

OBSIDIAN APOCALYPSE:

# PLAZMA'S GUARD



LPJ9378

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**OGL**  
3.5 SYSTEM COMPATIBLE

# EXALTED

Reports from Collector Jahaziah Trader, as put to paper by Librarian Loria Angelson, date unknown.

In light of the rumors the Archivists' League had of a new angel in the West, I enjoined an acquaintance to travel to Infernus to investigate. What I have heard back is both reason for excitement and concern.

My associate sent a note, maddening in its vagueness, saying that he traveled with as much stealth as he could manage from Beacon Mount toward Blood Market. He had made it safely past the sad town of Ombregarde when he found himself set upon by a devil. Fearing that all was lost, he readied to make a final stand when he was saved by an angel.

She was a thing out of stories, he said, swooping in on wings of light and attacking with an axe pulled from her very soul. The devil, caught unprepared, put up only a token defense—its weapons seeming to leave no mark on the angel's skin—and was no match for her rage. Despite my associate's entreaties, however, the angel disappeared almost as soon as it arrived.

Still fearing for his life, my associate says, he had set himself to turn back when he encountered an exalted woman, calling herself Zehava. He thinks quite highly of this woman, saying she is the best of the exalted, a warrior and a leader. She had collected a small following of survivors, ones who believe she can guide them through the darkness, and invited him to join them for his own safety.

My associate managed to get another note to me, though again it frustrates me for his writing's lack of clarity. He says he has been traveling with Zehava for seven days. He says they move with stealth but little fear, considering their circumstances. Twice, he says, they have encountered devils or their minions. Both times Zehava went forth to fight, and both times the angel appeared to aid her. I cannot tell if she has found some way to summon angels or even if it was the same being—perhaps Zehava's own parent?—who appeared both times, as my acquaintance seems to not have clearly seen the fights. Zehava appears to jealously guard her communication with the angel, but clearly there is some celestial power greater than the exalted at work here.

It was nearly a month with no news, but my acquaintance's latest communication has finally explained why he is unable to report more clearly on the angel, and may in fact indicate far more important news. I cannot understand why or how he did not send word of this before, but his writing carries an odd reticence to explain clearly the situation.

As you well know, the Guardian Ritual has been of utmost importance in the fight against the devils. Learning to keep the devils at bay by harnessing the power of an outsider has saved many people, but the cost and time involved are nearly prohibitive. However, Zehava's consort, an exalted named Abran, has apparently found a way to solve these problems. My acquaintance writes that, whenever they are beset by devils, Abran calls Zehava's followers close to him and erects a Guardian Ritual, guarding them from the nearby combatants.

I do not know if this exalted, whom my acquaintance describes as some sort of holy man who preaches of Zehava's glory, can somehow tap into

the mystery angel's power—or some other outsider's, or even that of his own heritage—but he seems to have the ability to create a small protective circle at no cost and in no time. Once the fight is over, he breaks the circle and the group moves on.

My acquaintance writes that this exalted also calls on powers that let him heal and cast spells, abilities thought all but lost in these dark times in which we live. I fear he exaggerates, his eyes blinded by the light cast by Zehava and Abran and these mystery angels whose power they seem to tap into.

I have heard nothing else from my associate for some time. I do not know if our messages were being diverted by the dangers of Infernus or if something else caused the silence. He finally replied to my last missive, saying that he did not expect to be returning to the Beacon Mount. He would not tell any more of Zehava or Abran, though he urged me to tell others of their feats. I fear he is lost—not to the devils, but to the growing army of this avenging angel.

## EXALTED PLAYER OPTIONS

### FAVORED CLASS OPTIONS

The following options are available to all exalted who have the listed favored class. Unless otherwise stated, the bonus applies each time you select the favored class option.

**Cleric:** Add +1/2 to the number of times per day you can use one of your racial divine spells (*bless water*, *cure light wounds*, *hide from undead*, *protection from chaos*, or *remove fear*). You must have the divine spells racial trait to benefit from this favored class option.

**Fighter:** Add +1/2 hp damage and maximum damage to your soulsword. You must have the soulsword racial trait to benefit from this favored class option.

**Magus:** Add +1/2 to your arcane pool. This can only be used to enhance your soulsword. You must have the soulsword racial trait to benefit from this favored class option.

**Monk:** Gain a 5 ft. enhancement bonus to your speed when using your angelic wings. This bonus cannot exceed your fast movement bonus (e.g., a 4th-level monk could only add +10 ft. to his flight speed). You must have the angelic wings racial trait to benefit from this favored class option.

**Paladin:** Add 1/6 of a mercy. This option has no effect until you select it 6 times, and no additional effect until you select it in another increment of 6. You must qualify for the mercy to select it, as normal.

**Sorcerer:** Add +1/3 to your effective level to determine the duration of your angelic wings. You must have the angelic wings racial trait to benefit from this favored class option.

**Summoner:** You can, as a swift action, grant your eidolon the celestial template for 1 round per day.

## RACIAL ARCHETYPES

The following racial archetypes are available to exalted.



## GUARDIAN ANGEL (CLERIC)

*These rare clerics are a direct product of the Guardian Ritual, with protective power running through their veins. The child was conceived while her celestial parent was powering a Guardian Ritual, born in the confines of a summoning circle, or both.*

**Guardian Channel (Su)** The guardian angel can no longer channel energy to harm. Instead, she can create a minor guardian ritual effect. She can still channel energy to heal.

The protected area is a 30-foot radius, centered on her. It prevents any creatures with an alignment subtype opposing the alignment of the guardian angel from willingly entering. For example, if the guardian angel is lawful good, creatures with chaos or evil subtypes cannot enter the protected area. As the guardian angel moves, the protected area remains centered on her, but any creatures that would be blocked by the area are not prevented from entering; these creatures are not pushed aside by the protection.

Creatures with alignments that oppose the guardian angels', regardless of whether they have an alignment subtype, feel uneasy in the protected area. Every round such a creature is in the protected area, it must make a Will save (DC 10 + 1/2 the cleric's level + the cleric's Charisma modifier). A creature that fails the save becomes shaken; a shaken creature that fails the save becomes frightened; a frightened creature that fails the save becomes panicked. Succeeding on this

save twice in a row reverses that progression by one step. A creature outside the protected area can continue making this save each round until it suffers no effect.

The guardian channel lasts for a number of rounds equal to the guardian angel's Charisma modifier times the number of dice she channels (e.g., a 5th-level cleric's protection would last for a number of rounds equal to her Charisma modifier times three). A guardian angel can exclude targets from the effect of the guardian channel with Selective Channeling.

This ability modifies channel energy.

## AVENGING ANGEL (BARBARIAN)

*For some exalted, the blood of their angelic parent runs especially strong, all but taking over in times of stress. These barbarians gain the power and appearance of their forebears when they rage.*

**Skills:** An avenging angel adds Fly and Knowledge (planar) to his list of skills and removes Handle Animal and Ride.

**Celestial Wings (Su)** At 1st level, an avenging angel manifests translucent, multicolored angelic wings when he rages. These wings are treated as natural weapons, letting him make two wing attacks during a full attack action using his base attack bonus minus 5. Each of these attacks deals 1d4 damage (1d3 if the avenging angel is Small) plus 1/2 his Strength modifier. At 5th level, these wings let him fly at a speed of 60 feet per round, though he cannot use them as weapons while flying.



These rounds do not count against the overall duration for an avenging angel who also has the angelic wings racial trait. This ability replaces fast movement.

**Celestial Blade (Su)** At 3rd level, when an avenging angel rages, he can infuse his weapons with the power of his soul, almost as if he were manifesting a soulsword. His currently wielded weapons do +1 electricity damage, increasing by +1 every three barbarian levels thereafter. If the avenging angel switches to another weapon, this effect does not apply until he rages again. An avenging angel who rages while using the soulsword racial trait adds the celestial blade's damage to the soulsword's damage. This ability replaces trap sense.

**Celestial Defenses (Su)** At 7th level, an avenging angel gains DR 1/evil and SR equal to his barbarian level +6. At 10th level and every three barbarian levels thereafter, this damage reduction and spell resistance increase each by 1. This ability replaces damage reduction.

## GENESAI

Madame Preserver,

I have a supplicant who arrived this morning and wishes to join the Archivist League. But there are a number of oddities that give me pause, and I wish to get your opinion as to how to proceed.

The man was found among the stacks in the genealogical collection this morning. He was there when my staff arrived, before the doors were open, but as far as we could tell he had disturbed nothing.

I had guards bring him to a private area where we could talk. They were all clearly uneasy in his presence, like men around a rabid dog or a serpent they fear will strike. As you know, before my injury I had seen many disturbing sights during my tenure as a librarian. I say this so you know that a simple genesai is nothing to me. But there was something about this man... He made me uncomfortable, as if I were a lad just leaving home again for the first time.

As soon as I entered, he introduced himself as Reficul Haidabez. He claimed to want to join the Archivists' League as a collector, though he would not say how he knew of our library or how he gained entrance.

Knowing that the genesai traditionally take their names from reversing those of their celestial and infernal parents, I immediately questioned him on his claimed identity. Beyond the obvious difficulty of their producing children, Lucifer and Zebadiah would try to kill each other if they were to ever meet. Haidabez admitted he does not know his true parents, for which he took his name as a reminder. He claimed he was abandoned as a babe and was discovered and taken in by a huntsman and his wife, whose only children had died of some contagion.

He claims that while his "mother" loved him as if he were her own, his adoptive "father" was less kind. He says the man blamed him for all his ill fortune, especially at the hunt, since the boy had the typical genesai effect on animals. Haidabez also claims his father told him other villagers would

stay away from them because of him, leading the three to live a solitary existence. He says he ran away after a confrontation with his father—the two came to blows during an unsuccessful hunt that the man blamed on him. Haidabez said they were exchanging accusations when the man's face suddenly went white and he threw down his bow and fled. Haidabez took up the weapon and decided he would not return to where he was not wanted. He claims he has been on his own ever since.

Never settling down, Haidabez traveled through the Blood and Screams region for a time before returning to Abaddon, though he did not say what he was doing there.

He was similarly unforthcoming when asked how he had learned of the library. He said he had ventured into the Sangville ghetto when he was confronted by a band of harrowed. He said they likely would have killed him but for another genesai, a wandering performer. He said the stranger hurled such insults and mockery at the group that they hesitated, giving him time to escape. He said the man took him in and told him of the League, but claims he never got the stranger's name. Whether this is true or whether he just refuses to share this man's identity, I do not know.

Thus, my dilemma. I feel the man could be an asset. He clearly has skills and contacts that could be of value. That said, I fear he has some ulterior motive, and I do not know if it is due to the infernal blood that runs through his veins. If his lifeblood is not balanced by his celestial parent, he could have fallen under the sway of the devils and could easily be an agent for them. I have spent time in the genealogical collections to try to find out what he was doing there when we first found him, but the clues are as elusive as smoke in the wind.

Librarian Amra Pagewright

## GENESAI PLAYER OPTIONS

### FAVORED CLASS OPTIONS

**Fighter:** Your shattersoul blade becomes larger, though you can still use it as an appropriately sized weapon. When you have selected this option 2 times, the weapon's damage die increases to 1d6; for 4 times, it increases to 1d8; for 8 times, it increases to 2d6; for 12 times, it increases to 2d8; for 20 times, it increases to 4d6. Against lawful or chaotic creatures, its damage die increases by one step to a maximum of 4d8 when this option has been chosen 20 times. To take this option, you must have the shattersoul blade alternate racial trait.

**Magus:** Add +1/2 to your arcane pool. This can only be used to enhance your shattersoul blade. To benefit from this favored class option, you must have the shattersoul blade racial trait.

**Cavalier:** Add +1 to your mount's saves versus fear. If you ever replace your mount, the new mount gains this bonus to saves versus fear.

**Sorcerer:** Add +1/2 to the number of times per day you can use one of your spell-like abilities (*bless water*, *cure light wounds*, *hide from undead*, *protection from chaos*, or *remove fear*). To benefit from this favored class option, you must have the divine spells racial trait.

**Witch:** Add +1/4 to the penalty and bonus you receive from your unnatural aura. To benefit from this favored class option, you must have the unnatural aura racial trait.

## RACIAL ARCHETYPES

The following racial archetypes are available to genesai.

### ABADDON PARIAH (RANGER)

*While many rangers find harmony with nature, an Abaddon pariah is truly a stranger in a strange land. His genesai "otherness" leaves more than just animals ill at ease.*

**Otherworldly Aura (Su)** At 1st level, the Abaddon pariah exudes an aura of "otherness" that unnerves his foes. He selects a creature type from the ranger favored enemies table. Enemy creatures of that type within 10 feet of the Abaddon pariah suffer a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

At 5th level and every five levels thereafter, the Abaddon pariah can select an additional creature type. In addition, at each such interval, the penalty against any one chosen creature type (including the one just selected) increases by 2 and the range of the aura increases by 5 feet.

This ability replaces favored enemy.

**Menacing Approach (Su)** At 1st level, an Abaddon pariah's mere presence menaces others, making them want to deal hastily with him. An Abaddon pariah can use Intimidate in place of Diplomacy. Also, he can try to demoralize a foe as a swift action instead of a standard action. Once he has attempted to demoralize a foe as such, he cannot try to do so again, except as a standard action.

This ability replaces wild empathy.

### DARK COMIC

*Trying to find relief from their misery and misfortune, these genesai bards use cynical observations to shed light on their people's circumstances and place in the world, provoking discomfort along with humorous relief.*

**Bardic Performance:** A dark comic gains the following bardic performances.

**Skepticism (Su)** At 1st level, a dark comic learns to turn his biting wit on his enemies, disrupting their efforts in combat. To be affected, an enemy must be able to perceive the dark comic's performance. An affected enemy suffers a –2 penalty to attack rolls, AC, and concentration checks. At 5th level, and every six bard levels thereafter, this penalty increases by 2, to a maximum of –8 at 17th level. Skepticism is a mind-affecting ability, and it can use audible or visual components. The bard must choose which component to use when starting his performance. This performance replaces inspire courage.

**Moment of Doubt (Su)** At 3rd level, a dark comic can make a quick, cutting comment to shake an enemy's confidence at a critical moment. As an immediate action, he can force

an enemy to suffer a –2 penalty to any skill check. Every four levels thereafter, this penalty increases by 1. Moment of doubt takes 1 round of bardic performance and relies on audible components. This performance replaces inspire competence.

**Measure of Scorn (Su)** At 12th level, a dark comic can heap scorn on a target, leaving it shaken and sickened for as long as the performance continues. In addition, any allies of the targeted creature must succeed at a Will save (DC 10 + 1/2 the dark comic's level + his Cha modifier) to target the targeted creature with any beneficial effects. This performance replaces soothing performance.

## HARROWED

Reports from Collector Jahaziah Trader, as put to paper by Librarian Loria Angelson, date unknown.

I'm happy to report success at last in getting a copy of the Valtos Codex, which you should soon have in your hands at Beacon Mount. It was not easy, so I hope it will be worth it.

After much research, I discovered a copy of the codex was in fact located about a day's ride from Sangville, in a graveyard, the ghetto where dozens of harrowed reside. As you can imagine, it is a dark, unwelcoming place. The buildings are packed close together, jutting more up than out, like skeletal fingers reaching for the sun. A high palisade surrounds it, the sharpened stakes of bleached wood seeming to weep with the rain.

As I made my way past the guards at the graveyard gates, I drew stares—some hostile, some curious, but most just wary—from the harrowed residents, but soon they led me to a ruling council, made up of men and women of several ages. I know not how they were selected, but from what I could tell it appears based more on merit than any sort of bloodline or rank of their undead progenitors. The man who spoke most was in fact the ghetto's venerable cobbler. I was surprised to discover that, inside their buildings, the harrowed had artwork of a type I'd not seen before. It was ... haunting, for lack of a better word ... grays and dark colors merged to look like the ... soul ... of the land around them, as if they were seeing the land much as they see themselves. Much of it reflected the village around them, which they seemed to have an affinity for, despite walling themselves away. I'd not expected to find such stark beauty in such a dismal place.

Unfortunately, what I did not find was the truth about the codex. The council claimed no knowledge of what I spoke and said they had nothing like the codex in their possession. They offered hints and suggestions that such a thing might be found in Hannah's Redoubt, but did little to hide their desire to be rid of me before I could cause any problems.

Not trusting the harrowed over my earlier sources, I felt I had no choice but to arrange a distraction so I could investigate further. A few rumors of a missing child, well placed in the village neighboring the graveyard, provided the opportunity I needed; when the villagers stormed the enclave, I slipped in and found our quarry. It was far from undefended, though. When I tried to take the codex, I was gripped by some dark magic. It struck me with ... images ... of a vampire draining the blood from its victim. I felt as if I were its prey, and though I was able to shake

the visage off, when I clapped my hand to my neck, it came away covered in my own blood.

Escaping with the codex, I emerged from the cenotaph in a place hidden to a scene of chaos. The villagers seemed far more enraged than I had anticipated, but the harrowed were no meek prey. I saw a harrowed woman, mad with bloodlust, seem to grow stronger as she bathed in the gore of her foes. Perhaps it was a trick of the light, but I would swear her wounds seemed to close the more she fought. Another ordered around some sort of skeletal spider-creature, the likes of which I'd never seen before. I saw villagers walk into an empty street, only to begin screaming and running in fear, but from what I could not tell. All was in flames as I departed, and I made sure not to stop until I'd put enough distance between myself and that doomed graveyard that no survivors could follow me.

## HARROWED PLAYER OPTIONS

### FAVORED CLASS OPTIONS

**Bard:** Add +1 to your Disguise skill to pass as human.

**Cleric:** Add +1/2 to your cleric level to determine the total Hit Dice of undead you can control using Command Undead.

**Inquisitor:** Add +1 to your Knowledge (religion) checks to identify undead creatures.

**Paladin:** Add +1 to your roll when you channel positive energy against undead or haunts.

**Wizard:** Add +1/2 to the maximum Hit Dice of undead creatures you can control using spells such as *animate dead*.

## RACIAL ARCHETYPES

The following racial archetypes are available to harrowed.

### HARROWED PREDATOR (BARBARIAN)

*Some harrowed, scions of life-sucking progenitors, gain a measure of their undead parent's abilities, letting them reap sustenance and renewed vigor from a foe's blood and life energy.*

**Life Feed (Su)** At 2nd level, a harrowed predator can regain vitality from the blood and life energy of others. In any round the predator succeeds on a melee attack against a living enemy with a CR equal to or greater than half her Hit Dice, she gains fast healing 1. Every two levels thereafter, the fast healing increases by 1 and lasts for another round (to fast healing 2 for two rounds at 4th level, fast healing 3 for three rounds at 6th level, and so on).

This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

**Sanguine Sense (Ex)** At 3rd level, a predator can sense life around her. She gains the equivalent of blindsense versus living creatures in a 5-foot radius. Every three levels thereafter, this radius increases by 5 feet.

This ability replaces trap sense.

## GRAVE CALLER (SUMMONER)

*Unlike other summoners, a grave caller taps into the afterlife, harnessing the forces of death and unlife to power his abilities.*

**Eidolon:** The grave caller must select the undead appearance evolution at 1st level.

**Haunting Memories (Su)** Starting at 1st level, the grave caller can use his memories and experiences to create a haunt by using a standard action, a number of times per day equal to 3 + his Charisma modifier. At 1st level, the grave caller turns one experience into a haunt by picking a 1st-level spell, which does not have to be on the summoner's spell list. He can then use this spell to create a haunt, determining any other factors (notice DC, reset time, weaknesses, etc.) each time he creates it. The total CR of the haunt can never exceed twice his grave caller level. The haunt lasts up to 1 minute per level. The grave caller and his eidolon can choose to not trigger the haunt.

Every two levels thereafter, the grave caller can turn another into a haunt, each time picking one higher-level spell (2nd-level spell at 3rd level, 3rd-level spell at 5th level, and so on).

Only one of each haunt can exist at a time, though haunts of different spell levels can co-exist. If a duplicate haunt is created, the previous haunt is destroyed. Because creating the haunt calls on the same power as the grave caller's eidolon, he cannot use this ability while his eidolon is summoned; however, summoning the eidolon does not affect haunts he has already created.

This ability replaces *summon monster I* through *summon monster IX* and *gate*.

## INFERNAL

Excerpted from "The Infernal Horde: My Year Among the Demon-Spawn of Moab" by Anataly DaBelveden

So what awaits Abaddon if the infernals continue their rapid population growth? Many have said they will bring about Armageddon as surely as the devils or undead or plague-stricken or any of the other evils we've dealt with since the Cataclysm. The truth, though unpopular, is more complicated.

Yes, there is no doubt that the infernals are tainted by their demonic ancestry. They are wilder than humans, even the humans trying to make their way in the remains of today's world. But, in my experience, they are no more intrinsically evil than any reader of this treatise. Moab, the city they have created for themselves, is a lawless place, but I have seen kindness and goodness here.

I have spent much of my time in the city under the protection of Qzaryis al-Moab, whom I consider as dear a friend as anyone else on this world. Rarely have I met a man as considerate, as good, as pure of heart as he. He is, I hope, a model of what the infernal race will grow to be as it ages. Should he manage to take power in Moab—a feat sadly not assured, as his followers still struggle against the tide of chaos despite his leadership—the city could become a great beacon of light. He is a staunch

opponent of any evil I've come across in these lands, protecting me from both undead and plague-stricken as we made our way to the city. But he holds his greatest enmity for the fiends that spawned him. He will not speak of his parents or how he came into this world, but I fear it cannot have been through any positive means. His deepest ire is for demons. One day, we were confronted on the street by a pair of the beasts, and he tore into them with blade and spell, dispatching both to their final fates as they cried out uselessly for aid from the Abyss itself.

Sadly, not all infernals take after him. As I have noted, many still cling to their chaotic natures, and Moab holds its share of evil. In fact, one of Qzaryis' rivals to lead the city claims to speak directly to the powers of the lower realms—or rather (I suppose I should be specific here), he claims the great demon lords speak through him. Monncknal al-Moab stinks of brimstone, and a small demon rides on his shoulder, whispering constantly to him. I know not what the creature tells him, but it can be nothing good. He brings powerful magics to bear in pursuit of his goals, and I fear if he were to take the city, he would be more than happy to confirm all the fears of those who mistrust the infernals.

## INFERNAL PLAYER OPTIONS

### FAVORED CLASS OPTIONS

**Bard:** Add +1 to Diplomacy checks to change the initial attitudes of NPCs.

**Barbarian:** Add +1/2 to the damage done by your natural weapons when you are raging. You must have claws, barbed flesh, or a venomous bite to select this favored class option.

**Cavalier:** Your mount gains resistance 1 against acid, cold, or fire. If you select the same type again, increase that resistance by 1 to a maximum of 5. If you ever replace your mount, the new mount has these resistances.

**Gunslinger:** Add +1/3 on rolls to confirm critical hits while using a firearm, to a maximum bonus of +5. This bonus does not stack with Critical Focus.

**Sorcerer:** Add 1/5 of a special ability available from your infernal taint racial trait. This option has no effect unless you select this reward five times or another increment of five.

**Witch:** Add +1/2 to your acid, cold, or fire resistance, to a maximum of 5 for any one type.

## RACIAL ARCHETYPES

The following racial archetypes are available to infernals.

### DEMONSPAWN DEFENDER (PALADIN)

*Though many types of evil walk the earth, demonspawn defenders focus on fighting the very outsiders that spawned them, suppressing their own chaotic natures to impose order where none is found.*

**Agent of Law (Su)** A demonspawn defender's devout faith is stronger than her own nature. She is considered a native outsider with the lawful subtype, rather than the chaotic subtype typical of infernals. She overcomes damage

reduction as if her natural weapons and any weapons she wields were lawfully aligned. If she should lose her class features by committing an evil deed or through some other instance, she again becomes chaotically aligned, as other infernals, regardless of her true alignment.

**Aura of Mortality (Su)** At 3rd level, the demonspawn defender's presence reduces the power of evil outsiders. The aura reduces the elemental resistances of evil outsiders within 10 feet by 5, while their immunities to elemental damages become resistance 30.

This ability replaces aura of courage.

**Dimensional Break (Su)** At 9th level, the demonspawn defender can stop an evil outsider from calling reinforcements from its home plane. Whenever the demonspawn defender successfully strikes an evil outsider, she can expend one use of lay on hands to prevent it from using any summon spell-like abilities for 1 minute. Using dimensional break multiple times against the same opponent adds to the duration; for example, two hits would prevent it from using such abilities for 2 minutes.

This ability replaces the paladin's mercy gained at 9th level.

## DEMONIC SERVITOR (ORACLE)

*The denizens of the Abyss take a special interest in certain infernal oracles, using them to serve their will on Abaddon instead of traveling there themselves and risking being trapped.*

**Alignment:** Any non-good.

**Recommended Mysteries:** ancestor, battle, bones, flame, metal.

**Bonus Spells:** *wrath* (2nd), *vision of hell* (6th), *hellmouth lash* (Advanced Race Guide) (8th), *hellfire ray* (Pathfinder Chronicles: Princes of Darkness, Book of the Damned Vol. I) (12th), *frightful aspect* (16th). These bonus spells replace those given by oracle's mystery at the same levels.

**Oracle's Curse:** A demonic servitor must choose the following curse at 1st level:

- **Brimstone Stench:** You smell constantly of brimstone, no matter how you try to mask the odor. The overpowering scent makes you easy to track and alienates any creature that isn't a fiend, abyssal, or infernal that can smell, giving you -4 to Diplomacy checks against them. You gain a +4 circumstance bonus to saves versus scent-based effects, such as stench. At 5th level, add *scent trail* and *stinking cloud* to your list of spells known. At 10th level, you become immune to scent-based effects. At 15th level, you can amplify the scent as a standard action, giving yourself a 30-foot radius of stench (DC 10 + 1/2 your oracle level + your Con modifier). Ending the stench is a free action.
- **Demonic Familiar:** At 1st level, the demonic servitor gains a familiar as a wizard equal to her oracle level. If she already has a familiar, her oracle levels stack to determine the familiar's abilities. At 3rd level, her familiar gains the

fiendish template. At 7th level, the demonic servitor exchanges her familiar for a quasit without needing to take the Improved Familiar feat.

This replaces her 1st-level revelation.

## KHYMER

Excerpted from "What Makes a Monster? A Treatise on Khymer Ethics" by Anataly DaBelveden

... Yet, most khymer would—angrily—reject any comparison with the undead. Yes, they argue, both use the corpses of other creatures to sustain themselves, but that is where the comparison ends.

They note that they do not corrupt the corpses they inhabit, unlike the undead, which either pervert the creature's soul, twisting it into some evil semblance of its former life, or kill and reawaken men as zombies or skeletons for no real need. The khymer, it must be acknowledged, must use others' bodies or they would die out themselves. Many in fact still seek some cure for their blood-like state, a way to end their gruesome reliance on the deceased. These actions are a far cry from those of the undead.

Some khymer set up agreements with their eventual hosts, trading wealth or service in return for their bodies when they have passed. The khymer philosopher Edra Delani has posited that such deals are good for the families of these poor souls. They save the expense of a funeral and even the fear that their loved ones could be brought back someday as undead—they provide a far better fate, for once the khymer is done with the body, it will be no more than dust.

I have heard khymer argue that, if a man sees a sword lying unused in the road, none would fault him for picking it up and using it. What difference is it if they do the same with a body? Even if they were inclined to rob graves, most would not be able to use a properly buried body; the khymer require fresh hosts. Delani again asserts that these deals help keep the surface of Abaddon clean of disease and should be seen as a service to the greater good.

That said, there are unsavory khymer who have less ethical views toward obtaining host bodies. Rumors whisper of "body farms," communities where khymer overlords force humans and others to breed to generate a constant new supply of hosts. The khymer I have spoken with insist this is no more than base slander—even if the khymer were inclined to such actions, the bodies would be consumed so fast as to make their efforts futile—but still the rumors persist.

And then there are the rare khymer who can take over living creatures. Most see these body snatchers as at least unethical, if not evil. They say their possession is akin to murder, as the body's original inhabitant is slain in the process. Still, some defend even body-snatching in the rare instance of self-defense. After all, killing a man by possession is no different than killing him with sword or spell. Is it any less evil to kill a man and leave his body to rot—as a human, elf, or infernal would do—than it is to kill him and take his body so you may live?





## KHYMER PLAYER OPTIONS

### FAVORED CLASS OPTIONS

**Alchemist:** It takes you 10 minutes less to integrate into a new host body.

**Druid:** You can survive in your blood form for +1 hour.

**Fighter:** Whenever you take bleed damage, reduce it by 1/3 points to a maximum of 5. This option has no effect unless you select it three times or another increment of three.

**Monk:** Add +1 to saves versus psionic effects.

**Ranger:** If you use the body of a favored enemy as a host, you can sustain the body for an extra two days.

**Sorcerer:** Add +1/2 to the number of times per day you can use your 1st-level bloodline power.

## RACIAL ARCHETYPES

The following racial archetypes are available to infernals.

### HEMOTHEURGICAL LEECH (SORCERER)

*Some khymer sorcerers wring the last drops of power from their hosts, using the body's blood to augment their own abilities.*

**Borrow Bloodline (Ex)** A hemotheurgical leech can call on additional bloodline powers based on her host.

At 1st level, she can use her own bloodline power or a 1st-level bloodline power from her host. Her total daily uses remains 3 + her Charisma modifier. Each time she uses a host's bloodline power, she reduces the length of time she can sustain her host body by one day.

Starting at 3rd level, the hemotheurgical leech can use additional bloodline powers from her host. If the power has limited uses per day (e.g., the arcane bloodline's metamagic adept), she cannot exceed that limit. If the power is constant (e.g., the celestial bloodline's celestial resistances), she can activate it for 24 hours as a swift action.

Because the hemotheurgical leech focuses less on her own bloodline, she does not gain the benefit of her bloodline arcana.

The GM determines the bloodline provided by each host body. Typical bloodlines available in Abaddonian creatures include the following: accursed (*Ultimate Magic*), martyred (*Pathfinder Player Companion: Blood of Angels*), pestilence (*Pathfinder 29: Mother of Flies*), and shadow (*Advanced Player's Guide*). A host who was a wizard might give access to the arcane bloodline, and a noble might give the imperious bloodline (*Advanced Race Guide*).

Other common bloodlines based on hosts include:

**Dwarves:** deep earth (APG), elemental (earth)

**Elves:** starsoul (APG), verdant (APG)

**Gnomes:** dreamspun (APG), fey  
**Exalted:** celestial, destined  
**Genesai:** abyssal, celestial, destined, infernal  
**Harrowed:** undead  
**Infernal:** abyssal, infernal  
**Lykians:** rakshasa (UM)  
**Osirians:** impossible (Paizo Player Companion: Champions of Balance)

## BODY SNATCHER (ROGUE)

*Certain khymer have focused on their ability to take a host, adapting to take over larger and smaller humanoids—even living hosts.*

**Body Snatching (Ex)** Whenever a body snatcher can perform a sneak attack, it can instead make a touch attack as a standard action to force some of its blood form into an opponent and try to exert control over the body. The target of body snatching must not be immune to precision-based attacks and must have a body with blood as well as some orifice—such as a mouth or nose—for the body snatcher to force its blood form into.

At 1st level, this ability functions like *command*, though the body snatcher does not need to speak. If the target succeeds at a Will save (DC 11 + 1/2 the body snatcher's level + its Con modifier), it is instead sickened. At 3rd level and every two levels thereafter, the effect lasts for an additional round and the DC increases by +1. At 9th level, this ability functions as *dominate monster*, except it lasts only 5 rounds, increasing by 1 round every two levels thereafter.

As a full-round action, the body snatcher can try to completely transfer its form to the potential host, which must be helpless. The target must succeed at a Will save (DC 11 + the body snatcher's level + Con modifier) or die. This DC increases by +1 at 3rd level and every two levels thereafter.

If the host fails at the Will save, the body snatcher takes control of the host's form, and its previous host immediately crumbles to dust. If the creature succeeds at the Will save, the body snatcher remains in its previous host. This transfer provokes an attack of opportunity. Though the body snatcher keeps its ability scores, it gains the appearance of its new host, giving the body snatcher a +10 circumstance bonus to impersonate the host.

This ability replaces sneak attack.

**Expanded Host (Ex)** At 4th level, a body snatcher can also use the body of a Large or Small humanoid creature as its host. A Large host gives the body snatcher a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC. It also has a space of 10 feet and a natural reach of 10 feet. A Small host gives the body snatcher a +2 size bonus to Dexterity, a –2 size penalty to Strength (minimum of 1), and a –1 penalty on attack rolls and AC.

This ability replaces uncanny dodge.

**Improved Expanded Host (Ex)** At 8th level, a body snatcher can also use the body of a Huge or Tiny humanoid creature as its host. A Huge host gives the body snatcher a +4 size bonus to Strength, a –4 size penalty to Dexterity (minimum of 1), and a –2 penalty on attack rolls and AC. It also has a space of 20 feet and a natural reach of 20 feet. A Tiny host gives the body snatcher a +4 size bonus to Dexterity, a –4 size penalty to Strength (minimum of 1), and a –2 penalty on attack rolls and AC.

This ability replaces improved uncanny dodge.

## LYKIAN

Report from Collector Jahazah Trader, as put to paper by Librarian Loria Angelson, date unknown.

As you requested, I have traveled far from Beacon Mount in search of useful lore for the Archivists' League. I made contact with the Strongjaw clan of lykians, to see if they might have any knowledge of value. I approached openly, with three slaves and a guide in tow. I will admit, there were some tense moments until I could make them understand I was bringing them food. Though we spoke a common tongue, the situation was made more complex by their growling, nearly unintelligible dialect.

Once they came to understand we wished to learn of their people's history, I found the task more difficult than I had hoped, as lykians have almost no written records. Though each tribe maintains an oral history, their stories will need to be gathered by a dedicated collector, an even more challenging process because the tribe will likely try to eat the collector at some point.

At any rate, I was able to learn some possibly useful details about the Strongjaw clan. They are led by Strongjaw Blacktooth Bristle, their alpha bitch—understand that I make no aspersions on her character here; it is simply the term they use. She is a strong leader who prefers to avoid conflict. This she accomplishes by keeping her people to the south of Hannah's Redoubt and away from the worst of the undead hordes that plague that part of the world. However, from what I could tell, the tribe seems divided.

The druid Strongjaw Nighthowl Snapmaw appears to be the tribe's spiritual leader. During our stay, he spoke out strongly against our presence, saying it was against the natural way. Had it been up to him, I suspect we would all have been killed and eaten immediately. Also, I suspect, were it up to Snapmaw, the Strongjaws would walk a far more aggressive path, tearing into human and undead alike wherever possible. He seemed to feel that, even if some of the tribe did not survive such encounters, it would merely root out the weak from the pack. He clearly had the ear of some of the tribe's younger warriors, though most still hewed to the more cautious ways of Bristle. This division could be of use—for whatever lack of civilization the lykians have, they are fierce warriors. Perhaps we can use the split to focus their violence toward Infernus.

As I'd planned, before they'd gotten the chance to eat me, a seemingly chance encounter with a patrol of undead led to fighting. I escaped in the chaos, stopping nearby to watch the battle. To prepare for my escape, I had done my best to separate the lykians from their weapons, but this

seemed not to slow them at all. Many were just as happy, if not more so, to fight with claws and fang. Despite reports saying lykians cannot transform into full wolves, both Bristle and Snapmaw did exactly that, the former after drinking some concoction she had made from herbs and mushrooms of uncertain origin. Most impressively, once Snapmaw transformed, weapons seemed to struggle to find purchase on him. Wounds from several blows simply closed. I did not stay to further my observations, as I suspected I had little time to escape from either party, but I am certain that what I saw was no trick of the eye.

We think of lykians as savage brutes, but they are cunning fighters, enough so that I suspect they could give some devils a challenge. Few have enough cunning to help us with our true goal, but harnessed to our desires they could prove a valuable distraction at the right moment.

## LYKIAN PLAYER OPTIONS

### FAVORED CLASS OPTIONS

The following options are available to all lykians who have the listed favored class. Unless otherwise stated, the bonus applies each time you select the favored class reward.

**Barbarian:** Add +1/3 hp to the damage done by your claws while raging (maximum damage +5).

**Druid:** Gain 1/4 silver DR when using wild shape. This damage reduction is applied after accounting for your vulnerability to silver.

**Fighter:** Add +1/4 to hit to your bite attack.

**Ranger:** Add +1/2 on critical confirmation rolls made while using your natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Rogue:** Add +1/3 hp to the damage done by your natural attacks when using sneak attack (maximum damage +5).

**Witch:** Add +1 to the DC or caster level of your transmutation (polymorph) spells.

## RACIAL ARCHETYPES

The following racial archetype is available to lykians.

### LYKIAN THROWBACK (ALCHEMIST)

*Some lykian alchemists focus on mastering their own lycanthropic qualities, using their discoveries to revert themselves to a truer form of werewolf.*

**Lycanthropic Mutagen:** At 3rd level, a lykian throwback picks the form of a specific, single human of the same sex. From then on, he can use his mutagen to take that form. In human form, a lykian throwback cannot use his claw or bite attacks, but gains a +10 racial bonus on Disguise checks made to appear human. This ability otherwise functions as *alter self*. This ability replaces swift alchemy.

**Improved Lycanthropic Mutagen:** At 6th level, a lykian throwback picks the form of a specific, single wolf of the same sex. From then on, he can use his mutagen to take that form.

The lykian always takes the same form when he uses the mutagen. This ability otherwise functions as *beast shape II*. This ability replaces swift poisoning.

**Greater Lycanthropic Mutagen:** At 10th level, a lykian throwback can transform at will into a human, hybrid, or wolf form while using his mutagen. Switching forms takes a standard action. This ability replaces poison immunity.

**Discoveries:** Each of the following new options can be taken as a discovery by a lykian throwback.

- **Incubating bomb:** A lykian throwback can create a bomb designed to speed the progression of diseases. The incubating bomb deals damage and, when it directly hits a creature suffering from any diseases, reduces the incubation period of those diseases by one day per 1d6 damage. For example, a 4d6 incubating bomb would reduce the incubation period of any diseases by up to 4 days.
- **Lycanthropic curse bomb:** A lykian throwback can add natural herbs and ingredients to create a curse bomb. When this bomb strikes a creature, it fools the victim into thinking it has been transformed into a wolf. The lycanthropic curse bomb deals damage and, when it directly hits a creature, the target will only attack using natural weapons for 1 round per caster level of the lykian throwback. Reduce the damage dealt by the normal bomb by 2d6: for example, a bomb that would normally deal 6d6+4 damage would instead deal 4d6+4 damage as a lycanthropic curse bomb. To select this discovery, a lykian throwback must be at least 8th level.
- **Saliva bomb:** A lykian throwback can use his diseased saliva to make a saliva bomb. The saliva bomb deals damage and, when it directly hits a creature, the target must make a Fortitude save (DC 10 + 1/2 the lykian's Hit Dice + his Constitution modifier) or be affected by the diseased saliva. Using this discovery counts as a use of the lykian's diseased spit.

## OSIRIAN

From Delad'r Lyttroth's "Speech on the Spire"

My friends, you have called and I have come.

Yes, I heard your cries: "Why have we suffered this darkness and so much death?"; "Why have the makers turned on us?"; "What is left for us on Abaddon?"; "Is there no one to lead us, to bring us out of this hell?"

I heard your cries and I have come—but not to answer your questions, not to lead you out. No, I have come to tell you that we are osirians and we are better than this. We are not children mewling in a corner for our mother. Yes, we have suffered. We were decimated when the black rock fell from the sky. Our lands were ravaged. Those who survived the devastation were shattered again, our bodies wracked by the dark energies. Those who died came back and tried to take more into the Abyss with them.



But we are here, are we not? Look around you. Next to you stand your brother and sister osirians! Look up! Yes, the sky is dark, the sun hidden—but below that, the mighty spires of Prax still stand!

I hear you cry that it is hopeless, that we have been slain by the rock and by the dead. I say we are osirians! Were we not the first created by the gods? Did our craftsmen not bring centuries of wonders to Abaddon? Though we still weep at what we must do, did we not find a way to keep our own dead from coming back to kill more of us? Did we not find a way to turn our arts to our survival, creating these tattoos that protect us from the dark energy—and not only that, but in fact give us even more power?

Look around! Cast your eyes wide! I say to you that we have done all these things, and it is self-evident that we have not been beaten. Yes, we have suffered, but we have also triumphed. Did we not beat back the darkness? Prax survives! Osirians survive! We shall not go meekly into death, into the slave pens of the undead overlords, into hiding beneath the surface of the earth. No, we shall stand here, tall like these beautiful spires.

Now the scales are balanced. Danger still lurks, but we are no longer dying as we did in the dark days. It is time for us to move forward again. Osirians were once known worldwide for our marvels, and it is time to begin a new undertaking. Let us change this world again, as we did in the past. My friends, we can be a beacon of light in this dark world. We must work together again to create new wonders—to light the way!

I heard your cries, now hear my cry! Turn away from your pity; cling fast to your strength. Take it from your neighbors. Take it from these spires.

Osirians, hear my call. We were the first on this planet, and so too shall we be the last. We have fallen, but we shall rise again, rise so high that one day we will look down on these mighty spires of Prax and wonder that they are so far below us.

## OSIRIAN PLAYER OPTIONS

### FAVORED CLASS OPTIONS

**Gunslinger:** Add +1 to the range of your necromantic hellfire. This option has no effect unless you have selected this reward five times or another increment of five (e.g., a range increment of 24 feet is considered a range increment of 20 feet).

**Paladin:** Add +1 to your damage when channeling positive energy to harm undead.

**Rogue:** When you fail a Disable Device check, add +1 to your roll when determining by how much you failed.

**Summoner:** Add +1 to your eidolon's saves versus spells and effects that deal negative energy damage or inflict negative levels.

**Witch:** Add +1 to your attack rolls with your necromantic hellfire.

**Wizard:** Add +1 to your skill checks to create a magic item.

## RACIAL ARCHETYPES

The following racial archetypes are available to osirians.

### HELLFIRE HARRIER (GUNSLINGER)

*These osirians have paired their mastery of technical wonders with the necromantic energy infusing them.*

**Arcane Pool (Su)** At 2nd level, a hellfire harrier gains an arcane pool equal to 1 + 1/2 her gunslinger level (minimum 1). Every four levels thereafter, she adds +1 to her arcane pool. This ability is identical to a magus' arcane pool, except it can only be used on a firearm.

This ability replaces nimble.

**Hellfire Bullet (Sp)** At 3rd level, a hellfire harrier with at least 1 point in her arcane pool can imbue her gun with her necromantic hellfire as a free action. When this gun successfully hits a target, it suffers the effects of the hellfire harrier's necromantic hellfire in addition to any normal damage.

This ability replaces the utility shot deed.

**Magus Arcana:** At 5th level, a hellfire harrier gains a magus arcana. The hellfire harrier's effective magus level equals her gunslinger level. If she has levels in a class with access to spells, she can apply the magus arcana to that class' spells, but does not gain any other spellcasting abilities.

Every four levels thereafter, she gains another magus arcana to a maximum of four at 17th level.

This ability replaces gun training.

### ARCANE TATTOOIST (WIZARD)

*These wizards have taken the osirian body tattoos to the next step. Combining their expertise in the arcane arts with these tattoos, they imbue their own flesh with even more power.*

**Spellskin (Ex)** An arcane tattooist inscribes his spells on his own flesh, writing them in necromantic obsidian patterns. He needs no spellbook and, as a free action, can cause any learned spell to appear for his study.

He is not limited to one magical tattoo per magical slot; instead, he can inscribe a number of tattoos equal to his level in each slot. However, he can only have one tattoo per slot active at once. Activating a tattoo in a slot with an active tattoo immediately ends the effects of the first tattoo. As a standard action, an arcane tattooist can move a magical tattoo from one slot to another.

This ability replaces arcane bond.

**Tattoo Artistry (Ex)** At 1st level, an arcane tattooist gains Skill Focus (Craft [tattoos]). He also gains Inscribe Magical Tattoo (*Inner Sea Magic*); before 5th level, he can only use it to inscribe magical tattoos on himself. At 5th level, he gains full access to the feat.

This ability replaces Scribe Scroll.

## PROMETHEAN, CLOCKWORK

From the journal of explorer Turatas Boel:

What fresh new hell is this?!

My journey through osirian lands led me to what I thought was a small village, but I was disabused of that notion shortly after I arrived. As strange as the osirians are (those runes carved in their flesh?), this is something altogether different. No normal man, woman, or child inhabits this village, but rather some sort of mechanical monstrosities. They're a kind of clockwork creation, but the brain-filled canisters make it all too clear that they're no simple constructs. They look like some unholy amalgamation of man and machine.

Despite my own nervousness (I almost fled as soon as I saw what...lives?... here, but couldn't bear to spend another night outdoors) they treated me with...dignity. Humanity. Though they seemed as surprised to see me as I them, I got a room for the evening. They offered no meal (maybe they don't eat?) but the bed is as comfortable as any I've slept on during this most recent trip, even if I had to spend some time beating the dust out of it. I think I shall explore in the morning, and see if I can find what happened here.

From the journal of explorer Turatas Boel, later entry:

I found myself underground, in some strange laboratory. A worn path led between this place and the cave mouth, and while the machines were for the most part clean, a gruesome puddle of dried blood coated the floor beneath the central metal table. A horrid stench filled the chamber, and piles of discarded body parts rotted in a bin, making me want to gag. Some of the machines worked on their own; their grasping claws on arm-like extensions moved with the detailed precision of a human surgeon. Unable to look away, I watched in terror as they began cutting, the flesh and sinew parting as if beneath a butcher's axe. I felt the victim's pain and wanted to scream, but no sound escaped my unmoving lips.

My body numb, it seemed an interminable time later when I could move again, and I forced myself to action. I lashed out, destroying all the damned machines in that cursed place. Never again could it inflict such horror on unsuspecting victims. As I searched for clues as to what created this place or collected its victims, I found instead notes on other such laboratories. I will make it my mission to ensure such a fate—being turned into one of these mechanized monsters—never happens to anyone else.

From the journal of explorer Turatas Boel, later entry:

Yet another lab discovered and destroyed, but I grow no closer to finding out who or what is responsible. Still, I have discovered something new here: plans. They seem to be for a different sort of creation, one that doesn't take lives to create. One such plan is for a mechanical mount, a steed that can carry the weight of these clockwork men, where a normal mount might suffer or balk at its rider's strangeness. Even more inter-

esting are notes of a more arcane sort, which indicate ways to add power to the metal frame. They show how to make the body more perfect, how to give it the ability to accomplish almost any physical skill; to make it overcome fatigue, illness, or poison; and even to add additional limbs.

I don't know if these techniques will work, but I hope they will. If so, maybe I can make use of them myself as I continue my crusade against their—and my—creator.

## CLOCKWORK PROMETHEAN PLAYER OPTIONS RACIAL ARCHETYPES

The following racial archetype is available to clockwork prometheans.

### CLOCKWORK CAVALIER (CAVALIER)

*These cavaliers ride not steeds of flesh and blood but instead mechanical mounts of their own creation.*

**Skills:** A clockwork cavalier adds Disable Device and Knowledge (engineering) to his list of class skills and removes Handle Animal.

**Mechanical Mount (Ex)** A clockwork cavalier begins play with a mechanical mount and a special key he must use to wind it. This functions as a cavalier's mount and gains the following construct and clockwork traits:

- No Constitution score. To calculate DCs or other statistics that rely on Constitution, treat the construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, though it can be healed through spells such as *make whole*.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save, unless the effect is harmless or also works on objects.
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Cannot be raised or resurrected.
- Proficient with no armor.
- Does not breathe, eat, or sleep.
- Must be wound with a special key in order to function; when fully wound, it can remain active for 1 day per Hit Die.
- Vulnerable to electricity.

Should the mechanical mount be destroyed, the clockwork cavalier must create a new one. Doing so requires 40 hours of work over at least one week and costs 300 gp per level of clockwork cavalier. Should the mount's key be lost, the

clockwork cavalier must create a new one using Disable Device (DC 20 + the mount's HD); doing so costs 300 gp worth of material and takes 8 hours.

This ability modifies a cavalier's mount.

**Mount Mechanic (Ex)** At 1st level, a clockwork cavalier must fix any damage to his mount by hand. Each day he can repair damage by rolling a number of d8 dice up to his level. For each d8 he rolls, he must spend 1 hour on repairs, during which the mount can take no other actions. At 4th level, the clockwork cavalier can use a standard action to activate the mount's ability to self-heal. This ability immediately restores the mount's hit points in the same way as before, but each d8 rolled counts as two d8s against the clockwork cavalier's daily limit. This ability replaces expert trainer.

**Tactician (Ex)** At 9th level, a clockwork cavalier receives the tactician ability, gaining an additional use of the ability at 14th level and at 19th level. At 17th level, he gains greater tactician.

### NEW GREATWORK: MOBIUS BODY

Clockwork promethean machinists often find their own body the perfect canvas for their greatwork, building a mobius core into their torso and using it to power a number of special abilities.

The machinist can use some mobius body powers at will, while others expend charges. A mobius body holds a maximum number of charges per day equal to half the machinist's level (minimum 1) + his Intelligence modifier. If no charges are used for 8 consecutive hours, the charges refresh to their maximum amount. A machinist with a mobius body follows all standard rules for performing upgrades on their greatwork, as given on pages 3–4 of *Classes of NeoExodus: Machinist*.

**Base Body** The mobius body allows the machinist to expend 1 charge as a swift action to add 1d4 to any Strength- or Dexterity-based skill check. He must decide to use this ability before he makes the skill check.

**Body Upgrade 1** At 5th level, a machinist can add this upgrade to his mobius body greatwork. With this upgrade, when he uses his base body ability, he adds 1d6 to his skill checks instead of 1d4.

In addition, the machinist can expend 1 charge to remove the fatigued or sickened condition from himself. He can expend 2 charges to remove the dazed or staggered condition from himself.

**Body Upgrade 2** At 10th level, a machinist can add this upgrade to his mobius body greatwork. With this upgrade, when he uses his base body ability, he adds 1d8 to his skill checks instead of 1d6.

In addition, the machinist gains immunity to disease and can expend 2 charges to remove the exhausted or nauseated condition from himself.

**Body Upgrade 3** At 15th level, a machinist can add this upgrade to his mobius body greatwork. With this upgrade, when he uses his base body ability, he adds 1d12 to his skill checks instead of 1d8.

In addition, the machinist gains immunity to poison and can expend 3 charges to remove the blinded, deafened, paralyzed, or stunned condition from himself.

**Body Master Upgrade** At 20th level, a machinist can add this upgrade to his mobius body greatwork. With this upgrade, when he uses his base body ability, he adds 1d20 to his skill checks instead of 1d12.

In addition, whenever he must make a Fortitude save, he can expend 1 charge to take 20 on the roll. This is not treated as a natural 20.

## AUGMENTATIONS (MOBIUS BODY)

**Body Booster (Sp)** The machinist can expend one charge to cast *bear's endurance*, *bull's strength*, or *cat's grace* on himself.

**Extra Limb (Ex)** The machinist can attach a rudimentary extra appendage to his frame. He cannot wield weapons with the extra limb, but as a swift action he can retrieve a small stowed object carried on his person.

**Extra Limb, Improved (Ex)** The machinist improves the quality of his extra appendage. Now he can wield multiple weapons, but he can only treat one hand as his primary hand; all others are off hands. He can use the improved extra limb for all other purposes that require free hands. To select this augmentation, the machinist must have the extra limb augmentation. At 10th level, he can select this augmentation a second time.

# PROMETHEAN, CLOCKWORK

What does it mean to be a monster? In these days, it seems monsters are more common than man. The hordes of undead that run much of the world—are they monsters? It would seem the obvious answer is yes, but if they are all that there is, do they then become man? If they, most of them, did not choose to become what they are, does that make them monsters? If a man is forced to steal to feed his family, is he the same as a man who steals just for his own avarice? If he kills to protect himself, do we damn him?

These are the questions we must think about when considering the promethean. By one measure, they are clearly monsters beyond compare. As if the normal undead weren't bad enough, each of these beings requires the deaths of multiple people—17 to create Prometheus alone, if the stories can be believed. In a world where it often seems impossible for greater horrors to be unleashed upon its populace, the promethean seems like some new atrocity, almost as if the universe itself were conspiring to shock us, even when such a feat seems no longer possible.

But is their monstrosity the sole measure? The promethean had no say in his creation, after all. He did not ask to be stitched together from the remains of others. And he suffers. I have spoken with many prometheans and they tell me of their struggle to rise above their origins. Many say they hear the voices of the souls torn asunder to create them; some even see flashes from the lives of their component parts, memories from before they were stitched into this new creature. I have heard stories of those who spend the entirety of their new existence trying to stitch together their mind, to find some sort of balance between the competing voices they hear.

Others seek to make themselves more natural, I have been told. Some are so desperate to remove the stench of abomination they emit that they stitch animal parts to themselves, seemingly unaware of the additional horror they inflict in their efforts to become more normal.

So are they man or monster? If only the answer were so simple, a pure black or white. Sadly, like so much else in this world of darkness, it is a shade of gray. Some prometheans never come to terms with their origins, and instead spend their new lives seeking revenge or repeating the atrocities of their creation by making more of their own. Others seek to rise above their beginnings, to live a normal life or even make the world a better place—but so often their efforts seem destined for failure, tainted by their very being despite their best intentions.

## FLESH PROMETHEAN PLAYER OPTIONS

### RACIAL ARCHETYPES

The following racial archetypes are available to flesh prometheans.

### WILDMAN (DRUID)

*These flesh prometheans incorporate animal parts into their body, letting them draw on the strength of those creatures.*

**Feral Focus (Su)** At 1st level, a wildman gains a limited ability to call on the power of the animals incorporated into her body. This functions as the hunter's animal focus class feature (Paizo *Advanced Class Guide*), except that she always applies the animal aspect to herself, and the ability has unlimited duration. She can end this ability as a free action.

While using this ability, the wildman's body takes on cosmetic aspects of an animal, such as furry skin, longer nails, elongated teeth, and oddly colored eyes; these changes do not grant her any abilities beyond those stated in the animal focus, and they end when she takes on a different aspect or ends the ability. This physical change is a polymorph effect, though the effects of the animal focus are not.

As she gains power, she can briefly call on aspects of more animals. At 6th level and every four levels afterward, she can add the aspect of an additional animal for a number of minutes per day equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

This ability replaces the druid's nature bond and wild shape abilities.

## SHATTERED SOUL SEEKER (INQUISITOR)

*Racked by memories from their many component bodies, the shattered soul seeker works to find some way to pull the tattered remnants of her personalities together into one cohesive whole.*

**Mental Discipline (Ex)** A shattered soul seeker is used to filtering out the voices from her multiple personalities, keeping her focus all the while. At 2nd level, she gains an insight bonus to all saves against confusion and insanity effects equal to half her inquisitor level. This bonus is also added to any of her Sanity checks (See the *Obsidian Apocalypse* campaign setting).

This ability replaces stern gaze.

**Inflict Insanity (Su)** At 5th level, the shattered soul seeker can inflict temporary insanity on a foe within 30 feet. When affected, the target must succeed at a Will save (DC 10 + 1/2 the shattered soul seeker's level + her Wisdom modifier) or gain a random insanity (Paizo *GameMastery Guide*). At 12th level, the shattered soul seeker may choose the type of insanity she wishes to inflict. She can use this ability for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. This is a mind-affecting effect.

This ability replaces bane and greater bane.

**Multiple Domains:** At 6th level, the shattered soul seeker may select a second inquisition or domain from those belonging to her deity. Each domain grants a number of domain powers, but it does not give the bonus spells or bonus spell slots. When determining the power and effect of her domain powers, the shattered soul seeker uses her level as her effective cleric level. If the shattered soul seeker has cleric levels, one of her two domain selections must be the same as the domain selected as an inquisitor. Levels of cleric and shattered soul seeker stack for the purpose of determining domain powers and abilities, but not for determining bonus spells. At 12th level, she may gain a third domain.

This ability replaces *discern lies*, *Stalwart*, and the teamwork feats gained at 6th and 12th levels.

## RAIJIN

From the Archivist League files, testimony from Trifz Barrowwright, the gnomish "igor" of vanquished vampire Gen. Iaula Vosmas:

"They don't feel fear, you know. Oh, yes, they can, but they don't. Why should they? The masters have so little to fear in this world. There is no sun to kill them and they rule all they survey. Yes, they war with each other and vie for land, but that just brings more anger and hate, not fear.

"Trifz tells you this so you understand what it means when Trifz saw his master cry. Tears of blood streaked the master's face as the...creature...

cut his way through the master's ranks, and then invaded the master's fortress and slaughtered the master's guard. These were not just any guards. Not gnomish servants or even lesser undead. No, these were the master's children, spawned by the master from those the master felt worthy. They were the best and darkest, and the master thought they would stand forever and cement the master's legacy. But they fell before the swordsman.

"Finally, he reached the master in the throne room, and Trifz hid while they fought. The master tried to crush the swordsman's will, but there was too much hate there. The swordsman just roared, saying the master had killed him and now he would kill the master. Trifz remembers, like it was burned into Trifz's mind, that the swordsman cried out 'Vengeance will be mine!'

"The fight was dreadful and horrible. The master's tears and the swordsman's blood splattered the room as they traded blows. But the master's claws scored the final blow, which tore out the swordsman's throat. It was over, Trifz thought. But the swordsman didn't fall. He was not undead, but somehow he clung to life—his mission was not yet finished. The master stood over him, thinking the fight was over and the master was victorious again. But then the swordsman struck one more time, slamming a wooden stake into the master's chest. Staggering, the swordsman stood as the master fell. He cut off the master's head and poured a vial of water on it.

"Only then, when the master was dead forever, did the swordsman look at Trifz. Trifz swears he saw a spirit leave the man's body as it collapsed on the master's remains. A few seconds later, Trifz heard it: A voice, saying at long last it could finally rest now."

## RAIJIN PLAYER OPTIONS

### FAVORED CLASS OPTIONS

The following options are available to all raijin who have the listed favored class. Unless otherwise stated, the bonus applies each time you select the favored class option.

**Barbarian:** Add +1 to your Will save when your actions conflict with your raijin spirit.

**Fighter:** Add +1 to your Will save only for the purposes of determining eligibility for raijin feats.

**Inquisitor:** While you are being punished by your raijin spirit for acting against its wishes, you can regain the refuse to die, vengeful mind, ignore the pain, and from beyond racial traits for 1 round per day. Reactivating these abilities is a free action.

**Monk:** Add +1 to the number of rounds you can use Share Possession.

**Sorcerer:** Add +1/2 to the DC of spells you cast from the necromancy school.

**Witch:** Add +1 to the additional Will save you must make against positive or negative energy.





## RACIAL ARCHETYPES

The following racial archetype is available to rajjin.

### SWORD OF VENGEANCE (FIGHTER)

*Some rajjin warriors focus less on their martial training, as their obsessive hatred and need for vengeance makeup for what they lack in tactical skills.*

**Hatred (Ex)** At 3rd level, a sword of vengeance gains a fluctuating hatred pool, which measures the intensity of his emotions at any given moment. At the start of each day, a sword of vengeance has a number of hatred points equal to his Charisma modifier (minimum 1). His hatred shifts throughout the day, but these natural shifts cannot increase his hatred beyond his Charisma modifier. However, feats, magic items, and spells that grant grit or panache can instead grant a sword of vengeance hatred points equal to the number of grit or panache points they grant, and these increases can increase his hatred beyond his Charisma modifier.

A sword of vengeance spends hatred to accomplish deeds (see below), and he regains hatred in the two following ways:

- **Rolling a natural 20 on an Intimidate check:** When the sword of vengeance rolls a natural 20 when using Intimidate to demoralize an enemy, he gains 1 hatred point. Demoralizing a creature with fewer Hit Dice than

half the sword of vengeance's level does not restore hatred.

- **Making a killing blow against undead:** When the sword of vengeance reduces an undead creature to 0 or fewer hit points while in combat, he gains 1 hatred point. Reducing a helpless or unaware creature, or a creature with fewer Hit Dice than half the sword of vengeance's level, to 0 or fewer hit points does not restore hatred.

Hatred is another path to the same heroic pool as the gunslinger's grit and the swashbuckler's panache. Characters with any combination of hatred, grit, and panache class features combine the resources together into a larger common pool of hatred, grit, and panache points. For purposes of feat prerequisites, a character with the hatred class feature satisfies the prerequisites as if he were a grit or panache user, and vice versa. For feats, magic items, and other effects, a hatred user can spend and gain hatred points in place of grit or panache points, and vice versa.

The hatred ability and the deeds below replace armor training 1 and 3 as well as weapon training 1 and 3.

**Deeds** Hatred points can be spent to accomplish deeds. Most deeds grant momentary bonuses or effects, but some provide longer-lasting effects. Some deeds stay in effect as long as the sword of vengeance has at least 1 hatred point.

**Implacable Vengeance (Ex)** For a sword of vengeance, his dedication to revenge is nearly all-encompassing. At 3rd level, when he is targeted with a mind-affecting effect, he can spend 1 hatred point to add 1d6 to his Will save. If the result of this d6 roll is a natural 6, he rolls another 1d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Charisma modifier (minimum 1). He must use this ability after he makes the check but before the result is revealed.

**Untouchable (Ex)** A sword of vengeance knows better than anyone about avoiding the touch of the undead. At 3rd level, when any melee touch attack is made against the sword of vengeance, he can spend 1 hatred point to move 5 feet as an immediate action and gain a +2 dodge bonus to AC against the triggering attack. This movement is not a 5-foot step, and it provokes attacks of opportunity from creatures other than the one that triggered this deed.

**Hateful Strike (Ex)** A sword of vengeance feels hatred strong enough to lend him power. At 5th level, he adds his current hatred points to any damage he deals with melee weapons.

**Loathing Rage (Ex)** At 5th level, a sword of vengeance can spend 1 hatred point to rage, as a barbarian would, for a number of consecutive rounds equal to half his level plus his Charisma modifier. If the sword of vengeance has another class ability that allows him to rage, these rounds do not count against the rounds given by that ability. During his loathing rage, he can use any rage powers he has access to.

**Terrifying Blow (Ex)** At 11th level, a sword of vengeance can spend 1 hatred point to make a single hatred-infused attack against a foe. If the attack hits, the sword of vengeance may make an Intimidate check to demoralize the foe and a free bull rush or trip attack that does not provoke an attack of opportunity.

**Final Strike (Ex)** A rajin's need for vengeance outweighs the demands of death, and this holds even truer for a sword of vengeance. At 11th level, while he has at least 1 hatred point, a sword of vengeance who is reduced to negative hit points by a foe within reach can make a single attack against that foe at his full attack bonus before falling unconscious. If a sword of vengeance chooses to act while he has negative hit points (using his refuse to die trait), he may use final strike against any one foe within range before dying, as long as his negative hit points are equal to or greater than his Constitution score.

**Unforgiving Rage (Ex)** At 13th level, while using loathing rage, a sword of vengeance can use barbarian rage powers he does not possess. He can select any rage power for which he meets the prerequisites, treating his effective barbarian level as equal to his sword of vengeance level. Each power costs 1 hatred point. At the end of the rage, the sword of vengeance loses access to all rage powers he gained access to by using unforgiving rage.

**Overkill (Ex)** At 13th level, as a full attack action, a sword of vengeance can lash out at multiple attackers around him. While making a full attack, he may spend 2 hatred points to

treat each attack as if affected by Great Cleave. If the sword of vengeance already has Great Cleave, he only needs to spend 1 hatred point.

## UZAMATI

"An Examination of the Nature of the Uzamati Pocket Plane," by uzamati scholar Hacama the Seventh

The first step in returning the uzamati—and possibly the city of Izusa itself—to Abaddon is to determine the nature of the pocket plane to which we were sent. While the original intention of our leaders was to send the city to the Ethereal Plane, something clearly went wrong in the moment of its departure. We know that the city disappeared completely from Abaddon—perhaps the last entity to do so before the planar barrier was formed—but it never fully arrived at its destination. Whether it still exists in some way in the pocket plane, or was destroyed completely, remains unclear.

We have two main bodies of knowledge that we can delve for clues.

The first is the presence of negative energy. Some scholars have hypothesized that we in fact emerged on the Negative Energy Plane, but I have trouble accepting that our fate was as simple as that. Our state of existence as energy beings in the pocket plane does not reflect the known aspects of that plane and the creatures living there, which alone should be enough to put paid to that idea. That said, I do think it likely that the uzamati pocket plane has strong negative energy aspects. The synthetic bodies created by the uzamati scholars are formed of ambient negative energy (thus we can rule out the Positive Energy Plane as a possibility) and such energy serves to heal us.

But perhaps the largest barrier to simply saying Izusa was transferred to the Negative Energy Plane is the host of chronological changes we've witnessed. First, for the sake of honesty, we must acknowledge that some scholars have theorized that there are no chronological changes between the pocket plane and Abaddon. They say our people simply spent decades floating aimlessly in the void and only regained sentience when we were able to coalesce our bodies again. I think this makes little sense with what else we have perceived.

I believe that, while we may have spent some little time as semi-sentient energy, it could not have been for more than moments. It simply defies belief and science to think we could have survived in a state so scattered and for so long, yet remain able to pull ourselves back together. Far more logical is to believe that time flows at a far different rate in the pocket plane. Where it seemed only a few weeks passed in Izusa, decades passed on Abaddon. This hypothesis easily explains why it takes much of our time to transfer more survivors back home; where one minute passes there, nearly a day passes here.

We know that, of the major planes, Limbo and Purgatory have time that runs abnormally. This truth should compel us to examine where those planes might intersect with the Negative Energy Plane. Perhaps once we find that location, we will then find Izusa's true fate. That should be enough to begin preparations to return the city, if it does still exist, and all of its people to Abaddon.

# UZAMATI PLAYER OPTIONS

## FAVORED CLASS OPTIONS

**Bard:** Add +1 to the DC for any outsiders attempting to resist the effects of your bardic performance.

**Cavalier:** While in contact with your mount, you may extend your Necromantic Phasing to it for +1 round per day.

**Monk:** While you are phased, your touch attacks and unarmed strikes gain +1 point of negative energy damage.

**Paladin:** Once per day, you may allow spells and effects that use positive energy to treat you normally for +1 round. Activating this ability is an immediate action.

**Rogue:** Add +1/2 to the number of rounds you can use Necromantic Phasing.

**Wizard:** Add +1 to any Knowledge check you make while phased.

## RACIAL ARCHETYPES

The following racial archetype is available to uzamati.

### RIFT MYSTIC (MONK)

*The rift mystic is focused on the uzamati pocket plane, trying to find a way to traverse the barrier separating his people.*

**Phased Fist (Ex)** At 1st level, the rift mystic gains better control of his ability to disincorporate, learning to phase his unarmed attacks momentarily so they pass through his opponent's armor. When making an unarmed strike, he can ignore natural armor, armor, and shields; however, he cannot ignore deflection bonuses and force effects (e.g., *mage armor*). He can use this ability a number of times per day equal to his monk level, plus one more time per day for every four levels in classes other than monk.

If a rift mystic later selects the Stunning Fist feat, he may make a phased fist or stunning attack a combined number of times per equal to his monk level, plus one more time per day for every four levels in classes other than monk. While using phased fist, he may not also make a stunning attack.

This ability replaces Stunning Fist.

**Flashing Phase (Ex)** At 9th level, a rift mystic learns to avoid harm by phasing for a split-second. Whenever he is aware of being targeted by an attack, he may use one round of Necromantic Phasing attempt a Reflex save (DC equal to the attack roll). If he succeeds, he negates the effects of the attack. The rift mystic must declare his use of flashing phase after the attack targeting him is announced, but before it is rolled. This ability cannot be used against attacks that affect incorporeal creatures, and it does not negate positive energy damage caused by the attack.

This ability replaces improved evasion.

**Phase Foes (Su)** At 15th level, a rift mystic becomes sufficiently skilled at breaking through the barrier between

the Material Plane and the uzamati pocket plane, letting him briefly use the breach on an opponent. As a standard action, he can make a touch attack against a foe that, if successful, sends the target across the dimensional barrier for a split-second whenever the foe attacks. Whenever the affected creature attacks, it is treated as incorporeal and gains a 50% miss chance. Similarly, any spell it casts has a 50% chance to activate on the pocket plane, in which case it has no effect if the target is anything but the caster or an item he holds. The target is affected for a number of rounds equal to the rift mystic's Wisdom modifier.

The rift mystic can use this ability a number of times per day equal to his Wisdom modifier, but he can only have one instance of it active at a time. If he targets a second foe with this ability, the effect ends against the first target.

## UZAMATI HEXES

The following hexes may be taken by uzamati witches.

**Hasten Spell (Su)** If the witch touches a target, including herself, and succeeds on a dispel check (1d20 + her witch level, DC 11 + the spell's caster level), this hex halves the durations of any ongoing spell effects affecting the target (minimum of 1 round). Once a spell has been subjected to hasten spell, regardless of whether the hex was successful, it cannot be affected by hasten spell again.

**Quicken Disease (Su)** This hex hastens the effects of a disease on a target within 30 feet. Each use advances the progress of a disease by one day.

**Starvation (Su)** Using this hex, the witch can cause a target to starve. To resist this hex, the target must succeed on a Will save. If it fails, it immediately begins to starve, taking 1d6 points of nonlethal damage and becoming fatigued. If the target is already starting, treat the effect as if one day has passed without eating, doing 1d6 nonlethal damage.

**Unnatural Aging (Su)** This hex causes a target within 30 feet to briefly but rapidly increase in age. The target ages to the next age category (middle age/old/venerable) for a number of rounds equal to the witch's level. The target also takes the age-related penalties to Strength, Dexterity, and Constitution, but does not gain the corresponding bonus to Intelligence, Wisdom, and Charisma. A target cannot be aged beyond venerable or to its maximum age. This ability does not affect dragons.

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CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS & LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_  
 SIZE / TYPE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|--------------|---------------|------------------|-----------------|--------------------|
| <b>STR</b>   |               |                  |                 |                    |
| <b>DEX</b>   |               |                  |                 |                    |
| <b>CON</b>   |               |                  |                 |                    |
| <b>INT</b>   |               |                  |                 |                    |
| <b>WIS</b>   |               |                  |                 |                    |
| <b>CHA</b>   |               |                  |                 |                    |

**HP** \_\_\_\_\_ **DR** \_\_\_\_\_  
 WOUNDS / CURRENT HP \_\_\_\_\_  
 NONLETHAL DAMAGE \_\_\_\_\_

**INITIATIVE** \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_  
 TOTAL \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ MISC. MODIFIER \_\_\_\_\_

**SPEED** \_\_\_\_\_  
 BASE SPEED \_\_\_\_\_ WITH ARMOR \_\_\_\_\_  
 FLY \_\_\_\_\_ MANEUVERABILITY \_\_\_\_\_ SWIM \_\_\_\_\_ CLIMB \_\_\_\_\_ BURROW \_\_\_\_\_

**SKILLS**

| SKILL NAMES   | TOTAL BONUS | ABILITY MOD. | RANKS   | MISC. MOD. |
|---|-------------|--------------|---------|------------|
| <input type="checkbox"/> ACROBATICS                 | _____ =     | DEX          | _____ + | _____ +    |
| <input type="checkbox"/> APPRAISE                   | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> BLUFF                      | _____ =     | CHA          | _____ + | _____ +    |
| <input type="checkbox"/> CLIMB                      | _____ =     | STR          | _____ + | _____ +    |
| <input type="checkbox"/> CRAFT (_____)              | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> CRAFT (_____)              | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> CRAFT (_____)              | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> DIPLOMACY                  | _____ =     | CHA          | _____ + | _____ +    |
| <input type="checkbox"/> DISABLE DEVICE*            | _____ =     | DEX          | _____ + | _____ +    |
| <input type="checkbox"/> DISGUISE                   | _____ =     | CHA          | _____ + | _____ +    |
| <input type="checkbox"/> ESCAPE ARTIST              | _____ =     | DEX*         | _____ + | _____ +    |
| <input type="checkbox"/> FLY                        | _____ =     | DEX          | _____ + | _____ +    |
| <input type="checkbox"/> HANDLE ANIMAL*             | _____ =     | CHA          | _____ + | _____ +    |
| <input type="checkbox"/> HEAL                       | _____ =     | WIS          | _____ + | _____ +    |
| <input type="checkbox"/> INTIMIDATE                 | _____ =     | CHA          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)*        | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)*   | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*     | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)*       | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)*         | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (NATURE)*        | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)*      | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (PLANES)*        | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)*      | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> LINGUISTICS*               | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> PERCEPTION                 | _____ =     | WIS          | _____ + | _____ +    |
| <input type="checkbox"/> PERFORM (_____)            | _____ =     | CHA          | _____ + | _____ +    |
| <input type="checkbox"/> PERFORM (_____)            | _____ =     | CHA          | _____ + | _____ +    |
| <input type="checkbox"/> PROFESSION* (_____)        | _____ =     | WIS          | _____ + | _____ +    |
| <input type="checkbox"/> PROFESSION* (_____)        | _____ =     | WIS          | _____ + | _____ +    |
| <input type="checkbox"/> RIDE                       | _____ =     | DEX          | _____ + | _____ +    |
| <input type="checkbox"/> SENSE MOTIVE               | _____ =     | WIS          | _____ + | _____ +    |
| <input type="checkbox"/> SLEIGHT OF HAND*           | _____ =     | DEX          | _____ + | _____ +    |
| <input type="checkbox"/> SPELLCRAFT*                | _____ =     | INT          | _____ + | _____ +    |
| <input type="checkbox"/> STEALTH                    | _____ =     | WIS          | _____ + | _____ +    |
| <input type="checkbox"/> SURVIVAL                   | _____ =     | WIS          | _____ + | _____ +    |
| <input type="checkbox"/> SWIM                       | _____ =     | STR          | _____ + | _____ +    |
| <input type="checkbox"/> USE MAGIC DEVICE           | _____ =     | CHA          | _____ + | _____ +    |

CONDITIONAL MODIFIER: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

**AC** \_\_\_\_\_ = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH** \_\_\_\_\_ **FLAT-FOOTED** \_\_\_\_\_ MODIFIER \_\_\_\_\_

**SAVING THROWS**

|                  | TOTAL   | BASE SCORE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | MODIFIERS |
|------------------|---------|------------|------------------|----------------|----------------|--------------------|-----------|
| <b>FORTITUDE</b> | _____ = | _____ +    | _____ +          | _____ +        | _____ +        | _____ +            |           |
| <b>REFLEX</b>    | _____ = | _____ +    | _____ +          | _____ +        | _____ +        | _____ +            |           |
| <b>WILL</b>      | _____ = | _____ +    | _____ +          | _____ +        | _____ +        | _____ +            |           |

**BASE ATTACK BONUS** \_\_\_\_\_ **SPELL RESISTANCE** \_\_\_\_\_

**CMB** \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ MODIFIER \_\_\_\_\_  
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

**CMD** \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + 10  
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEX MODIFIER SIZE MODIFIER

| ATTACK |      | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
|        |      |              |        |          |
| RANGE  | TYPE | AMMUNITION   | NOTES  |          |
|        |      |              |        |          |


| ATTACK |      | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
|        |      |              |        |          |
| RANGE  | TYPE | AMMUNITION   | NOTES  |          |
|        |      |              |        |          |

| ATTACK |      | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
|        |      |              |        |          |
| RANGE  | TYPE | AMMUNITION   | NOTES  |          |
|        |      |              |        |          |

| ATTACK |      | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
|        |      |              |        |          |
| RANGE  | TYPE | AMMUNITION   | NOTES  |          |
|        |      |              |        |          |

| ATTACK |      | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
|        |      |              |        |          |
| RANGE  | TYPE | AMMUNITION   | NOTES  |          |
|        |      |              |        |          |




| NAME  | RACE / CLASS             |       |                          | LVL  | Acrobat                  |              |                          |
|---|--------------------------|-------|--------------------------|------|--------------------------|--------------|--------------------------|
| STR   | <input type="checkbox"/> | INT   | <input type="checkbox"/> | FORT | <input type="checkbox"/> | Bluff        | <input type="checkbox"/> |
| DEX   | <input type="checkbox"/> | WIS   | <input type="checkbox"/> | REF  | <input type="checkbox"/> | Diplom.      | <input type="checkbox"/> |
| CON   | <input type="checkbox"/> | CHA   | <input type="checkbox"/> | WILL | <input type="checkbox"/> | Intim.       | <input type="checkbox"/> |
| AC  | <input type="checkbox"/> | TOUCH | <input type="checkbox"/> | INIT | <input type="checkbox"/> | Percep.      | <input type="checkbox"/> |
| FLAT  | <input type="checkbox"/> | SPEED | <input type="checkbox"/> |      | <input type="checkbox"/> | Sense Motive | <input type="checkbox"/> |
| BAB   | <input type="checkbox"/> | CMB   | <input type="checkbox"/> | CMD  | <input type="checkbox"/> | Stealth      | <input type="checkbox"/> |
| MELEE   | <input type="text"/>     |       | <b>HIT POINTS</b>        |      |                          |              |                          |
| MELEE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| Languages   |                          |       |                          |      |                          |              |                          |
|  |                          |       |                          |      |                          |              |                          |

| Special / Notes   |  |  |  |  |  |  |  |
|---|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |

DELAY or READY

UNCONSCIOUS


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| NAME  | RACE / CLASS             |       |                          | LVL  | Acrobat                  |              |                          |
|---|--------------------------|-------|--------------------------|------|--------------------------|--------------|--------------------------|
| STR   | <input type="checkbox"/> | INT   | <input type="checkbox"/> | FORT | <input type="checkbox"/> | Bluff        | <input type="checkbox"/> |
| DEX   | <input type="checkbox"/> | WIS   | <input type="checkbox"/> | REF  | <input type="checkbox"/> | Diplom.      | <input type="checkbox"/> |
| CON   | <input type="checkbox"/> | CHA   | <input type="checkbox"/> | WILL | <input type="checkbox"/> | Intim.       | <input type="checkbox"/> |
| AC  | <input type="checkbox"/> | TOUCH | <input type="checkbox"/> | INIT | <input type="checkbox"/> | Percep.      | <input type="checkbox"/> |
| FLAT  | <input type="checkbox"/> | SPEED | <input type="checkbox"/> |      | <input type="checkbox"/> | Sense Motive | <input type="checkbox"/> |
| BAB   | <input type="checkbox"/> | CMB   | <input type="checkbox"/> | CMD  | <input type="checkbox"/> | Stealth      | <input type="checkbox"/> |
| MELEE   | <input type="text"/>     |       | <b>HIT POINTS</b>        |      |                          |              |                          |
| MELEE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| Languages   |                          |       |                          |      |                          |              |                          |
|  |                          |       |                          |      |                          |              |                          |

| Special / Notes  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
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DELAY or READY


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| NAME  | RACE / CLASS             |       |                          | LVL  | Acrobat                  |              |                          |
|---|--------------------------|-------|--------------------------|------|--------------------------|--------------|--------------------------|
| STR   | <input type="checkbox"/> | INT   | <input type="checkbox"/> | FORT | <input type="checkbox"/> | Bluff        | <input type="checkbox"/> |
| DEX   | <input type="checkbox"/> | WIS   | <input type="checkbox"/> | REF  | <input type="checkbox"/> | Diplom.      | <input type="checkbox"/> |
| CON   | <input type="checkbox"/> | CHA   | <input type="checkbox"/> | WILL | <input type="checkbox"/> | Intim.       | <input type="checkbox"/> |
| AC  | <input type="checkbox"/> | TOUCH | <input type="checkbox"/> | INIT | <input type="checkbox"/> | Percep.      | <input type="checkbox"/> |
| FLAT  | <input type="checkbox"/> | SPEED | <input type="checkbox"/> |      | <input type="checkbox"/> | Sense Motive | <input type="checkbox"/> |
| BAB   | <input type="checkbox"/> | CMB   | <input type="checkbox"/> | CMD  | <input type="checkbox"/> | Stealth      | <input type="checkbox"/> |
| MELEE   | <input type="text"/>     |       | <b>HIT POINTS</b>        |      |                          |              |                          |
| MELEE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| Languages   |                          |       |                          |      |                          |              |                          |
|  |                          |       |                          |      |                          |              |                          |

| Special / Notes   |  |  |  |  |  |  |  |
|---|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |

DELAY or READY

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| NAME  | RACE / CLASS             |       |                          | LVL  | Acrobat                  |              |                          |
|---|--------------------------|-------|--------------------------|------|--------------------------|--------------|--------------------------|
| STR   | <input type="checkbox"/> | INT   | <input type="checkbox"/> | FORT | <input type="checkbox"/> | Bluff        | <input type="checkbox"/> |
| DEX   | <input type="checkbox"/> | WIS   | <input type="checkbox"/> | REF  | <input type="checkbox"/> | Diplom.      | <input type="checkbox"/> |
| CON   | <input type="checkbox"/> | CHA   | <input type="checkbox"/> | WILL | <input type="checkbox"/> | Intim.       | <input type="checkbox"/> |
| AC  | <input type="checkbox"/> | TOUCH | <input type="checkbox"/> | INIT | <input type="checkbox"/> | Percep.      | <input type="checkbox"/> |
| FLAT  | <input type="checkbox"/> | SPEED | <input type="checkbox"/> |      | <input type="checkbox"/> | Sense Motive | <input type="checkbox"/> |
| BAB   | <input type="checkbox"/> | CMB   | <input type="checkbox"/> | CMD  | <input type="checkbox"/> | Stealth      | <input type="checkbox"/> |
| MELEE   | <input type="text"/>     |       | <b>HIT POINTS</b>        |      |                          |              |                          |
| MELEE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| RANGE   | <input type="text"/>     |       |                          |      |                          |              |                          |
| Languages   |                          |       |                          |      |                          |              |                          |
|  |                          |       |                          |      |                          |              |                          |

| Special / Notes  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |

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# A DARK STAR FELL FROM THE SKY BRINGING WITH IT THE END OF ALL THINGS!

The sanctity of the world known as Abaddon was shattered when a global apocalyptic event of a meteor impacting the planet causing a destructive ecological and eldritch change.

Now there is no day or night, just never ending Apocalypse. An undead world ruled by fear and horror. Undead nightmares prowl the darkest forest with malevolent ghouls, grim demonic fiends and horrific vampires prey on a fearful populace. The world is dominated by the monstrosly powerful immortal evils that reigns supreme over this world. And with all this the mysterious force known as Nightwall. Evil dominates the world to be challenged by noble heroes fighting to take back a world that should belong to them.

Are you willing to  
take up the fight?

# ⊕BSIDIAN APOCALYPSE

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