

NEOEXODUS

LEGACIES

RUINS OF TROVASKA



It was a clear and simple summons: you were needed for a simple task of exploration in dangerous territory. Large payment was promised, with possibility of even more. It seems your employer's letter has left out a few important details...

An adventure for 2-4th level characters.

HISTORY

The ruined city of Trovaska once served as the capital of Arman Sametia. The first references to the city date back to the reign of the First Ones. Back then, it was an agricultural center under the control of a ruthless Exodite dojo. The dojo, known simply as Altog, was one of the first to fall to the armies of the Kaga.

Human armies were able to strike at the heart of the First Ones' Empire from a defensible position, using the Nexus Gateway located in Trovaska's market. The city changed hands many times during the war, remaining a priority for generals on either side.

With the defeat of the First Ones, the city was quickly abandoned to local warlords eager to make themselves kings. It was not until the Sorcerer-Kings of Abaddon conquered the city that Trovaska returned to prominence.

The Arman conquered the city during their conquest of Abaddon. It was briefly the seat of the ruling council, before that body moved to Mureath itself.

Until the end of the Twilight War and unification, it served as the jumping point for all Arman offensives north and west.

When the Sametians embraced barbarism and turned their back on civilization, Trovaska was besieged, plundered, burned, and abandoned. The few who did not join the Horde were enslaved and the city was left empty.

Two years ago, a Khaynite known as Arem'Shehr discovered the Nexus Gateway and activated it, creating a link to Kayen'Te, the dark capital of the First Ones. He spent much time negotiating the cutthroat politics of Kayen'Te before he was able to secure resources to mount an attack upon Exodus.

To increase his numbers, he obtained an arcane device that drains the souls of humanoids, making them extremely compliant. He named his device the *Soul-gatherer*.

Using p'tan and scythian soldiers, Arem'Shehr captured many Hordesmen and sapped their will with his device. They made poor combatants, as their lack of free will also meant no sense of self-preservation. The First Ones ordered them to rebuild his city.

After month of labor, they have cleared the debris out of the Sanguine Cathedral and established a small outpost in the catacombs below.

RECENT EVENTS

Following the events at Ramat Bridge, the Arman Protectorate sent a military expedition into Sametia to punish the Janus Horde and protect their borders. This action is in clear violation of the treaties with the Imperial Alliance, but the Protectorate seeks to have a strong presence in Sametia by the time the Senate levels any type of sanctions. This includes the (forced) mass conversion of Hordesmen to the Covenant and the sale of cheap slaves to other nations to ensure their support or at least limit their opposition.

This adventure opens a few days after the opening of the Sametian campaign.

TIMELINE

This adventure takes place between Encounter at Ramat Bridge and The Sashenka Incident.

"SOFT" ENCOUNTER

Some encounters or challenges are described as "soft". This does not mean that they are easier, merely that they are not considered critical to the adventure itself, and thus are marked as "Soft Points". If you are running this adventure in a timed environment, you can skip those without losing the flavor of the adventure.

INTRODUCTION

READ ALOUD

The PCs are summoned by Mother Ulana to the church of the Sanguine Covenant in the Protectorate village of Zarynth – which the PCs may have visited in Encounter at Ramat Bridge.

The church of the Sanguine Covenant draws your eye as soon as Zarynth comes into view. Its spire rises high over the walls enclosing the settlement. The village is quiet and the villagers polite but reserved.

Soldiers and militia men, reinforced by towering ironforged constructs, keep a close eye on any stranger.

The recent invasion of southern Sametia by Protectorate forces under General Wulf Gronnovitch makes the locals wary of strangers. The Imperial Senate has launched a formal inquiry into the matter, but until it convenes, the Protectorate will only strengthen its hold on its recent conquest.

War is in the air.

Allow the PCs to introduce themselves as they travel into Zarynth.

1: BRIEFING

READ ALOUD

As you enter the church, a middle-aged and kind-faced clergywoman welcomes you in.

"You... you must be the adventurers I contacted. I am Mother Ulana.

Mother Ulana is a devoted of the Green Mother Makash. A DC 15 Knowledge (religion) check confirms that Makash is the NG Venerate of family and motherhood. Her worship is very common in rural areas and her blessings are sought for pregnancy and the wellbeing of children and kin.

READ ALOUD

"Word of your previous exploits has reached far above my own ears, and when I asked my pentarch for assistance he directed me to you."

The priestess motions for you to follow as she heads to a cramped office.

"I'm sure you have no desire to hear a history lesson from a humble country priestess, but those savages to the north have raided and destroyed a number of venerable churches dedicated to the Sanguine Lord, not to mention the destroyed lives, the shattered families, and the many orphans..."

"These monsters stole everything and melted it to make jewels, armor and whatever else such barbarians want. Precious treasures... irreplaceable books... poor souls lost to chaos and heresy. Lost and destroyed... what a shame!"

"But I'm rambling... May I offer you some tea? I brewed it earlier, expecting your arrival. I had the little ones gather mint leaves in the woods."

Without waiting, she presents each of you with wooden cups filled with a fragrant mint tea, into which she drops a single sugar cube.

If the party includes any female PCs, she drops another cube into their cups. "It will make you stronger when you bear young ones."

READ ALOUD

"On to why I asked you to come here..."

Making a short bow and a quiet prayer, she opens a panel in the wall, revealing a dark crystal sphere within about the size of a man's head.

"This device is part of a matched pair. For decades it lay dark and useless in its cabinet. About a month ago,

I was dusting and saw that it was active! I immediately contacted my superiors... You see, I'm not much of a scholar..."

Motioning you closer, she points to a shuffling humanoid shape visible within the orb. "Look... It shows a dark room. Sometimes, one of these animals walks in front of it." Almost on-cue, a man dressed in animal skins, shuffles walks by the view, carrying something you cannot see. Unfortunately the image is blurry and it is hard to make out any details.

"What we are seeing is located in the ruins of the city of Trovaska, the former capital of Arman Sametian. I cannot quite see what these monsters are doing, but they never cease, day or night..."

"I need you to travel there, ahead of the Protectorate army secure the other scrying device. Neither the Protectorate army nor those savages must lay claim to it, it is church property and my superiors want it back."

"Would you be willing to serve the Sanguine Lord and his Most Holy Church?"

Mother Ulana is genuine in her request for assistance. Mother Ulana is not deceptive. She is a simple country priestess and an ardent Arman patriot. Her responses are tainted with these views.

What will you pay us? (Mother Ulana looks lost for a moment) "I can pay each of you 400 silver pieces in the form of magical scrolls... But of course, anything you might plunder from these savages that is not clearly the property of the church is yours to keep."

How many Hordesmen have you seen? "I think there are but a few. From what people are saying these monsters do not live in cities, so you should be fine."

What are we to do with the Hordesmen? "What do you do with a rabid dog?"

What are they doing? "They seem to be clearing out the area, scavenging for building materials is my guess."

How long do we have? "They have not yet realized that we can see them. I am not privy to the movements of our glorious army. But I believe that retaking Trovaska will be one of the goals of our forces, it was once our capital, you know. Whatever the case, please hurry."

Where should we take the sphere? "Bring it back to me. I will make send it to Mureath."

Why is your prester not handling this affair? "You know... I did not occur to me... But you're right. It is a little odd. I guess because the other sphere is here..."

What happened here before (during Encounter at Ramat Bridge)? "Our village was used as a staging point by our forces' on their way to bring civilization to the ungrateful savages of Sametia."

When the PCs are ready to leave, continue.

2: ON THE ROAD

Getting to Sametia is simple. The PCs have two main routes that will take them there.

They can cross the river at the newly rebuilt Ramat Bridge, now occupied by the Protectorate army. The army is more interested in keeping people out, so after a few questions, the PCs can be on their way.

They can also cross the river after buying a raft or skiff. Swimming is possible but a bad idea. The Abaddon river is very wide (half a mile (1km) at its narrowest) and has a strong current.

IN SAMETIA

The trip from the border to Trovaska is about 50 miles (80 km) from the border. The PCs have to travel through the Green Hills, verdant rolling hills frequently patrolled by small bands of Hordemen. Most of these warriors look on from a distance and will avoid contact with the PCs. At an average pace, taking care to avoid Sametians, this trek should take them approximately four days.

The PCs should feel like they are walking in enemy territory (and they are) and that their every movement is being watched.

The weather in Sametia is temperate, if on the cool side. Each day, there is a 40% chance of rain for 1d4 hours.

ON THE ROAD

FOLLOWED!

As the PCs travel through Sametia, call for a DC 15 Perception check. On a success, they notice that they are being followed by two riders. The riders are Hordemen who merely follow the PCs. They stay far away and never approach within bow range.

If approached, they fall back.

If the PCs ambush and capture them, use the stats for mounted hordes. They were ordered by their leader to tail any strangers on the plain. They have no useful information.

The goal of the riders is to keep the PCs on their toes and show they are not in friendly territory.

TROPHIES

The PCs see 2d8 heads impaled on wooden sticks. These trophies are recent. Ravens and flies are everywhere. There are no Sametians in the immediate vicinity as they have since moved on.

A DC 15 Survival check reveals about half the Sametians are on foot and the other half is mounted.

ON THE ROAD (SOFT)

The following provides a number of mini-encounters to give the PCs the flavor of Sametia.

THE BATTLEFIELD

The PCs happen upon a recent battlefield. The battle seems to have gone (roll 1d6) 1-2 the Horde, 3-4 the Protectorate, 5-6 draw or inconclusive.

The PCs may easily obtain clothes, scavenged from corpses, to disguise themselves as members of one army or the other. Everything else of value has already been taken.

THE RUINS (CR4)

Ahead, the PCs find a small village, long-since burned to the ground. Unburied skeletons and skulls on pikes form grim trophies left by the horde.

The ruins are now home to many hungry rats. If the PCs spend too much time in the ruins, the rats swarm and attack. The ruins otherwise makes a good campsite, with fresh water available from a stream or well and some walls to provide shelter

RAT SWARM

CR4

Rat swarms (x2), see Pathfinder RPG Bestiary

STONE FIELD (CR5)

In a gorge ahead, the PCs see statues of animals and a few people, standing seemingly at random in the tall grass. This valley is home to a mated pair of cockatrices. These creatures are extremely aggressive and passionately defend their territory.

COCKATRICE

CR5

Cockatrice (x2), see Pathfinder RPG Bestiary

STRAGGLER

The PCs encounter 2d4 Protectorate soldiers trying to get back to their camp. The men are wounded and have escaped an ambush. Half have rifles but are out of ammunition, the other half have crossbows with 1d4 bolts each. They carry swords as backup weapons.

The soldiers initially assume the PCs are Hordemen but can be convinced otherwise through good role-playing. They would rather avoid combat at this point.

3: AN ILL WIND

On the morning before the PCs arrive at Trovaska, they encounter a common danger of the Sametian plains: a wasp egg wind. Noticing the wind as anything more than a dust cloud approaching requires a DC 20 Survival check. The cloud heads straight for the PCs at a speed of 50 ft.

WASP EGG WIND (CR3)

The Sametian plains sometimes blow with a unique brown haze. The haze is actually made up of thousands of brown wasp eggs. A DC 20 Knowledge (nature) check indicates that any noise may cause many of them to hatch and swarm angrily.

Anyone in a wasp egg win, which is of colossal size, must succeed at a DC 15 Stealth check each round. The wasp egg wind lasts 2d6 rounds. The eggs will hatch upon the PC with the lowest failed roll and form into a wasp swarm (see the Pathfinder Bestiary for stats). A *silence* spell prevents the eggs from hatching, but casting any spell within the wind automatically triggers the swarm.

Map setup: Use an open terrain map to represent the Sametian Plains. Gamemastery's Desert flip map would be appropriate.

4: SAMETIAN AMBUSH

The PCs are ambushed by a group of Janus Hordesmen. The Hordesmen attempt to ambush the PCs, whom they assume are members of the Arman military.

Following the overgrown road to Trovaska through a wood, you come into a clearing. Within, two mounted Hordesmen are arguing loudly over the route to take.

Around the clearing, a large band of hordesmen are hidden.

SAMETIAN AMBUSH (CR6 OR 8)

The PCs are ambushed by the Janus Horde. The Hordesmen seek to kill and offer no mercy. PCs examining the area can make a DC 18 Perception check to notice the other ambushers hidden in the foliage.

During the fight, the PCs can spy a Hordesman staying outside the fight, simply looking at the battle.

SAMETIAN AMBUSHERS

CR6

Hordesmen on Sametian Horses (x3), see stat blocks section

Horde Cannibals (x3), see stat blocks section

Map setup: Use a map with a small clearing. Gamemastery's Forest flip map is appropriate.

Treasure: The ambushers have no real treasure other than their weapons and armor.

THE WITCH

The witch stays out of the battle, preferring to observe what the PCs are doing and how their fight. His goal is to report as much information to his master as he can. Though not part of the combat, if the PCs decide to engage him in battle, his trained cockatrice pet moves in and attacks.



SAMETIAN WITCH

CR6

Sametian witch on Sametian Horse, see stat blocks section

Cockatrice, see Pathfinder RPG Bestiary

Treasure: The witch does have a few magic items.

5: TROVASKA

READ ALOUD

Finally, you reach the now-ruined city of Trovaska. From its size and walls, you can tell it was once a grandiose and majestic city. But today it is a ruin, its thick walls now crumbling and granting easy access to anyone interested in climbing over a few rocks.

Nature is taking over once more as trees and thick bushes grow here and there. The palace that once rose atop a small rise overlooking the river was burned long ago, leaving only shattered walls. The site is quiet and only the occasional bird call breaks the silence.

PCs looking around will quickly find a makeshift earthen rampart around the area where the cathedral once stood. Occasionally, they can see a group of slaves (humans during the day, p'tans at night) walk to the top and deposit dirt, rocks, broken statues and rotten pieces of wood. This constant activity is what built this earthen "construction".

The earthen work forms a crater around the cathedral. Within the crater, the gutted remnants of the cathedral stands. There is a partially open shed-like construction on top of the ruin: within a ten foot-wide arcane contraption made up of a number of concentric circles that slowly rotate along all axes.

TALKING TO THE SLAVES

The First Ones are using their slaves to excavate the cathedral. The slaves are working non-stop, in twelve hour shifts. The p'tan only speak Exodite while the humans are local folk who do speak Common.

The slaves are malnourished and suffering from many wounds and pains from their grueling labor. They are unguarded, but shackled. They are all charmed through the *Soul-Gatherer* into obeying their First One master.

A few slaves provide food for the rest, spending all day making a vile slurry made of rodent meat, whatever roots they find and the bodies of dead slaves. The slaves are so exhausted they seem to move mechanically. They sleep in the ruins of the cathedral with only minimal protection from the elements.

Anyone unfamiliar they encounter is invited to meet with “the master” and “that from there everything will become clear.” They speak in an affect-less monotone. Any questions are directed to the Master who will “answer anything you want to know”.

If the PCs decide to try and fight with the slaves, the slaves make no resistance, flee the area and return shortly afterwards to resume their work.

All the slaves have been minion marked by Arem'Shehr.

THE SHED (CR5)

The shed contains a device that powers the contraption on the roof. The device is some type of First Ones arcane war engine.

The war machine has instructions on how to disable it, written in Exodite. It also contains a warning that only the Blessed of Khayne may operate it (a DC15 Knowledge (local) tells the PCs this refers to the First One). Any non-First One touching the device discharges it.

If the PCs want to disable the machine, it has a hardness of 8 and 30 hit points. Every hit done to the machine discharges the “trap”.

FIRST ONES' ARCAN E WAR MACHINE CR 5

Type mechanical; Perception DC 20; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** automatic

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

Special The machine may be deactivated by someone successfully impersonating a First One using a DC20 Use Magic Device check.

If the PCs turn off the war machine, they may destroy it without issue.

SNEAKING IN

The PCs may attempt to sneak in. As mentioned earlier, the slaves do not keep an active watch. Allow the PCs to make a DC 15 Stealth check. On a failed check, they are spotted and hailed by the slaves. If they ignore the slaves, proceed as though nothing happened.

6: UNDER THE CATHEDRAL

Inside the cathedral, an excavated staircase leads to the catacombs and the Nexus Gateway below. The catacombs were not spared the destructions the Horde wrecked above. Piles of rubble remain to be cleared and slaves constantly move about here, picking up debris and taking it to the top of the earthen work.

On the way to the Nexus Gateway – where the Master is – ask the PCs to make a DC 20 Perception check. On a success, the PCs recognize the area as the one they saw in the crystal sphere. Spending a few moments, the PCs can easily find the sphere. Looking through it reveals nothing (Mother Ulana left it stored).

The PCs now have a choice of what they are to do. They can turn back with the sphere or continue onwards to see the Master. If they leave, proceed to the Conclusion.

THE MASTER'S ROOM

The PCs reach a door. The slave opens the door without knocking and motions the PCs inside. He does not enter “the Master does not want to see me, only you”. The slave enters if forced or compelled.

The large room beyond has been completely cleared of all debris. The room within is lavishly decorated. Thick carpets, fur wall hangings and a large map of the area decorate the wall. A work desk next to a dresser is pushed against one of the walls.

A large four post bed dominates the room, on which four comely females, two humans, a kalsan and a prymidian, recline, dressed in extremely revealing outfits. Each of them is chained one of the post and to her neck. They look at you with passing interest but do not speak.

If you have time behind the fur wall hangings is the Room Guardian (see below).

THE FEMALES

The females commanded by the *Soul-Gatherer*, offer intimate services to anyone who reclines on the bed. They act mechanically.

A DC15 Heal check reveals that each of them has been severely mistreated (whipped, chained, hit), but also that all of them are pregnant.

If asked, the females know the Master is a beautiful woman who comes by occasionally to give her love only to them. The Master is “sometimes a man.”

THE DESK

The desk contains a number of mathematical equations. A DC 20 Knowledge (arcana or planes) realizes these are coordinates for the Nexus Gateways. These would allow for the opening of multiple gateways, and pave the way for an invasion army.

A DC 25 on the check also identifies the originating coordinates to be somewhere nearby, in southern Sametia (it is actually in the catacombs, but the PCs have no way to know).

Other papers (written in a feminine hand in a mixture of Exodite and Khaynite, and using a confusing variation in gender markers) reveal that:

Someone named "Arem'Shehr," a Khaynite, is trying to collect favors owed to mount just such an army. Note what the characters decide to do with these papers as it is important later.

Arem'Shehr was the one who orchestrated the massacre at Ramat Bridge. She gives a detailed description of a group of adventurers who thwarted his plan (any PC present at Ramat Bridge). She advises caution when dealing with them.

Arem'Shehr uses the *Soul-Gatherer* and how he came to have it. She plans to use it to create an army of slaves.

In a single letter, she write to "Your Majesty" that she knows that soon the nations of Exodus will re-ignite the events of the Twilight War and that a new golden era under the will begin. She goes on and on about how he contributed to this coming time and how the walls of "Father's" bloody palace will grow sticky with the blood of many sacrifices.

THE DRESSER

The dresser has clothing for both males and female. The male clothing is very functional while the female attires are revealing and mostly made of leather, spikes and studs.

ROOM GUARDIAN (CRE)

Hidden behind one of the fur wall hangings is a scythian bone golem. It attacks as soon as the PCs do anything but walk through the room. If they cross the room to get to the other door, the golem does not activate. If the PCs try to talk to the females or head towards the desk, or take any other action, it emerges.

WEAKENED SCYTHIAN BONE GOLEM CR 5

XP 2,400

N Large construct

Init +3; **Senses** darkvision 60ft, low-light vision; Perception +0

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 50 (8d8+30)



Fort +2, **Ref** +5, **Will** +2

DR 5/adamantine; **Immune** magic

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 slams +8 (2d6+5)

Ranged 1d6 spikes +8 (1d8+5)

STATISTICS

Str 19, **Dex** 17, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +12; **CMD** 25

SQ death throes, Scythian bone

SPECIAL ABILITIES

DeathThroes (Ex) When killed, a Scythian bone golem explodes in a 20ft radius burst that deals 8d6 points of piercing damage to every non-Scythian in the area (Reflex DC 14 half). The save is Constitution-based.

Immunity to magic (Ex) A Scythian bone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a Scythian bone golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals acid damage breaks any slow effect and heals 1 point of damage for every three points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deals acid damage (it automatically fails).

Scythian bone (Ex) Living scythians are immune to all damage inflicted by a Scythian bone golem.

Spikes (Ex) A Scythian bone golem can launch a volley of 1d6 bone shards to a range of 80 feet with no range increment. All targets must be within 30 feet of each



other, but the golem may decide to fire all spikes at the same target. The golem may use this ability up to five times in any 24-hour period.

Created by the Khaynites, Scythian blood golems are large monstrosities that wade into melee alongside the scythians. Scythians consider it an honor to be harvested after death to create the golems.

Source: *Enemies of NeoExodus: The Scythians*

Map setup: Use a map with a small clearing. Gamemastery's Forest flip map is extremely appropriate.

7: THE NEXUS GATEWAY

The room beyond the Master's bedroom houses two devices: the first is the Nexus Gateway, which currently stands closed. The other is the *Soul-gatherer*.

Understanding the *Soul-gatherer* requires a DC20 Knowledge (arcana). See the Appendix for full details on the *Soul-gatherer*. Destroying the *Soul-gatherer* breaks the charm effect on every slaves and draws the adventure to a close.

Most p'tan slaves stay and continue doing what they were doing while slaves of other races flee in terror, trying to get away as fast as they can from Trovaska.

The Nexus Gateway poses a different problem for the PCs: to destroy it is hard and requires powerful magic to safely destroy it, especially since it is underground. Destroying it is simply not an option at this time.

CONCLUSION

The PCs' return to the Arman Protectorate follows pretty much the same lines as the trip there. If you feel nice, they return without incident.

At this point there are a few loose ends to resolve.

THE SPHERE

Who do the PCs give the sphere to.

MOTHER ULANA

Mother Ulana is extremely happy to get the sphere. She pulls out the other one and giggles with joy. She thanks the PCs, pays them in magic scrolls and quickly leaves to turn the sphere over to her Pentarch.

SOMEONE ELSE

The PCs anger Mother Ulana who reports that they are untrustworthy to the church authorities. She does not pay the PCs.

THE FIRST ONES

The big question here is who the PCs tell FIRST, and who to they turn in the documents first.

MOTHER ULANA (SANGUINE COVENANT)

READ ALOUD

As she hears you, Mother Ulana's eyes grow wide. "The First Ones! Are you sure? This is... This is bad, grave, horrible, terrible news! Certainly we must send Daemonslayers to take care of the problem."

She thinks for a moment.

"Can I ask you to be quiet on this? At least for now, so that I can report to my superiors and they take action. By the Sanguine Lord! This... I... You... I never thought I would see this in my lifetime!"

"I'm sure the church will have need of you again..."

If the PCs agree to keep quiet, their reputation with the Sanguine Covenant goes up. If they do not keep quiet, their reputation will decline.

If they keep quiet, they later learn that the Arman Protectorate managed to rout a horde army from the ruins Trovaska and that the city once again belongs to the Arman Protectorate. The Sanguine Covenant has recognized the conquest as valid and legal. They have sent a daemonslayers and missionaries to support the Protectorate.

If they do not keep quiet, they later hear that the Protectorate forces have suffered a major loss to a surprise Janus Horde force near Trovaska and though the Arman

control the ruins, their forces have been dealt a serious blow.

THE ARMAN PROTECTORATE

Whoever the PCs tell listens to them and takes all proof they can provide. They thank the PCs and ask they keep quiet for a few days, until the Protectorate can establish the truth.

If the PCs keep quiet, their reputation with the Protectorate goes up; otherwise it goes down.

If they keep quiet, they later learn that the Arman Protectorate managed to rout a horde army from the ruins Trovaska and that the city once again belongs to the Arman Protectorate. The Sanguine Covenant has recognized the conquest as valid and legal. They have sent a daemonslayers and missionaries to support the Protectorate.

If they do not keep quiet, they later hear that the Protectorate forces have suffered a major loss to a surprise Janus Horde force near Trovaska and though the Arman control the ruins, their forces have been dealt a serious blow.

ANOTHER NATION OR FACTION

Everyone else takes the news gravely and thanks the PC for their loyalty. They ask the PCs no say a word about what happens.

Whether they keep their word or not, they later hear that the Protectorate forces have suffered a major loss to a surprise Janus Horde force near Trovaska and though the Arman control the ruins, their forces have been dealt a serious blow.

THE END

NEW RULE ITEMS

NEW ITEMS

THE SOUL-GATHERER

The *Soul-gatherer* is an ancient device made by the First Ones to command and impose their will on conquered or rebellious subjects. The First Ones often used these devices near feeding stations, forcing their slaves to cross the ring many times, to ensure lasting docility.

During the adventure, the *Soul-gatherer* is capitalized to emphasize its rarity. They are effectively unheard of today.

A DC 25 Knowledge (history) check reveals that during the war against the First Ones, the Kaga destroyed many of these devices and those who knew how to create them. None were said to have survived to this day.

SOUL-GATHERER

Aura strong enchantment (evil, First One); **CL** 9th

Slot -; **Price** 19,000 gp; **Weight** 500lbs

DESCRIPTION

This large flat, rune-covered brass ring glows with eldritch energy and can easily pass as a magical lighting device. On closer inspection, the runes are abyssal in nature and speak of domination and power.

Anyone walking through the ring when it is activated, must immediately make a DC 20 Will save or become docile and obedient. A target that fails its save cannot take any aggressive action for one full day.

Repeated use leads to habitual complacency and apathy, creating robot-like obedience.

Effects that would block or negate a *dominate person*, such as a *protection from evil* spell are also effective against a *soul-gatherer*.

CONSTRUCTION

Requirement Craft Wondrous Item, *calm emotion*, *dominate person*; **Cost** 9,000 gp, 1,000 gp worth of brass

STAT BLOCKS

THE JANUS HORDE

The Janus horde is composed of a number of loosely affiliated bands of wandering barbarians. Imperial propaganda portrays them as brutish, murderous and animalistic. This is a simplistic view as the Janus Horde, while technologically primitive, have their own social structure, skilled craftsmen, and familial bonds. The horde is made up of a large number of many different types of warriors, along with a few spellcasters and specialists.

HORDESMEN

The most common warriors of the Janus Horde are its hordesmen. These warriors ride into battle with great fury, howling furiously.

HORDESMAN

CR 1

XP 400

Male or female Human barbarian (mounted fury) 2

CN Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage); **ACP** -3

hp 25 (2d12+12)

Fort +8, **Ref** +1, **Will** +3

OFFENSE

Speed 20 ft.

Melee mwk greatclub +8 (1d10+6) and bite +1 (1d4+2) or

mwk lance +8 (1d8+6) and bite +1 (1d4+2) or club +6 (1d6+6) and bite +1 (1d4+2) or Bite +6 (1d4+4)



Ranged throwing axe +3 (1d6+4) or composite longbow [Str+2] +3 (1d8+2/ x3)

Special Attacks rage (9rnd/day), rage power (animal fury)

Space 5ft.; **Reach** 5ft. (10ft. with lance)

STATISTICS

Str 19, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 15

Feats Mounted Combat, Weapon Focus (greatclub or lance)

Skills Climb +2, Handle Animal +4, Perception +6, Ride +6, Survival +6

Languages Common

Gear hide armor, club, masterwork greatclub or masterwork lance, composite longbow [Str +2] and 20 arrows, throwing axes (2)

SPECIAL ABILITIES

Fast Rider (Ex): The speed of any mount the barbarian rides is increased by 10 feet. This ability replaces *fast movement*.

TACTICS

Morale: Hordesmen fight to the last man, with the last man fleeing to get reinforcements.

When not raging, the barbarian's Statistics are **AC** 15, touch 11, flat-footed 14; **hp** 21; **Fort** +6, **Will** +1; **Melee** mwk greatclub +6 (1d10+3), no bite; **Ranged** throwing axe +3 (1d6+2); **Str** 15, **Con** 16; **CMB** +4; Climb +4

HORDE CANNIBAL

Many members of the Janus Horde are cannibals, including a large number of kalisans. These warriors prefer to move on foot and hunt from ambush. Their ferocity makes them integral parts of the horde. They frequently serve as scouts for Horde armies.

HORDE CANNIBAL

CR 1

XP 400

Male or female Kalisan barbarian 2

CN Medium humanoid (caliban)

Init +1; **Senses** Perception +6

DEFENSE

AC 15, touch 9, flat-footed 15 (+4 armor, +1 Dex, -2 rage, +2 shield); **ACP** -4

hp 25 (2d12+12)

Fort +9, **Ref** +2, **Will** +3

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk longsword +8 (1d8+5/ 19-20) and bite +2 (1d4+2) or mwk shortspear +8 (1d6+5/x3) and bite +2 (1d4+2) or mwk trident +8 (1d8+5) and bite +2 (1d4+2) or Bite +7 (1d4+5 plus +2 grapple)

Ranged throwing axe +4 (1d6+5) or caliban bola +4 (1d8 plus trip)

Special Attacks rage (9rnd/day), rage power (animal fury)

STATISTICS

Str 21, **Dex** 15, **Con** 20, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +7; **CMD** 19

Feats Cannibalize, Endurance

Skills Climb +3, Perception +6, Stealth +2, Survival +6

Languages Caliban, Common

SQ Ferocity, Kalisan's Endurance

Gear chain shirt, heavy wooden shield, masterwork longsword or masterwork shortspear or masterwork trident, Caliban bola, throwing axes (2)

SPECIAL ABILITIES

Ferocity Kalisans remains conscious and can continue fighting even if their hit point total is below 0. Kalisans are still staggered and loses 1 hit point each round. A Kalisan dies when its hit point total reaches a negative amount equal to its Constitution score.

TACTICS

Morale: Hordesmen fight to the last man, with the last man fleeing to get reinforcements.

When not raging, the barbarian's Statistics are **AC** 17, touch 11, flat-footed 17; **hp** 21; **Fort** +6, **Will** +1; **Melee** mwk trident +6 (1d8+3), no bite; **Ranged** throwing axe +3 (1d6+3); **Str** 17, **Con** 16; **CMB** +5; Climb +5

SAMETIAN WITCH

Groups of hordesmen are frequently accompanied by a Sametian witch to provide them with arcane power. The primal nature of these witches call to the Horde's call to nature.

Witches ride Sametian hordes to battle but quickly dismount to fight.

SAMETIAN WITCH

CR 5

XP 400

Male or female Human witch 6
CN Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 48 (6d6+6+16 temp hp)

Fort +4, **Ref** +5, **Will** +6

OFFENSE

Speed 35 ft.

Melee mwk longspear +5 (1d8+1/ x3) or dagger +5 (1d4+1/ 19-20)

Ranged sling +5 (1d4+1)

Space 5ft.; **Reach** 5ft. (10ft. with longspear)

Witch Spells (CL 6th; base DC 14 + spell level; concentration +10)

3rd - *fireball, lightning bolt, sleet storm*

2nd - *blindness/deafness, false life, flaming sphere, summon swarm*

1st - *cure light wounds (x2), enlarge person, shocking grasp*

0 - *bleed, detect magic, light, stabilize*

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 16

Feats Combat Casting, Extra Hex, Fleet, Nimble Moves

Skills Fly +11, Heal +9, Knowledge (local) +10, Ride +8, Spellcraft +13, Survival +6, Swim +5, Use Magic Device +8

Languages Caliban, Cavian, Common, Exodite, Nasian SQ Hexes

Gear *cloak of protection +1, silken ceremonial robe +2, mwk longspear, dagger, sling and bag of 20 bullets*

SPECIAL ABILITIES

Hexes (Ex) Unless otherwise notice noted using a hex is a standard action that does not provoke attacks of opportunity. The DC of the hexes is 17.

Cackle (Su) A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an *agony hex*, *charm hex*, *evil eye hex*, *fortune hex*, or *misfortune hex* caused by the witch has the duration of that hex extended by 1 round.

Evil Eye (Su) The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 7 rounds. A Will save reduces this to just 1 round. This is a mind-affecting effect.

Flight (Su) The witch grows lighter as she gains power, eventually gaining the ability to fly. The witch can use *feather fall* at will and gains a +4 racial bonus on Swim checks. She can cast *levitate* once per day. She can fly, as per the spell, for 6 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This hex only affects the witch.

Misfortune (Su) The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Slumber (Su) A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for 6 rounds. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

TACTICS

Morale: Unlike other hordesmen, a Sametian witch is willing to withdraw if brought down to less than 5 hp.

SAMETIAN HORSE

All Sametian horses are trained for war. The horse statted here are those serving as mounts for the Janus Horde, and have the increased movement speed because of it. These horses are covered with their owner's possessions.

SAMETIAN HORSE

CR 1

XP 400

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 11 (+2 armor, +2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 60 ft.

Melee 2 hooves +3 (1d4+1)

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

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)
Feats Endurance, Run
Skills Perception +6
Gear their master's possessions (counts as leather armor)

TACTICS

Morale: If its rider is unhorsed or killed, a Sametian horse heads to safety, abandoning combat.

THE SLAVES

THE P'TAN

The p'tan slaves used in Trovaska have received basic combat training and can double as levies and soldiers. However, as presented in this adventure, the levies are underequipped and thus had their CR lowered.

P'TAN SLAVES

CR 1/4

XP 100

Male or female p'tan warrior 1

CN Medium outsider (native)

Init +2; **Senses** darkvision 60 ft., light sensitivity, Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex);

hp 8 (1d10+3)

Fort +2, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee club +3 (1d6+2)

Special Attack shadowspark +3 ranged touch (4/day, 1d6 electrical)

STATISTICS

Str 15, **Dex** 14, **Con** 11, **Int** 6, **Wis** 12, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 15

Feats Toughness

Skills Profession (menial labor) +5

Languages Exodite

Other gear club

SQ submissive

SPECIAL ABILITIES

Light Sensitivity (Ex) P'tan are dazzled when in bright light.

Shadowspark (Su) 4/day, a p'tan slave can unleash a bolt of crackling black lightning against a target within 30 feet that deals 1d6 points of electrical damage with a successful ranged touch attack (+3 ranged touch).

Submissive All slaves have been submitted to the *Soul-Gatherer's* influence, making them unable to take any offensive action, at least until they are freed from its influence. They defend themselves when confronted.

THE HUMANS

The human slaves come in two groups: the commoners and the warriors. The warriors can be represented by removing all weapons and armor to a hordesman and giving him the "submissive" special ability.

The ratio of slave to warrior is about 5 to 1. The First Ones have no problem enslaving more, weaker slaves over fewer, stronger ones.

HUMAN SLAVE

CR 1/4

XP 100

Human commoner 1

N Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (1d6+3)

Fort +2, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee improvised club +1 (1d4+1)

STATISTICS

Str 12, **Dex** 11, **Con** 15, **Int** 6, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 11

Feats Animal Affinity, Endurance

Skills Handle Animal +6, Ride +6

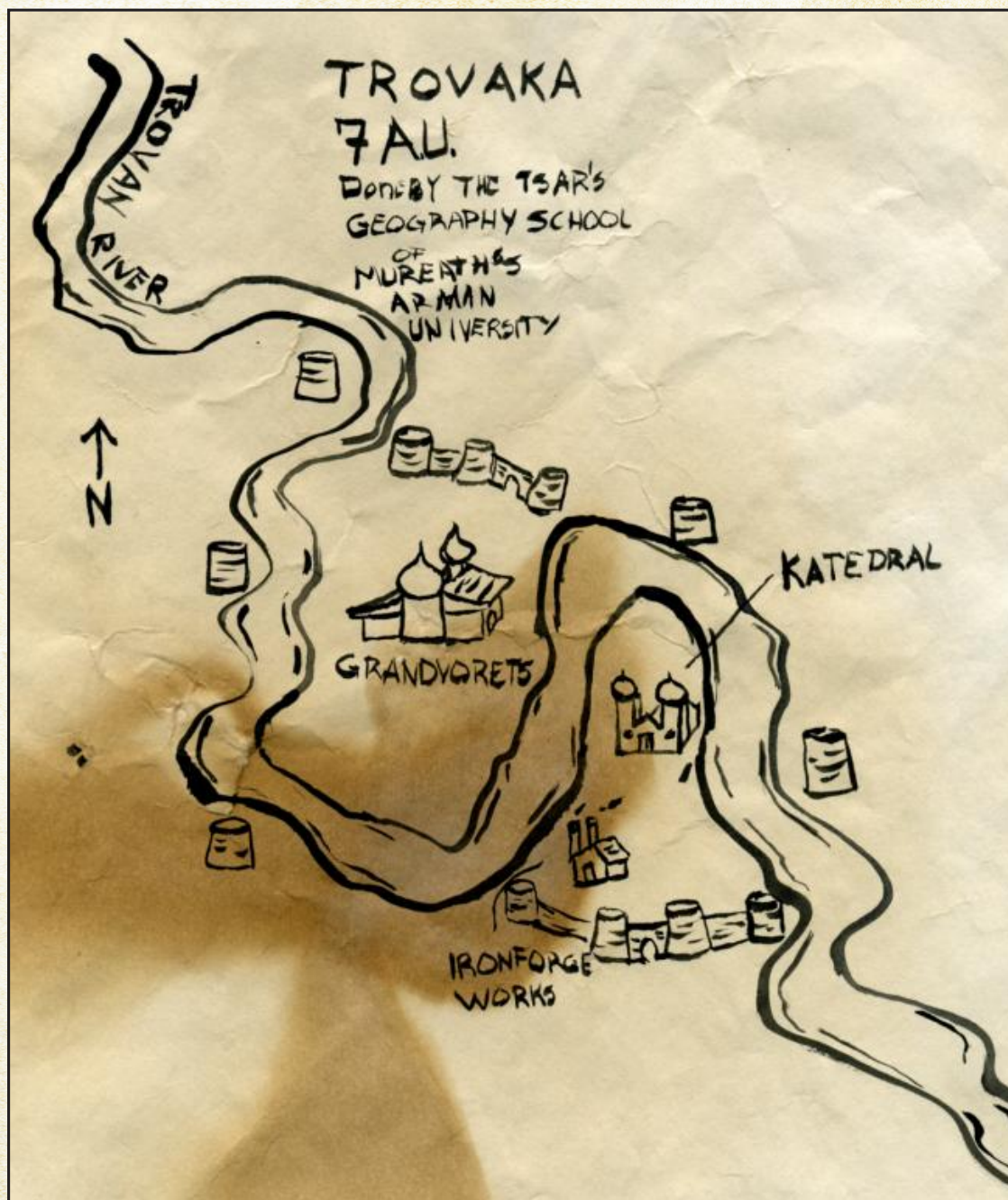
Languages Common

SQ submissive

SPECIAL ABILITY

Submissive All slaves have been submitted to the *Soul-Gatherer's* influence, making them unable to take any offensive action, at least until they are freed from its influence. They defend themselves only when confronted.

MAP OF TROVASKA



NEDEXOPUS LEGACIES:
RUINS OF TROVASKA

Written By Jean-Philippe 'JP' Chapleau
 Reviewers: D'Anne Nelson, Louis Porter Jr. and Linda Weygant-Robison
 Editing: Jeff Erwin

Playtesters: Adrian Broadhead, Dave Dostaler, Dennis O. Lundstrom, Robyn Nixon, Chad Patterson, Tim Scheer
 Artwork by Anthony Cournoyer, Rick Hershey, Ean Moody, Yama Orce and Jason Walton

All gaming mechanics on all pages is Open Game Content as defined by the Open Gaming License.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.



System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.



Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.



Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.



NeoExodus Adventures: Ruins of Trovaska. Copyright 2012, Louis Porter Jr. Design Inc.



NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
					



NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
					

© 2010 LOUIS PORTER JR. DESIGN Permission granted to photocopy for personal use only.



NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
					



NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
					

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

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

© 2010 LOUIS PORTER JR. DESIGN Permission granted to photocopy for personal use only.

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

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

COMBAT & INITIATIVE TRACKER



INITIATIVE & ROUNDS

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



OGI
3.5 SYSTEM COMPATIBLE

[illegible]

[illegible][illegible]

© 2011 LOUIS PORTER JR. DESIGN Permission granted to photocopy for personal use only.

[illegible]

BUFF SHEET
Player Character:



Name	Range	Bonus	Type	Duration	Start	End

Abilities	Max.	Skills	Bonus

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

MELEE	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

RANGED	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

Notes

BUFF SHEET
Player Character:



Name	Range	Bonus	Type	Duration	Start	End

Abilities	Max.	Skills	Bonus

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

MELEE	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

RANGED	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

Notes