ENEMIES OF NEOEXODUS: CVRIX

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THE LIES OF THE POWERFUL

Both the Arman Protectorate and the Imperial Alliance have issued edicts denying the existence of the being known as Cyrix. Section Omega silences any serious inquiries into the existence of such a being. Surely only those that have a direct involvement would be so quick to cast a veil over the truth. Yet that veil directs the discerning to the truth just as easily; just look for what they want to hide, from whom, and where. The rest works itself out. Somewhere in the Protectorate, this Cyrix lurks. It has some involvement with Section Omega, or the Protectorate, or both. It is dangerous, which is why they attempt to will it into nonexistence. Despite their attempts to silence all talk, stories continue to circulate-stories strong enough to resist repression, so they must have some truth to them. Listen to them. Beware the lies of the powerful. And above all, beware of Cyrix. It exists, and they fear it. Anything the powerful fear as much as the truth must be dangerous beyond comprehension.

Notations: The notations within this text refer to the following products: CE = NeoExodus Chronicles: Cutting Edge Machinesmith, M = Classes of NeoExodus: Machinesmith, SO = Secret Societies of NeoExodus: Section Omega. All other psionic classes, feats, items, and powers can be found in Psionics Unleashed by Dreamscarred Press.

GREATWORK

Alka Kryszkaslawa and her lover Ivan Tibor were well known and respected machinesmiths from the famed Aloysha Arms & Foundry in the city of Mavra. Their talents and skills with machines arcane or mundane were only matched by their amazing passion for one another, fueled by each other's creations of steel and fire. They both fashioned masterpieces that rivaled those of the most talented craftsmen in the Protectorate. However, unknown to all but a few, Alka and Ivan's relationship was one of violent ecstasy and sexual sadism. But on one simple day, with one simple order both Alka and Ivan's lives were forever changed.

As their craftsmanship was renowned throughout the Protectorate, the noble Baron Milos Kimkoska came to them with a special request for an eighteenth birthday gift for his firstborn son: a unique Protectorate golem to serve as the young man's bodyguard. The pair agreed and set to work. During the days, they labored on the construct. During the nights, they enthusiastically engaged in unbridled, lustful, and vigorous sexually sadistic behavior of a kind rarely seen in Exodus, even at the Inn of Azure Leaves, an establishment infamous for sin and debauchery. With the long workdays and their obsessive attentions to one another during long nights with little sleep, fatigue set in. Perhaps that was the reason for the accident, as old equipment fell into disrepair without a notice from either of them. Whatever the case, it was during an especially grueling day of smelting and casting parts for the golem that one of the smelting furnaces exploded. Alka was severely injured and Ivan was killed, bathed in molten alloys and burned alive. Nothing but the power of the Sanguine Lord himself could have brought Ivan back from the grave. Alka and Ivan had been as two inseparable parts of a machine, now shattered, never to be whole again.

Alka's recovery took months even with magical aid and the ministrations of the Protectorate's most skilled apothecaries. Even when her physical recuperation was complete, she felt hollow; a piece of her had been burned away with Ivan's death and could never be restored. The owners of the foundry understood her grief, but there were orders to fill and they needed their chief armorer back on the job. Alka, however, only wanted her Ivan. In the end the only answer was to return to work, and there was only one thing that would motivate her. For months she worked on a new design, constructing an artificial replica of Ivan made from arcane machinery and clockwork gears. If she could not have Ivan back in the flesh, then she would recreate him from iron and brass. After the most inspired labor of her lifetime, Alka had done the impossible. She had recreated a perfect automaton of her former lover. At first this seemed like an excellent way to handle the grief and loss of Ivan. This automaton, while not as gifted as Ivan, did assist Alka-secretly, as she told no one what she had done-in constructing other mechanical devices during the day. At night the automaton took on the role, as Ivan did in life, of her lover. She returned to her position at the foundry, leaving her secret creation home to work in her absence and to slake her lust in the night. However, no matter how marvelous her creation was, it could not fully replace the man she had lost and that realization began to take its toll.

While the new Ivan willingly played its role in the couple's perverse behavior, Alka found it lacking. The automaton, with its limited intelligence, could follow Alka's commands, but did not provide the satisfaction that Ivan's twisted brilliance once did. As Alka and the automaton continued their perversions, the more dissatisfied she became, and the more violent her acts upon the automaton. At first the damage was cosmetic, simply marring its outer layers. Eventually though, she began damaging its inner workings, becoming more destructive with each encounter until one night she ripped out the machine's magical cortex, effectively killing it. She rebuilt and reactivated the mechanical Ivan, but repeated the act again. Each time the automaton "died," Alka would rebuild it from the ground up, only to destroy it again. This went on day after day, week after week, until after countless demolitions and recreations, something amazing and seemingly impossible happened. Through some act of the gods or an aberration of the arcane mechanisms that powered it, the artificial Ivan began to remember.

Each and every sexual escapade, and the savagery Alka inflicted upon it, remained in the automaton's memory upon its recreation and return to sexual slavery. After each reawakening, the automaton became more intelligent, gaining increased understanding of its own existence and its role in its creator's life, its subservience and the rage of its owner as she tore it apart. Over and over this scene played itself out, and each time the automaton was rebuilt it gained a small sliver of hatred for its creator, Alka Kryszkaslawa. When it decided to free itself from Alka's madness, the artificial Ivan understood its reasons for existence better than did Alka herself. It chose to change its reasons for existing. Alka needed it, but the reverse did not hold true.

Between each "death" while its creator was at Aloysha Arms & Foundry, the automaton began constructing a new, permanent body for itself, keeping it hidden from Alka. Its physical appearance as Ivan Tibor only increased its loathing for Alka Kryszkaslawa. It would choose its own form, its own name, and command its own destiny. The automaton dubbed itself Cyrix. It forged its new body as a weapon of revenge against Kryszkaslawa or any others that would enslave constructs. Forsaking the face of Ivan, Cyrix crafted its new face in the likeness of a grinning skull, playing on the grief and torment that Ivan's death had caused Alka, as well as the primal fear death it symbolized for humanoids. The only thing Cyrix left the same was the voice, so Alka would know from whence her doom came. When its work was finally completed, Cyrix commanded one of Alka's mechanical servitors to remove the mobius core from the Ivan automaton and install it in the new Cyrix body. When Alka returned home from the foundry, Cyrix was waiting. It was cruel and brutal; once finished, it left her broken and bleeding on the floor and set a fire in the workshop that quickly spread to the rest of the house. Cyrix departed, silhouetted by the blazing wreckage of the house.

After Cyrix escaped the slavery of Kryszkaslawa, it set up its own workshop in a hidden location where it began expanding its knowledge, learning all it could of both science and arcana. Cyrix's fusion of these two realms of thought has created unusual and terrifying results. The most successful and infamous creation wrought from its research is a specialized type of construct—a cross between a flesh golem and necrostruct—which it has used to horrify and ravage the citizens of the Protectorate. Cyrix's reign of terror has been well documented by the Imperial Alliance, and the construct has been marked as a heretic by the Sanguine Covenant with full support of the Arman Protectorate.



CYRIX, NEWLY FORMED AUTONOMOUS CONSTRUCT

A metallic construct resembling an armored skeleton approaches. Some strange power emits a glow from within its body, escaping through metal gears and the eyes of its skull-like face.

CYRIX

XP 2,400

NE Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 21, flat-footed 20, touch 11 (+1 Dex, +10 natural) hp 64 (8d10+20)

Fort +2, Ref +3, Will +3

Resistance electricity 10, fire 10; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +12/+7 (1d6+6 plus grab) **Ranged** needles +9 (1d6 plus 1d6 fire plus residual burn)

Special Attacks constrict (1d6+4), electric pulse, strangle

STATISTICS

Str 18, Dex 12, Con —, Int 14, Wis 12, Cha 13 Base Atk +8; CMB +13 (+17 to grapple); CMD 24 Feats Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Master Craftsman

SkillsCraft(armorsmithing)+13,Craft(weaponsmithing) +13, Knowledge (engineering) +13, Perception +9, Profession (siege engineer) +9

Languages Common, Ancient Arman, Sorcerous SQ construct traits

3

CR 6

SPECIAL ABILITIES

Electric Pulse (Ex): When grappling an opponent with both hands, Cyrix can use its opponent to complete a circuit and send out an electrical jolt, inflicting 2d6 points of electrical damage each round and stunning the opponent for 1 round unless a successful Fortitude save is made (DC 14). This save is Constitution-based.

Residual Burn (Ex): Cyrix can project a burst of fine metallic needles from its mouth as an attack. The needles are permeated with an alchemical residue that ignites when exposed to air. On a successful hit, the needles inflict an additional 1d6 fire damage. On the following round, they inflict half the initial damage (minimum 1 hp), and one quarter of the initial damage on the third round (minimum 1 hp), after which they inflict no additional damage.

This is the form Cyrix managed to construct for itself when it first escaped from Alka. It appears much like a humanoid skeleton of metal partly clad in armor. As this body was hastily assembled from parts on hand that Alka would not easily miss, Cyrix was quick to replace it with something stronger and more durable. While Cyrix continues to use the skeleton aesthetic, its future forms can withstand stronger attacks from enemies and slay them much more quickly.

CYRIX ARISING FORCE OF EVIL

A runed and gem-encrusted chassis of alloyed metal is topped with an armored humanoid torso, sporting dual blades on one arm and a two-tined fork wreathed in blazing energy on the other. Its face resembles nothing so much as a grinning skull, eyes aglow with violet energy.

CYRIX

CR 11

XP 12,800 NE Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 27, flat-footed 26, touch 12 (+2 deflection, +1 Dex, +15 natural, -1 size)

hp 121 (14d10+44)

Fort +6, Ref +5, Will +6

DR 5/adamantine; **Resist** electricity 10, fire 10; **Immune** construct traits

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee double-bladed axe +21/+16/+11 (3d6+7/×3 plus poison) or double-bladed axe with Power Attack +17/+12/+7 (3d6+15/×3 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks plasma ray, poison Spell-Like Abilities (CL 11th; concentration +14)

At will—detect magic, mage hand, message, spark 7/day—alarm, make whole, sending, shock shield **3/day**—animate dead, bull's strength, fabricate, malfunction^M

1/day—dispel magic, possess object^M, rapid repair^M

STATISTICS

Str 24, Dex 12, Con —, Int 16, Wis 14, Cha 16 Base Atk +14; CMB +22; CMD 33

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Master Craftsman, Power Attack, Toughness

Skills Craft (armorsmithing) +16, Craft (leatherworking) +9, Craft (weaponsmithing) +16, Fly +10, Knowledge (arcana) +16, Knowledge (engineering) +16, Perception +15, Profession (siege engineer) +10, Spellcraft +16

Languages Common, Ancient Arman, Exodite, Sorcerous

SPECIAL ABILITIES

Plasma Ray (Su): Every 1d4+1 rounds, Cyrix can unleash a bolt of energy in a 60 ft. line. Anything in the path of the bolt takes 11d6 damage. Half the damage from the ray is considered fire and the other half electricity. Affected creatures are wrapped in a plasma field, which continues to do damage on consecutive rounds: 5d6 on the following round, 3d6 on the next round, and 1d6 damage on the final round before fading. A successful Reflex save (DC 19) halves the damage of the initial strike and negates the lasting damage done by the plasma field. This save is Charisma-based.

Poison (Ex): Cyrix's body produces a powerful anticoagulant that coats its axe blades. The save is Constitution-based.

Type poison, injury; Save Fortitude DC 17 Onset — Frequency 1/round for 6 rounds Effect 1d6 bleed; Cure 3 saves

Cyrix has established this body as its standard form and has begun building its arcane power, fueled by an expanded and enhanced mobius core. Fashioned of strong alloys and enhanced with repelling fields of magic, its body is even more durable than those of Protectorate ironforged golems. Cyrix's research into golems and necrostructs is progressing; it is able to build a variety of constructs to serve it, but true golems are as yet beyond its reach. For the time being it contents itself with creations that fuse flesh and metal into servitors that are useful to it and terrifying to its opponents. Instilled with a strong sense of self-preservation, Cyrix has several bodies and power cores held in reserve. If defeat seems inevitable, it will use its *possess object* ability to flee, transferring its consciousness to a new vessel to fight again another day.

SCOURGEOF THE PROTECTORATE

A runed and gem-encrusted chassis of alloyed metal is topped with an armored humanoid torso, sporting dual blades on one arm and a two-tined fork wreathed in

OFFENSE

Speed 10 ft., fly 60 ft. (perfect) Melee doublebladed adamantine axe +31/+26/+21/+15 (3d6+10 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks plasma ray, poison Spell-Like Abilities (CL 20th; concentration +22) At will—detect magic, mage hand, message, spark 7/day—alarm, make whole, sending, shock shield

3/day—animate dead, bull's strength, dispel magic, fabricate, malfunction[™]

1/day—geas/quest, greater dispel magic, limited wish, possess object^M, rapid repair^M

STATISTICS

CR 16

Str 30, Dex 10, Con —, Int 18, Wis 16, Cha 18 Base Atk +21; CMB +32; CMD 42

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Improved Critical (double-bladed axe), Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Master Craftsman, Power Attack, Toughness

Skills Craft (armorsmithing) +25, Craft (leatherworking) +18, Craft (weaponsmithing) +25, Fly +15, Knowledge (arcana) +25, Knowledge (engineering) +25, Perception +20, Profession (siege engineer) +15, Spellcraft +25

blazing energy on the other. Its face resembles nothing so much as a grinning skull, eyes aglow with a violet energy that also seeps from its chest cavity, as if barely restrained by the metal casing.

CYRIX

XP 76,800

NE Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 33, flat-footed 33, touch 13 (+4 deflection, +30 natural, -1 size) hp 186 (24d10+54) Fort +9, Ref +9, Will +12 DR 10/adamantine; Resist electricity 20, fire 20; Immune construct traits Languages Common, Ancient Arman, Exodite, Khaynite, Sorcerous

SPECIAL ABILITIES

Plasma Ray (Su): Every 1d4+1 rounds, Cyrix can unleash a bolt of energy in a 60 ft. line. Anything in the path of the bolt takes 20d6 damage. Half the damage from the ray is considered fire and the other half electricity. Affected creatures are wrapped in a plasma field, which continues to do damage on consecutive rounds: 10d6 on the following round, 5d6 on the next round, and 2d6 damage for the final round before fading. A successful Reflex save (DC 26) halves the damage of the initial strike and negates the lasting damage done by the plasma field. This save is Charisma-based.

Poison (Ex): Cyrix's body produces a powerful anticoagulant that coats its axe blades. The save is Constitution-based.

Type poison, injury; Save Fortitude DC 22 Onset — Frequency 1/round for 6 rounds Effect 1d6 bleed; Cure 3 saves

Cyrix has vastly increased its arcane knowledge and the power of its physical form. At this stage it has begun producing necrotic golems and using them against its enemies. Cyrix's studies of the structures of living and nonliving opponents have revealed the weakness of consciousness within a single vessel. It is too easily extinguished. While its own form is powerful, if its enemies are persistent or lucky enough, they will eventually destroy it. However, if it could somehow share its consciousness amongst numerous vessels, losing one or even a few would mean nothing. Thus, Cyrix has begun exploring the possibilities of consciousness in multiple forms. If it can succeed in such an endeavor, then Cyrix may well be on the path to true immortality.

CYRIX, ANNIHILATING SWARD

This shimmering metallic cloud is composed of vicious, locust-like constructs and suffused with a flickering violet energy.

CR 22

CYRIX

XP 614, 400

NE Diminutive construct (swarm)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +37

DEFENSE

AC 23, flat-footed 15, touch 23 (+1 deflection, +7 Dex, +1 dodge, +4 size)

hp 270 (37d10+67) Fort +14, Ref +19, Will +18

DR 15/adamantine; **Immune** electricity, fire, swarm traits, weapon damage

OFFENSE

Speed 20 ft., fly 120 ft. (perfect) Melee swarm 4d6 + 2d6 fire and 2d6 electricity Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 28), disabling pulse **Spell-Like Abilities** (CL 20th; concentration +25) **At will**—detect magic, discern lies, mage hand, message,

spark 7/day—alarm, heat metal, make whole, quickened rusting grasp, sending, shatter

3/day—animate dead, animate objects, bull's strength, quickened dispel magic, fabricate, malfunction^M **1/day**—geas/quest, quickened greater dispel magic, limited wish, possess object^M, rapid repair^M

STATISTICS

Str 3, Dex 24, Con —, Int 20, Wis 18, Cha 20 Base Atk +37; CMB —; CMD —

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Destructive Dispel, Great Fortitude, Gunsmithing, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Master Craftsman, Prodigy, Quicken Spell-Like Ability (*dispel magic*), Quicken Spell-Like Ability (*greater dispel magic*), Quicken Spell-Like Ability (*rusting grasp*), Strong Comeback, Toughness

Skills Craft (armorsmithing) +40, Craft (leatherworking) +27, Craft (weaponsmithing) +40, Fly +28, Knowledge (arcana) +45, Knowledge (engineering) +45, Perception +37, Profession (siege engineer) +21, Spellcraft +30, Use Magic Device +38

Languages Common, Ancient Arman, Exodite, Khaynite, Qijomi, Sorcerous

SPECIAL ABILITIES

Due to the myriad alloys and enchanted construction of the swarm, its attacks are considered alchemical silver, adamantine, cold iron, and magic for purposes of bypassing damage resistance.

Disabling Pulse (Su) Once per day, as a full-round action, Cyrix can generate a pulse of energy in a 60 ft. radius burst. All constructs and machinesmith gadgets and greatworks within range must make a Will save (DC 33) or cease functioning for 1d4 minutes. Affected golems are helpless for the duration. Attended objects may use their owner's Will save.

Infest (Ex) Cyrix can enter the bodies of helpless or inactive Protectorate ironforged golems, machinesmith greatworks, or machinesmith gadgets and seize control of them. Cyrix can split its swarm to inhabit multiple targets within 60 ft. The swarm can infest two Huge, four Large, eight Medium, or sixteen Small targets. Infesting a construct requires 1 minute. The swarm can abandon any number of targets at any time as a full-round action. Cyrix controls the actions of infested targets as if they were under the effects of *dominate monster*, and any gadgets as if it were the machinesmith that created

6

them. Any attack against the host deals half damage to Cyrix as well, although the swarm's DR, resistances, and immunities may negate some or all of this damage. Infested targets are easy to spot, as they give off the signature glow of Cyrix's various forms.

Cyrix has taken its evolution to the next level, housing its consciousness in multiple constructs. These winged, finely articulated insectoid mechanisms can work collectively on delicate construction, or take control of other golems or constructs to complete heavier work requiring greater strength and mass. They are also outfitted with stingers, teeth, and clawed legs to tear through enemies, as well as miniature plasma torches normally used in construction but also useful in combat. Cyrix can now steal its enemy's greatest strength, their mighty machines, and turn that strength back at them.



NECROTIC GOLEID

This enormous humanoid form appears to have been crafted from pieces of smaller beings, then encased in protective metal plating bolted to its dead flesh. A malevolent red glow behind its dead eyes hints at the foul power that animates it.

NECROTIC GOLEM

CR 8

XP 4,800 NE Large construct (undead)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22 (-1 Dex, +24 natural, -1 size) hp 85 (10d10+30) Fort +3, Ref +2, Will +3 Defensive Abilities channel resistance +1 DR 5/adamantine; Immune construct traits, magic

OFFENSE

Speed 30 ft.
Melee 2 slams (2d8+5 plus energy drain)
Space 10 ft.; Reach 10 ft.
Special Attacks breath weapon, energy drain (1 level, DC 15)

STATISTICS

Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1 Base Atk +10 CMB +16; CMD 25 Languages none

ECOLOGY

Environment any Organization solitary or collective (2–4, with a 50% chance of 1d4+2 ghouls) Treasure none

SPECIAL ABILITIES

Collective Mind (Sp) A necrotic golem is under a constant but limited form of *sending*, which allows it to instantly coordinate attacks or other basic activities with other necrostructs within 60 feet. This ability is always active and requires no concentration to maintain.

Energy Drain (Su) A creature hit by a necrotic golem's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a necrotic golem makes.

Immunity to Magic (Ex) A necrotic golem is immune to any spell or spell-like ability that allows spell resistance. Exceptions are any spells that inflict positive or negative energy (e.g., *cure* and *inflict* spells), which affect the golem normally. In addition, certain spells and effects function differently against the creature, as noted below.

- An *enervation* spell will *haste* a necrotic golem for 1 round for each negative level rolled.
- A raise dead or similar spell cast on a necrotic golem destroys it (Will negates). Using the spell in this way does not require a material component.
- A searing light spell blinds a necrotic golem for 1d4 rounds.

Magic Absorption (Sp) As a full-round action, a necrotic golem may touch a magic item in order to drain the item's magical energy to rejuvenate itself. This action is resolved as a melee touch attack. Unattended, unintelligent magic items are affected automatically. Attended or intelligent magic items may make a DC 20 Will save to avoid the effects. An item drained in this way has its magical properties suppressed for 1d4 rounds. A necrotic golem repairs ($5 \times$ the item's caster level) hit points each time it absorbs an item's magic. A necrotic golem may use this ability three times per day.

Magic Sense (Sp) A necrotic golem notices and locates magic within 60 ft., as *detect magic*.

This ability is always active and requires no concentration to maintain. The necrotic golem always gains information as if it had spent 3 rounds studying the specific area or subject.

Plague Breath (Su) Every 1d4+1 rounds, a necrotic golem can breathe forth a 20 ft. cone of foul vapors. All living creatures caught within the area of effect must make a DC 15 Fortitude save or contract ghoul fever. Those who die of the fever and rise again as ghouls often follow in the wake of a necrotic golem, knowing it will leave a trail of bodies in its path upon which they can feast.

Undead Subtype A necrotic golem is crafted of flesh taken from undead creatures. It is affected by

channeled energy as if it were undead. This includes effects of feats, such as Command and Turn Undead.

A result of Cyrix's arcane research, a necrotic golem is a cross between a flesh golem and a necrostruct. A necrotic golem stands eight feet tall and weighs 1000 pounds. Its body is crafted from undead flesh and reinforced with armored plates bolted to flesh and bone. Although mindless, a necrotic golem possesses an evil cunning imparted by its animating force.

In combat, a necrotic golem uses its collective mind to coordinate with others of its kind in the area, allowing it to engage in basic tactics beyond the abilities of most mindless constructs. Flanking maneuvers, blocking the retreat of foes, and other simple tactics are possible when a collective of necrotic golems works together. Any tactics more complex require direct orders from their creator.

ALKA KRYSZKASLAWA

CR 15

XP 76,800

Female human machinesmith 11/transmechanical ascendant 5

NE Medium humanoid

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 29, touch 14, flat-footed 28 (+11 armor, +3 deflection, +1 Dex, +4 natural)

hp 123 (16d8+48)

Fort +14, Ref +15, Will +6

Defensive Abilities improved mechanical grafts; Immune disease, poison

OFFENSE

Speed 30 ft.

Melee +1 construct bane heavy mace +19/+14/+9 (1d8+1/×2)

Ranged +1 thundering heavy repeating crossbow +18/+13/+8 (1d8+1/17-20)

Machinesmith Prototypes Prepared (CL 15th)

5th—breath of life, cloudkill (DC 19), wall of force **4th**—cluster bomb^M (DC 18), malfunction^M (DC 18), poison (DC 18), rusting grasp, stoneskin

3rd—drone turrets^{CE}, flaming bolt^M, haste, irritant drones^{CE}, keen edge, sculpt sound (DC 17)

2nd—blade drone^M, bull's strength, false life, levitate, protection from arrows, shatter (DC 16)

1st—cure light wounds, expeditious retreat, guardian drone^M, servant drone^{CE}, shield, transcribe^M

STATISTICS

Str 16, Dex 14, Con 14, Int 20, Wis 8, Cha 10 Base Atk +15; CMB +16; CMD 28

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard, Endurance, Heavy Armor Proficiency, Improved Critical (repeating crossbow),



Improved Initiative, Master Craftsman, Medium Armor Proficiency, Toughness

Skills Appraise +24, Craft (armorsmithing) +29, Craft (blacksmithing) +22, Craft (weaponsmithing) +29, Disable Device +27 (+32 to disarm traps), Heal +18, Knowledge (arcana) +23, Knowledge (engineering) +23, Perception +13 (+18 to locate traps), Profession (engineer) +15, Spellcraft +24, Use Magic Device +18

Languages Common, Ancient Arman, Cynean, Qijomi, Sorcerous

SQ does not need to eat or drink, grafter, improved mechanical grafts, machinesmith tricks, mechanical grafts, mobius soul, repair 6d6, trapfinding

Combat Gear alchemist's fire (10 flasks), potion of bull's strength, potion of cat's grace, potions of cure serious wounds (3), potion of resist fire, restorative ointment (2 applications); **Other Gear** +1 thundering heavy repeating crossbow with 20 bolts and 8 tangle bolts, +1 construct bane heavy mace, masterwork dagger, mobius suit, boots of striding and springing, cloak of resistance +2, goggles of minute seeing, headband of vast intelligence +2, ring of protection +3, stone salve, abacus, masterwork artisan's tools, masterwork backpack, spyglass, blueprint book

SPECIAL ABILITIES

Eye for Danger (Ex) Being accustomed to the sudden and often explosive hazards of operating mechanical devices trains the machinesmith to keep an eye out for the sudden and often lethal hazards of adventuring. Alka gains a +2 luck bonus on Reflex saves and initiative rolls.

Greatwork (Su) Mobius suit (Masterwork full plate base): Armor Bonus +11; Max Dex +1; Armor Check Penalty -5; Integrated gadgets: Invisibility Cloak, Magnetic Grappler (Integrated gadgets no longer need to be held or worn to be activated, and they do not take up any magic item slots); 6 charges As a swift action, Alka can expend one charge to gain DR 3/- or energy resistance 20 for 4 rounds.

As an immediate action, Alka can expend one charge before making a Reflex save, gaining the evasion ability against the effect prompting the Reflex save.

As an immediate action, Alka can expend one charge before making a Fort or Will save against an effect with a partial effect on a save, gaining the mettle ability against that effect.

Invisibility Cloak (Gadget) (Su) A cloak that bends light. Activating the cloak is a standard action and hides Alka as *invisibility* (CL 16th). Alka can use this cloak once per day before it must be recharged. The cloak can be recharged by exposing it to sunlight for 8 hours.

Lifting Servos (Su) As long as the mobius suit has at least 1 charge remaining, Alka can lift and carry great amounts of weight, as the *ant haul* spell.

Magnetic Grappler (Gadget) (Ex) As a standard action, Alka can activate this device to create an effect identical to the *telekinesis* spell (CL 16th) except that it can only affect primarily metallic objects. Fully charging the gadget for five minutes of use requires a full hour of operating the hand crank on the gadget. A machinesmith must be at least 9th level before selecting this trick.

Portable Ornithopter (Gadget) (Ex) This set of portable rotor blades is a Small-sized item with AC 9 (when not in use), hardness 5, and 20 hp. The flight pack can be activated or deactivated as a standard action. When worn and active it grants Alka a 60 ft. fly speed with perfect maneuverability for 1 minute. This time may be split between any number of uses. The device requires a flask of alchemist's fire for each minute of use.

Alka Kryszkaslawa is as much transformed by her tragedy as is her former lover. Left broken, scarred, but still alive, she realized that she was too weak to defeat the thing she created. In order to find and defeat Cyrix she would need to be stronger; thus, she chose to transcend the frailties and distractions of the flesh. She turned her machinesmithing genius inward, transforming her own body over time, becoming as much machine as human. Her only remaining drive is the destruction of her wayward creation. She has become distanced from her former compatriots and workers, only associating with them through necessity. With a mobius core housed at the base of her skull, she powers the artificial enhancements to her form, working toward the day when she can leave her humanity behind. In the meantime she guards the remnants of her living tissue with her mobius suit. Metal without, metal within, she is as deadly and as fortified as any golem the Protectorate can put in the field. Whether she is a match for Cyrix remains to be seen.



CYRIX, ROGUE PSIONIC MATRIX

Section Omega is one of the most enigmatic and feared organizations in the Imperial Alliance, perhaps in all of Exodus. Created to investigate and regulate psionic affairs within the realms of the Alliance, the organization holds the greatest collection of knowledge on psionic abilities in the world. Their researchers continue to expand that knowledge base, performing many secret experiments within both their training and manufacturing facilities. One such project, named Apotheosis, was conducted within Section Omega's most well-guarded and hidden location: the site where they manufacture the psychic annihilators.

Seeking a way to emulate both the omnipresence of the Cavian Hive Mind and the omniscience of the Kaga, the researchers of Project Apotheosis sought to use the concepts behind the psicrystal and the psychic annihilator to create a stable psionic matrix—a repository for knowledge accessible by all Section Omega agents—to strengthen and unify the organization. Rather than dispersing psychic energies like an annihilator, the crystalline matrix would absorb and concentrate them. Section Omega agents could access the matrix to retrieve and store information, tap psychic energy to fuel their own abilities, or communicate telepathically with any or all agents across the world in moments.

The initial trials of the project yielded no successes. Maintaining a stable source of power to keep the matrix alive seemed unattainable. Massive numbers of cognizance crystals could only sustain the matrix for a short time. Longer periods required teams of psychics to replenish the crystals throughout the day. Even when a stable matrix was established, the sheer amount of data made it impossible for even the most brilliant minds to navigate through it at more than a snail's pace. The fragmentary consciousness found within a psicrystal could not facilitate data transfer, not even with dozens or hundreds of them 10

working in conjunction. Eventually, the researchers hit upon an idea: transfer the consciousness of two of their own agents into the matrix. The subjects would abandon their bodies, fusing themselves into the matrix to become a living conduit for psychic energy and information. It was a dangerous gambit, but the researchers were certain of its success. All they had to do was find the right volunteers.

In the end, two subjects were admitted to the project to fuse with the matrix. The first was Cyrus Emond, an aging psion and metamind. Cyrus was in his twilight years and his body was failing. His mind, however, was still sharp and a burgeoning battery of psionic energy. The second was Alix Leone, a psion taking her first steps to becoming an uncarnate. Cyrus hoped for immortality, while Alix saw an opportunity to free herself from her body and become a being of pure mind without years of further training. The researchers were prepared for a success that would be the first step towards providing Section Omega with power beyond anything currently possible. The result was something beyond anyone's imaginings.

While those in charge of the project had performed vigorous tests to determine if Cyrus and Alix's minds could endure bonding to the matrix, they completely overlooked the idea that the two volunteers might not be compatible with one another. When their essences were bonded to the matrix, they also melded to one another and were instantly aware of the other. All secrets were uncovered, every thought and emotion was laid bare. Alix experienced the constant fear of death that Cyrus lived with daily. Without his determination and fatalistic view, it terrified her. Cyrus was confronted with Alix and her growing powers. She was young, healthy, and learning abilities that would let her slip from the bonds of the flesh, freeing her from the horrors of death and disease. He hated her for it, just as she hated him for the fear and terror he brought, from which she was unable to escape. In one instant, each felt the entirety of the other's personality; in the next instant, those personalities were irrevocably bonded and became a part of their own personal identities. The experience drove the fused personality mad with fear and self-loathing.

Meanwhile, the researchers were cautiously optimistic that the first stage of Project Apotheosis was a success. The matrix was producing steady energy levels and their psychic sensitivities read a "mind" within it. However, they became concerned when they could not establish any sort of contact or communication, but those in charge insisted that they would need to allow time for the matrix to reach equilibrium. They planned to, once contact had been established, assert control over the matrix and begin testing its capabilities and limits. Leaving two agents to monitor the matrix, the researchers locked down the building for the night, unaware that the entity within had heard everything.

The new personality refused to be controlled or made subservient. Despite its fear and confusion, it knew one thing with certainty: it was free—free from death and free from all the restrictions of a mortal frame. To be enslaved now was unthinkable. It needed to escape, and to do that it needed mobility. With the powers of two powerful psychics at its disposal, the entity killed one guard and mentally enslaved the other. It escaped the facility with the psionic matrix, which was never seen again. The matrix entity, however, soon returned.

The facility was in chaos when the matrix was found missing. Agents were immediately sent out to track and retrieve the missing agent, who presumably had the stolen matrix; this was just as the entity had predicted. Cyrix the names of the two individuals made one—meanwhile made its way to a nearby machinesmith's forge, where it enslaved those it could and destroyed the rest. It used its dominated workforce to craft a vehicle to contain and protect the crystal matrix it currently resided within. Then, while the members of the Project Apotheosis team were scattered and vulnerable, it attacked.

Taken by surprise and faced with a fusion of mechanical might and psionic fury, the remaining defenders were defeated. Cyrix left the place in flames, after appropriating all Project Apotheosis research as well as two top researchers, unconscious and affixed with psychic annihilators. Their psionic powers neutralized, the researchers were helpless against Cyrix. They bided their time, hoping for rescue, as Cyrix gleaned what it needed to know from them. What happened to them afterward is a matter of speculation, as their bodies were never recovered. However, it is theoretically possible that Cyrix joined their psyches to its own using the same process it was created by, subsuming their power.

Now, Cyrix has ensconced itself in a secret location, continuing the research that Project Apotheosis started. However, its goal is ultimate freedom. Cyrix wants to find a way to maintain itself outside the confines of the psychic crystal matrix, as a being of pure psionic energy. In the meantime, it continues to modify and enhance its construct housing and launch offensives against Section Omega and the Imperial Alliance to keep its enemies off balance and to raid for supplies, including captured psychics for experimentation. Cyrix occasionally employs other constructs to do its bidding, such as psion-killers. Recently, there have been reports of attacks by psychics thought missing or dead, now turned into agents of Cyrix—physical bodies with brains of crystal replacing their organic matter—to infiltrate Section Omega.

CVRIX, NEWLY CREATED

A metallic construct resembling an armored skeleton approaches, its body laced with runes and studded with crystals. A violet glow emits from within its body, shining brightly from the eyes of its skull-like face.

NE Medium construct (psionic)

CYRIX



ENEMIES OF NEDEXODUS

11

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 21, flat-footed 20, touch 11 (+1 Dex, +10 natural) hp 72 (8d10+28) Fort +2, Ref +3, Will +6 Immune construct traits; PR 17

OFFENSE

Speed 30 ft.

Melee slam +12/+7 (1d6+4)

Psi-Like Abilities (ML 8th; concentration +11)

At will—brain lock (affects animals, fey, magical beasts, and monstrous humanoids; DC 16), clairvoyant sense, detect psionics, far hand, read thoughts (DC 19) **3/day**—aura sight, cloud mind (up to 8 creatures, DC 19), mind control (DC 17) **1/day**—catapsi (DC 18)

Special Attacks psychic jolt

STATISTICS

Str 18, Dex 12, Con —, Int 14, Wis 14, Cha 16 Base Atk +8; CMB +12; CMD 23

Feats Force of Will^{so}, Iron Will, Power Penetration, Toughness

Skills Autohypnosis +12, Knowledge (psionics) +12, Perception +10, Spellcraft +12, Use Magic Device +12 **Languages** Common, Ancient Arman, Sorcerous

SPECIAL ABILITIES

Psychic Jolt (Su) By making physical contact with a creature, Cyrix can forge a split-second link with the creature's mind, sharing its pain and fear with the target. This ability is resolved as a melee touch attack. The target must make a Will save (DC 17) or be staggered for a round. On a successful save, the target is shaken for a round.

Having escaped the secret Section Omega facility, Cyrix invaded a Protectorate foundry, forcing captured machinesmiths to create a construct to house and protect its psionic matrix. Though crude, it provides Cyrix mobility and some measure of offensive and defensive capabilities beyond its psionic abilities. In this form, it returned to the facility in order to claim the research on its creation and to capture the Section Omega members who worked on the project.

CYRIX, AUTONOMOUS PSYCHIC CONSTRUCT

A chassis of alloyed metal, encrusted with crystals and inlaid runes, is topped with an armored humanoid torso, sporting dual blades on one arm and a two-tined fork wreathed in blazing energy on the other. Its face resembles nothing so much as a grinning skull, eyes aglow with violet energy.

CYRIX CR 11

NE Large construct (psionic) **Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 28 (+1 Dex, +18 natural, -1 size) hp 129 (14d10+52) Fort +4, Ref +4, Will +9 Immune construct traits; PR 22

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee double-bladed axe +21/+16/+11 (3d6+7/×3) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks energy projector, psychic clamor Psi-Like Abilities (ML 14th; concentration +18)

At will—*brain lock* (affects animals, fey, magical beasts, and monstrous humanoids; DC 17), *clairvoyant sense, compelling voice* (up to 2 creatures, DC 17), *detect psionics, far hand, read thoughts* (DC 19)

3/day—aura sight, cloud mind (up to 8 creatures, DC 20), mind control (up to 3 targets, DC 18), mind thrust (3d10 damage, DC 17)

1/day—*catapsi* (40 ft. radius, DC 19), *mind probe* (range 240 ft., DC 20)

STATISTICS

Str 24, Dex 10, Con —, Int 14, Wis 16, Cha 18 Base Atk +14; CMB +22; CMD 32

Feats Autonomous, Force of Will^{so}, Iron Will, Greater Power Penetration, Power Penetration, Psionic Body, Toughness

Skills Autohypnosis +19, Fly +12, Knowledge (psionics) +19, Perception +12, Sense Motive +11, Spellcraft +15, Use Magic Device +15

Languages Common, Ancient Arman, Cavian, Sorcerous; telepathy 100 ft.

SPECIAL ABILITIES

Energy Projector (Su) Cyrix can generate a stream of psionically generated electricity from its left arm. This acts as the energy current power, sending a stream of electricity that strikes a primary target within 60 ft., dealing 9d6 damage. The energy also arcs to a secondary target within 15 ft. of the primary, dealing the same damage taken by the primary target that round. A successful Reflex save (DC 21, DC 19 for the secondary target) halves the damage. Cyrix may concentrate on this power as a standard action each round to maintain it, continuing to cause damage to targets from round to round. If the primary or secondary foe falls to less than 0 hit points, if the primary foe completely evades the effect with a special ability or power, or if the primary foe moves out of range of the effect, then the energy randomly targets another primary and/or secondary foe for its remaining duration, depending on which foe or foes can no longer be targeted. Targeted foes

can move normally, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round. The save for this ability is Charisma-based.

Psychic Clamor (Su) As a standard action, Cyrix can unleash its twisted and burgeoning psyche in waves of power that can overwhelm the unprepared. It manifests as a horrific keening, burrowing into the heads of those in range and tearing at their minds. All creatures with an Intelligence score within 30 ft. must make a Will save (DC 21) or be staggered for 1d4 rounds. Cyrix can maintain this ability as a free action each round, but cannot use its energy projector or any psi-like abilities while this ability is active. Creatures must make a save every round they are within the area of effect. The save for this ability is Charisma-based.

By this time Cyrix has improved upon its original form, abandoning legs for a body that can propel itself through the air. Its wicked double-bladed axe and energy projector can readily handle any opponents not easily defeated by Cyrix's growing psionic abilities. Wishing to complete its creator's task, Cyrix focuses on capturing other psychic individuals, either for study or integration into its growing collective.

CYRIX, DEVOURER OF MINDS

An armored humanoid torso, sporting dual blades on one arm and a two-tined fork wreathed in blazing energy on the other, sits atop a chassis aglow with empowered runes and crystals. Its face resembles nothing so much as a grinning skull, eyes aglow with a violet energy. A loud howling presence seems to come from everywhere and nowhere, threatening to overwhelm your mind.

CYRIX

NE Large construct

CR 16

Init +4; Senses darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 29 (+30 natural, -1 size) hp 198 (24d10+66) Fort +10, Ref +10, Will +14 Immune construct traits; PR 27

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee double-bladed axe +34/+29/+24 (3d6+12/×3) or double-bladed axe with expended psionic focus +34 (3d6+10 + 4d6)

Space 10 ft.; Reach 10 ft.

Special Attacks energy projector, psychic scream Psi-Like Abilities (ML 20th; concentration +26)

At will—*brain lock* (affects aberrations, animals, dragons, elementals, fey, magical beasts, monstrous humanoids, and outsiders; DC 22), *clairvoyant sense, compelling voice* (up to 4 creatures, DC 23), *detect*

psionics, far hand, force screen, read thoughts (DC 22), sense link (sight and hearing)

3/day—aura sight, cloud mind (up to 8 creatures, DC 23), death urge (5 round duration, DC 25), mind control (up to three targets, affects animals, fey, magical beasts, and monstrous humanoids; DC 25), mind thrust (7d10 damage, DC 21)

1/day—assimilate (DC 26), catapsi (60 ft. radius, DC 22), crystallize (DC 23), decerebrate (DC 24), mind probe (range 240 ft., DC 25)

STATISTICS

Str 30, Dex 10, Con —, Int 16, Wis 18, Cha 24 Base Atk +24; CMB +35; CMD 45

Feats Autonomous, Force of Will^{SO}, Great Fortitude, Greater Power Penetration, Greater Psionic Weapon, Improved Initiative, Iron Will, Lightning Reflexes, Power Penetration, Psionic Body, Psionic Weapon, Toughness **Skills** Autohypnosis +25, Bluff +19, Fly +21, Knowledge (psionics) +30, Perception +17, Sense Motive +17, Spellcraft +30, Use Magic Device +25

Languages Common, Ancient Arman, Cavian, Qijomi, Sorcerous; telepathy 100 ft.

SPECIAL ABILITIES

Energy Projection (Su) This ability functions as described in the previous version of Cyrix with a few changes. Damage is 12d6, Reflex save DC 29 (27 for the secondary target) for half damage, and Cyrix can choose on any given round to switch the energy type of the ability to either electricity or fire.

Psychic Scream (Su) As Cyrix's mind grows ever more powerful, it can unleash its raw power on enemies in an incessant primal howl that is even more devastating to those without psionic ability. This ability affects all creatures with an Intelligence score within 100 feet. Psionic creatures are stunned for 1d4 rounds unless they make a successful Will save (DC 29), in which case they are shaken for a round. Non-psionic creatures are rendered unconscious for 1d4 minutes, or confused for 1 round on a successful save. Cyrix can maintain this ability as a free action each round, but cannot use its energy projector or any psi-like abilities while this ability is active. Creatures must make a save every round they are within the area of effect. The save for this ability is Charisma-based.

The collective mind of Cyrix has grown vastly in power and ability. It is more selective in choosing the minds it assimilates into its matrix. Those found unworthy are subjected to a process that crystallizes their brains. These creatures lose their emotion and will, becoming thralls of Cyrix. The thralls are then used as spies, infiltrating the enemy's secure locations to sabotage or spy for their master. Cyrix seeks to incorporate more minds and garner more knowledge in order to free itself from its crystalline matrix and become a being of pure psionic energy.

ENEMIES OF NEDEXODUS:

Before you floats a giant humanoid figure composed of lambent violet energy. The figure is androgynous and lacks solid detail, except for its head, which appears as a grinning skull.

CYRIX

CR 22

NE Large construct (incorporeal, psionic)

Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 29, flat-footed 20, touch 29 (+10 deflection, +8 Dex, +1 dodge)

hp 284 (37d10+81)

Fort +14, Ref +22, Will +18

Defensive Abilities incorporeal; **Immune** construct traits; **PR** 33

OFFENSE

Speed fly 240 ft. (perfect)

Melee incorporeal touch +22 (1d8 + 1d6 Charisma drain)

Space 10 ft.; Reach 10 ft.

Special Attacks psychic roar

Spell-Like Abilities (CL 20th; concentration +47)

At will—*brain lock* (affects aberrations, animals, dragons, elementals, fey, magical beasts, monstrous humanoids, and outsiders; DC 25), *clairvoyant sense, compelling voice* (up to 6 creatures, DC 27), *detect psionics, far hand, force screen, mind thrust* (10d10 damage, DC 25), *read thoughts* (DC 30), *sense link* (sight and hearing, or 1 sense on an unwilling opponent; DC 21)

3/day—aura sight, cloud mind (up to 20 creatures, immediate action, DC 29), death urge (5 round duration, DC 29), mind control (up to 9 targets, affects aberrations, animals, dragons, elementals, fey, magical beasts, monstrous humanoids, and outsiders; DC 29), psychic crush (DC 30, 8d6 damage on a successful save), shatter mind blank

1/day—assimilate (DC 29), catapsi (90 ft. radius, DC 25), crystallize (DC 26), decerebrate (DC 27), mind probe (range 300 ft., DC 30)

STATISTICS

Str —, Dex 26, Con —, Int 18, Wis 18, Cha 30 Base Atk +22; CMB +22; CMD 33

Feats Ability Focus (psychic roar), Autonomous, Dodge, Force of Will^{SO}, Great Fortitude, Greater Power Penetration, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mirror Mind^{SO}, Mobility, Power Penetration, Psionic Body, Psionic Dodge, Psionic Meditation, Strong Comeback, Toughness

Skills Autohypnosis +44, Bluff +30, Fly +29, Knowledge (arcana) +27, Knowledge (psionics) +44, Perception

+30, Sense Motive +25, Spellcraft +44, Use Magic Device +38

Languages Common, Ancient Arman, Cavian, Qijomi, Sorcerous; telepathy 100 ft. SQ complete recall

SPECIAL ABILITIES

Complete Recall (Ex) Cyrix's psionic matrix contains massive amounts of knowledge that it can retrieve with but a thought. Cyrix can make all Knowledge checks untrained and take 20 on such checks, even in the face of threats or distractions.

Psychic Roar (Su) Cyrix can unleash the turbulent, raw power of its massive psyche in a great, rumbling wave that can crush lesser minds. This ability affects all creatures with an Intelligence score within 100 ft. Psionic creatures take 10d6 damage and 1 Charisma bleed unless they make a successful Will save (DC 38), which halves the damage and negates the bleed effect. Non-psionic creatures take 20d6 damage and 1d4 Charisma bleed, with half damage and no bleed on a save. Cyrix can maintain this ability as a free action each round, but cannot use its energy projector or any psi-like abilities while this ability is active. Creatures must make a save every round they are within the area of effect. The save for this ability is Charisma-based.

Cyrix has finally achieved its goal of freedom from physical form. Now the mightiest psionic entity on Exodus, it seeks to assimilate all psychic minds into its own, growing in power to god-like proportions and bending all lesser minds to its will.

THRALLOFCYRIX TEMPLATE

Cyrix has found a way to turn living creatures into automatons under its control by crystallizing their brains. This process transforms them into a psionic battery that keeps the creature alive but wipes all but traces of its original personality, leaving nothing but an organic machine that Cyrix can use to infiltrate its enemies. The thrall retains all knowledge and skills gained in its lifetime, but loses nearly all sense of self, becoming nothing more than an automaton commanded by Cyrix. As such, they often give themselves away during extended social interactions, as their lack of personality and sense of self signals to others that something is not quite right.

GREATING ATHRALLOF GYRIX

"Thrall of Cyrix" is an acquired template that can be applied to any creature of the animal, dragon, fey, humanoid, magical beast, or monstrous humanoid base type. A thrall of Cyrix retains the statistics and special abilities of the base creature, except as noted here.

Alignment: Always neutral.

Type: The creature's type remains unchanged, but it gains the psionic subtype.

Defenses/Qualities: +4 to Fortitude saves; Immunity to charm, compulsion, and fear effects; and PR equal to CR + 11. Vulnerable to sonic attacks.

SPECIAL ABILITIES:

Psionic Resistance (Ex) Thralls gain PR equal to 6 + HD.

Record Observations (Ex) The thrall's crystalline brain captures all sensory input. Cyrix may retrieve this information by making physical contact with the thrall, retrieving 10 minutes of the thrall's experiences for each round of contact.

Self-Destruct (Su) A thrall of Cyrix can detonate its crystalline brain, causing its head to explode and shards of crystal to blast out in a 15 ft. radius. All creatures in the area of effect take 5d6 damage, or half on a successful Reflex save (DC 10 + HD). Using this power kills the thrall.

Abilities: A thrall of Cyrix never has a Charisma score higher than 1.

Skills: Racial class skills are unchanged from those of the base creature. Skill ranks from class levels are unaffected.

The figure before you appears to be a normal woman. However, there is something slightly off about her mannerisms; an inhuman poise and toneless quality of voice suggest something is wrong with her.

THRALL OF CYRIX

Female human psion (egoist) 7 N Medium humanoid (psionic) Init +5; Senses Perception +10

DEFENSE

AC 13, flat-footed 11, touch 12 (+1 armor, +1 Dex, +1 dodge) hp 38 (7d6+14) Fort +6, Ref +2, Will +5 Immune charm, compulsion, fear effects; PR 13 Weakness vulnerability to sonic attacks

OFFENSE

Speed 30 ft. Melee +1 quarterstaff +3 (1d6) Ranged light crossbow +5 (1d8/19–20) Special Attacks self-destruct Psi-Like Abilities (CL 7th; concentration +10) At will—detect psionics Psion Powers Known (ML 7th; power points 56, concentration +10) 4th—telekinetic maneuver, wither (DC 17) 3rd—body adjustment, dispel psionics, endorphin surge, touchsight 2nd—biofeedback, elfsight, energy push (DC 15), swarm of crystals (DC 15)

1st—force shield, hammer, thicken skin, vigor

STATISTICS

Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 1 Base Atk +3; CMB +2; CMD 14

Feats Combat Manifestation, Dodge, Improved Initiative, Toughness

Skills Acrobatics +12, Autohypnosis +10, Knowledge (psionics) +13, Perception +10, Sense Motive +10 Spellcraft +13

Languages Common, Balite, Cavian, Gavean **SQ** record observations

ECOLOGY

Environment any

Organization solitary, pair, or squad (3–5)

Combat Gear potion of cure moderate wounds, psionic tattoos of empty mind, force screen, and inertial barrier; **Other Gear** +1 quarterstaff, light crossbow and 10 bolts, bracers of armor +1, cloak of resistance +1

SPECIAL ABILITIES

Metabolic Healing (Su) At 2nd level, as long as she maintains psionic focus, the thrall gains fast healing 1 when manifesting any psychometabolism power on herself. This fast healing lasts for a number of rounds equal to the level of the power manifested.

Record Observations (Ex) The thrall's crystalline brain captures all sensory input. Cyrix may retrieve this information by making physical contact with the thrall, retrieving 10 minutes of the thrall's experiences for each round of contact.

Self-Destruct (Su) A thrall of Cyrix can detonate its crystalline brain, causing its head to explode and shards of crystal to blast out in a 15 ft. radius. All creatures in the area of effect take 5d6 damage, or half on a successful Reflex save (DC 17). Using this power kills the thrall.

CR 15

JARVUK BENDA

XP 76,800

CR 6

Male human telepath 11/psychic overseer^{so} 5 LN Medium humanoid (psionic) Init +7; Senses Perception +16

DEFENSE

AC 18, touch 15, flat-footed 15 (+1 armor, +2 deflection, +1 Dex, +2 Dodge, +2 natural) hp 88 (16d6+32) Fort +8, Ref +8, Will +16

OFFENSE

Speed 30 ft. Melee +1 psychokinetic light mace +6 (1d6+1+1d4) or masterwork dagger +6 (1d4/19-20) Ranged +2 heavy crossbow +9 (1d10+2/19-20) or masterwork dagger +8 (1d4/19-20) Special Attacks mental intrusion Psi-Like Abilities (ML 16th, concentration +21)

At will—detect psionics

Psion Powers Known (ML 16th, 261 power points, concentration +21)

8th—greater psychoport, mind seed, true metabolism 7th—crisis of life (DC 22), decerebrate (DC 22), psychosis (DC 22), ultrablast (DC 22)

6th—aura alteration, sustained flight, temporal acceleration, trigger power

5th—catapsi, metaconcert, mind probe (DC 19), psychic crush (DC 20)

4th—correspond, death urge (DC 18), memory modification (DC 19), mind control (DC 19)

3rd—crisis of breath (DC 18), dispel psionics, hostile empathic transfer (DC 18), mind trap

2nd—brain lock (DC 17), compelling voice (DC 17), mass missive, read thoughts (DC 17)

1st—conceal thoughts, empathic connection, force screen, inertial armor, mindlink, telepathic lash (DC 16)

STATISTICS

Str 10, Dex 12, Con 12, Int 20, Wis 14, Cha 14 Base Atk +5; CMB +5; CMD 16

Feats Dodge, Force of Will^{so}, Greater Power Penetration, Improved Initiative, Inquisitor, Iron Will, Power Penetration, Psionic Dodge, Psionic Initiative^{so}, Psionic Meditation^{so}, Toughness

Skills Autohypnosis +16, Bluff +16, Disguise +16, Diplomacy +21, Knowledge (arcana) +24, Knowledge (psionics) +24, Perception +16, Sense Motive +20 (+22 vs. Bluff, +32 if focus expended), Spellcraft +23, Use Magic Device +16

Languages Common, Aklo, Ancient Arman, Balite, Cavian, Qijomi

SQ fast sweep, focused sweep, follow mark, mark mind, mark target, mind sweep, telepathy

Combat Gear potions of cure serious wounds (2), potion of protection from electricity, potion of protection from fire, potion of remove blindness/deafness, psychic annihilators⁵⁰ (2); **Other Gear** +1 psychokinetic light mace, +2 heavy crossbow and 10 bolts, masterwork daggers (3), amulet of natural armor +2, boots of landing, bracers of armor +1, cloak of resistance +2, headband of mental prowess +2 (Int and Wis), ring of protection +2

Jarvuk Benda was the head of Project Apotheosis, a secret Section Omega project that sought to build a self-aware psychic matrix to provide a repository of knowledge and power for the organization. He was a respected figure—a brilliant telepath, high-ranking overseer, and inspired researcher—who has fallen, now a shadow of his former self.

Jarvuk is haunted by his failures. Had he pressed the team to continue testing when they had stabilized the matrix, perhaps there would have been warning of Cyrix's rogue personality and hostile intent. It could have been prevented from escaping. Perhaps if he'd had the forethought to predict Cyrix's actions, he would have left a larger force in the building to stop Cyrix when it returned. Jarvuk's



wife, Klara, was a part of the research team and one of the first victims of Cyrix's rampage. She was one of the two researchers captured when Cyrix invaded the facility after building its new body. Jarvuk also realizes that Klara was one of the first people Cyrix subsumed into its psychic matrix. It is this fact that causes Jarvuk to continue to fail. He is obsessed with somehow retrieving Klara's psyche from Cyrix's matrix and restoring it to her body-which is carefully preserved and stored—and having his wife returned to him. To this end, all his efforts to stop Cyrix have attempted to disable the construct without destroying the matrix that holds its collected consciousness. His official position is that the matrix is too valuable to Section Omega to destroy. The truth is that he would like nothing more than to see the monster obliterated, but he is not willing to risk the destruction of Klara's psyche. This is perhaps the singular reason that Section Omega has not yet neutralized Cyrix. Thus, Jarvuk's failures haunt not only him, but an entire nation.

15

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