

NEOEXODUS CHRONICLES

# QUARTERMASTER'S HANDBOOK





## GENERAL EQUIPMENT

**Animal Call:** Crafted out of bone, metal, or wood, these special whistles are designed to mimic a specific animal cry—usually game animals and birds. An animal call provides a +1 bonus on Survival checks when hunting for food. Calls exist only for creatures of the Animal type.

**Ball and Chain:** A ball and chain is a portable prison. A single manacle is fastened around the ankle, and then attached to a heavy metal ball by a chain. It is typically used with a prisoner on work assignment, and requiring full mobility, in order to prevent escape. As long as he stays within the 5 foot radius of the chain, the prisoner suffers no penalties. If the prisoner is only lightly encumbered by the ball, he can drag it behind him as he moves; however it lowers movement by 10ft, prevents the wearer from running, and his movement is considered impeded for the purpose of charging. Picking up the ball lowers the penalty to 5ft. A -2 penalty to AC, Stealth and Reflex saves applies to the wearer. Escaping from a ball and chain requires an Escape Artist check (DC 28). Breaking the chain requires a Strength check (DC 26). The chain has a Hardness of 10 and 10 hit points.

**Ball and Chain, Heavy:** Virtually identical to a standard ball and chain, but with a heavier ball and a thicker, stronger chain. A lightly encumbered prisoner dragging the heavy ball and chain has his movement lowered by 15 feet, or 10 feet if the ball is carried. The wearer incurs a -4 penalty to AC, Stealth and Reflex saves. Escaping from a heavy ball and chain requires an Escape Artist check (DC 28). Breaking the chain requires a Strength check (DC 28). The chain has a Hardness of 10 and 16 hit points.

**Banner/Standard:** A large piece of cloth emblazoned with a heraldic device, usually displayed upon a pole or lance. It is used to display a personal, family, or royal crest, often as identification on the battlefield or as a rallying point. The price given is for a simple banner made from common, low-cost materials—the fancier and more elaborate the banner, the higher the cost. A banner grants a +2 circumstance bonus on Perception checks to be seen from a distance.

**Barbed Wire:** This roll of barbed steel wire has the primary function of preventing people or creatures from entering or leaving an area. Areas laid with barbed wire are considered to be difficult terrain. Anyone trying to cross through barbed wire must make a successful Reflex save (DC 12) or take 1d3+1 points of damage and be tripped. A pair of thick gloves is necessary to set up barbed wire. A handler who does not have gloves needs to succeed on a Dexterity check (DC 10) each round or take 1d2+1 points of damage.

**Burglar's Bane:** This powder is a favorite of investigators and others charged with upholding the Crown's laws. Alchemical in nature, this ultra-fine powder is tasteless, odorless, and translucent, making it nearly invisible to an untrained observer. It is typically dusted upon papers, art objects, jewels, or other valuables that are feared to be

the targets of intruders. Its function becomes apparent as soon as the thief attempts to wash off the powder. With the addition of water, the powder bonds to the surface on which it lies, resulting in a bright, rosy glow that will not come off (much to the horror of many a thief caught literally red-handed). The powder can be removed with the use of a companion liquid called "confession cleaner," available exclusively to Jannissaries of the Imperial Alliance and usually only offered to the accused in exchange for their confession. This has given rise to the colloquial phrase, "come clean," meaning to confess. It can also be removed with universal solvent. Without a means of removal, the glow of burglar's bane wears off in 3d4 days.

**Field Medic Kit:** A standard provision for Imperial Apothecaries on the battlefield, this contains many elements of a standard healer's kit supplemented with alchemical infusions, tinctures, and treatments that enhance its functionality. In addition to working like a standard healer's kit, the user can—as a full round action—make a Heal check (DC 20) to remove any one of the following conditions from an ally: dazed, dazzled, shaken, or sickened. This expends one use of the kit. A Heal check (DC 25) can remove any of these conditions from one ally: fatigued, frightened, nauseated, or stunned. This expends two uses of the kit. A fully stocked field medic kit has 20 uses.

**Gossamer Line:** This thin, gray, silken cord is unnaturally tough, made from alchemically created putty that is then stretched into strands and woven together to form a cord. The result is light, thin, and nearly impossible to see against any background, night or day. At the same time, it can support the same weight as a hemp rope at a fraction of the size.

Gossamer line has 6 hp and can be burst on a successful Strength check (DC 24). Perception checks made to notice the rope incur a +5 increase to their DC.

**Lock Powder:** Available from many alchemists, this fine black powder looks innocent enough at first glance, like fine coal dust, though with an unusually silken feel. This odd texture is the first hint of its special properties and the reason for its favored status among stealthy rogues. Lock powder has the amazing ability to act exactly like oil when it comes to fixing squeaky hinges or freeing rusty locks. Its dark color and powdery consistency, however, can hide the traces of an industrious rogue from even the most eagle-eyed guard, with no telltale shine of a newly oiled padlock to spoil the evening's fun. In addition, should the cap on the powder flask ever loosen, a good dusting is all the other occupants of the pouch will need.

Lock powder grants a +2 circumstance bonus to Disable Device checks made to open locks, as well as a +2 circumstance bonus to Stealth checks to open doors quietly. A single jar is sufficient for five applications.

**Rope, Improvised:** This is the classic strategy of tying sheets, curtains, or similar items together to descend from a high window. Each sheet used provides 5 feet of length;





longer or shorter items will provide more or less length, at the GM's discretion. Fabrics of this kind are not typically designed to hold weight and tear easily. Improvised curtain rope has 1 hit point and can be burst with a DC 12 Strength check.

**Rope, Dalrean Vine:** In the Wyldlands of Bal, the dalrean have cultivated vines that may be serve as rope. While very rope-like in form, the vines do not possess nearly the same strength. Dalrean vine rope has 1 hit point and can be burst with a DC 15 Strength check. However, if fertilized and watered, dalrean vine rope can regrow sections that have been cut, up to a foot of length in a single day. Portions of vine rope cut away from the root cluster wither and become useless after 24 hours. In addition, dalrean vine rope appears like natural ivy; Perception checks made to notice the rope incur a +5 increase to their DC in natural surroundings or areas where ivy is common, such as gardens.

**Tattoo Kit:** A tattoo kit includes a bone needle and a small supply of inks for use in making tattoos. One kit is sufficient to cover about 36 square inches of skin with tattoos.

**Trace Paper:** This alchemically treated product looks and feels like normal paper, though the accompanying faint scent of acid is a dead giveaway to those who are familiar with it. Trace paper comes in bundles of 10 sheets, each carefully wrapped in an oiled vellum envelope. When removed from the envelope and placed on top of a written document, the trace paper reacts with the ink on the page and creates a copy of the document below it, the words burning into the trace paper while leaving the original untouched. This process takes 1 minute (10 rounds) to complete, and each sheet of trace paper can only be used once.

## ADVENTURING GEAR

**Anti-Parasitic Tincture:** A vial containing an herbal blend (including black walnut, pumpkin seed, and

GENERAL EQUIPMENT	COST	WEIGHT
Animal call	20 gp	—
Ball and Chain	25gp	35 lbs.
Ball and Chain, Heavy	35gp	70 lbs.
Banner/Standard	30 gp+	3 lb.
Barbed wire (50 ft.)	75 gp	35 lb.
Burglar's Bane w/ Confession Cleaner	10gp	—
Field Medic Kit	150gp	4 lb.
Gossamer Line	125gp	1½ lb.
Lock Powder	25gp	½ lb.
Rope, Dalrean Vine	25gp	10 lbs.
Tattoo Kit	5gp	—
Trace Paper (10 sheets)	40gp	—

wormwood) potent against non-magical parasites, whether plant, animal, or fungus. Imbibing the mixture grants a +2 alchemical bonus to Fortitude saves or Healing checks against such noxious creatures when taken as a prophylactic. It is of no use against magical parasites, but is effective against creatures such as rot grubs. Taking more than one dose daily provides no further benefit. The price and weight listed above are for a small wooden case containing ten single-dose vials.

**Anti-Pollen Garb:** Designed to protect against the debilitating Pollen Mists of Gavea, this outfit consists of a face mask fitted with glass lenses to protect the eyes and a filter of finely woven cloth to cover the mouth and nostrils, complemented by a bulky, hooded cloak with attached sleeves and gloves. The garb is made from heavy cloth which is first soaked in a liquid made from the diluted, boiled sap of various soothing herbs and roots. The entire ensemble renders a user impervious to the Pollen Mists, but imposes a -2 circumstance penalty on Fortitude saves against effects that cause fatigue or exhaustion, due to the outfit's heat and constriction. Though originating in Gavea, the anti-pollen garb is also proof against the toxic pollen found in the jungles of Bal.

**Agony Crystal:** A terrible device created in the dark days of the First Ones as an interrogation tool against Cynean prisoners, the agony crystal is a long slender piece of crystal that emits a high pitched keening when struck. When touching the skin of a Cynean it causes terrible pain to the portion touched without causing any lasting damage. An agony crystal provides a +2 circumstance bonus on Intimidate checks against Cyneans. The device is harmless to non-Cyneans.

**Aspergillum:** The aspergillum is a perforated container at the end of a handle used to sprinkle holy or unholy water. It resembles a mace and often has a button that must be pressed for the water to be released. Dispensing the water in this manner is considered a melee touch attack as if the wielder of the aspergillum had a 10 foot natural reach. Refilling the aspergillum is a full-round action that



ADVENTURING GEAR	COST	WEIGHT
Agony Crystal	80gp	1lb.
Anti-Parasitic Tincture	20gp	½ lb.
Anti-Pollen Garb	150gp	5 lbs.
Aspergillum	3gp	1lb.
Bugblight	20gp	1lb.
Burning Lens	500gp	¼ lb.
Caltrops, Barbed	5 gp	2lb.
Collapsible Rod	50gp	2lbs.
Corpse Rot Fungus	20gp	-
Dowsing Rod	100gp	1lb.
Dowsing Rod, Masterwork	200gp	1lb.
Dowsing Rod, Cursed	150gp	1lb.
Enuka Appeasement Bag	10gp	2 ½ lbs.
Five Copper Novel	5cp	½ lb.
Fold Up Badge	5sp	-
Forged Papers	50gp	-
Forged Papers, Masterwork	500gp	-
Golem Bane Grenade	2,400gp	3lbs.
Hacksaw	15gp	4lbs.
Hacksaw, Adamantine	2,500gp	5lbs.
Ice Skates	5gp	3lbs.
Investigator's Kit	40gp	8lbs.
Iron Boot	15gp	7lbs.
Iron Hand	10gp	6lbs.
Iron Hand, Masterwork	400gp	8lbs.
Imperial Guide	100gp	2lbs.
Iron Restraints	30gp	6lbs.
Leather Gag	3gp	1lbs.
Line Crawler	200gp	6lbs.
Luminescent Chalk	1 gp	¼ lb.
Mother's Milk	5gp	½ lb.
Scent Bane	20gp	1lb.
Scent Bane, Masterwork	100gp	1lb.
Snorkeling Gear	250gp	5lbs.
Snow Skis	15gp	6lbs.
Spyglass, Masterwork	1500gp	2lbs.
Sounding Rock	30gp	1 lb.
Steam Grapple	400gp	8lbs.
Sunscreen	5gp	1lb.
Sure Grip Paste	25gp	1lb.
Tindertwigs, Waterproof	25gp	¼ lb.
Torturer's Toolkit	100gp	35lbs.
Treatise	60gp	-
Truth Serum	45gp	-
Welding Rod	30gp	1lb.

provokes attacks of opportunity, but an aspergillum can hold up to three flasks worth of water at once; all must be of the same type, holy or unholy.

**Bugblight:** A simple botanical mixture that, when rubbed on the skin, provides protection from biting pests. A character who slathers this creamy blue paste on his body receives a +2 circumstance bonus against disease passed by vermin such as mosquitoes and biting flies. A jar of bugblight holds enough for five uses.

**Burning Lens:** Essentially a high-powered magnifying glass, a burning lens can focus sunlight (or another equally bright source of illumination) upon kindling to start a fire from up to a ten foot distance, just like a magnifying glass, but does not require a full-round action. Given a sufficiently intense light-source, it can be used to burn paper up to ten feet away. It can also be used to temporarily blind a target, requiring a ranged touch attack. A successful hit blinds the target for 1d2 rounds. Any type of protective eyewear makes a target impervious to such an attack.

Because the glass of a burning lens distorts images, it does not give any bonus to skill checks made to read printed materials or notice minute details, unlike a standard magnifying glass.

**Caltrops, Barbed:** Unlike standard caltrops, the spikes on these sport metal barbs. The welds of the hooks are deliberately weak, so they break off and embed themselves in the feet when stepped upon. Those who take damage from the caltrops suffer a -1 penalty to initiative checks due to pain and take an additional hp of damage every three rounds from bloodletting until the barbs are loosed from their flesh. Removing the barbs requires one round and a successful DC 12 Dexterity check. An insidious variation involves coating the barbs with anticoagulant poison; the hit point loss continues even after the barbs are removed, unless first aid is applied with a successful Heal check or the appropriate magic is cast. Note that golems, the undead, and certain other creatures are impervious to this type of damage. A bag of barbed caltrops costs 5 gp and weighs 2 lbs.

**Collapsible Rod:** This is a thick, foot and a half long, steel rod that telescopes out to a total length of about six and a half feet. On the base is a switch that releases the internal spring and collapses the rod. At the point of the rod is a magnet useful for grabbing small metallic items. These rods were commonly used during the Twilight Wars to prod the sand in search of laid traps or devices.

**Corpse Rot Fungus:** A popular method of corpse disposal in regions where Caliban are common, this black mushroom effectively disposes of corpses and makes the flesh unpalatable to the cannibalistic creatures. The spores are sold at markets in paper envelopes, sought after by undertakers and unscrupulous types looking to quickly get rid of a body. When this packet is emptied onto the corpse of a medium sized or smaller creature the fungus immediately begins to grow and within an hour a small patch of squat mushrooms appear. If left overnight the



entire body, save for bleached white bone, will be gone. With a DC17 Craft (Alchemy) or Survival check the spores can be harvested to be used on another corpse.

**Dowsing Rod:** A Y-shaped stick usually made from wood or metal a dowsing rod is a tool used by someone to aid in finding water sources. A dowsing rod provides a +1 circumstance bonus to Survival checks to locate sources of water. Masterwork versions are more accurate in finding water and provide a +2 circumstance bonus. These items are often found in the Dominion and sold by the Gevet where the need to find drinkable water is great. The Gevet also manufacture a special version of the dowsing rod that misdirects users and leads them deeper in the desert to perish of thirst. This version imposes a -2 penalty to Survival checks to locate sources of water. A DC15 Knowledge (nature) check can be made after the first hour of using the rod to determine that it is the cursed version of the rod. The Gevet reserve these particular rods for sale to those who were rude or wronged them in some way.

**Enuka Appeasement Bag:** Each of these simple cloth bags contain an assortment of dried salted fish, cured meats, alcohol-laced candies, and the like—all chosen for their special appeal to Euka appetites. Even the colors of the bag, wrappings, and drawstring are those pleasing to that race. Each of these “treat bags” contains enough to help placate 2-5 (1d4+1) adult Euka, providing a one-time, +2 circumstance bonus to Diplomacy checks when dealing with members of the savage race (in non-combat situations only). Appeasement Bags are common among human communities that border Euka territories, to aid in negotiating hunting rights and trade. The price and weight are listed for five appeasement bags.

**Five Copper Novels:** Popular all over civilized lands the invention of the printing press has allowed the popular fiction industry to flourish. Among the most popular of items to come out of this are the five copper novels, a cheap story usually no more than seventy to a hundred pages long that are usually filled with stories about the exploits of adventurers and great soldiers both real and imagined. Cheap to produce and usually only good for one or two mindlessly entertaining reads adventurers and commoners alike often find that the cheap pulpy paper makes for excellent kindling or toilet paper. Titles include popular action titles such as Tales of the Miraculous, The Northward Conqueror, and The Renegade Janissary to cheesy romance novels like The Conquest of Princess Marthala, The Imperial Scandal and The Saucy P’tan.

**Fold-up Badge:** A simple leather folder used to keep identification or badges it is sometimes used by janissaries or other government officials to keep their documents safe and hidden while being available for quick presentation when called for. Water proof and difficult to burn a fold up badge is a boon to any official who requires his identification remain secret. The badge can be presented from a characters pocket or belt pouch as a move action. A fold up badge grants a +2 circumstance bonus to Sleight of Hand checks to hide the badge. While hidden in this



way the badge requires a full round action to unfold and present.

**Forged Papers:** Illegal to obtain in nearly every nation in the Imperial Alliance there is still a healthy underground market that deals in counterfeit identification papers and licenses. A standard forged paper or license requires a Linguistics check of 15 to identify the paper as a forgery. A masterwork version can be recognized as a forgery with a Linguistics check of DC25. A forged paper can only be made for one organization or nation at a time.

**Golem Bane Grenade:** The Dominion’s answer to the welding rod, the golem bane grenade looks like a tin can filled with a mixture of aluminum powder and common rust. At the center of this can is an alchemist fire core that burns with extreme heat igniting the entire substance and causing an immensely hot but localized reaction. When the fuse is pulled a timing mechanism allows the user 1 round to place or toss the grenade before it goes off. It ignites in a flash of sparks and extreme heat that melts through all but the toughest of metals and destroys nearly any object that touches it. The grenade deals 6d6 fire damage to any object in its square per round for 5 rounds. This damage ignores hardness and ignites any combustible materials in the square. A creature can make a DC15 Reflex save for half damage. A successful save also negates any further continuous damage.

**Hacksaw:** This item consists of an iron bar curved into a bow shape with a thin flexible saw blade attached between the ends, providing a cutting surface two to three feet in length. The saw can be used to cut through thick branches, wooden logs, or any similar shaped object not made of hard metals such as iron or steel. Using a hacksaw takes about a minute per inch of material to cut through.

**Hacksaw, Adamantine:** Similar in design to a normal hacksaw, this one features an adamantine blade allowing it to saw through hard metals such as steel, iron, and even mithral. Using it this way takes five minutes per inch of such material.

**Ice Skates:** Ice skating is a popular pastime in the Caneus Empire, where grand competitions are held during



the winter on frozen lakes or ponds in various sports, including racing, ice dancing, and a unique contact sport where players on opposing teams attempt to hurl a heavy leather ball into an opposing teams goal. Ice skates allow a wearer with at least 1 rank in Acrobatics or Perform (dance) to move across ice at their normal speed. In addition Acrobatics and Perform (dance) can be used on ice without penalty while wearing the skates.

**Imperial Guides:** Updated yearly, these volumes are valued for their unbiased facts on a variety of subjects and printed by the Imperial Alliance as part of an ongoing program to educate people. Each book is written toward a particular Knowledge, Craft, or Profession score. While using that skill a character gains a +1 circumstance bonus on the check if they refer to the book.

**Investigator's Kit:** This contains a variety of lenses, brushes, and tools designed to help you get the most information out of a crime scene. You can brush for particles, use alchemical swabs to identify unusual liquids, or make rubbings of seemingly significant inscriptions or marks. An investigator's kit is used in conjunction with Perception checks; it provides a +2 circumstance bonus when examining the scene and may allow you to obtain information that you couldn't discover with the naked eye. However, using the kit increases the amount of time required for the check by a factor of five. An investigator's kit is designed to help you discover unusual or abnormal facts that are indicated by a crime scene. It will not help for other applications of Perception checks, such as a rogue looking for traps.

**Iron Boot:** The iron boot is a device that aides warriors who have lost a leg in battle. An iron boot is a segmented steel or iron boot stuffed with straw or thick cotton and strapped to the stump by sturdy leather straps. With some practice a character wearing this device can move at their normal speed minus 5ft. to a minimum of a 5ft. movement speed.

**Iron Hand:** Developed by a Canean armorer to replace the hand of a general who lost it in an unfortunate accident. This device is a simple locking gauntlet lined with soft leather and filled with sand and attached it to the stump with sturdy leather straps and buckles. This allows a character to wield a weapon in the gauntlet without penalty as long as it's locked. Basic iron hands take a full round action that provokes an attack of opportunity to lock a weapon, shield, or similar item in place and are useless for all but wielding a weapon or holding an object. Masterwork versions of this item are elaborate devices that allow some basic manipulation with flexing of the arm muscles allowing the character to do basic tasks such as grasping objects or opening doors but nothing that requires delicate touch or fine manipulation such as using the disable device skill. Characters using either version takes a -1 penalty to attack rolls and Dex based skill checks whenever using two hands. This item otherwise functions as a normal locked gauntlet.

**Iron Restraints:** Effectively a pair of locked restraints, this object is designed to immobilize the wearer's fingers and hands. A thick leather strap binds it tightly around the wearer's wrists. While it's attached, the wearer cannot use his hands to perform skills, hold objects, or cast spells that have somatic components. It's very difficult to wriggle free of a pair of iron hands, requiring an Escape Artist check (DC 35). However, a Strength check (DC 23) can burst the wrist bond. Iron restraints have a Hardness of 10 and 7 hit points. They are commonly found in the Dominion due to their high concentration of sorcerers and wizards. However other nations also make use of them, often when dealing with Cordelian prisoners, just as a precaution.

**Leather Gag:** A gag is designed to prevent a person from speaking. Someone who has been gagged cannot cast spells requiring verbal components. A leather gag is held in place with multiple straps and is very difficult to work loose; working free of the gag requires an Escape Artist check (DC 30). The DC assumes that the wearer of the gag is also otherwise restrained; removing a gag with two free hands is easily done as a standard action.

**Line Crawler:** This device consists of a two foot long handle shaped like an S. In the middle of the handle are set of gears that can be opened and clamped onto a rope or cord. This is then attached to a leather harness, when worn and attached to a length of rope the line crawler allows a character to climb a length of unknotted rope in relative safety. With a twist of the handle the gears are set to free movement allowing the device to be used to slide down horizontally placed ropes with speed. A line crawler provides a +2 circumstance bonus to Climb checks on rope. When used with a climber's kit the line crawler provides an additional +1 circumstance bonus that stacks with the bonus provided by the kit for a total of a +3.

**Luminescent Chalk:** Used to mark trails on stone surfaces, luminescent chalk is used by adventurers when exploring dungeons, ancient ruins, and caverns of the underworld. The chalk is not easily washed away and the glow can be seen from up to ten feet even in total darkness. Other creatures may be attracted by the luminescence and can, of course, use the markings to track those who made them.

**Mother's Milk:** Originally discovered by the Euka as an alternative food source, this is a refined and much more potent version created by skilled alchemists. Mother's milk is a concentrated blend of medicines and herbs, mixed with the nutritious sap from a tree common to the jungles of Bal. One dose of mother's milk will provide sufficient nutrition for a day of activity. It does not spoil, and thus makes an excellent source of nourishment for long journeys. It is often used to feed prisoners who must be kept gagged at all times; a wineskin with a narrow spigot is used to squeeze the liquid past the gag. An injured character on a diet of mother's milk recovers an additional hit point each day, above the usual healing rate. A dose of mother's milk can be created with a successful Craft (alchemy) check against a DC 20.





**Scent Bane:** This vial contains strong smelling perfumes, peppermints, aniseed oil and noxious but weak hallucinogens. When rubbed on the skin or broken in an area it ruins the scent trail of any creature or creatures present, adding a +5 to the DC of Survival checks made to track by scent any creatures coated in the substance. It can also be used offensively. Creatures with the scent ability that are hit by a vial of scent bane are nauseated for 1d4 rounds and unable to use their scent ability for one hour or until the scent bane is washed off. A DC 14 Fortitude save negates the nauseating effect. Masterwork versions of scent bane make it impossible for creatures to be tracked by scent and increase the DC of the Fortitude save by 2.

**Snorkeling Gear:** This is a watertight full face mask fitted with a mouthpiece consisting of a 3' long curved breathing tube made of bone, ceramic, or hollowed out reed; an attached sump at the end of the tube collects water that may spill over the open end of the tube, preventing a user from sucking in water instead of air. Goggles with tempered glass lenses are worn in conjunction with the mask. Used properly, the gear allows a wearer to breathe normally when submerged in shallow water and reduces by half the normal penalties to sight imposed by being underwater.

**Snow Skis:** Another Canean invention, snow skis are long thin wooden planks about a foot wide made of ash or pine that are sanded smooth on the bottom and strapped to the feet. Operating similar to snow shoes, snow skis allow a character using them to walk across the top of snow. While moving downhill the snow skis double a characters normal land speed. The snow skis are however awkward to fight in and cause a -2 penalty to attack rolls

and acrobatics checks to move through threatened squares while worn.

**Spyglass, Masterwork:** These portable, hand-held telescopes are constructed of three interconnected tubes, each larger in diameter than the preceding one. They are slightly over three feet long when fully extended, but can be collapsed to a one foot length when not in use, so as to be more easily stored. The expertly crafted array of mirrors inside a spyglass magnifies distant images ten times over, granting users greatly increased range of vision. Users suffer a -1 penalty for every 100 feet on checks to notice distant objects.

**Sounding Rock:** These rocks are useful for determining distances and depths in the dark. When thrown or dropped, a sounding rock shatters, sending out a slow, pulsing echo that travels 20 ft. per second, up to a distance of 100 ft., before it fades away.

**Steam Grapple:** Named for the loud hissing noise it makes rather than the mechanism that powers it the steam grapple is a device similar in shape and design to a crossbow. It has a heavy brass tank with a pumping mechanism underneath the barrel of it. With a pull of the trigger pressurized air is released from the tank into the device hurling a small steel harpoon a distance of up to 50 feet and attaching firmly into stone or wooden surfaces. While attached in this manner the thin cord the harpoon is attached to and spooled from a wheel located on the side of the device can be climbed like an unknotted rope. After use it takes ten minutes of spooling the cord back up and operating the pump on the device to pressurize enough air





to be used again. The cord can support a single medium creature without breaking.

**Sunscreen:** This lotion can be made from several substances, though the most common ingredient is skin secretions from hippopotami. It provides the wearer with protection from the harsh Exodus sun in areas like Cordel. Sunscreen provides a character with a +2 resistance bonus to Fortitude saving throws against heat exhaustion. The saving throw bonus lasts for 24 hours, but immediately ends if the wearer is immersed in water or other liquid substance.

**Sure-grip Paste:** This brown tarry paste is sold in small vials with enough substance to cover a pair of gloves or the bottom of a pair of boots. It takes a minute to carefully rub the substance onto a pair of gloves or boots and another full minute to dry. When dry, the paste hardens into a slightly sticky, rubbery substance that improves the grip of the item it is placed on. If placed on gloves they allow a firm grip on whatever is being held granting the character a +1 circumstance bonus on climb checks and CMD for maintaining grapples. When rubbed on boots, the paste ensures a strong footing even on smooth, wet surfaces. Sure-grip paste applied to boots provides a +1 circumstance bonus to Acrobatics checks to balance on slick surfaces and on Climb checks to climb sheer walls. In addition, it provides a +1 to CMD vs. disarm maneuvers against weapons held with sure-grip paste. The substance remains active for one hour before it dries completely into a powdery gray dust. While the substance can work on bare skin, it is awkward and difficult to use, imposing a -2 penalty on all Dexterity-based skill checks while active.

**Tindertwigs, Waterproof:** Common tindertwigs coated in beeswax or paraffin, these will light even when wet or exposed to rain. The price and weight given for the item are for a pack of 20 waterproof tindertwigs and a steel striking plate to ignite them.

**Torturer's Toolkit:** This is an unpleasant collection of sharp objects, acids, thumbscrews, and other devices designed to maximize pain and suffering. If you have

this at hand, you receive a +2 circumstance bonus to any Intimidate check made while torturing an opponent. It is useful in psychological torture as well as physical torture, as the visible threat of the tools is often as disturbing as the pain they can cause.

**Treatise:** A treatise is a written explanation of a particular disease and its proper treatment. Writing a treatise requires extended research and experimentation. Using Craft (Alchemy) or Heal skill, the DC of writing a treatise equals the DC of the subject disease itself. When a doctor is treating a patient suffering from a treatise's subject disease, having a doctor who follows the treatise's instructions gives the patient a +4 circumstance bonus to any saving throws against the disease. More importantly, while the proper treatment is administered, the patient heals one extra point of ability damage per day and the patient is limited to bed rest only. Because medical alchemy is not an exact science, however, a treatise must be consulted prior to the treatment of every patient. Consulting a treatise successfully is a DC 15 Heal check.

**Truth Serum:** There are a variety of concoctions that can help a torturer wrest information from his victim. Some dull the mind, making it more difficult for the victim to resist the badgering of the inquisitor. Others enhance the pain experienced by the victim, encouraging him to speak in order to end his suffering. In either case, this serum will add a +2 circumstance bonus to any Intimidate checks made while torturing the victim.

**Welding Rod:** This long aluminum rod has a sandy blue bulb on the end. When struck the bulb ignites into a searing white hot flame that can melt iron and steel. It burns for one minute before the alchemical reagents are completely burnt and the rod becomes useless. If struck in an area of complete darkness the sudden flash blinds anyone within ten feet of the rod for 1d4 rounds unless they make a DC14 Reflex save. The rod can also be used to burn enemies while lit up. Using it in this way is a touch attack that deals 1d6 points of fire damage and catches the target on fire unless they make a DC15 Reflex save. A welding rod gives off light like a torch.

## POISONS

**Anticoagulant:** Refined from the saliva of giant leeches, this clear, thick oil prevents wounds from clotting. It is often applied to barbed caltrops to heighten their effectiveness.

**Type** poison, injury; **Save** Fortitude DC 20  
**Onset – Frequency** 1/round for 6 rounds  
**Effect** 1 bleed; **Cure** 3 saves

**Barbarian's Wrath:** This blue-colored liquid is the result of combining a barbarian's blood with the saliva of a rare water reptile found exclusively in large rivers in the Wyldlands of Bal.

**Type** poison, injury; **Save** Fortitude DC 18  
**Onset – Frequency** 1/round for 6 rounds



POISONS	TYPE	FORT DC	ONSET	FREQUENCY	EFFECT	CURE	COST
Anticoagulant	injury	20	—	1/rd for 6 rds.	1 bleed	3 saves	500gp
Barbarian's Wrath	injury	18	—	1/rd. for 6 rds.	1d2 Wis, Confused	1 save	2500 gp
Bitter Tea	ingested	19	10 min.	1/min. for 6 min.	1d2 Con	2 saves	1,400 gp
Black Venom	ingested	19	1 min.	1/rd. for 6 rds.	1d3 Str, see text	—	5,500 gp
Brutal Sting	injury	18	—	1/rd. for 3 rds.	2 Con	1 save	300 gp
Crystal Lung	inhaled	18	—	1/rd. for 6 rds.	1d3 Con, Sickened for 1 rd.	1 save	1,600 gp
Dalrean Rust	disease, contact, inhaled	17	1 day	1/day	1d3 Con, 1 Cha, fatigued, see text	2 saves	—
Dark Eye	ingested	23	10 min.	1/rd. for 2 rds.	3d4 Con and dazzled for 1 min./3d4 Str	1 Save	5,400 gp
Dark Rot	contact	15	15 min.	1/rd. for 4 rds.	1d4 Str	2 saves	1,000 gp
Dragon Weed	injury	27	—	1/rd. for 6 rds.	1d4 Con and 1 Str	1 save	3,300 gp
Hellstrike's Kiss	contact	20	5 min.	1/min for 10 min.	1d6 Con	2 saves	4,500 gp
Hell's Fury	injury	24	—	1/rd. for 3 rds.	1 Con drain / 1d4 Con	1 save	5,000 gp

**Effect** 1d2 Wis damage, target suffers from confused condition; **Cure** 1 save

**Bitter Tea:** Manufactured from a weed when studied looks similar to tea leaves, Bitter Tea is used most often in the homes of royalty and noblemen in the Caneus Empire and the Reis Confederacy. The poison cannot normally be detected since it appears, smells, and tastes just like normal tea.

**Type** poison, ingested; **Save** Fortitude DC 19

**Onset** 10 minutes **Frequency** 1/minute for 6 minutes

**Effect** 1d2 Con damage; **Cure** 1 save

**Black Venom:** A syrupy, potion-like substance manufactured by the First Ones, Black Venom is sold to evil surface dwellers for extremely high amounts. The poison is made from water cursed by a First One cleric that is then brought to a boil at which point the severed head of an enemy is added. The head is left to boil in this water and, as the skin slowly separates from the skull, the cleric curses the water yet again. Once the water has boiled until there is almost nothing left the resulting mix is drained and the skull and flesh discarded (or used in some other dark ritual). This poison is especially insidious because of its

cursed aspect. In order to affect black venom with magic (e.g. neutralize poison) the caster must make a caster level check to beat the DC of the poison, otherwise the spell fails.

**Type** poison, ingested; **Save** Fortitude DC 19

**Onset** 1 minute **Frequency** 1/minute for 4 minutes,

**Effect** 1d4 Str damage, creatures reduced to 0 Strength suffocate; **Cure** 2 saves

**Brutal Sting:** This paste-like poison is created from the secretions of a rare insect that is found only along the banks of the large river to the south of Mureath. The poison is made by crushing a dozen thorny weeds into a small container and then mixing in the previously mentioned insect secretions. The resulting mixture is then used to coat slashing or piercing weapons.

**Type** poison, injury; **Save** Fortitude DC 18

**Onset** -- **Frequency** 1/round for 3 rounds

**Effect** 2 Con damage; **Cure** 1 save

**Crystal Lung:** This fine, powdery poison is made by grinding a valuable crystal (100 gp or more in value) to a fine dust. The dust is then soaked in demon's blood for one month then removed and let to dry in the summer sun



NAME	TYPE	FORT DC	ONSET	FREQUENCY	EFFECT	CURE	COST
Kayne's Blood	contact, ingested, inhaled	20	1 min.	1/rd. for 6 rds.	1d6 Dex / 1 Dex, 1 Con & staggered	2 saves	3,500 gp
Khayne's Breath	inhaled	22	—	1/rd. for 6 rds.	1d4 Con, blinded	1 save	2,500 gp
Medusa's Hair	injury	21	1 min.	1/min. for 6 min.	2d8 hp / 1d3 Dex	1 save	3,000 gp
Minotaur's Blood	ingested, injury	20	—	1/rd. for 6 rds. (injury) or 1/min. for 10 min. (ingested)	1d4 Con	1 save (injury), 2 saves (ingested)	3,200 gp
Plague of the Ancients	contact	21	—	1/day	1 Con drain	—	4,500 gp
Shadow Sickness	contact	25	—	1/rd. for 4 rds.	1 Str drain, 1 Con drain	1 save	3,500 gp
Skull's Breath	contact	15	1 minute	1/rd. for 12 rds.	1 hp	3 saves	1,200 gp
Slowburn	contact	18	—	1/minute for 4 minutes	1d4 hp	—	800 gp
Spirit Touch	inhaled	25	—	1/rd. for 4 rds.	3d6 hp / 1 Cha drain	1 save	1,950 gp
Taste of the Dagger	injury	16	—	1/rd. for 3 rds.	1 Con	1 save	475 gp
Twisted Root	ingested	22	10 min.	1/min. for 6 min.	1d4 Con	1 save	1,200 gp

for 10 days with the Crystal Lung completed and ready for use.

**Type** poison, inhaled; **Save** Fortitude DC 18

**Onset** — **Frequency** 1/round for 6 rounds

**Effect** 1d3 Con damage and sickened for 1 round; **Cure** 1 save

**Dalrean Rust:** This fungal infection only affects Dalreans. Once the incubation period is over, the infected develops yellow-brown spots on the skin, which grow and spread as the disease progresses. It can spread swiftly through a patch if not contained. While not a poison, this disease can be weaponized by gathering spores and coating surfaces and objects or releasing them in the air upwind of targets in order to infect them.

**Type** disease, contact, inhaled; **Save** Fortitude DC 17

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d3 Con and 1 Cha damage, target must make a second fort save or 1 point of Con and Cha damage is drain instead, target is fatigued; **Cure** 2 consecutive saves

**Dark Eye:** Dark Eye is a rare poison of a purple-colored liquid made from the boiled fat of a doppelganger, and has the scent and odor of wildflowers. The poison strikes the victim hard, draining first the life energy of the target and

then physically weakening the target. Victims of its effects suffer extreme dilation of the eyes, thus its name.

**Type** poison, ingested; **Save** Fortitude DC 23

**Onset** 10 minutes **Frequency** 1/round for 2 rounds

**Initial Effect** 3d4 Con damage plus dazzled for 1 minute; **Secondary Effect** 3d4 Strength **Cure** 1 save

**Dark Rot:** This poison is a coarse, sandy material that is dark brown in color and is easily mistaken for common dirt. The Dark Rot poison is only found beneath the coffin of an evil man and must be dug up under the noon sun if it is to be potent. The dirt, removed from the grave at any time other than that, is harmless.

**Type** poison, contact; **Save** Fortitude DC 15

**Onset** 15 minutes **Frequency** 1/round for 4 rounds

**Effect** 1d4 Str damage; **Cure** 2 consecutive saves

**Dragon Weed:** This is the root of a plant that grows in the northeastern forests of Gavea. The root, when crushed and mixed with just a few drops of water, forms a paste-like substance that can be lethal when it gets into a wound. The smell of Dragon Weed is strong and overpowering and often likened to the stench emitted by a tribe of calibans.

**Type** poison, injury; **Save** Fortitude DC 27

**Onset** — **Frequency** 1/round for 6 rounds



**Effect** 1d4 Con damage and 1 Str damage; **Cure** 1 save

**Hellstrike's Kiss:** The bright crimson paste is made from the ground teeth of a slain demon that must be mixed with the blood of a second slain demon. Both demons must have been slain no more than three days before creating the poison or else it will not function.

**Type** poison, contact; **Save** Fortitude DC 20

**Onset** 5 minutes **Frequency** 1/minute for 10 minutes

**Effect** 1d6 Con damage; **Cure** 1 save

**Hell's Fury:** When a demon dies, its body frequently bursts into flame and is returned from whence it came. The ash left, when mixed with the crushed eye of an evil sorcerer and the blood of an assassin, becomes a thick, deadly liquid. Hell's Fury is thick enough to be used to coat weapons.

**Type** poison, injury; **Save** Fortitude DC 24

**Onset** — **Frequency** 1/round for 3 rounds

Initial **Effect** 1d4 Con damage; Secondary **Effect** death;

**Cure** 1 save

**Khayne's Blood:** This crimson fluid is composed of several noxious ingredients, some of evil extraplanar origins. It acts swiftly, causing horrible pain and spasms. It is especially insidious as it can be inflicted upon victims in numerous ways.

**Type** poison, contact, ingested, or injury; **Save** Fortitude DC 20

**Onset** 1 minute; **Frequency** 1/round for 6 rounds

Initial **Effect** 1d6 Dex; Secondary **Effects** 1 Dex, 1 Con, and staggered; **Cure** 2 saves

**Khayne's Breath:** This poison is a gray, extremely fine dust that is harvested from the seed of the uncommon weed that grows naturally in most mountainous regions of Nas. The seed is pulverized and, when dried in the sun it becomes a potent poison that causes blindness and weakness when inhaled.

**Type** poison, inhaled; **Save** Fortitude DC 22

**Onset** — ; **Frequency** 1/round for 6 rounds

**Effect** 1d4 Con damage and blinded for 1 round; **Cure** 1 save

**Medusa's Hair:** This thick, muddy poison is made from the ground head of a slain medusa. The poison can only be created if the snake hair, skull, eyes and all other parts of the creature's head are available to the poisoner.

**Type** poison, injury; **Save** Fortitude DC 21

**Onset** 1 minute; **Frequency** 1/minute for 6 minutes

Initial **Effect** 2d8 hit point damage; Secondary **Effect** 1d3 Dex damage; **Cure** 1 save

**Minotaur's Blood:** This is a dark, thick red liquid that is created from the blood of a minotaur mixed with cyanide and ground bone fragments from any magical creature. The poison may be delivered through injury or ingestion.

**Type** poison, ingested; **Save** Fortitude DC



**Onset** — (10 minutes, ingested) **Frequency** 1/round for 6 rounds (injury) or 1/minute for 10 minutes (ingested)

**Effect** 1d4 Con; **Cure** 1 save (injury), or 2 saves (ingested)

**Plague of the Ancients (Tears of the First Ones):**

Named for its First Ones creators, this poison is an orange powder that smells like burning skin. It acts as a contact poison, dying the victim's skin orange where touched. The coloring spreads over the victim's entire body and, within a day, open sores start forming on every inch of the victim's skin. Only magical healing can stop the effects of this poison. If the victim is not cured he becomes contagious, spreading the sickness to any he touches. Each day after the first the victim loses 1 point of Constitution until he is healed or dies.

**Type** poison, contact; **Save** Fortitude DC 21

**Onset** — **Frequency** 1/day

**Effect** 1 Con drain; **Cure** —

**Shadow Sickness:** When mixed within a sphere of magical darkness or shadow, the common ingredients of this poison become a deadly toxin. On administration the dust-like, black powder drains the life energy of the victim.

**Type** poison, contact; **Save** Fortitude DC 25

**Onset** — **Frequency** 1/round for 4 rounds

**Effect** 1 Str drain and 1 Con drain; **Cure** 1 save

**Skull's Breath:** This poison is a whitish powder ground from the skull on an animated skeleton. The skull must be ground down within five minutes of the skeleton's destruction. The resulting powder can then be used to coat the victim's skin. On contact the skin of the victim begins to burn and itch but it is only after a minute of time has passed that the poison's real damage comes into play; the victim's skin begins to decompose at the area of contact. The damage caused by the necrotizing of the flesh can only be healed through magical healing.

**Type** poison, contact; **Save** Fortitude DC 15



SPECIAL SUBSTANCES	COST	WEIGHT
Alchemical Charge	200gp	4lbs.
Allure Musk	250gp	-
Aqua Vitae	5 sp per dose	-
Bladesharp	30gp	2lbs.
Blood glow	25gp	1lb.
Coating Flame	25gp	1lb.
Cavian Pickle	40gp	-
Dalrean Quickmoss	175gp	-
Darkfire Orb	40gp	1lb.
Dire Coffee	25gp	1lb.
Dire Ginkgo Biloba	40gp	½ lb.
Dire Ginseng	35gp	½ lb.
Fire Quenching Spores	70 gp	-/2lbs
Flash Sphere, Large	75gp	2lbs.
Flash Sphere, Small	50gp	1lb.
Folios of the First Ones	800gp	2 lbs
Gelform Acid	15gp	1lb.
Ghost Candle	50gp	1/2 lb.
Graveyard Beetle Grenade	1800gp	3lbs
Memory Ink	5gp	1/2lb.
Mold Spores	75gp	1/4 lb.
Numb Root	25gp	1lb.
Rage Flour Biscuit	65gp	-
Red Tar	3sp	1/2lb.
Rustbane	100gp	-
Stink Pellet	20gp	2lbs.
Stronglock	50gp	-
Sun Crystal	30gp	1lb.

**Onset** 1 minute **Frequency** 1/round for 12 rounds  
**Effect** 1 hp; **Cure** 3 saves

**Slow Burn (Coldacid):** Slow burn is a paste crafted from a dozen rare weeds that grow in the arctic wasteland of Nas. When it comes in contact with flesh it instantly begins dissolving the skin (initial damage takes place immediately) and keeps burning for a few minutes (1d4 minutes) constantly damaging the victim.

**Type** poison, contact; **Save** Fortitude DC 18  
**Onset** — **Frequency** 1/minute for 4 minutes  
**Effect** 1d4 hp; **Cure** —

**Spirit Touch:** This gray ooze is created from the ectoplasmic secretions of a ghost or other supernatural creature. The ectoplasm must be mixed with unholy water and cursed by an evil priest. The resulting concoction is kept tightly sealed as it activates on contact with air, vaporizing into a deadly luminescent gas. Initial damage takes place two rounds after delivery and is identical to the Ghost template ability, Corrupting Touch. Secondary

damage, taking place five rounds after initial damage, is one negative level.

**Type** poison, contact; **Save** Fortitude DC 25  
**Onset** — **Frequency** 1/round for 4 rounds  
Initial **Effect** 3d6 damage; Secondary **Effect** 1 Cha drain; **Cure** 1 save

**Taste of the Dagger:** This thick, liquid poison is used by assassins and murderers to coat bladed weapons. The poison is brown in color and has the odor of wet dog. Taste of the Dagger is made from a mixture of the juices of a dead man's eyes and the blood of the person crafting the poison.

**Type** poison, injury; **Save** Fortitude DC 16  
**Onset** —; **Frequency** 1/round for 3 rounds  
**Effect** 1 Con; **Cure** 1 save

**Twisted Root:** This is the root of a small tree that grows along the coast of Gavea, often on a cliffside. The root is chopped into fine twigs which are then boiled to create a thin soup or weak "tea." This mixture, when ingested, creates mild stomach discomfort in the victim which then slowly turns to great physical pain.

**Type** poison, ingested; **Save** Fortitude DC 22  
**Onset** 10 minutes **Frequency** 1/minute for 6 minutes  
**Effect** 1d4 Con damage; **Cure** 1 **Save** 1,200 gp

## SPECIAL SUBSTANCES AND ITEMS:

**Alchemical Charge:** Invented during the Twilight Wars and perfected in recent year's alchemical charges are cylinders of green alchemical putty wrapped around a core of grayish putty that acts as a catalyst. While the explosion is too small to be of much use in combat Arman soldiers used them in urban warfare to breach open locked doors and gates. When the cylinder is worked into a sphere and mashed against the lock or hinges of a door the material can be detonated by contact with a strong acid. The resulting explosion causes 5d6 points of fire damage to the door and lock, bypassing hardness. The force of the explosion acts as an attempt to break open the door, using the damage done as a bonus to the d20 roll. If this roll succeeds the door is breached and can be entered normally but the lock is forever destroyed. Any creature standing in or adjacent to a square where the sphere is detonated takes 1d6 fire damage. A Reflex save DC15 negates this damage. Protectorate soldiers often carry flasks of acid to throw or employ a caster with the acid splash spell to detonate the alchemical charge from a safe distance.

**Allure Musk:** Created by the finest perfumers from the glands of pungent beasts during their mating seasons, the application of allure musk (one small vial) grants the wearer +2 circumstance bonus on Diplomacy or Performance checks in instances where sex appeal might come into play. However, any failed roll has a 10% chance of provoking sexual advances from a target, whether



desired or otherwise. This can range from excessive flirting and pestering to attempted assault, depending on the individual's alignment and mentality (Int and Wis traits). The odds of this happening are doubled when dealing with Euka or Calisans. Cyneans, Dalreans, and Sasori are immune, as are other non-mammalian humanoids, outsiders, and the undead. An application lasts for one hour unless washed off (30 minutes of heavy run, 10 minute full immersion in water) or obscured by other scents, such as smoke, incense, or even grime and sweat from heavy exertions.

**Aqua Vitae:** Legend has it that Dominion alchemists first invented distilled spirits. This expanded over time with the creation of liquor and brandy is a well-guarded secret and such potent drinks are rare delicacies or addictions of the nobility. The aqua vitae is a special, fruity brandy renowned for its use as a convalescent and sedative. Making it requires a Craft (alchemy) check DC 20, which creates 50 doses of the liquid. Administering one dose to a patient gives a +4 alchemical bonus to one Heal check made for first aid, treat wound, or treat poison on that patient. However, a patient drinking a single dose must make a Fortitude save (DC 15) or suffer the effects of the sickened condition for one hour due to intoxication. Using aqua vitae to treat disease or for long term care requires administering a number of doses equal to 10 + patient's Constitution modifier per day. When using aqua vitae to augment long-term care, the patient heals one extra hp per day. When using aqua vitae to augment the long term treatment of disease, you earn a +4 alchemical bonus to each Heal roll, but the patient suffers the sickened condition for the duration.

**Bladesharp:** Originating in Ablis, this fragile, chalk-like, blood red stone is made from compressed ground rock, glass, and ash. A slashing or piercing weapon sharpened for one hour on a bladesharp has a +2 bonus to the confirmation roll of the next critical threat rolled. A bladesharp stone can be used once before it crumbles into useless dust.

**Blood glow:** This pasty purple substance has found use in recent years by inquisitors and janissaries investigating disappearances and brutal murders. Typically kept in vials that carry enough paste to be spread over a five foot area it glows faintly in the presence of blood. It is so sensitive that it shows blood splatters and dried blood for up to 30 days, even if the area has been thoroughly cleaned. Freshly cleaned blood is a DC 10 Perception check to be seen if subjected to blood glow. Blood treated with blood glow after more than 24 hours have passed requires a DC 20 Perception check to spot.

**Cavian Pickle:** This is a pungent, briny, blue-veined, white fungus about the size of a hen's egg. Harvested and pickled in specially manufactured brine by the cavian, this pickle is a great boon to psychics and characters that rely on psionic powers. Consuming this pickle grants a +2 competence bonus to concentration checks to regain psionic focus for one hour. However, such food is unsuitable for non-cavians, and any such creature that

consumes cavian pickles must make a Fortitude save (DC 15) or be sickened for 1 hour. A character can only gain the benefits of cavian pickles once in a 24 hour period.





**Coating Flame:** A two-part formula, this thicker and more stable version of alchemist's fire was created to be poured upon a weapon, coating it in flame for a short period of time. Coating a weapon in this substance requires a move action and provokes an attack of opportunity. One round after it is applied; the oil bursts into flame, allowing the weapon to deal an additional 1d4 points of fire damage per successful hit for 1d6 rounds. If used as a splash weapon, it follows all the rules for alchemist's fire, except that it ignites the round after it strikes its target.

**Dalrean Quickmoss:** Dalrean Quickmoss is cultivated in the Burrowed Lands near the Abaddon River and in the caverns below the Troll Wastes. Only useful to Dalreans, this symbiote, when eaten, spreads throughout the body, giving the dalrean's outer skin a mottled, blue-green appearance. So long as it is present, it saps one hp of vitality from the host, as nutrients are diverted to the Quickmoss. Once per day, the Dalrean host can act as if hasted, drawing on energy reserves held by the symbiote. This lasts for a number of rounds equal to the host's Con bonus (minimum 1 round, maximum 5 rounds). Afterwards the host is exhausted for twice as many rounds. The quickmoss can survive for up to 1d8+2 days in the host's body. Quickmoss is susceptible to cold, dying if its host endures six hours exposure to cold weather, one hour of extreme cold, or after any attack which causes more than 5 hp of cold damage to the host.

**Darkfire Orb:** Creations of the First Ones, Darkfire orbs are four inches in diameter and have been diluted with nonflammable mineral powder to give them a burn time of one hour. The orbs can be placed in lanterns, wall sconces, or other nonflammable receptacles. They give off a feeble, purplish light in a 10 foot radius. However, the radiations they give off increase darkvision by a range of 30 feet. In addition, creatures with darkvision gain a +2 bonus on Perception checks when a darkfire orb is burning nearby (within 30 feet). Darkfire orbs can be extinguished and re-lit multiple times, and they are frequently used as cooking fires for dark-dwelling races.

**Dire Coffee:** Made from a specially bred fruit only found in the Reis Confederacy this amusingly named drink is famed for its energy-giving properties and monumental crash. When a flask of dire coffee is drunk it provides the imbiber with a +4 circumstance bonus to saves against sleep effects and effects that cause fatigue or exhaustion for the next four hours. After the four hours elapse, the sudden crash causes the imbiber to become exhausted.

**Dire Ginkgo Biloba:** This potent tea is harvested from ancient trees that grow on the northwestern shore of Gavea. Legend says that they were planted there centuries ago by visitors from the fabled Islands of Silk and Iron. Whatever their origin, these highly prized leaves are brewed into a tea that enhances the memory. One dose provides a +4 competence bonus on all Knowledge checks for the next four hours. However, the tea causes dizziness and users suffer a -2 penalty to Dexterity based ability and skill checks while under its effects.

**Dire Ginseng Extract:** A far more potent breed of the common root, dire ginseng grows in the high hills of Gavea, just before the land rises into sheer mountain cliffs. The elixir prepared from this herb enhances resistance to environmental hazards such as extreme cold, heat, altitude (low oxygen), or harmful radiation, granting imbibers a +4 circumstance bonus against such effects for a period of four hours. However, users feel nervous and overstimulated, and suffer a -2 penalty against fear-based effects and on Wisdom and Charisma based skill checks.

**Fire-Quenching Spores:** A strain of brown mold bred by Prymidian botanists to be harmless to humanoids while retaining heat-suppressing properties. The spores are inert unless they are spread upon a heat source whose temperature is at least equal to that of a kindling fire; they then germinate, expanding to fill a 5' x 5' area, soaking up oxygen and thermal energy in the process. The spores reduce the damage caused by heat or flame in their presence—including magical effects—by 2d6. If the source deals 2d6 or less damage it is extinguished/ rendered inert. Each packet of spores is active for 1d3 rounds. Non-living material covered by the spores (such as a lantern or a weapon with the flaming property) is generally rendered useless—covered in a thick coating of mold—until cleaned. Removing the mold takes a full-round action.

The spores can also be used as an offensive weapon against elemental creatures of heat and flame, with each packet causing 1d4 points of damage. They are ineffective against beings which have fiery breath weapons, or otherwise merely wield flame. When used against fire-based targets, the spore packets are resolved as a grenade attack, only needing to hit within five feet of the target (AC 0). A spore grenade weighs two pounds, but otherwise the spores are contained in paper packets and have negligible weight.

*Note: the original brown mold is not native to the world of Neo-Exodus, but samples of the blight have been brought by alchemists, sages, and wizards hailing from other lands; they are traded for similarly exotic materials from fellow researchers in the esoteric sciences.*

**Firebane Parchment:** This durable "paper" is actually devil's skin that has been stretched and treated, and has fire resistance 5. Often created and sold in Gevet, important documents, scrolls, and religious scripture are frequently scribed on this parchment and wealthy wizards have spellbooks made from it.

**Flash Sphere, Large:** This large sphere is just like its smaller cousin, but it contains a larger quantity of flash powder. Treat this as a grenade-like weapon, with a range increment of 15 feet. A creature that suffers a direct hit must make a Fortitude save (DC 15) or be blinded for 1d6 rounds. All other creatures within 20 feet of the sphere's point of impact must make a Reflex save (DC 13) or be blinded for 1d4 rounds. Creatures with light vulnerability, such as the P'Tan, suffer a -4 to their save.



**Flash Sphere, Small:** This small sphere is filled with a gray powder. Treat this as a grenade-like weapon, which bursts in a flash of searing light. The sphere has a range increment of 20 feet. A creature that suffers a direct hit must make a Fortitude save (DC 12) or be blinded for 1d6 rounds. All other creatures within 10 feet of the sphere's point of impact must make a Reflex save (DC 10) or be blinded for 1d4 rounds. Creatures with light vulnerability, such as the P'Tan, suffer a -4 to their save.

**Folios of the First Ones:** There rare volumes contain lore from the last days of the First Ones' reign, perhaps only a century or so before they were brought low by the Kaga; each folio concerns itself with 1d4 specific bits of information from this age—a particular lost city, a forgotten spell, one legendary hero, or the like. Though true history is blended with folklore and myth, careful study of a folio will yield a onetime +2 circumstance bonus on Knowledge rolls pertaining to the specific subjects covered. The folios are extremely fragile; each has only 1 hp and is instantly destroyed by fire or wind based attacks.

**Gelform Acid:** You can throw a flask of this thick, gelled acid as a ranged touch attack with a range increment of 10 feet. The concoction deals 1d6 points of acid damage on the first round, then 1d3 points of damage on the second round, after which it neutralizes. Because gelform acid is sticky, it does no splash damage.

**Ghost Candle:** These red wax candles are typically made by the Sanguine Covenant in places where hauntings are common. Made from blessed wax and infused with holy water, the candle is particularly sensitive to the presence of the undead. When a candle is within 15ft of an undead creature or haunt the candles flame turns an eerie blue. The candle burns quickly, only having enough light to last an hour before burning out.

**Graveyard Beetle Grenade:** Created through the minor tinkering of bored necromancers, these rather grotesque trinkets prove useful weapons against the walking dead. They are delicately spun glass orbs packed with what appear to be particularly repugnant-looking beetles. The insects are dormant and still unless the orbs are shattered within five feet of a corporeal undead creature, whether intelligent or mindless; then the vermin are roused to attack the nearest such undead, burrowing under skin and consuming bits of putrid flesh and decaying bone. The graveyard beetles inflict 1d6 points of damage per round on the closest undead creature, ignoring any damage resistance the target may possess, and they continue to attack for 1d6+2 rounds. This damage cannot be regenerated or otherwise magically healed, though undead creatures who survive will “heal” the destroyed flesh at a rate of 1 hp/day, provided the creature feeds regularly (on the flesh and/or blood of living humanoids, generally speaking). As grenades, they only need to hit an area within five feet of a target (attacking against AC 5), and will shatter upon impact with any surface harder than moist earth, snow, or loose sand. Graveyard beetles are otherwise normal insects, and they are susceptible to any



spell which targets vermin, and are killed immediately by the application of flame.

**Memory Ink:** This reddish ink fades to invisibility within minutes of being exposed to air. However when the parchment it has been written onto becomes wet the ink turns bright red once again and the ink can be viewed for a minute before it runs too badly for the image or message to be deciphered clearly.

**Mold Spores:** Mold spores are cultivated mold that cause fits of sneezing when breathed. The spores come in a vial that, when broken, allows the mold to become airborne and spread in a 10-foot radius. Any creature caught in the area must make a Fortitude save (DC 11) or be nauseated for 1d6 rounds.

**Numb Root:** This black root is bitter and difficult to chew, but its medicinal properties are highly valued. When chewed and swallowed as a full round action the root effectively thickens the blood and makes it coagulate quickly. For one hour after consumption the user reduces all damage from bleed effects by 1 point, to a minimum of 0. In addition the anesthetic properties grant a +1 circumstance bonus to stabilization checks.

**Rage Flour Biscuit:** Created during ancient times by the cannibalistic tribes in Bal to feed shock troops on the eve of battles, rage flour biscuits look like normal flour biscuits save for the cinnamon smell wafting from them after being freshly baked. Made from a flower found deep in the jungles, the petals are crushed to make a fine powder that was once used by their berserkers of old to enter a bloodthirsty killing frenzy. These days the powder is cultivated and baked into biscuits to be rationed to elite troops before major battles. While they are excellent for giving soldiers energy and a murderous instinct, commanders in the field report side effects. Over the years the physical and psychological consequences of long term use have brought into question the practicality of the biscuits in a long term campaign. Some commanders abstain from using rage flour biscuits to artificially enhance troops, but others have no scruples when it comes to securing victory. One biscuit provides a small meal and



grants a character a +2 circumstance bonus on fortitude saves against effects that cause fatigue and exhaustion and a +1 melee bonus to attack rolls made as part of a charge for one hour. However the biscuits have a detrimental effect on the mind and deal 1d4 points of wisdom damage. Once consumed a character cannot receive the benefits of rage flour biscuits for 24 hours.

**Red Tar:** A euphemistic name for the dung of giant desert beetles, red tar is as flammable as wood but burns for a long time while with a pungent smell and is virtually weightless. A fist-sized ball is enough to keep a lively campfire up all throughout a freezing desert night. A common substitute for wood and tinder in a land where both are rare, wandering nomads of all races that inhabit the deep desert gather the droppings after rolling them in a layer of sand, making the sticky red balls easier to pick up and store. The Sasori often farm giant dung beetles to gather red tar and sell it to alchemists and merchants at the edge of their territories.

**Rustbane:** This substance was created in the city of Macawi in the Caneus Empire after a particularly troubling rise in the number of rust monster attacks. This thick blue liquid may be used to treat any metal item, protecting it from rust (both natural and magical in nature) for a period of one month. Applying rustbane to any metallic item requires 1 minute to properly coat the item. 1 dose of rustbane can protect a metal object up to the size of a medium two-handed weapon or a large shield. Two doses can treat a medium-sized suit of metal armor.

**Stink Pellet:** This little clay sphere contains an oily chemical. When broken open, the substance covers all creatures and objects in the target square and adjacent squares with foul-smelling goo. A creature that comes in contact with the goo must make a DC 13 Fort save or be sickened for 1 round. All creatures with the scent ability gain a +8 bonus on checks to follow a creature or object that came in contact with the goo and can detect the creature or object at triple range. You may throw a stink pellet as a ranged splash weapon with a range increment of 10 ft. Having a stinkbug's gland reduces the creation cost by 5 gp.

**Stronglock:** This transparent fluid is a mild adhesive that is dabbed into the keyholes of locks, making them harder for thieves to bypass. One hour after being applied, the stronglock increases the Disable Device DC of a keyed lock by 10. When using the appropriate key on a treated lock, a Strength check (DC 10) must be made to break loose of the adhesive. The effects of stronglock last until the lock has been opened, and therefore must be reapplied each time the lock is accessed. Stronglock is sold in glass vials that have a cork with a wooden applicator. Each vial contains 10 applications, though multiple coats of stronglock have no additional effect.

**Sun Crystal:** Harvested by the cyneans, these bright yellow crystals absorb and hold the light of the sun. Warm to the touch these rods actually ignite when struck against a hard surface creating the equivalent of a small campfire

that lasts for 12 hours before the crystal is reduced to a grayish hunk of charred glass.

## TOOLS AND KITS

**Almanac:** Published each year by the Sanguine Covenant's department of domestic affairs this book details weather predictions, common names for babies, advice for farming, fishing, and recaps of the years major events in every major region in Exodus. While not detailed the book is often useful for providing reminders to a person already knowledgeable about a region's people and places providing them with a +1 circumstance bonus to Knowledge (Local) checks. A masterwork version represents a new, up-to-date copy of the almanac and provides a +2 circumstance bonus to a unique region for the year it was published.

**Atlas:** Many explorers and cartographers have explored the continent; many of them have drawn or written their findings in books that are available to those who can afford them. While not every place is catalogued an atlas will more often than not provide useful information about nearby regions and landmarks offering a +1 circumstance bonus to all Knowledge (geography) checks.

**Code Book and Code Device:** Popular among both Caneus and Dominion armies during the Twilight Wars, code books, along with their partner devices, allowed for secretive non-magical communication between commanders in the heat of battle. So valuable were these items that both nations paid huge bounties on the capture of intact copies of both book and device. While most copies floating around are old and outdated many organizations still find use for them. Each code book is written for a specific device and written in the language of its home nation. Without one, the other is useless. When used together a device can be keyed to a specific page in the book. Like this the device can create coded messages that require a DC 35 Linguistics check to break. A translator with access to an identical code and device can add a +10 circumstance bonus to the roll. If the translator also knows which page to set the device he automatically succeeds in the roll.

**Dire Bear Trap:** Used by big game hunters who hunt dangerous dire animals and creatures that make simple bears seem like rodents, the dire bear trap is a pair of metal jaws about six feet in diameter clamped together by a powerful spring. A dire bear trap has a Perception DC of 15 and deals 4d6+6 points of damage but is otherwise identical to a normal bear trap.

**Dragon's Jaws:** This mechanism consists of a crank that operates a pair of wedged jaws. When completely closed, the jaws can be inserted into narrow openings, such as the space between iron bars or the gap between two gates. By turning the crank, a character can open the jaws and force the crack to widen, and thus break the door or widen the bars enough for someone to fit through. The jaws make a Strength check with a +8 bonus to break doors, bars, or walls, adding no other bonus to the check. However it takes a strong arm to properly turn the crank and thus can



only be operated by a character with a Strength score of at least 15.

**Drillspikes:** Climbing a sheer wall often requires spikes, but pounding heavy spikes into solid rock is a noisy business, and stealth is often required. The drillspike is designed to resolve this dilemma. The tip of the spike is a drill bit, and the central shaft of the spike contains a powerful spring. The spike can be wound tightly (a process that takes two minutes per spike) and kept wound for up to a day. When placed against a wall and activated, the spike burrows through any material with a hardness of 8 or less, burying itself in the wall with considerably less noise than the standard method (Perception check DC 10). Removing a drillspike requires unscrewing it, which takes two full rounds to accomplish. For this reason, drillspikes are often left behind by fleeing rogues.

A drillspike can be used, in an emergency, as an improvised piercing weapon, dealing 1d4 points of damage. If the drillspike is wound and scores a critical hit, it has a x3 critical multiplier. Otherwise, it functions according to the rules for improvised weapons. A wound drillspike unwinds after the first hit, whether a critical was scored or not.

**Measuring Rod:** This is a thick metal tube, about a foot long and two inches in diameter. When a stud is pushed, the rod telescopes outward up to 20 feet, until the tip touches a solid surface; then it retracts. The exact distance, to within a quarter inch, is displayed on a set of numbered wheels located on the base of the rod. The precise measurement grants a +2 bonus to all Perception checks to locate hidden spaces or false walls. The rod extends too slowly to do any damage.

**Occultist's Kit:** An eclectic mix of crystals, small dried up amphibians, and other materials sensitive to the presence of magic this kit is useful to occultists in determining the exact nature of magical auras. While being used to identify and determine the properties of a magical items or existing magical auras the kit provides a +1 circumstance bonus to spellcraft checks.

**Scroll, Waterproof:** This is a scroll written with water-resistant inks on water-resistant parchments, and then sealed in a watertight container. This process adds 10 percent to the cost of the scroll. Non-waterproof scrolls are useless within five minutes of continuous exposure to water.

**Springsaw:** This ingenious device consists of a powerful mainspring and a thin, but very strong saw blade. When the device is fully wound, the spring causes the saw to cut back and forth rapidly. If the blade is inserted into the crack between a door and its frame, or between double doors, and brought down on the locking bolt or bar, it deals 1d8 points of damage to the lock/bar each minute, bypassing hardness. A fully wound spring allows five minutes of operation and it takes an hour to wind the spring. Each minute of operation, there is a 5% chance per point of hardness of the material being cut that the springsaw jams.

TOOLS AND KITS	COST	WEIGHT
Almanac	20gp	1lb.
Almanac, Masterwork	100gp	1lb.
Atlas	100gp	1lb.
Code Book	300gp	1lb.
Code Device	500gp	5lbs.
Dire Bear Trap	20gp	10lbs.
Dragon's Jaws	50gp	6lbs.
Drillspike	50gp	1lb.
Measuring Rod	100gp	1lb.
Occultist's Kit	200gp	5lbs.
Scroll, Waterproof	See Text	See Text
Springsaw	200gp	1/2 lb.
Smokestick, Poisoned	30	1/2 lb.
Trap Thumper	1,200gp	30lbs.

If the springsaw jams, there is a 5% chance it also gains the broken condition. A jammed (but unbroken) springsaw must be rewound before it can be used again.

**Smokestick, Poisoned:** A standard smokestick can be modified to deliver an inhalation poison in conjunction with its obscuring properties. The smokestick must be prepared in advance, storing a single dose of poison within it, which takes one minute to complete. Thereafter, anyone within the 10-foot cube affected by the smoke is automatically exposed to the poison. Creating a poisoned smokestick or modifying a standard smokestick requires a Craft (alchemy) check DC 22.

**Trap Thumper:** This twelve-sided device consists of a single brass sphere core with clock work and springs within. Surrounding the device are twelve spring-loaded rods with hexagonal hard rubber pads attached to the ends emerging from the core. When wound up, using a special key that comes with the device, and placed on the ground, the trap thumper bounces itself in a random direction ten feet once each round for ten rounds. The device is heavy enough to set off most pressure plates and break most trip wires. A trap thumper is also difficult to harm, having an AC of 16, a hardness of 8, and 34 hit points.

## MOUNTS AND RELATED GEAR

**Bane Hound:** Bred during Emperor Vincent's rule this hound is a large muscular short haired dog with a broad chest and powerful jaws typically with tail and ears cropped to better serve the function of a human hunting animal. Bred to hunt down heretics and religious deviants the Bane Hound has a reputation as a vicious animal that is difficult to train. This is only partly true as the dogs themselves are just like any other dogs save their strength, toughness, and inborn ability to resist magic. The breed is mainly found in the Caneus Empire though a few breeding pairs have made their way into the Arman Protectorate





## Skills

Acrobatics  
+3 (+11  
jumping),  
Perception  
+11, Survival  
+3 (+8 scent  
tracking);

## Racial Modifiers

+4  
Acrobatics when  
jumping, +4 Survival  
when tracking by scent

## ECOLOGY

**Environment** any

**Organization** solitary,  
pair, or pack (3–12)

**Treasure** none

## Canean Warhorse:

Bred in the  
early days  
of the  
Caneus  
Empire to  
serve as the  
mighty steeds  
of knights the  
Caneus Empire breed  
of warhorse is highly  
prized for its fierce stature  
and strength in combat. It is  
impossible to find fertile Canean

warhorses outside of the empire due to

strict export laws that consider the export of fertile mares  
and stallions a capital offense equivalent to treason. A  
Canean warhorse is also notoriously strong spirited and  
stubborn adding an additional +4 to the DC any Handle  
Animal check to train them. They are always considered  
combat trained.

where the breed has become a popular war hound among  
soldiers on the Dominion front.

## BANE HOUND (ADVANCED DOG) CR3

XP 800

N Medium animal

**Init** +3; **Senses** low-light vision, scent; Perception +10

## DEFENSE

**AC** 14, touch 12, flat-footed 13 (+1 Dex, +3 natural,)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +7, **Will** +4

**Special** +2 racial bonus to saves against spells and  
spell-like abilities

## OFFENSE

**Speed** 40 ft.

**Melee** bite +6 (1d8+3)

## STATISTICS

**Str** 17, **Dex** 17, **Con** 18, **Int** 2, **Wis** 16, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 16 (20 vs. trip)

**Feats** Skill Focus (Perception), Improved Natural Attack  
(Bite)

## CANEAN WARHORSE CR 5

XP 1,600

N Large animal

**Init** +4; **Senses** low-light vision, scent; Perception +11

## DEFENSE

**AC** 15, touch 11, flat-footed 9 (+4 Dex, –1 size, +2  
natural)

**hp** 57 (5d8+35)

**Fort** +9, **Ref** +8, **Will** +4

## OFFENSE

**Speed** 50 ft.

**Melee** Bite +8, 2 hooves +3 (1d4+1)

**Space** 10 ft.; **Reach** 5 ft.

## STATISTICS

**Str** 21, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11



**Base Atk** +1; **CMB** +7; **CMD** 21 (25 vs. trip)

**Feats** Endurance, RunB, Toughness

**Skills** Perception +11

## ECOLOGY

**Environment** temperate plains

**Organization** solitary, pair, or herd (3–30)

**Treasure** none

**Cargo Scorpion:** A common work animal raised by the Sasori in the deep desert cargo scorpions are named for their wide carapaces that can carry enormous loads. In the wild these massive scorpions typically wander across the desert at night seeking carrion and prey to eat. Hardy and capable of traveling for months without food the Sasori find them invaluable for their nomadic lifestyles. Sasori remove the stinger at hatching and train them to take food from them rather than allow them to hunt for prey properly. The creature's broad backs and powerful claws allow them to easily carry heavy loads across great distances. Riders typically sit just behind the heads of these creatures and attach guide ropes to each claw in order to steer the scorpion where the rider desires. Wild cargo scorpions retain their stingers and otherwise have identical stats to giant scorpions.

## CARGO SCORPION

CR 3

**XP** 800

N Large vermin

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.

**Perception** +4

## DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 armor, –1 size)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +1, **Will** +1

## IMMUNE MIND-AFFECTING EFFECTS

**Special** Steady

## OFFENSE

**Speed** 50 ft.

**Melee** 2 claws +6 (1d6+4 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d6+4)

## STATISTICS

**Str** 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (22 vs. bullrush, 30 vs. trip)

**Skills** Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

## ECOLOGY

**Environment** warm or temperate deserts, forests, plains, or underground

**Organization** solitary

**Treasure** none

MOUNTS & GEAR	COST	WEIGHT
Bane Hound	500gp	-
Canean Warhorse	5,000gp	-
Cargo Scorpion	1,300gp	-
Wander Tree	3,500gp	-
Wander Tree Riding parasols	75gp	50lbs
War Wagon	11,450gp	-

## SPECIAL ABILITIES

**Steady (Ex):** Cargo scorpions never have a reduced speed from encumbrance. It's low center of gravity and powerful legs allow it to stand its ground giving it a +4 racial bonus to CMD against bulrush attempts.

**Wander Tree:** Grown by the Dalreans as cargo creatures wander trees are a bizarre form of plant life that always walks towards the sun. Utilizing a number of cleverly placed shades Wander tree riders can trick the plant into walking the direction they desire and thus use the tree as a hauling and work animal. Shaped like immense Baobab trees, Wander trees walk upon a number of thick roots that borrow into the ground when at rest and suck dry as much nutrients and water as they can before sunlight causes them to rise again and move towards it. Able to carry enormously heavy loads across great distances Dalrean merchants have used them as caravan animals across the great expanses of their territories looking in the distance like a wandering forest. At war, Dalreans have been known to use the trees as implacable siege engines fortifying them with druidic magic and armor as a platform for their archers and spear throwers.

## WANDER TREE

CR 5

**XP** 1,600

N Huge Plant

**Init** –3; **Senses** tremorsense 60ft. Perception +0

## DEFENSE

**AC** 15, touch 5, flat-footed 10 (–3 Dex, –2 size, +10 natural)

**hp** 80 (7d8+49)

**Fort** +12, **Ref** –1, **Will** +2

**Special** Stench

**DR** 10/slashing; Immune mind-affecting affects, paralysis, poison, polymorph, sleep, stun

## OFFENSE

**Speed** 20 ft.

**Melee** 2 Slams +12 (1d8+7)

**Space** 15 ft.; **Reach** 5 ft.

## STATISTICS

**Str** 24, **Dex** 5, **Con** 24, **Int** –, **Wis** 10, **Cha** 10

**Base Atk** +5; **CMB** +12; **CMD** 10



## ECOLOGY

**Environment** forests or plains

**Organization** solitary, pair, or grove (5 – 10)

**Treasure** none

## SPECIAL ABILITIES

**Stench (Ex):** A wander tree's sap contains a noxious smell meant to repel herbivores attempting to take a bite from it. When damaged the wander tree exudes a foul odor in a 30 ft. radius aura around it. Creatures that enter this aura must succeed on a DC21 fortitude save or become sickened as long as they are within the aura and 1d4 rounds after leaving. The DC is Constitution based.

## WAR WAGON

Huge land vehicle

**Squares** 9 (15 ft. by 15 ft.; 6 feet high); **Cost** 20,000gp

## DEFENSE

**AC** 8; **Hardness** 10

**hp** 180 (90)

**Base Save** +2

## OFFENSE

**Maximum Speed** 60ft.

**Acceleration** 20ft.

**CMB** +2; **CMD** 12

**Ramming Damage** 1d8

## DESCRIPTION

This armored carriage is pulled along by a powerful alchemical engine located in the rear. Armed with a spike scoop in the front to toss aside obstacles the war wagon has two arrow slots on each side of the vehicle to allow passengers to comfortably fire through them while having improved cover. While slow the armored hull and relative toughness of the vehicle has allowed the war wagon to remain a staple of Arman combat tactics. The reagent to power the vehicle is relatively common coal. It takes twenty pounds of coal to operate the vehicle for one hour.

**Propulsion** one square of alchemical engines at the rear facing inside the vehicle (hardness 8, 40hp)

**Driving** Check Knowledge (arcana) or Craft (alchemy) +10 to the DC

**Forward Facing** one side of the square vehicle facing

**Driving Device** one 5ft by 5ft square at the front center of the vehicle with a single steering wheel for turning the vehicle

**Driving Space** the most forward spaces inside the front of the vehicle

**Decks** 2; a lower cab with enough room for four passengers and a driver and an upper deck with enough room for one creature and a single large siege engine.

## SPECIAL MATERIALS

**Black Coral:** Harvested from off the coast of Gavea black coral is a dense colony of living creatures found near volcanic vents. The shells of these creatures produce a material that is resilient to extreme heat and provides excellent protection against flame. When ground up, and mixed with a light plaster the resulting paste can be molded into any shape the crafter desires. When dried and hardened in a kiln for several days the plaster hardens into a material that is as hard as steel and highly resistant to flame and heat. Armor made from this material grants fire resistance equal to one half of its armor bonus. Only metal or stone armor can be made from this material; leather, hide, studded leather, or other such armors cannot be made from black coral. Making armor from black coral costs an additional 2,000 gp for light armor, 4,000 gp for medium, and 8,000 gp for heavy. Black coral has a hardness of 8 and 5 more hit points than a normal item of its type.

**Blending Earth:** This rare compound is stone infused with the magical essence of elemental earth. Found most frequently in the Dominion, it is greatly sought after by stonemasons seeking to build concealed stonework. Traps, doors, and other concealed stonework objects are harder to notice if created with this substance, and add +5 to the Search DC to locate them. Stonework made with blending earth costs 25% more than normal.

**Elemental Metal:** This unique metal was created long ago by the First Ones and used in the creation of much of their hellish and horrific technology and magical devices. However with the end of their reign so too were the secrets of creating this material lost. All elemental metal appears at first glance to be like normal tempered steel, save that it shines with an eerie light that signifies its status as a magical material. Each piece of elemental metal is keyed to a specific element either air, water, fire, or earth. Attempting to mix the metals together into an alloy creates disastrous results and many are the lives of blacksmiths lost either due to carelessness or ignorance in working with the material. Weapons made from elemental metal deal one point of energy damage based upon the element they are keyed to (electricity for air, fire for fire, cold for water, acid for earth.) Armor made from elemental metal provides a +1 resistance bonus to saves against spells and effects that deal that type of damage. Items made from elemental metal are always considered masterwork and magical for the purposes of affecting incorporeal creatures or creatures with damage reduction. Creating an item made from elemental metal adds an additional 1,000 gp to the base cost. If the item is later enchanted with an enhancement based on the energy type affiliated with the metal, subtract 1000 gp from the crafting cost. Once magically enhanced, it's former properties are subsumed in the enchantment and no longer function.

**Iron, Black:** Items made of black iron are naturally resistant to corrosion and gain a +4 bonus on saving throws against corrosive, rusting, or acid-based attacks. This bonus is not transferred to the wearer's own saving



throws; it applies only to saves that the object itself is specifically required to make. Armor and shields made from black iron grant their wearer acid resistance 2. Items not primarily made of metal are not meaningfully affected by being partially made of black iron. Black iron has 30 hit points per inch of thickness and hardness 12.

**Iron, Diamond:** This metal is hard and very dense, and is a favorite of the forge workers and smiths in the Arman Protectorate. Weapons fashioned from diamond iron have a natural ability to bypass hardness when sundering weapons or attacking objects, though not to the same extent as adamantine. A diamond iron weapon can ignore any hardness less than 15. Armor made from diamond iron is particularly prized for its ability to absorb blows. Armor, heavy shields, and tower shields made from wolf iron gain an intrinsic non-magical +1 increase to the AC bonus they provide. This bonus stacks with all other magical and non-magical bonuses. Light shields and bucklers made of diamond iron do not gain this benefit. Only weapons, armor, and shields normally made of metal can be fashioned from diamond iron. Items without metal parts cannot be made from diamond iron. Diamond iron items have one-third more hit points than normal; for example, a diamond iron longsword has 13 hit points (normal longswords have 10). Diamond iron has 35 hit points per inch of thickness and hardness 15.

**Petrified Wood:** Typically found in the Reis Confederacy, petrified wood can be alchemically or magically treated until it is nearly as hard as steel. Armor and shields made of petrified wood may be worn by druids, since they are not made of metal. Such items grant the wearer acid resistance and electricity resistance 2, and are immune to rusting and other spells or effects that only work on metal. Spells and effects that only work on stone or plants, however, do affect items made of petrified wood. Bludgeoning weapons made of petrified wood deal their normal damage. Slashing and piercing weapons made of petrified wood deal -2 points of damage (to a minimum of 1 point per successful attack) due to the difficulty of keeping a suitable edge on the striking surfaces. An item made from petrified wood weighs 75% as much as the same item would if made from other materials. Petrified wood has 20 hit points per inch of thickness and hardness 8.

**Serpentwood:** Serpentwood trees are found only in the hidden depths of dense rainforests and murky swamps in the Wyldlands of Bal. Black-barked, they have a curving, sinuous trunk, the wood of which is extremely tough. No one knows where the trees actually originated. It said that the First Ones fertilized the trees' roots during the darkest night of each new moon. This venom, combined with the rituals performed by the kobura made serpentwood much stronger than normal wood. Any wooden or mostly wooden item (such as a bow, a wooden shield, or a spear) made from serpentwood is considered a masterwork item. It weighs the same as a normal wooden item of that type, but is much more resistant to damage. To determine the price of a serpentwood item, add 10 gp per pound of the

item's weight to the price of a masterwork version of that item. Serpentwood has 10 hit points per inch of thickness and hardness 10. Items crafted from it have hardness 10, and the same number of hit points as a normal wooden item of that type.

**Sunsteel:** Mined from the deepest parts of Dominion territory, this bright yellow metal is a rare form of elemental metal created only by century-long exposure to the desert sun. Exceptionally rare and highly valued, gevet clans viciously and mercilessly guard the secret ruins and mines where they have found caches of sunsteel. Items made from sunsteel glow brightly, giving off light equivalent to a sunrod. Sunsteel is also warm to the touch, providing a character with a +4 circumstance bonus on saves against spells or affects that freeze, or deal cold damage, while wearing armor made from it. Creatures that are vulnerable to sunlight or bright light struck by a sunsteel weapon are treated as if exposed to that light for 1d4 rounds. Such is the rarity and quality of sunsteel that armor and weapons created from it are always considered masterwork. Creating an item from sunsteel costs an additional 6,000gp.

**Thornwood:** Grown and harvested by the Dalreans in times of warfare, the thorns of this hardwood can grow up to six inches long. The thorns are serrated and razor sharp, with the unique ability to keep an edge even after prolonged use. Daggers, spears, arrows, bolts, and other piercing weapons with a small edge can be made from thornwood thorns and are treated as masterwork weapons. Creating weapons from this material adds an additional 100 gp to the base cost of the weapon. If used to make ammunition, this cost applies to 50 pieces of that ammunition. Weapons made from thornwood have the same hardness and hit points as a steel equivalent.

**Weapon, Crystalbane:** These weapons were first crafted by human enemies of the Cyneans, who resented the crystalline creatures' encroachment on "the lands of men". Using metallurgical knowledge bartered from the other-dimensional dwarves, these humans forged maces, war clubs, quarterstaves, and other such weapons designed especially for war against the gem-skinned race. When crystalbane weapons strike any crystalline substance (living or inanimate), they act like tuning forks, setting up vibrations and dealing an extra 1d4 of damage. ALL damage suffered by such targets is considered sonic damage. Only weapons that deal bludgeoning damage can be crafted as crystalbane weapons, and they cost an extra 500 gp (1,000 gp for two-handed weapons).

Mere possession of a crystalbane weapon is considered a grave insult by Cyneans, and imposes a -4 penalty on Diplomacy checks made when negotiating with them if noticed.

**Weapon, Quicksilver:** Only martial weapons which do bludgeoning or slashing damage may be created as quicksilver weapons. When such a weapon is forged, a channel is formed within the lower half, which is then partially filled with the liquid-metal mercury (or





“quicksilver”). The liquid flows to the head of the weapon when within a scabbard or upon a descending stroke against a target, concentrating the weight at the tip. Quicksilver weapons weigh a third less than their standard counterparts, provide a + 1 enhancement bonus to damage, and have their critical multipliers increased by 1. Quicksilver weapons cost an additional 900 gp more than ordinary weapons (1500 gp for two-handed versions).

## ARMOR

**Small Shield, Chitin:** These shields are made from the exoskeletons of giant insects, with overlapping chitin plates held together by a hardened resin. A chitin shield weighs only as much as a light wooden shield, but is much tougher, having 10 hp and Hardness 8. It also provides a wielder with acid resistance 2/- from attacks the shield can be used to defend against, due to the thick, gluey paste coating it. The resins used to bind the chitin are weakened by extreme temperatures, and a chitin shield’s Hardness falls to 4 after 4 hours in extreme heat or cold. This also occurs if the shield is struck by any fire, heat, or cold based attack which exceeds the shield’s initial Hardness score. A chitin shield is not subject to rot or rust but otherwise functions as a standard light shield. It is treated as wood against attacks by Green Slime or similar monsters. A chitin shield costs 75 gp.

Whispered rumors hold that exiled Sasori actually sell their molted shells to artisans who craft these items, but “civilized” members of the race take great umbrage at mention of such tales (-2 circumstance penalty to Diplomacy checks).

## MAGIC WEAPON SPECIAL ABILITIES DESCRIPTIONS

**Ancient:** An ancient weapon refers to a lost master secret to weaponsmithing in which the weapon itself is created

with rare strengthening oils and reformed under magical flame. A weapon treated thus has its hardness doubled and its hit points tripled.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, magic weapon; Market Price: +1 bonus.

## TRAPS

### SWINGING AXE TRAP CR 1 (400 XP)

**Type** mechanical; **Perception** DC 20/15/20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +10 **Melee** (1d8+1/x3); multiple targets (all targets in a 10-ft. line)

### PIT CLEARING BLADES (CR 4, 1,200 XP)

**Type** mechanical; **Perception** DC 25 (15); **Disable Device** DC 25 (15)

#### EFFECTS

**Trigger** timed (6 rounds); **Reset** automatic

**Effect** Atk +10 **Melee** (multiple churning blades; 4d4 per round for 2 rounds); multiple targets (all within the top 10 ft. of the pit opening)

**Special:** This trap is rigged with a with a false disabling trap feature. An obvious mechanism is spotted with a DC 15 Perception check and is seemingly disabled with a DC 15 Disable Device check. The true mechanism and disabling require a DC 25 Disable Device check. A failed disable attempt starts the countdown.

## NEW SPELLS

### BOOM

**School** evocation [sonic]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** no

A loud thunderclap is created next to the ear of your target. The target takes 1 point of sonic damage and is deafened for a round. A successful Fortitude save negates the deafness effect.

### BURNING GAZE

**School** enchantment [fire]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V

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

**Target** one creature/round

**Duration** 1 round/level

**Saving Throw** Reflex partial; see text; **Spell Resistance** yes



This spell causes the caster's eyes to glow dull red and allows the caster to make a single gaze attack as a swift action. The target of this gaze attack automatically suffers 1 hit point of fire damage per Level of the caster and must make a successful Reflex save or be blinded for one round + 1 round per 3 caster levels. Blindness inflicted by a successful gaze attack can last beyond the duration of this spell.

## CLEAN

**School** transmutation; **Level** sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V, S, M (bit of soap)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one object or one 10-ft.-by-10-ft. room  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no

You wave your hands in a circular motion over an object (or in the air to clean a room) and all dirt on the target immediately vanishes as though the object or room was just scrubbed thoroughly clean.

## CLOTH ARMOR

**School** transmutation; **Level** bard 0, sorcerer/wizard 0  
**Casting Time** 1 swift action  
**Components** V, F (unworn clothing)  
**Range** personal  
**Target** you  
**Duration** 24 hours or until removed  
**Saving Throw** Reflex negates (harmless); **Spell Resistance** no

With a word, you cause bedding, draperies, unworn loose clothing, or tapestries to gird you, forming an improvised suit of armor equivalent to padded armor. When you remove the armor, it collapses back into its constituent parts.

## DISTORTION FIELD

**School** evocation [sonic]; **Level** bard 2, sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V  
**Range** touch  
**Target** creature touched  
**Duration** 1 min./level  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes

Distortion field emits fluctuating ultrasonic pulses of sound and vibration designed to confuse creatures that rely upon blindsight or tremorsense to gather sensory information from their immediate vicinity. Such creatures still do not need to make Perception checks to pinpoint the location of a creature within range of its blindsight or tremorsense ability. However, any opponent the creature cannot see still has total concealment against it, and it still has the normal miss chance when attacking foes that have concealment. Creatures with blindsight (but not tremorsense)

affected by the spell are affected by visibility conditions and will be impacted accordingly (such as not being able to navigate reliably in the dark, etc.). A creature with blindsight or tremorsense affected by distortion field is denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

## EXTINGUISH

**School** transmutation (water); **Level** bard 0, cleric 0, druid 0, inquisitor 0, ranger 1, sorcerer/wizard 0, witch 0  
**Casting Time** 1 standard action  
**Component** V  
**Range** close (25ft. + 5ft. per 2 levels)  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no

This spell extinguishes a non-magical flame the size of a torch and smaller.

## FLEXARMOR

**School** transmutation; **Level** bard 2, cleric/oracle 2, druid 2, machinesmith 1, paladin 2, ranger 2, sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V  
**Range** touch  
**Target** armor or shield touched  
**Duration** 1 minute/level  
**Saving Throw** Will negates (object, harmless); **Spell Resistance** yes (object, harmless)

Flexarmor causes a single set of armor or a shield to become more malleable and less restrictive. The target's armor check penalty is reduced by 2, +1 for every five caster levels (maximum of +6 at level 20). Its maximum Dexterity bonus is increased by 1, +1 for every five caster levels (maximum increase of +5 at level 20). The arcane spell failure chance is decreased by 10%, +5% for every five caster levels (maximum decrease of 30% at level 20). This spell cannot reduce the spell failure chance below 5%.

## FRICTIONLESS SHEET

**School** conjuration (creation); **Level** bard 3, machinesmith 2, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, M (a drop of mercury)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** 40 ft.-radius spread  
**Duration** 1 min./level (D)  
**Saving Throw** see text; **Spell Resistance** no

You conjure a thin, circular sheet of slick liquid metal that coats the floor's surface. The sheet slows base movement to one quarter normal, and creatures moving on top of the substance must make a Reflex save or fall to the ground.

Creatures trying to return to a standing position as a standard or move action must make an additional



Reflex save or Acrobatics check (same DC) or fall prone again. Creatures expending a full-round action to right themselves automatically succeed.

## HALT CONSTRUCTS

**School** transmutation; **Level** machinesmith 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (fur and a glass rod)

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

**Target** up to three constructs, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

With a command and a complex gesture, you cause one or more constructs to stop. You render up to three constructs immobile and helpless. The constructs are entitled to a new saving throw each round as a full-round action to break free from the spell's effects. The effect is broken if the halted creatures are attacked or take damage.

## IRONPAGE

**School** abjuration [earth]; **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** book or scroll touched

**Duration** 1 day/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

Ironpage protects one book or scroll from damage. Not every book is eligible to be the target of this spell—only finely crafted works worth no less than one gp/page of text or 20 gp total can be affected by ironpage. The book or scroll is no longer considered flammable (it can be damaged by fire, but never catches on fire), is completely waterproof, and gains a hardness of 15 and 1 hp per gp of value.

## SUMMON ARCANES BOND OBJECT

**School** conjuration (summoning); **Level** sorcerer/wizard 2

**Casting Time** 1 round

**Components** V, S

**Range** see text

**Target** your arcane bond object

**Duration** instantaneous

**Saving Throw** Will negates (object); **Spell Resistance** no

If you possess an arcane bond object (as opposed to a familiar) this spell can summon it to you, causing your arcane bond object to appear in your hands or at your feet (your choice). You can't use this spell to summon any other object, including another caster's arcane bond object. You must have a direct line of sight to your arcane bond object. If the object is in possession

of another creature, then it can make a Will save against the spell. A successful save causes the spell to fail and the object remains in the creature's possession.

You can summon your arcane bond object from a distance of up to 5 feet per level you have in the class that grants your arcane bond object. You get a +2 bonus to the concentration check necessary to cast this spell without having your arcane bond object in hand.

## SUMMON ARCANES BOND OBJECT, GREATER

**School** conjuration (teleportation); **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (black diamond worth 1,000 gp)

**Range** see text

**Target** your arcane bond object

**Duration** instantaneous

**Saving Throw** Will negates (object); **Spell Resistance** no

You can call your arcane bond object directly to your hand from virtually any location. When the spell is cast, your arcane bond object appears instantly in your hand. You get a +4 bonus to the concentration check necessary to cast this spell without having your arcane bond object in hand.

The arcane bond object can be summoned from anywhere on the same plane that you are on, but only if no other creature is physically in possession of it. If your arcane bond object is in the physical possession of another creature, the creature gets a Will save against the spell to retain possession of the object. However, if the spell fails the caster instantly gains knowledge of who the possessor is and roughly where that creature is located.

## SUMMON FIREARM

**School** conjuration (summoning); **Level** machinesmith 2, sorcerer/wizard 3, summoner 3

**Casting Time** 1 swift action

**Components** V, S, M (a pinch of gunpowder)

**Range** personal

**Target** one personal firearm or crossbow weighing up to 10 lbs.

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** none

You can call forth one loaded firearm or crossbow directly to your hand. The loaded firearm or crossbow must be one you have previously had in your possession. The loaded firearm or crossbow is summoned from any distance, but not from a different plane.

## SUMMON WEAPON

**School** conjuration (summoning); **Level** paladin 1, ranger 1, sorcerer/wizard 1, summoner 1

**Casting Time** 1 immediate action

**Components** V

**Range** personal



**Effect** one summoned **Melee** or ranged weapon

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

This spell summons one melee or ranged weapon (but not ammunition) of your choice. The weapon appears in your hands. The weapon is typical for its type and appropriate for your size. Only one weapon appears per casting, and only you can wield it. If you drop the weapon or hand it to someone else, it vanishes as soon as you release it from your grasp. You can't summon a weapon too large to be held in your two hands.

### TRANSMUTE ACID TO WATER

**School** transmutation; **Level** druid 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, DF/M (a few drops of acid and water)

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

**Effect** up to 2 gallons of acid/level

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** see text

This spell is identical to transmute water to acid but it changes an equal volume of corrosive acid into ordinary, clear (and safe) water. A creature constructed of acid or native to the Quasi-Plane of Acid can be targeted by this spell and takes 1d4 points of damage per caster level (maximum 10d4). The elemental can attempt a Fortitude save to reduce the damage by half unless otherwise stated.

### TRANSMUTE WATER TO ACID

**School** transmutation; **Level** druid 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, DF/M (a few drops of acid and water)

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

**Effect** up to 2 gallons of water/level

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** see text

This spell transforms a volume of normal or magically created water into an equal volume of highly corrosive acid. Any creature touching this acid takes 1d6 points of damage per round of exposure. If the acid is consumed, the victim takes 10d6 points of damage and must succeed at a Fortitude save (DC 15 + caster's relevant ability score modifier) or take 1d6 points of Constitution damage. One minute later the victim must make a second save (same DC) or take another 1d6 points of Constitution damage.

This spell cannot be used to affect water that a creature has already consumed or ingested. If this spell is cast on a potion, the potion must make a successful Fortitude save (DC 15 + caster's relevant ability score modifier) or lose its magical properties as it changes into acid. If the affected potion is consumed, the imbiber takes damage as detailed above.

A creature constructed of water or native to the Plane of Water can be targeted by this spell and takes 1d4 points of damage per caster level (maximum 10d4). The

elemental can attempt a Fortitude save to reduce the damage by half unless otherwise stated.

### TRIP LINE

**School** evocation [force]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one trip line of force

**Duration** 1 minute (D)

**Saving Throw** Reflex partial; **Spell Resistance** no

You create a shimmering line of force up to ten feet long that hovers two feet off the ground. The line is translucent and difficult to see, requiring a Perception check (DC 20) to notice. If a creature is aware of the line, she can either slow down and step over it using a move action or she can attempt to jump over it with a successful Acrobatics check (DC 8). A failed Acrobatics check is the same as failing a Reflex save (described below).

Creatures unaware of the line must make a Reflex save when they run into the line. Those who fail fall prone and take 1d6 points of non-lethal damage. Those that succeed do not fall but must end their movement for that round directly in front of the line. Those who are running when they encounter the line add +4 to the DC of the save.

Creatures Huge size or larger and those of Tiny size or smaller are unaffected by this line.

### WALL OF MITHRAL

**School** conjuration (creation) [earth]; **Level** druid 9, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, M/DF (a coin-sized piece of mithral worth 50 gp)

**Range** long (400 ft. +40 ft./level)

**Effect** mithral wall whose area is up to on 5 ft. square/level (S)

**Duration** 1 hour/level

**Saving Throw** see text; **Spell Resistance** no

You cause a mithral wall to spring into being. The wall cannot be conjured so that it occupies the same space as a creature or another object. A wall of mithral is 1 inch thick per three caster levels. You can double the wall's area by halving its thickness. Each 5 foot square of the wall has 30 hit points per inch of thickness and hardness 15. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 30 + 2 per inch of thickness.

You can create a wall of mithral in almost any shape you desire. The wall created need not be vertical, but it must merge with or sit upon a firm foundation. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely



shaped to allow crenelations, battlements, and so forth by likewise reducing the area.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 30 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 7d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

The wall can also be a flat, vertical plane, suitable for sealing off a passage or closing a breach, in which case the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so.

It is possible, but difficult, to trap mobile opponents within or under a wall of mithral, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

### WARD, LESSER

**School** Abjuration; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1

**Casting Time** 10 minutes

**Components** V, S, M (see text)

**Range** touch

**Target** or Area object touched or up to 20 square feet

**Duration** 1 day/level or until discharged

**Saving Throw** see text; **Spell Resistance** yes (object)

This inscription harms those who enter, pass, or open the warded area or object. A lesser ward can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward.

Typically, any creature of a specific type violating the warded area is subject to the magic it stores. Wards can be set according to alignment, creature type, subtype, or species (such as "elf" or "aberration").

Wards also can be set to pass those of your religion or organization. They cannot be set according to appearance, class, Hit Dice, or level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple lesser wards cannot function within 30 feet of each other.

When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious.

Wards can be detected as traps (DC 10 + caster level) and disabled or bypassed (same DC); in addition they can also be dispelled. The non-detection spell can fool a ward. You can identify a lesser ward with a successful Spellcraft check (DC 15). Identifying the ward does not discharge it, but it allows you to know the basic nature

of the glyph (version [see below], type of damage caused, what spell is stored).

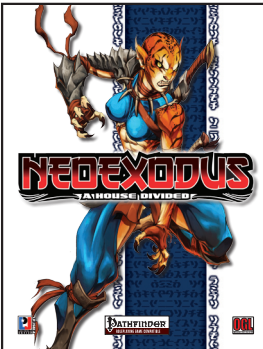
Depending on the version selected, a ward either blasts the intruder or activates a spell:

- **Blast Ward:** A blast deals 2d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic (your choice, made at time of casting). Those affected can make Reflex saves to take half damage.
- **Spell Ward:** You can store any harmful 1st level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), then it is centered upon the intruder. All saves operate as normal, except that the Difficulty Class is based on the level and school of the lesser ward.

# NEOEXODUS

A HOUSE DIVIDED

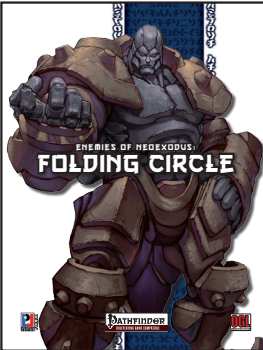
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ENEMIES OF NEOEXODUS:  
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NEOEXODUS CHRONICLES:  
WORLD OF EXODUS

THE WORLD OF EXODUS NEEDS HEROES...



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