

WORLDS OF OBSIDIAN APOCALYPSE:

LIFE AFTER UNDEATH



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LIFE AFTER UNDEATH

Inevitably, in campaigns set in Abaddon, player characters will die. No matter which campaign model you use, it will overflow with mind-shattering horrors and lethal threats. These rules expand your options for when player characters die.

Although these rules reference events and characters from *Obsidian Apocalypse*, they work in any campaign setting.

HISTORY

This is a supplement to the history of Abaddon, the world of the *Obsidian Apocalypse*.

100 YEARS AGO

When the meteor struck Abaddon, its necromantic energies suffused the entire world. This changed the very nature of death itself.

The Obsidian Veil prevented souls from passing to other worlds. Most simply dissipated into the ravaged world-aurea of Abaddon, but a few found other ways to continue existing. The harrowed, uzamati, and raijin are but the best-known examples.

75 YEARS AGO

After the Battle of the Black Crescent, Calix Sabinus realized something curious. A few of his mortal slave soldiers should have died battling the forces of Asi Magnor, but they did not. The vampire lord quickly ascertained that they were intelligent undead—these ones called riven—and dove into experiments to create more undead soldiers. He failed at this, but did learn that riven could only withstand so much torture and experimentation before dying a final time. Word of his cruelty spread like wildfire among newly risen intelligent undead, including the riven.

50 YEARS AGO

The Undead Wars generated many riven. When ghosts bonded with survivors to become raijin, their threat to the undead lords was obvious. The true nature of the riven escaped immediate notice, though—for both sides, they were simply a way to swell their armies.

The sundered seemed only to exist in rumors. Many of them resented the undead generals and rulers whose strategies demanded living battle fodder. As a result, they mostly appeared to survivors, exiting the shadows to give advance warnings of undead attacks, rather than rising where their former masters could learn of them.

With Asi Magnor and his forces destroyed at the end of the Undead Wars, the forces of Calix Sabinus remained targets of rage from both the raijin and riven. The vampire-turned-lich

gave the riven the same offer as he did any other intelligent, independent undead: join his forces—or die.

10 YEARS AGO

The rise of the harrowed and exalted divided the riven. Some allied with the exalted, looking to overthrow the undead vassals of the lich Calix Sabinus. Others found sympathetic ears in the harrowed ghettos, as the spurned spawn of the decadent undead lords plotted against their progenitors.

Now

Rumors swirl of spirit thieves and assassins. Sometimes they take visible but incorporeal forms, sometimes they are completely physical. They can even manifest inside closely guarded and warded chambers. In every case, though, they target the undead lords of Abaddon. These sundered spirits are rare—surviving the Collection was not easy—and many of these rumors are merely folklore.

Riven remain relatively rare. They are best known among the renegades rebelling against Calix Sabinus and his vassals.

UNDEAD CHARACTER OPTIONS

This section covers the rules for playing as riven or sundered.

RIVEN

For a PC to become riven, he must die and his player must succeed on a level check at the moment of death. This check represents the force of will required to preserve the connection between soul and body in death. Riven call this moment “rejecting the Threshold.”

Roll 1d20 and add the dying character’s level and Charisma modifier. If the result is 25 or greater, then the character becomes riven. If the result is less than 25, the character can still attempt the Collection (see Sundered).

Successfully preserving this connection is not a one-time event. The connection must be preserved and maintained. Undead characters must periodically struggle with that they know as the Severing (see Shared Undead Traits).

RIVEN AS A RACE

When a character becomes riven, he gains the riven’s standard racial traits.

STANDARD RACIAL TRAITS

- A riven’s type changes to undead (augmented humanoid).
- Riven do not age. Age-based modifiers to ability scores acquired prior to rejecting the Threshold remain.
- The riven’s alignment does not change. However, the character radiates an aura that matches the riven’s align-



ment. This aura makes riven detectable by the appropriate detect spells.

- Riven gain the unnatural aura ability.
- Riven lose their Constitution score. Instead, use their Charisma modifier to calculate hit points, Fortitude saves, and special abilities that rely on Constitution (e.g., calculating a breath weapon's DC).
- Riven are immune to effects that prompt a Fortitude save, unless it also affects objects or is harmless.
- Riven are not at risk of death from massive damage, but they are immediately destroyed when reduced to 0 hit points.
- Riven can heal normally on their own, like other intelligent undead. Fast healing functions normally.
- Riven do not need to eat, drink, sleep, or breathe.
- Riven no longer feel sexual desires and cannot reproduce through natural means.

HIT DICE

Riven retain their Hit Dice. A riven's total hit points may change because he uses his Charisma modifier in place of the Constitution modifier used by living characters.

After a character becomes riven, all Hit Dice he gains are 1d8, regardless of class. For example, a riven that gains a level of barbarian gains hit points equal to 1d8 + his Charisma modifier, rather than 1d12 + his Constitution modifier.

PHYSICAL DESCRIPTION

Riven look as they did in life, with these exceptions. Riven have grayish skin, and the irises of their eyes are white. Their

hair color is dull; to compensate, many riven dye their hair unnaturally vibrant hues.

Without concealment (e.g., disguise, *alter self*), a riven is easily identified as undead.

SOCIETY

Riven do not have any particular society of their own, despite existing since the Apocalypse over a century ago. Instead, they generally try to blend into existing societies without drawing attention to their natures.

This behavior is partly because of their relatively small numbers. Mostly, however, it is because the undead rulers of Abaddon regard the riven as a threat: those rulers command allegiance from lesser undead by controlling their food source—mortals—but riven are intelligent undead with no need to feed. Riven may choose to ally with one of the sovereign powers, but they do not have to. In addition, riven are, or can become, immune to many weapons of the undead, making them potent warriors in rebellions of the living against the once-dead.

RELATIONS

Newly formed riven hold the same attitudes toward other races of Abaddon that they had before rejecting the Threshold. With time and association with other riven, their attitudes tend to shift in a few areas.

Because of the undead lords' antipathy, riven deeply distrust the lords' allies, the gnomes.

Because halflings have become eaters of the dead, riven fear and despise them.

Riven and exalted share an uneasy coexistence. The exalted are uncomfortable with riven because riven are undead, so the riven can't always trust them. Some riven have struck blows against the undead lords of Abaddon, though, so the exalted know any one riven might share a mutual willingness to battle the status quo.

How riven feel about harrowed depends on the harrowed's social status. Riven consider harrowed bastards of undead noble houses to be tools of those who would gladly murder the riven. Harrowed who live among the slaves are no better or worse than anyone else.

Most osirians despise the undead masters of Abaddon, so riven tend to admire them and seek alliances with them.

ALIGNMENT AND RELIGION

The riven, painfully aware of the moans and cries of spirits unable to pass the Obsidian Veil, tend to gradually fall away from any Lawful alignments they may have had in life.

Similarly, the howling chaos of dissipating souls constantly reminds riven that the supposedly omnipotent deities are powerless in the face of the Obsidian Apocalypse. That reminder tends to undermine their faith in deities, though not their belief in divine concepts.

ADVENTURERS

Many riven were brave, strong-willed individuals before they died. They had to be to reject the Threshold. Such individuals are often drawn to lives of adventure. Even riven who had not a lick of adventure before their undeath become adventurers and crusaders—the persecution of the undead lords is just too much to bear.

NAMES

Riven typically maintain the names that they had in life.

RIVEN AS A CHARACTER CLASS

As riven continue adventuring, they may develop their undead natures rather than their class or classes.

Prerequisite: Must have rejected the Threshold and become riven.

ABILITIES

Darkvision (Ex) A riven that already has darkvision gains no further benefit from this ability.

Hide from Undead (Sp) As the spell, with the following exceptions. Riven need no components to use this ability. This ability only targets the riven using it. To determine duration, the riven uses his total character level as his caster level. The saving throw DC equals 10 + 1/2 the riven's character level + his Charisma modifier.

Resist Channel (Su) Riven face the same threat from channelled positive energy as undead monsters. By taking this

ability, a riven gains the indicated damage resistance to that damage.

Transfer Pain (Sp) The riven gains a pool of pain points. The size of the pool is indicated in the riven character advancement table. A riven cannot add points to his pain pool above its maximum. These points can be used in two ways:

First, as a standard action, the riven can touch an injured creature to heal it, adding points to his pain pool equal to the damage healed.

Second, the riven can make a melee touch attack, declaring the number of pain points he wishes to subtract from his pool. This attack counts as using a natural weapon with which the riven is proficient. On a successful attack, the riven inflicts damage equal to the pain points subtracted from his pool.

If pain points go unused, they expire. Whenever pain points expire, the riven takes an equal amount of damage. A riven can carry pain points for a number of rounds equal to his Charisma modifier (minimum 1). If he gains pain points over several rounds, each gain is tracked separately.

Control Undead (Sp) As the spell, with the following exceptions. Riven need no components to use this ability. The riven uses his total character level as his caster level to determine range, targets, and duration. The saving throw DC equals 10 + 1/2 the riven's character level + his Charisma modifier.

Master Duality: At 10th level, the riven becomes immune to all spells and abilities that separate soul from body.

Natural Armor: The riven's natural armor bonus improves by +2 at even-numbered levels. For example, a 10th-level riven has a natural armor bonus of +10.

SUNDERED

Sometimes an individual cannot reject the Threshold, but possesses too strong a will to simply dissipate into the ravaged world-aura of Abaddon. These disembodied souls are the sundered.

BECOMING SUNDERED

For a PC to become sundered, she must die and her player must succeed on a level check at the moment the soul separates from body. This check represents the force of will required to preserve individuality and sanity. Sundered call this moment "the Collection."

Roll 1d20 and add the dying character's level and Charisma modifier. If the result is less than 25, then the character dies normally. If the result is 25 or greater, then the character becomes sundered.

Successfully preserving individuality is not a one-time event. The connection must be preserved and maintained. Sundered must periodically struggle with the same Severing as riven (see Shared Undead Traits).

RIVEN CHARACTER ADVANCEMENT

Level	HD	BAB	Fort	Ref	Will	Abilities
1	d8	+0	+0	+0	+2	Darkvision 60 ft.; immune to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning; <i>hide from undead</i> 1/day; <i>resist channel</i> 2
2	d8	+1	+0	+0	+3	Not subject to nonlethal damage, ability drain, or energy drain; immune to damage to physical ability scores (Con, Dex, Str) and to exhaustion and fatigue effects; natural armor +2
3	d8	+2	+1	+1	+3	Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms); transfer pain 10; <i>resist channel</i> 4
4	d8	+3	+1	+1	+4	<i>hide from undead</i> 2/day; natural armor +2
5	d8	+3	+1	+1	+4	transfer pain 20; <i>resist channel</i> 6
6	d8	+4	+2	+2	+5	<i>hide from undead</i> 3/day; natural armor +2
7	d8	+5	+2	+2	+5	transfer pain 40; <i>resist channel</i> 8
8	d8	+6/+1	+2	+2	+6	<i>control undead</i> 1/day; natural armor +2
9	d8	+6/+1	+3	+3	+6	<i>control undead</i> 2/day; <i>resist channel</i> 10
10	d8	+7/+2	+3	+3	+7	<i>control undead</i> 3/day; transfer pain 100; natural armor +2; Master Duality

SUNDERED AS A RACE

When a character becomes sundered, she gains the sundered's standard racial traits.

STANDARD RACIAL TRAITS

- A sundered's type changes to undead (augmented humanoid).
- Sundered do not age. Age-based modifiers to ability scores acquired prior to the Collection remain.
- The sundered's alignment does not change. However, the character radiates an aura that matches the sundered's alignment. This aura makes sundered detectable by appropriate detect spells.
- Sundered gain the unnatural aura ability.
- Sundered are ethereal creatures and gain the ethereal special ability. Any equipment carried or worn by the sundered in life remains material and falls to the ground immediately upon the Collection.
- Sundered lose their Constitution score. Instead, use their Charisma modifier to calculate hit points, Fortitude saves, and special abilities that rely on Constitution (e.g., calculating a breath weapon's DC).
- Sundered are immune to effects that prompt a Fortitude save, unless it also affects objects or is harmless.
- Sundered are immune to critical hits and precision-based damage (e.g., damage from a sneak attack) unless the attacks are made using a weapon with the *ghost touch* special weapon quality.
- Sundered are not at risk of death from massive damage, but they are immediately destroyed when reduced to 0 hit points.

- Sundered can heal normally on their own, like other intelligent undead. Fast healing functions normally.
- Sundered do not need to eat, drink, sleep, or breathe.
- Sundered no longer feel sexual desires and cannot reproduce through natural means.

HIT DICE

Sundered retain their Hit Dice. A sundered's total hit points may change because she uses her Charisma modifier in place of the Constitution modifier used by living characters.

After a character becomes sundered, all Hit Dice she gains are 1d8, regardless of class. For example, a sundered that gains a level of barbarian gains hit points equal to 1d8 + her Charisma modifier, rather than 1d12 + her Constitution modifier.

SUNDERED AND SPELLCASTING

Sundered lose all physical belongings when they survive the Collection. Because they lack spell components, spellcasting is extremely difficult for them. Generally speaking, they cannot cast spells that require components unless they use the Eschew Materials feat. Even in this case, they still require foci.

SOCIETY

Sundered do not have any particular society of their own, though they do sometimes organize into groups.

RELATIONS

Because of their ethereal nature, sundered keep the attitudes toward other races of Abaddon that they had before the

Collection. Over time, their attitudes tend to shift in a few areas.

Because of the antipathy demonstrated by the undead lords, sundered distrust the lords' allies, the gnomes.

Sundered and exalted share an uneasy coexistence. The exalted are uncomfortable with sundered because sundered are undead, so the sundered can't always trust them. For their part, an individual exalted may be aware of a spirit manifesting to strike a blow against the undead lords of Abaddon, but exalted as a whole are unaware of the existence of the sundered.

Because of osirian hatred toward the current, undead masters of Abaddon, sundered tend to admire them and seek alliances with them.

ALIGNMENT AND RELIGION

For the sundered, the frenetic shriek of the ravaged world-aura is a constant presence. As disembodied spirits, they feel it tearing at them every moment of every day. As a result, they tend to leave behind any Lawful alignments they had in life.

The sundered are eternally aware of the inability of spirits to pass on to the afterlife. This reminds sundered that the supposedly omnipotent deities are powerless in the face of the Obsidian Apocalypse. Such a reminder tends to undermine their faith in deities, though not their belief in divine concepts.

ADVENTURERS

Like riven, many sundered were brave, strong-willed individuals before they died. To survive the Collection, they had to be. Often, that individuality initially drives sundered to become adventurers, but over time their immaterial nature makes them less concerned with the physical world.

NAMES

Sundered typically maintain the names that they had in life.

SUNDERED AS A CHARACTER CLASS

As sundered continue adventuring, they may develop their undead natures rather than their class or classes.

Prerequisite: Must have survived the Collection and become sundered.

ABILITIES

Manifest (Su) A sundered can stop being ethereal for brief periods of time. This is called manifesting.

A sundered can manifest a number of times per day equal to her total character level. Each time, she can maintain her

manifest for a number of rounds equal to her Charisma modifier (minimum 1).

When manifested, sundered appear as pale, ghostly outlines of their former selves, including any clothing they wore at the time of their Collection. They are still incorporeal, but they can perceive the physical world as they could when alive, and they can speak and make themselves heard. They cannot manipulate objects, however, except for items with the *ghost touch* special quality.

Manifesting is a move action that does not provoke attacks of opportunity. Purposely ending a manifestation is a swift action that does not provoke attacks of opportunity.

Darkvision (Ex) A sundered that already has darkvision gains no further benefit from this ability.

Speak with Dead (Sp) As the spell, with the following exceptions. Sundered need no components to use this ability. To determine this ability's duration, the sundered uses her total character level as her caster level. The saving throw DC equals $10 + 1/2$ the sundered's level + her Charisma modifier.

Resist Channel (Su) Sundered face the same threat from channeled positive energy as undead monsters do. By taking this ability, they gain the indicated damage resistance to channeled positive energy.

Telepathy (Su) Beginning at 2nd level, a sundered can mentally communicate with other creatures, which must have a language and can be either corporeal or incorporeal. Multiple creatures can be telepathically addressed at once, but maintaining a telepathic conversation with multiple creatures is just as difficult as conversing with multiple people at once.

Fear Aura (Su) This ability affects both material and ethereal creatures, whether the sundered is manifested or not. Triggering this aura is a standard action that does not provoke attacks of opportunity. The aura lasts 1 round per sundered level and can be dismissed.

The aura affects creatures as *fear*. Its Will save has a DC of $10 + 1/2$ the sundered's character level + her Charisma modifier. A character that succeeds on this saving throw is shaken for one round, as normal, and is immune to any further effects from the fear aura of this sundered for 24 hours.

A sundered can use this ability a number of times per day equal to her Charisma modifier (minimum 1).

Control Undead (Sp) As the spell, with the following exceptions. Sundered need no components to use this ability. The sundered uses her total character level as her caster level to determine range, targets, and duration. The saving throw DC equals $10 + 1/2$ the sundered's character level + her Charisma modifier.

SUNDERED CHARACTER ADVANCEMENT

Level	HD	BAB	Fort	Ref	Will	Abilities
1	d8	+0	+0	+0	+2	Manifest, darkvision 60 ft.; immune to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning; <i>speak with dead</i> 1/day; <i>resist channel</i> 2
2	d8	+1	+0	+0	+3	Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to physical ability scores (Con, Dex, Str), and to exhaustion and fatigue effects; <i>telepathy</i> 10 ft.
3	d8	+2	+1	+1	+3	Immune to all mind-affecting effects (<i>charms</i> , <i>compulsions</i> , <i>morale effects</i> , <i>patterns</i> , and <i>phantasms</i>); <i>fear aura</i> 10 ft.; <i>resist channel</i> 4
4	d8	+3	+1	+1	+4	<i>speak with dead</i> 2/day; <i>telepathy</i> 20 ft.
5	d8	+3	+1	+1	+4	<i>fear aura</i> 20 ft.; <i>resist channel</i> 6
6	d8	+4	+2	+2	+5	<i>speak with dead</i> 3/day; <i>telepathy</i> 40 ft.
7	d8	+5	+2	+2	+5	<i>fear aura</i> 30 ft.; <i>resist channel</i> 8
8	d8	+6/+1	+2	+2	+6	<i>control undead</i> 1/day; <i>telepathy</i> 80 ft.
9	d8	+6/+1	+3	+3	+6	<i>control undead</i> 2/day; <i>resist channel</i> 10
10	d8	+7/+2	+3	+3	+7	<i>control undead</i> 3/day; <i>telepathy</i> 100 ft.; <i>Master Manifester</i>

Master Manifester: When a sundered manifests, she may do so in physical form. The sundered is not incorporeal during this manifestation. Her skin is pale, with blanch hair and white eyes, and she can manipulate the physical world normally for the duration of the manifestation.

SHARED UNDEAD TRAITS

These rules are common to both riven and sundered.

THE SEVERING

Maintaining the connection between soul and body is an increasingly difficult struggle. The character is constantly aware of the howling chaos of souls trapped by the Obsidian Veil.

Each time an undead character gains a level, he must succeed on a Will save (DC 15 + the undead character's total level) against the Severing.

If an undead character's soul is separated from his body by a spell or effect (see Undead Characters and Magic below), the character must succeed again on this Will save in addition to any Will save prompted by the spell or effect.

Failing the Will save prompted by the Severing separates the soul and body of the undead character. Any attempt to capture, trap, control, or communicate with the soul fails. The character dies immediately.

UNDEAD CHARACTERS AND MAGIC

All positive energy spells and effects damage undead. Negative energy spells and effects heal undead. Additionally, magic affect the riven and sundered differently from other characters in these ways:

As intelligent undead, riven and sundered have souls, so spells like *trap the soul* and *magic jar* affect them.

Riven and sundered targeted by *clone* spells find their souls immediately transferred to the new body. Their type and any sub-types revert to what they were before they became undead. They lose all undead racial traits and any abilities associated with their levels in riven or sundered.

Spells and effects that can only target or affect living creatures cannot affect riven or sundered. Spells and effects that can only target or affect the undead can affect riven and sundered. Riven and sundered always get Will saves to resist the effects of *speak with dead*, regardless of their alignment relative to the caster.

Riven and sundered are not affected by *raise dead* and *reincarnate* spells or abilities. However, they are affected by *resurrection* and *true resurrection*, which turn them back into the living creatures they were before becoming undead. In this case, they lose all undead racial traits and any abilities associated with their levels in riven or sundered.



UNDEAD AND CHARACTER CLASSES

Undeath affects a number of class features for several classes.

Barbarian: Because undead are immune to morale effects, raging riven and sundered barbarians do not gain the morale bonus to Strength and Constitution, or the additional hit points from that Constitution bonus, that living barbarians do. However, they still suffer the –2 penalty to armor class from raging. While raging, they cannot use skills based on Charisma, Dexterity, or Intelligence (except for Acrobatics, Fly, Intimidate, and Ride) and cannot use abilities that require patience or concentration. Riven and sundered barbarians use their Charisma modifier to determine how many rounds they can rage. When such a character stops raging, rather than becoming fatigued, he become staggered for a number of rounds equal to the number of rounds he raged. While an undead barbarian is staggered, an effect that would stagger him renders him confused.

Clerics: Riven and sundered clerics can still channel positive energy, but they pay a heavy price for doing so. When casting *cure* spells, undead clerics suffer a number of temporary negative levels equal to the level of the spell. The DC for recovering these levels equals the save DC for the spell (10 + spell level + caster's Charisma modifier).

Similarly, if an undead cleric channels positive energy to heal living creatures or harm undead creatures, she suffers a number of temporary negative levels equal to the number of dice rolled. The DC for recovering those levels is 15 + the

undead cleric's Charisma modifier. Riven and sundered gain resistance to this damage.

Paladin: Riven and sundered can be, or become, paladins. For riven and sundered paladins, apply the spectral crusader archetype (see below). Paladins that become riven or sundered replace their paladin class abilities with the appropriate abilities from this archetype. Rather than accept this archetype, a paladin becoming riven or sundered can instead become an ex-paladin.

SPECTRAL CRUSADER (PALADIN ARCHETYPE)

Spectral crusaders are paladins whose devotion to their beliefs transcends even death.

Class skills: This archetype does not change the paladin's class skills.

Bolster Nature (Su) Beginning at 2nd level, the spectral crusader's touch delivers a +2 bonus to all saves against spells and abilities used by the undead. This bonus lasts until the spectral crusader's next turn. A spectral crusader can use this ability a number of times per day equal to half her paladin level plus her Charisma modifier. This ability replaces lay on hands.

Spirit Sight (Ex) A spectral paladin using this ability confers *see invisibility* on herself and one ally she touches. She can use this ability a number of times per day equal to half her paladin level + her Charisma modifier. The effect lasts 5 minutes per paladin level. This ability replaces divine health.

Mercy (Su) This paladin ability works with the spectral crusader's bolster nature ability.

Restorative Touch (Su) The spectral crusader's touch acts as *restoration* once per day. This ability replaces channel positive energy.

NEW FEATS

Riven and sundered have access to the Ability Focus feat normally reserved for monsters. In addition, they have access their own feats.

CONCEAL NATURE (RIVEN)

You have some ability to conceal your undead nature.

Prerequisites: Riven, Int 5+

Benefits: As a standard action, you can temporarily suppress your unnatural aura and your alignment aura. Doing so also improves your complexion, making you look merely sickly rather than dead.

This effect lasts a number of minutes equal to your Charisma bonus (minimum 1). You can use it a number of times per day equal to your Wisdom bonus (minimum 1).

While this effect lasts, you gain a +10 bonus to Disguise checks made to appear living. Each riven, sundered, or undead feat you have reduces this bonus by -2.

CREATURE OF DARKNESS (MONSTER)

You are particularly well attuned to conditions of utter darkness. Even the greatest of magical darkness does not hamper your ability to hunt.

Prerequisites: Darkvision 60 ft., undead

Benefits: Your darkvision increases to 120 feet. You can also see perfectly in any darkness, even that created by *deeper darkness*. This feat originally appeared in *Way of the Wicked Book Five—The Devil My Only Master* from Fire Mountain Games.

ECTOPLASMIC ARTIST (SUNDERED)

Your control of your manifested form extends to manipulating your appearance.

Prerequisites: Sundered, Extended Manifest, Extra Manifest

Benefits: When you manifest, you can specify how you appear. This functions as *alter self*, except that it lasts as long as your manifestation.

ETHEREAL THIEF (SUNDERED)

You can make items you touch ethereal for brief periods.

Prerequisite: Sundered, Extended Manifest

Benefits: While manifested, you can activate this ability as a swift action. When you end manifesting, any unattended object you are touching becomes ethereal. You can move and use this object while ethereal, with the usual

restrictions on how ethereal creatures can affect the Material Plane.

This effect lasts 1 round/level, and you can dismiss it. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1).

If you are inside an affected object when this effect ends, the object shunts off to the nearest open space, where it becomes material again. The object takes 1d6 damage per 5 feet it travels.

EXTENDED TRANSFER PAIN (RIVEN)

Your control is so great that you can carry others' pain longer.

Prerequisites: Riven, transfer pain

Benefits: Each time you take this feat, increase the time you can carry a pain pool without taking damage by 2 rounds.

Special: You can take this feat multiple times.

EXTENDED MANIFEST (SUNDERED)

When you manifest, your powerful will allows you to remain manifested longer.

Prerequisites: Sundered, Extra Manifest

Benefits: Each time you take this feat, increase the time your manifestation lasts by 3 rounds.

Special: You can take this feat multiple times.

EXTRA MANIFEST (SUNDERED)

Your strong sense of self allows you to manifest yourself more often.

Prerequisites: Sundered

Benefits: Each time you take this feat, you can manifest one additional time per day.

Special: You can take this feat multiple times.

FADING FORM (RIVEN)

Embracing your undead nature allows you to become incorporeal for brief periods.

Prerequisites: 1 level of riven, Find Your Kind, either Fearsome Presence or Withering Touch

Benefits: As a standard action, you can make yourself incorporeal. This effect lasts a number of rounds equal to your Charisma bonus (minimum 1) plus the number of riven and undead feats you have.

If you are inside an object when this effect ends, you are immediately ejected from the object. This knocks you prone in a square adjacent to the object and staggers you for 1d4 rounds.

FEARSOME PRESENCE (RIVEN)

Your undead nature terrifies weaker minds.

Prerequisites: 1 level of riven, immunity to mind-affecting effects, Find Your Kind

Benefits: You can cast *fear* as a spell-like ability a number of times per day equal to your Charisma bonus (minimum 1). Your caster level is equal to your character level.

FIND YOUR KIND (UNDEAD)

Your nature makes you sensitive to the presence of other undead.

Prerequisites: 1 level of riven or 1 level of sundered

Benefits: As a spell-like ability, you can use *detect undead* with a caster level equal to your total character level. You can activate this feat a number of times per day equal to your Charisma bonus (minimum 1).

WITHERING TOUCH (UNDEAD)

You can now drain energy with a touch.

Prerequisites: 1 level of riven or 1 level of sundered, immunity to energy drain, Find Your Kind, Improved Unarmed Attack

Benefits: If you succeed on an unarmed touch attack, your target gains 1 negative level for every 3 levels of riven or sundered you have. You must declare your intent to use this ability before you make your attack roll. The Fortitude save DC for this ability equals 10 + 1/2 your character level + your Charisma modifier. A successful withering touch grants you 5 temporary hit points, which last for 1 hour.

You can only use this ability once per round, regardless of how many attacks you make, and you can only use this ability a number of times per day equal to your Charisma bonus (minimum 1). Using this ability counts as an attack with a natural weapon for the purposes of feats and special abilities.

SHARE NATURE (RIVEN)

You can extend your ability to hide from the undead to encompass your allies.

Prerequisite: 1 level of riven

Benefits: Your ability to *hide from undead* now hides all living creatures within a 10-foot radius.

STITCH THE SOUL (UNDEAD)

Your bonds to mortal life are strong.

Prerequisites: Riven or sundered

Benefits: You gain a +12 racial bonus on Will saves to resist the Severing. Each riven, sundered, or undead feat you have (including this one) reduces this bonus by -2.

TRANSFIGURATION (UNDEAD)

You have mastered the Severing.

Prerequisites: 10 levels of riven or 10 levels of sundered

Benefits: You are no longer subject to the Severing.

MAGIC ITEMS

Campaigns that include riven and sundered need additional equipment and magic items.

TOOLS

Here are some pricing guidelines for adventuring gear relevant to riven and sundered.

MASTERWORK PRICING

Assume that masterwork versions of mundane items cost an additional 300 gp for weapons, 150 gp for armor, and 50 gp for tools, except where the price of masterwork tools is already specified.

For example, the price of masterwork thieves' tools is already specified as 100 gp.

ETHEREAL ITEMS

Making a mundane tool into an ethereal one requires Craft Wondrous Item, *ethereal jaunt*, and 1,500 gp plus the cost of masterwork tools. Buying an ethereal tool costs twice the amount to craft it. The ethereal quality allows the tool to shift from ethereal to material and back again as the character holding the tool does.

For example, buying *ethereal thieves' tools* would cost 3,200 gp.

QUALITIES

Ghost touch is already a magic weapon quality. It can also be an armor quality, with the same price adjustment (+1). Notably, armor with ghost touch can be worn by incorporeal riven.

ETHEREAL

Price +2

Aura moderate conjuration; **CL** 9th; **Weight** —

An ethereal weapon can be handled by both material and ethereal creatures.

In the hands of a material creature, an ethereal weapon can be used to attack ethereal creatures. Ethereal creatures remain invisible to the material creature wielding the ethereal weapon, so the standard miss chance applies unless the wielder has some way to see ethereal targets.

In the hands of an ethereal creature, an ethereal weapon can become ethereal. Activating this ability is a swift action.

This quality can be applied to armor at the same price adjustment. When worn by material creatures, ethereal armor protects against attacks from ethereal creatures that can affect material creatures; for example, if a sundered uses its transfer pain ability and targets a creature wearing ethereal armor, the armor adds to the wearer's touch armor class.

When worn by ethereal creatures, ethereal armor can become ethereal. Activating this ability is a swift action.

SELECTED ITEMS

CONDENSING GOGGLES

Aura strong transmutation; **CL** 11th
Slot eyes; **Price** 4,000 gp; **Weight** 1 lb

DESCRIPTION

These goggles are crafted from leather straps, brass fittings, and crystal lenses. As a standard action, the wearer can use the goggles to force incorporeal and ethereal creatures within a 30-foot cone to assume material forms. To affect a creature, the wearer must have line of effect to it, so creatures inside or blocked by a solid object ignore this effect.

The wearer can target the 30-foot cone in any direction. Any creatures in that cone become material unless they succeed at a Will save (DC 18). Creatures forced into material form remain in that form while in the cone, plus one additional round after the wearer looks away.

Forcing a creature into material form does not change its abilities or statistics, but it does suppress any ability to go incorporeal or ethereal while they remain affected. Creatures that do not normally have a material form (e.g., ghosts and spectres) affected by this field take 1d4 damage per racial Hit Die they have, in addition to taking a physical form subject to physical attacks.

Each round this ability is active, the wearer must succeed on a Fortitude save or become sickened. The initial DC for the saving throw is 15. Each round, the DC increases by 2. A sickened character who fails the saving throw becomes nauseated. A nauseated character who fails the saving throw becomes unconscious. An unconscious character regains awareness in 1d4 rounds, but must continue making the saving throws if still wearing the goggles.

Deactivating the item ability is a free action. Leaving the goggles inactive for an hour resets the DC to 15.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *true seeing*; **Cost** 2,000 gp

ETHEREAL MIRROR

Aura faint divination; **CL** 4th
Slot none; **Price** 2,400 gp; **Weight** 1 lb

DESCRIPTION

This polished bronze mirror is about three inches in diameter. One side is highly polished and slightly convex. The other side has raised glyphs cast on it in ring-shaped patterns.

When the glyph side of the ethereal mirror is exposed to light, the holder can use a standard action to activate it. When activated, the device projects the rings of glyphs in a 30-foot cone from the other side. Any ethereal creature

in the cone ceases to be ethereal, but remains incorporeal. The creatures are visible to those who can see the area of effect.

Activating the ability is a standard action. The effect lasts for 1 minute, and the ability can be used up to three times per day.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *see invisibility*; **Cost** 1,200 gp

GHOST COLLAR

Aura faint transmutation; **CL** 5th
Slot neck; **Price** 6,000 gp; **Weight** 1/2 lb

DESCRIPTION

This white leather collar has silver glyphs embedded in it and a locking silver hasp in the back.

A character can make an armed attack, wielding the *ghost collar*, as a melee touch attack. If successful, the collar locks around the target's neck. While locked, the ghost collar prevents the wearer from becoming ethereal.

Removing the collar requires success on a Disable Device or Escape Artist check (DC 30).

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *blink*; **Cost** 3,000 gp

GLOVES OF INTANGIBILITY

Aura faint transmutation; **CL** 5th
Slot hands; **Price** 2,500 gp; **Weight** 1/2 lb

DESCRIPTION

These gray gloves made of thin leather allow the wearer to make a creature incorporeal by touching it. This effect lasts as long as the wearer remains in contact with the touched creature plus one additional round. When the touched creature becomes incorporeal, the wearer cannot remain in contact unless he is already incorporeal.

Using this ability against an unwilling target requires the wearer to make a melee touch attack. If successful, the target must succeed on a Will save to resist the effect (DC 15).

The *gloves of intangibility* do not affect objects.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *blink*; **Cost** 1,250 gp

REALITY ANCHOR

Aura strong transmutation; **CL** 15th
Slot none; **Price** 10,000 gp; **Weight** 10 lbs

DESCRIPTION

A *reality anchor* is made of cold iron, silver, and oak. It is a roughly conical framework, and stands about three feet tall with a base ring of two-foot diameter. From the top of the

cone descends an iron spike inside a wooden sleeve, within the anchor's framework, ending just above the base ring.

Once per day, the anchor can be activated as a full-round action. To activate the anchor, its base must be set up on a solid surface.

Once activated, the reality anchor drives the spike into the surface over and over again for 6 rounds, making loud noises (base Perception DC –10). During this time, it creates a 50-foot radius field. Any incorporeal or ethereal creatures within the field become tangible, material creatures. Invisible creatures within the field become visible. Creatures that leave the field immediately return to normal.

When this field affects an ethereal or incorporeal creature inside a solid object, the creature is forced into the nearest empty space, taking 1d6 damage per 5 feet it travels.

Creatures that do not normally have a material form (e.g., ghosts and spectres) affected by this field take 1d4 damage per racial Hit Die they have, in addition to taking a physical form subject to physical attacks.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *alter reality*, see *invisibility*; **Cost** 5,000 gp

RINGS OF RECALL

Aura strong conjuration; **CL** 13th
Slot ring; **Price** 6,000 gp; **Weight** —

DESCRIPTION

These sapphire rings are always found in pairs. To use them, one ring is worn, and the other is attached to an item. As a standard action, the wearer can call that item to hand regardless of distance as *instant summons*. This ability does not convey any properties on the item, so if the ring wearer is ethereal or incorporeal, the called item falls to her feet. If the wearer cannot hold the called item (e.g., because her hands are full), it falls to her feet.

Note that, in many campaigns, this ability can function across dimensions. However, these rings do not allow cross-dimensional travel in Abaddon because of the Obsidian Veil.

CONSTRUCTION REQUIREMENTS

Forge Ring, Craft (jewelry), *instant summons*; **Cost** 3,000 gp

RIVEN CLAMP

Aura moderate abjuration; **CL** 6th
Slot wrists; **Price** 5,000 gp; **Weight** 1 lb

DESCRIPTION

These black bracers made from cold iron are barbed on the inside. Otherwise they are undecorated. While worn, they provide a +2 armor class bonus and +2 to Will saves against the Severing.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *guidance*; **Cost** 2,500 gp

SHACKLES OF SABINUS

Aura faint transmutation; **CL** 5th
Slot wrist; **Price** 6,000 gp; **Weight** 1 lb

DESCRIPTION

These silver shackles are engraved with intertwined grooves that seem to writhe and snake around the shackles and the chain between them.

A character can make an armed attack, wielding the shackles of Sabinus, as a melee touch attack. If successful, the shackles lock around the target's wrists. While locked, the *shackles of Sabinus* prevent the wearer from becoming ethereal.

Removing the shackles requires success on a Disable Device or Escape Artist check (DC 30).

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *blink*, **Cost** 3,000 gp

ORGANIZATIONS

This section presents some organizations extant in campaigns that use riven and sundered.

DESTINY WAGONS

Alignment: LE

Headquarters: Camp Destiny

Leaders: Petward Mazebane, Brash Shieldhart, Udoorin Wyvernjack, Cruneiros Swordhand

Prominent Members: Approximately 25 riven rangers, rogues, and fighters

Structure: Corporate

Scope: Regional

Resources: Camp Destiny (village), approximately 100 minor magical items, roughly a dozen medium items at a time, and approximately 100,000 gp of slaves, mundane items, wagons, and livestock.

The Destiny Wagons are a group of riven-led slavers.

STRUCTURE AND LEADERSHIP

Petward Mazebane runs the Destiny Wagons. His advisors are in charge of slave-taking expeditions (Brash Shieldhart, job title: Shackles), the slave pens (Udoorin Wyvernjack, job title: Whip), and supplies and maintenance (Cruneiros Swordhand, job title: Cages).

Each advisor controls 6–10 riven lieutenants, each of whom controls 1–2 living slavers and 3–4 slaves. Information flows up through the hierarchy to Mazebane, and his instructions flow back down through the ranks.



GOALS

Survival by appeasing the undead masters of Abaddon.

PUBLIC PERCEPTION

The Destiny Wagons are undead predators working for the undead masters of Abaddon. They are hated and reviled wherever they are known.

GHOSTMASKS

Alignment: LE

Headquarters: Sunken Calyon

Leader: Eiltranna Gemviper

Prominent Members: 12 sundered assassins

Structure: Guild

Scope: Regional

Resources: A regional network of living spies and informants, +2 *ethereal daggers*, and roughly 10,000 gp worth of minor magic and mundane items and equipment.

The Ghostmasks are sundered who saw no reason for undeath to interrupt their careers as spies and murderers.

STRUCTURE AND LEADERSHIP

Eiltranna Gemviper is the undisputed master of the Ghostmasks—she ruthlessly kills any member who dares to question her authority. She sends representatives to discuss jobs, decides which jobs to take, assigns individuals or teams to complete them, and distributes reward from the assignments.

GOALS

The Ghostmasks make money doing what they love most: maximizing suffering and misery through theft, blackmail, and murder.

PUBLIC PERCEPTION

The public is not aware the Ghostmasks exist. Even the council of Sunken Calyon is clueless.

TYRANT SLAYERS

Alignment: CG

Headquarters: Three Stone Landing

Leaders: Ianven Firepeak, Rician Swordheart, Crulannan Tombstone

Prominent Members: Seadak Goldweaver, Petros Mincrag, Xeerzan Quarryborn, Oloros Stormtooth, Xanfalcon Loremouth

Structure: Terrorist cells

Scope: Regional

Resources: A riverside tavern in Three Stone Landing, approximately 100 minor magical items, roughly a dozen medium items at a time, and approximately 20,000 gp of mundane items, equipment, maps, and books.

The Tyrant Slayers are a riven-led group of revolutionaries who pit themselves against slavers and the undead masters of Abaddon.

STRUCTURE AND LEADERSHIP

Ianven Firepeak founded the Tyrant Slayers after resisting the Threshold twenty years ago. At first they functioned

openly, but a series of narrow escapes from local undead forces made them change their tactics.

The Tyrant Slavers now work in small groups. Each member in a group knows just one member in another group. No one knows more than that. In this way each cell is independent, but together they can communicate through networks of people.

GOALS

Nothing less than completely overthrowing the lich-emperor Calix Sabinus and returning Abaddon to the living.

PUBLIC PERCEPTION

It's unwise to admire or support the Tyrant Slayers in public. Doing so brings swift reprisals from the undead. Because of this, it is difficult to know if the commoner denouncing the hopeless antics of the Tyrant Slayers secretly harbors a flicker of respect for them.

THE PALE HAND

Alignment: CN

Headquarters: Sunken Calyon

Leaders: Panrry Dragonsbane

Prominent Members: Zanian Tigerhelm, Riclannan Youngsoul, Curry Darkbane, Leogeon Taletreader

Structure: Guild

Scope: Regional

Resources: Potentially unlimited, but practically about 15,000 gp worth of minor magical items and mundane equipment, and roughly 20 medium magical items, at a time.

The Pale Hand is a group of undead mercenaries who turned their undead traits to espionage and robbery.

STRUCTURE AND LEADERSHIP

The membership of the Pale Hand elects the guild leader, who serves until retiring or until the members pass a vote of no confidence by simple majority. The guild leader is responsible for evaluating the risk of all criminal activities and for determining which tasks the guild will undertake.

Once the leader vets the job, the member who brought the job to the guild becomes the team leader for the job, building a team to do it. If they succeed, the team leader will have an easier time assembling teams for future jobs. If not, she may have to work on other members' teams or even solo.

The team leader is responsible for distributing the rewards for each job, always allocating a percentage for the guild. The guild leader enforces the allocation and fair distribution of gain.

GOALS

Simple: financial gain.

PUBLIC PERCEPTION

To the public, the Pale Hand is just another thieves' guild. Most people resent them as predators who make life under the undead rulers of Abaddon even harder.

RELATIONSHIPS

If you are adding riven and sundered to an existing *Obsidian Apocalypse* campaign model, here are some guidelines for how the organizations relate to the world.

INFERNUS RISEN

In this campaign model, the Tyrant Slayers target the devils of Infernus rather than the undead lords of Abaddon. The Destiny Wagons, rather than taking slaves, is comprised mostly of bards who persuade the common folk of Abaddon to sell their souls to Lucifer's agents.

PANDEMIC CONTAGION

In this campaign model, the Tyrant Slayers target the Contaminated, both individuals and the hive-mind. The Destiny Wagons bargain for their survival by collecting survivors and turning them over to the Contaminated.

ELDER GODS RETURN

The Elder Gods are beyond the understanding of mortals, so the Tyrant Slayers fight their agents, disrupt the Mad Dance, and try to protect groups like the Lorekeepers. The Destiny Wagons try to appease the gods by sacrificing survivors. The Pale Hand and the Lorekeepers share a close alliance, both trying to unearth the rituals of the Second Age. The Ghostmasks are a scourge upon the living, but they also sell and trade information about the Elder Gods.

SETTLEMENTS

Riven and sundered tend to avoid gathering in large groups, which would just be easy targets for Calix Sabinus and his forces. There are, however, a few locations related to them worth noting.

CAMP DESTINY

NE Village

Corruption +0, **Crime** +0, **Economy** -1, **Law** -2, **Lore** +0, **Society** -1

Qualities: Notorious, Trading Post

Danger: +10

DEMOGRAPHICS

Government: Plutocracy

Population: 100 (30 riven, 25 humans, 20 elves, 15 dwarves, 10 orcs)

NOTABLE NPCs

Boss Petward Mazebane (LE male riven fighter 8)
Shackles Brash Shieldhart (NE female riven rogue 9)
Whip Udoorin Wyvernjack (CE male riven rogue 7)
Cage Cruneiros Swordhand (CN female riven barbarian 8)

MARKETPLACE

Base Value 650 gp; **Purchase Limit** 7,500 gp; **Spellcasting** 3rd

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

Camp Destiny is a slave camp, controlled by a group of sundered struggling for freedom and independence. By collecting slaves and trading them to the local undead authorities, they hope to make themselves indispensable, or at least valuable, to their masters.

Most of the non-riven population in the village are slaves, but a few are slavers, and some just make money where they can by selling and trading. Although riven do not need to eat, slaves do, and the slavers have needs for mounts, equipment, and so on. The slavers and merchants have an uneasy coexistence, though, because the riven are just as willing to enslave hard bargainers as they are to capture survivors found roaming the wilderness.

Camp Destiny keeps guards on duty day and night; they're used to freedom-loving vigilantes trying to liberate slaves and vengeful relatives searching for lost loved ones. Other visitors to the village include slave traders and fencers looking for valuables pilfered by light-fingered slavers.

DUNELLEN MOOR

LN Hamlet

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

Qualities: Insular

Danger: -5

DEMOGRAPHICS

Government: Autocracy

Population: (30 riven, 10 elves, 5 humans)

NOTABLE NPC

Mayor Sharil Legendblood (LG female riven fighter 15)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp; **Spellcasting** 2nd

Minor Items 1d6; **Medium Items** —; **Major Items** —

Dunellen Moor is a tiny community hidden in a cold, hilly wetland. Low, skeletal scrub brush hides sharp rocks, and tall grass conceals sucking mires all around the hamlet. Only the locals and skilled survivalists can follow the subtly shifting paths through the moor. The community was larger before the Cataclysm, but the meteor wrought apocalyptic changes to the land, ruining the settlement and raising the water table such that the moor surrounded the hamlet.

Sharil Legendblood founded the hamlet by accident. Fleeing bounty hunters serving a local undead noble, she stumbled upon the ruins of the town. She appreciated the natural defenses provided by the surrounding terrain and decided to make the ruins her base. Over time, she shared the location with some of her friends and allies, building a new settlement over the old.

Dunellen Moor is insular, not only because of terrain, but because of the residents' need for security. If visiting for the first time, it's best to be accompanied by a resident, otherwise the initial reception will be hostile. With some friends, though, Dunellen Moor can be a sanctuary for rest and healing, despite its limited resources.

MIST HOLLOW

N Hamlet

Corruption -2, **Crime** -1, **Economy** -4, **Law** -4, **Lore** -2, **Society** +0

Qualities: Phantasmal

Danger: -5

DEMOGRAPHICS

Government: Council

Population: 25 (20 sundered, 5 ethereal marauders)

NOTABLE NPCs

First Councilor Wielorin Fiedlorsdottir (LN female sundered aristocrat 7)

Host Councilor Walry Shipsail (NG male sundered fighter 6)

Trade Councilor Crukul Chorster (LN male sundered expert 8)

Guard Captain Vicgold Loyolar (LG female sundered paladin 4)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp; **Spellcasting** 2nd*

Minor Items 1d6; **Medium Items** —; **Major Items** —

**4th for planar magic and conjuring (summoning or teleportation) spells only.*

Finding Mist Hollow requires success on a DC 20 Knowledge check (local or the planes). Mist Hollow is a tiny settlement that exists ethereally except on foggy nights under the full moon. At such times, the buildings coalesce into solid constructions, and the ghosts of its former inhabitants can be seen going about their business.

Following rumors and whispered lore, the sundered found a place as real and solid to them as any slave is to an undead noble of Abaddon. They generally welcome new sundered residents and strive to drive away material creatures that take up residence.

Long-lived sundered may possess information useful to adventurers, and a lonely sundered may wish to visit for sympathy and understanding. The rumors saying the hollow

is haunted make it an interesting place for intrepid thieves to hide their loot.

SUNKEN CALYON

N Village

Corruption -3, **Crime** -2, **Economy** +0, **Law** +0, **Lore** +4, **Society** -3

Qualities: Insular, Resettled Ruins

Danger: 0

DEMOGRAPHICS

Government: Magical

Population: 75 (30 riven, 20 sundered, 15 lacedons, 10 sahuagin)

NOTABLE NPCs

Master Keturnal Emeraldeye (LN male riven wizard 7)

Mystic Marrath Outrunner (CG female sundered sorcerer 5/sundered 8)

Occluded Neristranna Shortcloak (CN female riven alchemist 6)

Visionary Xanorin Dragonskin (NG male sundered oracle 6)

Commander Graaver Catacomb (LG male riven magus 7)

MARKETPLACE*

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 4th

Minor Items 2d4+1d3; **Medium Items** 1d4+1d3; **Major Items** 1

**If a buyer rolls a natural 1 on an Appraise or Diplomacy check made to examine or purchase a locally bought magic item, the item is cursed.*

The impact of the meteor swamped any number of Abaddon's coast cities. It was inevitable that the undead would rise and inhabit them.

Sunken Calyon is such a place. It has far fewer residents than when it stood proudly on Abaddon's shores, but the place still attracts visitors in droves to see the ruins of Calyon's colleges and libraries. Most of their books and scrolls were destroyed when the city sank beneath the waves, but the most powerful and valuable withstood the submergence.

Adventurers seeking information about the Cataclysm, Abaddon's history, or the undead masters of the world will find welcome in Sunken Calyon—if they can find it. Doing so requires success on a DC 20 Knowledge check (history or nature).

The residents of Sunken Calyon despise the undead masters of Abaddon. They are sharply intelligent, though, and understand the consequences of drawing too much attention: the undead legions of Calix Sabinus would march through the surf and tear their village apart. To be safe, the residents of Sunken Calyon share information with visitors but remain within the bounds of their chosen home.

GMING THE DEAD

Whether the PCs manage to restore Abaddon to its former state or not, choices in *Obsidian Apocalypse* should matter. Player choice is key to all the best roleplaying experiences.

Be sure to tweak the material we've given you to reflect the composition of your adventuring group. Celebrate the abilities of each character, give them resources to deal with threats, and add meaning to their choices, both during character creation and play.

While running an *Obsidian Apocalypse* game, the PCs may be able to turn incorporeal, last forever without air, or take damage when faced with a holy symbol. Here are a few tips to help with such unusual groups.

CELEBRATE CHARACTER ABILITIES

Reward players for how they build their characters by demonstrating how they have progressed. For example, you can use the same monsters at different PC levels to show their growing power. Where three or four orcs might be a significant challenge for 1st-level PCs, the same encounter should not be a challenge for 5th-level PCs. By facing once-threatening foes and finding them easy to deal with, the players get to see how far their characters have come, and they'll feel good about it.

Here are some ways to show the progress of undead characters:

- It's easy for undead characters to pass through a room that fills with poison gas or a low area in a tunnel filled with poison gas. The undead character could show her prowess and manipulate a control on the far side to drain away the poison, allowing the party to regroup.
- Extremely hot or cold weather is no obstacle for characters with at least two levels of either riven or sundered, since they are immune to nonlethal damage. Such characters can get their companions to safety without ill effect.
- A riven who survives the initial 8d6 points of damage from a cave-in or collapse can easily survive until rescued or until he rescues himself; he does not need to worry about nonlethal damage or suffocation. A sundered is ethereal, so she completely ignores this hazard.
- Flooded rooms and corridors are no obstacle for riven because they do not need to breathe. Similarly, sundered can ignore flooding since they are ethereal.
- Traps that cast spells that only target living creatures are no obstacle for riven or sundered. They can easily ignore the traps and find the controls to turn the traps off.
- Traps with controls beyond a physical barrier are no match for ethereal characters or anyone who can become incorporeal long enough to pass through the barrier.



- Some monsters have limited effectiveness against riven and sundered. Vampires, for example, cannot use *blood drain* against creatures without a Constitution score. This advantage gives undead characters the chance to take action while the monster prioritizes other targets.
- The undead lords of Abaddon prefer attacking riven and sundered.
- Include incorporeal or ethereal creatures (e.g., ghosts), or corporeal opponents with *ghost touch* weapons, in encounters.

BE CLEVER WITH THREATS

Don't let the characters feel powerful all the time. When players face encounters that are not challenging, they get bored. Boredom kills game sessions.

Once every adventure or so, throw in a challenge the characters cannot overcome in the same old way. Here are some examples.

- Put the treasure for an encounter in a glass case in a pit filled with a heavier-than-air, cloudy gas. A riven may assume he can jump into the pit and get the treasure, because riven do not need to breathe or make Fortitude saving throws. However, if the gas is corrosive, it affects objects, requiring the riven to make saves.
- Any time an undead character must separate from the party for an extended period, for instance to find the controls for a barrier or trap, you have separated the party. We all know how dangerous that is.
- Protect the controls for a barrier or a trap with acid or a corrosive gas. When the riven or sundered becomes corporeal, they must deal with the hazard.
- Spells or traps that target or affect objects are still dangerous for undead characters.
- Monsters with tremorsense or that attack movement will attack riven as quickly as living characters.

Again, do these things only often enough to keep the PCs from becoming lazy and over-reliant on one approach. If the players are discussing multiple approaches to the encounters you present, they won't need any deadly surprises to keep them engaged.

REINFORCE DIFFERENCES

Players and GMs alike, remember that riven are undead in a world where most living creatures hate or fear the undead. Because of such prejudices, a riven may find going to town as dangerous as adventuring. Riven that do not conceal their undead nature may find themselves insulted, presented with higher prices for goods, driven from town, or even assaulted. GMs, remember to emphasize these situations, just as you would for a PC orc or minotaur.

Remember the attitude of the undead lords and their servants toward riven and sundered. A gnome wishing to curry favor with its masters might, after encountering a sundered, run back to the local castle and give a report. An openly riven character that stays in a town too long should expect a posse of local undead to show up for a lynching.

That said, flaunting one's riven nature could be used to draw hostile undead into an ambush.

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

NAME		RACE / CLASS		LVL			
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
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Languages							
							
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STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
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MELEE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
Languages							
							
Special / Notes							
							

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DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
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AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
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BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
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MELEE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
Languages							
							
Special / Notes							
							

CHARACTER NAME

PLAYER

CLASS & LEVEL

RACE

ALIGNMENT

DEITY

SIZE / TYPE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP

TOTAL

DR

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE

TOTAL

=

DEX

MODIFIER

+

MISC.

MODIFIER

SPEED

BASE SPEED

WITH ARMOR

TEMP MODIFIERS

FLY

MANEUVERABILITY

SWIM

CLIMB

BURROW

SKILLS

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

☐ ACROBATICS☐ APPRAISE☐ BLUFF☐ CLIMB☐ CRAFT ()☐ CRAFT ()☐ CRAFT ()☐ DIPLOMACY☐ DISABLE DEVICE*☐ DISGUISE☐ ESCAPE ARTIST☐ FLY☐ HANDLE ANIMAL*☐ HEAL☐ INTIMIDATE☐ KNOWLEDGE (ARCANA)*☐ KNOWLEDGE (DUNGEONEERING)*☐ KNOWLEDGE (ENGINEERING)*☐ KNOWLEDGE (GEOGRAPHY)*☐ KNOWLEDGE (HISTORY)*☐ KNOWLEDGE (LOCAL)*☐ KNOWLEDGE (NATURE)*☐ KNOWLEDGE (NOBILITY)*☐ KNOWLEDGE (PLANES)*☐ KNOWLEDGE (RELIGION)*☐ LINGUISTICS*☐ PERCEPTION☐ PERFORM ()☐ PERFORM ()☐ PROFESSION* ()☐ PROFESSION* ()☐ RIDE☐ SENSE MOTIVE☐ SLEIGHT OF HAND*☐ SPELLCRAFT*☐ STEALTH☐ SURVIVAL☐ SWIM☐ USE MAGIC DEVICE☐ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIER:

LANGUAGES:

AC		= 10 +		+		+		+		+		+		+		+	
		TOTAL			ARMOR BONUS			SHIELD BONUS			DEX MODIFIER			SIZE MODIFIER			NATURAL ARMOR

TOUCH		FLAT-FOOTED		MODIFIER
--------------	--	--------------------	--	----------

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS					
FORTITUDE		=		+		+		+		+		
REFLEX		=		+		+		+		+		
WILL		=		+		+		+		+		

BASE ATTACK BONUS		SPELL RESISTANCE	
--------------------------	--	-------------------------	--

CMB		=		+		+		MODIFIER
		TOTAL			BASE ATTACK BONUS			STRENGTH MODIFIER

CMD		=		+		+		+		+	10
		TOTAL			BASE ATTACK BONUS			STRENGTH 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	

COMBAT & INITIATIVE TRACKER



LPJ9XXX

	INITIATIVE & ROUNDS														
NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
#1:															
#2:															
#3:															
#4:															
#5:															
#6:															
#7:															
#8:															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
NPC #1:															
NPC #2:															
NPC #3:															
NPC #4:															
NPC #5:															
NPC #6:															
NPC #7:															
NPC #8:															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CONDITION:															
CONDITION:															
CONDITION:															
CONDITION:															
CONDITION:															
CONDITION:															
CONDITION:															
CONDITION:															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
SPELL EFFECT:															
SPELL EFFECT:															
SPELL EFFECT:															
SPELL EFFECT:															
SPELL EFFECT:															
SPELL EFFECT:															
SPELL EFFECT:															
SPELL EFFECT:															
COMBAT/ENCOUNTER NOTES:															

BUFF SHEET
Player Character:



Name	Range	Bonus	Type	Duration	Start	End

Abilities	Max.	Skills	Bonus

Armor Class	Flat Footed	Touch AC	CMB	CMD	Temp	Fort	Reflex	Will

MELEE	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

RANGED	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

Notes

BUFF SHEET
Player Character:



Name	Range	Bonus	Type	Duration	Start	End

Abilities	Max.	Skills	Bonus

Armor Class	Flat Footed	Touch AC	CMB	CMD	Temp	Fort	Reflex	Will

MELEE	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

RANGED	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

Notes

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

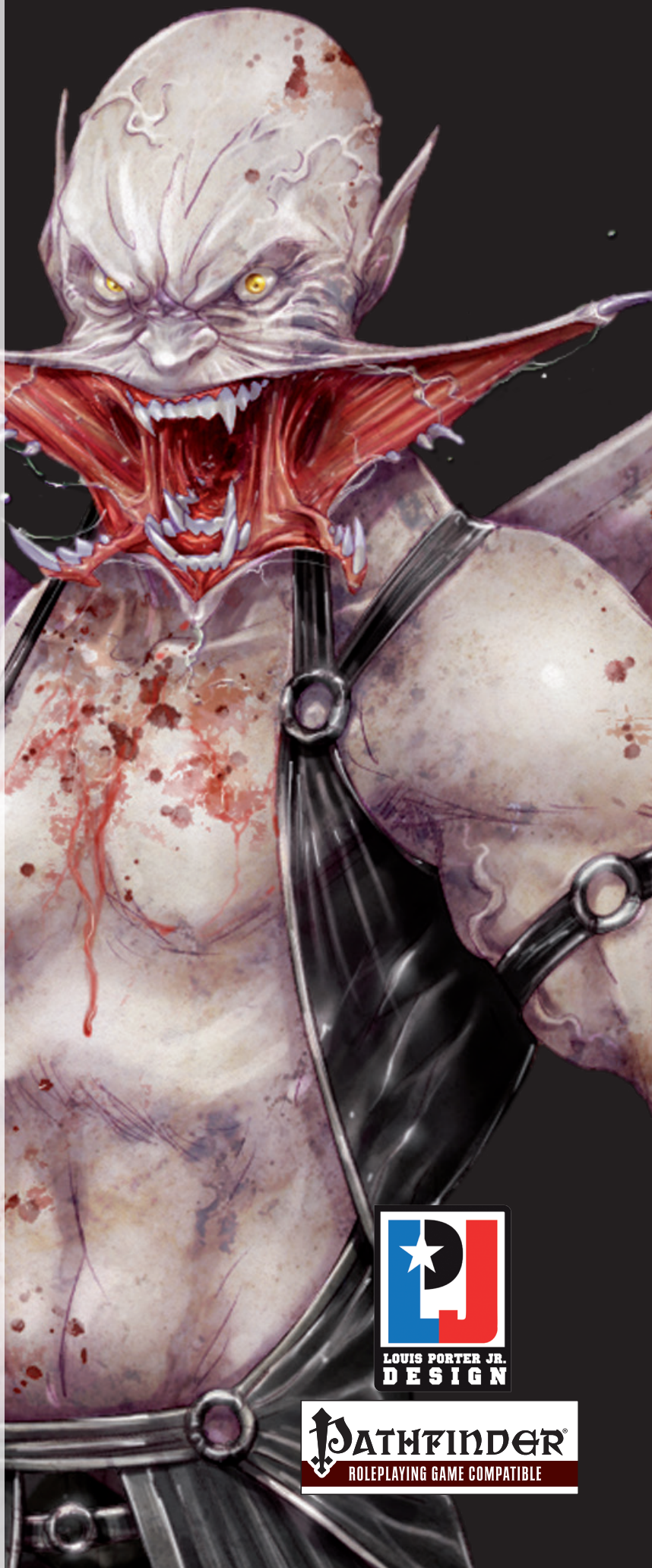
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Now there is no day or night, just never ending Apocalypse. An undead world ruled by fear and horror. Undead nightmares prowl the darkest forest with malevolent ghouls, grim demonic fiends and horrific vampires prey on a fearful populace. The world 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?



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NEOEXODUS

A HOUSE DIVIDED

NEOEXODUS CHRONICLES:
WORLD OF EXODUS

NEOEXODUS
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**START
HERE!**

ENEMIES OF NEOEXODUS:
FOLDING CIRCLE

ENEMIES OF NEOEXODUS:
FIRST ONES



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