

RACES OF OBSIDIAN APOCALYPSE:

NEIGH AND PRON



LPJ9393

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ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE

NEW RACES FOR OBSIDIAN APOCALYPSE

PROMETHEANS

HISTORY

The promethean races are relative newcomers to Abaddon, the first of their race created nearly 50 years ago during the titanic struggle between the vampire-lich Calix Sabinus and the mummy emperor Asi Magnor.

As his forces steadily lost ground to the armies of his more cunning foe, Asi Magnor scoured the ancient records of Shaan civilization, desperate for something to bolster his cause. There, buried deep within the records of advancing Shaan technology, collected over the millennia after Magnor's entombment, the great emperor found a cache of secret knowledge: forbidden and cursed alchemical rituals to reanimate flesh. This new creation would not just be mindless undead—it would be stitched together from the scraps of heroes to form the perfect being, burning with all the ingenuity, knowledge, and passion of myriad lifetimes, while still shackled to Asi Magnor with infallible loyalty. The mummy's legions targeted seventeen living mercenary generals in service to Calix Sabinus, sacrificing great numbers in order to assassinate them and collect their bodies, and from these remains they birthed an abomination of flesh and spirit. Asi Magnor dubbed his new warlord Prometheus, a Shaan name roughly translated as “first-born” or “greatest-born.”

At first, Prometheus proved an unparalleled military tactician and gruesomely effective personal combatant. More than a match for any of Calix Sabinus' lieutenants, it quickly became the vanguard for Asi Magnor's main force spreading from the Shaan necropolis. Over time, though, cracks began to show in Prometheus. It suffered from bouts of both catatonia and violent rage, indiscriminately focusing on any target at hand, and as the war marched toward its end, these breaks from sanity became more frequent and more powerful.

So much was lost to create Prometheus—so much ground, so much time, so many raw materials—and when Prometheus cracked, so too did Asi Magnor's legions. When Calix Sabinus' forces made their final push against the Shaan necropolis, holding aloft the battle standard of the conquered angel Zebadiah, its angelic influence shattered the mummy emperor's control over Prometheus. Suddenly confronted with seventeen lifetimes of memories and emotions warring for control, the abomination betrayed his creator, fleeing the battlefield and disappearing into the wilds.

For years the creature wandered, hiding from civilization yet spying on it from the shadows. Alone and spiritually shattered, the doomed creation slowly came to terms with the many fragments lodged in its makeshift body. Through

this intense internal bargaining, one of the more complete personalities became dominant and reclaimed his identity as Weiland Barrow. Born again, he began to ruminate on his place and purpose in this new, broken world. Weiland's years of isolation and introspection made him egocentric, leading him to believe he could be the father of salvation for Abaddon by populating it with reanimated heroes. Searching through the memories of his reanimation, he found pieces of the Shaan creation rites, but not all. Knowing enough, Weiland used a bastardized version of the rites to create the first generation of prometheans in his image. This was not without cost—each ritual sapped yet another piece of his soul. When the rituals were complete, Weiland was but a weak shell of his former self. Looking upon his new children, he named them prometheans and planned to indoctrinate them to his cause. Within minutes, though, the bastardized creation rites proved as doomed as the original. The new prometheans turned on their creator, overwhelming Weiland in his weakened state and tearing him asunder. Now lacking a master or purpose, the prometheans then dispersed across the world, seeking to create their own identities and to understand this new existence.

Twenty years later, a new iteration of promethean was set loose upon Abaddon. Deep within the ancestral territory of the osirians, a promethean named Elspeth Vidax established a hidden base of power, a fortified underground laboratory. Remorseless and desperate to silence the numerous voices in her head, Elspeth commanded her followers to raid nearby osirian settlements for raw materials to fuel her experiments. She even vivisected her own kind in an attempt to truly understand the promethean nature. Discovering that the dominant personality of a promethean always belonged to the donor brain, she devised the bold theory that integrating a mechanical body into the creation rites would solve the mental instability that plagued the prometheans. Many prometheans suffered and died in these experiments, but Elspeth eventually succeeded in creating a new clockwork promethean. Emboldened by these results, she and her most loyal followers underwent the transplant process. It did not go as expected. The constant presence of the amalgam soul in a traditional promethean was replaced by an empty, metallic silence. Some died shortly after the process, some went insane, and many became enraged by this new and hollow existence. Mimicking their past and yet again fulfilling the curse of their creation rites, the clockwork prometheans turned upon their creator, violently dismantling her and laying waste to her stronghold. Those former followers who retained their sanity turned to their own pursuits, some establishing their own selfish bases of power and others joining their flesh-bodied brothers in a search for individual identity and purpose.

PERSONALITY

Prometheans suffer lingering mental effects from their creation rites. The flesh prometheans have a personality

made from an amalgam of souls, cobbled together from various creatures. The dominant personality traits of a flesh promethean come from the creature that provided its brain, but its memories of any past existence are fragmented. Periodically, thoughts and images from the other donor creatures bleed through, causing temporary personality splits, unexpected emotional responses, and even hallucinations.

Clockwork prometheans have the luxury of a solitary mind, but the creation rites cause them as much torment as they do to their flesh-bound cousins. Their lack of living body constrains their emotional responses, muting their ability to feel and connect to other creatures, whether positively or negatively. Faded memories of emotions from their past life still linger, though, and they suffer from a constant yet vague sense of loss. Many clockwork prometheans either underreact to situations because of their

emotional distance, or overreact in desperate attempts to artificially stimulate themselves.

PHYSICAL DESCRIPTION

While superficially related through their creation rites, the two varieties of prometheans can look quite different. Flesh prometheans are reanimated creatures constructed from the body parts of multiple humanoid corpses. Their height, appearance, and body composition can vary greatly, but usually have standard human proportions. The limbs of flesh prometheans are frequently mismatched and asymmetric. Their skin is a patchwork of type and texture, altered by varying methods of preservation, and stitched together with alchemically treated staples, bolts, and sutures.

Clockwork prometheans are mechanical creatures powered by the reanimated brain of a humanoid, preserved within a reinforced container of alchemical fluids. Their bodies vary somewhat based on their designer's preference, but most appear as a well-propor-



tioned 6 1/2 foot-tall humanoid frame. The alchemical canister containing the clockwork promethean's brain—including eyes, connected by optical nerves—is usually placed between the shoulders to approximate a humanoid head, but is occasionally nestled within the upper torso. It is hermetically sealed and made from alchemi-

cally treated glass that is transparent but as hard and durable as steel.

Prometheans do not reproduce naturally. They are created through some version of ancient Shaan rituals that reanimate dead creatures through a combination of alchemy and necromancy. The knowledge of these creation rites resides in the animating energies of every promethean, but the process is presumed lost to every existing power in Abaddon, even Calix Sabinus. The original rites were designed to enslave the reanimated creature, creating a loyal and supernaturally enhanced servant. They remained incomplete, however, abandoned by the Shaan due to the intrinsic curse bound into the ritual. Creatures reanimated by the creation rites are cursed to betray their creator and to instinctively pervert the reason for their reanimation. Because of the curse, both flesh and clockwork prometheans rarely use the ritual to increase their numbers. Prometheans who create progeny are either extremely confident in their power or desperate to reanimate a former companion.

RELATIONS

Prometheans are neither a prolific people nor often an organized one, so they are not widely known to most cultures and have few permanent settlements. Those dealing with prometheans most often react with mixtures of curiosity, loathing, and fear, depending mostly upon personal prejudices and past experience.

Many exalted distrust the prometheans, seeing them as a perversion of natural life. The promethean races being a byproduct of the undead wars also does little to endear them to the angelic descendants. The exalted's instinct for caring does mitigate their antipathy for prometheans, though, as it's easy to see the suffering endured by these still-living souls.

and unsuitable for ical infusions bodies gives the food poisoning

The khymer have found the bodies of both flesh and clockwork prometheans possession; the alchem-saturating promethean khymer the equivalent of whenever they have tried. From the other side, prometheans have no use for fluid creatures when creating more of their kind. Since they both use the bodies of living creatures for similar purposes but pose no threat to each other in this regard, these two outcast races can sometimes develop grudging respect for each other.

Osirians harbor a long-simmering hatred for the reanimated, seeing them as little more than pawns of the undead and betrayers of the living. While extermination squads of prometheans no longer maraud osirian lands, the butchery of the past remains fresh in osirian minds.



FLESH PROMETHEAN RACIAL TRAITS

Half-Undead: Flesh prometheans are humanoids with the half-undead and promethean subtypes. They do not retain the subtypes of the humanoids whose body parts were used in their construction.

+2 Constitution, +2 Intelligence, -2 Wisdom: Flesh prometheans are granted supernatural resilience by their creation rites. The fusing of multiple soul fragments into one identity gives them increased intellectual capability at the expense of their sanity.

Size: Medium. Flesh prometheans have no special bonuses or penalties due to size.

Speed: Flesh prometheans have a base speed of 30 feet.

Carrion Sense: Flesh prometheans have a natural ability to sniff out carrion. This functions like the scent ability, but only for corpses and badly wounded creatures (25% hit points or less).

Darkvision: Flesh prometheans can see perfectly in the dark up to 60 feet.

Ferocity: Flesh prometheans can remain conscious and continue fighting even if their hit points fall below 0. They still become staggered at 0 hit points or less, losing 1 hit point each round as normal.

Fragments of Memory: Once per day, flesh prometheans can gain an insight bonus equal to their character level to a skill check for any skill in which they have 0 ranks. For the purposes of this check, they are considered trained in the corresponding skill.

Necromantic Essence: Flesh prometheans are harmed by positive energy and healed by negative energy. They take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without requiring a saving throw.

Resilient: Flesh prometheans gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Languages: Flesh prometheans begin play speaking Common. Flesh Prometheans with high Intelligence scores may choose from the following: Abyssal, Draconic, Goblin, Infernal, Necril, Orc, and Osirian.



CLOCKWORK PROMETHEAN RACIAL TRAITS

Half-Construct: Clockwork prometheans are humanoids with the half-construct and promethean subtypes. They do not retain the subtypes of the humanoid whose brain was used in their construction.

+2 Strength, +2 Intelligence, -2 Dexterity: Clockwork prometheans are cerebrally enhanced by their reanimation process. Their mechanical bodies can exert tremendous strength but are not agile.

Size: Medium. Clockwork prometheans have no special bonuses or penalties due to size.

Slow Speed: Clockwork prometheans have a base speed of 20 feet. Their speed is never modified by armor or encumbrance.

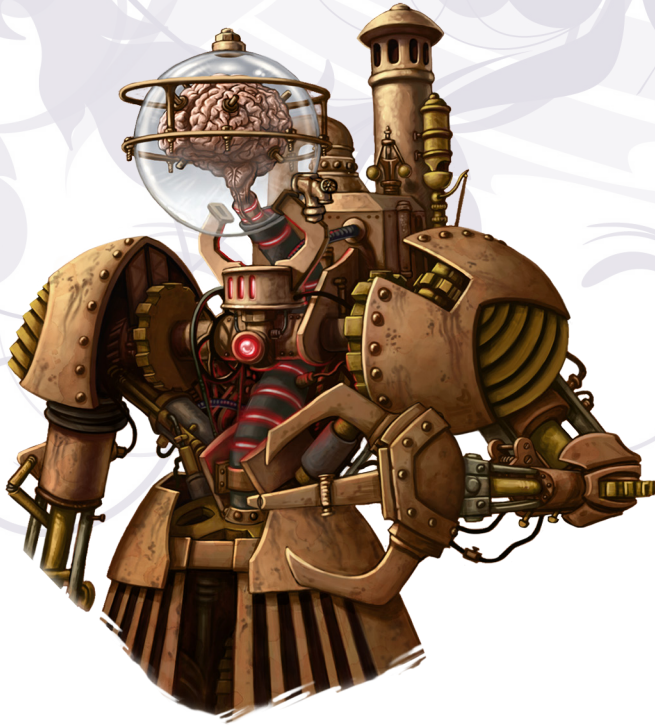
Deathless Spirit: Clockwork prometheans gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level. They also gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

Mechanized Constitution: Clockwork prometheans gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause exhaustion or fatigue. They do not breathe, eat, or sleep, unless they wish to gain some benefit from one of these activities. For example, clockwork prometheans benefit from the normal effects of drinking potions and can sleep in order to regain spells, but neither of these activities is required for them to survive or stay in good health. Clockwork prometheans cannot be raised or resurrected.

Natural Armor: Clockwork prometheans gain a +2 natural armor bonus.

Languages: Clockwork prometheans begin play speaking Common. Clockwork prometheans with high Intelligence scores may choose from the following: Abyssal, Draconic, Goblin, Infernal, Necril, Orc, and Osirian.





Undead inevitably view the reanimated either with utter indifference or paranoia. Many undead lords see the prometheans as nothing more than the cast-offs of a failed experiment during the wars of Calix Sabinus and Asi Magnor. However, they remain cautious: every time these curious creations have been involved in a major historical event, it has led to the betrayal and ruination of an undead power.

ALIGNMENT

Prometheans tend toward chaotic alignments. This is partly due to their lack of an organized society of any significance, and partly due to the intrinsic curse in their creation rites to urge disobedience and betray their creator's intent.

PROMETHEAN LANDS

Prometheans claim very little territory on Abaddon. Most flesh prometheans live nomadic lives or settle within other cultures that accept their presence. Clockwork prometheans tend slightly more to congregate in small colonies, and lacking most bodily needs allows them to live in fortified underground laboratories far from other settlements. These underground settlements are most densely located in the ancestral territory of the osirians, where the clockwork prometheans first originated.

RELIGION

Religion is something absolutely foreign to most prometheans. Any feelings of faith that may have existed in their previous lives are usually cauterized by the creation rites.

LANGUAGE

As an artificially created race that has existed for barely 50 years, prometheans primarily speak Common. They tend to pick up a smattering of languages from the races most in contact with them.

NAMES

Many prometheans reclaim the name of their past life (or dominant past life, for the flesh prometheans). As human stock has proven the most compatible with the creation rites, these names come from the whole of existing human civilization. Some prometheans take the opposite approach, selecting a descriptive name that embodies the persona they have crafted for themselves.

Male: Caleb, Dissident, Joachan, Lekos, Terror, Weiland

Female: Beatrix, Elspeth, Erudite, Flamebringer, Sword-Dance, Vivanne

ADVENTURERS

Lacking any real place and purpose in a sedentary society, prometheans gravitate toward adventuring. They find purpose in the life of the mercenary, the scholar and researcher, or the intrepid exhumers of relics.

PROMETHEAN FEATS

WEAPON GRAFT [FIGHTER, GENERAL]

One of your limbs has been designed with a dedicated melee weapon.

Prerequisites: Half-construct and promethean subtypes.

Benefit: One of your arms has been modified to integrate a light or one-handed melee weapon. You gain a +1 attack bonus with your grafted weapon, and it cannot be disarmed. You also gain a +4 bonus to CMD against any attempts to sunder your grafted weapon. The arm with the grafted weapon lacks a hand.

You must buy the weapon to be grafted onto your arm at its standard cost, including special materials, masterwork quality, or magical enchantments. Once a weapon has been grafted, it can still be enchanted or improved using the standard rules for item creation.

Special: This feat counts as the Weapon Focus feat for the purposes of qualifying for prerequisites. A machinesmith with a mobius weapon greatwork can use this feat to graft his greatwork onto his arm, as long as the mobius weapon can be wielded in one hand, whether melee or ranged.

DISSOCIATE [GENERAL]

Your mind was warped by your creation rites, allowing you to enter an emotionless fugue.

Prerequisite: Promethean subtype.

Benefit: Once per day, you can dissociate from all emotion and feeling for a number of rounds equal to your character level. During this time, effects with descriptors of emotion or fear and effects that provide morale bonuses are suppressed.

FLUID RETENTION [GENERAL]

Your manufactured body is adept at protecting the alchemical fluids involved in its creation.

Prerequisite: Promethean subtype.

Benefit: As a swift action that does not provoke an attack of opportunity, you can make a DC 15 Heal check to stop bleed effects on yourself.

MONSTROUS BODY PARTS [GENERAL]

Some of the body parts used in your construction came from creatures other than humanoids.

Prerequisites: Half-undead and promethean subtypes.

Benefit: You gain a +2 racial bonus to Intimidate checks. In addition, gain one of the following benefits: a bite primary natural attack (1d4 damage), a slam primary natural attack (1d6 damage), or a +2 natural armor bonus.

Special: This feat can only be gained at 1st level.

NECROMANTIC SENSITIVITY [GENERAL]

The energies of the creation rites have made you sensitive to the presence of undead.

Prerequisites: Promethean subtype, character level 5th.

Benefit: You automatically detect the presence of undead and necromantic magical auras within 30 feet. You also gain a +5 bonus on Perception checks to pinpoint the location of undead creatures in this area.

FLESH PROMETHEAN FAVORED CLASS OPTIONS

The following favored class options are available to all flesh prometheans of the listed favored class. Unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Gain +1/6 of a new discovery.

Barbarian: Gain a +1/2 bonus on rolls to critical hits while raging.

Dread: Gain a +1/2 bonus on Intimidate checks.

Fighter: Gain a +1 bonus to CMD when resisting two combat maneuvers of the fighter's choice.

Machinesmith: Gain +1/6 of a new machinesmith trick.

Ranger: Choose one favored enemy. Gain DR 1/— against that favored enemy. Each time this favored class option is chosen, the ranger can gain DR 1/— against a different

favored enemy or gain a +1/5 increase to his damage reduction against one favored enemy already chosen.

Wizard: Gain a +1/4 bonus to your effective caster level for the purposes of casting necromancy spells.

CLOCKWORK PROMETHEAN FAVORED CLASS OPTIONS

The following favored class options are available to all clockwork prometheans of the listed favored class. Unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Gain +1/6 of a new discovery.

Fighter: Gain a +2 bonus on rolls to stabilize when dying.

Gunslinger: Gain a +1/2 bonus on damage rolls and the combat maneuver check to knock a creature prone with the pistol whip deed.

Machinesmith: Add +1/5 of an integrated gadget slot to the machinesmith's mobius suit greatwork, or add +1/4 to the daily charges of the machinesmith's greatwork.

Psion: Gain a +1/4 bonus to manifester level checks to overcome power resistance.

Tactician: Gain a +1/4 bonus to your effective Charisma modifier when determining the duration of the tactician's strategies.

RAIJIN

While the khymer are undead killed and reborn by the necrotic energy unleashed when the Dark Star impacted Abaddon, the raijin arise from the spirits of those killed by the undead lords of the present.

When an outraged spirit of one slain by the undead lords of Abaddon possesses a survivor filled with desires for revenge, the two form a powerful and terrifying force, a raijin. A synergy of life and death, it can reach into the netherworld and manifest some powers of the dead in the physical world.

They Raijin have both the deep reservoirs of hatred and the indomitable, single-minded will of the ghost. They press on where a normal mortal would falter. And yet, their mortal side tempers this single-minded vengeance into something sensible and considered, thoughtful and careful.

HISTORY

Unlike many other races in Abaddon, the raijin have little history.

Ten years ago, as Calix Sabinus began securing control over his mortal herds, rumors spread of a former mercenary in Sabinus' army who sought revenge for how the undead lords had used mortal troops as battle fodder. This nameless mercenary fought from the shadows, pursued by the undead lords and their forces.

That mercenary was the first raijin, though no name existed at the time for what she had become. More have risen since, each with a vengeful goal. Though they are happy to strike at the undead rulers of Abaddon in any way, it does not take long for their true target to become obvious.

PERSONALITIES

Revenge and hatred consume every raijin: their ghostly side enraged by their death, their mortal side focused on the hurt and pain wrought by the undead lords. Raijin tend to be taciturn and self-absorbed. They obsess not only about their enemies, but also about the surviving parts of their former lives, tokens of who they—or at least parts of their being—once were.



APPEARANCE

Raijin do not truly change in appearance.; Rather, they retain the image of the mortal partner;. The ghostly half hides in the flesh, undetectable even to those who can see into the spirit realm, unless they are specifically looking for the raijin. The presence of the bonded ghost only shows in the slight paling and cooling of the skin and in the lightening of the eye color.

RELATIONS

The raijin hide amongst mortal communities as best they can, but they form few attachments. Focused on revenge, raijin bond only with those who can aid their personal vendettas. To gain some sort of solace, some raijin do try to renew relationships with people important to their ghostly half, though, in attempts to gain some sort of solace. When raijin mate with other races, the offspring are born as harrowed.

Should a raijin ever get revenge, their ghostly half will often dissipate into the ether. Rarely, though, the ghost will be so closely bonded to the flesh that they remain as one, free to become more than their revenge, to become something new and whole.

LANDS

The raijin have no lands other than those of their hosts. They exist in all the places where the mortal, living races chafe under the whips and chains of the undead lords.

RELIGION

Raijin only care about one thing: revenge. If there is religion within them, they offer it offered only as prayers to gods of revenge, death, assassination, and murder, asking to guide their hands as they hunt down those who have wronged them. Only occasionally will they offer half-hearted prayers to gods of forgiveness and mercy for what they have done or are about to do.

NAMES

Raijin retain the names of their mortal hosts, but may answer to either the name of their host or ghostly half.

When a raijin is resurrected, its nature will become obvious to the performer of the resurrection, as the process will exude a strange feeling. The nature of the raijin will also be obvious to any witnesses.

SPIRIT POSSESSED

As raijin are living beings possessed by ghosts, positive and negative energies affect them in new, unusual ways.

If a raijin is affected by a spell or effect that projects positive energy raijin, the raijin must succeed on a Will save against

RAIJIN RACIAL TRAITS

Alignment: Lawful or good characters and creatures cannot become raijin. These alignments lay too many moral strictures upon a being's potential actions, whether in rules or in moral considerations—seeing actions as beyond the pale. Whatever the original alignments of their two halves, raijin are so focused on revenge and fuelled by hate and outrage that they cannot be restrained by morality or ethics. While their actions may be questionable or even evil, the raijin are nonetheless heroes, albeit antiheroes.

Augmented: Raijin gain the augmented subtype.

–2 Charisma: Raijin are hard-edged, flinty, and difficult to get along with. While this makes them intimidating, it also makes them uncharismatic.

Refuse to Die (Ex): This racial ability has the same effect as the Die Hard feat, but has no prerequisites and is a basic racial ability. Raijin with both this ability and Die Hard may continue acting and fighting with no penalty until dead.

Vengeful Mind (Ex): Raijin gain a +2 racial bonus to Will saves. They are so fixated on revenge that they are hard to sway from their chosen course of action.

Ignore the Pain (Ex): Raijin gain a +2 racial bonus to Fortitude saves. The flesh may not be dead, but both souls are used to emotional pain, letting them push physical pain aside.

From Beyond (Su): The ghostly substance of the raijin stretches through both the body and any armaments it wields. The raijin's body and any wielded weapons are treated as +1 magical weapons only for the purposes of bypassing the protections and defenses of outsiders, undead, or incorporeal beings.

Languages: Raijin start with the base racial languages of both their host and their spirit. They can also speak, read, and write Necril, the language of the undead.

Ego: The spirit possessing the living host creature has an Ego score, similar to that of intelligent magic items. A raijin's spirit halfraiin possesses a base Ego of 5 plus the spirit's Intelligence modifier, determined by the GM (see GM Advice in the next section).



the spell or effect (DC calculated normally). This save is taken in addition to any saving throw required by the spell.

If the raijin fails the save, he or she is stunned for a number of rounds equal to the caster level of the source. While stunned, the raijin loses all access to the following abilities: refuse to die, vengeful mind, ignore the pain, and from beyond.

If the raijin succeeds on the save, he or she is staggered for a number of rounds equal to half the caster level of the source, but does not lose any access to his or her racial abilities.

If a spell or effect that projects negative energy affects a raijin, the raijin must succeed on a Fortitude save against the spell or effect (DC calculated normally). This is in addition to any saving throw required by the spell.

If the raijin fails the save, he or she suffers a negative level. This negative level cannot reduce the raijin's hit points below 1. This negative level lasts for a number of rounds equal to the caster level of the source. While suffering the negative level, the raijin loses all access to the following abilities: refuse to die, vengeful mind, ignore the pain, and from beyond.

If the raijin succeeds on the save, he or she is sickened for a number of rounds equal to half the caster level of the source and does not lose any access to his or her racial abilities.

GM ADVICE

The GM determines whether a character has suffered enough from the actions of an undead lord of Abaddon to be eligible for the raijin template. This suffering must be above and beyond what mortals suffer every day after the Obsidian Apocalypse destroyed Abaddon. The GM also determines whether the spirit of one killed by an undead lord is available and willing. We recommend that GMs only allow use of the raijin template as a reward for good roleplaying.

SPIRIT EGOS

To determine the Ego of a raijin's resident spirit, the GM rolls 3d6 to determine the spirit's Intelligence score. The Intelligence modifier is added to the base Ego of 5. The GM can permanently decrease or increase the modifier for particularly weak or powerful spirits, respectively.

As with intelligent magic items, a character that wishes to go against her spirit's will must succeed on a Will save (DC equal to the spirit's Ego). A GM can increase or decrease this DC by up to –2 or +2 based on how far the character wishes to stray from the spirit's goal of vengeance. This modifier is situational, not permanent.

Succeeding on the Will save allows the character to act normally. Failure means that the character can still act as she wishes, but the spirit will communicate its displeasure by denying the character the use of the following abilities: refuse to die, vengeful mind, ignore the pain, and from beyond. The spirit may even deny the character the use of the Necril language.

If a character continues to go against a spirit's wishes, she must repeat the Will save at the same time each day until she repents and again seeks the spirit's revenge. Each consecutive day of opposing the spirit increases the DC of the Will save by +5.

TRAITS

Raijin retain whatever traits the mortal host had when first possessed. Once possessed, the raijin may gain traits normally (e.g., with the Additional Traits feat).

RAIJIN FEATS

GHOST MIND (METAMAGIC)

Your mind-affecting spells can control the undead.

Benefits: A spell modified by ghost mind affects undead creatures (even mindless undead) as if they were not immune to mind-affecting effects, but it does not affect living creatures. This feat only works on mind-affecting spells. (Undead are normally immune to mind-affecting effects.)

Level Increase: +2 (a spell modified by ghost mind uses a spell slot two levels higher than the spell's actual level)

GREATER SHARE POSSESSION (RAIJIN)

Your extended possession lasts longer.

Prerequisites: Raijin, Will save +8, Improved Unarmed Combat, Improved Share Possession, Iron Will, Share Possession.

Benefits: The duration of your possession increases by +2 rounds per raijin racial feat you have.

IMPROVED SHARE POSSESSION (RAIJIN)

Your extended possession is harder to resist.

Prerequisites: Raijin, Will save +8, Improved Unarmed Combat, Iron Will, Share Possession.

Benefits: The DC to resist your attempt to possess a creature increases by +2 per raijin racial feat you have.

SHARE POSSESSION (RAIJIN)

Your possessing spirit can extend its control to another living creature.

Prerequisites: Raijin, Will save +8, Improved Unarmed Combat, Iron Will.

Benefits: Make a touch attack with an empty hand against a target creature. If you succeed, the target takes

no damage but must succeed on a Will save (DC 10 + the spirit's Ego) or become possessed. A possessed target acts under your control for a number of rounds equal to your Wisdom modifier. This possession is a supernatural effect and does not affect creatures immune to mind-affecting effects.

You may only control one creature at a time with this ability. If you take control of a second creature, your first target immediately frees itself from your control. If you order the possessed target to harm itself, it the possessed gets makes another Will save (DC 10 + the spirit's Spirit Ego same DC) immediately. If it succeeds, you lose control it frees itself from your possession. If it fails, it continues to follow your instruction to hurt itself.

SPECTRAL WALL (GENERAL)

Your possessing spirit is familiar with psionics and knows how to defend against psionic attack.

Prerequisites: Raijin, Iron Will.

Benefits: You gain power resistance equal to 10 + your base Will save + your Wisdom modifier.

SPIRIT'S CURSE (METAMAGIC)

You can channel some of your possessing spirit into your necromancy spells.

Benefits: This trait can modify a necromancy spell that deals damage. When a creature takes damage from this spell, it becomes sickened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a save, the target can instead make a Fortitude save (DC 10 + the level of the base spell + your magic attribute modifier) to negate the sickening effect. If the original spell causes the creature to become sickened, add the duration of this metamagic effect to the duration of the spell.

Level Increase: +2 (a spell modified by spirit's curse uses up a spell slot two levels higher than the spell's actual level)

SPLIT POSSESSION (RAIJIN)

You can possess more than one other creature at a time.

Prerequisites: Raijin, Will save +8, Improved Unarmed Combat, Iron Will, Share Possession.

Benefits: You may simultaneously control a number of creatures up to the number of raijin racial feats you have.

UZAMATI HISTORY

Before the Cataclysm, signs and portents of the approaching doom stretched throughout Abaddon. Most thought them ridiculous, but the people of Izusa took heed.

At the time, the city of Izusa was run on magic. Several prominent wizard universities stood there, and their influ-

ence touched every part of daily life. Almost everything had some sort of enchantment on it—from the streetlights to the cooking pans. The divine arts were ubiquitous just the same: grand cathedrals to various gods stretched up into the sky, and clerics roamed the city, caring for those in need.

When astrologers first sighted the Omenstone, the people of Izusa began preparing a great spell to shift their city to the safety of the Ethereal Plane. This process took days and drained all stores of spell components, but they believed in the promise of the ritual.

As massive chunks of the Omenstone rained down upon Abaddon, the spell began to take hold, but it had unintended consequences. The destructive forces released by the impact were like nothing the mages had predicted: they had not factored in the massive release of energy and spirits from the millions of deaths, nor had they realized that a planar trap would form from interactions between the spell and energy. The city shimmered and began to disappear, trapping everything within between the planes, far enough to escape the physical destruction, but not the rampant energies swirling around Abaddon. Everything caught in that storm of pain and chaos disintegrated and disappeared. When survivors of the Pandemic investigated where the city had once stood, they found nothing. It was simply gone.

However, the people within the city survived—in a sense. While their bodies had been destroyed, their minds and spirits remained, scrambled and overloaded from the intense power released by the impact.

While it took the better part of a century, the energy in the pocket plane of Izusa calmed to where the people within could perceive themselves again. The same great mages who had first shifted the city into the pocket plane quickly discovered how to construct synthetic bodies for their spirits from the ambient negative energy—and how to shift those bodies back to Abaddon. After much preparation and encouragement, the first five uzamati stepped from their planar prison and back to Abaddon, manifesting at the site of their old city.

Nothing could have prepared them for what they found. They had no true sense of time in the pocket plane; only the few weeks it took the great mages to create their new bodies were real to them. These uzamati found a world transformed by nearly a century of undead rule. Worse, they had no way to return or warn their fellows of the horrors that awaited them. Days passed and more uzamati entered this new hostile world. The uzamati stayed together at first, testing their new bodies and abilities. They soon discovered they could willingly relax their form and substance—an ability known as necromantic phasing—letting them draw close to their pocket plane and speak with their brothers and sisters on the other side. Having discovered a way to communicate across planes, the manifested ones went their separate ways to learn what had become of their world.

Since first manifesting on Abaddon, the uzamati have tried to hide in human settlements and blend in. As far as they know, their race cannot propagate itself, making it paramount that they stay alive until they can establish a foothold. They do not seem to age, although the “oldest” uzamati has only been on Abaddon for five years, so it is too early to tell. The mages in the planar crack continue to construct and send over more uzamati to the Material Plane, but this process is slow and



it will be a long time before they are numerous enough to announce their presence with any authority.

PERSONALITY

The uzamati are a disoriented people, as they do not remember their time floating in the planar crack. They feel as if they've gone, in the blink of an eye, from living in a prosperous city to wandering the blasted landscape of a world ruled by the undead. They are not yet entirely sure where everything went so horribly wrong, and they feel tremendous guilt for Abaddon's plight. Not only did they avoid the horrors of the Cataclysm and the Pandemic of Ash, but they also emerged from it with ageless bodies without use to the undead lords.

PHYSICAL DESCRIPTION

On cursory inspection, an uzamati appears to be a normal human. On closer inspection, their skin may appear to have faint purple tinge or glow, which stands out more in the dark. The only uzamati trait that stands out in their normal form is the purple irises of their eyes.

However, when an uzamati phases out, all semblance of normalcy disappears. They melt into pure negative energy, becoming twisted in the process: Their skin turns a deep purple and exudes a strong glow. Their bodies become slightly transparent and gaunt as a skeleton. Their teeth sharpen, and their voices echo when they speak. Their eyes erupt into dark flames, burning from the combination of their powerful will and the unholy energies keeping them alive.

RELATIONS

Most do not know that the uzamati are an entire race rather than freaks of nature or magic. The uzamati use this idea to their advantage, as they wish to keep a low profile for now.

Unfortunately, the uzamati are most threatened by the other living races of Abaddon—after all, their kind is made of the very energy that fuels the undead. Most initially assume that the uzamati are spies, created by the undead lords to seek out and infiltrate living settlements. The harrowed are somewhat sympathetic toward their situation, but the exalted are especially hateful. Seeing the uzamati's mere existence as a sign that Abaddon has forever moved away from the light, some exalted strive to eradicate the uzamati whenever possible.

However, the undead pretty much leave the uzamati alone. While undead are fueled by negative energy, they do not feed off it directly. Killing the uzamati gives the undead no great benefit, either, as they do not leave corpses or skeletons to animate. Some undead lords have captured uzamati to study their unique physiology, but most have much more pressing issues demanding their attention.

ALIGNMENT

While the uzamati were predominately lawful neutral before the Cataclysm, most that have returned to Abaddon have

shifted to chaotic neutral. While they do work together to pull their fellows out of the planar crack, they mostly live alone and have become very protective of their individuality.

UZAMATI LANDS

On Abaddon, the uzamati do not have any lands of their own. Instead, they hide within established settlements, trying to act like average humans.

They do have a homeland, at least in concept. The plane shift trapped Izusa and its millions of inhabitants within a planar crack. Only a small number have returned to Abaddon, leaving many unbound spirits in the empty void. These uzamati cannot see anything in the Material Plane, but they can communicate with manifested uzamati that phase into negative energy. Whenever one phases, it will be immediately surrounded by thousands of the spirits, all hoping to hear some news of the world they left behind.

RELIGION

Before the Cataclysm, Izusa was a center for prayer and religious ceremony. And to the manifested uzamati, not much has changed. Unlike the other inhabitants of Abaddon, they truly remember the old gods, continuing their worship, prayers, and customs. While they also try to honor the holy days, celebrating and keeping a low profile are often mutually exclusive—and when these two urges conflict, hiding always wins.

LANGUAGE

As a civilization of humans, the uzamati mainly spoke Common. Their transformation came with the mixed blessing of understanding Necril, the language of the undead. As Izusa was very involved in the magical, the uzamati often conversed with otherworldly forces, making teachers for Draconic and outsider languages readily available.

NAMES

As a race of ex-humans, uzamati naming conventions vary. However, the culture of Izusa was intellectual and magical, leading many to take names from outsider languages or from foreign words that mean “wise” or “intelligent.”

Male: Adalrick, Eldred, Mordai, Tallis, Ustean

Female: Alisa, Alikah, Karasi, Ravyn, Vivika

ADVENTURERS

So far, the only uzamati given bodies and sent back to Abaddon have been adventurers. After the first groups went their separate ways, they have spread across the world to learn as much as possible about this new world. While trying to stay hidden, they relay the history and magical lore they find back to the mages in the planar crack.

UZAMATI RACIAL TRAITS

Type: Uzamati are creatures of the uzamatic type, sharing some characteristics with native outsiders and with constructs. All creatures of the uzamatic type possess the following traits:

- Darkvision 60 ft.
- Immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and effects that cause the sickened condition.
- Spells and effects that produce negative energy (e.g., inflict spells) heal uzamatic creatures as they do to undead creatures. Spells and effects that produce positive energy (e.g., cure spells) damage uzamatic creatures as they do to undead creatures.
- Unlike constructs, uzamatic creatures have a Constitution score.
- Uzamatic creatures do make Fortitude saving throws.
- Uzamatic creatures can heal damage normally.
- Unlike constructs, uzamatic creatures are not immune to mind-affecting spells and abilities.
- Uzamatic creatures are subject to critical hits, nonlethal damage, stuns, ability damage, ability drain, as well as death and necromancy effects.
- Uzamatic creatures can be affected both by spells that target living creatures and constructs.
- Uzamatic creatures can be raised or resurrected.
- Uzamatic creatures do not need to eat, drink, or sleep. Instead of sleep, they meditate nightly for 8 hours, which functions like sleep for preparing spells and recovering spell slots.

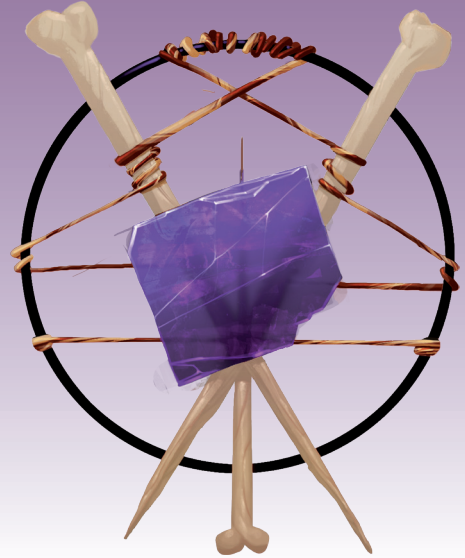
+2 to Intelligence, Wisdom, or Charisma.

Size: Medium uzamati have no special bonuses or penalties due to size.

Speed: Uzamati have a base speed of 30 feet.

Bonus Feat: Uzamati receive Necromantic Phasing (see the Uzamati Feats section) as a bonus feat.

Languages: Uzamati begin speaking Common. Uzamati with high Intelligence scores may choose from the following: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Sylvan, and Terran.



TRAITS

These traits are available to uzamati.

ARCANE LINK (MAGIC)

You were an apprentice to one of Izusa's wizards before the Obsidian Apocalypse.

Benefit: You cast necromancy spells as if your caster level were one level greater.

GRAVE WHISPERS (RACE)

When Izusa leaped into the pocket dimension, you were near the necropolis.

Benefit: You can speak, read, and write Necril.

NECROMANTIC LINK (RELIGION)

You were an initiate in one of Izusa's great temples before the Obsidian Apocalypse.

Benefit: Divine spells you cast that deal damage also deal 1 point of negative energy damage.

SUPPRESS NATURE (MAGIC)

You are more attuned to the Material Plane than are most of your fellow uzamati.

Benefit: Once per day, as an immediate action, you may activate this trait. Until your next action, spells and effects that use negative or positive energy affect you normally (damaging and healing you, respectively).

UZAMATI FEATS

These feats are available to uzamati.

AMPLIFY NEGATIVE ENERGY [UZAMATI]

The nature of your construct body amplifies any negative energy channeled through it.

Prerequisites: Uzamati, ability to channel negative energy.

Benefit: When using your channel energy ability, you roll d8s instead of d6s.

EXTRA PHASING [UZAMATI]

You can phase out for longer than normal.

Prerequisites: Uzamati, Necromantic Phasing.

Benefit: You can phase out for three additional rounds per day. You can take this feat multiple times to stack its effect.

CHARGED FISTS [UZAMATI]

You are adept at gathering energy into your hands, dealing extra damage with your unarmed strikes.

Prerequisites: Uzamati, Base Attack Bonus +2.

Benefit: The additional negative energy damage you deal while phased increases to 1d6.

IMPROVED CHARGED FISTS [UZAMATI]

Your focus on unarmed combat increases the damage you deal with unarmed strikes.

Prerequisites: Uzamati, Base Attack Bonus +2, Charged Fists, Improved Unarmed Strike.

Benefit: The additional negative energy damage you deal while phased increases to 1d8.

IMPROVED SHADOW HANDS [UZAMATI]

You have some additional control over your necromantic phasing.

Prerequisites: Uzamati, Base Attack Bonus +3, Charged Fists, Necromantic Phasing, Shadow Hands.

Benefits: While phasing, your melee attacks count as magic weapons for the purposes of affecting incorporeal creatures.

INCREASED INCORPOREALITY [UZAMATI]

Your body is more incorporeal while you are phased, reducing the damage you take.

Prerequisites: Uzamati, Will Save +8.

Benefit: While using Necromantic Phasing, you take 1/4 damage from corporeal sources of damage such as weapons, spells, and effects. Spells and effects that use positive energy only deal 1/2 damage.

NECROMANTIC PHASING [UZAMATI]

You can relax your hold on the form familiar to the other races of Abaddon, making you become slightly insubstantial.

Prerequisite: Uzamati.

Benefits: You can use this ability for a number of rounds equal to your character level plus the modifier of your chosen mental ability. Entering or exiting this state is a swift action.

- You take 1/2 damage from corporeal sources of damage such as weapons, spells, and effects. Positive energy damage ignores this damage reduction.

- You can enter or pass through solid objects. Some part of you must remain outside the object, meaning you cannot pass entirely through an object larger than your body. While part of you is inside the object, you can sense the presence of creatures or objects in adjacent squares; in this case, enemies have total concealment (50% miss chance) from you. To see beyond the object you are partially in and to attack normally, you must emerge. While inside the object, you have total cover, but when you attack a creature outside the object you will only have cover (letting a creature outside with a readied action strike at you as you attack, for example). You cannot pass through a force effect.

- If you hit with a touch attack or unarmed strike, you also deal 1 point of negative energy damage. This damage cannot heal you or any other creature that negative energy would normally heal.
- Your insubstantial feet and equipment make less noise as you move. Anyone making a Perception check to hear you takes a -2 penalty.
- While phased out, you can take a +2 bonus on any Knowledge check, drawing on the knowledge of those inhabiting the planar crack. A Knowledge check taken with this bonus requires a full-round action, but can otherwise be repeated as often as desired.
- Using this ability on a plane that has strong negative energy makes you vulnerable to all damage.

SHADOW HANDS [UZAMATI]

You have some additional control of your necromantic phasing.

Prerequisites: Uzamati, Base Attack Bonus +3, Necromantic Phasing.

Benefits: While phasing, your melee attacks count as magic weapons for purposes of overcoming damage resistance.

WALK THROUGH WALLS [UZAMATI]

With increased concentration, you can move completely through solid objects.

Prerequisites: Uzamati, Will Save +5.

Benefits: While phasing, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

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