest; *restoration* and similar spells cannot remove this damage, and abilities that allow you to rest quickly (such as the recuperation base mythic ability) cannot reduce the time needed to heal this damage.

ARCANE CRYSTAL RESILIENCE (MYTHIC)

Your mythic power enhances your body's ability to ward off force effects.

Prerequisite: Arcane Crystal Resilience.

Benefit: You gain a bonus on saving throws against non-mythic force effects equal to your mythic tier. As an immediate action, you can spend uses of mythic

power to reflect a force effect targeting you back at its caster, as spell turning. Using this ability costs a number of uses of mythic power equal to the spell's level, and you must successfully identify a force spell using Spellcraft before you can reflect it back at its caster.

ARCANE CRYSTAL SHIELD (MYTHIC)

You can bolster your shield-creating abilities with your mythic power.

Prerequisite: Arcane Crystal Shield.

Benefit: You can use Arcane Crystal Shield for a number of rounds equal to 1 + your mythic tier.

ARCANE CRYSTAL STRIKE (MYTHIC)

You can bolster your arcane fists with your mythic might.

Prerequisite: Arcane Crystal Strike.

Benefit: You add your tier to the maximum number of spell slots that you can sacrifice with Arcane Crystal Strike. In addition, you increase the additional damage that your Arcane Crystal Strike deals to 1d6 points per spell level spent.

ARCANE WYRD (MYTHIC)

Your arcane future is clay in your hands.

Prerequisite: Arcane Wyrd.

Benefit: You can use Arcane Wyrd to change one of your prepared (but uncast) spells in 1 minute instead of 15 minutes. Alternatively, you can spend 1 use of mythic power to use Arcane Wyrd as a swift action.

BLACK LIGHTNING BEAM (MYTHIC)

Your shadow connection is of mythic proportions.

Prerequisite: Black Lightning Beam.

Benefit: Your shadowspark racial ability deals 1d8 damage per two character levels and +1 damage per mythic tier you possess. In addition, you add your mythic tier to the number of times per day that you can use your shadowspark.

CANNIBALIZE (MYTHIC)

You can steal an enemy's abilities by eating its brain.

Prerequisite: Caliban.

Benefit: When you use Cannibalize to eat the brain of an intelligent creature with class levels, you gain a simple class template (Modifying Monsters, *Pathfinder Reference Document*) that corresponds to a class in which the creature had levels. When determining the benefits that you gain from this template, you are treated as possessing a number of Hit Dice equal to the number of levels that the creature had in the corresponding class. This bonus lasts for a number of minutes equal to half your character level.

CAVIAN BITE MASTERY (MYTHIC)

Your skill at fighting with tooth and blade is legendary.

Prerequisite: Cavian Bite Mastery.

Benefit: You take no penalties on attack rolls made when attacking with your bite as a secondary natural weapon.

In addition, when you use the attack action, you can make a bite attack at your highest attack bonus as a swift action. This bite attack is part of the attack action, and it gains the benefits of any feats or abilities you possess that require an attack action, such as Vital Strike.

DRACONIC INHERITANCE (MYTHIC)

Your draconic blood has fully manifested.

Prerequisite: You are immune to sleep and paralyze effects. In addition, you can spend 1 use of mythic power as a swift action in order to fully manifest your draconic heritage, granting you the benefits of the half-dragon template (*Pathfinder Reference Document*). Do not recalculate your Hit Dice, base attack bonus, or saving throws, and do not adjust your ability scores or skill ranks per racial Hit Die as described by the template. This ability lasts for 1 minute, and you can spend uses of mythic power as a free action to increase this duration by 1 minute per use spent.

ENERGY ABSORPTION (MYTHIC)

You can use your energy absorption additional times per day.

Prerequisite: Energy Absorption.

Benefit: Add your mythic tier to the number of times per day that you can use Energy Absorption. Whenever the energy resistance or immunity granted by Energy Absorption prevents any amount of damage, you can spend 1 use of mythic power as an immediate action to gain temporary hit points equal to half the damage prevented by your energy resistance or immunity (minimum 1). These temporary hit points stack, up to a maximum of five times your tier.

FACETED BODY (MYTHIC)

You are skilled at preventing your enemies from grabbing onto your body or pinning you down.

Prerequisite: Faceted Body.

Benefit: The bonuses to CMD and Reflex saves from Faceted Body increase by 1. As an immediate action, you can spend 1 use of mythic power to grant yourself an additional +10 bonus to your CMD against grapple and on Reflex saving throws.

FILTHY BEAST (MYTHIC)

Your diet and poor hygiene cause you to reek with a disgusting odor.

Prerequisite: Filthy Beast.

Benefit: You gain the stench universal monster ability. If you possess stench from another feat or a class ability, then you affect non-mythic creatures with immunity to poison as if they weren't immune.

FORSAKEN (MYTHIC)

You are a master at closing your mind to psionics.

Prerequisite: Forsaken.

Benefit: The bonuses to AC, CMD, and saving throws against psionic effects from Forsaken increase by 1. As an immediate action, you can spend one use of mythic power to grant yourself an additional +10 bonus to AC and CMD against psionic effects. Also, before you roll a saving throw against a psionic power or psi-like ability from a non-mythic source, you can spend 1 use of mythic power to roll twice and take the higher result.

GEM SOUL (MYTHIC)

Your body transforms into living crystal.

Prerequisite: Gem Soul.

Benefit: Increase your caster level by one for the purpose of determining range and duration of spells associated with your gem, and increase any saving throw DCs of such spells by 1. These bonuses stack with those from Improved Gem Soul; see Improved Gem Soul (page 150) for a list of gems and their associated school of magic.

GUARDED BY NATURE (MYTHIC)

You are alerted to danger by the subtle whispers of the natural world.

Prerequisite: Guarded by Nature.

Benefit: When out in the wilderness, you cannot be flanked unless your attacker has at least four more character levels than you.

HAIL OF THORNS (MYTHIC)

Your thorns strike with pinpoint accuracy.

Prerequisite: Hail of Thorns.

Benefit: You can use Hail of Thorns once more per day, plus a number of additional times per day equal to half your tier. In addition, add your tier and your Constitution modifier to the Reflex saving throw DC of your Hail of Thorns ability.

HIVE NODE (MYTHIC)

Your hive rallies around your every thought.

Prerequisite: Hive Node.

Benefit: The racial bonus to Knowledge checks that you gain from Hive Node increases by 1. In addition,

you ignore all racial penalties on skill checks from the hive mind racial trait.

INTO THE HOLE (MYTHIC)

You can use practically anything as cover.

Prerequisite: Into the Hole.

Benefit: When you have cover and an opponent hits you with an attack, you can spend 1 use of mythic power as an immediate action to force that opponent to reroll its attack roll and use the new result. This rerolled attack cannot threaten a critical hit.

MULTI-TENTACLE FIGHTING (MYTHIC)

Your skills at fighting with your tentacles are as legendary as they are horrific.

Prerequisite: Multi-Tentacle Fighting.

Benefit: Your tentacle attacks deal an additional 1d6 damage. When you use the attack action or full-attack action to attack a foe with one or more of your tentacles, you can spend 1 use of mythic power as a free action to increase your reach with your tentacle attacks by 5 feet until the end of the turn.

MUTATION FOCUS (MYTHIC)

You are peerless in your ability to use mutations.

Prerequisite: Mutation Focus.

Benefit: The saving throw DCs of your mutations increase by 2. This bonus stacks with the bonus granted by Mutation Focus. In addition, whenever a non-mythic opponent would make a Will saving throw against one of your mutations, you can spend 1 use of mythic power to make that opponent roll its saving throw twice and use the worse result.

PAIN FOCUSES THE MIND (MYTHIC)

You are able to focus yourself with less damage to your body.

Prerequisite: Pain Focuses the Mind.

Benefit: When you use Pain Focuses the Mind to attempt another saving throw against a mind-affecting or fear effect, add your tier as a bonus on your new Will saving throw. In addition, when you use Pain Focuses the Mind, you can spend 1 use of mythic power to treat all damage dealt to you by this feat as nonlethal damage. You cannot convert this damage to nonlethal damage if you are incapable of taking nonlethal damage.

PHALANX LEADER (MYTHIC)

Your ability to inspire your troop's morale is legendary.

Prerequisite: Phalanx Leader.

Benefit: The bonus that your allies gain from your Phalanx Leader feat increases by 1. In addition, you can spend 1 use of mythic power to use Phalanx



Leader as a free action, even if it isn't your turn. You cannot use Team Leader as part of this action unless you also have the mythic version of Team Leader; in this case, you can spend 1 use of mythic power to use both Phalanx Leader and Team Leader as a free action, even if it isn't your turn.

REBUKE NATURE (MYTHIC)

You effortlessly defend yourself and your allies from the dangers of the natural world.

Benefit: Whenever a non-mythic plant creature succeeds on its Will saving throw against your Rebuke Nature feat, you gain a bonus to your AC equal to your tier against attacks by that creature. In addition, when you use the aid another action to grant a bonus to an ally's AC, that ally gains the benefits of Rebuke Nature against attacks made by any non-mythic creature that failed its Will saving throw against your Rebuke Nature feat until the start of your next turn.

SPELLBUD (MYTHIC)

Your spellbuds can endure the ravages of time.

Prerequisite: Spellbud.

Benefit: You can place any spell with a level up to your tier (minimum 3rd) into a spellbud. Spellbuds holding a spell with a casting time longer than one full-round action activate in the same amount of time needed to cast the spell; for example, a *spellbud of scrying* requires 1 hour to activate. In addition, when removed from you, the spellbud can be used for a 1d4+1 rounds plus a number of rounds equal

to your tier, at which point the spellbud withers and the spell becomes wasted. Finally, when you attempt to activate a spellbud, you can spend 1 use of mythic power to activate it using the stored spell's casting time instead of the spellbud's activation time.

TEAM LEADER (MYTHIC)

Your ability to inspire your team during an engagement is legendary.

Prerequisite: Team Leader.

Benefit: You increase the bonus that your allies gain from Team Leader by 1. In addition, you can spend 1 use of mythic power to use Team Leader as a free action, even if it isn't your turn. You cannot use Phalanx Leader as part of this action unless you also have the mythic version of Phalanx Leader; in this case, you can spend 1 use of mythic power to use both Team Leader and Phalanx Leader as a free action, even if it isn't your turn.

MYTHIC SPELLS OF EXODUS

Mythic spellcasters who select the mythic spellcasting universal path ability or the Mythic Spell Lore feat are able to use their legendary powers to augment their spellcasting. All of the spells listed here are augmented mythic spells corresponding to the spells in chapter 5 (page 157). The rules guiding the use of these of augmented spells are described in the Mythic Spells section of Mythic Adventures in the *Pathfinder Reference Document*.

ACCELERATE MAGIC

Before reducing the targeted spell's duration by half, reduce its duration as if it had been cast with a caster level that was a number of levels lower equal to your mythic tier (minimum 0). Furthermore, add your tier to the DC that the spell's caster must roll against to prevent the targeted spell from losing levels.

Augmented (4th): By spending 2 uses of mythic power, you can target all active spells in a 20-foot-radius burst.

BABBLE SPHERE

Any non-mythic creature that fails its save against the spell begin to babble mentally as well as physically. Whenever the affected creature's turn begins, it must succeed on a Will saving throw or become dazed until the start of its next turn. Creatures that don't have a language are immune to this effect.

Augmented (2nd): By spending 1 use of mythic power, you can also daze mythic creatures that have a language as if this spell didn't have the language-dependent descriptor, but such creatures gain a +4 bonus on their Will saves to avoid becoming dazed.

Augmented (4th): While using the 2nd-tier augmentation, you can spend another use of mythic power to affect non-mythic creatures that don't have a language, but such creatures gain a +4 bonus on their Will saves to avoid becoming dazed.

BATTLE TENTACLES

The tentacles created by the spell count as Large creatures with a Strength of 30, increasing the damage they deal to 3d6+15.

Augmented (2nd): By spending 1 use of mythic power, the tentacles created by the spell count as magical for the purpose of overcoming damage reduction.

Augmented (4th): By spending 2 uses of mythic power, the tentacles created by the spell count as Huge creatures with a Strength of 41, increasing the damage they deal to 4d6+22. Alternatively, if you're 8th tier and spend three uses of mythic power, the tentacles count as Gargantuan creatures with a Strength of 52, increasing the damage they deal to 6d6+31.

BIND SHAPE CHANGER

As a move action, you can touch a creature to force its shape into any other form allowed by its shapeshifting ability (such as a kitsune's change shape ability or a druid's wild shape ability) unless it succeeds on a Will saving throw. To accomplish this, you must hit the target with a melee touch attack. If the shape-shifting ability has a limited number of uses per day, changing the target's shape counts against those uses, and the creature remains unable to change shape of its own volition.

Augmented (4th): If you spend 2 uses of mythic power, the spell's duration becomes permanent. If you choose to make the spell permanent, you can forcibly change the target's shape using the mythic version of this spell once per day.

BITTER ASHES

Against a non-mythic target, the spell's duration increases to 1 round per level. The spell deals no further damage for its duration, but if the target dies during this time, it must succeed on a Will save or have its soul rendered and its body reanimated as a wight, as if it had been slain by the spell's effect.

Augmented (8th): If you spend 2 uses of mythic power, the wight animated by this spell may gain either the agile or savage mythic template. This template lasts for a number of days equal to your tier. Alternatively, if you're 8th tier and expend 10 uses of mythic power, the wight permanently gains this template.

BLACK TENTACLES, LESSER

This functions as the mythic version of the *black tentacles* spell. Each *black tentacles* spell must be learned individually, and you must know the respective non-mythic *black tentacles* spell to learn its mythic version. You don't have to learn them in order, and you don't need know a lower-level *black tentacles* spell before you learn a higher-level one.

BRAIN BURROW

You gain a bonus on your Fortitude save to remain within the targeted dead creature equal to your tier. Also, the body ignores the -2 Strength and Dexterity penalties imposed by the spell.

BRAIN DRAIN

When dealing Intelligence damage to a non-mythic creature, you can roll the damage twice and choose the higher result.

Augmented (2nd): By spending one use of mythic power, you increase the spell's duration to 1 hour/level. Alternatively, if you're 8th tier and you spend five uses of mythic power, the spell's duration becomes permanent for you and the touched creature.

Augmented (6th): By spending four uses of mythic power, you increase the Intelligence damage dealt by the spell to 2d4 points and increase the enhancement bonus that you can gain from the spell up to +6.

Augmented (8th): By spending four uses of mythic power, you deal Intelligence drain rather than Intelligence damage. Also, if the target fails its Will saving throw against the spell, you gain all of the target's memories, which you can access at will with perfect clarity.

BRAIN STROKE

When dealing Intelligence damage to a non-mythic creature, you can roll the damage twice and choose the higher result.

Augmented (4th): By spending 4 uses of mythic power, you can permanently addle the targeted creature, causing it to become confused. This condition lasts until the target's Intelligence drain is fully healed.

BURNING WINDS

This functions as the mythic version of *gust of wind*. Both spells must be learned individually, and you must know the respective non-mythic spell to learn its mythic version.

CALIBAN'S FEAST

By devouring the target's brain, you are treated as having one of the target's feats for which you meet the prerequisites, chosen when you cast this spell, and making the same choices associated with that feat that the target made. The first time each day that you cast this spell, you must select a feat and make all the choices that come with it. This choice is set for the day, and additional castings must make the exact same decisions. If a later target does not have the feat that you chose with your first casting, or if this target did not make the same choices as the first, you are not treated as possessing any of that later target's feats.

Augmented (4th): By spending 5 uses of mythic power, you permanently retain all of the target's memories.

CLUSTER BOMB

When you hit a creature with a vial of alchemist fire that has been targeted by this spell, you are treated as having thrown five alchemist fires instead of one, increasing the damage dealt on a direct hit to 5d6 fire damage plus 1 fire damage per caster level (maximum +20). Furthermore, you must use four vials of alchemist fire, resolving them as though you had missed the target, instead of two vials.

Augmented (4th): By spending 1 use of mythic power, you can cause any creature struck by a direct hit from a vial of alchemist fire enhanced by this spell to catch on fire for 5 rounds. Alternatively, if you're 6th tier and spend 3 uses of mythic power, you can cause all creatures damaged by this alchemist fire (including splash damage) to catch on fire. Creatures dealt splash damage do not catch on fire if they succeed on their Reflex saving throw to reduce the damage by half.

CONE OF CLAWS

When you cast this spell, you can fill the area created by the spell with a dervish of attacks, all identical to one chosen natural attack you possess. Creatures

within this area take weapon damage per caster level equal to your chosen natural weapon's damage (minimum 1d6) + 1/2 your Strength modifier. You do not need the spell's material component when using it in this manner.

Augmented (2nd): By spending 1 use of mythic power, the damage dealt by the spell is considered magical for the purpose of overcoming damage reduction. If you're 8th tier and spend 2 uses of mythic power, the damage dealt counts as magical and your choice of cold iron or silver for the purpose of overcoming damage reduction. If you're 6th tier and spend 3 uses of mythic power, the damage dealt counts as your choice of magical, cold iron, or silver, it counts as one alignment type that matches one of your alignments (chaotic, evil, good, or lawful), and the spell gains a descriptor matching the alignment that you choose (if any).

DISPERSING WIND

This functions as the mythic version of the *wind wall* spell. Both spells must be learned individually, and you must know the respective non-mythic spell to learn its mythic version.

FALSE GUIDANCE

When this spell's target attempts to cast any divination spell or effect that has a chance of failure, it must roll twice. If either result would cause the divination spell or effect to fail, it fails.

FEAST OF MAGGOTS

Each round that this spell deals damage to a target, the target gains a maggot point. When the target dies or succeeds on a Fortitude save, or when the spell ends, the spell summons swarms of maggots equal in number to the maggot points accumulated by the target. For the maggot swarm, use the statistics for a spider swarm, but reduce its movement speed to 10 feet, remove its climb speed, and replace its poison with the regurgitate ability, as a giant maggot (*Pathfinder Reference Document*).

FLAMING BOLT

Ammunition targeted by the spell also gains the *flaming* special weapon ability, causing the ammunition to deal 1d6+1 fire damage for the spell's duration.

Augmented (4th): By spending 2 uses of mythic power, you can cause any ammunition that you target with the spell to gain the *flaming burst* special weapon ability instead of the *flaming* special weapon ability.

MALFUNCTION

This functions as the mythic version of the *confusion* spell, except it may target a construct.

THE BRANDED

Over the decades since the Lawgiver first appeared, there are nine known surviving individuals upon whom he bestowed the Lazarus Brand. All have shown great prowess on the field of battle, overcoming enemies, preaching the words of the Lawgiver, and preparing for the coming apocalypse that those words foretell. Rumors exist of other Branded; these would have to be recently branded by the Lawgiver, or keeping their brands and powers secret, or perhaps ones thought to be dead that are instead in hiding. The following is a list of the nine known Branded and general information about each.

SAMYS, THE IRON MAIDEN (LN HUMAN MONK MARTIAL ARTIST 16)

One of the first in Sametia to receive the Lazarus Brand, Samys was still a girl when the power was bestowed upon her, shortly after the Janus Horde overran her home. She has traveled the world, learning fighting techniques from a dozen masters, and has killed half of her former mentors in single combat. While she preaches the Lawgiver's word to those who will listen, she refuses to travel with followers, making her way alone in the world until called to service in the end times.

AROK SCARSCALP (N KALISAN ORACLE 15)

Branded in 73 A.R., this former member of the Janus Horde now rides against them with his own band, a mix of kalisan and human warriors. He is known for eating the brains of his enemies, which is said to give him insights into the horde's tactics, allowing him to continually outwit the horde units that attempt to capture or kill him. Queen Thais is said to have offered 10,000 pieces of gold and a generalship to anyone that brings her Arok's head.

BOGDAN SKALA (LE HUMAN FIGHTER 14)

This large, bald man was branded by the Lawgiver in 75 A.R. He was a smith and mercenary along the Sametia–Arman border before becoming one of the Branded. Now he leads a mercenary band of his own, the Marked Men. All his recruits have a copy of the Lazarus Brand tattooed on them when they join. It is said that Bogdan's men are only allowed to retire when they die, either of old age or upon the battlefield.

LUCIA VARNO (LN HUMAN CLERIC 9 / ROGUE 3)

The sole survivor of a group of brigands that attempted to assault the Lawgiver, Lucia was branded in 80 A.R., along the coastal road north of Olesia in the Arman Protectorate. After being spared and gifted, she swore allegiance to the Lawgiver and headed north into Sametia to spread his word. She has built a temple-fortress near the ruins of Trovaska, where she resides with a small group of fanatical worshipers. The Janus Horde occasionally attacks the fortress, but they are always repelled by its inhabitants. During these battles, Lucia is always on the battlements, preaching to her enemies even as she fights them.

OTH OGIN (N PRYMIIDIAN BARD ARCANE DUELIST 13)

The latest and only surviving prymidian to receive the Lazarus Brand, Oth Ogin encountered the Lawgiver in the Caneus Empire in 83 A.R. Coincidentally, Oth was searching for the Lawgiver, attempting to track down the strange man and verify the tales concerning him. Now Oth wanders Exodus, deepening his knowledge and his fighting skills. He makes a living seeking out and delving into old ruins, testing his martial prowess against the encroaching monsters and ancient guardians within, and testing his mind against the forgotten lore of such places. Oth believes his mind to be his most powerful weapon, and defeats opponents with words as often as blades.

RAIN OF FIRE

The fire damage and piercing damage dealt by the spell both increase to 1d8. Creatures damaged by the spell become sickened for 1 round by the sulfurous stench of the conjured burning rocks.

Augmented (7th): If you spend 3 uses of mythic power, the spell's radius increases to 1,000 feet. Also, anything within the spell's radius catches fire, whether it is flammable or not, and the damage caused by the spell ignores hardness. This spell ignores damage

reduction and fire resistance, and creatures with fire immunity take half the fire damage caused by the spell instead of none.

SACRIFICE

When you sacrifice a creature, you gain a number of bonus caster levels equal to its Hit Dice, up to a maximum of 50 or twice your caster level, whichever is less. In addition to their standard uses, you can use these bonus caster levels to produce the following mythic effects. You can apply multiple effects to a

THE BRANDED (CONT'D)

WING RIPPER (NE ENUKA HUNTER 12)

The only known enuka among the Branded, Wing Ripper lives a solitary life in the foothills of the Roost in Koryth. There he hones his hunting skills against the wyverns and other dragons in residence—thus his name. It is said that Wing Ripper is not only immune to poison, but also that fermented wyvern venom is his favorite drink. For the enuka, being strong enough to survive the end times is no different than his life before the Brand. He fights, he grows strong, he survives.

KALDIS STORMFIST (LE HUMAN BARBARIAN FIST OF THE DRAGON 8 / SORCERER 6)

Branded in 82 A.R. A former member of the Janus Horde, Kaldis now fights against his former clansmen, spreading the word of the Lawgiver. He has formed a clan of his own warriors, clashing with the horde riders at every opportunity. The defeated are given a choice: join Stormfist's riders, or have their heads adorn pikes on the plains alongside all the others that defied him. Descended from the blood of blue dragons, it is said that Kaldis's spear spits lightning, and that he can call down storms upon his foes.

ISKA, THE RUBY FLAME (N CYNEAN ALCANIST 13)

The Branded known as Iska is a scholar of ancient Sorceran magics. She was found by the Lawgiver and bestowed the Brand after she was nearly killed by tiefling bandits, some time in 84 A.R. Now, she continues to research the ancient magics, adapting what she can to her own spellcasting style. She is well known among the Cordelians, who view her as a learned scholar and peer, often collaborating or consulting with Iska about magical theory and research. However, among the tieflings she is known as a death dealer and her name is spoken in fear.

VARELARA HAZAR DURIAH (NE TIEFLING WIZARD 12)

Current leader of the Varelara clan, Duriah is a recent recipient of the Brand, having encountered the Lawgiver in 86 A.R. Her mother was killed while leading a group of raiders, slain when they attacked Iska in the deep desert. Now leader of her clan, Duriah has sworn to kill Iska for the murder of her mother, Hazar, though most would see it not as a murder but self-defense. For her part, Iska appears to revel in the chance to wreak further revenge against her attackers. The two have battled to a standstill on three occasions, and their feud shows no sign of ending any time soon.

single spell, whether mythic or non-mythic, so long as you have enough levels.

Area: If the spell targets an area, you can spend 20 levels to increase its targeted area to 500 feet + 50 feet per level. Alternatively, you can spend 40 levels to increase its targeted area to 1,000 feet + 100 feet per level. Finally, you can spend 50 levels to increase its targeted area to include every applicable target on the same planet as you. Regardless of the area's size, you can exclude targets as if you had the Selective Spell feat, except that you can exclude any number of targets.

Components: By spending 5 bonus levels, you can remove the need for either verbal components or somatic components from the spell, or 10 levels to remove the need for both.

Target: If the spell targets multiple creatures, you can spend 20 levels to increase the number of creatures it targets to 10 per level and to remove the limit on distance between any two creatures targeted by the spell. Alternatively, you can spend 40 levels to increase the number of targets to 100 per level, or 50 levels to target all creatures within the spell's range.

When using this ability, you can exclude targets as if you had the Selective Spell feat, except that you can exclude any number of targets.

Saving Throw: If the spell requires a saving throw, you can by spending 1 level, by 2 by spending 3 levels, by 3 by spending 6 levels, by 4 by spending 10 levels, by 5 by spending 15 levels, by 6 by spending 21 levels, by 7 by spending 28 levels, by 8 by spending 36 levels, or by 9 by spending 45 levels.

Variable: If the spell includes any variable effect, such as rolling for damage or healing, you can increase the maximum number of dice on any of your rolls by 1 per bonus level spent. You may exceed the spell's normal die limit when using this effect.



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