

# NEOEXODUS

## LEGACIES

# ENCOUNTER AT RAMAT BRIDGE



## NEOEXODUS ADVENTURES: ENCOUNTER AT RAMAT BRIDGE

Things are brewing along the Abaddon River. The armed forces of the Arman Protectorate are preparing something. Across the river, the Janus Horde is on the move and their raids are growing more and more frequent. A powerful Imperial senator needs to know what is going on and, with any luck, stop the situation from escalating.

An adventure for 3<sup>rd</sup>-level characters.

### HISTORY

The Lower Abaddon River basin forms the border between the lands of the Arman Protectorate and the Janus Horde. For many years, the Protectorate maintained a number of colonies in coastal and southern Sametia.

During the Twilight War, Sametia was the battleground between the great empires. This made the people of Sametia rugged and experienced warriors.

In the mid-30s AU, the Imperial Senate refused to admit Sametia into the Imperial Alliance. In retaliation, the Sametians rejected all of the trappings of civilization and dedicated themselves to barbarism. With the unification of the Janus Horde in the late 60s AU, the Horde turned its attention outwards. The horsemen attacked every outpost of civilization they could reach. The Arman Protectorate was hard hit by the fast moving raiders.

During their initial campaigns against the Protectorate, the horde destroyed anything they could. One such location was the fort at Ramat Bridge. Ramat Bridge was a sturdy stone bridge that was an important river crossing, allowing the Protectorate to support their colonies and supporters in Sametia. By destroying it, the Horde gave itself breathing room that led to the collapse and subsequent withdrawal of the Protectorate forces from Sametia.

Today, a small keep, two small villages and an artificial cataract are all that stand at Ramat Bridge. One side is controlled by the Protectorate and the other by the Horde.

The Protectorate has grown weary of the Horde's raids and a new general, Wulf Gronnovitch has convinced the Tsarina to divert forces from the Dominion frontier to mount a major offensive. Protectorate forces are almost ready to strike and launch their offensive.

### RECENT EVENTS

In the past few weeks, trouble has been brewing on the frontier. Stirring the pot is Arhm'Shehr, a Khaynite. Arhm'Shehr has been using his small army to start a war between the two nations. With the volatile situation that existed between the two nations, the smallest spark may ignite the whole frontier into war.

The impact of war may have unforeseen repercussions throughout the Imperial Alliance. The most likely result is that other nations also send troops to Sametia to retake their

lost lands. A clash between armies is almost guaranteed. Even the janissaries may be unable to stop the descent into war.

### "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:

Yesterday, you all received the following letter, delivered by a young imperial herald.

Give the PCs a copy of Player Handout 1.

Reaching the Dominion city of Saidah was easy. The seal on your summons opened doors for you and you were able to quickly reach the city through the Nexus Gateways that link the larger cities of Exodus together.

Saidah rises on the banks of the mighty Abaddon River and the border between the Dominion and the Arman Protectorate. Over the course of its long history, the city changed hands more times than are worth counting.

Today, the city is a major trade hub for goods traveling east or west. The heat rises in waves and the wind brings no relief as you make your way to the Ghoul's Hand.

At the end of a long alley, the Ghoul's Hand occupies the basement of a merchant's warehouse. Compared to outside, the stuffy atmosphere of the tavern offers respite from the oven-like heat outside.

Giving the password to the Sasori behind the bar, the scorpion-man looks at you funny for a moment, before pointing to a side room. In that room, other adventurers are seated around a table.

This is a good time for the PCs to introduce themselves to each others. Describe their characters before continuing.

### 1: BRIEFING

At exactly midday, the door opens and a cloaked man whose face is hard to see walks into the room and greets the PCs with "Flames of Abaddon" and presents a signet ring that matches the seal on the letter. He introduces himself as Preest.

After inquiring about your trip, Preest gets down to business.

"Something is going on along the border, and the Senate wants to know what is happening and who is responsible. Now I'm not talking about a few bandits or a few calibans. Divinations revealed something else is afoot."

"Now you may wonder why you were chosen for this mission. Most of you are young, inexperienced and have had little or no public exposure. That's why you are perfect! It makes you free from the politics that permeate everything."

"That's fair enough?"

Preest waits for the PCs to respond, but he does not add much more than what he said.

"Good. I want you to travel along the banks of the Abaddon River, all the way to a small settlement named Ramat Bridge. There, conduct a quiet investigation as to what is happening. Try to stay away from the north bank."

"Keep your affiliation with us a secret. The fewer people that know you work for us, the safer you will be."

"Unlike the Protectorate to the south, the Janus Horde turned its back on civilization. They are now little more than rabid savages bent on destruction. Don't let it fool you. They are cunning, aggressive and extremely dangerous."

Preest is willing to answer questions. He does not seek to deceive the PCs, even though there are a number of things he cannot freely reveal to the PCs.

**Why should we do this?** It is the right thing to do, and you can get the gratitude of a number of important people. (He does not say who.)

**What will you pay us?** I've been authorized to pay each of you the sum of 1,500 silver pieces, plus the services of a healer upon your return.

**Who do you work for?** I work for a powerful senator of the Imperial Alliance.

**Why should we keep our affiliation with the Imperial Alliance a secret?** For you to be able to act freely, it would be easier to do so.

**Can you give a writ to prove we work for you?** No, for the same reason you must keep our involvement secret.

**Why Ramat Bridge?** Divination.

**What is there?** The Protectorate maintains a small outpost by the ruins of the bridge.

Preest knows of the history of the Ramat Bridge found in the background and can relay it to the PCs, if asked.

When the PCs agree, proceed to encounter 2. If the PCs refuse, Preest tries to convince them, but if they still refuse, he shrugs and leaves. The adventure is over.

## 2: THE LONG ROAD

Read aloud.

From Saidah, you cross the Abaddon River into the Arman Protectorate. The heat drops from unbearable to merely warm. Orchards, vineyards and wheat fields occupy the landscape.

At first you travelled north along the Dominion/ Protectorate border. Then, you turned eastward as the Abaddon River turns forming the border between the Horde Lands to the north and the Protectorate.

You travelled many uneventful days along the highly militarized borders of the Protectorate. The Flatlands – as the local calls this place – has an extensive roadway system.

Farmers and signposts point the PCs where they want to go without difficulty. The GM may want to embellish the trip by adding a random encounter with natural creatures.

As the PCs travel, ask them for skill checks. These add extra information to the PCs.

### AUTOMATIC

As the PCs travel through the Protectorate, they automatically notice the following things.

- The Abaddon River basin is referred to as "the Flatlands" by the locals.
- Protectorate forces rely heavily on the use of automatons they call "ironforged" or Protectorate golems.
- The Protectorate is one of the most devout states in the Imperial Alliance. The population worships the Sanguine Covenant. Sanguine churches and shrines can be found in every village.

### KNOWLEDGE (ENGINEERING)

**DC 15** Every village and estate has been designed with military usage in mind. Walls are reinforced and even the smallest of farms could be defended by a small number of warriors against a large group of opponents.

**DC 20** Nearly every settlement has automatons and large cannons. The fortifications are designed to increase the effectiveness of such defenses.

### KNOWLEDGE (LOCAL) OR A PROFESSION (SOLDIER)

**DC 10** The road network is well-maintained and is conducive to the movement of troops all along the border.

**DC 15** every citizen is armed and seems to have received some training making the area very well defended.

**DC 20** only static elements (garrisons and militias) of the army are present. Mobile units are nowhere to be seen (most were pulled to Zarynth).



### KNOWLEDGE (HISTORY)

**DC 10** The Flatlands are one of the lands that saw the most fighting since the fall of the Empire of the First Ones.

**DC 13** This area was conquered by the Armans during their conquest of Abaddon.

**DC 15** After the fall of the Empire of the First Ones, the kingdom of Cardos thrived here before it was overrun by the Sorcerer-Kings of Abaddon.

**DC 18** The Cardosians have resisted any attempt at integration by their overlords and have managed to maintain their ethnic identity.

### KNOWLEDGE (NOBILITY)

**DC 15** The local lords are mostly of Arman descent with a few Cordelians. The population is mostly comprised of a third ethnic group known as Cardosian.

**DC 20** The local nobility are not known for their loyalty to the crown. They have been known to change allegiance between the Dominion and the Protectorate in return for the right to keep their lands.

### KNOWLEDGE (RELIGION)

**DC 15** The locals firmly believe in the Sanguine Covenant and give proper respect to its priests.

**DC 20** Occasionally, graphitized on walls is a strange tribal symbol, the heretical markings of the Lazarus Brand. These heretics are hunted by the Covenant for preaching about a coming doomsday.

## 3: ZARYNTH

### ROAD AMBUSH (CR7)

The PCs should set themselves in a marching order. Roads in the Protectorate are fifteen feet wide on average and well-maintained. When they are happy with their setup, call for a DC20 Perception check. On a successful check, the PCs spot a number of crossbowmen up ahead set up in ambush along the road.

Let the PCs react to the group ahead. The soldiers are willing to talk but are ready to fight. Killing the soldiers is a bad idea.

### PROTECTORATE FORCES (CR7)

**Mounted Sergeant (x1)**

**Grunt (x6)**

**Mobile Cannon (x1)**

The soldiers are interested in finding out what the PCs are doing here. They tell the PCs that they are not allowed to proceed to the village of Zarynth. They indicate an alternate route that will take the PCs about one day.

**Map setup:** Gamemastery's The Swamp

**Treasure:** There is no treasure associated with this encounter as every item possessed by the soldiers are marked as belonging to the Protectorate military. PCs may get about 5gp from the sale of the equipment, but requires extra time

and a number of Knowledge (local) to find fences who would be interested in buying this.

Mobile cannon cannot be looted for parts and have no value.

### GOING THROUGH ZARYNTH

The PCs may try to sneak into Zarynth if they desire. This requires the PCs to make a few Sense Motive and Stealth checks of varied DCs (15-20).

If the PCs fail by more than 5, a patrol of Protectorate approaches and challenges the PCs. The first patrol acts like the group in the previous section. If the PCs defeat those also, double the number in a group as reinforcements ride in.

They find the city under military occupation by Protectorate forces. As long as they do not draw attention, they can move around town without issue and discover the following:

- The locals do not seem bothered by the occupation.
- The Protectorate army includes a number of ironforged designed for war (use the statistics for military ironforged from the NeoExodus Campaign Book or substitute an iron golem from the Pathfinder Bestiary).
- Groups of hussars (light cavalry) arrive every hour and head for the local church.
- The church is now the HQ of the local commander, Captain Maria Ilyanova. The captain is a practical woman with a no-nonsense attitude.
- If the PCs are captured at any time, they are brought before her (see Meeting Captain Ilyanova, below).

### MEETING CAPTAIN ILYANOVA

The short blonde woman's feature could easily be carved in ice. Her posture betrays a lifetime of military discipline. She looks you over for a moment, evaluating you.

The captain stays silent and stares at the PCs. She wants the PCs to talk and speaks only in short, direct sentences. Her sentries have reported the PCs' movements to her already. Make the PCs sweat a little and attempt to convince the captain of their good intentions.

Finally, the captain orders the PCs escorted out of Zarynth and tells them they better stay away from Protectorate military maneuvers. She half-threatens that her troops may take them for looters or enemy raiders.

Proceed to encounter 4.

### TAKING THE DETOUR

If the PCs take the detour, ask for a DC15 Perception or Profession (soldier) check to notice a number of hussars riding from the north and head towards Zarynth. The hussars do not stop to talk to the PCs and ride by.

If the PCs seek to fight the hussars, use the statistics for a mounted sergeant. Interrogating the hussar requires a DC14 Bluff or Intimidate check. The hussar has information about



the location and movement of the Janus Horde troops. A large group is just across the river.

### 4: RAMAT BRIDGE

Read aloud.

Before you reach Ramat Bridge, the smell of burnt timber reached you. Next, you came to a long row of pikes topped with heads shrouded by clouds of flies.

Atop an island in the almost mile-wide Abaddon River, the fort of Ramat Bridge now lies in ruin. The occasional plume of smoke still rises in a few places. The island could be reached by a now-missing bridge. Among the destroyed building of the village that once stood here, the headless bodies of peasants and soldiers have been piled into gruesome mounds as high as a man.

On the central plaza leading to the bridge, the church of the Sanguine Covenant had been destroyed and only husks of houses remain

The only sign of life are the crows and the flies.

The PCs are free to explore the area.

Through a number of skill checks, the PCs can establish that the attack and subsequent massacre took place between 2 and 7 days ago.

### RUNNING THIS ENCOUNTER

This encounter details the locations in and around Ramat Bridge. Ideally, night should fall as the PCs are exploring the fort.

During the night, the PCs are attacked by the forces of Arhm'Shehr, a Khaynite. These attacks should be quick, furious and cunning. The Scythians may be mindless killers, but they do not simply charge.

All the Scythians and the Hordesmen are dressed in Sametian-style clothing. This detail is important later in the adventure. Only Arhm'Shehr's clothes are different.

If the PCs establish defenses, the Scythian attack in what they perceive to be weak points. Encountering the Scythians should leave the PCs with a feeling of brutality and dread.

### THE VILLAGE

The village on the south shore has little information to be found. Anything of value was looted and is gone. A DC15 Profession (soldier) check reveals the attack was quick and precise.

A DC 15 Heal check reveals that the blows inflicted were particularly gruesome and many survivors were grievously wounded and left to die.

A DC 15 Knowledge (local) reveals that the atrocities committed (cut head, burning of the village, piles of bodies) are all consistent with Janus Horde raids.

A DC 15 Perception reveals that other than a few arrows, there are fewer broken weapons than one would expect in such a raid.

A DC 15 Survival check reveals that the attackers were mounted on horseback and on-foot. The tracks are coherent with humanoid booted tracks.

A DC 20 Survival check reveals that the wounded were dragged to the central plaza and executed there in a ritualistic manner. A follow-up DC 20 Knowledge (religion) check reveals the rites employed are not consistent with the Janus Horde and more in line with the Brotherhood of Khayne.

### THE CHURCH (SOFT)

The church was once the biggest building in town – with the exception of the fort. It is now little more than a pile of burnt debris.

Digging into the debris reveals little of interest.

A DC 15 Knowledge (engineering) reveals that the church has been destroyed prior being set on fire.

A DC 15 Knowledge (religion) reveals that every symbol of religious significance has been defaced and destroyed.

A *detect magic* followed by a DC22 Spellcraft check reveals that the church was *desecrated* and that all of its magical wards were dispelled before it was destroyed.

### THE HORDE VILLAGE (SOFT)

On the left bank, where the northern part of the Ramat Bridge once stood, the barbarians of the Janus Horde erected a small village surrounded by a sturdy wooden palisade.

Reaching that side of the river is difficult at best because the bridge's pillars have been destroyed, creating an extensive rapid. The DC to jump is 10+3d6. The DC is further increased by 2 because the top rocks are slippery. To speed up the process, a total of three checks must be made.

In the Horde village, the PCs find a situation similar to what they found on the Protectorate side. However, most people were first killed with blades then shot at point-blank range with firearms.

### THE FORT

The Fort itself is detailed in encounter 5.

### 5: THE FORT OF RAMAT BRIDGE

When the Protectorate controlled lands in Sametia, this fortress was built to control traffic across the Abaddon River. Travelers would have to stop on the island where they could be searched, taxed or arrested as necessary. The island fort was but one of many that stood on the river for centuries.

The original stone bridge was destroyed by the Janus Horde some twenty years ago (71AU). Since then, the Protectorate reoccupied the fort, rebuilt it as best they could and built a bridge to the right bank where Ramat Bridge still stood.

Today all that remains from that original bridge are a few stone supports. The rest of the bridge has disappeared below the water, forming swift-moving rapids. The Protectorate army built a wooden bridge linking the old stone support.

## GETTING TO THE FORT (SOFT)

The Scythians have sabotaged the bridges leading to the fort. The average distance between the support pillars is 25ft.

### COLLAPSING BRIDGE (CR 5)

Type mechanical; Perception DC 20; Disable Device DC 20 (special)

### EFFECTS

**Trigger** location (2 persons on bridge); **Reset** None  
**Effect** 20ft. fall (2d6) and then the PC is swept downstream by the current. Because of the sharp rocks and the current, a PC in the water must make a DC 20 Swim check or be "attacked" by rocks (+15 melee (3d6/x3)). A PC who makes the Swim check is safe for that round. After three rounds the PCs are out of the rapids and the Swim DC falls to 10.  
**Special** Anyone spending time examining the structure and making a DC20 Knowledge (engineering) may disable this trap.

The PCs may repair the bridge by spending a few hours and some elbow grease. This may come in handy later during the adventure, along with providing a way in and out of the fort.

## THE FORT

Inside the fort are five main structures: a shrine, a barrack, a watchtower a blockhouse and a partially buried building. Like the village, the population of the fort has been destroyed. Here, the soldiers were nailed to walls, door and even horse posts.

As you walk into the fort, you can hear moaning and groaning. A moment later, only the cawing of crows can be heard again.

The moaning man calling for help seems to come from the direction of the shrine. Unknowingly, the PCs triggered a *magic mouth* cast from a scroll (using the Use Magic Device skill).

## THE ARSENAL (CR4) (SOFT)

Within the arsenal, two mobile cannons guard the entrance. The Scythians did not manage to destroy them, so they locked the creatures in there and left.

From above, the PCs can see a dozen or so bodies of dead P'Tan. The P'Tan's are dressed in a manner consistent with Janus Hordemen. Examining the bodies reveals that they have all been shot by gunfire.

### PROTECTORATE FORCES (CR7)

**Mobile Cannon (x2)**

**Tactics:** the cannons fire at anything they can see.

**Treasure:** the PCs can find a large stack of arrows and a small number of normal weapons.

## THE BARRACKS (CR3) (SOFT)

In front of the barracks, the P'Tan slaves dug a deep pit and lined it with spikes.

### CAMOUFLAGED PIT TRAP (CR 3)

Type mechanical; Perception DC 25; Disable Device DC 20

### EFFECTS

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





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**Effect** 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### INSIDE

The only thing of interest is the mutilated bodies of twenty Protectorate soldiers. The bodies are burned and destroyed.

### THE BLOCKHOUSE

The blockhouse is filled with mutilated bodies arranged in gruesome piles. Other than the smell of blood, there is little of note here.

### THE SHRINE (CR3)

The man that groaned wears the clothing of a priest of the Sanguine Covenant. His eyes are empty sockets as the crows feast. His clothes are caked with blood and mud.

The priest has been dead for hours (DC15 Heal check).

The body is nailed to the doors of a shrine dedicated to Dhazvok. A DC15 Knowledge (religion) reveals that Dhazvok is the Warrior, N patron of warrior and destroyer of heretics.

Anyone touching the corpse becomes the victim of another trap left by the Scythians. They covered the body with sassone leaf residue, a vicious contact poison. Note that the poison has an onset of 1 minute so its effects are not immediate.

### POISONED CORPSE (CR 3)

**Type** poison, contact; **Save** Fortitude DC16

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

**Initial Effect** 2d12 hit points; **Secondary Effect** 1 Con damage; **Cure** 1 save

### INSIDE THE SHRINE

Like in the village, the shrine was *desecrated*. Any symbol has been defaced and vandalized. There is nothing of value here.

### THE WATCHTOWER

The watchtower is burned and useless. It holds nothing of value.

## 6: THE PEDDLER (SOFT)

As the sun disappears over the horizon, a loud squeaking sound reaches your ears. A short investigation later, you spot a poorly-greased wagon drawn by a single well-

armed merchant. A large dog walks next to him.

As he spots you, he raises a hand in challenge while the other reaches for the hilt of his sword.

"Be you friend or foe?" he calls out.

The man is a travelling merchant named Calvill Emereth. He travels the roads from Saidah to the Ocean. If the PCs refuse to let him approach, he makes his own camp.

If the PCs are in the fort, the merchant asks if the PCs could help him to the fort. This requires some time and effort (see encounter 5), but no real difficulty. Calvill sells no weapons but sells cloth, needles and other items useful to farmers and things the PCs may need.

The goal with Calvill is to make the PCs suspect him and draw their attention towards him. Make sure you know where the merchant is at all times. Calvill is completely innocent and has no link to the First Ones. Do not discourage the PCs' suspicions.

### FIGHTING THE MERCHANT (CR4)

If the situation breaks down and the PCs come to blows with Calvill, his statistics appear in the appendix.

### CALVILL EMERETH (CR4)

**Calvill Emereth**

**Large dog (counts as riding dog) x1**

**Tactics:** Calvill attempts to withdraw, not wanting to kill anyone. He defends himself to the best of his ability.

**Treasure:** By selling Calvill's equipment and wares, the PCs can get 125gp.

## 7: THE FIRST WAVE

### AFTER NIGHTFALL

During the first part of the night, any PC on-guard can make a DC20 Perception check to hear movement. The movement is distant. If asked, Calvill dismisses this as "just wolves" and pays little attention to them.

### CALVILL LEFT ALONE

If the PCs do not let Calvill share their camp, they hear him and his dog scream and shout, obviously in pain. The Scythians get a hold of him and torture him. They keep him alive so he can scream in pain for as long as possible.

### THE FIRST WAVE (CR5)

Around midnight, the Scythians launch their first waves of assault. The location of this battle is very dependent on the PCs.

The attackers are not particularly silent and are very confident in their ability to destroy the PCs. Call for a Perception check from all those who are awake at midnight. The attackers start off 30 feet away from the PCs. For every 5 by which the PCs beat a DC10, add another 10 feet to the starting distance.



### THE FIRST WAVE (CR5)

P'Tan Levies x6  
Scythian soldiers x2

**Tactics:** They use overwhelm tactics. The P'Tans engage the frontline combatants while the Scythians move to engage lighter targets in the back. All troops focus attacks if possible.

On the first round, the P'Tans move and attempt to use shadowspark. In subsequent rounds, they prefer to move back, then use shadowspark rather than engage in melee combat. If they cannot 5ft step back, they attack with their shang swords.

### AFTERMATH

The defeat of the Scythians and their warrior-slaves should give the PCs pause. A DC 12 Knowledge (dungeoneering or local) reveals the Scythians for what they are: soldiers of the First Ones. Anyone from Exodus immediately understands the gravity of the situation. This is not a mere barbarian raid. The situation is serious.

Explain to the players about the First Ones, what they are, who they were and why this discovery is significant.

Give the PCs a few minutes to reorganize before proceeding to the next encounter. Do not tell them, but Arhm'Shehr is letting their buffs and abilities expire before sending a second wave of creatures.

## 8: THE SECOND WAVE

This encounter begins at the same distance as the previous encounter. Again, ask for Perception checks. The attackers start off 30 feet away from the PCs. For every 5 by which the PCs beat a DC10, add another 10 feet to the starting distance.

### SECOND WAVE (CR5)

The second wave revolves around a fungal rust monster and its Scythian handlers.

#### THE SECOND WAVE (CR5)

Fungal rust monster x1  
Scythian soldiers x2

**Tactics:** The scythians send the rust monster to take on the PCs' top melee warriors. The monster goes for weapons first. The Scythians moves to engage archers and healers.

## 9: THE THIRD WAVE

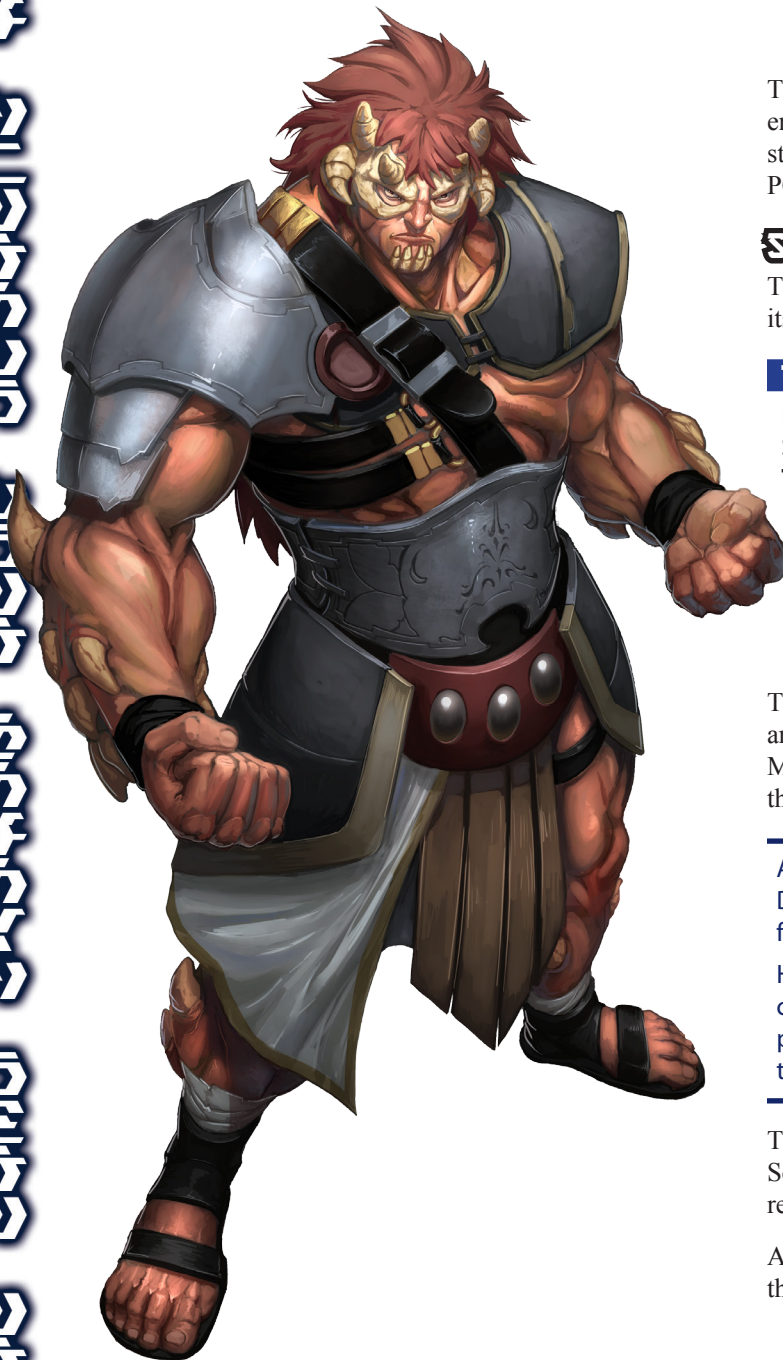
The third wave is different than the previous two. Instead of another direct assault, a barbed Scythian challenges the PCs. Meanwhile, her final soldiers move around and try to fall on the other PCs.

A scratchy female voice echoes in the darkness "SHALINJ! DOOL! SHALINJ! FISTAFAYIT!" A moment later, a cloaked figure cracks open a sun rod.

Her features are hidden under a low-hanging hooded cloak. The woman carries no weapons and the bone protrusions on her exposed arm are more prominent than the ones on the others you have faced before.

The female is Ayayah, a barbed Scythian monk. Barbed Scythians are a particular breed of Scythians which are the result of crossbreeding with barbed devils.

Ayayah is the leader of the Scythian assault force. Other than the words "challenge", "duel" and "fistfight", she does



not speak Common, only Exodite and Scythian. She tries to get the PCs to select a champion to fight her one on one. If they agree to the one on one she lets the PCs buff and heal themselves, staying politely away.

## THE DUEL (CR5)

If the PCs agree, she tries to keep her true nature a secret until it is too late.

### THE DUEL (CR5)

Ayayah

**Tactics:** Ayayah fights hard and as best she can.

## DURING THE FIGHT (CR5)

As the PCs are fighting Ayayah, a final group of Scythians move in from the side to take on the rest of the PCs. Ayayah does not like that plan, but as she is not the one in charge.

### FLANK ATTACK (CR5)

Scythian sergeant x1

Scythian soldiers x3

**Tactics:** The Scythians charge and try to take down anyone they can. They favor lightly armored targets.

## AFTERMATH

Once the PCs defeat the third wave, they have managed to beat off the Scythians. Let them worry about the rest of the night. Their troubles are over, for now.

## 10: MORNING (SOFT)

This encounter begins precisely at sunrise, before the PCs get a chance to relearn or pray for their spells. He appears during morning prayers. Yes, he plans it that way.

As the sun appears over the east, a cloaked male silhouette appears, blurred by the rising sun. The man makes no movement towards you.

The silhouette is Arhm'Shehr, the Khaynite. Let the PCs react to him. If they approach or call him to them, he raises a hand when they are 50 feet away to show they are close enough.

The man speaks in a low, deep baritone voice.

"I have to congratulate you. I've never seen such... Zest for life! How I wish my minions would be this good... Not the unfit, throwback and wasteful meat sacks I have to command."

"You have earned my respect! Something few people have managed to do!"

Allow the PCs a chance to interact with him. The Khaynite has no intention to reveal anything to them, least of all who he is or why he is here.

## FUNERARY RIGHTS

If allowed to perform the final rites he requests, Arhm'Shehr tries to get all of his former minions within the range of a *dispel minions* spell. He casts it then leaves, bidding the PCs farewell.

## ATTACKING HIM (CR8)

If the PCs attack him, he looks impressed. He has the following spells active upon himself at that time: *comprehend languages*, *sanctuary* and *shield of faith* (+3 deflection). Forced into a fight, he casts blindness on any PC he thinks could be vulnerable (arcane casters and rogues especially).

He then offers to release the targets if they cease fighting (he does not keep his word). If the PCs continue or if he gets too badly hurt, he drinks his *potion of invisibility*, then casts *dispel minions*, and leaves.

It is not expected that Arhm'Shehr gets into a protracted fight with the PCs. His plan has failed and he is ready to move on to the next one, not die over a failed venture.

After Arhm'Shehr leaves, proceed to the next encounter.

## 11: THE PROTECTORATE

This encounter happens when the PCs leave the ruins of the fort.

A squadron of Protectorate hussars rides into town. They quickly see you and order you to appear before their lieutenant. Still on his light horse, he asks you what happened here.

Let the PCs relay what they want to tell him. It should be clear the soldiers know more than they let on. The PCs are kept under close guard by six hussars for a few hours. During that time, small groups of soldiers (5-20 each) arrive at intervals, accompanied by ironforged of all types.

The PCs are treaty fairly, but it is clear they are under arrest. Escape attempts would go a long way to proving the PCs' guilt.

By mid afternoon, the soldiers set up defenses for a camp and rebuilding the bridge to the fort. Late in the day, the PCs are brought to the command tent where they meet Captain Ilyanova. For full details about the captain, refer to encounter 3. The Captain asks the PCs who they are, what happened here, why they are here, and if they know who is responsible.

As the PCs are being interrogated, read aloud the following.

A courier in a dusty Protectorate uniform enters. After a crisp salute, he hands the captain a sealed letter.

The captain opens the letter and reads it, obviously not liking what she sees. "Are you sure? Did he give you the





letter himself?"

The courier nods.

Turning to you, she adds. "You are in luck. You are to be released. Thank the Sanguine Lord... You are free to go."

The Captain has nothing more to tell the PCs. This is their cue to leave.

The courier waits outside, already mounted.

"Come with me... We are heading in the same direction." He says flashing a signet ring bearing the crest of the Imperial Alliance.

The PCs can make a DC15 Knowledge (local or nobility) to recognize the crest as that of the Imperial Janissaries, a monastic order loyal to the Alliance. Janissaries serve as investigators and something of a secret police in the Alliance.

The courier replies to any question with "soon you will know everything."

The courier takes the PCs to a fortified farmhouse, about three miles south of Ramat Bridge. If the PCs refuse to follow, they skip out on their reward and are free to go as they please.

## THE FARMHOUSE

The PCs reach the farmhouse shortly after nightfall. When they do, read aloud.

Protectorate soldiers with dogs and ironforged keep a tight perimeter around a walled estate. The courier's ring immediately gets you waved through.

The estate is a military camp. The central courtyard is filled with tents and cooking fires, the stables filled with war horses. More than a dozen towering golems stand around keeping watch.

The courier shows you to the main house, enters, and heads to a dining room where all the chairs have been removed, leaving only a large, map covered dark oak table surrounded by Protectorate officers.

Silence falls upon the room as all eyes turn towards you. The courier bows to one man before withdrawing. The man is a veteran of many battles. His blonde hair is turning platinum and his beard is thick and well-groomed.

"You spent the night in Ramat Bridge, did you not? Pray tell us what you found and what you know of the men who destroyed our loyal garrison. I am most interested in their uniforms."

As the man speaks, your attention is drawn to the cloaked figure behind him, Preest.

The PCs can make a DC 15 Knowledge (nobility) or Profession (soldier) to recognize the man as General Wulf Gronnovitch, the General of the Protectorate's Northern Army.

Anytime the PCs begin to speak of anything related to the First One or the Scythians, Preest shakes his head but says nothing.

The General wants to know what the attackers' dress or uniforms looked like (the Scythians and P'Tan were dressed in Sametian clothing). That is the only thing he is worried about.

As soon as the PCs are done giving information, the general dismisses them.

Preest comes next to you. "This is big... What you encountered is NOT what I expected... I do not have the pull to stop what is going to happen next... Here is the money I promised you."

He hands you a bag of coins.

"Listen... Do not speak of this to anyone. Thanks and well done!"

Preest hops on a nearby horse and rides out of the camp as though pursued by the armies of the hells.

The PCs are left in the dark at this time.



## EPILOGUE

Read aloud.

General Wulf Gronnovitch stands before a crystal ball, speaking the eldritch activation words. The images in the crystal swirl for a moment before coalescing into the face for beautiful Arman woman.

"My Tsarina" the general begins reverently. "I am told that First Ones forces were seen at Ramat Bridge. This... this is not what we expected. We have to know what is happening."

"General, you have your orders. The orders you asked of me. The Senate will have to deliberate over all of this. In the meantime, I want your forces firmly entrenched in Sametia. Teach those barbarians we will make them pay for every drop of Arman blood they have spilt."

"I obey, your Majesty."

The general marches outside the command tent and calls to him his officers. "As soon as our forces can cross the river, we march."

## THE END

## NEW RULE ITEMS

### NEW FEATS

#### BLOOD OF KHAYNE

The blood of Khayne runs strongly through your veins.

**Prerequisites:** Khaynite

**Benefit:** For all effects related to a race, you are considered to be an aberration or a humanoid, whichever is more beneficial at the time.

#### BONE KNUCKLES

Your mental discipline allows you to extract bone razors at the precise time.

**Prerequisites:** Improved Unarmed Strike, Bone Razor feature

**Benefit:** You count all your unarmed strike damage as though you were one size category larger. If you are a monk, increase the damage dice by one category (d6-> d8, d8->d10, d10->d12), the number of dice is unaffected. A 20th level Scythian monk would roll 2d10 for damage instead of 2d8.

#### BONE RAZOR, IMPROVED (COMBAT)

Your bone razors are incredibly well-balanced.

**Prerequisites:** Scythian

**Benefit:** Your bone razors are all considered to be of masterwork quality.

## NEW SPELLS

### DISPEL MINIONS

**School** necromancy; **Level** Bard 2, Cleric [Khayne] 3, Sorcerer/ Wizard 3

**Casting Time** 1 standard action

**Components** S, V, F/DF

**Range** you

**Area** burst with diameter of 100ft. + 10ft./level

**Target** all minion corpses in range

**Duration** Instantaneous

**Saving Throw** Will (harmless); **Spell Resistance** Yes (harmless)

This spell is one of the main reasons the First Ones have managed to remain undetected for such a long time. This spell destroys the bodies of any creatures marked by the *minion mark* spell. Bodies turn into vile smelling ooze that dries within a minute. All the equipment remains, but the bodies disappear.

### MINION MARK

**School** universal; **Level** Bard 0, Cleric [Khayne] 0, Sorcerer/ Wizard 0

**Casting Time** 1 minute

**Components** S, V, F/DF

**Range** any willing target

**Area** 40ft.-radius centered on you

**Area** burst with diameter of 100ft. + 10ft./level

**Target** all minion corpses in range

**Duration** Instantaneous

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

A minion mark spells allows the First Ones to magically mark a willing target as one of its own minion in a manner similar to an *arcane mark*. A minion mark can be revealed the same way as an *arcane mark*. Using a *read magic* reveals the words "I belong to [name]".

A creature may only have one *minion mark* at a time. A subsequent casting replaces the mark.

# STAT BLOCKS

## THE PROTECTORATE ARMY

### SOLDIER (CR 1)

XP 400

Male or female Human warrior 3

LN Medium humanoid (human)

Init +0; Senses Perception +3

#### DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor); ACP -7

hp 19 (3d10+3)

Fort +4, Ref +1, Will +0

#### OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/ x3) or heavy flail +5 (1d10+3/ x3) or sap +5 (1d6+2 nonlethal)

Ranged light crossbow +3 (1d8/ 19-20)

#### TACTICS

**During Combat:** The Protectorate Army Soldier spends his first attacks trying to sunder the PCs equipment and forcing them to submit. If one of their own goes down, they turn to lethal damage.

**Morale:** Protectorate Army Soldiers fight until half their numbers are down.

#### STATISTICS

Str 14, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Base Atk +3; CMB +5 (+7 sunder); CMD 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride -3, Sense Motive +2

Languages Common

Combat Gear *potion of cure light wounds (2)*; Other Gear half-plate, light crossbow with 10 bolts, halberd, heavy flail, sap

### SERGEANT (CR 3)

XP 800

Male or female Human fighter 4

LN Medium humanoid (human)

Init +1; Senses Perception +3

#### DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex); ACP -6

hp 38 (4d10+16)

Fort +6, Ref +2, Will +1; +1 vs. fear

Defensive Abilities bravery +1

#### OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/ x3) or sap +7 (1d6+3 nonlethal)

Ranged javelin +5 (1d6+2)

Space 5ft; Reach 5ft (10ft. with guisarme)

#### TACTICS

**During Combat:** The Protectorate Army Sergeant spends his first action trying to shake opponents using his Dazzling Display feat. If one of his men goes down, he turns to lethal damage.

**Morale:** Protectorate Army Sergeants fight until half their numbers are down.

#### STATISTICS

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12

Base Atk +4; CMB +7; CMD 18

Feats Combat Reflexes, Dazzling Display, Skill Focus (Intimidate), Toughness, Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; Other Gear full plate, masterwork guisarme, javelin (3), sap

### HORSE (CR1)

*These proud, majestic beasts have been trained since birth to serve as crowd-control. They are muscular and extremely calm*

XP 400 each

hp 15 each (see *Pathfinder RPG Bestiary*)

#### TACTICS

**During Combat:** Protectorate Army horses are combat-trained mounts.

**Morale:** Protectorate Army horses disengage from combat if they are no longer mounted. They wait a safe distance away

### MOBILE CANNON (CR 2)

N Large construct

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

#### DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 46 (3d10+30)

Fort +1, Ref +2, Will +1

Immune construct traits

#### OFFENSE

Speed 30 ft.

Melee slams +4 (1d6+4)

Ranged musket +3 ranged touch (2d8/ x4)

Special Attacks *defensive fire, Point-Blank Shot, Precise Shot*

Space 10ft.; Reach 5ft.

#### STATISTICS

Str 16, Dex 13, Con -, Int 3, Wis 10, Cha 1

Base Atk +3; CMB +7; CMD 18

Feats Point-Blank Shot, Precise Shot

Skills Profession (soldier) +3

SQ Besiege

### SPECIAL ABILITIES

**Besiege (Ex)** A mobile cannon does triple damage to inanimate objects.

**Defensive Fire (Ex)** A mobile cannon does not provoke attacks of opportunity when it uses its musket in melee.

### THE FIRST ONES: KHAYNITE

At a glance, a Khaynite appears human. However, their bodies are frequently the target of modification including frequent tattooing, ritual scarring, extensive piercings and extreme body modifications.

Arhm'Shehr is an oddity in that he has none of the above. Thus, he maintains a very human appearance. His followers believe him to be a divine vessel of Khayne, and readily say so if interrogated.

### ARHM'SHEHR (CR 8)

**XP 4,800**

CE Medium aberration (First One)

Init +4; Senses darkvision 60ft.; Perception +0

### DEFENSE

**AC** 21, touch 12, flat-footed 20 (+2 armor, +2 Dex, +8 natural)

**hp** 102 (12d8+48)

**Fort** +10, **Ref** +8, **Will** +10

### OFFENSE

**Speed** 30 ft. (base 40 ft.)

**Melee** longsword +8/+3 (1d8-1/ 19-20)

**Ranged** mwk longbow +12/+7 (1d8/ x3)

**Oracle Spells** (CL 13th; concentration +19, +23 casting defensively)

**4th** – (4/day) *unholy blight* (DC21)

**3rd** – (6/day) *blindness/deafness* (DC20), *dispel magic*, *dispel minions*\*

**2nd** – (8/day) *desecrate*, *hold person* (DC18), *sound burst* (DC19, 1d8)

**1st** – (8/day) *comprehend languages*, *inflict light wounds* (DC18, 1d8+5), *protection from good*, *sanctuary* (DC17), *shield of faith*

**0** – *acid splash*, *bleed*, *detect magic*, *light*, *mage hand*, *minion mark*\*, *prestidigitation*, *read magic*

### STATISTICS

**Str** 8, **Dex** 14, **Con** 18, **Int** 13, **Wis** 10, **Cha** 22

**Base Atk** +9; **CMB** +8; **CMD** 20

**Feats** Blood of Khayne\*, Combat Casting, Improved Initiative, Persuasive, Spell Focus (evocation, necromancy)

**Skills** Diplomacy +21, Intimidate +8, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Knowledge (religion) +7, Spellcraft +13, Use Magic Device +17

**Languages** Common, Exodite, Khaynite

**SQ** easy breeder, pass for human, powerful caster

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*; **other gear** *bracers of armor* +2, *cloak of resistance* +2, *headband of alluring Charisma* +2

### SPECIAL ABILITIES

**Easy Breeder (Ex)** Khaynites can breed with almost any other creatures including outsiders.

**Pass for human (Ex)** unless he wishes otherwise, a Khaynite appears as a human. Khaynite with heavy body modifications cannot pass a more than a cursory inspection.

**Powerful Caster (Ex)** Khaynites are innately magical creatures, and their self-modification rituals have only served to increase their natural powers. A Khaynite gets a +5 bonus to caster level in any spell casting class in which he has at least one level. This ability does not grant additional spells or spell levels.

### FUNGAL RUST MONSTER

### FUNGAL RUST MONSTER (CR 4)

**XP 1,200**

N Medium aberration

**Init** +3; **Senses** darkvision 60ft; scent metals 90ft.; Perception +12

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

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

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

### OFFENSE

**Speed** 30 ft.; climb 10ft.

**Melee** bite +6 (1d3) and tail slap +6 (1d4) and antennae +6 touch (rust)

**Special attacks** Poison spore (DC 15)

### STATISTICS

**Str** 10, **Dex** 17, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

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

**Feats** Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

**Skills** Climb +8, Perception +12

**Languages** Exodite (cannot speak)

**SQ** create spores

### SPECIAL ABILITIES

**Create Spawn (Ex)** See fungal template

**Poison Spores (Ex)** when a fungal creature takes damage from a piercing or slashing attack, the creature emits a cloud of deadly spores. These spores fill a 10 foot radius space.

**Rust (Su)** a rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hit points in damage and gains the broken condition – a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object or a metal creature can attempt a DC15 Reflex save to negate this effect. The DC is Constitution-based.



**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90ft. and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

### FUNGAL RUST MONSTER SPORES

**Type** infestation; **Save** Fortitude DC 15  
**Onset** immediate; **Frequency** 1/round for 10 rounds.  
**Effect** 1d2 Constitution damage and target becomes fatigued; **Cure** 1 save.

### P'TAN LEVEE

Although some P'Tan managed to escape the clutches of the First Ones, many still suffer under their merciless masters. Most of these are press-ganged into ill-equipped, ill-disciplined units and promised redemptions if they show bravery. With their single-minded nature, the P'Tan serve, never believing the lies.

### P'TAN LEVIE (CR 1/3)

**XP** 135  
Male or female P'Tan warrior 1  
CN Medium outsider (native)  
**Init** +2; **Senses** darkvision 60ft, light sensitivity, Perception +0

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 armor, +2 Dex, +2 shield); **ACP** -2  
**hp** 8 (1d10+3)  
**Fort** +2, **Ref** +2, **Will** +1

#### OFFENSE

**Speed** 30 ft.  
**Melee** shang sword +3 (1d6+2/ 18-20)  
**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 (soldier) +5  
**Languages** Exodite  
**Other gear** padded armor, shang sword, sling and 20 bullets, heavy wooden shield, NPC gear

#### SPECIAL ABILITIES

**Light Sensitivity (Ex)** P'Tan are dazzled when in bright light.  
**Shadowspark (Su)** 4/day, a P'Tan levee 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).

### SCYTHIAN SOLDIERS

Scythian soldiers are the most common types of the Scythian encountered by the outside world. Full details for the Scythians can be found in *Monsters of NeoExodus: Scythian*.

### SCYTHIAN SOLDIER (CR 1/2)

**XP** 200  
Male or female Scythian Warrior 2  
LE Medium humanoid  
**Init** +2; **Senses** darkvision 60ft, Perception +0

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 shield); **ACP** -2  
**hp** 18 (2d10+4)  
**Fort** +5, **Ref** +2, **Will** +0

#### OFFENSE

**Speed** 30 ft.  
**Melee** bone blade +2 (1d6+2 / 19-20)

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 9, **Wis** 10, **Cha** 6  
**Base Atk** +2; **CMB** +2; **CMD** 14  
**Feats** Bone Blade\*  
**Skills** Intimidate +3  
**Languages** Exodite, Scythian  
**SQ** bone razor, dedicated to violence, hard to intimidate, reckless  
**Other gear** leather armor, heavy wooden shield, NPC gear

### SCYTHIAN SERGEANT (CR 3)

**XP** 1,600  
Male or female Scythian Fighter 4  
LE Medium humanoid  
**Init** +6; **Senses** darkvision 60ft, Perception +0

#### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield); **ACP** -1  
**hp** 34 (4d10+16)  
**Fort** +8, **Ref** +3, **Will** +1 (+4 vs. fear)

#### OFFENSE

**Speed** 30 ft.  
**Melee** bone blade +8 (1d8+2 / 19-20)  
**Special Attacks** cleave, power attack (-2 atk, +4 dmg)

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 10  
**Base Atk** +4; **CMB** +6; **CMD** 18  
**Feats** Bone Blade\*, Cleave, Improved Initiative, Power Attack, Weapon Focus (bone razor)  
**Skills** Survival +6  
**Languages** Exodite, Scythian  
**SQ** armor training, bone razor, bravery, dedicated to violence, hard to intimidate, reckless

**Combat Gear** *potion of cure light wounds, potion of enlarge*; Other gear mwk chain shirt, mwk heavy wooden shield, NPC gear

### AYAYAH (CR 5)

XP 1,200

Female half-devil Scythian Monk 5

LE Medium outsider (native)

**Init** +6; **Senses** darkvision 60ft, Perception +9

### DEFENSE

**AC** 20, touch 19, flat-footed 15 (+1 armor, +2 class, +5 Dex, +1 dodge, +1 Wis); **ACP** +0

**hp** 42 (4d10+24)

**Fort** +8, **Ref** +9, **Will** +4 (+6 vs. enchantment)

**Defensive abilities** barbed defense, evasion, still mind; DR 5/good; **Immune** disease

### OFFENSE

**Speed** 40 ft.

**Melee** unarmed strike +11 (1d10+2) or flurry of blows +9/+9 (1d10+2) or bone razor +9 (1d6+2 / 19-20) or 2 claws +8 (2d8+2)

**Special Attacks** ki pool (3), stunning fist (5/day, DC13)

### STATISTICS

**Str** 15, **Dex** 20, **Con** 18, **Int** 8, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 23

**Feats** Bone Knuckles\*, Deflect Arrows, Dodge, Improved Bone Razor\*, Weapon Finesse

**Skills** Acrobatics +13, Perception +9, Stealth +13

**Languages** Exodite, Scythian

**SQ** bone razor, dedicated to violence, hard to intimidate, reckless, slow fall (20ft)

**Combat Gear** two *potions of cure light wounds*; **Other gear** *bracers of armor +1*, NPC gear

### SPECIAL ABILITIES

**Barbed Defense (Su)** a creature that strikes a half-devil Scythian with a melee weapon, an unarmed strike, or a natural weapon takes 1d6+5 points of piercing damage from the half-devil's barbs. Melee weapons with reach do not endanger a user in this way. A successful Reflex save DC 17 reduces the damage by half.

## OTHER NPCs

### CALVILL EMERETH

Calvill is a travelling merchant who finds himself at the same place as the PCs.

### CALVILL EMERETH (CR 2)

XP 800

Male human Ranger 3

N Medium humanoid

**Init** +1; **Senses** Perception +9

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex); **ACP** +0

**hp** 25 (3d10+3)

**Fort** +4, **Ref** +4, **Will** +4

### OFFENSE

**Speed** 30 ft.

**Melee** short sword +3 (1d6 / 19-20) or dagger +3 (1d4/ 19-20)

**Ranged** longbow +5 (1d8/ x3)

**Special Attacks** favored enemy (human +2), Point Blank Shot, Precise Shot

### STATISTICS

**Str** 10, **Dex** 12, **Con** 12, **Int** 11, **Wis** 16, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Point Blank Shot, Precise Shot, Skill Focus (Profession (merchant))

**Skills** Handle Animal +8, Heal +9, Knowledge (geography) +6, Perception +9, Profession (merchant) +9, Ride +7, Survival +9 (+10 to track)

**Languages** Exodite, Scythian

**SQ** bone razor, dedicated to violence, hard to intimidate, reckless

**Combat gear** *potion of cure light wounds*; other gear mwk studded leather, mwk longbow, 20 arrows, shorts word, dagger

## 1. PLAYER HANDOUT 1: THE LETTER

<Your proper name>,

*Meet me at the Ghoul's Hand in Saidah tomorrow at noon. Showing this seal to any Imperial authority will grant you access to any Nexus Gateway.*

*Ask for a long and dark table. The password is "Flames of Abaddon".*

*Do not be late.*

*(The letter is sealed with an Imperial seal)*

---

<Your proper name>,

*Meet me at the Ghoul's Hand in Saidah tomorrow at noon. Showing this seal to any Imperial authority will grant you access to any Nexus Gateway.*

*Ask for a long and dark table. The password is "Flames of Abaddon".*

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---

<Your proper name>,

*Meet me at the Ghoul's Hand in Saidah tomorrow at noon. Showing this seal to any Imperial authority will grant you access to any Nexus Gateway.*

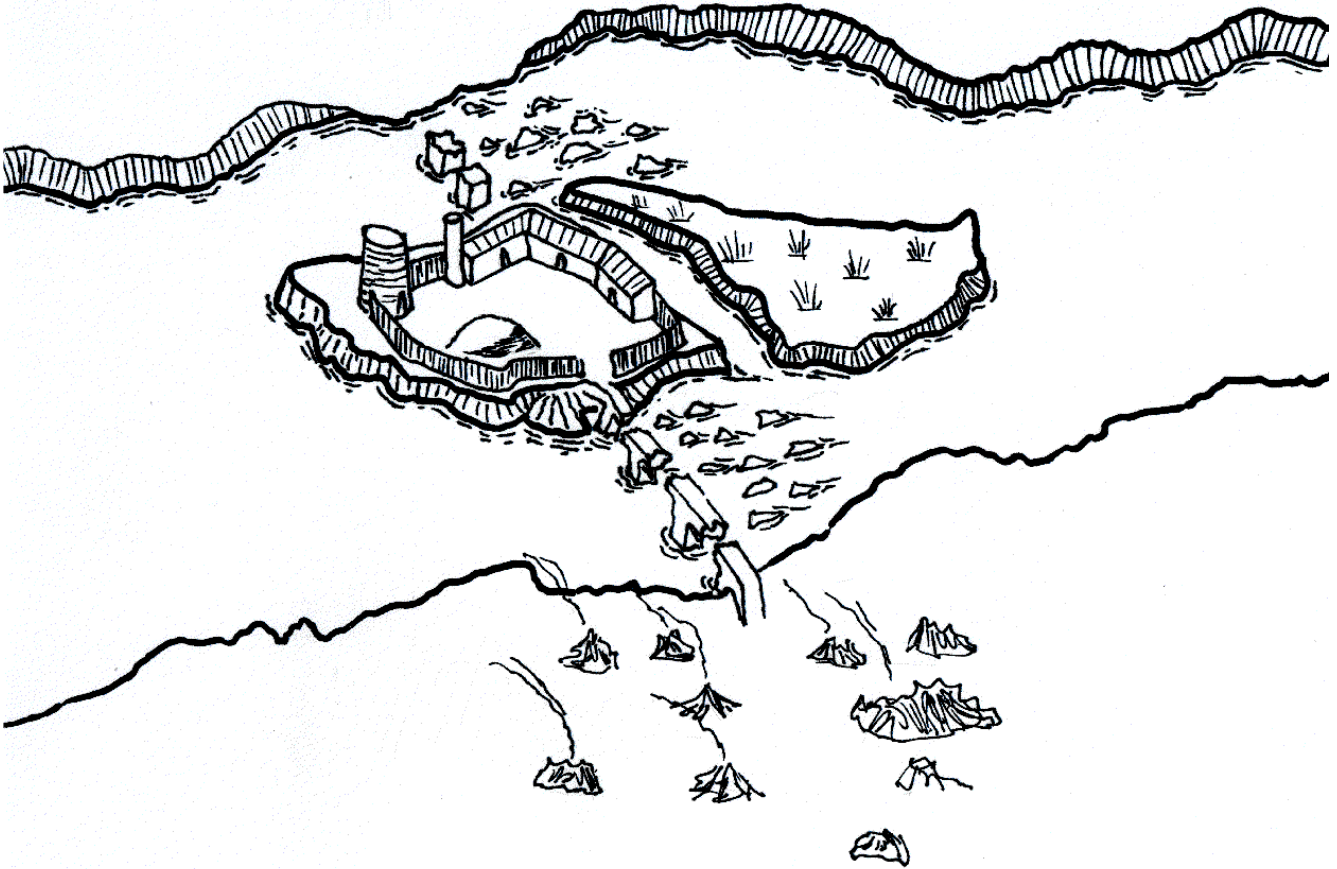
*Ask for a long and dark table. The password is "Flames of Abaddon".*

*Do not be late.*

*(The letter is sealed with an Imperial seal)*



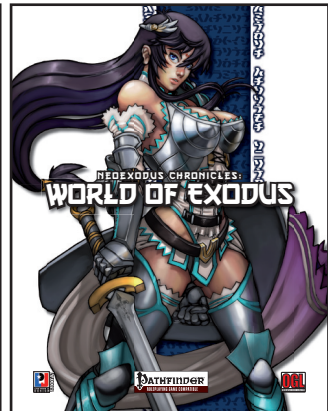
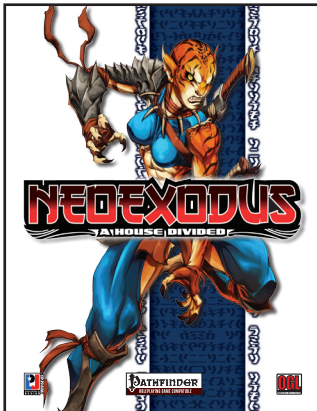
## PLAYER HANDOUT 2: RAMAT BRIDGE



# NEOEXODUS

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THE WORLD OF EXODUS NEEDS HEROES...



## APPENDIX 1: MAP OF THE FORT AT RAMAT BRIDGE





Written By Jean-Philippe 'JP' Chapleau  
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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"/>	<b>HIT POINTS</b>			<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"/>	<b>HIT POINTS</b>			<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"/>	<b>HIT POINTS</b>			<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"/>	<b>HIT POINTS</b>			<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"/>	<b>HIT POINTS</b>				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"/>	<b>HIT POINTS</b>				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						
						

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

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**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**

NEOEXODUS  
A HOUSE DIVIDED

**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**

NEOEXODUS  
A HOUSE DIVIDED