

# CHRONICLE OF THE GATEKEEPERS

CAMPAIGN SERIAL OMEGA: DAWN OF A THOUSAND WARS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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# CHRONICLE OF THE GATEKEEPERS

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## ADVENTURE BACKGROUND

13,000 years ago, Atlantis was in decline. Its people were spread out across the multiverse like seeds in the wind. Those few who remained were the worst of their culture: lazy, self-absorbed, and mentally unsound.

These remaining Atlanteans saw an opportunity to control far more than their island nation: the rest of Earth was theirs to conquer. In their hubris, they angered gods and nations alike, and an act of deific vengeance cast their home into the ocean.

Only the heart of their nation survived the catastrophe, and it forced the Atlanteans to admit that they were far from the gods they proclaimed themselves to be. Growing paranoid that a worse disaster would soon come for them, they cut themselves off: first from Earth, and then from the Nexus Pathways that connected their empire.

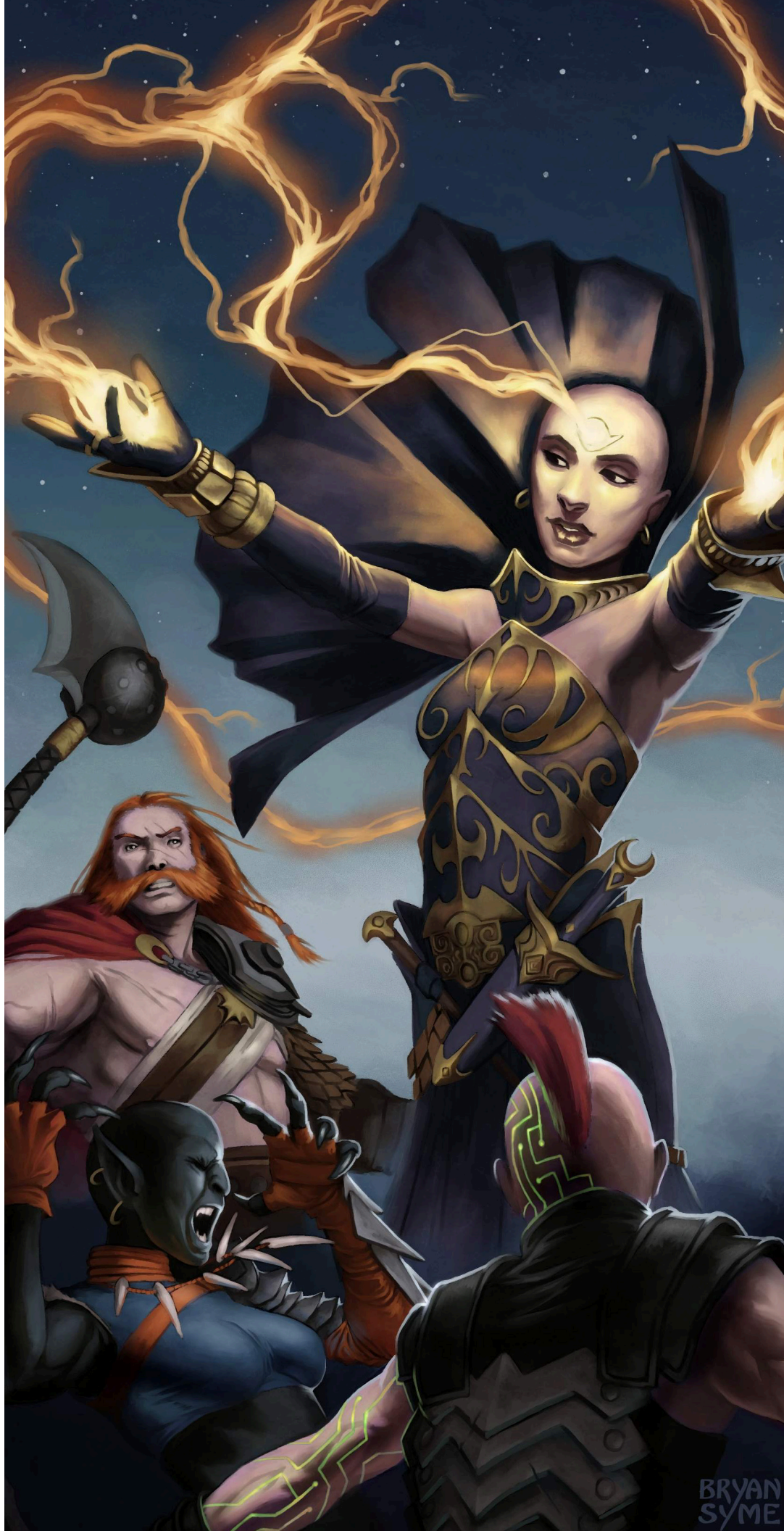
Then, just over a year ago, one of their long-abandoned settlements came to Atlantis seeking aid. An unstoppable force that would end all worlds was coming, and it had already begun to strike their world, Delta.

Confident this was their one and only chance to change the fate they had so long ago anticipated, Atlantis brought to bear the weapons forged in the eon of paranoid isolation. But it wasn't enough, and Entropy gains ground on Delta daily.

While the Atlanteans considered themselves defeated, the Deltans didn't. The vespan who had sought out Atlantis in the first place, Sodan, commandeered leadership of Atlantis and reopened the Nexus Pathways that spanned a million worlds. One of them, surely, must have an answer.

And on one of these worlds, he found a man—the animancer Pushae—who offered him the answer he needed. Enthralled by the animancer's idea of generating limitless energy from mortal souls, Sodan recruited him immediately to the war effort.

### Dawn of a Thousand Wars





But not before Pushae stole one final soul from his home world: that of Merlet Chem.

## ADVENTURE SUMMARY

The death of a mentor normally heralds the end of a chapter in life. But for the PCs, it proved only the beginning. The animancer Pushae stole Merlet's soul, drawing them into action and into another world: Exodus.

There, Pushae's trail went cold—but it wasn't the end of the line. A native of Exodus, the sasori Large-Biter offered a claw in help. He had been tracking creatures moving between Nexus Gateways—wasp men, known as vespans. Since it was the vespans who held Pushae, figuring out where they were coming from would help both the party and Large-Biter.

With the party's help to answer Large-Biter's last few questions, the group isolates the center of the vespans' activities to a single Nexus Gateway. Large-Biter can't so much as guess what might be beyond, but he can say for certain that through it lies their answer.

What lies beyond is the "city" of Atlantis, a submersible of titanic scale. Here, the PCs will meet strange creatures from all over the multiverse, discover that Atlantis is poised for war...and find that most of its warriors are bloodthirsty recruits scavenged from other worlds.

The more the PCs learn of Atlantis, its war, and Pushae's role in it, the more attention they draw to themselves. This attention is reflected directly by **notoriety points (NP)**: the more points the party accumulates, the more Pushae will look for them, as much as the other way around.

Whether the party finds Pushae first or vice versa, the PCs eventually find themselves at his dome-like laboratory at the edge of the Old Atlantis District. Here they see Pushae's atrocities firsthand and confront him—if they can get through the complex of shifting walls and the researchers within!

As Pushae's falls, his soul is drawn into his own "soul crucible," which reveals itself to be a farce as it fails to produce anything more than the necromancer's anguished screams.

Sodan, commander of the Atlantean war, learns of the PCs' actions almost immediately, and in fury sends his troops after them, pushing them out into the Exodus District of Atlantis. There, the PCs must make a final stand against wave after wave of Sodan's vespan army.

Ultimately, the party is forced to unleash one of Sodan's most powerful experimental weapons: the obliteration engine. This superweapon succeeds where even gods have failed by breaching the hull of Atlantis. The damage is superficial, but the panic it causes is real—and Atlantis is, rather forcefully, evacuated into Exodus.

While the evacuation includes the PCs, it also includes Sodan's rather viscous army, which spells bad news for both Exodus and the war against Entropy.

## STARTING THE ADVENTURE

The PCs begin this adventure preparing to step through a Nexus Gateway, a powerful portal leading them to another world. Unlike the last time they entered one, however, they have an idea where they're headed: the home of the vespans and their masters, the Gatekeepers.

Getting here hasn't been easy. The party has had to explore Exodus, a strange and wonderful new world. They've had to barter with its unique inhabitants for information, and band together with the scorpion-like sasori, Large-Biter.

Though he has proven friend and benefactor to the party since they met him, Large-Biter says his farewell at the portal. He claims that, as enlightening as entering the portal might be, his adventuring days are behind him. He will be content to wait for the PCs to return with treasures and tales beyond imagination.

With his goodbye said, he steps away about a hundred paces (he recalls what happened when the PCs tried to open the portal back to their own world in *Chronicle of the Gatekeepers: Speaking the Same Language*) and lets the PCs begin the ritual.

Thankfully, the Nexus Key the PCs use this time is attuned to link this Nexus Gateway and the one in Atlantis. The portal will open instantly in a flash of silvery blue light, revealing a large, dome-like chamber beyond.

Stepping through brings the PCs to the buffer.

## THE BUFFER

The buffer is the last stop before Atlantis, devised as the final line of defense against the void leeching into the city through its many Nexus Gateways.

Physically, the Buffer takes the form of a small space station, orbiting Earth in a low, geosynchronous orbit. Occasionally visible from the surface, its exterior is irregular in shape and reflective black. Inside, it is a clean, ovoid chamber with smooth walls and ambient music playing through hidden speakers, pleasant lighting, comfortable seating, and light refreshments. A single porthole looks out onto the blue planet below, and a large metal gate stands at each end of the chamber.

Though none of the mechanisms are visible without prying open the walls, everything—from the artificial gravity to the refreshments—is maintained by complex, technomagical devices adjoining the main chamber.

When the PCs arrive, the peaceful ambiance of the room is offset by a mass of plasma rocketing back and forth across the room. It is a comozant wyrd, pulled here by an adjustment of the Nexus Gateways, and not yet ejected from the Buffer. After it notices the PCs arrive, it flashes brightly colored emotions at them: red anger and yellow fear of being trapped here forever. Then it attacks them in frustration.

**COMOZANT WYRD**

**CR 4 — 1,200 XP**

hp 27 (*Pathfinder Resource Document*)



## THE XP WORMHOLE

Depending on how many of the sidequests the PCs completed between To Save a Soul and now, they might be lower than the expected 4th level. That okay—the adventure is certainly playable by 3rd-level PCs if they're up for the added challenge. Otherwise, the Buffer is a perfect place to add in a few encounters in a safe and controlled location.

If you're adding an encounter here, after the wyrd is defeated a voice will play on the loudspeakers: "The Nexus Pathways are currently overloaded. Traffic is being redirected. We are sorry for any inconvenience this delay may cause." After about ten minutes, the chamber will buzz with energy, and the same portal through which the PCs entered the room will open, presenting the party with an encounter chosen from the list below. You can give the PCs encounters until you feel they've gained sufficient experience to proceed.

1. Four blue-gray skinned drow. Led by the drow noble, Elle Guillon, three drow warriors, they're experimenting with the remains of a portal that lead to the demiplane of venom. *Aventyr Campaign Setting*, property of AAW Games LLC, and used with permission. <http://adventureaweek.com/>
2. A woman in black leather (monk 5), wearing dark sunglasses. She will calmly tell the PCs that the buffer is causing too much interference on the hypernet, and has to be destroyed. *Hypernet 2099 setting*, property of Legendary Games, used with permission. <http://www.hypercorps2099.com>
3. A bright orange goblin (Goblin Firestarter), outrunning an explosion. He seems baffled to have arrived where he did, but wastes no time attacking "more Ominaran scum." *Veranthea setting*, property of Rogue Genius Games, used with permission. <http://www.veranthea.com>
4. A pair of ghoul creepers in full court dress. They lick their lips when they see the PCs, claiming "I didn't expect to find meat so fresh on other worlds..." *Obsidian Apocalypse setting*, property of LPJ Design. Used with permission. <http://www.lpjdesign.com>
5. A huge man (fighter 5), with a slack-jawed look on his face. Sitting atop his bald head is a purple worm (puppeteer, Psionics Unleashed) that controls his every movement. The pair panics when the portal closes behind them. *Third Dawn Campaign Setting* copyright Dreamscarred Press, referenced with permission. <http://dreamscarred.com>

**Development:** Once the wyrd has been defeated, a pre-recorded voice will play over the loudspeaker: "Thank you for waiting. Portals are realigned. We hope you have had a nice trip." Stepping through the portal teleports the PCs to the Pillars of Heracles in Old Atlantis.

## CHAPTER 1: INFILTRATING ATLANTIS

Having passed through the Buffer, the party arrives at the main portal into and out of Atlantis: the Pillars of Heracles. These pillars, each twenty feet wide and over a mile tall, together serve as a powerful Nexus Gateway, which can be opened to anywhere in the multiverse. Until recently, the Pillars of Heracles was the only active Nexus Gateway in Atlantis. Then, Sodan commanded all the portals be reopened.

Though Atlantis is occupied by a rather aggressive army, the city is for the moment a safe haven for the PCs. Until Sodan and Pushae learn who the PCs are and why they're here, the party can treat Atlantis as just another planar metropolis—safe, unless they draw attention.

### NOTORIETY POINTS

During this adventure, the party will gain and occasionally lose notoriety points. These points represent how aware the key players in Atlantis are of the party, and though the points remain between chapters, they cause different events.

In the first act, notoriety points represent how much attention the vespans are paying to this group of stragglers, who have appeared unscheduled and unannounced. Whenever the PCs meet or exceed a listed notoriety point threshold for the first time, 1d4 minutes pass and then the associated encounter begins.

During Chapter 1, PCs can always gain notoriety points in the following ways (in addition to specific events):

Diplomacy checks made to gather information increase the party's NP by 1. If the Diplomacy check result is 10 or lower, their NP instead increases by 2.

Intimidate checks, except those made in combat, increase the party's NP by 1 per affected target. A failed Intimidate check only increases the party's NP by 1, regardless of the number of targets.

Killing a vespan increases the party's NP by 1. Killing anyone else increases the party's NP by 3.

Each day passed within Atlantis increases the party's NP by 2.

### 5, 10, AND 15 NP—VESPAN PATROL (ER 4)

Despite the chaos of the war, the vespans keep a tight record on the city's comings and goings, and any unregistered strangers are interrogated as to their purpose. In this case, the interrogation is done by a trio of fully armed vespan warriors.

At 5 NP, the vespans can be misled or convinced nothing is wrong by a PC making a DC 20 Bluff or Diplomacy check.

At 10 NP, the DC of the same check increases to 25.

At 15 NP, the vespans know the PCs are intruders and immediately attack.

While there are three vespans in a patrol, if killed they collectively only increase the party's NP by 1.

### **VESPAN WARRIOR (3) CR 1 — 400 XP**

**hp 17** (*Chronicle of the Gatekeepers: To Save a Soul*)

#### **7 NP — SURVEY (CR 2)**

Pushae, having heard something of the PCs, will suspect they are the same group who killed the rearguard of the group who escorted him to Atlantis. He sends a vespan interrogator to track them down and “survey them” about their home world.

A PC making a DC 15 Sense Motive check will realize this vespan's questions are a little too specific, and a PC succeeding on this check by 5 or more will realize the vespan already knows the details of their world and who the PCs are.

If the PCs answer his questions honestly, he will eventually leave them and move on, then report back to Pushae, immediately increasing the party's NP to 17. If the PCs kill him, their notoriety instead increases only by 3.

Otherwise, if the PCs succeed on at least a DC 20 Bluff check during the survey, they will convince the surveyor of at least one false detail. When he leaves, the party's NP will decrease by 4, as Pushae will be convinced the PCs aren't following him.

### **VESPAN INTERROGATOR CR 2 — 600 XP**

**hp 21** Advanced vespan warrior (*Chronicle of the Gatekeepers: To Save a Soul*)

#### **13 NP — ATLANTIAN SIGHTING (CR 4)**

Most Atlanteans, already abandoning the war as a lost cause, have retired to their apartments or to New Atlantis to enjoy it while it lasts. Some few, however, stroll or float through the city to observe the visitors from other worlds.

One such Atlantean is Thera. When the PCs reach 13 NP, she will float past, pause, then turn and talk to the PCs, asking them how their stay on Atlantis has been, freely talking about her home as she questions the party as to their stay. She isn't interested in talking about the war, referring to it as “the inevitable end.”

If the PCs make small talk, she eventually floats off with no change in the party's NP. However, if the PCs attack or act overly aggressive, she will scold them and take off at full speed to inform Sodan, increasing the party's NP to 20.

### **THERA CR 6 — 2,400 XP**

**hp 72** Atlantean (page 17)

#### **17 NP — PUSHAE'S RECRUITERS (CR 3)**

Pushae has become aware of the party and believes they are here to kill him—so he intends to kill them first. He will dispatch a

pair of his lab assistants to locate the party and invite them to meet Pushae at his laboratory.

If the PCs follow, they will be led to the Soul Crucible (see Chapter 2), through B2 and into B5, where they will be asked to wait (and then flooded with gas).

If confronted, they will panic and flee. Whether the assistants escape or are killed, this increases the party's NP to 20.

### **PUSHAE'S ASSISTANT (2) CR 1 — 400 XP**

**hp 18** (page 11)

## **GATHERING INFORMATION**

With visitors from so many worlds present, there are countless topics of conversation around Atlantis. Fortunately for the PCs, the most popular among them are Pushae, Sodan, and Atlantis itself. There are guidelines below for what information the PCs acquire with a particular Diplomacy roll.

Each time the party uncovers a new piece of information in this way, they earn 400 XP.

### **GATHERING INFORMATION ON PUSHAE**

#### **DIPLOMACY 10 OR LOWER**

A gruff mercenary suggests that “the boss” has a new pet project, and that it might be who the PCs are looking for. He doesn't know any names—he's only here because he was promised “good killing for good money.”

#### **DIPLOMACY 15**

A greasy merchant tells the party that weapons powered by Pushae's new “soul energy” are starting to come on the market. She's very excited to get her hands on one, but so far hasn't seen what makes them different from anything else coming out of Sodan's war factories.

#### **DIPLOMACY 20**

A disgruntled wizard mutters that he's upset that Pushae's research on soul energy won him a dedicated lab among the war factories. He claims Pushae's work is a sham and could never work, then says his research on turning orphans into gold should be given at least as much attention.

#### **DIPLOMACY 25 OR HIGHER**

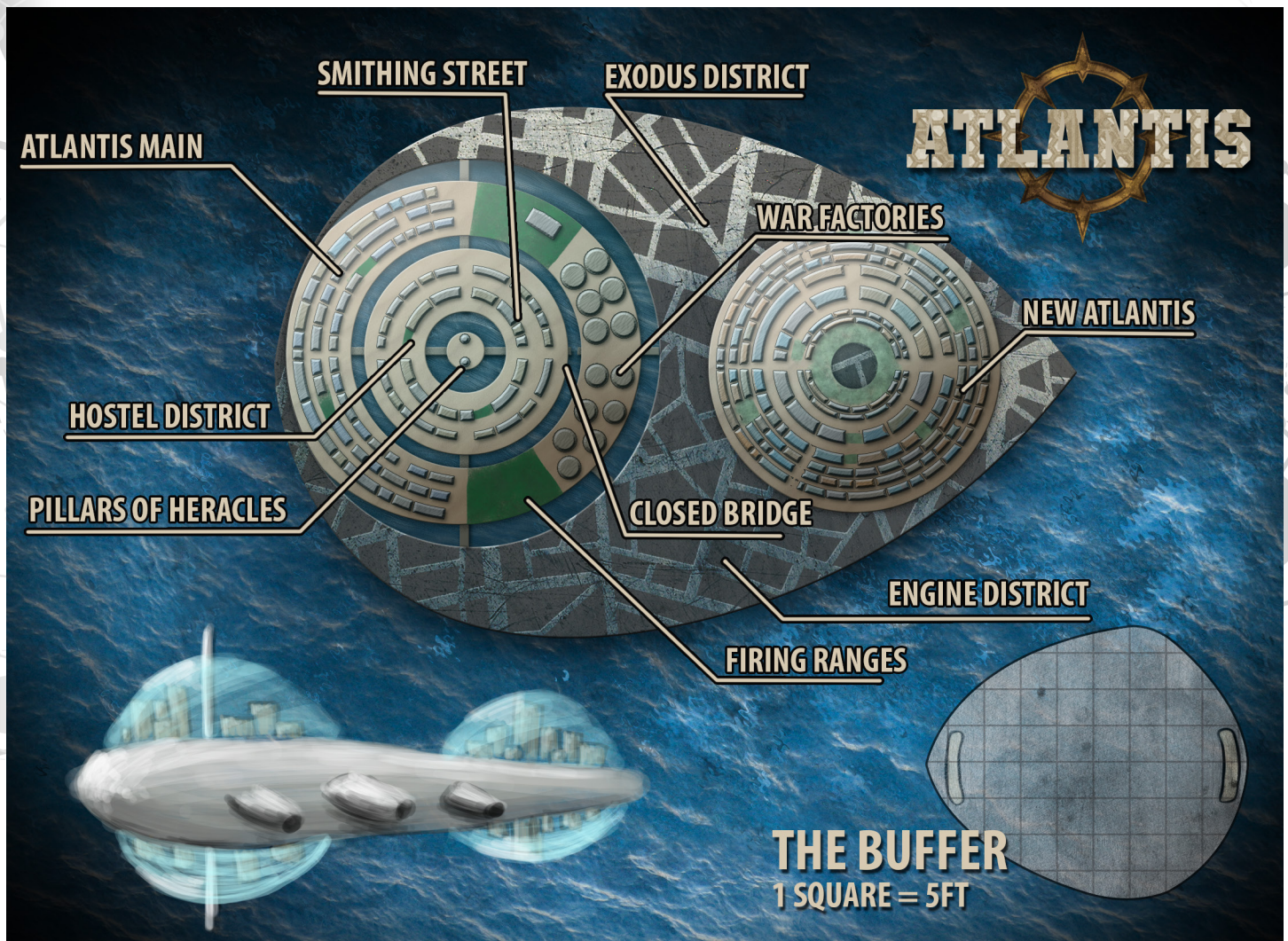
A charismatic soldier tells the party that Pushae's arrival really revitalized the war effort. Sodan had been grasping desperately for some weapon that could make a difference, and the limitless power Pushae offers has given Sodan the excuse to finally invent the perfect cannon. If the party wants to go see this “superweapon,” they'll need to get permission from Pushae himself, who's holed up in his lab at the stern of Old Atlantis.

### **ASKING ABOUT SODAN**

#### **DIPLOMACY 14 OR LOWER**

A soldier on the street tells the party that Sodan runs Atlantis, gesturing around him to explain that such is the name of the city.





However, he's never met the man—all he knows is that he's been told if this war is lost, it's over for everyone. And that scares him.

#### DIPLOMACY 15 OR HIGHER

A woman wrapped in bandages tells the party that Sodan is a vespan: a member of the supposedly mindless servitor race you see all over the place. He just took over the city suddenly about a year ago and turned it into a war factory. There's a lot behind this vespan he's not telling anyone—why is he self aware, for instance? And who or what is this war against?

#### ASKING ABOUT ATLANTIS

##### DIPLOMACY 15 OR LOWER

A broad-shouldered man with one eye explains that the entire city is underwater, apparently, forced there when their island sank after claiming they were better than the wrong god—Poseidon, he thinks. Obviously, it turned out okay, even if it was obviously a terrible idea to get on the wrong side of a god.

##### DIPLOMACY 20 OR HIGHER

A bearded fellow too short to be even a dwarf tells the party that Atlantis has been hiding away alone and underwater for just shy of two thousand years—and boy do they have a city to show for it.

Still, if this place can survive an attack by a literal god, and Sodan has them worried over something, it's got to be something huge.

#### KNOWLEDGE CHECKS

Actual knowledge about Atlantis proves to escape all but the most dedicated scholar. A PC succeeding on a **DC 30 Knowledge (history)** check will recall tales of an ancient race who seeded the multiverse with their form. Any lower check yields no results at all.

#### A. OLD ATLANTIS

Old Atlantis is the capital of the original island nation, saved from destruction and preserved at great expense. Though it is home today to nearly fifty thousand Atlanteans, it also plays host to almost twice as many extraplanar visitors here to aid Sodan with the war effort, along with the same number again of vespans in their own inverted undercity.

The Atlanteans remain closed away, but the vespans flit perpetually about, manning shops and stalls, cleaning and maintaining the city, and always, always watching.

The visitors act much like an idle occupying army, and in many ways they are. Warlords from dozens of worlds, thugs, dangerous wizards, and unstable inventors move about shoulder to shoulder.



As they await Sodan's order to march, they plan: for a thousand different wars on a thousand different worlds.

## PILLARS OF HERACLES

*You appear on a platform, perhaps a thousand feet across, made of polished stone. On either side, a massive pillar steams with wisps of blue energy. Surrounding the platform is a moat, or perhaps a small river, and beyond that is a throng of people—only one of whom seems to be paying you any attention. And above it all, where you would normally expect to see sky is a churning blue expanse of water, behind some barrier so clear you can barely see it.*

The black-skinned man approaching the PCs is Omnus, who has been expecting a delivery of lead plates for use in many of Atlantis's ongoing experiments.

As he approaches the party he will ask the PCs if they have his shipment. When they fail to provide him the expected lead, he will roll his eyes—believing they're "more soldiers"—and tell them to get out of the way if they don't want to be crushed. Then he will retreat back to the bridge to the hostel district, a safe distance away, to wait.

**Development:** If the PCs don't listen to Omnus, he begins shouting at them from his perch on the bridge, drawing attention to the situation. This earns the PCs 1 NP, plus an additional 1 NP for each minute beyond the first. After the third minute, Omnus's shipment does arrive and the Pillars of Heracles flare to life as a self-driving carriage blasts through the portal, searching for Omnus. Any PC still on the central island takes 3d6 falling damage as the pillars warp space around them for the carriage to safely emerge.

## HOSTEL DISTRICT (CR 4)

*This squat and well-worn row of buildings forms a facade for the tall buildings behind, which reach up to the dome-sky. Small stands with signs in dozens of languages claim to offer "information."*

This district houses thousands of transients. While the front-most buildings are true hostels—free, and sometimes shady, places for people to sleep—there are dozens of proper inns, taverns, and restaurants as well. Most of the food and drink available are dry blocks of flavored nutrients and sweet drinks filled with tiny bubbles.

The information stands are manned by vespans in crisply pressed suits, who pleasantly chirp simple directions to anyone who asks. Should the PCs ask after Pushae here directly, they will be met with suspicious stares and a hesitant reply that his work is not to be interrupted. This will also increase the party's NP by 2.

**Development:** The first time the PCs try to rest at a hostel, a group of thugs will break into their room in the middle of the night and go through their things. A PC succeeding on a **DC 10 Perception** check will notice them. (Don't forget penalty for sleeping!) If confronted or chased down later, the thugs will claim

that most people staying at the hostels are just passing through the city and not real soldiers, so stealing from them doesn't hurt the war effort, though they will seem to be trying to convince themselves as well as the PCs.

## THUG (3)

**CR 1 — 400 XP**

**hp 19** Half-orc rogue 2 (as skulking brute) (*Pathfinder Resource Document*)

## ATLANTIS MAIN

*These long streets are packed with people of all sorts, and lit mostly by glowing signs hanging from the buildings above.*

Atlantis Main consists of hundreds of tall buildings, separated only by alleys, two feet across. A few open spaces have been left open to prevent claustrophobia from setting in, but otherwise the buildings reach nearly all the way to the dome ceiling.

The ground floors mostly contain shops for amenities, from simple food and clothing to any weapon or tool one might imagine. The upper floors are packed with apartments, each a functional and highly adaptable living space in only a few hundred square feet. Access to the upper floors is typically barred by iron doors with good locks (**DC 30 Disable Device** to open).

A PC who makes a **DC 20 Perception** check while in Atlantis Main notices a number of fenced-off stairwells leading underground. These ultimately lead to the Undercity.

## THE UNDERCITY (VARIES)

The Undercity is the home of Atlantis's vespan population, a maze of inverted buildings (thanks to magically sustained inverted gravity) where vespan control is absolute, even over their Atlantean masters.

While it isn't forbidden for outsiders to visit the Undercity, it is subtly discouraged. If the PCs visit, they find every street deserted and every door barred. This apparent abandonment is thanks to vespan hiveminders, who telepathically track everything within the Undercity and instruct its population on how to react.

After five minutes, a single vespan warrior will meet the PCs and tell them they should return to the surface. If the PCs agree, he leads them back up through the nearest entrance. If the PCs refuse, however, they will immediately gain 3 NP, and every minute they will attract the attention of another four vespan warriors until they leave the Undercity.

## VESPAN WARRIOR

**CR 1 — 400 XP**

**hp 17** (*Chronicle of the Gatekeepers: To Save a Soul*)

## THE FIRING RANGE

*A long strip of burnt grass is manned at one end by a collection of targets, and at the other by a small collection of marksmen.*

One of the few corridors in Atlantis that is straight for more than a hundred feet, this former park has been recommissioned by



Sodan into a firing range where new recruits can practice with weapons they may never have seen before.

Currently, two half-elves are practicing simple archery here, while a trio of vespans clean and oil a collection of other weapons in a nearby rack.

Should the PCs wish to practice with these weapons, the vespans are happy to show the PCs how to use them—though if anyone attempts to abscond with them, the vespans and the recruits will immediately move to stop them.

**Treasure:** The weapons the vespans are maintaining include a masterwork light crossbow, masterwork heavy crossbow, longbow, shortbow, pistol, musket, and +1 heavy crossbow, as well as 50 each of bolts, arrows, firearm bullets, and doses of black powder.

### VESPAN WARRIOR (3) CR 1 — 400 XP

hp 17 (*Chronicle of the Gatekeepers: To Save a Soul*)

### RECRUIT (2) CR 1/2 — 200 XP

hp 12 Half-elf ranger 1 (as novice scout) (*Pathfinder Resource Document*)

## THE FORGES

The forges are large, automated, and easily retooled factories that produce whatever Atlantis needs at the time, using materials pulled from other planets and planes. Current, Sodan has them producing mundane sundries and food for his army.

## RAISED BRIDGE

Frustrated by constant interruptions from “the common rabble,” Pushae had this bridge raised to make it more difficult to cross the 100-foot-wide moat and reach the War Factories.

## WAR FACTORIES

More laboratories than factories, the War Factories are where the new weapons Sodan hopes to use in the war against Entropy take form. Once more-mundane scientific laboratories and offices, they are now occupied by mad inventors and unscrupulous wizards, like Pushae.

Asking for Pushae in this district will have the PCs directed to his factory, the Soul Crucible (see Chapter 2).

## EXODUS DISTRICT

This mash of small buildings and narrow corridors hasn’t seen much use in centuries. However, Sodan recently reactivated the Corridor of Worlds, creating dozens of additional portals through which visitors can come and go.

Vespans moving about here will bar the PCs’ entry, claiming that “the portals are still under calibration, and entry may be hazardous.”

## ENGINES DISTRICT

This district remains tightly sealed with powerful Atlantean magic. Gaining access to this mash of corridors and the engines of the floating city is beyond the scope of this adventure.

# CHAPTER 2: SABOTAGING ATLANTIS

Finding Pushae may have proven a harmless endeavor, but stopping the mad wizard requires the PCs to enter his domain, a laboratory and factory known as the Soul Crucible.

## NOTORIETY POINTS

The party’s NP determines how quickly Pushae becomes aware of them once they enter the Soul Crucible. Each round, Pushae makes a DC 30 Perception check (using his modifier of +1) to discover the PCs’ presence, gaining a circumstance bonus equal to the NP the PCs have accumulated thus far.

Once Pushae is aware of the party, all creatures in the Soul Crucible become hostile as soon as they see the PCs, as Pushae shouts for them to be eliminated.

During this chapter, each time the party defeats a creature in the complex, they gain 1 NP. Defeating Pushae increases the party’s NP by 10. The party also gains 1 NP every time Pushae’s Perception check is 15 or higher.

## B. THE SOUL CRUCIBLE

Pushae’s Soul Crucible is a dome-like factory, sitting at the stern of Old Atlantis, amid a dozen others. While all of these factories share a similar purpose—creating new weapons for Sodan’s war—only Pushae dares meddle with souls themselves.

The building is constantly in flux, as Pushae’s assistants work on their own projects between assembling new tools or running tests for Pushae.

He keeps an eye on all of them thanks to a permanent *enter image* effect, and in every room a portrait or crude statue of Pushae exists, through which he will watch and taunt the PCs.

Most of the walls of the Soul Crucible are made of magically reinforced iron, though some (those that appear dashed on the map) are mesh gratings (hardness 8, 5 hp) that block neither line of sight nor line of effect.

Walls that appear red on the map can be moved using the control panel in area B10.

The hatched area on the map (area B3) is a grating suspended 15 feet above the lower half of the complex, connected to area B10, which is raised the same height above the remainder of the building.

All doors are unlocked iron doors, but can be barred with iron bars from either side.

Small, unmarked rooms are closets or storage rooms, and personal facilities exist in a small outbuilding about fifty feet away from the main structure.

## B1. LEFT ENTRYWAY (CR 4)

*Small tables line the walls, holding stacks of small boxes.*

The “employees entrance” is used by Pushae’s assistants and for incoming and outgoing deliveries. Two clockwork servants move about, ensuring things stay organized.

### CLOCKWORK SERVANT (2) CR 2 — 600 XP

**hp 31** (*Pathfinder Resource Document*)

**Treasure:** The boxes here are mostly carefully cut clockwork pieces, in total weighing 12 pounds and worth 1,200 gp.

## B2. RIGHT ENTRYWAY (CR 3)

*The plush rugs and handsome chairs of this atrium are almost spotless.*

The “guest entrance” is where prospective “volunteers” are led before they are asked to wait—right next to a large portrait of an iron tower, a trap designed to freeze them in place and make them easier to handle.

### PORTRAIT TRAP CR 3

**Type** magical; **Perception** DC 28; **Disable Device** DC 28

#### EFFECTS

**Trigger** look at portrait; **Reset** automatic (1 minute)

**Effect** spell effect (*hold person* [DC 15 Will negates])

## B3. OVERHEAD GRATING (CR 4)

*Hanging from the ceiling not high overhead, these gratings are covered with flecks of rust and greasy dust.*

The grating is solid and safe to walk on, but each round at least one PC is on it without succeeding on a DC 20 Stealth check, the party gains 5 NP.

Two clockwork servants stand on the grating here, patiently waiting in case any of the complex’s lights need maintenance.

The end of B3 that connects to B10 can be detached with four full-round actions. Doing so causes the end of the grating to drop down into B8 below.

### CLOCKWORK SERVANT (2) CR 2 — 600 XP

**hp 31** (*Pathfinder Resource Document*)

## B4. BREAKER ROOM (CR 5)

*A wide pool in the center of this room swirls with crackling energy beneath a panel of blinking lights. Around it all, a wire mesh keeps people a safe distance away.*

The pool stores all the energy Pushae has gathered from his research on souls. However, a PC who makes a DC 25 Spellcraft

check examining the pool will see that this energy, at least, is not anything that couldn’t have been generated in any other way.

A DC 20 Use Magic Device or Disable Device check can deactivate the pool, which cuts off power to the complex, deactivating all traps and moving walls until one of Pushae’s assistants comes to reactivate it 2d6 rounds later. Smashing the control panel (hardness 3, 10 hp) will produce the same result, though it will also immediately raise the party’s NP by 10.

Normally, four of Pushae’s assistants are in this room, carefully measuring and adjusting the controls according to specific instructions from Pushae.

There is a ladder leading from here to area B10. As a standard action, a character in B10 can rotate the wall, making the ladder inaccessible but opening up a similar ladder in B8.

### PUSHAЕ’S ASSISTANT (4) CR 1 — 400 XP

Human adept 3

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +1

#### DEFENSE

**AC** 9, touch 9, flat-footed 9 (–1 Dex)

**hp** 18 (3d6+6)

**Fort** +2, **Ref** +0, **Will** +4

#### OFFENSE

**Spd** 30 ft.

**Melee** mwk spear +2 (1d8/×3)

**Ranged** light crossbow +0 (1d8/19–20)

**Adept Spells Prepared** (Concentration +4)

1st—*burning hands*, *cure light wounds*

0th—*detect magic*, *guidance*, *mending*

#### TACTICS

**During Combat:** Pushae’s assistants will cast *burning hands*, then retreat and use their crossbows at range.

**Morale:** Pushae’s assistants will fight to the death if Pushae is watching, but otherwise will retreat if reduced to 10 hp.

#### STATISTICS

**Str** 10, **Dex** 8, **Con** 12, **Int** 9, **Wis** 13, **Cha** 11

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Defensive Combat Training, Improved Initiative, Toughness

**Skills** Appraise +2, Craft (alchemy) +5, Spellcraft +5

**Languages** Common

**SQ** familiar (raven)

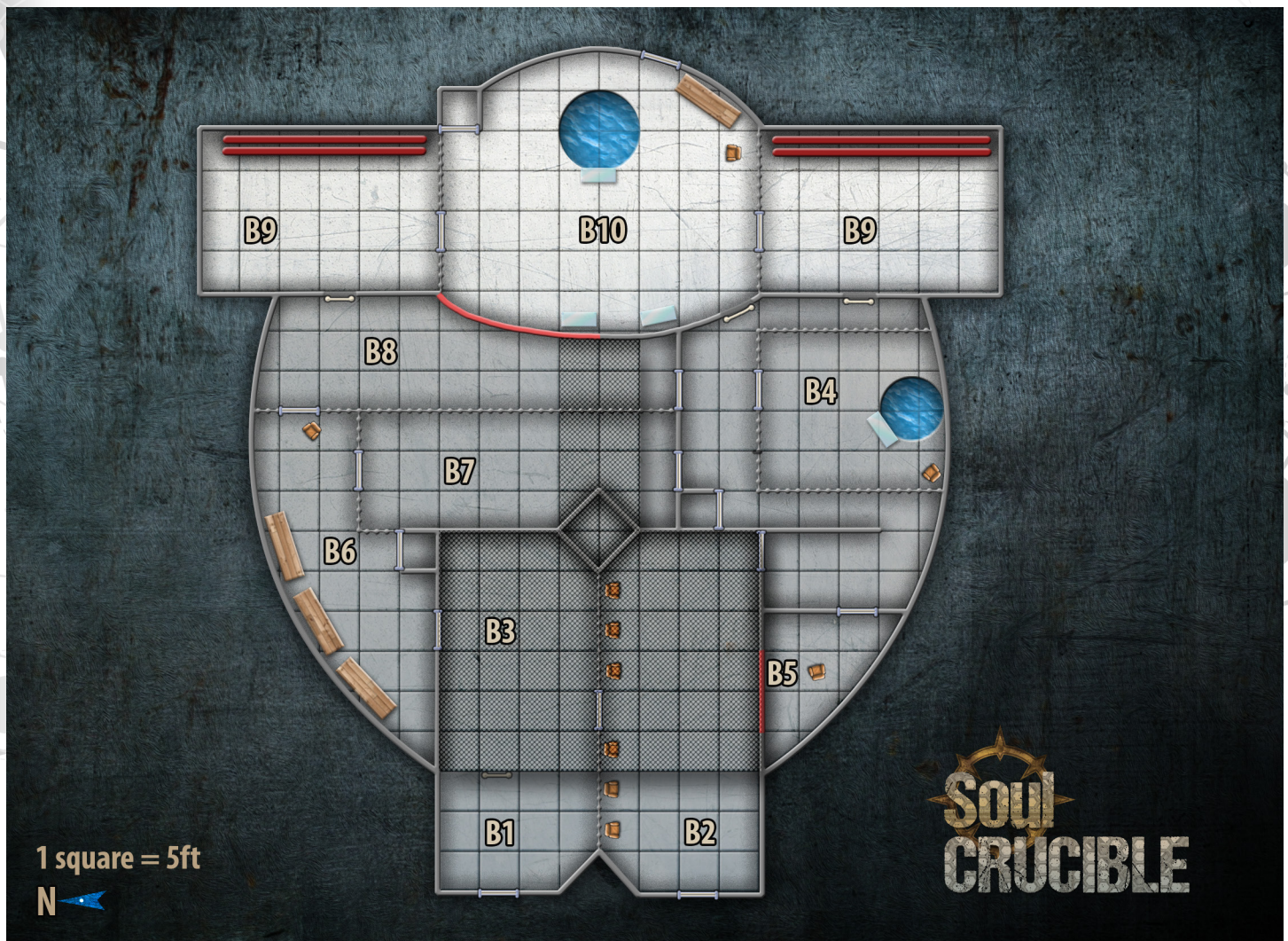
**Combat Gear** potions of cure light wounds (2), alchemists fire;

**Other Gear** masterwork cold iron spear, light crossbow with 20 bolts, 490 gp

## B5. VOLUNTEER PREP ROOM (CR 5)

*A single plush chair sits in the center of this comfortable room.*





This is where “volunteers” have their souls stripped from their bodies. As a standard action, someone using the control panel in B10 can close and lock this room’s door (DC 20 Disable Device to open), or unlock it, or slide open the wall between this room and B2, or fill the room with toxic gas, or vent the room. If the door or wall is open, the toxic gas automatically disperses at the end of each round.

### PARALYTIC GAS TRAP CR 5

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 30

#### EFFECTS

**Trigger** remote (control panel in B10); **Reset** automatic (1 round, up to 3 times)

**Effect** paralytic gas (1d4 Dex damage per round, DC 15 Fort negates, lasts 3 rounds); multiple targets (all creatures in room)

### B6. WEAPON WORKSHOP (CR 4)

*Tables littered with pieces of strange machinery, long cables buzzing with energy, and papers of magical and alchemical formulae line the walls of this room.*

This is where Pushae’s assistants follow his instructions to build weapons that utilize his “soul energy.” A character in B10 can cause all the charging devices to overload at once. Doing so takes 3 rounds, but causes them to explode, doing 3d6 fire damage to everyone in this room (DC 15 Reflex save for half).

### PUSHAЕ’S ASSISTANT (3) CR 1 — 400 XP

**hp** 18 (page 10)

**Treasure:** The tables are littered with gears, gems, and other small magical trinkets useful in constructing magic items, worth a total of 300 gp. There are also devices of *scorching ray*, *inflict moderate wounds*, and *acid arrow*.

While these devices resemble wands in most important ways, they are unstable and overcharged with energy. Each time they are used, roll 1d20. On a result of 1–5, the user must make a DC 30 Use Magic Device check. On failure, the device fails catastrophically, doing 2d4 fire damage to all creatures in a 5-foot burst, centered on the wielder. On success, the device simply burns out and becomes nonfunctional.



## B7. WAITING ROOM

*This room concrete room smells of sweat and urine. Piles of rags and half-eaten food are littered around the room.*

When Pushae finds a “volunteer” he doesn’t need yet, he stores them here. There are six captives here, heavily sedated and, if roused by the PCs, only barely aware of the danger they’re in. For each captive the PCs rescue, the party gains 400 XP.

## B8. CRYSTALLINE FOCUS

*Large crystals float in the air here—most as large as a horse. They thrum quietly with energy.*

These large crystals float about four feet from the floor, and while they fail to obey the law of gravity, they still obey the laws of momentum, making them as difficult to move or manipulate as any stones of their size. Pushae uses them to adjust the soul energy of the crucible, though they are mostly for show.

The wall between B8 and B10 can be rotated to create an easy passage into B10, though it is normally closed.

## B9. VENTING CHAMBERS

*Huge metal coils run lengthwise through this scaldingly hot chamber.*

Pushae claims these vents carry all sorts of excess energy away from vents, but a PC making a DC 25 Spellcraft check will realize they have simply been enchanted to emit a constant heat, actually generating energy for the complex rather than transmitting it.

Each round a character stays in this room, they must make a DC 12 Fortitude save or take 2d6 fire damage. On a successful save, the character instead takes 1d6 subdual damage.

## B10. SOUL CRUCIBLE (CR 7)

*A vortex of water rises up out of a pool in the center of the room, drawn slowly up to a floating crystal spinning above. Crystalline panels run along the walls, and the smell of ozone mingles with that of burnt flesh.*

This is Pushae’s primary workspace, yet it isn’t entirely what he claims it to be. Yes, this device will capture the souls of nearby dying creatures (and has over a hundred souls stored within), but not to generate energy.

While generating energy was one of his original goals, Pushae has become enamored with Atlantis and wants to steal it for himself. Having been given virtually unlimited resources to create an energy source, he instead began seeking a way to seize control of the city entirely. So far, Sodan remains unaware of Pushae’s deception, but he hasn’t been allowed to examine the device in detail.

At any time of the day, Pushae, three of his assistants, and his bodyguards will be working here, holding complete control over

the entire complex. They will attack the party as soon as Pushae notices them.

## PUSHAЕ

CR 4 — 1200 XP

Male human necromancer 7  
LE Medium humanoid (human)  
**Init** +2; **Senses** Perception +1

## DEFENSE

**AC** 14, touch 12, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)  
**hp** 52 (7d6+24)  
**Fort** +2, **Ref** +2, **Will** +5

## OFFENSE

**Spd** 30 ft.  
**Melee** mwk quarterstaff +3 (1d6–1)  
**Ranged** mwk light crossbow +6 (1d8)  
**Special Attacks** grave touch (6/day, 3 rounds)  
**Wizard Spells Prepared** (Concentration +14)  
4th—*animate dead*  
3rd—*gentle repose* (2), *lightning bolt*  
2nd—*command undead* (3), *resist energy*  
1st—*comprehend languages*, *erase*, *shocking grasp*, *unseen servant* (2)  
0th (at will)—*bleed*, *light*, *mage hand*, *mending*

## TACTICS

**Before Combat:** If he knows combat is coming, he casts *resist energy* (fire) and moves into the doorway to area B9 across from where he expects the PCs to enter.

**During Combat:** When confronted, Pushae will proclaim almost to his dying breath that his work is righteous and that the PCs are holding back the progress of all worlds by stopping him. Once at least two of his allies have died, he will reanimate them with *animate dead*.

**Morale:** Knowing Sodan will arrive any minute, Pushae will delay as long as possible and ultimately fight to the death. When reduced to 15 hp, Pushae will surrender and offer to free the souls in the crucible if the party spares his life. See the Development after the vespan warrior stat block.

## STATISTICS

**Str** 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 13, **Cha** 10  
**Base Atk** +3; **CMB** +2; **CMD** 14  
**Feats** Combat Casting, Command Undead, Craft Wondrous Item, Dodge, Still Spell, Toughness  
**Skills** Bluff +7, Knowledge (Arcana) +13, Knowledge (engineering) +13, Knowledge (planes) +13, Spellcraft +13  
**Languages** Common, Draconic  
**SQ** arcane bond (toad familiar named Wart), power over undead (6/day; DC 13)  
**Gear** masterwork quarterstaff, masterwork light crossbow and 10 bolts, *bracers of armor* +1, *ring of counterspells* (*suggestion*, *charm person*), 700 gp



### TOO EARLY FOR A LAST STAND

It's intended for the PCs to fight off Sodan's angry army, but not in the Soul Crucible. If the PCs look as though they plan to stand up and fight against the impossible odds, the vespans withdraw after a few rounds and shout for decontamination. Several rounds later, sprinklers in the ceiling will begin raining down acid on the party, doing 1d4 acid damage each round to everyone inside. Should this happen, increase the party's NP by 9.

### SPECIAL ABILITIES

**Underprepared (Ex):** Though Pushae is a powerful wizard, his spells prepared are for research, not combat. As a result, his CR is reduced by two.

### PUSHAЕ'S ASSISTANT (3)

CR 1 — 400 XP

hp 18 (page 10)

### VESPAN WARRIOR (2)

CR 1 — 400 XP

hp 17 (*Chronicle of the Gatekeepers: To Save a Soul*)

**Development:** When Pushae dies, his soul will become the victim of his own Soul Crucible. His essence is visibly torn from his body and drawn into the gem in the center of the room. Yet, even when this happens, the Soul Crucible doesn't respond. A PC who makes a DC 20 Spellcraft check will realize that the device clearly doesn't generate energy, as Pushae had claimed.

To anyone examining the device, it is obvious that smashing the central stone (hardness 5, 2 hp) should render the device inert or even destroy it utterly. It likely would also release Pushae's soul, as well as any other souls he's captured, such as Merlet Chem's, to their final judgments.

One minute after Pushae is killed, or when the PCs are preparing to move on, Sodan (male vespan cavalier 12) and his entourage will enter the building. Upon seeing the destruction, he will telepathically contact the PCs, demanding to know who they are and what they have done.

No matter what they say, Sodan won't believe them. He will turn to the dozen vespan warriors with him and command them to salvage anything they can, cut off the PCs before they reach the artillery range, and kill them.

## CHAPTER 3: SINKING ATLANTIS

While Sodan has ordered the PCs' deaths, his forces cannot immediately reach them. It will take Sodan's creatures at least a few rounds to get through the Crucible, giving the party a chance to escape down the only route currently available to them: out the back door.

The back door of the Soul Crucible opens out to an overpass, which leads over the outer perimeter of Old Atlantis onto the "corridor" (though, at over thirty feet wide, it is more of

### INDIVIDUAL COMBATANTS

While the siege is abstracted and simplified to reduce stress on you, there's no reason the siege couldn't be run as a typical round-by-round combat. However, should you intend on doing this, be aware that it's easy to quickly overwhelm the PCs—a few bad rolls on their part could mean a total party kill!

a highway) to New Atlantis. Only a few moments after the PCs emerge, Sodan and his vespan warriors—who are about a hundred feet down the corridor in the direction of Old Atlantis—will spot them and begin pursuit.

Fortunately for the party, this corridor is the longest straight passage in Atlantis, and has been transformed by Pushae and Sodan into an artillery range to test much larger, more dangerous weapons than anything the PCs have seen so far.

### C. ARTILLERY RANGE

*The already wide tunnel opens into a circular plaza a hundred feet across. Beyond, it continues a half-mile further before ending in a slab of pitted and scarred blue-white metal. To the left, a smaller passage intersects the main road.*

*The plaza itself is almost surgically clean, making the devices standing in the center even more prominent. Six enormous siege engines point downrange, each unique and humming with energy.*

*There are six experimental siege weapons at the artillery range, all aimed at the target roughly a half mile distant: a two-foot-thick wall of magically hardened adamantite, just outside the entrance to New Atlantis.*

*The six weapons available are an obliteration cannon, a repeater cannon, a minigun, a tesla lance, a vaultbreaker, and a seeker launcher. Details on these weapons can be found on page 17.*

### NOTORIETY POINTS

How quickly Sodan is able to muster his depends on the party's NP. The total number of vespans he has available to him equals his initial 10 plus the party's NP.

In this chapter, the PCs gain 3 NP each round, which draws more vespans to the battlefield.

### THE SIEGE OF ATLANTIS

Rather than dealing with new, complicated weapons and dozens of opponents at once, the Siege of Atlantis is handled more like a game of resource management than a typical combat.

The vespans attacking the PCs are broken down into three groups: near, far, and reserve. Track the vespans' numbers, but not their hit points.

### EACH ROUND, A PC CAN:

**Reorient a siege weapon.** It takes a full-round action to change the facing of a siege weapon, from downrange (where all six weapons are initially pointed) to uprange. A weapon pointed downrange can't be fired at the approaching vespans.

**Understand how a siege weapon works.** While these weapons are well enough designed that most of them can simply be aimed and fired, by spending a move action and making a DC 25 Use Magic Device, Spellcraft, or Disable Device check, a character can determine roughly how a particular weapon works and how it will affect the battle.

**Engage the vespans directly.** A PC fighting the vespans using either a melee or ranged attack must make an attack roll versus AC 17. A successful hit defeats one vespan in either the near (if the attack was melee) or the far (if the attack was ranged) group.

**Fire the minigun.** The minigun can either be used to lay targeted fire, defeating one vespan from both the near and far groups, or to lay suppressive fire, which reduces the number of vespans who advance by 1.

**Fire the repeater cannon.** The repeater cannon can be used to defeat 2 vespans from either the near or far group.

**Fire the seeker launcher.** The seeker launcher is loaded with both blanks and armed seekers. Each time the seeker is fired, roll 1d3. On a 1 or a 2, the seeker defeats 3 vespans from the reserve group. On a 3, the blank does nothing. The seeker launcher can only be fired eight times before it runs out of ammunition.

**Fire the tesla lance.** The tesla lance fires an arc of energy, defeating 1d6–1 vespans from the near group.

**Fire the vaultbreaker.** The vaultbreaker defeats 3 vespans in either the near or far group, but requires an additional standard action to retract the vaultbreaker's lance after firing.

**Charge the obliteration cannon.** Once the obliteration cannon has charged for 10 rounds, it can be fired, which ends the battle (see below).

### EACH ROUND, THE VESPANS WILL:

The far group makes one ranged attack against each PC, with a bonus equal to the number of vespans in the far group. On a hit, they do 1d4 piercing damage. For example, if the far group has 4 vespans, their attack is: suppressive fire +4 (1d4).

The near group makes one melee attack against each PC, with a bonus equal to the number of vespans in the near group. On a hit, they do 1d6 slashing damage. So, if there are 2 vespans in the near group, their attack is: slashing blades +2 (1d6).

Finally, after attacking each round, 2d4+3 vespans arrive to join the reserves (up to the vespan cap set by the party's NP), 1d6+2 vespans move from the reserves to the far group, and 1d4+1 vespans move from the far group to the near group.

**Development:** If after a few rounds the PCs don't appear to have noticed the obliteration cannon, Sodan's voice will play over

the loudspeaker, telling the vespans to focus on reclaiming the obliteration cannon—and to not let the invaders fire it.

### EXPERIENCE

This isn't a typical fight—they're using high-powered weapons against swathes of low-powered opponents—and as such, the PCs shouldn't gain typical XP for it. Instead of gaining XP in any other way, each round the party defeats at least four vespans, they gain 800 XP, up to a possible maximum of 4,800 XP.

### FIRING THE OBLITERATION CANNON

*With a rising buzz, the cannon comes to life. Then, suddenly, it goes silent again, which the vespans take as a cue to break into a full retreat.*

*In the silence, an inky black orb appears at the point of the cannon, then with a surprising roar it streaks into the distance. It doesn't slow or stop for anything, and whatever it touches turns to ash. Vespans, buildings, and magic crumble before it...even the distant far wall of the city is easily pierced.*

*A klaxon sounds, and you can hear an urgent voice playing throughout the city: "Danger! The dome of Atlantis has been breached. Please gather all personal belongings, and prepare for an emergency Nexus shunt."*

### CONCLUDING THE ADVENTURE

Not long after firing the obliteration cannon, the Nexus shunt sweeps Atlantis. Another powerful defensive measure, Atlantis is capable of transporting itself in entirety to other worlds along the Nexus Pathways if it needs to—but before doing that, the shunt transports only foreign creatures, like the PCs...and the majority of Sodan's army.

The PCs find themselves landing hard, once again on the surface of Exodus, along with a dozen mercenaries from other worlds. They land about two hundred miles south of where they originally left Exodus: a Nexus Gateway in a small city south of Macawi, in the Caneus Empire. Pushae is dead, Sodan is stopped for now, and the party is safe. It isn't difficult for the party to figure out where they are, or how to get back to Large-Biter if they want. It's even possible for the PCs to simply use the Nexus Gateway *right here to return to their own world!*

While Dawn of a Thousand Wars marks the official end of the Chronicle of the Gatekeepers Campaign Serial, it doesn't need to be the end of the campaign, Sodan, or Atlantis. Below are twelve hooks you can use to continue your adventures in Exodus, Atlantis, and beyond.

**Sodan's Vengeance:** Sodan, frustrated at the party's interference with his plans, begins tracking them down as he rebuilds his army. He vows to burn Exodus if he must in order to exact his vengeance.

**A Thousand Wars:** The Nexus shunt has landed heavily armed mercenaries and soldiers all across Exodus. Near the PCs, the Janus Horde seizes the opportunity by having these fighters lead the charge against the Imperial Alliance—the first war of many!



**Atlantis Returns:** The Nexus shunt has dropped Atlantis into the seas of Exodus! With a new world around them, the Atlanteans finally rise from their apathy and set out to explore...and conquer!

**The Gateways Open:** The Nexus shunt has fused open hundreds, if not every, Nexus Gateway on Exodus! What worlds lie beyond?

**Entropy on Exodus:** Without Sodan to stand against them, Entropy wins the war on Delta and begins its siege on the next planet it can: Exodus!

**Pushae's Apprentice:** One of Pushae's many assistants takes up the animancer's mantle and begins capturing souls on Exodus!

**Trapped on Exodus:** The Nexus shunt has overloaded all of the Nexus Gateways, burning them out entirely. Is the party stuck on Exodus forever?

**Forbidden Knowledge:** Large-Biter is kind and generous as far as satori go. When they learn the party has been to Exodus, they will stop at nothing to learn every little detail.

**Imperial Affliction:** The Imperial Alliance, hearing of the party's actions, becomes very interested in acquiring them for their ongoing conflicts.

**Exodus' Exodus:** With the reopening of the Nexus Gateways, the people of Exodus begin to settle en masse on other worlds. One of the more popular worlds on which to settle happens to be the PCs' home!

**Priceless Treasures:** Even the smallest Atlantean relic begins to garner attention—and value. Soon, the party is at the center of an aggressive bidding war for the last few items they brought back with them.

**A Final Request:** Merlet's soul contacts the PCs from beyond the grave, thanking them for rescuing him from Pushae, but claiming he is unable to move on. The PCs must track down his lost soul, somewhere on Exodus, and discover why!

## ATLANTIS

On the planet Earth, around what would now be considered 11,000 BC, the island nation of Atlantis had begun to decline. Not because it had fallen to war or disease or even internal strife. No, it had discovered a reliable way to quickly and easily cross the vast distances between worlds and planes.

So, when they crept up to the limit of what their bountiful island nation could support, they began to emigrate. Over the next eight thousand years, the population of the nation dwindled, from tens of millions to only a few hundred thousand.

And while the emigrants would go on to spawn thousands of colonies and civilizations on as many other worlds, their leaving ultimately led to the end of the nation of Atlantis. For, as Atlantis was shrinking, other nations had begun to grow on Earth.

With jealousy, greed, and fear in their hearts, the remaining Atlanteans struck out at the newly founded city of Athens and the assembling nation of what would be Egypt. Yet, these nations had what Atlantis did not: gods. And even as powerful as Atlantis was, it could not stand against true deities.

In a single day and night of deific vengeance, an alliance of the Greek god Poseidon and the Egyptian god Osiris destroyed the nation and sank the island. Thanks to its powerful protective wards, the Atlantean capital survived the assault, albeit at great cost: their nation was lost.

The survivors rebuilt, transforming what remained of the heart of their city into a titanic submersible, and sealed themselves off from the world. They grew fearful and paranoid of not just their own world, but also the countless worlds on which Atlantis had colonies, and began closing the Nexus Pathways, which had produced much of their prosperity so long before.

Three thousand years later, their isolation was complete, and Atlantis was no longer a true part of the Nexus Pathways, which they had all moved to a distant world, Exodus. They could access Exodus if they desired, but it was otherwise safely distant and remote.

## OLD ATLANTIS

Before it was struck down, Atlantis's capital was Kardia-Tis, the heart of the land. A wonder of ancient engineering, the city was organized in a series of concentric circles around its lifeblood: the Pillars of Heracles. Though it survived the fall of Atlantis, all that remains of the original Kardia-Tis today is its circular shape.

Old Atlantis, as it is called now, is built within a massive glass-and-magic sphere and filled with soaring skyscrapers, each home to thousands of Atlanteans. It is a self-sufficient city of glass and steel that can create nearly anything it desires in its factories, given enough energy.

## THE UNDERCITY

This inverted copy of Old Atlantis is home to the vespans: a servitor race created by Atlanteans shortly after their self-imposed isolation. Unlike Old Atlantis, the Undercity is practical to the extreme. This grid-like and mathematically ideal city is run by

telepathic vespan hiveminders, who make all the decisions for the vespans as a whole.

## EXODUS DISTRICT

While the island of Atlantis was destroyed by the gods, the armies warring against Athens and Egypt largely survived. When they returned to what remained of their home, they began to rebuild, and the first order of business was to create a home.

Never intended to be permanent, the Exodus District was named such its inhabitants wished to leave—and many have. Even as the Nexus Gateways were being shut down, they grew in popularity among the district's residents as a way to escape the increasingly tight and undermaintained corridors.

Today, the district has been given new life by Sodan's reopening of the Nexus Gateways within, and thousands of travelers from other worlds now call it home.

## NEW ATLANTIS

The longer Atlantis remained isolated, the larger its population grew, and the greater the need for expansion became. About 500 years ago, the city finally agreed to construct a second city-sphere, New Atlantis.

This city-sphere, slightly smaller than Old Atlantis, is similar in layout but far more advanced. Rather than rely on factories to produce its necessities, it simply has them created by magic. Rather than use vespans to maintain its streets, it has automata that have no need for food or sleep.

The center of New Atlantis is New Tis. It is here where all the decisions for Atlantis are made, among them the genetic engineering and breeding programs that made Atlanteans what they are today.

The outermost shell is the commercial district. It generates a constant stream of entertainment with which Atlanteans can distract themselves from the coming end—as well as weapons that can help stave it off. At least, until Sodan arrived and the weapons proved to do little more than slow the inevitable.

## ENGINE DISTRICT

Atlantis has eight main engines that propel the city—three on each side, plus one that provides each city with life support, and a larger one that provides power to all of Atlantis. The Engine District holds the bulk of these eight engines, as well as one that remains dormant for emergencies, and the Generator that powers them all.

The Generator was crafted shortly after Atlantis was re-founded, and its true workings have been lost to time. All the Atlanteans know is that it generates enough power to provide their needs and that it maintains itself.

## THE WAR ON ENTROPY

On the world known to its inhabitants as Delta, a great war brews. Delta had been a somewhat atypical Atlantean colony: about a thousand vespans settled on the planet, which had no previous

intelligent life, and began a new civilization. But one day, a great black ship appeared in the sky and changed everything.

The inhabitants of the ship were creatures of living darkness, masses of tentacles taking humanoid form, if only briefly. Plainly, they informed the inhabitants of Delta that the time for their world was over.

Delta, as one would expect, disagreed and began to fight back. They destroyed the first landing party easily enough, but in its place another arrived. And another. These invaders claimed that the multiverse was fundamentally flawed, and that only through its utter destruction could perfection be achieved.

Delta named the invaders Entropy, for no matter what was done, it could not be stopped, and it would bring an end to everything. Perhaps, some surmised, they were incarnations of the very force of nature they were named after.

For months the Deltans fought to the best of their ability. They lost ground slowly, until suddenly Entropy took a huge leap forward. In a single day, a dozen cities on Delta were razed.

In desperation, the Deltans were willing to try anything, even the ancient and long-deactivated Nexus Gateway. Miraculously, one Deltan was able to activate it, reach Atlantis, and beseech them for help.

Atlantis came to Delta's aid, but even with the weapons forged over millennia of paranoid isolation, all they could do was hold Entropy at bay. But to perhaps hold their enemy at bay wasn't enough.

Sodan, the vespan who discovered Atlantis, continues to search for any measure that might turn the tide and save his people. One day, he hopes, all worlds might be free of this threat and others like it.



## NEW ITEMS

Atlantis is home to many new and strange items and weapons. Several that come into play in this adventure are detailed below.

**Obliteration Engine:** A spherical engine nearly ten feet across makes up the bulk of this device, studded with coils and vents. A single operator can sit comfortably at the operating panel, and a long, polished barrel emerges from the other side. Once activated, it requires charging for 10 rounds before it can be fired.

When it does fire, it creates a short-lived projectile that fires in a perfectly straight line and functions much like a *sphere of annihilation*. Any creature in the projectile's path must succeed on a DC 29 Reflex save to leap out of the way (taking 5d6 damage) or get struck by the blast and be utterly annihilated. Nonliving objects receive no save, but are only destroyed where they are touched by the projectile. The shot is 6 inches in diameter and cannot be stopped by any known means, though characters wearing a *talisman of the sphere* are entirely immune to its effect.

**Repeater Cannon:** Resembling a cross between a heavy cannon and a revolver, repeater cannons are short-range artillery intended for use against heavily armored vehicles. A typical repeater cannon holds six projectiles, each of which taking two full-round actions to load. Once loaded, the cannon can be fired as an attack action with a 200-foot range, and a successful strike does 6d6 damage that bypasses the first 10 points of an object's hardness. The cannon can be operated by up to two characters at a time.

**Minigun:** A dozen tubes of metal are bound together with a common base. An enormous rotating cartridge is mounted to each side. As a standard action, a single operator can make an attack against up to two targets in a 90-foot line, doing 12d6 points of bludgeoning and piercing damage to each. Alternately, as a full-round action, the operator can lay suppressive fire in a 60-foot cone, instead doing 6d6 damage to anyone in the area who fails a Reflex save against a DC equal to the operator's attack roll.

**Tesla Lance:** This huge chrome coil smells of ozone, and a glass orb is set at the end of the cannon. As a standard action, it can be fired at a single target within 500 feet, who must make a Reflex save against a DC equal to the operator's attack roll or take 10d6 electricity damage. All creatures within 10 feet, even if the original creature succeeds, must make the same save with a +5 circumstance bonus or take half as much damage.

**Vaultbreaker:** A five-foot-long adamantine shaft sits atop what could be an enormous ballista. As a standard action, an operator can make a single attack against a target up to 200 feet away. On a successful hit, the spear does 10d6 piercing damage and gives the operator two options. The operator can retract the shaft by using an ethereal chain connected to it, which requires a full round to complete, or he can resonate the shaft as a standard action. A resonating shaft doesn't do any

additional damage to creatures, but does 20d6 sonic damage to any structure it is in contact with at the time.

**Seeker Launcher:** A relatively narrow base supports an enormous contraption above—an identical pair of six enormous chambers, each at least three feet across. Inside these chambers are Small gargoyle-like constructs that up to two operators can aim and fire at targets up to a mile away. These seekers ignore all cover and can even manipulate simple objects like doors or windows. If they are shot down (hardness 6, 10 hp), or once they reach their target, they explode in a 15-foot burst, doing 8d6 points of fire and slashing damage to all creatures that fail a DC 17 Reflex save. The original target suffers a –4 circumstance penalty to this save.

### MISFORTUNE SPONGE

**Aura** faint divination; **CL** 5th  
**Slot** —; **Price** 2,500 gp; **Weight** 1 lb.

#### DESCRIPTION

This small amber gemstone is pitted and irregular, filled with holes and small cracks. Whenever a *misfortune sponge* is held, even in an extradimensional storage space, it absorbs a fraction of the bearer's bad luck. Once per day, when its bearer rolls a natural 1 on any attack or skill check, the sponge cracks, allowing the bearer to reroll the attack or check. A typical *misfortune sponge* can negate 5 unfortunate incidents before shattering into worthless powder.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *divine favor*; **Cost** 1,250 gp

### ATLANTEAN CONFIDENCE

**Aura** faint transmutation; **CL** 5th  
**Slot** implant; **Price** 30,000 gp; **Weight** —  
**Implant** DC 30

#### DESCRIPTION

This faintly glowing, soft gray gemstone, an inch long, is imbedded directly into the bearer's skull, between their eyes.

*Atlantean confidence* embodies the typical Atlantean's view of the world, and enhances its bearer even as they begin to see all creatures around them as somewhat lesser. It grants its bearer a +2 racial bonus to Charisma and the ability to cast *suggestion* as a spell-like ability three times per day, using their character level as their caster level. In addition, it imparts a fragment of the Atlantean paranoia to the bearer, encouraging her to use any weapon available to her, reducing nonproficiency penalties for all simple and martial weapons by 2.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *eagle's splendor*, *suggestion*; **Cost** 15,000 gp

## VESPAN BIOLUME

**Aura** faint transmutation; **CL** 5th  
**Slot** implant; **Price** 15,000 gp; **Weight** —

### DESCRIPTION

Coming in a variety of colors, these glowing tendrils are embedded under the bearer's skin, typically along one or both arms.

While implanted, the vespan biolume glows softly as a candle, though it can be suppressed entirely or increased in brightness to the equivalent of a torch as long as its bearer concentrates on it as a swift action. In addition, the bearer gains a +2 racial bonus to both Dexterity and Intelligence.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *cat's grace*, *fox's cunning*, *light*; **Cost** 7,500 gp

## ATLANTEAN

*Ten feet tall and physically flawless, this caramel-skinned humanoid floats just above the ground with an eerie, effortless grace.*

### ATLANTEAN

**CR 6 — 2,400 XP**

LN Large humanoid (Atlantean)

**Init** +2; **Senses** low-light vision; Perception +12

**Aura** Dominance (30 ft, DC 16)

### DEFENSE

**AC** 21, touch 15, flat-footed 19 (+6 armor, +4 deflection, +2 Dex, -1 size)

**hp** 72 (9d8+27)

**Fort** +6, **Ref** +5, **Will** +9

**Defensive Abilities** tangible confidence

### OFFENSE

**Spd** 40 ft., fly 10 ft. (perfect)

**Melee** +1 longsword +11/+6 (2d6+5/19–20)

**Ranged** mwk dart +6 (1d6+4)

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

**Spell-Like Abilities**

3/day—*charm person*

At will—*mage hand*, *suggestion*

### STATISTICS

**Str** 19, **Dex** 14, **Con** 16, **Int** 17, **Wis** 16, **Cha** 19

**Base Atk** +6; **CMB** +11 (+13 disarm); **CMD** 23 (25 vs. disarm)

**Feats** Combat Expertise, Combat Reflexes, Gang UpAPG Improved Disarm

**Skills** Bluff +13, Craft (any one) +15, Diplomacy +17, Knowledge (planes) +9, Perception +12, Use Magic Device +9;

**Racial Modifiers** Diplomacy +4

**Languages** Common; telepathy 100 ft.

**SQ** ancient training, human blooded, versatile hands

### ECOLOGY

**Environment** Atlantis

**Organization** Solitary, party (2–6), or senate (20–40)  
Treasure NPC gear (+1 longsword, 5 darts, masterwork breastplate, other treasure), double

### SPECIAL ABILITIES

**Dominance Aura (Su):** Atlanteans are naturally dominant over others, and their confidence combined with their innate psychic abilities makes all lesser creatures fear and worship them. Each round, any creature within 30 feet of an Atlantean must succeed a DC 16 Will save or become fascinated. A fascinated creature cannot take any actions other than staring in awe or quietly worshipping the Atlantean. Any creature fascinated in this way receives no save when the Atlantean casts suggestion. An opponent that succeeds on the saving throw is immune to the same Atlantean's dominance aura for



24 hours. This save is Charisma-based. This is a mind-affecting effect.

**Tangible Confidence (Su):** Atlanteans are surrounded with a psychic field—a tangible manifestation of their confidence. They receive a deflection bonus to AC equal to their Charisma modifier.

**Versatile Hands (Ex):** Atlanteans are used to using the tools of their smaller brethren. They can use weapons and tools sized for Medium creatures without penalty.

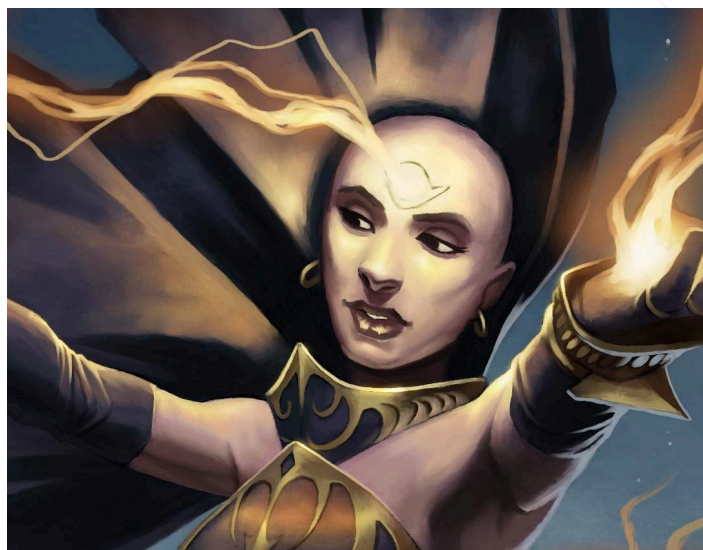
**Human Blooded (Ex):** Atlanteans, having descended from humans, are treated as both Atlantean and human when determining effects dependent on race.

**Ancient Training (Ex):** Despite the Atlanteans' advanced technology, the last war they fought was on foot with melee weapons and magic. They have continued training in these weapons and, as a result, are proficient with all martial weapons.

Once human, Atlanteans have had thousands of years of isolation to genetically engineer and selectively breed themselves with only the most physically and mentally perfect members of their race. They still mostly resemble their ancient and comparatively primitive counterparts, but they are tall, muscular, lean, and they literally shimmer with psychic energy.

Unlike the similar breeding programs put in place for vespan, all Atlanteans are of a single “perfect” race. They consider all other humanoid races to be an evolutionary leftover—and not worth protecting or saving unless doing so serves their own purposes.

It is easy to assume that such a mentally and physically advanced race is similarly culturally enlightened. This perhaps was once true: before Atlantis invoked the ire of the Greek and Egyptian



gods, it was something of a paradise. However, since they collapsed their network of Nexus Gateways, they have become only more petty and childish as a society, and more paranoid and selfish as individuals.

With lifespans reaching nearly five centuries, Atlanteans see everything over the incredible long-term. Most particularly, they focus on anything and everything that might remove them from power, wealth, or social standing. Any movement against an Atlantean is considered a great insult, one that could be held against a member of a lesser race for generations.

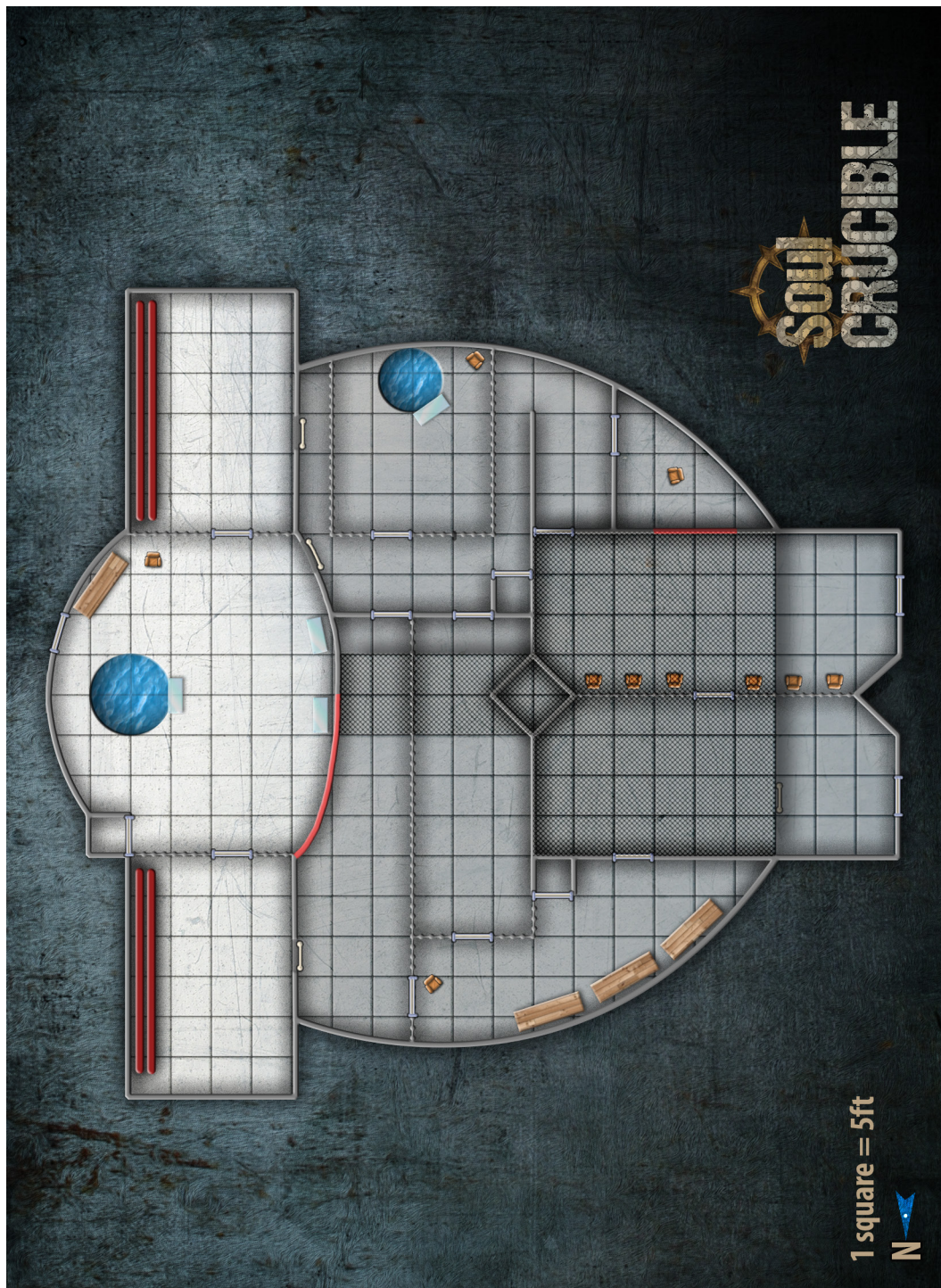
The one thing that unites Atlanteans, however, is a threat against their home. Their original home has been lost, and they dare not risk what they have rebuilt. They will band together with all of their strength to defend it from even the slightest perceived threat.

# NEO EXODUS

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# CHRONICLE OF THE GATEKEEPERS

## CAMPAIGN SERIAL OMEGA: DAWN OF A THOUSAND WARS

Having crossed Exodus, the heroes launch themselves across the multiverse to another new world, Earth, and land in the underwater city of Atlantis. Though it is a shadow of its former glory, Atlantis proves to be full of exceptional danger, for not only is it full of the descendants of paranoid isolationists, but those hermits have recently been implored to fight in an intergalactic war!

The heroes must navigate this bustling city as it reawakens from its isolation, fending off locals and strangers from other worlds alike as they search for the criminal wizard Pushae.

Once they find him, however, stopping him is the least of their worries: the Gatekeepers take great offense in someone meddling in their war effort and will stop at nothing to protect themselves. Fortunately, by the time the party has the full attention of the Gatekeepers, they find themselves at the very heart of the war effort, with access to experimental weapons of unbridled power.

This adventure is the climax of the Chronicle of the Gatekeepers Campaign Serial, and includes:

- An introduction to Atlantis, a system-neutral setting that branches out into countless other worlds, and the brewing interstellar war
- Six new siege weapons, including the obliteration cannon and the tesla lance
- Two new racial implants, one for Atlanteans and one for vespans
- Statistics for the highly advanced Atlanteans, who long ago reached the peak of physical perfection
- Twelve hooks you can use to continue your campaign, either on Exodus or elsewhere