

NEOEXODUS CHRONICLES: WEAPONS OF MACHINESMITH DESTRUCTION

As nations roar into full-blown warfare and soldiers begin the march to battle, the machinesmiths answer the call to arms. They bring forth newfound terror to the battlefield—fantastic weaponry and new experiments in mass destruction: portable cannons, armor giving a man the strength of a bull, and constructs that can both kill and cook. Twisting old techniques into newfound uses, the machinesmith constantly innovates in an arms race that can mean life or death for her and her nation.

NEW GREATWORK: THE CONSTRUCTOR

Some machinesmiths create magnificent technologies that enhance their already considerable abilities to forge, sculpt, or otherwise craft wondrous tools. These machinesmiths build constructors. These greatworks, capable of building anything from mundane items to powerful magic weapons, are invaluable to adventuring machinesmiths looking for the right tool at the right time.

Base Constructor: A base constructor is an item that takes up the machinesmith's belt or hands slot. It has a number of charges equal to the machinesmith's Intelligence modifier + 1/3 her class level per day. As a full-round action that provokes attacks of opportunity, the machinesmith can expend a charge to create a simple item made of glass, clay, wood, stone, or a soft, non-precious metal or alloy such as brass, bronze, copper, or tin. The machinesmith creates this item from raw Mobius energy and does not need to have the materials on hand that it would normally require. The item can weigh no more than 5 pounds plus 1 pound per machinesmith level. The item cannot contain complex chemical components or moving parts, as a firearm would. The item must be sized so the machinesmith can easily carry and hold in one or both hands. From the moment the item is created, it appears in hand, ready to use. Weapons created with a base constructor have the fragile weapon quality.

Using the base constructor, the machinesmith can also create masterwork items. Doing so costs another charge, and the machinesmith must make a Craft check with a DC equal to the item's normal craft DC +10. If the machinesmith fails this check, the base constructor



creates a normal item instead, but the extra charge is still expended. Masterwork weapons created this way do not have the fragile weapon quality.

Items created by a base constructor have a fleeting existence. They last a number of minutes equal to the machinesmith's class level before dissipating back into nothingness.

1st Upgrade: At 5th level, the machinesmith can create iron and steel items. Also, she can create slightly more complex items than before, specifically those that require more than one component, such as a bow or a wooden spear with a steel point. The machinesmith can also imbue a created item with magical properties. To create a magical item, she must first create a masterwork item, then expend a third charge and make a Spellcraft check with a DC equal to the normal check required for creating the item +15, not including any DC increases for not meeting the prerequisites of the item. If the machinesmith has the prototypes for the spells required to build the item, she can expend those prototypes to reduce the DC for creating the item. The machinesmith must still possess the necessary crafting feats for the item, and she must have a caster level equal to the caster level of the item or

high enough to fulfill the item's requirements, if any. If the machinesmith

fails this check, the item is destroyed and the charges are wasted.

For example, say that a 8th-level machinesmith wishes to create a +1 *longsword*. First, she would spend 3 charges from her constructor and make a DC 20 Craft (Weapons) check. Then, she would make a DC 23 Spellcraft check to imbue the sword with the appropriate amount of magic. If she instead wished to make a +1 *flaming longsword*, she would still need to expend the charges from her constructor and make the Craft check. However, in this case, the Spellcraft DC would increase to 30, or to 35 if she had not memorized any of the prototypes needed to fulfill the prerequisites.

The machinesmith cannot create cursed items, potions, scrolls, wands, or staves. Items with any abilities that emulate a spell (e.g., *ring of invisibility*) lose those abilities. If the machinesmith creates an item that uses charges, that item starts with no charges and can only benefit the machinesmith through passive means. For example, a luck blade still gives its bonus to saving throws and its reroll ability, but effectively has no *wishes*. Magic items created this way are even more temporary than mundane items created by the machinesmith; they last only 1 round per level. The machinesmith cannot create magic items for which she does not possess the necessary crafting feat. If a magic item created this way is successfully dispelled, the item dissipates entirely as if the Duration of the item had expired. Magic items with effects that trigger upon destruction (e.g., *staff of the magi*) lose those effects.

2nd Upgrade: At 10th level, the machinesmith's constructor can create more exotic and otherworldly materials from raw Mobius energy: mithril, darkwood, ironwood, alchemical silver, and even crystal. She can also create complex mechanical items, such as pocket watches and small steam engines, but not firearms unless she has the Gunsmithing feat. Any chemical components must still be provided normally. The mundane and masterwork items she creates become more persistent, lasting for 1 hour per machinesmith level.

3rd Upgrade: At 15th level, the machinesmith's constructor can create more durable magic items, letting them last 1 minute per machinesmith level before dissipating entirely. Also, the machinesmith can make a constructed item last indefinitely by expending double the normally needed charges to make that item. However, these spent charges do not return to the constructor until the item is destroyed or is dismissed by the machinesmith, which requires a standard action.

Master Upgrade: At 20th level, the machinesmith's constructor becomes a veritable factory for all things the machinesmith can imagine. As long as the item meets the necessary weight and handling requirements, the machinesmith can create it by using the constructor. The machinesmith can also create permanent magic items. To do so, she must create

the item as normal through the constructor, spending double the normally required charges, as if giving the item unlimited duration. She must also sacrifice material equal to half the market value of the item. Items created this way are treated as normal magic items, receiving the normal number of charges and the ability to emulate spells. If these items are dispelled, they are suppressed as normal rather than destroyed. The machinesmith must still possess the necessary crafting feats to build such items.

NEW MACHINESMITH TRICKS

The augmentations, gadgets, and techniques listed here expand the options for machinesmith tricks. Unless noted otherwise, these tricks follow the standard rules on page 7 of *Classes of NeoExodus: Machinesmith*.

NEW ANALYZER AUGMENTATIONS

Chance Optimizer (Su): Whenever the machinesmith rolls a 1 on an attack roll, skill check, or saving throw, as an immediate action she can spend 2 charges from her analyzer to reroll the check. She must always take the second result. The machinesmith must be at least 12th level to select this trick.

Swift Motion Analyzer (Su): As a swift action, the machinesmith can activate the motion analyzer function on her analyzer. The machinesmith must be at least 8th level and possess the motion analyzer trick to select this trick.

Spell Copier (Su): As a full-round action, the machinesmith can spend 2 charges to scan and completely copy a scroll into her analyzer's data bank. Doing so erases the scroll, as if it were used normally. The machinesmith can then, as a standard action, spend a number of charges equal to the spell level of the scanned scroll to cast it from her analyzer. In this case, the machinesmith is treated as a caster of the appropriate type using the scroll's original save DC and caster level. If the spell requires an expensive material component, the machinesmith can only use the spell once in this way before she must provide the necessary material components for each future use of this ability. A machinesmith can only store one scroll in the analyzer at once. If a machinesmith scans another scroll, the new scroll erases the old one from the analyzer. The machinesmith must be at least 8th level to select this trick.

NEW MECHANUS AUGMENTATIONS

Mobius Reactor (Su): The machinesmith optimizes the power output of the mechanus' Mobius core, letting it use the excess power to increase its abilities in other ways. It gains a number of charges equal to the

machinesmith's Intelligence modifier + 1/2 her level (minimum 1). These charges return automatically if not used for 8 consecutive hours.

As a swift action, the machinesmith can command the mechanus to use a swift action and expend a charge from its Mobius reactor to gain one of the following benefits: one extra natural attack at its highest base attack bonus, a +4 dodge bonus to armor class, or damage reduction 2/—. The machinesmith must be at least 4th level to select this trick.

Drone Carrier (Su): The machinesmith installs small bays into the mechanus, useful for launching drones and other constructs. The machinesmith can load a single built prototype of the construct subschool or a prototype with drone in its name. As a full-round action, the mechanus can launch the stored prototype as if the mechanus had activated it. This prototype still uses the machinesmith's original modifiers (e.g., caster level and spell DCs). Releasing a prototype in this way provokes an attack of opportunity upon the mechanus. While the mechanus carries the prototype, it takes up one of the machinesmith's prototype slots. The machinesmith must be at least 6th level to select this trick.

Venomous Fangs (Su): The machinesmith enhances the bite attack of her mechanus and installs a hollow tank at the base of the fangs. This tank can be filed with one dose of any injury-based poison. Whenever the mechanus damages an opponent with a bite attack, as a free action it can inject the contents of the tank into the victim. The mechanus' bite attack deals an additional 2 damage.

Feral Intelligence (Su): The machinesmith installs a rudimentary but quite advanced intelligence into the mechanus.

The mechanus gains an Intelligence score of 2. This score can never be increased.

This intelligence allows the mechanus to develop some basic skills and combat tactics, not too dissimilar from beasts. While it still cannot speak, it does develop a simple personality that tends toward being protective of its creator and taking unclear commands too literally.

The mechanus gains feats appropriate for a character with its Hit Dice. Because of its limited intellect, though, it can only select from the following feats: Acrobatic, Agile Maneuvers, Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Greater Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.



The mechanus also gains one skill point per Hit Dice. It can only gain ranks in the following skills, which it treats as class skills: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

When the mechanus receives its master upgrade, it loses this augmentation. In its place, the machinesmith can select another machinesmith trick; however its feats and spent skill points remain unchanged. The machinesmith must be at least 12th level to select this trick.

NEW MOBIUS SUIT AUGMENTATIONS

Install Weapon (Su): The machinesmith can install a single one-handed melee weapon, one-handed firearm, or crossbow into her Mobius suit. This weapon is always considered drawn and wielded while the machinesmith is wearing the suit. While wearing the suit and wielding this weapon, the machinesmith gains a +1 circumstance bonus on attack rolls with the installed weapon.

Iron Fist (Ex): While wearing the Mobius suit with at least one charge left, the machinesmith gains the benefits of the Improved Unarmed Strike feat. Also, while wearing her Mobius suit, her unarmed strikes deal 1d6 bludgeoning damage.

Reality Slider (Su): The machinesmith can spend 2 charges from her Mobius suit to cast *dimension door* as a spell-like ability. The machinesmith must be at least 12th level to select this trick.

Spell Deflector Unit (Su): The machinesmith can spend 4 charges from her Mobius suit to cast *spell turning* as a spell-like ability. The machinesmith must be at least 16th level to select this trick.

NEW MOBIUS WEAPON AUGMENTATIONS

Impact Hammer (Ex): Whenever the machinesmith confirms a critical hit with her Mobius weapon, she can spend a charge from her weapon to emit a concussive burst into the enemy. This enemy must succeed on a Fortitude save (DC 10 + 1/2 the machinesmith's level + her Intelligence modifier) or be stunned for 1d4 rounds. This augmentation can only be applied to Mobius weapons that deal bludgeoning damage. The machinesmith must be at least 6th level to select this trick.

Phantom Stroke (Su): As part of a full attack action, the machinesmith can spend 1 charge from her Mobius weapon to attack again at her full base attack bonus. This extra attack does not stack with *haste*, the *speed* weapon property, or any similar effects. The machinesmith must be at least 6th level to select this feat.

Proficiency Enhancer (Su): The machinesmith installs a device that allows her weapon to follow her mental commands, letting her strike her enemies more surely. Now, for attack rolls, the machinesmith can use her Intelligence modifier in place of her Strength modifier (or Dexterity modifier for ranged weapons). This trick can be selected up to three times. The second time, the machinesmith can use her Intelligence modifier in place of her Strength modifier to determine the damage of her Mobius weapon. The third time, the machinesmith can add her Intelligence modifier to the damage dealt by Mobius weapons that use crossbows or firearms as their base.

Serrated Blade (Ex): This augmentation replaces each sharp edge of the weapon with a vibrating serrated blade, making it cut far deeper than before. As a swift action, the machinesmith can spend 1 charge from her Mobius weapon to deal an additional 2 points of bleed damage for a number of rounds equal to the machinesmith's level. This damage does not stack with itself. The machinesmith must be at least 4th level to select this trick.

Superior Maneuver (Ex): The machinesmith selects a single feat from the following list: Improved Dirty Trick, Improved Disarm, Improved Drag, Improved Feint, Improved Redirection, Improved Steal, Improved Trip. This feat becomes available to use with her Mobius weapon. If this trick is taken at 8th level or higher, the

machinesmith can choose the greater version of a feat she has already selected with this trick. A machinesmith can select this trick multiple times. Each time, she must either select a different feat or a greater version of a feat she already possesses on her weapon.

CONSTRUCTOR AUGMENTATIONS

Disharmony Blast (Su): The machinesmith can spend 2 charges from her constructor to cast *mage's disjunction* as a spell-like ability with a caster level equal to her level. The machinesmith must be at least 16th level to select this trick.

Large Scale (Su): When the machinesmith constructs a single item, its weight limit is multiplied by a hundred, letting her make large items such as wagons and small cottages. Creating such an item takes one round of concentration that provokes an attack of opportunity. When created, the item appears adjacent to the machinesmith. Creatures present where the object appears are pushed into the nearest empty square but are otherwise unharmed. The machinesmith must be at least 12th level to select this trick.

Mass Assembly (Su): When making a non-magical, non-masterwork item, the machinesmith can create more items at a time while still spending 1 charge. The combined weight limit of the items cannot exceed the normal weight limit. The machinesmith can only create a maximum number of items at once equal to her Intelligence modifier. The machinesmith must be at least 6th level to select this trick.

Recall Item (Su): The machinesmith selects a magical or masterwork item she has successfully created before. Whenever the machinesmith uses the constructor to create this item, she receives a +10 circumstance bonus on all skill checks required to make it. The machinesmith must be at least 8th level to select this trick.

NEW CONVERTER AUGMENTATIONS

Combustion Field (Su): As a standard action, the machinesmith can spend 2 charges to ignite the air surrounding her in a sudden flash of white-hot flame in a 10-foot radius. This flash of fire deals 1d6 damage per 2 machinesmith levels. A Reflex save halves this damage. The DC for this saving throw is 10 + 1/2 the machinesmith's level + her intelligence modifier. The machinesmith must be at least 6th level to select this trick.

Environmental Attuner (Su): The machinesmith can attune her converter to alter the temperature of the air around her, letting her remain comfortable in extremely hot or cold environments. While the converter has at least 1 charge, the machinesmith is treated as if under the effects of *endure elements*. The machinesmith must be at least 8th level to select this trick.

Stop Time (Su): The machinesmith can use her converter to stop the very energies of time itself. The machinesmith can spend 5 charges from her converter to cast *time stop* as a spell-like ability. The machinesmith must be at least 18th level to select this trick.

GADGETS

Alchemical Sprayer (Ex): Worn on the back, this set of dual tanks is attached by a sturdy rubber hose to a hollow steel wand, which must be held in two hands. A backpack and alchemical sprayer cannot be worn at the same time. The right tank holds pressurized air, while the left holds up to 12 flasks or bottles of any liquid substance.

As an attack, the machinesmith can spray the substance in a 15-foot cone, affecting those hit with it. Any creatures that succeed on a Reflex save (DC 10 + 1/2 the machinesmith's level + her Dexterity modifier) are not affected. As a move action, the machinesmith can switch the alchemical sprayer into stream mode. In this mode, the sprayer fires a concentrated stream up to 30 feet at one target against its touch AC. Each attack made with the sprayer consumes a single bottle or flask of the substance.

Substances cannot be mixed without dire consequences, so the machinesmith must completely clean the alchemical sprayer before using a different substance. Cleaning the sprayer takes 1 hour of work. Refueling the alchemical sprayer's liquid tanks requires 1 minute of careful funneling and attunement. After 12 discharges of the sprayer, the pressurized air tank must be recharged with 1 minute of working the attached hand pump.

This gadget can be selected as the base for a Mobius weapon. If it is made into a Mobius weapon, its air tank never needs to be recharged. Any feats that modify damage rolls with the Mobius weapon also apply to any initial damage dealt by substances launched from the sprayer. The alchemical sprayer has hardness 8 and 15 hit points, and it weighs 30 pounds

Alchemical Sprayer, Improved (Su): This upgraded version of the alchemical sprayer contains a valve, which lets the machinesmith attach a single bottle of magical oil to the gadget. Attaching an oil bottle is a standard action, and switching between the normal tank and oil tank is a swift action. The oil can be used between other substances without requiring the sprayer to be cleaned. The oil can be fired just like other substances. However, oil cannot affect more targets than its base spell would allow (e.g., *oil of haste* would affect multiple targets, but *oil of cure light wounds* would only affect one). The machinesmith must be at least 6th level to select this trick.

Spare Hand (Ex): This long clockwork arm is strapped to the chest and acts as a third arm. Cranking the

device's mechanism lets it operate for double the cranking time, and the mechanism can be cranked for up to 1 hour (e.g., cranking for 1 hour would produce 2 hours of operation time). The arm takes up the chest item slot but can aid in a number of tasks, including holding items and welding shields. The arm provides a +2 mechanical bonus on any skill checks that involve fine work. As a swift action, the arm can retrieve any item from the machinesmith's person. The arm has hardness 8 and 15 hit points. It weighs 8 pounds.

Automatic Fighter (Ex): This small clockwork construct is built with a single melee weapon and often resembles an armored knight, a terrible demon, or some other violent-looking form. As a full-round action, the machinesmith can deploy the automatic fighter in any adjacent unoccupied square. Once active, at the start of its turn the automatic fighter makes one attack against every enemy within reach of its weapon, using the machinesmith's base attack bonus + her Intelligence modifier and dealing the damage of the weapon +6. It makes separate attack rolls for each opponent. Despite its size, it suffers no size penalties for utilizing weapons up to one category larger than itself. The construct is stationary and will continue to attack until deactivated with a standard action. Each round of activity burns a half pint of oil. The construct can hold up to 10 pints of oil at a time.

The construct can be built with any melee weapon the machinesmith possesses. To change the weapon that the automatic fighter wields, the machinesmith must spend 20 gp and work for 1 hour to install new parts and readjust the construct's settings. The automatic fighter has 20 AC, hardness 10, 40 hit points, and counts as an object for the purposes of spells and effects. It weighs 50 pounds. The machinesmith must be at least 8th level to select this trick.

Brass Earthworm (Ex): When at rest, the brass earthworm appears to be a heavy brass cylinder roughly the size of a small log. When activated as a full-round action, the earth worm can be set to a specific mode and dropped on the ground, where it will expand to a flexible tube lined with treads and a large drill head that completes one of the following projects in 30 seconds.

- **Tunnel:** The brass earthworm burrows 100 feet in the direction it is set, leaving a tunnel behind it, 3 feet in diameter.
- **Moat:** The earthworm rushes in circles around the machinesmith, up to 40 feet away but no less than 10 feet away, creating a circular moat that is 10 feet deep.
- **Trench:** The earthworm rushes back and forth in the direction it is set, creating a ditch roughly 30 feet long and 10 feet deep.

The brass earthworm requires 2 flasks of oil to power its engine for one run. Refueling it costs 2 full-round



actions. If used in combat, the earthworm has a burrow speed of 20 feet and cannot attack. The brass earthworm has hardness 5, 10 AC, and 30 hit points. It weighs 50 pounds.

Folded Horse (Ex): This two-wheeled contraption folds into a cube roughly the size of a small foot stool for easy carrying and packing. When unfolded it turns into a Medium vehicle with a single seat for a Medium or Small creature and handlebars for steering. Activating the contraption is a full-round action that provokes an attack of opportunity. Once activated, the machinesmith can ride the folded horse like a horse using Ride; others can ride it if they have the User Friendly Gadget technique.

The folded horse has a speed of 60 feet over flat terrain and 30 feet over rough or hilly terrain. Unlike a horse, the gadget cannot attack, but it does not require training to enter combat. To remain active, the operator must have one hand on the device at all times; otherwise, it stops in place and the rider must make a DC 25 Ride check to avoid being thrown off. One flask of oil allows the folded horse to operate for a half hour. It has 10 AC, hardness 10, and 40 hit points. It weighs 40 pounds and can carry the rider plus 100 pounds. The machinesmith must be at least 4th level to select this trick.

Igniter (Ex): This small handheld gadget looks like a miniature alchemical sprayer. In place of the hose is a small nozzle sprouting from the top of the tanks. For the device to function, one tank must contain oil. When activated, the igniter acts as a tindertwig. The device functions for 15 minutes before needing to be refueled and pumped again, which takes a minute operating a small pump on the device. As a standard action, the machinesmith can expend all remaining fuel in the igniter to launch a 30-foot cone of flame in any direction. This flame ignites any combustible material in its area and deals 2d6 fire damage with a Reflex save to avoid catching on fire. To be used in this way, the

igniter must be at least half full of fuel. The igniter has hardness 2, 7 hit points, and it weighs 1/4 pound.

Pneumatic Launcher (Ex): This gadget looks like a large-barreled, two-handed musket with a complex firing mechanism. As a standard action, the machinesmith load it with any object able to be shoved down the mouth of the barrel, which is roughly 6 inches wide. When activated as an attack action, the pneumatic launcher pushes the object out with incredible force, using compressed air stored inside a brass tank on the gadget's underside. The object can travel up to 200 feet before impacting the ground. It is an exotic weapon with a range increment of 40 feet and a critical rating of $\times 2$. If it hits, it deals 1d6 bludgeoning damage as well as any other effects caused by the chosen ammunition (GM's discretion).

Fragile objects stuffed down the barrel—such as a glass bottle, pottery, or even bags of marbles, shards of glass, kitchen utensils—simply shatters upon being launched, spraying a 15-foot cone of jagged shards from the weapon. This effect deals 1d6 slashing damage to all in the affected area, prompting a Reflex save to halve the damage.

Each tank of pressurized air holds enough charge for 10 shots. Once emptied the tanks must be recharged by operating a hand crank to pressurize the air within for a minute per shot (maximum 10). It weighs 5 pounds. This gadget can be selected as a base for a Mobius weapon. If done so, the Mobius core keeps the air tank always pressurized, so it never needs to be recharged.

Portable Cannon (Ex): Made from lightweight materials and utilizing a clever recoil-absorption mechanism, this cannon packs all the punch of its larger, clumsier brothers but without the weight and crew requirement. The portable cannon is a siege firearm that deals 5d6 points of bludgeoning and piercing damage, has a critical multiplier of $\times 4$, and has a misfire chance of 1. Its range increment is 100 feet and its minimum range is 5 feet. Reloading it requires a standard action, but the Rapid Reload feat reduces this load time to a move action.

It can be carried by one person, but must be deployed on its mount before it can be fired, which requires a standard action. It occupies the same square as the operator, but it cannot be moved unless the operator spends a move action to pick up the cannon, in which case it must be re-deployed before being used again. Each shell for the cannon costs 30 gp. The cannon can fire any specialized shells or balls a normal cannon can, such as grapeshot. The cannon's peculiar construction and design means the User Friendly Gadget trick cannot be selected for this gadget.

This gadget can serve as the base for a Mobius weapon. If done so, the machinesmith can reload the portable

cannon as a move action, made possible by a built-in automated loading procedure, and it never misfires. The machinesmith must be at least 6th level and possess the firearms expertise trick to select this gadget. It has 50 hit points and weighs 40 pounds.

Rampage Armor (Ex): This complex, bulky suit of plate armor is distinguished by the hydraulics and gears visible in its joints and the backpack-sized engine around its shoulders. Like plate armor, rampage armor requires help to don, which takes a half hour to do so correctly. Once inside, the machinesmith must spend a full-round action to activate the armor, allowing her to move about freely and benefit from its effects. To function, the armor requires one flask of alchemist's fire per hour.

If the armor is not put on properly or lacks fuel, it cannot be moved by the wearer in any way, leaving her paralyzed until she can remove herself from the armor, taking 10 minutes, or activate it. When functioning properly, the armor provides a +2 mechanical bonus to Strength, and the wearer's Strength is treated as +10 higher when determining carrying capacity. The armor has the same hit points and hardness as plate armor. The machinesmith must be proficient in heavy armor and at least 8th level to select this trick.

Rampage armor can serve as the base for a Mobius suit. If done so, the Mobius core provides all the power the gadget requires, eliminating the need for refueling. Rampage armor can be enchanted like normal armor.

Rampage Armor, Improved (Ex): This armor functions as rampage armor, except it provides a +4 mechanical bonus to Strength instead of +2. Also, by spending a swift action and 10 minutes of the armor's fuel, the machinesmith can gain an extra attack while making a full attack. This effect does not stack with *haste*, the *speed* weapon property, or other such effects. If this armor is used as a base for a Mobius suit, to use this effect the machinesmith instead spends a charge from her Mobius armor. The machinesmith must be at least 14th level to select this trick.

Razor Saw (Ex): This oil-powered circular saw simplifies the act of breaking down doors or cutting through obstacles. Holding the saw in two hands, the machinesmith can cut through simple wooden or thin metal doors within moments. As a move action, the machinesmith can activate the razor saw. Once activated, the saw can run for 10 minutes before needing refueling, which is a full-round action. It cannot cut through thick stone or metal. Each time the saw is used on a reinforced door, iron bars, or a similarly hard structure, it has a cumulative 10% chance to break. The saw is loud with a distinctive noise, imposing on the operator a -20 penalty on all Stealth checks and a -5 penalty on all Perception checks based on hearing.

The razor saw can be used as an exotic weapon. If wielded in such a way, it is a two-handed weapon that deals 1d12 slashing damage with a critical rating of 19-20/x3.

This gadget can serve as the base for a Mobius weapon. If done so, the Mobius core powers the steam saw, eliminating the need for fuel. Activating a Mobius-powered razor saw is a swift action. The machinesmith must be at least 4th level to select this gadget. It has 25 hit points and weighs 10 pounds.

Razor Saw, Improved (Ex): This version of the steam saw features improved torque in the motor and an adamantine-edged blade, letting it cut through any material except adamantine as easily as it cuts through wood. If used as a weapon, it counts as an adamantine weapon for sundering or penetrating damage reduction. The machinesmith must be at least 10th level to select this trick.

Thunder Stunner (Ex): This gadget looks like a blunderbuss, but it has a much-shortened barrel and can be operated with one hand. In actuality it's a device that focuses and enhances the effects of thunderstones. Loading a single thunderstone costs a standard action. When fired as an attack action, the thunder stunner fires a loud, concussive cone of force up to 15 feet. Creatures caught in this cone must make a Fortitude save or be deafened for 1 hour and stunned for 1d4 rounds. Creatures that succeed on this save are merely dazed for 1 round.

Filth Gatherer (Ex): Featuring a tap in its side and an iron crank above, this simple clay jug holds up to four gallons of impure water, poured into the top. Operating the crank pumps the water through a number of filters, chemical separators, and complex mechanisms that separate any impurities in the water into a separate container within the jug, leaving clean, drinkable water on the bottom. Opening the tap releases the purified water, while opening the separate compartment reveals the gathered waste—poisons, dirt, disease—cleansed from the water and safely contained. This brown ooze can be used as a poison coating that causes victims to contract filth fever. If the water contained another disease or poison, this coating also causes that effect with the same DC as the original poison or disease. The filth gatherer is Small, and it has hardness 8 and 30 hit points. It weighs 50 pounds while empty.

TECHNIQUES

Absorb Spell (Su): Once per day when using the axiom ability, if the machinesmith exceeds the caster level check required to counter a spell by 5 or more, she can absorb the spell to reconstruct a single expended prototype of the spell's level or lower. The machinesmith must be at least 12th level to select this trick.

Heavy Hauler (Ex): Accustomed to carrying heavy machinery and tools, the machinesmith treats her Strength as 4 higher for the purposes of determining carrying capacity.

Greater Axiom (Su): The machinesmith's axiom ability increases in power and capability. The machinesmith can "lose" any prepared prototype of 6th level or higher to have it function as *greater dispel magic* with a caster level equal to her machinesmith level. The machinesmith must be at least 16th level to select this trick.

Forge Fighter (Ex): The machinesmith can use crafting tools such as hammers, wrenches, and screwdrivers as weapons without suffering the normal -4 penalty for utilizing improvised weapons.

Mechanical Mindset (Ex): Constant work with mechanics, logic, and rationality have honed in the machinesmith an unconscious ability to coldly rationalize and overcome any mental strife. Once per day, the machinesmith can reroll any saving throw against a mind-affecting effect. The reroll must be used before the machinesmith knows the result of failing the saving throw. This trick can be selected multiple times, each time allowing an additional reroll per day.

Mobius Smite (Su): As a swift action, the machinesmith can channel one use of her repair ability through a melee or ranged attack to deal +1 damage to constructs. This damage increases by +1 for every 4 machinesmith levels to a maximum of +5 at level 20. If the machinesmith has the repair flesh trick, she can also deal this additional damage to any living creature.

Scavenge Core (Su): The machinesmith learns to harden the Mobius core of her greatwork and even imbue it with the magical energies of its constituent item. If the machinesmith's greatwork is destroyed or dismantled, the machinesmith can harvest the core from the wreckage and place it into a new greatwork. This new greatwork gains all the magical enhancements of the old one, including enhancement bonuses and other properties. However, these enhancements override all magical enchantments provided by items used to construct the new greatwork.

Share Trick (Ex): Selecting a known trick, the machinesmith provides its benefits to all allies within 5 feet. The machinesmith cannot select gadgets with this trick.

If the machinesmith's mechanus has chosen the same ability with share trick, the mechanus can use that trick at any distance away from the machinesmith.

Reconstruct Prototype (Su): When the duration of a prototype ends or it is dismissed, as a free action the machinesmith can rebuild it as if it was never used by spending a number of uses from her repair ability equal

to the level of the prototype. The machinesmith must be at least 12th level to select this trick.

Multidisciplined Crafter (Ex): The machinesmith selects one Craft specialty. From then on, she can substitute the skill bonus for that specialty for those of associated skills. When doing so, the machinesmith uses her total Craft skill bonus, including class skill bonuses, in place of the associated skill's bonus, regardless of whether it is a class skill or whether she has ranks in it.

The Craft specialties and associated skills are as follows:

Alchemy: Heal, Knowledge (Nature)
Armor: Disguise, Intimidate
Blacksmithing: Appraise, Sense Motive
Bows: Acrobatics, Perception
Clockwork: Disable Device, Perception
Jewelry: Appraise, Diplomacy
Leather: Handle Animal, Ride
Sculpting: Bluff, Sleight of Hand
Stonemasonry: Climb, Knowledge (Geography)
Traps: Disable Device, Perception
Weaving: Disguise, Knowledge (Local)
Weapons: Acrobatics, Intimidate
Woodcarving: Knowledge (Nature), Survival

The machinesmith must be at least 4th level to select this trick. The machinesmith can select this trick again at 8th, 12th, and 16th level, each time selecting a different Craft specialty.

NEW PROTOTYPES

Construct subschool: This subschool is usually associated with conjuration or transmutation spells. Construct spells either create or animate mechanical objects to produce a specific effect as determined by the spell. All mechanical objects produced by construct spells can be attacked and destroyed like normal objects. Unless otherwise noted, constructs created by these spells are Tiny, have AC and CMD equal to 12 + the spell's level, and use the spellcaster's saving throws. These constructs have hit points equal to the caster level of the spell + 5 and hardness equal to the spell's level. When all constructs produced by the spell are destroyed, the spell is considered dispelled.

ANIMATED SHIELDBEARER

School transmutation (construct); **Level** machinesmith 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F (any shield)
Range medium (100 ft. + 10 ft./level)
Target shield touched
Duration 1 round/level (D)
Saving Throw none
Spell Resistance no

This spell attaches a tiny humanoid or spider-like construct to the back of a light or heavy shield, but not a tower shield. Once cast, the construct skitters towards the target at a speed of 30 feet. Once it enters the target's space, using the shield it attempts to deflect attacks against the target as best it can. As long as the construct remains in the target's space, the target gains a shield bonus to AC equal to the bonus of the shield attached to the construct. If the target moves, the construct attempts to move with it, but it cannot fly or swim. If attacked, the construct and shield must be targeted separately.

ANIMATED SWORDSMAN

School transmutation (construct); **Level** machinesmith 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (any one-handed weapon)

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

Target shield touched

Duration 1 round/level (D)

Saving Throw none

Spell Resistance no

This spell attaches a tiny humanoid or spider-like construct to the hilt of a one-handed melee weapon. Once cast, the construct skitters toward its target at a speed of 30 feet. When it attacks, it strikes the target with its attached weapon using your base attack bonus (allowing for multiple attacks at a high enough level) plus your Intelligence modifier. On a hit, it deals damage equal to the weapon's normal damage, +1 per 3 caster levels. All relevant magical bonuses the weapon originally had apply to these attacks, including critical threat ranges and multipliers.

If the target moves, the construct tries to follow it on your turn, but it cannot threaten, fly, or swim. If it moves out of the spell's range, cannot reach the target, or successfully kills the target, the construct returns to the caster until the caster designates another target as a move action.

CONCUSSIVE BARRAGE

School conjuration; **Level** machinesmith 6, sorcerer/wizard 6, cleric [kaga] 6

Casting Time 1 standard action

Components V, S, M (alchemist's fire worth 20 gp)

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

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; see text

Spell Resistance yes

This spell functions like *cluster bomb*, except each bomb deals 3d6 fire damage and 3d6 sonic damage. Also, any opponent that fails its save against this spell must succeed on another Fortitude save or be permanently deafened and stunned for 1d4 rounds. Opponents who



succeed on this save are not deafened and are instead staggered for 1d4 rounds.

CURATIVE CONSTRUCT

School transmutation (construct); **Level** machinesmith 2, sorcerer/wizard 3, cleric [kaga] 2

Casting Time 1 standard action

Components V, S, M (a tiny humanoid construct)

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

Effect 1 animated construct

Duration 1 minute/level (D) or until discharged

Saving Throw none

Spell Resistance no

This spell animates a tiny construct that provides emergency medical assistance. Upon casting, the spellcaster must choose one of the three benefits listed below. Switching to another benefit after casting requires a move action. Once cast, the construct skitters towards the target at a speed of 30 feet and, once it enters its target's space, provides one of the three following benefits:

First, it can grant a +2 circumstance bonus to saving throws versus poison and disease while adjacent to the target or inside its space.

Second, it can staunch bleeding and stabilize a dying target. On the caster's turn, the construct automatically ends any bleeding effects on the target or, if it is dying, stabilizes it.

Last, as part of casting this spell, the caster can give the construct a potion or infused extract. The construct carries the potion or infused extract with it for its duration. As a free action, the target can retrieve the bottle held by the construct, but must use a standard action to drink or apply the contents. Others cannot remove the bottle from the construct without first destroying it. If the construct is destroyed or its duration expires before the bottle is retrieved, the bottle it carries has a 50% chance of being destroyed.

If the target moves, on the caster's turn the construct does its best to follow the target but cannot threaten, fly, or swim. If the construct moves out of the spell's range or cannot reach its target, it returns to the caster until the caster designates another target as a move action.

ELECTROSHOCK COIL

School transmutation (electricity); **Level** machinesmith 5

Casting Time 1 standard action

Components V, S, M (a coil of copper wire)

Range touch

Target one metallic melee weapon touched

Duration 1 minute/level (D)

Saving Throw Reflex negates

Spell Resistance no

This spell attaches a charged wrapping of wire to the base of the blade or the metal headpiece of the weapon, sending a powerful current of electricity through it. The weapon now deals an additional 3d6 electricity damage that does not stack with the *shock* weapon property. Also, whenever the weapon confirms a critical hit, the target must now succeed on a Reflex save or be stunned for 2d4 rounds.

EXPLOSIVE TIPS

School transmutation (fire); **Level** machinesmith 3

Casting Time 1 standard action

Components V, S

Range personal

Duration 1 round/level (D) or until discharged

Saving Throw Reflex half

Spell Resistance no

This spell causes ammunition to explode on contact with a target or solid surface. Whenever a creature affected by this spell hits on a ranged attack with a bow, crossbow, firearm, siege weapon, sling, or thrown shuriken, each piece of ammunition explodes in a 10-foot burst from the target, dealing 1d6 fire damage, +1 for every 2 caster levels, with a Reflex save for half damage. Targets that fail this save catch on fire.

INDUSTRIAL FLAME WEAPON

School transmutation (fire); **Level** machinesmith 2

Casting Time 1 standard action

Components V, S, M (a vial of lamp oil)

Range touch

Target one melee weapon touched

Duration 1 round/level (D)

Saving Throw Reflex negates

Spell Resistance no

This spell attaches to a weapon a mechanism that continually coats and ignites its cutting or impact edge with fiery oil. Each time this weapon hits, it deals an extra 1d6 fire damage. A target that takes fire damage from this spell must succeed on a Reflex save or catch on fire.

MASTER KEY

School transmutation (fire); **Level** machinesmith 3, sorcerer/wizard 4

Casting Time 1 round

Components V, S, M (an iron cylinder packed with explosive material)

Range touch

Duration 5 rounds or until discharged

Saving Throw Reflex half

Spell Resistance no

This spell attaches a small but powerful explosive device to a door, wall, or other object. The object must be Small or larger, or must be a part of a larger object such as the bars of a jail cell window. The device is too cumbersome to attach to living creatures. This device detonates when its duration elapses or when the caster discharges the spell as a swift action. When it explodes, the device emits a 15-foot cone towards the object to which it is attached, dealing 1d6 piercing and fire damage per caster level (maximum 15d6) to the object. This damage ignores half of the object's hardness. If the explosion destroys the object, the cone continues outward, dealing damage to creatures beyond it (Reflex save for half damage).

MECHANICAL HELPER 1

School transmutation (construct); **Level** machinesmith 2

Casting Time 1 standard action

Components V, S, F (a small human-shaped mechanical doll worth at least 50 gp)

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

Effect one animated construct

Duration 1 minute/level (D)

Saving Throw none

Spell Resistance no

This spell animates a small construct built to help the caster. The construct provides a +2 circumstance bonus on any Craft, Survival, or Perception checks, and it can perform the following tasks:

The construct can build a simple camp, setting up a single tent, starting a small fire, and securing the master's possessions within the tent while preparing a

bedroll, so long as the master possesses the necessary objects for it to accomplish this task.

The mechanical helper can also do chores such as cleaning equipment, brushing horses, sweeping floors, and other simple tasks at the GM's discretion. This construct cannot attack or threaten.

MECHANICAL HELPER 2

School transmutation (construct); **Level** machinesmith 3

Casting Time 1 standard action

Components V, S, F (a small human-shaped mechanical doll worth at least 750 gp)

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

Effect one animated construct

Duration 1 hour/level (D)

Saving Throw None

Spell Resistance no

This spell functions as *mechanical helper 1*, except the construct can also use the skill modifiers and feats of the spellcaster to accomplish tasks it is asked to perform. It can create items, assuming its master provides the materials, tools, and spells required for the creation of any item and a suitable place for the construct to work.

The construct can also memorize a number of documents equal to its master's Intelligence modifier. On command, it can perfectly recall them to the master in a high-pitched mechanical voice. The construct understands all languages its master knows.

MECHANICAL HELPER 3

School transmutation (construct); **Level** machinesmith 6

Casting Time 1 hour

Components V, S, F (a small human-shaped mechanical doll worth at least 3,000 gp)

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

Effect one animated construct

Duration instantaneous

Saving Throw none

Spell Resistance no

This spell functions as *mechanical helper 1* and *mechanical helper 2*, except as noted above.

MOBIUS CONVERTER

School transmutation (construct); **Level** machinesmith 3

Casting Time 1 standard action

Components V, S, M (one copper cylinder filled with iron filings)

Effect one Mobius battery

Duration 1 hour/level (D) or until discharged

Saving Throw none (harmless)

Spell Resistance no

The caster creates a small Mobius battery, which can be used to regain spell slots as if using a *pearl of power* for spell, prototype, or extract slots of 3rd level or lower. The caster can only have one Mobius battery in existence at a time. If the caster attempts to create another one, the original battery is destroyed.

MOBIUS CONVERTER, IMPROVED

School transmutation (construct); **Level** machinesmith 6

Casting Time 1 standard action

Components V, S, M (one copper cylinder filled with iron filings)

Effect one Mobius battery

Duration 1 hour/level (D) or until discharged

Saving Throw none (harmless)

Spell Resistance no

This spell functions as *Mobius converter* except the battery can be used on extract, prototype, or spell slots of 6th level or lower. The caster can only have one Mobius battery in existence at a time. If the caster attempts to create another one, the original battery is destroyed.

VIBRATIONAL BLADE ENHANCEMENT

School transmutation; **Level** machinesmith 2

Casting Time 1 standard action

Components V, S, M (a coil of copper wire)

Range touch

Target one slashing or piercing melee weapon touched

Duration 1 round/level (D)

Saving Throw Reflex negates

Spell Resistance no

This spell attaches a mechanism that vibrates the blade of the weapon at fantastic speeds, making it appear blurry. The weapon, when it connects, now does hideous damage and is likely lethal when it lands a critical blow. The weapon's damage multiplier on a critical hit increases by one (e.g., $\times 2$ to $\times 3$, $\times 3$ to $\times 4$). The weapon also deals an additional 1d4 bleed damage. Casting the spell multiple times does not stack the bleed damage or increase in critical multiplier, and this spell does not stack with the *keen* weapon property or any other effect that increases threat range or alters threat multiplier.

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