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HISTORYOF EXODUS

Exodus boasts a turbulent history - from the rise of the Kaga to the defeat of the First Ones and the events of the Twilight War. From creation of the Imperial Alliance to the present crisis that threatens to tear that alliance apart.

Great heroes and terrible villains drove its march, though even in hindsight the two are not always easily separated. Theirs were the titanic passions, the burning obsessions and base treacheries in which modern Exodus was forged and tempered.

THEREIGN OF THE FIRST ONES

At the dawn of recorded history, the humanoid races toiled under the yoke of powerful beings known as the First Ones. More than two thousand years of shadowed antiquity lie between the reign of the First Ones and the modern age. Still the First Ones form the nightmares of the people of Exodus.

Because the First Ones lived and ruled so many centuries ago, historians have few concrete details about their reign. Modern sages do not know if the First Ones were one race or many, or even if they were humanoids whose immense power and wickedness rendered them like unto gods – or devils.

The ruins of the era show the First Ones were powerful magic users and warriors.

THEKAGALAND THE ERALOF MAN

Two thousand years ago, the greatest sages, strategists, scientists and sorcerers who labored in the cruel service of the First Ones concocted a plan to overthrow the First Ones. They did not know they would change Exodus forever. They created the Kaga, the collective sentience of the most brilliant minds of the age. The Kaga became a repository of all human knowledge – and the greatest weapon against the First Ones.

Soon after the Kaga's creation, the enslaved masses of humanity rose up against their overlords. With the Kaga to lead them, the slave races overthrew the First Ones in a series of apocalyptic battles. No record remains of those primeval struggles nor is there any clue as to the eventual fate of the First Ones. Only the Kaga knows, and it is not talking.

Rather than rule as a god-king, the Kaga retreated into solitude and contemplation - its wisdom removed from humanity for centuries. Even now, with the Kaga once more accessible, sages are at a loss to understand why it chose to shut itself off.

After the Kaga's withdrawal, the surviving humans set about rebuilding in the ashes of the civilization that had enslaved them. Lacking the science and magical knowledge of the First Ones, these early men were primitive and barbaric. They dwelt amidst ruined spires and huddled beside latent sorceries, unaware of the powers within their grasp. In time, the ruins crumbled to dust, the magic faded from time-worn artifacts, and the humans moved from the decaying cities to the wilderness beyond.

THEAGEOFMINDANDMAGIC

While most of humanity descended into barbarism in the early years after the fall of the First Ones, a few learned to command the arcane sciences of their former masters. These arcanists became the first Sorcerer-Kings of Abaddon. There, they raised the first human civilization, binding hundreds of the savage humanoid tribes to their empowered wills. They repaired the cities of the First Ones and raised new ones in their own name.

Although not as monolithically wicked as their former masters, the Sorcerer-Kings soon acquired a reputation for heartless tyranny and cruel detachment. They sought to bind the whole of Exodus under their power.

Even as the Sorcerer-Kings rose in Abaddon, another power grew in the frigid hills of Nas. The Cavians, a race of rat-like humanoids, took a very different path to power. Rejecting the arcane sciences that had once enslaved them, they focused on honing the powers of their mind. Through their study and sheer determination, they succeeded in becoming psychic warriors.

The Cavians and the Sorcerer-Kings soon came to blows – blows that shook Exodus like nothing since the fall of the First Ones. Magical and psychic energies reshaped whole sections of the landscape.

When the dust faded, the Sorcerer-Kings were a shadow of their former power. Of those that survived, only a half dozen retained arcane power beyond the level of an apprentice. The Cavians, once among the most populous and powerful races, vanished completely from the face of the planet.

THESEEDSOFNATIONHOOD

PXGE 8

The War of Mind and Magic, as the Cavian-Sorcerer-King conflict came to be known, shattered both belligerents' dreams of conquest. The barbaric tribes of humanity, long held back by the supernatural might of civilization, surged into the power vacuum with fire and the sword. At the same time, the long-silent Kaga, perhaps roused by the War of Mind and Magic, again lent its wisdom to mankind.

From the Kaga, barbarian chieftains learned the arts of statecraft and barbarian shamans learned the arts of magic. These young peoples, held in check by the two former empires, washed across the face of Exodus like a tidal wave. In short order, the servile peoples who had

labored for sorcerer and psion bent knee to warlords who ruled by force and steel.

Abaddon remained the seat of the surviving Sorcerer-Kings who were threatened only by scattered uprisings and raids from their estranged kin in Cordel. Though their prestige was much tarnished, the arcane scientists of Abaddon remained the mightiest living creatures on Exodus. For a time it seemed, even with the opposition of the Kaga, that they would regain their power.

In Cordel, the barbarian chieftains and the descendents of the Sorcerer-Kings interbred. Within a few generations, both races were much altered. The tribes remained nomadic herders and raiders, but their ruling caste became one of natural magicians who blended sword, spell and stealth.

In frigid Nas, abandoned seat of Cavian power, humanity replaced the rat folk civilization. The hardy people of Nas united under four clans, the Brauner, the von Breit, the Hanstrom and the Olsson. Already more civilized than most of the suppressed humans of other lands, they accepted the wisdom of the Kaga and enacted a feudal system that endures today.

In the Wyldlands of Bal, where neither of the great powers of the last age had enjoyed success, humans fought beastly enukas and brutish calibans, matching savagery for savagery. Civilization rose in the form of isolated city-states enslaved to bloodthirsty gods.

CREATION OF THE DOMINION

Even with the infusion of sorcerers' blood into their ruling caste, the nomadic tribes of Cordel found themselves at a disadvantage against the better-organized baronies of Nas and the spells and armies of Abaddon.

For centuries, they had been mercenaries for greater powers. Now, they found their own lands threatened. Individual khans found their forces, while more than adequate for striking at unsuspecting foes, too few and too disorganized to stand against a determined assault. At best, they could fade into the desert and avoid battle. At worst, they were caught and killed or enslaved.

The nomads would have perished and disappeared from history, were it not for the efforts of the first Khagan of the Dominion. Ironically, the identity of that great chieftain has been lost to the sands of time – if it was ever known at all. The nomads of Cordel had no written tradition until much later. Due to conflicting oral traditions, the only sources of information on the first khagan's life are the many and varied stories that have passed from generation to generation.

The khagan's customs did nothing to confirm his identity. In the years leading up to his reign, he traveled amongst the tribes as a landless warrior. His habit of appearing seemingly from the very sands and vanishing in the night after a battle led to his title of Desert Shade.

His battle tactics were as unusual as his solitary lifestyle, promoting lightning strikes and short but intense magical assaults. While many Khans of the Cordel tribes were quite magically powerful, few had learned how to use it effectively. The "Desert Shade" blended matters magical and military to set up invincible ambushes, even when he and his allies were outnumbered ten-to-one.

He broke with the tradition of Cordel's humanoid tribes by having extensive dealings with the region's large sasori enclave. Dominion legends tell of him anticipating the plans of his enemies by his rare genius or, in some tales, by the gift of prophecy. Most modern scholars agree that his extraordinary intelligence network owed much to the sasori, who served him loyally in return for the first peace they'd had with humans since their mutual enslavement under the First Ones.

The barons of Nas and the Sorcerer-Kings of Abaddon loathed The Desert Shade. He displayed uncanny knowledge of their troop movements and most embarrassing secrets, so they called him the King of Lies in an attempt to combat the rumors he spread to rally his people. They also called him the Human Sasori, to play on age-old racial hatreds. He embraced the name, saying he was a friend of the desert, not any one of its peoples. They threatened to wipe out any tribe that sheltered him; he taught the tribes to wipe out their armies instead.

After over a decade he called for a council of the khans in Qijom, his secret city in the middle of the Cordelian Desert. Before all the khans, he proclaimed himself khagan – khan among khans. The khans roared in acclamation for he led them to the only victories they had known in a generation. He named desert tribes and desert sorcerers the Dominion, refusing the traditional name of Cordel.

Johan Darre, a Nasian bard, was permitted to witness the council of Khans and the Khagan's coronation. Years later, he penned the only surviving record of the event. His tale, converted to the Imperial dating structure, places the event in 837BU (Before Unification).

Concluding his dramatic chronicle, Darre wrote of the Khagan: "He hides his face in desert robes at all times, but he is known to all by his voice, by his bearing, by his unmistakable presence. He is the first king of true men and his coming heralds a new age."

In the next five decades of the Khagan's life, his people defeated more than a half-dozen armies from Abaddon and as many from Nas. Moreover, they pushed over the

borders of both neighboring countries and seized two broad fertile belts outside their desert homeland.

His military genius was matched only by his scholarship and statecraft. Taking the throne of a barbaric land, he gave his people the written language, a national identity, and a caste system that holds to this day. He organized the raiders into the Dammar, the shamans into the Khepri, and the casteless workers and merchants into the Rafik. He personally created the Sihr, the caste of historians and scholars who implemented his written language.

THECOMINGOFTHEARMANS

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The rise of the Dominion further weakened the Sorcerer-Kings of Abaddon who fell to an entirely new horde of barbarians, bringing down the last remnants of the ancient arcane empire.

These barbarians were the Armans, seafaring raiders from the island of Ablis. Though geographically remote from the fledgling barons of Nas, the Armans came from similar stock – much taller and bulkier than the other humans of Exodus, often fair-haired, always savage.

Both Armans and Nasian denied this connection. Living in isolated and forbidding climes, they had never labored under First Ones enslavement and believed themselves uniquely free among all humanoids. The Armans were uniquely ferocious. Those who dwelt on the eastern coast of the mainland spoke of the Armans as demons in human form: ruthless, cruel, fearless, and pitiless raiders. Even the Sorcerer-Kings paid off the Armans.

In 752BU, the Armans did more than raid mainland Exodus. According to the sagas of the migrating Armans, their journey began with a prophecy. Grigori Vyskos, a shaman of the Kryszkas clan, had visions of his people wiped from Ablis by 'fires that walked like the sea' – but of their descendents reigning in glory on the mainland. The first prediction terrified the thralls and womenfolk who remained behind while the raiding bands sought plunder in civilized lands. The latter fired the imagination of the thanes.

The clan's high thane, Vladimir Kryszkas, believed the shaman's warning and his promise. He rallied his raiders to invade and hold the mainland. By the first moon of 752BU, he led his horde to Sametia and overcame the enclaves of plains tribesmen and the border outposts of the Sorcerer-Kings. Traveling swiftly, they sailed south from this colony, sacking northeastern cities of the Sorcerer-Kings and binding their arcane rulers with primitive, primal shamanic magic. After four moons, however, the Sorcerer-Kings rallied their legions and smashed the Arman invaders back.

Vladimir fell back to Sametia; his people's prospects of empire looked bleak, and of survival little better. Grigori Vyskos, once hailed as a visionary, was labeled a fraud. He was executed on midwinter's day of 752BU, proclaiming to the last the truth of his visions.

Events bore out the shaman's prophecy. As the Kryszkas were hanging him, the island of Ablis erupted, its longdormant volcanoes belching lava onto the mountain pastures of the Arman shepherds. Thousands died in the initial eruption. The rest abandoned Ablis in a mass migration.

Between 752 and 744BU, five other Arman clans joined the migration: the Babinovichs, the Ivanovenas, the Chapaevonas, the Dyakonoviks and the Krestyanovskis. Thus the great Arman migration concluded. Contact was quickly lost with those who stayed behind.

In 743BU, overrun by Arman invaders and losing legions and lords in terrifying numbers, the Sorcerer-Kings abandoned their entire coastline. Retreat proved a fatal mistake. The Armans smelled weakness from the gilded halls to the south and like the lions the Sametians likened them to, the Armans pounced on any sign of weakness. Cities fell to the invading barbarians, one after the other.

In 740BU, the legion of the port city of Galeathan cast their monarch from the walls and opened the gates. Vladimir Kryszkas, wiser since his mistaken execution of a prophet, took the city bloodlessly and kept his horde from sacking it. He opened the city to Arman trade and established himself as the new king. Seeing the Arman's generosity, other cities welcomed the Armans as liberators from the tyranny of the Sorcerer-Kings.

By 737BU, the six Arman hordes encircled the Sorcerer-Kings' ancient capital of Mureath. The siege outlasted the year. When the garrison sought to surrender, Xalthotan, the Sorcerer-King of Abaddon, slew every last person with his magic and staffed the walls with their animated corpses. He and his colleagues waged titanic magical battles against the Arman shamans, pitting ancient knowledge against elemental power. Even with their empire lost, the Sorcerer-Kings might have wiped out the Armans on that battlefield, but the Kaga, long troubled by the legacy of the First Ones, lent its immeasurable wisdom to the Arman shamans.

In 736BU, the Kaga's secrets and the shamans' vastly superior numbers bought the Arman warriors enough time to storm the walls, cut their way through an army of undead and fouler deviltry, and break the Sorcerer-Kings' power forever. At last, Arman barbarians raised the head of Xalthotan, the last Sorcerer-King, proclaiming their mastery of all Abaddon.

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THE KAGA

THE FOUNDING OF THE GANEUS EMPIRE

The people of Nas concerned themselves with advancing their civilization. Nowhere else on the continent did the influence of the Kaga spread further than this purely humanoid civilization, unburdened with the legacy of the First Ones.

With the rise of civilization, however, came new dangers. Men whose ancestors had been chieftains now dreamed themselves kings. Men whose ancestors had fought at the the Baron Eland accepted his new allegiance philosophically and raised his sons as loyal vassals of house Olsson. Fifty years later, in 680BU, Duke Olsson foisted a greater disgrace upon Eland by selling the barony, along with several of its neighbors, back to Duke

Brauner in exchange for a temporary alliance against raiders from the Dominion. Thus, young Gregory grew up in vassalage to the lord of his ancestors, raised by parents and grandparents who had spent their whole lives serving that lord's hereditary foe.

heads of burgeoning warrior-aristocrat hosts now commanded armies of professional soldiers without ever leaving their capitals. Far from the increasingly gilded cities of Nas's powerful families, the ceaseless snows ran red with the blood of knights, mercenaries and peasant levies. To the dukes and merchants who ruled in Nas, sending a local knight to die alone on a hundred mercenary swords became another play on a chess board. Not all of the minor nobles and commoners shared this sentiment, however.

In 657BU, during a particularly brutal border contest between houses Brauner and Olsson, one of those minor nobles found his patience taxed beyond its limits. Gregory, Baron Eland, came from a long line of warriors: he traced his ancestry to the Cavian Empire. In the previous century, his proud heritage had been repeatedly disgraced. Because the barony of Eland was on the border between Brauner and Olsson territories, it was a battleground whenever the two dukes went to war.

In Gregory Eland's great-grandfather's time, the barony was captured by Duke Olsson's men; Because of this conflicted background, neither Brauner nor Olsson placed much trust in the young Baron Eland. When hostilities between the houses inevitably resumed, Duke Reinhardt Brauner declined to give command of the local army to Gregory. Instead, he placed the baron and his retinue under a mercenary commander, an Arman raider called Ivan Harskolff. Baron Eland and his knights, along with the retinues of other local lords, were repeatedly thrown into the heat of the fighting - against men of similar background or against peasant levies - while the Duke's professional soldiers claimed the glory for one againstthe-odds victory after another.

To make things worse, at Duke Brauner's orders, mercenary soldiers quartered in the castles of the local lords. The mercenaries showed no gratitude toward their unwilling hosts. They roistered, depleted winter stores, chased serving wenches and beat servants. General Harskolff, quartered at the castle of Ravenspont south of Eland, did worse. He took a fancy to Baron Ravenspont's daughter, Liesel – Gregory Eland's betrothed – and demanded she be given to him as a concubine. When Baron Ravenspont refused, Harskolff killed him on the spot and locked Liesel in his

quarters. His men also put to the sword the Ravenspont banner men in attendance. Of the Ravenspont family, none survived. Liesel took her own life rather than be subjected to Harskolff's cruel affections.

Gregory's younger brother, Chauncey, was a squire at Ravenspont. He broke away in the confusion and spurred his horse to his brother's lands, heedless of a crossbow bolt lodged in his shoulder. By the time he reached Eland castle, Chauncey was feverish and nearly incoherent, but he managed to gasp his story to his brother before he fell unconscious.

Gregory called his knights and sent messengers to the surrounding baronies. The army descended on Ravenspont and assailed the walls. They found the mercenaries drunk and slew them to a man. Gregory Eland personally threw the Harskolff from the castle walls. Gregory Eland's wrath did not die with a single rapacious mercenary, however. He turned his host against the remaining mercenaries, wiping them out before they could reorganize. This action did more than avenge the offenses done to the local folk, from serf to baron. It branded them traitors to Duke Brauner's service – and so bound them to Gregory.

Recognizing the sudden and inescapable bond between him and his host, Gregory marched them northeast. With Brauner's professional armies ringing the duchy's borders, Gregory's host reached the gates of the duke's capital, Nyssa, nearly unopposed. In the waning moon of 657BU, Eland's desperate band of knights and menat-arms stormed the city walls, overwhelmed the duke's retinue, and seized Nyssa. Eland spared Reinhardt Brauner – in exchange for an oath of fealty. For a baron to thus turn the tables on his lord was unheard of, but Brauner could not do otherwise. Once Gregory Eland had a duke for a vassal, he ceased to be a mere baron.

In 656BU, Brauner offered to crown Gregory King of Nas. To the shock of his enemies and retainers alike, he refused, saying he would not squabble over a crown like the dukes had. He would not rule by taking the power of his rivals; he would restore the feudal system of old. Gregory crowned himself Emperor and he called his domain Caneus, the Old Nas word for Union.

The other dukes did not take kindly to this upstart emperor and his meteoric rise. In short order, Gregory defeated the armies from houses Olsson and Hanstrom and imposed vassalage upon them.

Again, he spared the dukes, taking from them their autocratic power and an oath of fealty. Their knights and barons were reluctant to fight a man they saw as a liberator and eagerly pledged themselves to the renewed feudal order and the young Caneus Empire. Duke Ludwig von Breit, the last of the independent dukes, invaded the lands of the defeated houses and incorporated their mercenary armies into his own. In 653BU, von Breit's army, swollen by every imaginable type of mercenary - from Sametian horse archers to skirmishers from Bal - met the heavy cavalry of Emperor Gregory at what historians would later call the Battle of Caneus.

Three times, Gregory's host charged the professional soldiers of von Breit, and each time they were pushed back. With his army reduced to nearly half its original size and night fast approaching, the Emperor took up his war banner and led a last, seemingly suicidal charge against the center of von Breit's army. The knights finally broke through, splitting the ducal forces. More importantly, they reached the caravan of treasures looted from Olsson and Hanstrom, with which von Breit intended to pay his mercenaries. Seeing their pay lost, most of those soldiers withdrew from the battlefield, leaving the stunned, exhausted knights of Caneus the victors.

In late 653BU, Gregory Eland was crowned emperor a second time in Baron von Breit's palace in Hadensburg. The Dominion and the Arman clans recognized his coronation.

THE SANGUINE COVENANT

The Sanguine Church existed in isolated communities in Nas for centuries before it exploded onto the stage during the rise of the Caneus Empire. The emperor's brother had been sick, unable to recover from his wounds at the siege of Ravenspont.

Motivated by a dream from the Sanguine Lord, a country priest named Lucius Horst met with the emperor's brother. Using blood magic, he cleansed and healed Chauncey Eland's wounds.

In 654BU, Emperor Gregory summoned Lucius to Nyssa. The emperor commanded Lucius to restore life to his dead betrothed, Liesel Ravenspont. Lucius agreed and a short time later, Liesel returned from Beyond and became the first empress.

Lucius became Imperial Confessor and spent the next few years scribing Rites that changed the Sanguine Church into the Sanguine Covenant.

THEMADEMPEROR

In 564BU, Vincent Eland was crowned. His forty year reign was marked by brutal purges, repression, and the imposition of the Sanguine Covenant and the forced conversion of the populace. His brutal reign ended in open rebellion and the death of the emperor.

Archprelate Jung, realizing that without a trustworthy Eland emperor, the empire would descend into anarchy and feuding baronies once again, decided to attempt to replicate the feat of the priest Lucius.

Jung realized he might fail. However, unlike Lucius, he had the mortal remains of the emperor's purged cousin, Prince Albrecht Eland. Jung's gambit paid off better than he could have imagined. He restored Albrecht to life, crowned him and turned the people's fear of the Sanguine Covenant into faith.

Nonetheless, the Covenant was forever changed by the terrible reign of Vincent I and the reforms of Archprelate Jung. It remained an armed church, ever wary of heresy that might plunge it back into darkness. It remained armed against pagans and unbelievers as well, and though it no longer persecuted them within the Caneus Empire, nor did it look kindly on them in other lands.

THELARMAN PROTECTORATE

By 500BU, the Armans were completely settled into civilized life. The clan leaders became sedentary, autocratic princes. The strong mercenary culture that sent thousands of Armans to fight wars for foreign lords kept them busy and rich in their home princedoms.

The rich plunder from their conquest of Abaddon had sustained the Armans in splendor for years. Mercenary gold earned in foreign wars maintained the splendor of Abaddon. Both were running thin. Raids into Sametia and the Dominion hardly paid for the expeditions.

In 492BU, the Khagan invaded the lands of prince Babinovich, imposing a steep ransom. The Armans took two years to retaliate. The Khagan out maneuvered them, waited for the Armans to split before falling on the host.

Convinced by a hermit worshipping the Sanguine Covenant, Prince Nicola Kryszkas and Princess Olga Babinovich fought the Khagan to an impasse at the Battle of the Rain of Blood. After the battle, all three rulers made peace and accepted the word of the hermit.

Returning home, the two princes found that their former ally, Prince Josef Chapaevonas had taken over their lands and granted them to his own retainers. In the civil war that followed, Prince Nicola defeated his opponents with the help of the khagan and of the Sanguine Covenant. Victorious, Nicola was crowned Tsar of the Arman Protectorate.

THE CONFEDERATION OF THE WYLDLANDS

The Brotherhood of Khayne was a savage sect for a savage land. Atop step pyramids crimson with the blood of human sacrifices, its adherents offered up gruesome offerings to their god. For centuries, the worship of Khayne was limited to the cannibal tribes of the deep jungle and the city-state of Xehitoch in northeastern Bal; other sects, only slightly less bloodthirsty but far less ambitious, ruled other walled cities hidden in the jungle.

In 382BU, Euhudi, high priestess of Khayne, saw favorable omens in the intestines of a sacrificial victim. She believed, perhaps rightly, that Khayne had chosen to spread his cult across all of Bal, and that the city of Xehitoch was destined to lead the way.

As Euhudi was both the spiritual leader of Xehitoch and the concubine of its war leader, Prince Xoltec, her words fired the city's imagination. Xoltec gathered an army of warriors and blood mages, made pacts with the Khayneworshipping cannibal tribes, and set off to win prisoners and glory.

Xoltec and Euhudi's army swept over several unsuspecting neighbors before anyone realized the danger. Finally, in 380BU, the cities of Naphil and Baargon, alerted by their allies among the Enuka beastmen, joined forces to bring the Brotherhood army to battle. Darai, war leader of Naphil, commanded the coalition host.

The armies met south of Baargon. Darai arrayed the core of his in the clearing, keeping the rest of his army hidden to disguise its smaller size. Xoltec threw the brunt of his force against this line, expecting it to fold as others had. The Baargon infantry and Arman mercenaries held the line. At the same time, Darai sent Enuka scouts to fall upon the Xehitoch army's flanks. The Brotherhood fell back in disarray, thinking they were under attack by a larger force. During the retreat, Prince Xoltec was slain and Euhudi was captured.

In accordance with Wyldlands custom, the captured men of Xehitoch were brought to the victors' cities as sacrifices. As a priestess, Euhudi would be ransomed back to Xehitoch, but she refused. Believing Xehitoch had failed Khayne, she chose to stay behind and interject herself in the victorious Darai.

Euhudi became Darai's mistress, then his queen, ruling at his side in Naphil for the next decade. She insinuated elements of Khaynite worship into the bloody practices of the Naphil priesthood, manipulating their rituals to reflect the cult of her native city.

In 371BU, Darai died without a clear heir; Euhudi, his queen, had never given him any children. His lesser wives bickered amongst themselves to crown their own children. Euhudi set herself up as regent and arbiter between the warring heirs. She played all of Naphil's society against each other.

In 369BU, only one remained: Darai's son Ordoa. Euhudi embraced Ordoa as the rightful heir and crowned

him king of Naphil on a thrown made from the bones of his rivals – in the name of Khayne.

Ordoa did not care what god ruled his soul as long as he ruled the country. Euhudi had so successfully insinuated Brotherhood practices into the native cults of Naphil that it hardly changed for the common citizens. Again high priestess and lover of a king, Euhudi turned her gaze to neighboring lands.

In 366BU, Naphil invaded its former ally, Baargon. For the second time, an army acting at Euhudi's behest approached Baargon. And for the second time it faced the shield wall of its temple guards and southern mercenaries.

As Euhudi built her powerbase in Naphil, an Arman mercenary named Lavrenty Roskoff claimed

the crown of Baargon. Roskoff led the city's defense against his former allies. He was a canny and charismatic fighter, but highly conventional.

Euhudi remembered Darai's battleplan at the previous battle of Baargon. She advised Ordoa to place his slavesoldiers in his center and to sweep his elite warriors around Roskoff's left flank. Ordoa followed her advice and executed the plan flawlessly. Only a handful of mercenaries and Baargon warriors escaped to the jungle. Its army destroyed, the city surrendered.

Ordoa and Euhudi did not stop at Baargon. Two more city-states, including the latter's native Xehitoch, fell to their rapidly swelling host before the end of 365BU. The high priestess dedicated each victory to Khayne with thousands of sacrifices. Most of the eastern Wyldlands fell to the Brotherhood. The feuding cities of the west looked askance at this growing empire.

> In 357BU, in the city of Reis, the leaders of free Bal met with ambassadors from the southern empires. The free cities of Bal united under Prince Ataulpa Gazsi of Reis and planned a common defense against the Brotherhood.

> > Late in 357BU, the armies met for the first time. Recognizing that his men did not have scouts as capable as their foes, Ataulpa Gazsi cleared a swathe of jungle a mile across and three miles wide. Rivers flanked his position and cliffs backed it. The outnumbered Reis army could not escape from this position – exactly as Ataulpa wanted it. A veteran, he knew the fearsome reputation of the Brotherhood would send his men packing long before he wanted to quit the field. By forcing the Brotherhood into the open to stand and fight, he made it a contest of wills and fighting skill rather than morale and stealth.

> > > The armies met as Ataulpa intended. Brotherhood slave-soldiers

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charged across the river first, suffering ruinous casualties from the short bows and javelins of the Reis army. By the time they reached Ataulpa's lines, they were almost completely wiped out. Behind them, came the shock troops of Euhudi's cult, the half-giants of Naphil and the prince of Naphil's own bodyguard.

This block crashed against Ataulpa's center while cannibal savages harried his flanks. Had the Confederate army been able to flee, it surely would have broken, but trapped as they were, they had no choice but to fight and die with their prince.

Ataulpa's panther warriors did not fight like the Armantaught heavy infantry of Baargon. They danced about the slower Naphil elites, leaping on their backs and slashing their tendons with sharp-edged war clubs.

Ordoa fell, covered with panther warriors. His two sons were slain, one cut down by Ataulpa himself. With the loss of their leader, the Brotherhood panicked. The Naphil stood their ground, dying to the last man over their ruler's body, but the cannibals and slave soldiers broke for the river.

Euhudi realized Khayne's temporal realm rested on her. Calling on the blood sorcery of Khayne, she formed huge crimson elementals that towered over the battlefield. The elementals crashed like a wave over her allies and surged toward the Reis army – and stopped.

Wise in the timeless secrets of the Kaga, Ataulpa's mystics battled the bloody priestess's will. The blood elementals sank back into the river, dragging the screaming Brotherhood army back to hell with them.

Ataulpa reconquered the east in a lightning campaign. He was also named the first Imperator of the Reis Confederacy in 356BU.

Scholars speculate on Euhudi's fate, for the high priestess of Khayne vanished after the Battle of the River of the Dead. Her cult went underground, spread by madmen and cannibals throughout the Reis Confederacy and eventually to Unthara.

DAWNOFTOTALWAR

By 350BU, however, four great empires reigned in the Wyldlands of Bal, the ice fields of Nas, the desert of Cordel and the hills of Abaddon. These empires looked to Sametia, home to scattered tribes of nomads and barbarians, as the logical place to expand.

Sametia was more fertile than Cordel or Nas. The Arman Protectorate needed more land. The Reis Confederacy sought to expand its own empire.

From 360 to 290BU, skirmishes between the empires and natives erupted on the plains of Sametia every day.

Each empire probed the will of its neighbor to keep or expand its holding in Sametia.

In 289BU, the Dominion escalated the conflict by an astounding feat of magic. Magical theory advanced rapidly under the Dominion's caste system with the development of windsailing ships, elegant sloops designed to cruise the skies like ordinary ships did the seas. Combining the powers of more than a hundred sorcerers and knowledge gleaned from study of the Kaga, a local khan raised an entire city into the sky, making it a floating, nigh-impregnable fortress and base of power. This new city was named Anidem.

Tsar Vasiliy Kryszkas demanded the Dominion surrender the secrets of this invention to its rivals. When Khagan Malik Ibn Hassan declined the request, Vasiliy declared war.

Although it began in Sametia, the conflict spilled over to the entire Dominion-Protectorate border. Both sides fielded multiple armies that played a tactical game on a grand scale. Old traditions of single combat, the tactic of the massed charge, the very nature of military force – all changed rapidly.

When a Protectorate army reached Anidem in 288, it unveiled its own innovation. Gigantic crude ironforged war engines bombarded the floating city while lighterthan-air balloons lifted troops through Dominion windsailing vessels. The attack was repulsed, but several districts of Anidem crashed to the ground.

The Dominion retaliated by cursing the Protectorate countryside with endless night. Crops withered, animals shied and peasants cowered. Tsar Vasiliy, unable to break the curse or draw the Caneus Empire into the fight, agreed to an uneasy peace. Victorious, the Khagan lifted the curse.

From 287 to 263, the empires restricted their jockeying for position to Sametia. The Reis Confederacy and the Caneus Empire came to blows after a group of Covenant missionaries were sacrificed in a Confederate city. The Canean knights launched the crusade the Confederacy's first imperator had hoped for a century earlier.

It quickly became apparent that the Caneans' advantages – manpower, armor and heavy cavalry – were useless in the sweltering jungles of Bal. Thousands of Canean knights died before engaging the armies of the Confederacy. Worse, they brought jungle diseases back with them, plunging the Sanguine Covenant's clergy into a constant battle against the disease.

Archprelate Karl Edegard proclaimed that the diseases were divine punishment for the empire's overreach and cautioned against further invasions. Confederate armies retaliated in 251 and again in 235. These invasions

proved as ill-equipped to fight in frigid Nas as their foes were in the Wyldlands. The two empires declared Koryth a neutral zone, in which neither would enforce their rule without the other's consent.

Despite the relatively brief wars of the century, all the empires realized just how devastating they could be. More soldiers died than had perished in any of the empires' wars of unification.

THEDOMINION PROTECTORATE WARS

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In 203BU, Dimitri Dyakonoviks, the ambitious second son of the prince of the last independent Arman princedom, seduced Ilyana Kryszkas, the eldest daughter of the Tsar. Rather than allowing her dishonor to become public, Tsar Pieter Kryszkas consented to a wedding. Almost immediately, Dimitri pressed his claim on his ancestral lands, urging the Tsar to place him on the Dyakonoviks throne in place of his father and brother.

Prince Lavrenty Dyakonoviks, Dimitri's father, raged when he heard of his ungrateful child's demands. Rather than go to the Tsar, who had no intention of getting involved, Lavrenty appealed to the Dominion for military protection.

Khagan Malik Ibn Hassan spent his early reign easing the tensions between the two countries. He made an extended stay at the Tsar's palace a few years before. Unfortunately, he was on his deathbed. His grandson and heir, Ahmed, was educated at Anidem and hated the Armans for damaging the floating city. A Dominion army under the crown prince marched to the help of Prince Laventry.

To Tsar Pieter, this was an invasion and a betrayal of the peace treaty. The Tsar's army marched to the border. A second army, jointly led by Dimitri Dyakonoviks and the Tsarevich Nicola, assembled on the border of the Dyakonoviks princedom.

The conflict was later called the First – or Lesser – Dominion-Protectorate War. The first volley was fired in 202BU, when a freak lightning storm paralyzed a company of the Protectorate's ironforged juggernauts at the Dyakonoviks border. Dimitri Dyakonoviks blamed the Dominion's battle-mages, and ordered an attack on their lines.

For twenty-six years, Dominion and Protectorate armies clashed, fighting over the Dyakonoviks princedom. The princedom was reduced nearly to slag by the magical and mechanical forces unleashed upon it. Tsar Pieter fell in battle in 196BU, his body turned to stone. Ahmed Ibn Malik, now Khagan, had the statue of the old warrior placed in his palace as a trophy. Tsar Nicola IV, hard-pressed by the Dominion and enraged by their treatment of his father, instituted one of the most controversial military programs in all Exodus by founding the Protectorate Peacekeepers. The Peacekeepers were an elite regiment formed from the finest Arman youth. They were chosen as children and trained in a secret facility in the heart of the Protectorate. Grueling mental and physical tests honed them into living weapons. Their numbers included both males and females and their service was for life. This was a force recruited to win all wars.

General Alexei Brushkov, the foremost warrior and field commander of the Protectorate opposed the foundation of the Peacekeepers. A highly successful and clever general, Brushkov defeated the Dominion time and again. He became increasingly frustrated with the war, lamenting the glory-less, impersonal slaughter over which he presided so masterfully. Brushkov longed for bygone days when, at least in his view, honor and courage won battles, not numbers.

In 184BU, Brushkov resigned his commission. The Protectorate was horrified to see the general leave, taking with him his most accomplished lieutenants. They vanished into the Sametian wilderness ahead of the inevitable demands for their return dead or alive. The Protectorate sued for peace with the Dominion, conceding large tracts of rich farmland, including most of the contested territories on the west bank of the Abaddon.

THEDANISSARIES

Brushkov and his retinue disappeared in the wilds of Koryth. In 182BU, Brushkov founded the Janissaries – an order of warrior-ascetics dedicated to no king or country, serving only their code of honor and their consciences.

Brushkov hoped to attract the greatest military minds of all four empires and bring an end to imperial wars and return Exodus to an age when knights and barons settled their disputes with honor rather than slaving for a distant master. He adapted much of the Janissary philosophy from the writings of Gregory Eland, a man he greatly respected. None of the empires recognized the new order.

The Janissaries might have remained a footnote in Exodus history, a movement that rose and fell with its first grandmaster. They settled in the ruined fortress of Aremyhk. For centuries, the ancient citadel laid empty because the locals thought it haunted by the spirits of its former inhabitants. In the depths of Aremyhk, the Janissaries found mental echoes from the Age of Mind and Magic and through sheer force of will mastered those energies. To their incredible martial disciplines, the

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Janissaries added mental powers not seen on Exodus for a thousand years. Psions or no, the wider world was not ready for the Janissaries' ideas, and their order remained obscure - a whispered threat to the great empires, a secret hope to many of their subjects.

The Twilight War

Tsar Nikola IV died in 158BU, passing imperial power to his sister Ilyana and her husband, Dimitri, whose ambitions had sparked the war. Immediately, the war resumed.

Ilyana reigned until her death in 145BU, after which her son took the throne as Tsar Georgy II. Georgy II modernized the Protectorate and reorganized the army. He laid the 'gearlines,' vast arcane mechanical constructions that propelled trams of men and material across the Protectorate, and sponsored the construction of a massive imperial university in Mureath. While these civil works projects became marvels of Exodus, they showed the Dominion how dangerous the Protectorate was becoming, and how it recovered from the previous war.

In 119BU, the Dominion ambassador to the Reis Confederacy was murdered. Blame fell on a member of the Protectorate Ambassador's staff. The Protectorate refused to surrender an Arman citizen to the notably harsh justice of the Confederacy, promising instead to try the suspected assassin in an Arman court.

Neither Dominion nor Confederacy considered this an acceptable solution. On the eve of the suspect's extradition, Imperatrix Chanui of the Reis Confederacy gave the Dominion permission to extradite the man on their own. Dominion and Confederate troops stormed the Arman embassy and dragged the suspected assassin from his countrymen.

The Protectorate protested and threatened war. Imperatrix Chanui complied sending the captive back in five separate caravans. With the fifth, she attached a letter informing the Tsar that he would make no demands of her country, and that crimes committed there would be dealt with by the Confederacy. Receiving the Imperatrix's message, the Arman Protectorate declared war. Nineteen days after the declaration reached Reis, the Dominion launched an attack on the weakened Arman flank, preventing the Protectorate from marching into Sametia.

Because the Reis Confederacy was hundreds of miles from the Protectorate, Tsar Georgy focused on the Dominion. The Second – or Greater – Dominion-Protectorate War began. As with its predecessor, this conflict proved indecisive, a seemingly endless grapple of Arman war craft and artifice against Dominion's mobility and magic. In 83BU, the Reis Confederacy annexed the Sametian colonies of the Protectorate and occupied the Dominion's colonies. Neither of the southern powers could afford to send significant forces to protect their holdings in the contested lands. The Caneus Empire engaged the Confederate army in Sametia.

In 80BU, pressured by the need for aid against the Protectorate and their inability to hold their Sametian colonies, the Dominion also declared against the Caneans.

This marked the beginning of the conflict Exodus would know as the Twilight War. It would be the longest war since the War of Mind and Magic.

At its peak around 50BU, the Twilight War claimed more than ten thousand lives every day. New and more horrible ways to fight and die were introduced every day.

The Confederacy introduced war beasts of fearsome and unnatural aspect, twisted aberrations created by ritual magic. The Caneans countered by sending superheavy knights that fearlessly fought the war beasts. The Protectorate fielded bigger ironforged juggernauts that crushed whole divisions under their gear-like wheels. The Dominion superheated the juggernauts with fire magic, cooking their crews and exploding them into the surrounding units.

Many dangers of modern Exodus emerged from the fires of the Twilight War, including magically engineered monsters, spells and weapons. These dangers roam the wilderness to this day.

PATHOUNFICATION

In 15BU, the Arman Protectorate and the Dominion signed a peace treaty and their armies stood down. Tsar Dimitri II and Khagan Rashid Ibn Fasan met in the oftcontested floating city of Anidem to sign the treaty. Both countries remained on a war footing, defending their northern borders against Canean and Confederate aggression.

The Caneus Empire and the Reis Confederacy came later to the war, boasted larger populations than their rivals and saw no reason to end the conflict. They pressed on where the Dominion and the Protectorate faltered.

In 5BU, a massive Reis army of men and war beasts crossed into the Koryth neutral zone, a hundred thousand soldiers and ten thousand monsters backed by ritual blood magic. The Confederacy was certain their army would reach Nyssa and force an end to the war.

The Caneus Empire's main army was in Sametia harrying the eastern front, so only forty thousand warriors - mostly knights of the local baronies - met the Confederate Army.

The armies met in the shadow of the fortress Aremyhk. From their looming citadel, the Janissaries emerged and arrayed for battle. The Caneans first took these men for reinforcements and welcomed them, but the Janissaries had not emerged from their citadel to take sides. A thousand Jannisaries against forty times their number on one side and a hundred times on the other arrayed for battle.

When the dust cleared, hardly a Janissary had fallen, and both defender and invader were in full retreat. Magic, both from the Covenant priests in the Caneus army and the blood mages of the Reis army, fizzled, stopped by the Janissaries' unrivalled mental powers.

Grandmaster Randal Yearby, Brushkov's chosen successor, delivered an ultimatum to both commanders. "Stop the Twilight War or the Janissaries will stop it for you!" Having just watched the warrior-ascetics break two armies, the commanders were quite receptive. The armies withdrew from Koryth, taking a Janissary to present the peace proposal.

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In Nyssa, Empress Constance Eland, acting as regent for her young son Desmond, wanted nothing of the enforced peace. The dukes, wiser in the ways of war and realizing how close they had come to disaster, advised her to play along with the Janissaries. At least as long as it served the empire's purpose.

In Reis, Imperator Chaqua Gazsi proved more receptive, for he knew many of the city-states of the Confederacy had been nearly depopulated by losing generations of their young men, and others were on the verge of rebellion. The defeat of the army had shaken the Confederacy.

In 4BU, the rulers of the major empires traveled to Aremyhk. At the Janissaries' invitation, the leaders of dozens of independent principalities, tribes, duchies and city states joined them. After intense negotiation, all signed the Treaty of Aremyhk, ending the Twilight War and returning the borders to where they were at the start of the war.

Grandmaster Yearby faced a momentous decision. The Janissaries had been founded to fight against monolithic governments and return to simpler, less centralized times. Yearby knew that the great lords would never accept such a proposal. He also knew the Janissaries could not forcibly dismantle the four empires. Yearby saw a way to put an end to the age of total war between nations. To do so, he would have to push for the opposite of his mentor's vision. Yearby decided to try.

He called on the assembled dignitaries to go beyond a single treaty. He proposed an alliance capable of preventing another Twilight War, reminding them that their countries could not survive another such conflict. From 4BU to the Alliance's inauguration in 1AU (After Unification), monarchs, statesmen and soldiers argued, debated, threatened, insulted, spied, worried and planned. Each empire tried to get the most favorable arrangement from the Imperial Alliance.

At last, the Imperial Alliance took on its familiar, modern form: an inner council consisting of the senior legates from the four imperial families, the greater Imperial Senate consisting of forty legates – one from each of the major noble houses, and a series of Imperial Assemblies to put the senate's recommendations into law within each region, subject to the approval of the local monarch. The Grandmaster of the Janissaries reported directly to the inner council and put his order at the Imperial Senate's disposal, granting its suggestions force as well as respect.

At the insistence of the southern empires, the Sanguine Covenant was recognized as the official religion of the Imperial Alliance. All nations within the alliance, from the most powerful to the weakest, agreed to treat an attack on one of their number as an attack on all. All agreed to permit the Janissaries unrestricted passage through their lands, to discontinue the use of forbidden magic and to negotiate through the Imperial Senate grievances that would have led to war without its moderating influence.

THEFIRET VEARS (Dr40AU)

In 1AU, the Imperial Senate held its first session, blessed by the archprelate and the prelates of Qijom and Mureath and watched over by the rulers of four empires. Exodus seemed poised to enter a period of unprecedented peace and prosperity.

For centuries, the Brotherhood of Khayne had lurked in the depths of the Wyldlands of Bal or Unthara. It now whispered its dark doctrines amongst the decadent, thrillseeking children of the aristocracy.

With the Imperial Alliance's formal imposition of the Sanguine Covenant, the Brotherhood found many more adherents: enemies of the organized faith of Exodus who would turn to any cult - however bizarre or depraved that would fight back against the Covenant.

In 12AU, the first of what would become an ongoing series of terrorist attacks occurred against Covenant churches. The Nyssa Massacre leveled the west wing of the Sanguine Cathedral in Nyssa, killing the archprelate and hundreds of worshippers. Because it was perpetrated with blood magic, Covenant investigators traced it to the Brotherhood of Khayne. Prior to the attack, the Covenant had reluctantly tolerated the existence of the old pagan religions. Afterwards, the Covenant became increasingly militant, forming the order of the Purifiers to hunt down and destroy enemies of the faith.

In 19AU, an Arman Protectorate-sponsored expedition travelled to Ablis. What they discovered is not known, but the Imperial Alliance set up a blockade of the island. That blockade is still in effect today.

In 26AU, the Caneus Empire and the Dominion came close to a major dynastic marriage when Erwin Eland, a senator and cousin of the emperor, married Nadja Ibn Al'alim, daughter of the khagan. This was a match of two young nobles distant from the throne, however; more than a dozen claimants would have had to perish before they and their children would have stood to inherit either throne. Instead, their son, Njal Eland, became the chief legate of the Imperial Senate and left the politics of both his homelands.

In 31AU, another shock rocked Exodus. The Cavians, thought annihilated in the War of Mind and Magic, returned to Exodus. The rat-like humanoids returned subtly; for nearly a decade, their presence remained a whispered rumor, re-appearing first in the Caneus Empire.

In 36AU, the nomad clans of Sametia sought representation in the Imperial Alliance. This would be the first major addition to the Alliance. The senators, whose countries had a vested interest in keeping Sametia open for colonization, rejected the proposal out of hand, declaring the clan leadership insufficiently organized to maintain an Imperial Assembly.

The angry clans began launching raids against their neighbors and threatening the Locari blockade.

Janissaries were sent to pacify the situation; the presence of the psychic agents cowed the clan leadership and they stopped raiding. In 38AU, the Janissary Kasim Dammar made contact with what he described as a "severed Cavian", an outcast from the race's psionic hive mind. Kasim's discovery paved the way for Exodus's re-integration of the Cavian race. By 50AU, Cavians moved about openly in the major cities of Exodus. Neither the severed Cavians nor the members of their racial mind shed any light on where they had spent the last millennium or how their race had undergone such a radical and disturbing transformation.

THELLAWGIVER

THEATURNEED CHEERAL

In 44AU, tensions again flared along the Dominion-Protectorate border. On the Arman side, several prominent members of the Forgers' Guild – the engineers of the country's mighty arcane mechanical devices – were assassinated; the same fate befell a group of magical scholars in the Dominion.

For the first time in half a century, troops massed at the contested border, close enough to eye each other across the invisible line between nations. The Imperial Alliance immediately sent Janissaries as mediators. They were to meet with representatives of the Dominion and Protectorate governments in the floating city of Anidem, hoping to call to mind the last treaty signed there. Unfortunately, the pair died when their windsailing vessel crashed en route to Anidem. Further investigation revealed sabotage.

Tsar Ivan Kryszkas III immediately blamed the Dominion. The Janissaries died on a Dominion ship, traveling to a Dominion city, within Dominion borders. The Tsar's words might have swayed the Imperial Senate had he not chosen to back them with immediate force. The Arman Protectorate launched a punitive action against its neighbor.

The Khagan, Yusef Ibn Al'alim drew a large fleet of Protectorate flyers, hiding them in the desert beyond Anidem. He let the city's massive magical cannon pound them while his swifter windsailing ships cut off their retreat. The Fourth Battle of Anidem ended with a total Dominion victory, but the war continued. As the Protectorate air forces crumpled, their ground troops broke through the Dominion line and surged into the Cordel desert, plundering the rich land on the west bank of the Abaddon River. The war escalated too swiftly for the shocked Imperial Senate to stop it. Partisans of the Dominion and the Protectorate insisted the Senate refrain from intervening. Rather than a sending an army of Canean and Confederate troops under Janissary command, the Senate dispatched a single Janissary to investigate the matter.

> Jakatka Bisir was a new breed of Janissary, as much detective as warrior or peacekeeper. Rather than announcing his presence in the region, he moved in disguise through battlefields and ballrooms, unearthing secrets with his telepathic abilities.

> > In 47AU, he returned to the Senate. After a closed session of the Senate's inner circle and a swift, decisive message to the Tsar and the Khagan, the Third Protectorate-Dominion War ended in another stalemate. Bisir was lauded for his craft and heroism - but neither he nor the Senate nor the belligerents revealed so much as a hint of the contents of his report.

> > > In light of his success, Jakatka Bisir became the template for the modern Janissary: secretive, observant and efficient. He trained dozens of apprentice Janissaries in his methods.

In 59AU, the Imperial Senate elevated him to Left Master of Janissaries, a post second only to the Grandmaster. However, Bisir

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THE EMISSARY

disappeared from Aremyhk immediately before his investiture.

THE WORLD CHANGES (EDEDAU)

In 61AU, a meteor crashed into the island of Unthara. Most of the Imperial Alliance considered it an unimportant astronomical event. In the Reis Confederacy, it was met with horror. Imperatrix Sepatha Gazsi's most trusted advisor, the Bronze Sage, had predicted the meteor's fall – and that it would unleash a monstrous plague upon Exodus.

The Bronze Sage also prophesized that newborn princess Lolani would bring the end of the Confederacy. With customary fatalism, the people of Reis accepted the albino child as their future ruler, even as they hated and feared her for what they saw as their inevitable destruction.

In 62AU, to appease the Confederate leadership, the Senate dispatched a Janissary to Unthara. It expected to lay the Imperatrix's fears to rest but only confirmed them. The Janissary discovered that the people of Unthara were infected by an ooze-like, quicksilver substance, an alien parasite that used their bodies and controlled their minds. Infection proved incurable and inevitably fatal, turning the victim into a breeding ground for the organism. Worse, the entity or entities acted at the direction of some malevolent will.

Fearing an outbreak of these "quickslavers", the Imperial Alliance quarantined Unthara. These quickslavers could destroy all humanoid life on mainland Exodus. The Senate feared one or more quickslavers had already slipped through their net, but could find no proof.

The tribes of Sametia had grown in numbers since the end of the Twilight War, honing their fighting skills as mercenaries and partisans. Rebuffed from 'civilized' Exodus, they embraced barbarism and united under a code of untrammeled might and savagery. Calling themselves the Janus Horde, they fought amongst themselves for position – but fought all others for vengeance, glory and plunder.

In 69AU, Thais, a warrior-queen of the steppe who traced her ancestry to calibans, giants and stranger, stronger beasts, proved herself the most brutal and powerful of all. She defeated Jangai Zhar, the first war chief to attempt to unite the Horde, and declared herself warrior queen of all Sametia. Under her banner and iron fist, the Janus Horde began coordinated raids on its neighbors, growing in force with every victory.

In 70AU, Sametia saw the first appearance of the enigmatic man called Lawgiver. He appeared as a simple beggar in the colonies of the great empires. Wherever he passed, the sick were cured, the lame healed, and the weak given strange and terrible powers. The Lawgiver bore the Lazarus Brand, a power hitherto unknown on Exodus – a power even the wisdom of the Kaga could not explain. When the Imperial Senate sought to question him, he vanished beyond even the Janissaries' investigative abilities, only to reappear in the cities of the great empires as inexplicably as he disappeared.

In 79AU, a Janissary infiltrated Unthara, now the domain of the quickslavers, and came face to face with the alien plague's master: Xon. His reemergence decades after his demise, with a menace even greater than his magical abilities at his command, worried the Confederacy.

(UXOLE OL) SUCIEVENCE (EDE ED XU)

Beginning in 80AU, a match far closer to the heights of power appeared possible. Bial, Mercy, Cassandra and Sienna, the four children of Canean Emperor Desmond Eland, were all educated at the famed Sihr Academy in the Dominion capital, Qijom. During their stay, all four became extremely close to the young heir to the Khaganate, Malik Ibn Al'alim.

Prince Bial and Prince Malik, of similar age and interests, hunted, wrestled and sparred like brothers, becoming far closer than Malik was with his own brother, the cunning, scholarly Nasser.

The Canean Princesses Mercy and Cassandra took an even greater interest in the Dominion's heir.

In 82AU, Princess Mercy Eland arrived in Qijom. Ranked among Exodus's greatest beauties, she won Prince Malik's affections when she arrived in Qijom. The two were as inseparable as decorum allowed, spending almost all their spare moments together.

In 84AU, Princess Cassandra joined her sister in Qijom and the younger Eland princess also fell madly in love with Malik. A bright girl groomed to become the executor of the Caneus Empire's branch of the Imperial Assembly, Cassandra soon lost interest in her study of statecraft and became obsessed with winning the future Khagan away from her sister. All dismissed Cassandra's obsession as a girlish fancy, harmless and passing.

The same year, Prince Bial returned to the Caneus Empire to begin the trials that would prove him worthy of the throne of Gregory Eland. The trials had been ceremonial for centuries. A traditionalist, Bial insisted on fulfilling their original intent: a test of cunning and martial skill that would prove his worth. Or kill him. Bial decided to take his trial in the Wyldlands of Bal. The Reis Confederacy granted special permission to its neighbor's heir.

In 85AU, Prince Bial arrived in Reis to begin his preparations. He soon found himself distracted by another heir. Because he was unfamiliar with the customs of the Confederacy, the accursed albino princess Lolani showed him how to navigate Confederate politics. Due to the dire prophecy hovering over her, Lolani was all but ignored by her own family and subjects. A foreign prince addressing her directly shocked her. Bial became the first and only friend Lolani had ever had. A loner and a survivor by nature, she clung to the foreign prince like a lifeline, delighted with the attention.

Only the Arman Protectorate would remain independent. The newly crowned Tsarina Anayanka harbored feelings for Nasser Ibn Al'alim, the Khagan prince's younger brother. A union between two such cunning politicians could have ended the hostility between Dominion and Protectorate.

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The Protectorate faced its own difficulties in the form of the increasingly powerful Janus Horde. The Imperial Senate proved slow to render aid.

In 86AU, Bial began his trials. His parents hoped to preside at two imperial weddings: Bial's to Lolani and Mercy's to Malik. Had both gone forward, the Caneus Empire's imperial family would have ruled three fifths of Exodus without shedding a single drop of blood. Bial was injured during his trials, mauled by a great beast of the Wyldlands. Worse, he fell into a feverish state from which the clerics of the Sanguine Covenant could not rouse him. Suspicion fell on the Brotherhood of Khayne.

In 87AU, Before the Caneus Empire could obtain a cure or vengeance for its heir, an assassin struck at Emperor Desmond and Empress Abigail. The attacker wielded a strange dark power. Even the Kaga could not explain what black art took the lives of the Canean ruler and his wife. With the emperor dead and Bial feverish, the nobles of the Caneus Empire declared Mercy the new Empress. Mercy and Malik pushed back the announcement of their betrothal.

Immediately after Mercy was crowned, Bial's fever subsided. He awoke to find his parents dead, his throne occupied and his beloved Lolani's country suspected of the deviltry that had struck him down. Some might have risen in rebellion, but Bial was content with his lot and worked to ease the tensions between the Caneus Empire and the Reis Confederacy. Bial and Lolani were unable to meet again.

In 89AU, the official period of mourning had hardly ended when Malik lost his father and was crowned khagan. Lolani also ascended to the leadership of the Reis Confederacy; all four empires passed to a new generation.

RECENTIDAYS (EDENAU)

In 90AU, Empress Mercy was found dead in her chambers in the Gregorian Palace in Nyssa. The Imperial Assembly immediately suspected foul play. Their investigation confirmed that she died from poison.

Suspicion fell on her brother, Bial, who had left Nyssa the night before Mercy was found dead. With Bial suspected of Mercy's murder and out of the capital, the Imperial Assembly chose Princess Cassandra to succeed her sister.

The new empress was crowned almost immediately, and her youngest sister, Princess Sienna, became the empire's executor. Empress Cassandra vowed to make her brother pay for his crime. However, a week later, all signs of Bial disappeared and the empress was forced to call off the search, but she ordered troops to the border of the Confederacy.

When news of Mercy's death reached the Khagan, Malik fell into a suicidal depression. He cursed himself for allowing statecraft to keep him from his beloved. Then he cursed himself for thinking of abandoning his duty and people. He could not help but wonder about Bial's guilt. He laid plans to travel to the Caneus Empire to personally investigate the matter. Leaving the Dominion in the hands of his brother, Nasser, Malik boarded his windsailing ship and winged his way north. In Nyssa, Malik was attacked by a band of assassins. The Khagan was badly injured and he immediately returned home.

Empress Cassandra blamed Bial for poisoning their sister and creating a diplomatic situation with the Confederacy. She accused Imperatrix Lolani of sheltering her murderous brother and severing ties for his sake.

Malik returned to the Dominion from his trip to the Caneus Empire. He found his brother aware of his misfortune – which roused his suspicions. Malik put the cities and tribes on the Canean border on high alert and began marshalling his troops. At Nasser's urging, additional forces massed at the edge of Sametia, overlooking both the Janus Horde and the Arman Protectorate.

The Imperial Senate voted to impose martial law on all four member states, ordered the kingdoms and empires to withdraw to their borders and sent Janissaries to restore order.

To the Senate's horror, all four empires refused to submit. To the horror of the four great monarchs, Janissaries left Aremyhk and Men-at-Arms massed in Koryth to enforce the Senate's desperate bid for restored order.

It is now 91AU. More than ever, the world of Exodus needs heroes...



FACTS ABOUT NEDEXODUS

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- 1: NeoExodus is a world full of magic. NeoExodus is a world that has advanced by mastery of arcane magic which may be counterintuitive to the classic fantasy and medieval times. Magic is very pervasive in the world of NeoExodus from the instantaneous point-topoint travel via the Nexus Gateway to sentient, freewilled arcane constructs (called Arcane Intelligences). From arcane and eldritch powered skyships and siege weaponry to even commonplace magic casters using their skills to provide many basic provisions and necessities to major cities and even some small towns. The progressive nature of magic has transformed the world so that it feels quite "modern".
- 2: NeoExodus is a world built upon epic adventures, heroic quests and valiant expeditions into the unknown. Through the use of magical and nonmagical means, heroic adventurers can gain access to larger realms of excitement and discoveries which in turn will introduce them to new and interesting challenges to confront and monsters to combat. From exotic locations to unusual surroundings, the challenges of Exodus should pull heroes across the lands of many nations and countries to the entire world. Each area of Exodus is unique and stunning from the tropical rain forest and jungle of the Wyldlands of Bal to the frigid and dangerous peaks in the mountains of Nas. Exodus is truly a world of invigorating exploration and exhilarating action.
- 3: NeoExodus is setting of unified empires and nations with their own sovereign rights, power and issues. While each nation or empire - Arman Protectorate, Caneus Empire, the Dominion and the Reis Confederacy - has joined and believes in the unity of the Imperial Alliance, old adversaries and bitter rivalries cause much turmoil in this world. Many of these nations and empires have had long term conflicts with each other that still influence the decisions of the modern day. Other influence groups like the Sanguine Covenant and Section Omega can be felt in the backrooms and dark alleys of any of these nations and empires. All of this in addition to such global threats as the Janus Horde, the Quicksilver Virus pandemic and even a criminal terrorist organization like the Folding Circle threatens to destabilize this fragile peace.
- 4: NeoExodus is a world that is rarely at peace for long. Throughout its troubled history, wars and murder were never far away. NeoExodus is always on the brink of war or conflict of some type. With so

many different cultures and races working together, there are issues that often will be raised between them. These conflicts might be based on nationality, religious beliefs or even racial issues and these prejudices are deeply propagated in various arenas of daily life. The formation of the Imperial Allience has done much to help with the understanding of different points of views and now individuals find ways to exist and thrive in this world of Exodus.

- 5: NeoExodus mixes traditional fantasy, horror, magic, modern politics and science fiction. NeoExodus is built from a very distinctive nature and mind-set. The setting of NeoExodus: A House Divided is a mixture of classic fantasy, modern political conflict and intrigue with neo-fantasy influences. The world of Exodus has some degree of "moral flexibility" which makes people who might be diametrically opposed, able to work with each other for a greater cause - often for good and sometimes evil. In this world, nothing is black or white but various shades of grey - making nothing exactly what it seems to be. While an individual might have the alignment of chaotic evil, this does not mean they cannot be honorable or even compassionate, if needed for a larger reason. And vice versa.
- 6: NeoExodus is full of all new unique races. The nine new races that are introduced in the setting of NeoExodus are very unique in direct contrast to the standard fantasy races individuals might be used to. Each race has a unique and interesting creative background and design to them that reflect the setting of NeoExodus: A House Divided well. In NeoExodus players can choose to play Cavian, Cynean, Dalrean, Enuka, Gevet, Kalisan, Prymidian, P'Tan or Sasori. Cavians are psionic humanoid rats who have a hidden agenda. Cyneans are crystalline-skinned, powerful arcane spell casters with a thrist for more arcane knowledge. Dalreans are humanoid mobile plants with a strong ecological connection to Exodus. Enuka are beast-like creatures that have evolved to adapt themselves to various harsh environments. Gevet, or tiefling, claim to be the first race to master magic in Exodus. Kalisans are pale-white nomadic humanoid creatures native to northern Exodus. Prymidians are crimson-skinned humanoids who are masters of communication and language. P'Tans are shadowcreated feline humanoids who were former slaves of the First Ones. Sasori are humanoid scorpions that hold all the deepest and darkest secrets of Exodus.
- 7: Exodus is a world built on conspiracies, deceptions and intrigue. Empires and nations compete on many levels—economic, political influence, territory, magical power—each looking to maintain or improve its current status by any means short of all-out war.

Subversive clandestine meetings, espionage, black market deals and sabotage are all basic parts of doing business in Exodus. Large numbers of organizations, nations and factions maneuver or manipulate for their own benefit in the rapidly changing political climate. Exodus teems with conflict and intrigue.

8: Everything has a place in NeoExodus. If it exists in the realm of classic or traditional fantasy settings of Pathfinder, then it has a place in Exodus. A monster or spell or magic item from the Pathfinder core rulebooks might feature a manipulation or two to explain attitude, character and tone of Exodus, but otherwise everything you want to include has a place somewhere in Exodus.

NEXUSGATEWAYS

The major cities and certain locations of Exodus are linked together via a series of magical gates known as Nexus Gateways. The Nexus Gateways are believed to have been built by proto-First Ones beings.

Each Nexus Gateway is composed of two or three monolith stones covered in runes. Although the activation ritual is simple, opening a path between gateways requires precise and clear commands.

Though travel through them is safe, sometimes the system is given to unexpected behavior such as traveling to other dimensions, unexpected locations or random teleportation effects. The network is known to randomly open and release monsters and otherworldly horrors. Therefore most Nexus Gateways are heavily guarded with stout soldiers supplemented with magical wards. Because of these mishaps, many disdain the use of the Nexus Gateways while some even seek their destruction. But so far, the empires of Exodus all find the Gateways to be too useful to destroy them.

The nations of Exodus guard their Nexus Gateways closely and restrict access to them as much as they can, preferring to allow travel only within their own nation. Cross-nation travel is closely monitored and frequently reserved for those with Imperial Alliance credentials.

Nexus Gateways in the wild are left to themselves and frequently abandoned. While many still work, most now lay broken and inert. Using these gateways is extremely prone to mishap.

CHALLENGES OF NEDEXODUS THE FIRST ONES

Following their defeat at the end of the age of man, the First Ones withdrew from the world and licked their wounds in defeat. The question that puzzles many modern scholars is: where did they go? The Kaga remains vague when asked. Divinatory magic is inconclusive at best. The P'Tan speak of massive underground kingdoms and cities built in ancient caverns. Expeditions to find them are constantly planned but few ever return, and those who do frequently return with more questions than when they left.

While many of the First Ones did find their way underground, many fled beyond the mainland of Exodus. The vast majority of them fled through the Nexus Gateways and hid while trying to rebuild their forces so they could one day return to power.

THE TRUTH

The biggest problem that faces the First Ones is their lack of unity. To the outside world, they seem like a united front hellbent on the destruction of all who oppose them. But the truth is, they are extremely fragmented and without clear leadership. Warlords, would-be emperors, grand priests and arcanists of great power all seek control of the First Ones. This fractured leadership is what has prevented them from conquering Exodus during the centuries of civil wars and unrest it experienced.

Still, incursions by First Ones forces are becoming more common. The First Ones are growing weary of waiting.

For more details on the First Ones, see *Enemies of NeoExodus: The First Ones, Monsters of NeoExodus: The Scythians and Enemies of NeoExodus: Widowmaker Scarlet.*

THELOCARI

Currently quarantined to the island of Ablis, the Locari are a new form of predatorial horror that has destroyed all other forms of intelligent lifeforms on the island. Their origins are the subject of many debates. While some believe they are the result of some ancient curse, others maintain they fell from the stars and others that they evolved naturally but that they only managed to grow to such prominence by the lack of human population to cull their numbers.

Any attempts to communicate with the locari have failed as have any attempt to locate or discover their main hive.

THE TRUTH

The locari are but one of many races created by the Khaynites to serve them in their plans to invade Exodus. The locari resist any attempt at communicating with them and are naturally immune to divination magic.

The locari are natural hunters and predators with many characteristics of insects and lizards. They hunt constantly.

Were the locari to reach mainland Exodus, the world might fall in a very short time. Fortunately for Exodus,

the current naval blockade has confined the locari to Ablis.

For more details on the Locari, see Enemies of NeoExodus: The First Ones.

XON AND THE QUICKS HAVERS

From his base on Unthara, Xon dreams of turning the whole world into a land of the dead where living serve as cattle for their undead masters. Xon is patient and extremely intelligent. As such he will wait until the mainland is struggling with the plague of the Quickslaver before stepping in.

THE TRUTH

Xon does not really control the Quickslavers, though it might appear so. As an undead creature, he is immune to the control and infestation they impart on the living. It seems that Xon's alliance with the Quickslavers is an alliance of convenience.

THE BROTHERHOOD OF KHAYNE

The Brotherhood of Khayne's power has been growing in the chaos that is gripping Exodus. Many perceive their insidious hand everywhere, moving the world towards a new war, a new bloodbath and descent into the anarchy that would start a new dark age.

Because it is outlawed and hunted in every civilized nation, the Brotherhood is a subtle, insidious and patient force that slowly corrupts the minds of everyone around it.

THE TRUTH

Although many in the Imperial Alliance see the hand of the Brotherhood in every calamity that befalls Exodus, the truth is that their numbers are quite reduced. The Brotherhood would be hard-pressed to muster the armies it used to control in the Wyldlands. Nevertheless, the Brotherhood is highly visible and strikes fear in the hearts of people even with their reduced numbers.

THE PHOENIX GUARD

Along the Abaddon River basin along the border between the Dominion, Janus Horde and Protectorate, a military group calling itself the Phoenix Guard has risen. These zealots are completely dedicated to a new cult the Cult of the Emissary. These units of roving soldiers threaten the entire countryside, focusing on any government building or military target. They repress priests and devoted of any religion than their own.

THE TRUTH

The Phoenix Guard seeks to establish a theocracy with the Emissary at its head. The numbers of the Phoenix Guard are small, but it is gaining great support among the native Cardosians. Thus their numbers are hard to establish with any certainty. Many Cardosians – incorrectly – believe the Phoenix Guard will create a new Cardosian or at least free them from the yoke of the Protectorate.

Up until now, the Phoenix Guard's attacks have been brushed off by the Dominion and Protectorate authorities as Janus Horde border raids or small-time bandits. Though local authorities may know the truth, their superiors refuse to believe them.

Queen Thais initially tried diplomacy, but when she refused to convert, all she got back were the heads of her envoys. The Queen has promised his weight in gold to the man who would bring her the Emissary's head so she may make a goblet of it.

NATIONS OF EXODUS

The following sections detail each of the major nations and areas of Exodus. Each entry has a number of sections that provides additional information.

The first section gives a quick overview of the nation.

The ruler gives the name and official title of the nation's ruler. This is the official ruler.

The government section details the state and how it is administered.

The cities give the names of major settlements in the nation. The first name is the official capital and the other cities names in alphabetical order. The following table gives the approximate population of the settlements. Thus Amara (LT) is a large town with a population between two and five thousand people.

Settlement Type	Population Size
Thorp (T)	Under 20
Hamlet (H)	21-60
Village (V)	61-200
Small Town (ST)	201-2,000
Large Town (LT)	2,001-5,000
Small City (SC)	5,001-10,000
Large City (LC)	10,001-25,000
Metropolis (M)	More than 25,00

The population section gives details about the racial breakdown of the local population. These numbers are given for the nation as a whole. Local numbers may fluctuater wildly from that base number. Where 'caliban' appears, the population is composed of a mixture of calibans and kalisans since other races cannot distinguish the two. In cities, kalisans are more prevalent (70-90%), calibans are similarly prevalent in rural areas. The location section tells where the nation is located geographically.

The law details the law and alignment of the local legal system.

The religion section details the nation's official religions and common beliefs.

Language details the languages most commonly spoken in the region.

Alignment gives the alignment of most people in the nation. This alignment may differ from the law's alignment. Alignments are given in their abbreviated forms. An alignment with an asterisk next to it indicates it as the most common.

The History section details the history of the nation. There is some overlap with the main history of Exodus. This section provides additional information on events and how they affected a given nation.

The Lands gives a geographic overview of the nations and names the most important landmarks, such as mountain ranges, rivers, and forests.

Social Overview expands on the people living in the nation. It gives information on the law, the commoners, the nobility and taxes. Special or unique interracial relations are also detailed in this section.

Character Options gives information on creating characters from a given region. This frequently involves local languages, but sometimes also includes local weapon familiarities.

Adventure Locations gives a number of specific locations particularly suited for adventure. These locations are given a short overview.

Unique Dangers details unique environmental challenges that can be found in the region. These can take the form of traps, diseases or locations that can affect an adventure in the region.

Plot Hooks gives some sample adventure ideas that highlight the flavor of the region.

Important NPCs provides background for persons of interest from the region. These characters are presented without stat blocks on purpose, so that the GM may decide how to represent them. Since many of these NPCs could be used as a villain or as a hero, the GM has to make the decision.

Also each nation has an entry for its capital. Capitals are frequently different from the rest of the nation.

NEW TOWN QUALITIES

Extensive road system: The city has an extensive road network. These roads are well-maintained and allow for quick movement of military troops and merchan-

dise. Some cities may have a unique road network like Mureath with this ability. (*Economy* +2)

Unholy Site: The settlement serves as a holy site for an evil deity or philosophy. Worshippers of this evil deity flock to the city. (*Corruption* +2; *increase spellcasting by 2 levels*)

Well-Defended: The settlement is defended by a number of military forts and barracks, giving the leaders more resources than they would have access for a city of that size.



HISTORY

The island of Ablis was colonized by humans during the reign of the First Ones. Always lightly occupied by the First Ones, the early Armans did not toil as harshly as mainland Exodans.

When the War of Mind and Magic broke out, the First Ones abandoned Ablis to reinforce their troops on the mainland. The token forces left behind did not stand a chance and were overwhelmed by the human warriors.

THERISEOFTHEARMANS

After their victory over the First Ones, human society on Ablis evolved separately from the rest of Exodus. The Armans became a seafaring people. They spent a generations mapping the east coast of Exodus before they began to raid the mainland.

In 752BU, they did more than raid. A shaman of the Kryszkas clan, Grigori Vyskos, had visions of his people wiped out by "fires that walk like the sea". The prophecy terrified the population.

The clan's high thane Vladimir Kryszkas believed the shaman and opted to heed the warning. He gathered his people and moved across the sea to Sametia and founded the city of Jarlath.

While the Kryszkas raided the mainland, long-dormant volcanoes erupted simultaneously, covering the island in lava. Those who were not immediately killed by erupting lava died shortly afterwards from the poisoned waters and the burning ash.

The Armans left their homeland to itself.

TODAY

It is not clear when the locari came. However, it is generally agreed that the first locari arrived on Ablis shortly after the lava flows cooled. Their exact origin is unclear.

太BLIS

Government: None

Ruler: None

Cities: None, all are ruins

Population: Believed to be none. The island is infested by Locari.

Location: Island of Ablis east of mainland Exodus **Law:** None.

Religion: None.

Languages: None

The imperial expedition of 19AU ended in disaster. Only four of the fifty members of the expedition returned to the mainland. Of those, three had been implanted with locari eggs. This scared the Imperial Senate enough that they imposed a permanent blockade on the island.

Today, the island is completely controlled by the locari. No other intelligent life form exists on Ablis. The blockade is in place and has kept the locari contained.

THELIXNDS

The west coast of Ablis is rugged and hard to navigate. The shallow bays are ringed with ruins of ancient Arman villages.

In the center and east of the island is the Ring of Fire, a series of tall volcanoes. The volcanoes have been active, erupting constantly for the past eight centuries.

The few cities that still stand are all abandoned and ruined. Most were built during the days of the First Ones.

CHARACTER OFTIONS

Characters should not hail from Ablis.

ARMAN PROTECTORATE

HISTORY

The First Ones' province of Abaddon was one of the most populous of their empire. Abaddon is where the revolt against the First Ones truly began. For years, war raged across the land as powerful magic and massive armies clashed. When the dust settled on Abaddon the First Ones were defeated, their armies in full retreat.

The unity mankind enjoyed was shattered when the Kaga refused to rule as god-king. For years, the new masters of Exodus fought amongst themselves for supremacy.

Finally, the Sorcerer-Kings emerged victorious and claimed Abaddon as their own. Though they hoped to claim all of Exodus as their own, they first sought to consolidate their power before launching armies. The Sorcerer-Kings each ruled a city state in a loose confederation.

The Sorcerer-Kings' first major clash was with the Cavian empire. Once again the lands of Exodus were broken and torn asunder by magic and psionic power. Finally, the Sorcerer-Kings of Abaddon stood victorious, but their power was broken. The prestige gained allowed their regime to continue for centuries, but any dream of conquest was destroyed.

The formation of the Dominion in Cordel and the appearance of the Arman on the shores sounded a death knell for the Sorcerer-Kings. In the middle of the 8th century BU, the Arman stopped raiding and began to migrate en masse to Sametia and then moved south towards the rich cities of Abaddon. The Sorcerer-Kings first fought them back, then paid them off, then abandoned the coast to the invaders. The last of the Sorcerer-Kings, Xalthotan, was finally defeated by the Arman hordes in 736BU.

For the next two and a half centuries, the Arman settled into their new lands, living like kings in the palaces of the Sorcerer-Kings, intermarrying with the locals, serving as mercenaries in foreign wars and squabbling with each other.

CONVERSION AND UNIFICATION

During the Arman invasion of the Dominion in 494BU, the Arman forces found themselves dying of thirst in the desert. Prince Nicola Kryszkas met with a mad hermit who told them that if they converted to the Sanguine Covenant they would be victorious and their children would rule a unified Abaddon. They ignored him at first, but out of desperation, finally relented and converted.

Shortly after the Prince's conversion, Khagan al Kasim attacked the Armans, believing them defeated and demoralized. What he found was a well-rested, well-fed and highly disciplined army. The Rain of Blood ended in a tactical stalemate, but also brought an understanding between al Kasim and Prince Nicola.

Returning to Abaddon, Nicola found that his former ally, Prince Josef Chapaevonas has turned on him and took over his lands. Now at the head of an army of veteran and guided by their newfound devotion to the Sanguine Lord, Nicola demanded his lands back. Josef refused. Civil war ensued.

In 492BU, the archprelate of the Sanguine Covenant allied itself officially with Prince Nicola. Joined by Canean knights and even Dominion khans, it took less than a year for Nicola to force the surrender of every opponent to his rule.

ARMAN PROTECTORATE

Ruler: Tsarina Anayanka Kryszkas

Government: Hereditary Monarchy, ruled by the Kryszkas family.

Cities: Mureath (M), Mavra (LT), Olesia (LT), Telek (ST), Tusya (LT)

Population: The Protectorate is heavily populated, especially along the northern and western borders. The population is mostly human (80%). Cavians, prymidians and p'Tan form the rest of the population.

Location: Abaddon, southeast Exodus

Law: The law in the Arman Protectorate is Neutral. The rich and powerful generally get away with most crimes while the freemen and the poor generally bear the brunt of the law. The only predictable punishment is for those who sell the secrets – willingly or not – of



the ironforged warriors. The penalty is death. The Forgers' Guild employs many assaassins to keep its secrets.

Alignment: The population of the Protectorate has strong leanings toward a neutral alignment (NG, LN, N*, CN and NE)

Religion: The Sanguine Covenant is the official religion of the Protectorate. Other religions are tolerated as long as they have not been declared heretical by the Covenant.

Languages: Common is the language of the Arman Protectorate. Ancient Arman and Sorcerous were dominant language in the past.

Currency: Currency in the Protectorate is based on silver coins. Although standard-issued coins are available, the crown only mints the following coins. Crescent (2sp), Raven (20sp), Eagle (100sp), Crown (250sp).

Military: The Protectorate has much fewer spell casters than most of its rivals. However, its military is strengthened by many elite units such as the Peacekeepers, Artillerists, and its ironforged. The Protectorate is the only place on Exodus where firearms are available.

MUREATH, CAPITAL OF THE PROTECTORATE

N metropolis

Corruption: +2; Crime +4; Economy: +7; Law +4; Lore +6; Society +4

Qualities extensive road system, holy site, pious, prosperous, tourist attraction, well-defended

Danger +10

DEMOGRAPHICS

Government autocracy

Population 40,000 (30,000 humans; 5,000 cavian; 5,000 prymidian, 5,000 p'tan; 5,000 other)

NOTXBLE NPCS

Tsarina of the Arman Protectorate Anayanka Kryszkas (female Arman)

Raina and Heir Blanca Kryszkas (female Arman)

Grand Vizier Viktor Dyakonosky (male Arman)

Prelate of Mureath Sergei Andranov (male Arman)

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Base Value 16,000 gp; Purchase Limit 100,000 gp; Spellcasting 9th

Minor Items available; Medium Items 4d4; Major Items 3d4

Two generation later, in 457BU, Prince Alexei Kryszkas declared himself Tsar of the Arman Protectorate, a title that had not been used in over three centuries.

THE DOMINION PROTECTORATE (WARS)

The Arman Protectorate, now united in faith and temporal power, spent the next century and a half consolidating its new order. The Tsars began investing in the creation of mechanical constructs.

For over two centuries, the two nations fought each other to a stalemate in a series of smaller wars. The Protectorate's war craft and artifices locked horns with the Dominion's mobility and magical powers.

THETWILIGHTWAR

The Second Dominion-Protectorate War exploded in 83BU when the Reis Confederacy invaded the Protectorate's holdings in Sametia. Within three years, every nation on Exodus was dragged into the conflict. Though not officially allied, Protectorate steel was sent to the Caneus Empire to support their war effort against the Reis Confederacy.

In 4BU, Tsar Dmitri Kryszkas II and Rashid ibn Fasan signed the Treaty of Aremyhk, ending the war.

AFTER UNIFICATION

The Protectorate was one of the founding states of the Imperial Alliance and was given a seat on the Inner Council. They were instrumental in imposing the Sanguine Covenant as the official religion of the Alliance.

In 19AU, the Protectorate sent forces to their ancestral homelands of Ablis. The expedition was a disaster as only four members returned. Thus the world became aware of the dangers of the Locari. The Imperial Senate declared Ablis a forbidden zone and ordered a blockade. The Protectorate committed its navy, under command of the Janissaries.

In 44AU, the Protectorate attacked the Dominion in retaliation for the death of Janissaries investigating deaths of the Forgers' Guild. The war quickly escalated between the two. After three years of fighting, the Janissaries and the Imperial Senate forced both sides to end the war after a closed session.

RECENT EVENTS

The Protectorate bears the brunt of the pressure from the Janus Horde's raids. In spite of constant calls for assistance, the other empires are slow to send aid. With talks of dynastic marriages between the Caneus Empire, Dominion and Reis Confederacy, the Tsarina and her government finds itself on the outside looking in.

A new general, Wulf Gronovitch, has convinced the Tsarina to give him enough force to establish a beachhead in Sametia and build a new city on the north bank of the Abaddon River. A veteran of the Sametian border, the general knows the enemy and plans to mount an aggressive campaign aimed at shocking the Horde with Protectorate might.

The current Tsarina dreams of a unification, with herself as Empress of Exodus. Seeing the chaos between the Caneus Empire and the Confederacy, she bides her time, looking for advantageous alliances. Knowing she has a strong ally in her lover Nasser, she clandestinely plans a major offensive against the Janus Horde to avoid the Senate's attention. General Gronovitch, an ambitious but realistic general, has been put in charge of this secret invasion. He is building up his forces and reorganizing the defenses in the north.

THELLXNDS

Where the Abaddon River flows along the northern and western borders, the lands are fertile and rich. These areas are known as the Flatlands. The Flatlands are home to the Cardosian. The Abaddon River has many islands and rocky shoals, making it difficult to sail. The weather here is mild and pleasant throughout the year. The Flatlands are highly populated.

Heading inward from the Flatlands, the terrain turns into rocky hills, called the Lowlands. These hills were carved by long-disappeared glaciers. Most of the Lowlands are covered with grass and scrub with little arable land. The forests have shrunk due to constant lumbering. The area is most noted by the winds which constantly whip the hills. Summers are warm and breezy, while winters are cold and windy. The locals raise shaggy-haired bovines called "shigs".

The Burrowed Hills rise in the north of the Lowlands. The area is named for the many underground passages, chambers, caves and tunnels that have been excavated over the long history of Abaddon. The Tsarina uses the Burrowed Hills to prepare her offensive against the Janus Horde.

The Mirsu Plateau rises close to the Eastern Sea. It naturally defends Mureath, capital of the Arman Protectorate. The plateau is the home base of the Arman airship fleets. The Mirsu Plateau is easily the most defendable place in all of Exodus. The landscape is dotted with keeps and fortified estates.

The south and southwestern border of Abaddon are covered by tall mountains, called Highlands. These mountains hold many magical sites of great power. It is a haven for dissidents, dragons, Kalisan tribes, undead, and even small states ruled by degenerate descendants of the Sorcerer-Kings.

Within the Highlands stands the Sanguine Barrier, a string of defensive fortresses linked by a long wall, uniformly sixty feet high. The name comes from the red bricks used in its construction. Built by manual labor shortly after the final defeat of the Sorcerer-Kings, the barrier is heavily garrisoned.

Beyond the Highlands rise the Ice Crags, a bleak and frozen land of ice, glaciers and mountains. Humanoid tribes there spend their lives fighting monsters.

SOCIALOVERVIEW

The Arman form the ruling class of the Protectorate. They are generally fair-skinned with dark hair and blue or green eyes. The original, pure Arman have intermarried to the point where they form a single ethnic group. The original human populace has completely integrated into Arman society.

The other group, living exclusively in the Flatlands, is the Cardosians. Named after a kingdom conquered by the Armans early in their conquest of Abaddon, the Cardosian were parts of the armies that conquered Abaddon. Cardosian princes were admitted to the great councils prior to the establishment of the Protectorate.

Prymidians have been appearing in the south. The Protectorate has created a number of Prymidian colonies in the Lowlands and along the coast. The Protectorate has been integrating these newcomers into the military with mixed results. Many in the Protectorate consider them to be untrustworthy and prone to panic. The idea of creating a prymidian buffer zone against the Janus Horde in southern Sametia is gaining support.

All commoners in the Protectorate must serve in militia units and serve their lord for at least three weeks every year. This service is seen by many as a time of leisure and rest, in spite of the arduous military regimen. This constant service gives the Protectorate and the Tsarina an enormous army to call upon.

Nobles in the Protectorate live an easy life and are generally well-liked and respected. Most nobles spend their youths in renowned military schools found throughout the Protectorate.

Protectorate-born citizens of all walks of life spend years traveling Exodus, serving other masters before returning to the Protectorate. These travellers then train others in the fighting style they learned abroad. Many nobles actively seek out such travelers to teach them foreign fighting styles.

The Protectorate is a place where the intrepid, brave and lucky may rise far above their birth. The Tsars frequently elevate deserving freemen to the nobility. Nobles rise in society through marriages and nomination to prestigious positions. This social mobility also has a downside where traitors and fools frequently find themselves removed from power.

Taxes in the Protectorate are higher in the Flatlands. Protectorate authorities have a strong bias against all non-Arman. Cardosian most commonly suffer from higher taxation.

Arman society is extremely wary of people they do not know with the Mirsu Plateau and the lands surrounding the capital of Mureath particularly wary. The Arman like to keep their secrets and visitors are rarely allowed to see much of the capital.

CHARACTER OPTIONS

Characters from the Arman Protectorate speak Common. Any priest who does not worship the Sanguine Covenant is a considered a heretic and hunted.

Arman characters tend to be clerics, fighters and rangers. Cardosian characters tend to become bards or rogues, favoring guile and wit to brute force. Natives of the Ice Crags are generally barbarians or rangers.

Prymidians are common in the southern reaches of the Protectorate.

Characters from the Arman Protectorate may treat any weapon with the name "Arman" as a martial weapon. Arman firearms and cannons are still exotic weapons.

ADVENTURE LOCATIONS

The far eastern coastline of Abaddon is called the Broken Cliffs. These cliffs rise at least one hundred feet straight up from the water level. The few natural harbors have been inhabited since the days of the First Ones' empire. There are floating cities built on pontoons made of old ships. It is a haven for pirates and smugglers.

In the Highlands rises Dead Mountain. This black basalt mountain is entirely devoid of life. Powerful magic emanates from the mountain. Rumors about the origin of Dead Mountain abound. Some say a terrible god was bound there. Others say that the last of the Sorcerer-Kings died on that site and a part of the world itself died.

Frost Mount is the last major mountain before reaching the Ice Crags. Covered by glaciers hundreds of feet thick in place, it is said to cover a powerful artifact that grows glaciers until one day the entire world will be encased in ice. Travelers have reported seeing creatures and shapes in the ice.

A few miles out of Mureath, stands the Godpointe, the former palace of the Sorcerer-Kings. This expansive palace was once a place of jewels and magic, but is now a crumbling ruin. It is said to be haunted by the Sorcerer-Kings. The few braves who ventured within reported

ghosts and liches, all of which seek to overthrow the Arman that defeated them so long ago.

UNIQUEIDANGERS Exatar's Shawl

Most common close to the Dead Mountains, these nearly invisible clouds of negative energy drift listlessly across the land. Wherever they go, they leave dead things covered in strange white fibers.

These clouds are named after an ancient death deity worshipped by prehistoric Abaddonians before the Age of Mind and Magic began.

EXXIXES SHXWF - CK 2

んどうちょうだい いっちょういちょう

Exatar's shawls occur in patches 20-feet in radius. Seeing a shawl requires DC20 Perception checks as a mirage-like cloud. A DC20 Knowledge check (dungeoneering, local or religion) identifies the shawl for what it is. Each round, it moves 1d6x5 feet in a random direction, regardless of the wind or any other factor. It can move through solid objects without difficulty but is suppressed if exposed to direct sunlight. A daylight spell repels the shawl directly away from it.

Those stuck in an Exatar's shawl take damage as though hit by an inflict serious wounds spell (DC14, 3d8+5 points of damage).

Special: Undead – and anyone healed by negative energy – in a shawl replace the above effect with fast healing 5.

GRANITE STORM

The change of seasons in the Protectorate is accompanied by powerful winds that carry sand and particles of stone up to the size of a man's fist. These granite storms are most common in the Lowlands, but can strike anywhere in Abaddon. While most structures protect those inside, being stuck outside when a granite storm hits is extremely dangerous.

These storms are partially responsible for the lack of fertility in parts of Abaddon.

granite storin - CR 2

Granite storms generally last about one minute. A DC15 Survival check is required to differentiate between a rain storm and a granite storm. A granite storm lasts for 3d6 rounds

Every round, anyone outside takes 3d8 points of bludgeoning damage unless they can make a DC15 Fortitude save.

Casting a spell in a granite storm requires a concentration check of DC 15 + spell level.

A granite storm cuts visibility by half, resulting in a -4 penalty on Perception check. It has a 50% chance of

extinguishing any unprotected flame. The wind counts as at least windstorm force.

SHADES OF THE SORCERER-KINGS

The Sorcerer-Kings ruled Abaddon for over a millennium and during that time have bound themselves to the land. Their spirits sometimes appear to the living, feeding on magical energy.

When a spell of 6th level or higher is cast, there is a likelihood of an appearance of a Shade of a Sorcerer-King as shown in the table below.

If they appear, the shades are visible but incorporeal. They remain for 1 minute per level of spell absorbed. If fed magical energy, they remain for an additional minute per spell level given. A shade can speak to the living, but its knowledge is limited to things of it would have known in life.

The following table gives the chances of a shade appearing when powerful spells are cast.

Spell Level	% in Abaddon	% in Godpointe*
6th	1%	5%
7th	3%	10%
8th	5%	20%
9th	10%	30%

*: While in Godpointe any roll of a natural 01 brings forth the lich of a Sorcerer-King. The lich is generally angry and desires vengeance upon the living and the Arman in particular.

Magic items that produce spell effects of those levels also have the same chance of failure.

To represent the randomness of the knowledge of the Sorcerer-King, the PC who brought it forth must make a DC 25 Diplomacy check. If the PC fails the shade only responds with nonsensical mumblings.

If the PC succeeds, the shade knows some piece of information interesting to the PC. The GM should adjudicate the level of information.

If attacked, a shade has an AC of 10, 1 hit point and fails all saving throws it is required to make.

PLOT HOOKS

The PCs are hired to find a kidnapped man. Investigation leads the PCs to the Broken Cliffs. Getting there is easy, but once there, the PCs must fight pirates, sea monsters and false information.

A scholar seeks a lost tomb of a Sorcerer-King in the Lowlands. The tomb is filled with traps and undead guardians.



An artificer's apprentice disappears with one of his golem tomes. The trail leads the PCs to a khan seeking to start another war with the Protectorate. The PCs' action will be closely scrutinized by both governments, the Janissaries and the Imperial Alliance.

The PCs rest in a small village after a long trip. During the night, they are attacked by a band of Emisserite who think the PCs are agents of the protectorate.

ANDRANOV, SERGEI

Male human, Prelate of Mureath

The prelate of Mureath in Abaddon proudly wears the gold sash of a devoted of Svarog. Always smiling, the prelate gives the impression of a man who knows a joke no one else is in on.

The prelate is one of the most approachable men in all of Exodus. He always tries to make time for anyone who seeks an audience with him. He has a particular interest and love of adventurers, whom he regularly hosts at the Alexeisdom.

His authority in the Protectorate comes from his natural ability to make friends. Very few in Abaddon – and even elsewhere – do not consider him an ally or a friend.

Sergei spent his youth traveling the world and adventuring, being – of his own admission –a very poor devout. As he recounts it, he accompanied a band of adventurers into a lost ruin just south of Telek. After working on a trapped chest, he thought everything was safe. The whirling blades that swept through the room left only him standing, with a single drop of blood – not his own – rolling down his left cheek. He took that as a sign of blessing from the Sanguine Lord. He walked out, leaving all the riches behind him and entered a seminary.

Behind that friendly exterior, the prelate is a fanatical devoted of the Convenant. His one and only allegiance is to the Sanguine Lord and the Covenant. The prelate is a master of diplomacy who has successfully mediated many conflicts in his short tenure.

For more information on the prelate, see Secret Societies of NeoExodus: The Sanguine Covenant.

Dyxkohosky, Viktor Male Arman, Grand Vizier

Grand Vizier Viktor is the Tsarina's closest advisor. He is extremely worried about maintaining a strong dynasty to rule the Protectorate. The Raina is worrying him; should she inherit the crown he is making plans to get rid of her.

He has been pressuring the Tsarina to get married. He believes that Sultan Nasser of the Dominion could be a



good match, strengthening a possible alliance with the Dominion against the Caneus Empire.

GRONNOVITCH. WULF Male Arman, General of the Army of Sametia

Veteran of the constant war with the Janus Horde, this former cavalry officer was recently promoted to General of the Northern Army, which, after some administrative manipulation, he has split in two to maximize its effectiveness. The Northern Army is made up of lower quality militias bolstered with units of light cavalry and house units of the nobles living on the border. The Army of Sametia is an invasion force that includes a large number of ironforge warriors and the best infantry the Protectorate has.

After lobbying to the Tsarina, he received permission to invade southern Sametia, but he must wait for a border incident to occur that could be used to manipulate the Imperial Senate and distract the other nations. General Gronnovitch awaits his opportunity.

His army of Sametia includes some of the best troops in the Protectorate.

ΚRYSZKŻS, ŻΗŻYŻNKŻ

Female Arman, Tsarina of the Arman Protectorate

The Tsarina spent her youth preparing for her position. During her travels through the lands of the Imperial Alliance, she met Nasser ibn Al'alim and the two fell in love. Since then, the two maintain a secret love affair.

She inherited her crown in 86AU after the death of her father, Tsar Ivan III. The Tsarina has engaged in a careful and systematic diplomacy. She has earned a reputation as a shrewd and intelligent ruler.

The council of princes is pressuring her to find a husband to ensure the line of succession.

KRYSZKAS, BŁANCA

Female Arman, Raina of the Arman Protectorate

The Tsarina's only sister is the current heir to the throne. Unlike her shrewd sister, she spends her days worrying about pretty dresses, ribbons and elaborate hairdos. The Tsarina is being pressured to marry her sister Blanca off to another state.

CANEUS EMPIRE

HISTORY

Nas joined the rebellion against the First Ones late, which spared its lands and people from most of the major battles that marked the rise of the Kaga. In defeat, the First Ones exacted massive purges on the Nasian population, leaving ruin wherever their forces passed.

THE CAVIAN EMPIRE

In the wake of the fall of the First Ones, the rat-like cavians united in the Nasian hills. The cavians ruled wisely, growing their empires through alliances with other local populations. The Cavian Empire rose quickly.

The rise to power of non-humans annoyed the Sorcerer-Kings. Under the guise of diplomacy, the Sorcerer-Kings created a number of events that forced the cavians to declare war. The war that followed reminded many of the war against the First Ones.

Though the Cavian Empire was defeated, the Sorcerer-King's victory was pyrrhic. Their power was broken and their prestige dirtied. The cavians suffered such massive losses that they withdrew from the world, allowing their former empire to fall into barbarism.

THE FOUR CLANS

Amidst the dark ages, four clans rose to prominence in Nas - the Brauner, von Breit, Hanstrom and Olsson clans. The four accepted the wisdom and guidance of the Kaga, expanding upon the knowledge to create the feudal order. Their system would hold for centuries.

The barons of Nas sought to expand their influence into Cordel. Though their armies managed to soundly defeat the khans, the lack of permanent cities prevented them from consolidating their gains. The establishment of the Dominion did not end the barons' campaigning in Cordel. For decades they fought the Dominion's forces. In the end, they pulled back.

THEFORMINGOFTHEGANEUSEMPIRE

The Kaga was sought and followed in Nas. Human society prospered in all aspects. The arts progressed and building projects sprung up everywhere. Even the art of war flourished.

Soldiers fought for an aristocracy that stayed in their capitals. Mercenaries made fortunes and joined this ancient nobility. Major nobles ordered their vassals to fight under their banners.

In 657BU, Gregory, Baron Eland, who could trace his ancestry to the days of the Cavian Empire ruled a small barony under Duke Brauner's dominion. General Harskolff push Liesel Ravenspont, Baron Eland's betrothed, to suicide. Hearing the news, Baron Eland called his knights to him.

Eland's army fell upon Harskolff's mercenaries and massacred them all. He turned his fury on his lord, Duke Brauner. The duke declared Baron Eland a traitor. In a surprising move, the baron and his small army stormed Nyssa, taking the duke and his forces unprepared.

Giving mercy to Duke Brauner, Gregory imposed an oath of fealty. Refusing the offered title of King of Nas, Gregory crowned himself Emperor of Caneus Empire, from the ancient word for union.

The power shift did not go well for the other dukes. In short order, the emperor crushed the Olsson and Hanstrom clans.

The last of the independent dukes, Ludwig von Breit advanced into his fallen rivals' territories, increasing his own forces with mercenaries who shortly before had served his rivals.

The Battle of Caneus pitted the armies of von Breit and the Emperor. The imperial force suffered massive losses in unsuccessful frontal assaults. Then the Emperor charged, holding his war banner over his head in a suicidal charge. Finally, the imperial knights broke through the ducal forces and fell on the duke's camp. With the loss of the Duke's war chest, the mercenaries broke and panicked.

Victorious, the Emperor re-crowned himself in von Breit's capital of Handensburg in late 653BU. The second crowning was attended and recognized by both the Dominion and the Armans of Abaddon.

THE SANGUINE COVENANT

The emperor's brother, Chauncey Eland, was present at the first Battle of Ravenspont. During the battle, he suffered severe injuries. Priests, alchemists and healers

CXNEUS EMPIRE

Ruler: Empress Cassandra Eland

Government: Feudal Monarchy

Cities: Nyssa (M), Amara (LT), Hadu (LT), Perahta (LT), Solvig (LT)

Population: The Caneus Empire has one of the highest population densities in all of Exodus. Humans (65%), Cavians (15%), Cynean (10%), others (10%)

Location: Nas, Western Exodus

Law: The law in the Caneus Empire is left in the hands of local nobles, making it extremely unevenly applied. It is roughly Neutral overall.

Alignment: The population of the Caneus Empire leans towards lawful alignments (LG, LN*, LE).

Religion: The Sanguine Covenant is the official religion of the Protectorate. The Kaga's faith is wide-spread and greatly respected.

Languages: Common is the language of the Caneus Empire.

Currency: The monetary system of the Caneus Empire is based on a mixture of copper and electrum pieces. Canean coins include (but are not limited to) the Peasant (1cp), the Knight (10cp), the Duke (5cp), the King (5gp) and the Imperial Crown (20gp).

Military: The Caneus Empire boasts perhaps the most professional army on Exodus. Its ruling nobility spend their lives preparing to defend their own lands and the Empire. Chief among them are the High Guard, master body-guards and expert warriors.

NYSSA, CAPITAL OF THE CANEUS EMPIRE

LN metropolis

Corruption: +4; Crime -3; Economy: +4; Law +10; Lore +7; Society +3

Qualities academic, holy site, insular, magically attuned, rumormongering citizens, superstitious **Danger** +10

DEMOGRAPHICS

Government overlord

Population 75,000 (50,000 humans; 15,000 cavian; 5,000 cynean, 5,000 other)

NOTABLE NPCS

Empress of the Caneus Empire Cassandra Eland (female Nasian)

Imperial Executor, Princess Sienna Eland (female Nasian)

Archprelate of the Sanguine Covenant Leonid Kaleri (male Arman)

MARKETPLACE

Base Value 19,200 gp; **Purchase Limit** 120,000 gp; **Spellcasting** 9th **Minor Items** available; **Medium Items** 4d4; **Major Items** 3d4

tried to cure the injuries, but failed. Chauncey was bedridden for a year before he was sent to the north of Nas.

Lucius Horst, a priest of the Sanguine Church met with the emperor's brother and cured him of his wounds.

Afterwards, Lucius was summoned to the emperor in Nyssa.

The emperor challenged Horst to raise his beloved Liesel from the dead. After days of prayer, Liesel returned to life, amazing the emperor and earning Lucius his eternal




gratitude. The emperor and the empress-to-be both converted to the Sanguine Church.

With the Emperor and his resurrected wife converting and the writings of Lucius Horst uniting the church into the Sanguine Covenant, the Caneus Empire now had a religion to unite their lands. The Emperor launched massive construction projects in the name of the Sanguine Lord throughout the empire, though he would die before most of these projects completed. Despite of the impressive cathedrals and the miracles performed by the Sanguine Priests, the old ways of paganism remained prevalent among the lower classes.

THEMADEMPEROR

Gregory II had three sons, Chauncey, Lucius and Vincent. Chauncey and Lucius were strong and personable while Vincent was sickly and ill-tempered. Chauncey and Lucius trained as knights while Vincent became a novice of the Sanguine Covenant.

In 564BU, the Emperor died peacefully in his bed. Within a week, Chauncey and Lucius were killed in an expedition to the Wyldlands of Bal. This made Vincent the new Emperor. Totally unprepared for rule, the first years of his reign were unremarkable. He relied heavily on his father's councilors and surrounded himself with wise and intelligent advisors.

However, in 562BU, the Emperor began to think that his ascension to the Canean throne had been divinely ordained. He believed that he could purify the empire by imposing the right and pure devotion to the Covenant throughout his empire. Under protest from the Archprelate, he banned the practice of all faiths outside the Covenant, seized their churches and offered monetary rewards to those who he denounced as heretics.

Cynics quietly commented that the emperor was forced to do so, not out of religious zeal, but so he could pay for his brothers' ruinous expeditions to the north. They would soon discover how wrong this was. As he consolidated his power, raiders from the Wyldlands invaded the north. Vincent led an army against them and returned victorious and laden with riches.

Vincent then ordered the arrest and execution of every heretical cleric, druid and every lord who gave them shelter. Archprelate Maximilian Brauner protested, warning the emperor that his actions were against the Covenant and that if he persisted in his madness, he would be declared a heretic. Emperor Vincent arrested the archprelate, found him guilty of diabolism, executed him in the royal courtyard, and took the title of archprelate.

The final three decades of Vincent's rule were marked with frequent purges of the nobility and the clergy. He became a recluse, spending his time in the Summer Palace.

In 524BU, the dukes rose in rebellion, led by the prelate of Hadensburg. The rebel forces overcame the imperial forces in a series of battles. Finally, Prelate-General Castor Jung put an end to Vincent's reign of terror.

Vincent died without an heir. Archprelate Jung repeated the deeds of Lucius Horst by trying to resurrect Prince Albrecht Eland; a cousin of the emperor's who had tried to assassinate him. Upon his success, Jung crowned a Prince that had been dead for a quarter century.

The archprelate reformed the church, ensuring it would remain independent from the secular power of the empire. He gave the church a standing army and created the order of the daemonslayers to root out heresy and expand the church.

For the next two centuries, the empire became internally focused and observed as events unfolded around it. Caneans helped Nicola Kryszkas found the Arman Protectorate and observed the foundation of the Reis Confederacy. It established colonies in Sametia to expand its borders.

PXGE 36

THE NORTHERN WARS

In 288BU, a group of Covenant missionaries were massacred in the Confederate city of Amitola. Emperor Maximilian III demanded reparation in the name of the Covenant. As usual, the Confederates ignored the Caneans.

The prelate of Hadensburg declared a great Crusade, calling all knights and men of good faith to the cause of punishing the heretical barbarians of the north. Thousands flocked to his red banner. Though they left with high morale, most of their advantages were useless in the sweltering jungles of Bal. The heavily armored knights had very little room to maneuver. Their infantry was not used to fighting in such tight quarters. In addition, disease, the flora and fauna defeated the Crusaders before they engaged the enemy. For twenty four years, the Crusade raged on, succeeding only in bringing new diseases to the empire.

The Confederacy retaliated in 251 and 235 but proved similarly poorly equipped to fight the Caneus Empire on its home turf.

In 235BU the Caneus Empire and the Reis Confederacy signed the Treaty of Koryth wherein both nations declared Koryth a neutral zone to be managed mutually. This treaty was full of good intensions, but unenforceable.

When the former Arman general Brushkov established his order of Janissaries in the Koryth neutral zone, the empire thought he would side with them against the Confederates. When it became apparent that this was not the case, the empire assumed the janissaries were spies of the Protectorate.

THETWILIGHTWAR

In 82BU, seeing the Confederate's unopposed occupation of Dominion and Protectorate holdings in Sametia, the Empire declared war on its old enemy. Two years later, and to protest Canean occupation of their colonies, the Dominion also declared war.

On the open plains of Sametia, few could match the ferocity and training of the Canean knights. Canean and Confederate troops faced each other daily for years, with neither being able to make significant gains.

In 5BU, the Confederates were the first to break the Treaty of Koryth by sending a large army into the neutral zone. Before them stood an army composed of Armanequipped knights, mercenaries and humanoid tribes.

The war dragged on until both armies faced each other in the shadow of the fortress of Aremyhk, home of the Janissaries. When the Janissaries left their fortress, the Caneans thought they had gained allies to help repel the



invaders. Instead, the Janissaries engaged the flanks of both armies.

The Battle of Aremyhk ended with the defeat of both Canean and Confederate forces and the Canean army routed back to its own border where the dowager empress managed to restore order in the ranks.

The empress planned on regrouping before moving against the Janissaries, but the dukes and barons advised against such a course of action. With the Janissaries suing for peace and demanding the end of the Twilight War, the dowager empress agreed to the peace, hoping to reorganize her forces and defeat the Janissaries and the Confederacy.

The dowager empress signed the Treaty of Aremyhk, ending the Twilight War. Eyeing the weakness of the other nations, the empress gave her blessing to pursue talks of unification.

THERETURNOFTHE GAVIANS

In 31AU, the rat-like cavians started reappearing throughout the Caneus Empire. Since they did not oppose the new hierarchy and even supported the imperial establishment, they were permitted to reintegrate into society, a process which took ten years. Emperor Desmond Eland linked the cavians through ties of fealty



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to him and his dynasty, greatly increasing the empire's population.

The cavians would – or could – not say where they had been. The Empire encouraged the rapid spreading of the cavians, seeing the race as an unofficial intelligence network. The cavians felt little loyalty to the empire, but many collaborated with Canean authorities for their own, unclear motives.

Although they are accepted, many still believe the cavians used their psionic powers to force the emperor into recognizing them.

RECENT EVENUS

In an effort to improve relations with the Dominion, Emperor Desmond II sent all four of his children to Qijom to complete their education. During their stay, the four grew close to the future khagan. Wedding plans were made to unite Princess Mercy with the Crown Prince Malik.

Both Princesses Cassandra and Mercy shared a love interest in Malik. The younger Cassandra's affections for the Crown Prince were generally dismissed as a girlhood infatuation. In 84AU, Prince Bial began the trials that would make him the official heir. His trials took him to the Wyldlands of Bal. There he met with the Imperatrix and her daughter, Lolani. The Canean and the albino princess became very close and everyone expected a wedding announcements.

Unfortunately, Bial was gravely wounded during his trials, mauled by one of the many monsters that roam the Wyldlands. Sanguine Priests failed to cure him fully and he was bedridden and feverish. The Emperor accused the Confederacy of harboring and supporting the Brotherhood of Khayne.

At the height of the tension, the emperor and empress were assassinated. Even the Kaga could shed no light on the black arts that took the Canean rulers' lives.

With Bial invalid, the dukes recalled princess Mercy and crowned her as Empress in 87AU. Almost immediately after she took the Canean crown, Bial recovered from his wounds. The prince returned to Nyssa to ease the tension with the Confederacy.

In 90AU, Empress Mercy was found dead by poison. Suspicion fell on Bial who had just left Nyssa for the Confederacy. With suspicions of regicide and fratricide on Bial, Princess Cassandra was crowned, naming her sister Sienna as executor.

Empress Cassandra held a private burial for her beloved sister and imperial politics resumed in earnest. What only the Empress and her sister, Executor Sienna, know is that shortly after she was found dead and examined by the Janissary investigators, Mercy's body disappeared. Empress Cassandra was not willing to explain the disappearance and used the excuse of a private ceremony to bury the issue.

Only the Sultan of the Dominion knows the Princess Cassandra is behind the murder of her parents and her older sister as well as the removal of her brother from the line of succession. Whereas five years before, it seemed like the emperor's family would take over nearly two thirds of Exodus through dynastic marriages with other rulers and no bloodshed at all, the dream of further unification is now but a distant memory.

THELIXINDS

Northwestern Nas is formed of treeless tundra with lichens, mosses and stunted shrubs. The Nasian coastline is violently smashed all year round. In the northeast, the frigid waters flowing down from Koryth form many deep, rocky fjords.

The Nasian Tundra supports low-growing vegetation which occupies the majority of the hinterlands of the Caneus Empire. Snowfall is common here.

In the southeast, the impassable Black Mountains form a natural basalt barrier with the Dominion. The Caneans calls this barrier the Black Wall.

Just north of the Black Mountains, the foothills are known as the verdant hills because of the coniferous trees. Wild life is plentiful in these parts and many consider this region to be the most valuable region of the empire.

To the southeast the Black Mountains veer north until they reach the Grit Mountain in Koryth. From there, the mountains are made of unnatural scarlet rock which gives them their name - the Purple Giants. Unlike the impassable Black Mountains, the Purple Giants are high rolling hills. Many passes cross the range. Giants of every kind can be found here.

In the northeast, the Purple Giants give way to a range of low, jagged and icy hills. Ice-covered year-round, little grows here thus earning the place the name of Dead Hills.

The Great Ice Plain stands between the Dead Hills and the Nasian Tundra, which is a low area of flat lands, covered in a thick sheet of pale blue ice. Constant polar winds sweep the area. The area is known as the home of the mighty frost worms.

In the west, the Nasian Coastline is low and filled with long gravel beaches of blue-gray coloration. Frost and ice are commonly found. To the south, the coastline becomes more ragged and difficult to access. Fjords provide the only access to the sea.

SOCIAL OVERVIEW

From the Emperors to the lowliest of servant, every person in the Caneus Empire is expected to excel at their profession.

The entire Caneus Society is feudal and stratified with each citizen reporting to someone above them. This strict sociological layering makes the Caneus Empire frequently unwelcoming to strangers and visitors. Visiting nobles are given added freedom, but are frequently assigned local servants

At the bottom level is the servant class. These poor souls perform the dirtiest and often deadliest labors in the empire. The servant class is mostly composed of foreigners and descendants of slaves who have settled in the empire. Non-nobles are generally considered to be part of this class. Justice is frequently unfair and heavily tilted against servants.

Above the servants are the freemen. Freemen are the largest group in the empire and include craftsmen, farmers, free laborers, guildsmembers and soldiers. Freemen are free to marry, but must have their own lord's permission to travel, join the army, or become a priest. Freemen in the Empire lead a harsh life, but that is due more to the climate than mistreatment. A freeman may call upon his own lord for justice which is usually fair.

The minor nobility frequently live only slightly better than the freemen they oversee. Those who do not administer land are almost universally part of the military and spend most of their lives out on campaign in the service of the empire.

High-ranking nobles spend their lives between administering their large domains, and performing quests to bring glory to their family and to themselves.

Nobles commonly spend their youths looking for glory and retire to their domain to marry and grow old. With the creation of the Imperial Alliance, a number of nobles instead join the retinue of prestigious senators and become permanent politicians.

A unique aspect of the Caneus Empire is that everyone must prove themselves through a series of tests and trials overseen by local officials. Before coronation, every emperor must take part in trials. The trials were put in place to prevent another Vincent Eland. Though initially very difficult, they have become ceremonial in nature.

CHARACTER OFTIONS

Characters from the Caneus Empire speak Common. They are most commonly Clerics, Fighters, Paladins and Wizards.

Characters from the Caneus Empire treat any weapon with the name "Canean" or "Nasian" as a martial weapon.

ADVENTURE LOCATIONS

In the heart of the Dead Hills is a wide network of caves. The entire caves are covered with a thick layer of ice. The caves are thought to be home to many tribes of creatures such as trolls, frost giants and yetis.

In the The Great Ice Plain stands an amalgam of goldcolored stone circles calls the Gold Stone Circles. Many believe the circles were built by a civilization pre-dating the First Ones. The druids maintain that the stones should be venerated as gods themselves and preserved from any damage.

Somewhere in the northern cliffs of the Black Mountains is a strange and deadly plateau. The Griffons' Graveyard, it holds the bones of thousands of griffons. The area is actively protected by griffons who let no strangers disturb the remains of their ancestors.

UNIQUE DANGERS CEREKK MOSS

Cerekk moss is a light green moss that grows throughout Nas. At night, Cerekk moss emits spores that give targets flu-like symptoms. Those who come into contact with the spores carry them, usually unknowingly.

A DC20 Knowledge (nature) or Survival check is needed to distinguish Cerek Moss.

CEREKK MOSS SPORES

Type: InfestationSave Fortitude DC20Onset: 1 hourFrequency 1/dayEffect 1 Con damageCure cleaning the infestation

Cerekk moss spores are difficult to remove, requiring a DC20 Heal or Survival check to completely remove the infestation. A remove disease spell kills the infestation.

FROSTOUT

Certain areas of Nas are prone to sudden, terrible cold during snow or ice storms. Frostout leaves sheens of ice over everything it touches. This sudden cold usually leaves those it covers frozen in a thin layer of ice.

FROSTOUT - CR B

Frostout lasts for 4d6 rounds before blowing away. Each round, a target caught by the frostout takes 3d6 points of cold damage. A Fortitude DC 25 halves that damage. Finding a shelter or making a DC 25 Survival check gives a +5 bonus to that check.

As an odd twist, having a lit flame within 5 feet completely prevents this damage. Lighting a flame requires a DC30 Survival check.

FLOT HOOKS

The empress seeks to cause a war between the Janus Horde and the Confederacy. This would free the Empire's agents to commit acts of sabotage.

ELAND, CASSANDRA

Female nasian, Empress of the Caneus Empire

Cassandra was always a spoiled child, prone to temper tantrums and violent outbursts whenever she did not get her way. She was third in line for the throne, behind her brother Bial and her sister Mercy. When her infatuation with Malik ibn Al'adim of the Dominion went unreturned, she assumed it was because Malik had no wish to marry someone far removed from the throne.

When her parents were assassinated, Cassandra made sure Mercy inherited the throne. Then she arranged for Mercy's assassination and convinced the imperial nobles to crown her Empress, pointing the blame for Mercy's death towards her brother Bial.

ELXND, SIENNX

Female nasian, imperial executor

Sienna is the youngest daughter of Emperor Desmond II. A withdrawn and quiet girl, dominated by her sister Cassandra, Sienna was happy with her lot in life. Following Cassandra's coronation, she was named imperial executor, the second in command of the empire, a role she was vastly unprepared for.

To most people's surprise, Sienna has shown to be a resourceful and able administrator.

KALERI, LEONIDMale nasian, Archprelate of the Sanguine Covenant

The current archprelate –who is also prelate of Nyssa – is Leonid Kaleri, the first archprelate ever dedicated to Koliav, the Keeper of the Icy Gates. Archprelate Kaleri came to power eight years ago after the previous archprelate died in a hunting accident. The archprelate is an inflexible man who is swift to dispense justice and discipline and seeks the destruction of every enemy of the Covenant. For more information about the Archprelate, see Secret Societies of NeoExodus: The Sanguine Covenant.

THE DOMINION

HISTORY

PXGE 40

The deserts of Cordel still bear the scars of the War of Mind and Magic and the war between the Cavians and the Sorcerer-Kings. In the aftermath of those wars, the local barbarian tribes and the colonists of the Sorcerer-Kings' colonies interbred. The new group became nomadic herders and raiders, led by a ruling caste who wielded both arcane magic and steel.

These new rulers broke with the Sorcerer-Kings and their diminishing empire. Those leaders became the first khans, each ruling small tribes linked together by blood and marriage. The khans raided and served both Abaddon and Nas.

After centuries, the barons of Nas retaliated and invaded the flat lands of Cordel. The khans could not stand against the well-organized barons of Nas. All the khans could do was raid supply lines, fade deeper into the desert and avoid confrontation.

THEKHAGANANDTHEDOMINION

The nomads would have lost their lands and disappeared into history were it not for the First Khagan. His name is now lost to history within contradicting stories transmitted through a rich oral tradition. Each local tribe claims him as their ancestor. He travelled the land as a masterless warrior calling himself Desert Shade.

DOMINION

Ruler: Khagan Malik ibn Al'adim

Government: Magocratic Monarchy, the ruling khagan is backed and supported by the Council of khans.

Cities: Qijom (M), Anidem (ST), Hasani (LT), Iamar (LT), Qasim (LT), Saidah (LT), Zayna (LT)

Population: The Dominion is heavily populated, particularly in the north and east. The population is mostly human (55%), gevet (20%) and sasori (20%). Cavians and Prymidians form the rest of the population.

Location: Cordel, southwestern mainland Exodus

Law: The law in the Dominion is applied to all equally. The khans dispense justice fairly and evenly. Overall, the law in the Dominion can be considered Lawful Good.

Alignment: The population of the Dominion leans towards law and good (LG*, LN, NG). The Gevet tribes are highly isolationist and lean towards evil (LE, NE*, CE).

Religion: The populace worships the Sanguine Covenant. The nobility may belong to other faiths. The Gevets worship the Great Gevet, but pay lip service to other deities.

Languages: Common is the official language of the Dominion. Qijomi is the language of the original inhabitants of the Cordelian Desert.

Currency: The Dominion based its monetary system on the value of a single drink of water. Dominion coins are minted using copper. A cup is worth 5cp, a Pint is worth 15cp and a Gallon is worth 45 cp. For any larger transaction, gems worth 5,500 gold pieces are used. However, standard imperial coins are becoming increasingly common in the markets of the Dominion for their ease of counting.

Military: The Dominion boasts the smallest army in all of Exodus. Nobles in the Dominion wield potent magical abilities. This magical superiority makes the Dominion safe. Its soldiers are mostly light, mobile cavalry units with a number of specialists such as heavy Sasori infantry, the Khalid Hadad (a secret order of mage killers) and Gevet assassins. Specialist spellcasters, known as Wyrdcasters, add to the Dominion's magical arsenal.

QIJOM, CXPITAL OF THE CXNEUS EMPIRE

LG metropolis

Corruption: +5; Crime +0; Economy: +5; Law +6; Lore +5; Society +9

Qualities academic, insular, magically attuned, racially intolerant (Armans), superstitious, tourist attraction

Danger +10; Disadvantages impoverished

DEMOGRAPHICS

Government magical, council

Population 30,000 (15,000 humans; 5,000 gevet; 5,000 sasori, 2,000 prymidian, 3,000 other)

NOTABLE NPCS

Khagan Malik ibn Al'adim (male Cordelian)

Sultan Nasser ibn Al'adim (male Cordelian)

MARKETPLACE

Base Value 8,000 gp; Purchase Limit 50,000 gp; Spellcasting 9th

Minor Items 3d4; Medium Items 2d4; Major Items 1d4



Desert Shade changed the khans' tactics and merged magic with steel to create invincible ambushes and deadly strikes. He allied himself with the sasori to create an extensive spy network.

The barons of Nas and the Sorcerer-Kings of Abaddon called him the King of Lies. They sent assassins and armies to destroy him but, true to his name, he faded into the desert.

Calling a council of all the khans to the hidden city of Qijom, a city he built with money he plundered for years, he declared himself Khagan - the "Khan among Khans". None refused, for he alone had been able to keep the well-organized invading armies at bay. The Khagan's first order was to rename the lands of his khans The Dominion, refusing any reference to the former name of Cordel.

Johan Darre, a Nasian bard, attended the event and dated the founding of the Dominion to 837BU. His manuscript, still in the Caneus Royal Library in Nyssa, comments on the Khagan. "He hides his face in desert robes at all times, but he is known to all by his voice, by his bearing, by his unmistakable presence. He is the first king of true men and his coming heralds a new age for Exodus".

For the next five decades, the Khagan defeated more than a dozen invading armies from both Abaddon and Nas. He even expanded his holding, seizing lands from both its enemies. To this day, he remains one of the most successful generals in the history of Exodus.

NASSER IBN ALADIM

Before his death, he had profoundly transformed the Dominion. He reorganized the entire society, imposed a common language and introduced writing. He defined the caste system, a system that holds to this day: the ruling magocracy, the raiders, the shamans, the historians and the casteless.

PROSPERITY

For over three centuries, the Khagans ruled an increasingly prosperous Dominion. Cities were founded. Trade routes were established. They did not involve themselves in the Arman conquest of Abaddon or the founding of the Caneus Empire. The Dominion became the target of Arman raids but for years, the Khagans did not retaliate.

Finally, in 498BU, Khagan Faisel al Kasim struck back. Using a magical sandstorm, he invaded the lands of the Arman Prince Sergei Babinovitch. Dominion forces burned fields and villages and raised fortifications.

Using its speed, the khagan's army avoided the Armans for months. When the khagan gave battle, his army routed the Arman forces easily. Prince Babinovitch was captured, taken to Qijom as a prisoner and a high ransom was imposed upon him.

When the Armans retaliated, the Khagan waited for them. He withdrew into the desert, refusing to commit to battle. For months, the Khagan played with his enemy. Finally, thinking his enemies demoralized and about to rout, he attacked.

The Rain of Blood ended in a tactical stalemate. With peace brought a new religion, Al Kasim converted to the Sanguine Covenant and in the following years, many khans supported Prince Nicola Kryszkas during the civil war in the Abaddon.

THEFIRSTSIEGEOFANDED

The peace did not last for long and border raids resumed. To prevent this, the Al'alim created wind sailing ships. Khan Ahmed ibn Bury exceeded his rivals' attempts and raised the city of Anidem to float in the air, making it a near-impregnable fortress.

In 288BU, when the Arman saw the floating city, the Protectorate declared war. Unlike the wars of the past, multiple armies maneuvered all along the border and into Sametia.

A Protectorate army marched to Anidem and laid siege to it. The khan was certain that his city could not be taken, so he took few measures. But he was not taking the might of the Armans into account. They had created enormous ironforged war machines and engines. For days, they bombarded the floating city, making large sections of the city crash to the .ground

To retaliate, the Khans gathered together and cursed the Arman Protectorate with endless night. The curse forced the withdrawal of the Protectorate armies and they sued for peace.

The next twenty years, both nations jockeyed for position through puppet city-states and colonies in Sametia.

THE LESSER PROTECTORATE WAR

In 202BU, Khagan Ahmed ibn Malik sent an army to support the ruling Prince Laventry Dyakonovsky against his rebel son and the Tsar. For twenty six years, the two nations fought against each other, all in the name of the Dyakonovsky princedom. In 196BU, the Tsar was turned to stone and taken to Qijom.

The Lesser Dominion-Protectorate War, as it became known, ended with a major victory of the Dominion, added large tracts of land, including the Dyakonovsky province.

THE GREATER PROTECTORATE WAR

In 119BU, the ambassador to the Reis Confederacy was assassinated. Blame was traced to the Protectorate's ambassador. The Dominion requested the assassin to be turned over, but the Protectorate refused. Confederate and Dominion troops stormed the Protectorate embassy and dragged the assassin out in chains. The Protectorate protested, demanded the man be turned over, and threatened military action. The Confederacy executed the assassin.

In retaliation, the Protectorate declared war on the Reis Confederacy. While the Protectorate armies mobilized and moved north, the Dominion attacked. For two decades the two empires fought an indecisive war, trading minor gains.

In 83BU, the Confederacy occupied Dominion colonies in Sametia. Then in 80BU, fearing a possible alliance between the Amrans and the Caneans, the Dominion declared war against the Caneus Empire. With the four empires of Exodus at war, the Greater Dominion-Protectorate War became the Twilight War.

THETREATYOFANDED

For more than six decades, the Twilight War raged on without results. Tsar Dimitri II and Khagan Rashid ibn Fasan met in Anidem and signed a peace treaty, setting the border to where it was before the start of the war.

The Khagan signed the Treaty of Aremyhk which officially ended the Twilight War. The Khagan's representatives were present and supported the formation of the Imperial Alliance with the Sanguine Convenant as its official religion.

In 26AU, Senator Erwin Eland of the Caneus Empire married Nadja, the Khagan's daughter. The marriage brought both nations closer together.

The Imperial Alliance brought peace and prosperity to the Dominion.

THE THIRD PROTECTORATE WAR

In 44BU, the Protectorate accused Dominion scholars of murdering arcane mechanical engineers. Troops massed on both sides of the border.

Janissaries were dispatched but died en-route to Anidem. Without waiting, the Armans attacked the Dominion. Khagan Yusef ibn Al'alim was ready for the Arman. Massing his sky fleet at Anidem, his cannons pounded the Arman. The Fourth Battle of Anidem ended in total victory for the Dominion. In spite of their victory at Anidem, Dominion forces broke along the front and surged into the Cordel Desert. The end of the war was negotiated behind closed doors in the Imperial Senate. The treaty returned the border to its pre-war positions.

RECENT EVENUS

The four children of Canean Empire Desmond Eland were educated in Qijom. All four became close to the young heir to the throne, Malik ibn Al'adim. Malik and

Princess Mercy Eland planned to marry. Mercy was crowned empress in 87AU and Malik in 89AU.

Meanwhile, the khagan's brother, the cunning and scholarly Nasser fell in love with the equally cunning Tsarina Anayanka of the Protectorate.

When Empress Mercy was assassinated in 90AU, the young khagan fell into a deep depression and turned the reins of power to his brother Nasser while he sailed north to Nyssa. Attacked on the streets of Nyssa, Malik barely escaped the ambush with his life and return to Qijom.

At Nasser's urging the khagan mobilized his forces on the borders.

THELIXNDS

Framed by the Black Mountains to the northwest, the Abaddon River to the east, and the Southwestern Sea to the west, the lands of Cordel seem like a wide, flat and hot expanse of dark rock and pale sand.

The Burning Land is the most important feature of the Cordelian Desert. Though not uniform, the lands are dry, flat, windswept plains burnt by the sun. The sandy dunes constantly shift and are changed by the wind. Oases are rare. At night, temperatures drop to freezing.

The northwestern Coast is a wide plateau that looms high above the sea. The wall of dark gray stone has almost no harbors. The plateau is covered with thick grasslands that are covered with brightly colored flowers in the spring and summer.

The southwestern coast, more than half the Dominion's coastline, is low and flat. Beaches of beautiful white sands turn into the sand dunes of the Cordelian Desert.

The Black Mountains are high, peaks of black rock. Made of basaltic rock, the Black Mountains separate the burning Cordelian Desert and the much colder lands of Nas to the north. The tallest peaks are covered with snow and ice, giving the peaks a pale shade of blue. There are very few passes through the mountains and most of the rivers and streams are poisonous.

The foothills of the Black Mountains rising from the desert are called the Black Hills. The area is covered with evergreen shrubs.

The northern coastline is jagged with high rocky cliffs and very few natural harbors. In contrast, the southern coast has long sandy beaches that blend with the desert sands.

The southern Cordel desert, the Southern Reaches, is a place of high winds and gigantic creatures. The desert ends at the Frost Mounts, a place believed to be encased in an eternal layer of ice. In the east, the flat lands of the Abaddon River are the highly fertile breadbasket of the Dominion. The river forms the current border between the two nations. It is difficult to navigate due to many islands and sandbars. The area is the most fertile in all of the Dominion. The area is often referred as the Green Lands.

West of where the Green Lands end, the Barren Fields begin. Greatly influenced by the Cordelian Desert, the area is home to many goatherds and shepherds, but is otherwise lightly populated.

SUCIALOVERVIEW

The human population of the Dominion is highly homogenous and can draw ties to every major human group on Exodus. Dominion humans are open-minded and hospitable. Originally they were extremely nomadic, but with the establishment of the Dominion and the founding of cities a large portion of the population have become sedentary. Some nomadic tribes still cross the lands in caravans.

The second largest groups are the sasori. Sasori tribes have raised fortifications around oases. Strong supporters of the Dominion, the sasori are linked to its founding and enjoy a positive reputation everywhere within its borders. From the first Khagan to the present, the Sasori Guard has protected the palace and the Khagan himself.

The gevet are roughly equivalent in numbers to the sasori, but are much less involved in society, preferring to keep to their own. Gevet are assumed to be behind – or at least in league with - any form of crime Kidnapping and slave trading are the two most common activities they are involved in. The stereotype is mostly true.

The Prymidians are newcomers. Their arrival is causing a stir in the stratified Dominion society. To gain the support of the locals, many have joined the Dominion army. The newly formed Red Legion is likely to be at the forefront of the every war to come.

In spite of its rigid caste system, the Dominion is surprisingly open and accepting of outsiders. The caste system gives a place for everyone and outsiders, no matter their origins, are allowed a place in the land.

The law and taxes in the Dominion are considered fair and have been in place since the days of the first Khagan. Khans who abuse their power can be brought up on charge before the Khagan or one of his magistrates. The system is thorough and expeditive at the same time.

CHARACTER OPTIONS

Humans of the Dominion tend toward divine classes such as clerics, oracles, paladin and rangers.

Everyone in the Dominion speaks Common. Characters from the Dominion add Qijomi and Sasori to their list of additional bonus languages.

All characters from the Dominion are proficient with the kukri.

ADVENTURE LOCATIONS

In the Black Mountains, legends speak of the Dead Host, a legion of men who died centuries ago. The Dead Host is composed of undead creatures haunting the area, slaughtering anything in their path.

On the southern face of the Black Mountains is a unique mountain known as the Fire Mountain. Capped by a lava-filled cauldron, the area is ripe with fire giants and elementals. It is avoided by the locals and given a wide berth. There are many stories of the mountain bleeding destroying and burning everything before it.

In the middle of the Black Mountains lies Star Seeker a high, sharp, black, lustrous, volcanic stone with a flat top. Standing five hundred feet high, the stone is fifty feet wide at its base and rises unevenly to a width of seventy feet wide at its peak. Diviners report that their divination magic is more potent when cast at the top of the Star Seeker.

On the southern coast, there is an area called the High Water. In that area, the tide rises some five miles inland. The waters rush in and out at great speeds, often trapping travelers.

Bordering the Caneus Empire and Sametia, between the flat lands of the Abaddon River and the Black Mountains are the Troll Waste. The Troll Wastes are a wide and dry expanse filled with siltstone structures.

South of the Frost Mounts, rumors abound of an ancient civilization living beyond or under the ice. These rumors are fed by the trickle of prymidians that are commonly found in the area.

In the center of the Burning Land rises a vast bed of red rocks called the Crimson Ocean, which is a Sasori holy site. Pilgrims are sometimes found wandering the desert searching for it.

UNIQUEDANGERS SPEAKER OF THE LOST TONGUE

Deep in the Troll Wastes, the racing winds mold the siltstone into odd shapes. Those who travel through the Wastes report hearing strange noises, like the whispering of muttered curses.

These noises are caused by the Speakers of the Lost Tongue. Long-dead spirits that sing of cities long gone and places vanished from the pages of time. Those who are foolish enough to listen are drawn deeper into the Wastes, with the promise of knowledge and respite.

SPEXKER OF THE LOST TONGUE - CR4

Those who spend more than a week in the Troll Wastes hear the voices of the Speakers. After one week, each day, a traveler must make a DC10 Will save or take 1d4 Wisdom damage. The save DC increases by one every day.

On a natural 1 rolled for the save, this damage becomes Wisdom drain. If a target's Wisdom drops to zero, he vanishes into the Wastes, never to be found again.

SXNDQUXKES

The sands of the Cordelian Desert shift constantly, making them hard to map accurately. Sandquakes are the result of seismic activity and have been known to swallow entire hills and campsites.

SXNDQUXKE - CR5

Sandquakes occupy an area 1d6x50 feet across. Any creature caught in a sandquake must make a Reflex save every round or suffer the listed effect. Any creature in the area of a sandquake is entangled.

Once per round each target must make a Reflex save to prevent his condition from worsening. A prone target (such as a sleeping PC) is assumed to have failed one save and must make his first save to avoid being buried in the sand.

A sandquake typically lasts 1d4+3 rounds.

Failed	Reflex DC	Effect
0	15	Prone
1	18	Buried
2	20	Crushed

Prone: The target falls prone. Standing up requires a DC10 Acrobatics.

Buried: The target is buried 1d6 feet under the sand and must hold his breath. The target must be dug out.

Crushed: The target is crushed beneath the rocks of the desert sands. On a failed save, the PC take 5d6 points of bludgeoning damage.

FLOT HOOKS

An expedition is heading to the Frost Mounts intent on finding out where the prymidians are coming from. There are many in the Dominion who would like the expedition to fail.

While in the Burning Land, the PCs encounter a large group of pilgrims led by a fanatical sasori looking for the Crimson Ocean. Sharing a campfire, the PCs notice a few odd things. Are these really pilgrims?

While in the Troll Wastes, a PC falls into a set of underground caves. However a quick examination proves that this is in fact a ruin dating back to the days of the First Ones' empire.

Young women have been disappearing from their homes in the middle of the night and a mob is searching for any gevet to lynch. The gevet are innocent - the guilty party is a small cult of Emissarites wanting to create chaos.

MALIK IBN AL'ADIM Male cordelian, Khagan of the Dominion

The Khagan spent his formative youth in the company of the current ruling house members of the Caneus Empire. The Khagan was charismatic, strong, able-bodied and patient young man. He was perceived as a highly promising future Khagan.

He was shortly engaged to Princess Mercy. When she was murdered, he traveled to the Caneus Empire where he was ambushed in the streets of Nyssa and barely escaped with his life.

Since he returned to Qijom, he has stepped up the Dominion's war preparation. He sees plots everywhere and grows more paranoid by the day. He spends his days as a recluse in his palace.

N太SSER IBN 太上太DI前 Male cordelian, Sultan of the Dominion

The khagan's brother is very different from his brother. Quiet and scholarly, Nasser spent his youth in the libraries of Qijom. A few years ago, he met with Tsarina Anakanka of the Arman Protectorate. The two of them fell madly in love with each other. They also shared a common dislike for the Imperial Alliance, considering it to be a slow, bloated ineffective government.

Nasser is very close to the sasori and one of the bestinformed men on Exodus. Behind his brother's back he has been talking to the Tsarina's representatives about a possible dynastic wedding.



HISTORY

Gavea was not under the control of the First Ones, though their empire reached here and they committed the same atrocities here that they did elsewhere. The native Cyneans repelled them and defeated them before the Kaga was created.

Human soldiers, abandoned by their former masters, prospered in the mostly deserted lands. Over the next two millennia, the island was left mostly to its own devices. At the outset of the Twilight War, a Dominion adventurer returned from Gavea with gold and silver. An immediate rush took place and the island became the destination for miners and treasure seekers, the rush was quickly halted by the local tribes, which banded together to repel invaders. A few foreign settlements were established, of which only Barlow has any importance today.

With the founding of the Imperial Alliance, Gavea is seen as an unoccupied land, ripe for the taking. Growing resentment of foreigners is growing on the Island. Armed conflict is coming to the formerly peaceful island of Gavea.

THELANDS

Gavea is a diverse land of rolling green moors, high hills, tall mountains and deep valleys, blue rivers and fertile ground. The Gavean coast takes two very distinct shapes. Most of it is composed of sheer, rocky crags ranging from sixty to over three hundred feet tall. The remainder is composed of sandy beaches.

The north of the island is covered with the High Moors. The moors are home to many cattle herders who raise aurochs and goats. Thick coniferous forests provide lumber and game.

The southern part of the island is marked by high mountains and deep valleys. The valleys are cool and extremely fertile. These valleys are commonly known as the Misty Valleys. The valleys are a hunter's paradise with abundant wildlife. Copper, gold, silver and gems are also found here in large quantities.

A small portion of Gavea is shaped like a flat diamond and produces some unique bright red fruits year-round. Locals consider this place to be blessed by the gods.

Surrounding Gavea are small islands and archipelagoes. While many of these islands are deserted, a thriving fishing industry, together with abundant trade, keeps these communities growing. Many mainland merchants are establishing counters on these islands.

SOCIALOVERVIEW

The people of Gavea live in small communities led by local kings and chieftains which form great tribes. The tribal leaders meet infrequently

In the last two centuries, the southern coastal regions have been partially settled by Canean and Dominion interests seeking to establish mines and lumber operations. Conflict with the locals has generally been minimal, but with the potential for conflict increasing, both nations have become greedier and stepped up the appropriations of land, ignoring the locals.

The only city of any size is the Dominion city of Barlow. Surrounded by tall walls and commanded by the

G太Vモ太

Ruler: Council of tribe leaders

Government: Local kings and chieftains forming larger tribes.

Cities: Barlow (ST)

Population: Outside of Barlow, the population is low with only the occasional village. Nearly entirely human (95%), Cyneans form the rest of the population.

Location: Island of Gavea west of mainland Exodus

Law: Local law is Neutral Good. The law in foreign holdings is the same as their parent nation.

Alignment: The population of Gavea leans strongly towards Good (LG, NG*, N, CG).

Religion: Druidism is the most common religion. Sanguine Covenant missionaries have been spreading the word of the Sanguine Lord for centuries and the faith has been making headway on the island.

Languages: Gavean is the most spoken language on Gavea. Common is spoken in the Canean and Dominion holdings.

Currency: Gavea has no unified monetary system. Barter is the norm. The imperial system is beginning to make headways as it simplifies the barter system. Coins are very rare here.

Military: Gavea has no standing army. When threatened by invasion forces, small bands of archers gather and harass the enemy in a series of hit and run attacks. Cynean communities are protected by arcane wards and other magical protections.

BARLOW, CAPITAL OF GAVEA

N small town

Corruption: +2; Crime -1; Economy: +3; Law -5; Lore +0; Society +0

Qualities insular, strategic location

Danger +0

DEMOGRAPHICS

Government secret syndicate

Population 1,500 (900 humans; 200 cynean; 400 other)

NOTABLE NPCS

Khan Rasheed mac Ar'wan (male Cordelian)

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Base Value 1,100 gp; Purchase Limit 5,000 gp; Spellcasting 4th

Minor Items 3d4; Medium Items 2d4; Major Items 1d4

Khagan's first cousin, the khagan sees expansion into Gavea as a tempting possibility.

The law, taxes and exchanges depend vastly upon the local leaders. Foreigners can expect a wide range of reception, from welcoming arms to hostility. Most local communities seek the betterment of their members, even if this clashes with the good of the whole.

CHARACTER OPTIONS

Native Gaveans speak Gavean. Those that spend any time in contact with foreigners – and any player characters – also know Common.

The most common classes are druid and ranger.

Gavean Characters treat any weapon with the name "Gavean" as a martial weapon.

ADVENTURE LOCATIONS

Amidts the Misty Valleys is a veritable maze of steaming caves home to salamanders and other fire-based creatures. The locals say they were created by a very ancient fire dragon.

In the coniferous forest of northern Gavea is the Gravel Grove. The glowing blue pebbles and orange dust is frequently believed to be the birthplace of the Cyneans. Cyneans often come to meditate and ponder mysteries. They have remained silent about any insight they have achieved.

Along the southwestern coast stands the Iron Mountain. The mountain is extremely rich in iron deposits and other metals. However, she is home to many stone giant tribes that take offense to mining.

The Silver Lake is really four lakes separated by narrow islands in the northeastern Misty Valley. The bottoms of the lakes sparkle like silver when sunshine hits them. Elementals abound near the lakes.

Thunderheart Peak rises just north of the Silver Lake. Its flanks are covered with caves filled with monsters. Rumors speak about a city deep within the mountain.

South of the main island is the island of Lannil, which has a reputation for being cursed. It is said to have been the site of a major duel between the First Ones and the Kaga. The island was uninhabited until recently when the small village of Lannil Harbor was established.

The city of Barlow is an oasis of mainland Exodus on Gavea. Barlow is likely to be the point of entry for adventurers traveling to the island. The difficulties faced by the locals are immediately obvious. The place is dilapidated, dirty and rundown. The soldiers are unhappy and the merchants only worry about their profits. Even the city wall is cracked in many places and unlikely to sustain a protracted siege.

UNIQUE DANGERS POLLEN MISTS

Late summer in Gavea is known to produce a unique phenomenon known as pollen mists. Plants bloom and release their pollen, strengthening the mist. The mist is extremely pleasurable to fey and plant creatures, but is dangerous to other forms of life.

POLLEN MIST - CR3

Pollen mist is a poison effect that moves in every respect like a stinking cloud spell with the following difference.

To plant and plantlike creatures – such as Dalreans – who enter a pollen mist must make a DC25 Fortitude check or be dazed until the mist moves on.

Fey creatures are immune to its effects and can often be found nearby.

Other forms of life in the area of a pollen mist are affected by the pollen. Each round a creature remains in the pollen mist they are affected by a random effect. The creature must make the listed Fortitude save in order to negate the effects.

D100	Fort DC	Effect
01-20	17	Intense euphoria, the target is dazed for 1d4 rounds
21-40	18	Skin rash, 1d4 points of Dex damage

41-60	15	Nauseated for 1d4 minutes
61-80	18	Vertigo, 1d4 points of Int damage
81-00	20	Burning sensation, -1 penalty to
		attack, saves and -5 to sight-based
		Perception checks for 1 hours

ROLLING THUNDER

Found in the vicinity of Thunderheart Peak, this series of explosions is caused by small extra-dimensional pockets coming into contact with Exodus. The resulting explosions appear as a brief flash of multicolored energy and a loud bang, reminiscent of thunder.

ROLLING THUNDER - CRS

Type magic; Perception DC28; Disable Device N/A Trigger random; Reset 1d4 rounds Effect spell effect (electrical ball, 6d6 electrical damage,

DC14 Reflex half); multiple targets (all targets in a 20-ft.-radius burst)

FLOT HOOKS

The khan seeks to form an alliance with some local chieftains. However, before agreeing to any such alliance, the local chiefs demand the khan's envoys prove their worth through a series of challenges, including the slaying of a difficult monster.

A group of Caneans finds a gold vein, starting a mini gold rush. What they do not say is that the gold is located on Iron Mountain and defended by stone giants.

A local chief declares war on Barlow and the khan drafts anyone who can hold a weapon. The PCs have to train and lead poorly armed militia to fight the locals. Maintaining morale will be the most difficult part.

THE RUADU DES

Human male, Khan of Barlow

The khan is Khagan Malik's older cousin. He dreamed of spending his life in peaceful study in Qijom. During a First Ones incursion, he led the Dominion forces to a spectacular victory. To reward him, his cousin assigned him to Barlow.

Arriving on Gavea, the khan quickly realized the dire situation of the city and has been trying to get supplies from Qijom. Unfortunately, corruption and accidents mean only a trickle of supplies have made it through.

The khan is a good man in a difficult situation. He has been actively trying to keep his city through diplomatic means. So far, his efforts seem to work, but he does not trust the locals.



IMPERIAL ALLIANCE

HISTORY

The lands of Koryth were a remote region of the First Ones' Empire. Enuka tribes roamed the land, forming the majority of the population. With the fall of the First Ones, the lightly populated Koryth was left to its own devices.

The Caneus Empire conquered most of the lands of Koryth, but did not colonize it heavily. City-states of the Wyldlands also expanded in the north. For centuries Koryth served as a battlefield between the two.

The two nations fought each other using Koryth as a battlefield until the Caneus Empire and the Reis Confederacy declared the area a neutral zone. In spite of this declaration, skirmishes only grew smaller but did not stop completely.

THEJANISSARIES

In 184BU, disgusted by the Tsar's excesses and the founding of the Peacekeeper project, Arman General Alexei Brushkov left the Protectorate with his closest lieutenants and disappeared into the wilds of Sametia.

The general and his men traveled through the wilderness until they reached the ruined fortress of Aremyhk which dated back to the days of the Cavian Empire.

There, he created an order of ascetic who served no king or country and dedicated themselves to a strict code of conduct. Basing his new order on the works of Caneus Emperor Gregory Eland, the general sought to return Exodus to an age where individual barons and warlords ruled the land instead of massive empires.

Within the fortress of Aremyhk, the general' Janissaries discovered psychic remnants from the Age of Mind and Magic. They spent years researching and meditating on that energy until they mastered it.

For nearly two centuries, the Janissaries were but a simple order of recluses lost in the wilds of Koryth, refusing to involve themselves in the affairs of the world around them.

REVELATION

In 5BU, the Caneus Empire and the Reis Confederation entered the neutral zone of Koryth, both hoping to end the Twilight War by force. The two armies arrayed before the fortress of Aremyhk.

Under the command of Grandmaster Randal Yearby, the Janissaries left their fortress and arrayed for battle. Joining with neither side, they destroyed both and imposed an immediate ceasefire. Yearby summoned the heads of the four great empires and mediated the Treaty of Aremyhk which ended the Twilight War. Though the Janissaries strived for smaller states and opposed monolithic states, Grandmaster Yearby knew the empires would never accept such a solution, so he offered them a different proposal.

Calling upon the dignitaries to go beyond a treaty, he called an alliance capable of preventing the horrors of the Twilight War. His solution was the Imperial Alliance which all parties agreed to. This Unification is the basis for the calendar system with all years being denoted as BU (Before Unification) and AU (After Unification.

THEIMPERIALIALLIANCE

The Imperial Alliance is centered on an inner council of senior legates from each of the four imperial families. The imperial senate consists of forty legates – one from each of the major noble houses of Exodus. Small local assemblies and committees provided recommendations to the senate on legislation.

The Grandmaster of the Janissaries reports directly to the inner council and places the order at the senate's disposal to serve as mediators and muscle.

The Alliance successfully investigated the Brotherhood attacks on the Caneus Empire in 12AU, the discovery of the Locari and subsequent blockade of Ablis in 19AU and the return of those who Cavians severed from the hive mind.

In 36AU, the nomads of Sametia sought to gain entrance into the Imperial Alliance, but failed to get the two-thirds majority required. The clans rose in rebellion but were brutally supressed by Janissaries.

THE THIRD DOMINIONS PROTECTORATE WAR

In 44AU, tensions flared on the Dominion-Protectorate border over the death of Arman engineers. The Alliance dispatched two janissaries to the floating city of Anidem to mediate a resolution to the conflict. They were, however, killed when their flying ship crashed en-route. Investigation revealed sabotage.

Tsar Ivan III blamed the Dominion and sent his troops across the border. Rather than send an army composed of Caneans and Reisian troops under Janissary command, the Senate chose to send Jakatka Bisir, a Janissary, to investigate the deaths.

Bisir was a detective as well as a warrior who travelled the land incognito. It took him three years before he returned to Aremyhk and gave his report to the Senate. Swift messages were exchanged between the senate, the Khagan and the Tsar and the war ended as swiftly as it began with borders remaining as they had been.

INPERIAL ALLIANCE

Ruler: Secretary-General Njal Eland

Government: Oligarchy of member states

Cities: Aremyhk (LC)

Population: The population of Koryth is composed of a mixture of people from all across the Imperial Alliance. Exiles from Sametia and p'tan have chosen the province as their new home. Humans compose about half the population (50%), p'tan make up 20%, kalisans 15%, and the other races compose the remaining 15% of the population.

Location: Koryth, central Exodus

Law: The law in the Imperial Alliance is applied by its member states. Koryth is Lawful Neutral.

Alignment: The population of Koryth is neither good nor evil (LN*, N, CN).

Religion: The Sanguine Covenant is the official religion.

Languages: Common is the language of the Imperial Alliance.



Currency: The Imperial Alliance has been trying to impose a common monetary system upon its member nations. The most common coin is the gold piece (worth 1gp). Copper (1/100gp), silver (1/10gp), electrum (1/2 gp) and platinum pieces (10gp) are minted and circulated.

Military: The Imperial Janissaries and a small all-volunteer army defend the Imperial Alliance. An elite force of soldiers known as Men-At-Arms serves as a police force and bodyguards who travel with dignitaries.

ΧREIDYHK, CXPITAL OF THE ALLIANCE

LN large city

Corruption +4; Crime +5; Economy +6; Law -4; Lore +5; Society +1

Qualities academic, notorious, prosperous, rumormongering citizens, tourist attraction **Danger** +10

DEMOGRAPHICS

Government secret syndicate

Population 20,000 (10,000 humans; 5,000 p'tan; 1,000 prymidian, 1,000 sasori, 3,000 other)

NOTABLE NPCS

Chief Legate Njal Eland (male nasian)

Senator Maksymilian Amyas (male human)

Senator Tlotoxl (male khymerion)

Director of Section Omega Niljon Taysnita (male cavian)

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Base Value 16,424 gp; **Purchase Limit** 112,500 gp; **Spellcasting** 8th **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4

In 59AU, the Senate elevated Bisir to Left Master of Janissaries, second only to the Grandmaster, but he disappeared before investiture.

INVESTIGATIONS

In 61AU, under pressure from the Confederate leaders, the Senate sent a Janissary to Unthara to investigate a meteor. He discovered the locals infected by the

quickslavers. The Janissaries established a blockade of Unthara. They did not know it was already too late.

The Senate watched as the tribes of Sametia chose to return to a life of barbarism under the name of Janus Horde. Senators spent much time contemplating the issue and took no action.

The Janissaries monitored the blockade of Unthara and in 79AU they came face to face with the quickslavers' master, the necromancer Xon. The Janissaries failed to destroy him but returned with word of his existence.

In 90AU, the senate, seeing the tensions building between its member states, sought to impose peace. By a two-third majority, it decided to impose martial law, sending Janissaries and soldiers to the borders to ensure peace. To the senate's horror, all four nations refused to recognize the senate's right to do so. Janissaries who remained in Aremyhk left despite the promises of closed borders while the Senate's mercenary army gathered on the borders of Koryth.

THELLANDS

Located between the Wyldlands of Bal, the Caneus Empire and the Janus Horde, one would believe Koryth to be a natural battleground between those three states. However Koryth's violent weather and strange creatures has limited their interest. Many ruins dot the land.

The climate of Koryth changes quickly and violently, changing from tropical heat to arctic frost within a matter of hours.

Koryth is a rocky land of high mountains and plateaus with few areas of flatland. The entire province is ringed by the Grit Mountains in the south and the Roost in the north.

The Grit Mountains form a nearly impassable barrier between Koryth and the Caneus Empire. Pebbles and gravel cover the entire range, covering any traveler in grey dust within hours. There are few settlements to be found, though ancient bridges and old watchtowers bear witness to a lost empire that occupied Koryth.

Just north of the Grit Mountains, the foothills are known as the Corpselands. The hills are filled with dead barrows and burial mounds. Legends talk of undead guardians and ancient curses.

In the center of Koryth is the great Lake of Storms. It covers over three hundred square miles of territory. It is abnormally warm all year round and is thought to be warmer at greater depths. The lake is filled with large snakes that churn the surface.

On the northern border of Koryth rises the Roost, named for the many winged reptiles that live there. Wyverns, draconic creatures and other such man-eating creatures are common. Rumors abound about the mighty dragon Yeren-Kai, who is responsible for the destruction of the ancient Koryth Empire

Between the Lake of Storms and the Roost, the Plain of Pillars stretches for hundreds of miles and is completely flat. The pillars appear natural in origin and new pillars appear on occasion. No one has ever seen one rise.

The Freeze Line is a demarcation that moves each day, bringing with it freezing weather. It seems to move randomly, however it moves south in the summer and north in the winter. The Line is visible to the naked eye as a perfect line of frost on the ground.

SOCIALOVERVIEW

The natives of Koryth are rugged, survivalists. Most seek to be left alone, with very few ties to a government or command structure.

With the advent of the Imperial Alliance, the establishment of Aremyhk as its capital, and immigration, the cities and infrastructures are growing rapidly. These new communities are a mix of people from every nation in the Alliance. They are mostly dirty, crime-ridden and lawless. Though some efforts have been made to clean them up, the influx of newcomers – particularly p'tan and Sametian exiles – have made those efforts futile.

The Janissaries form the one major group with a long history in the province. Janissary-overseen villages are well-built, clean and mostly free of crime.

CHARACTER OPTIONS

Enuka and humans are the most common races found in Koryth. They favor the barbarian, ranger and rogue classes.

ADVENTURE LOCATIONS

On the western bank of the Lake of Storms, one finds the sunken city of Al-matest. This perfectly square city is sunk some 30 feet below the surface. It is believed to be the capital of the prehistoric empire of Koryth.

South of the Roost rises the Bone Mount, a pile of bones from creatures much larger than humans. Many wyverns live in the area and are extremely territorial about the Bone Mount.

The Polir Crater was formed two hundred years ago when a fiery stone fell from the stars, destroying a ruined city. Valuable gems and minerals can be found near the crater; however the poisonous fumes and the lack of fresh water make any expedition to the area difficult.

A massive chunk of solid granite can be found in the Grit Mountains. It is almost one thousand feet high and several miles in diameter, creating a roughly domelike

shape. Its outer surface is covered in runes and glyphs, some of which glow on occasion. Many of these glyphs are inlaid with precious metals and some treasure seekers have tried to get rich by prying these metals free. Unfortunately for them there, in the area is a small tribe of humans called the Katota who consider it their sacred duty to keep watch over the Frost Stone. The Katota are thought to be the descendants of whatever civilization once filled Koryth. The Frost Stone is always painfully cold to the touch and some say a powerful dragon sleeps beneath it.

PLOTHOOKS

A senator and his retinue have disappeared while travelling across the Grit Mountains. Senators from other nations are pointing fingers at each other.

A scholar seeks to catalog some of the draconic creatures of the Roost. He is particularly interested in the many types of wyvern.

AMYAS, MAKSYMILIAN Male human, Senator

Maksymilian Amyas is a man who comes from the non-Alliance territory of Gavea. As a young man, he travelled to Mureath to train as an initiate of the Sanguine Covenant. After his studies, he spent a few years as a missionary on his home island.

A decade ago, he moved to Koryth where he began preaching for a strong and more united Imperial Alliance. His call for a more centralized government was initially presented as a way to defeat the Janus Horde and the Quickslavers. Without a strong Imperial Alliance, he said, it is impossible for the nations of Exodus to present a unified front and defeat the menaces that threaten everyone. His words have gathered a number of like-minded senators who have taken to calling themselves "the Crown Counsel".

His admittance to the Senate is somewhat cloudy, with direct interference by a number of powerful senators. Since he has no direct ties to any nation and a strongly professed belief in the Sanguine Covenant, he is seen as somewhat impartial by most nations.

ELXND, NJXL

Male nasian, Chief Legate of the Imperial Alliance

The son of Senator Erwin Eland – cousin of the former Emperor – and the current Khagan's great-aunt Nadja ibn Al'alim, Njal was raised in the turbulent sea of politics. Far removed from both thrones, Njal instead chose to serve the Imperial Alliance. Having received training from both Canean and Dominion schools, he emerged as a level-headed and self-confident young man. After years of service, he was named Chief Legate of the Imperial Alliance. Although the title does not give him much power, he has maintained a calm and moderate stance on most issues. A shrewd politician, every faction within the Senate believes him to be with them, or at least not opposed to their views, no matter how radical.

דאָאָאָאָדאָ, אוּגןשָאָ Male Cavian, Director of Section Omega

The current director of Section Omega, the Imperial Alliance's psionic bureau, is a severed Cavian. Under his tutelage, Section Omega hunts rogue psionics.

He seeks to cement and consolidate his organization's power. For full details on him and Section Omega, see Secret Societies of NeoExodus: Section Omega.

TŁOTOXŁ

Male khymerion, Senator from the Reis Confederacy

Tlotoxl is a short man with a hawkish nose and a gaunt physique. One of the most respected senators, he is known as a champion of the poor and those living on frontiers.

What few people know outside a close group of senators and high-ranking Janissaries is that Tlotoxl heads a small group dedicated to the eradication of the First Ones and their influence everywhere on Exodus.

If the PCs fight the First Ones, they are very likely to encounter the senator, or at least receive assistance from him. If they work for the First Ones – even unknowingly – the senator makes a formidable enemy.



HISTORY

Under the First Ones, Sametia was lightly populated. Its people joined the war against the First Ones very quietly.

The Sorcerer-Kings originally claimed Sametia as a province of their empire. This claim was not strictly enforced. The War of Mind and Magic War broke whatever power the Sorcerer-Kings had over the area.

The Armans first raided then migrated en masse to Sametia. They cut a wide path of destruction, pillaging and plundering. Using Sametia as a base, they proceeded to conquer the much richer lands of the Sorcerer-Kings. After their conquest of Abaddon, the Armans mostly abandoned their former holdings. For centuries, they raided the plains.

Sametian horse archers served as mercenaries for every nation in Exodus and gained great fame from it. Other nations seek out their expert horsemanship and marksmanship to bolster their own troops.

With Unification, all nations saw Sametia as an empty piece of land ripe for seizing. Thus the Caneus Empire, Dominion and Protectorate built colonies and founded cities to attempt to tame the land. They fought over these colonies, seeking to gain the upper hand and claim all of Sametia for their own.

THETWILIGHTWAR

In 118BU, the Twilight War began when the Arman Protectorate, the Dominion and the Reis Confederacy used Sametia as a battleground. Armies crisscrossed the land, companies of mercenaries serving one master then another.

In 82BU, the Reis Confederacy launched a full scale invasion, taking over the Protectorate's colonies and occupying the Dominion's holdings. Sametia could have been a province of the Confederacy, were it not for the Caneus Empire launching a campaign in Sametia. The Confederates withdrew from most of their conquests and a conflict where both sides ground each other to desctruction ensued.

INDEPENDENT SAMETIA

The end of the Twilight War brought peace to Sametia. All four empires reeled from the war and focused on their domestic issues. This newfound independence created a national sentiment among the tribes and cities of Sametia.

This movement grew over the first three decade. Thus in 36AU, a delegation of nomad chieftains sought admittance into the Imperial Alliance. This created a unique case and the first major addition to the Imperial Alliance since its inception.

However, their request was denied because it failed to gather the two-thirds of the vote needed. The great empire's designs on Sametia doomed the proposal. The rebuffed clan leaders retaliated by launching raids on every nation of the Alliance. They attacked the fleet maintaining the blockade of Ablis and burned down cities.

Janissaries were sent to cow the tribal leaders. Successful, they returned to Aremyhk thinking the rebellion over and done with.

THE JANUS HORDE

Early in 53AU, clan leaders met in secret and decided that since "civilization" turned its back onthem, they would turn its back upon it. Calling upon the name of a mythic Sametian hero from the War of Mind and Magic, they called themselves the Janus Horde, slaughtered all foreign dignitaries, and attacked anyone who refused to join them. Quickly, the newfound horde found itself at odds with itself and a power struggle ensued.



In 69AU, Thais, a warrior-queen of Kalisan descent, destroyed all her opponents and crowned herself mistress of a united Janus Horde. She reorganized the army using a number of smaller hordes with horse archers as the core of the army. For the first time, the horde armies began moving in a coordinated fashion. The warriorqueen led her horde from one victory to another.

The imperial authorities took notice but failed to agree on a solution. The empires' desire to expand into Sametia prevented a consensus on what to do. Thus paralyzed by its own members, the Imperial Alliance did nothing.

THELXWGIVER

As the Horde won campaign after campaign, an enigmatic man appeared calling himself the Lawgiver. Appearing as a simple beggar, he healed the poor and the weak and displayed the Lazarus Brand, a power hereby unknown. Even the Kaga could not explain his strange gift.

Throughout this turbulent time, he appeared and vanished without trace whenever authorities tried to find him.

THEINFECTION

Around 82AU, an outbreak of quickslaver was discovered in Sametia. Unable to stop it, the warrior-queen had those infected put to death. To further prevent the infec-

JANUS HORDE

Ruler: Warrior-Queen Thais of the steppe

Government: Many Tribal Chieftains, no unified government

Cities: Sanat (LT), Eimhin (ST), Jarlath (ST), Morolt (ST)

Population: Low, scattered and mostly human (55%). Dalreans are common in the east (35%). Calibans form a third group (15%).

Location: Sametia, eastern Exodus

Law: The law in the Janus Horde is Neutral Evil. Those who do not recognize the Horde's supremacy are on the harsh end of the law.

Alignment: The population of the horde leans towards chaos (N, CG, CN*, CE)

Religion: Paganism and the Cult of the Dragon are the two most recognized religion in the Horde. The Sanguine Covenant is persecuted as an imposition of civilization. The Lawbringer's worship is expanding.

Languages: Common is spoken throughout Sametia.

Currency: The Janus Horde does not mint any coin. They take any foreign coin at the official value.

Military: The Horde's armies are composed mostly of mounted archers with powerful berserker infantry, although in reality only a large caste of warriors takes part in battle. Elite among the horde are the ruthless Fists of the Dragon, warriors dedicated to hunting and slaying the greatest beasts in the world.

SANAT, CAPITAL OF THE ALLIANCE

NE large town

Corruption +5; Crime +4; Economy -4; Law -6; Lore +1; Society -4

Qualities anarchy, insular, notorious, racially intolerant (civilized people) **Danger** +30

DEMOGRAPHICS

Government anarchy

Population 4,500 (3,000 humans; 500 calibans; 500 p'tans and 500 other)

NOTXBLE NPCS

Headtaker General O'Bredj The Merciless (male caliban)

MARKETPLACE

Base Value 2,600 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 5th **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

tion from spreading, she launched her warriors against the Protectorate.

The Horde isolates and destroys anyone who is infected as well as any companions of that person. Horde warriors then burn the remains. This seems to be successful in limiting and controlling the infection.

THELIANDS

Sametia is a land of constant change. The cold air from the south clashes with the hot tropical air of the north, making weather hard to predict. Temperatures do not fluctuate wildly and remain warm and comfortable yearround, however the weather can change instantly.

Western Sametia is dominated by the Purple Giants which form a natural barrier with the Caneus Empire. At the foot of the Purple Giants are the Sametian Highlands. The highlands run north to south, ending in the Troll Waste in Cordel. It is a verdant area where giants and ogres are common. Oak trees grow in tall, thick forests.

At the southern tip of the highlands is an area called the Serpent's Swamp. Bordering the Troll Wastes, this vast



swamp takes its name from the many serpentine creatures – such as snakes and hydras – that live there. A single road crosses the swamp. However with the arrival of the Janus Horde, the Dominion authorities no longer patrol it. The Horde tried a foray into it, but gave up.

Rising from the Abaddon River basin are the Green Hills. This area used to be heavily colonized by the Protectorate but with the rise of the Janus Horde has become a battleground.

A jungle of tall trees and unique plants occupies most of central and eastern Sametia. The Great Sametian Jungle is rich and dense, making travel through it difficult at best, treacherous at worst. Dalrean patches are extremely common here and are believed to be the descendants of a long-dead civilization that built the many ruins hidden by the jungle.

To the north are the great Sametia plains and grass lands. It is ideal for agriculture and fertile year-round. Ranchers and cattle drivers are common. The Cradle of Life provides the bulk of the famed Sametian horses for the Horde.

Forming a border between Sametia, ice cold Koryth and tropical Bal are the Cold Bluffs, a rough, barren and unnaturally cold range assailed by polar winds. The Cold Bluffs are home to the remorrhaz.

SUCIALOVERVIEW

Sametia used to be aligned with the nations that controlled its holdings. With the overturning of civilization, the order was completely destroyed. In its place, the strongest and loudest warriors lead others.

In recent years, the Warrior-Queen has been trying to organize the Horde into a new order.

On the top are the warrior nobles. This is a nobility of merit where the best and mightiest warriors rule from the front. Bravery and power are paramount for a noble.

Below them are the warriors. A warrior owns a horse and a weapon. Anyone with both may join the queen's army and most youths leave their families as soon as they have acquired them.

Lowest are the serfs - anyone who is not a warrior. Anyone who is not on campaign in the army is treated like a serf and of the lowest class. Serfs are expected to obey a warrior's command without hesitation.

Foreigners are frequently considered serfs and are to obey any warrior. However, foreigners who can fight and defeat a local warrior may claim his place among the horde.

There are no taxes to speak of in the Horde, as the Horde plunders, robs or steals whatever it needs.

The law in the Janus Horde is simple: might makes right. Strong and more ruthless members of the Horde can do as they please. Anyone who moves towards civility or civilization is quickly brought down.

CHARACTER OFTIONS

Sametians tend to choose martial careers such as barbarians, fighters or rangers. Spellcasting classes are usually those who are spontaneous such as bards, druids and sorcerers.

Monk's monasteries and wizard schools have been destroyed as signs of foreign occupation and are almost unheard of.

Janus Horde characters treat any weapon with the name "Sametian" as a martial weapon.

ADVENTURE LOCATIONS

In the Sametian Highlands is a place none dare travel. An enormous hole, two hundred feet in diameter, opens in the ground. Smooth and dark, without any easy or obvious way of descending, it is shrouded in shadows.

The Serpents' Swamp is rumored to be home of a very ancient dragon. Though there is much proof of its existence, it has never been successfully sighted. Smaller black dragons, however, have been seend.

The Great Sametian Jungle hides wide dunes of fine sand, two miles in diameter known as the Lost Desert. The sands hide quicksand and burrowing predators.

In the Cold Bluff rises a number of eerily shaped mounts. One such mountain is a dark brown stone roughly shaped like an enormous dragon egg. The southern face forms the likeness of a heavily-scarred human warrior. Scar Mountain is the source of legends of forgotten deities and dead kings.

In the middle of the Cradle of Life is a lake shaped like a scorpion. Many predators stalk the area. Young warriors often come here to prove themselves.

UNIQUE DANGERS BARBSEEDS

Barbseed is a parasitic plant that releases spores. These spores are extremely small and coated with an empowering, pain-reducing poison. Anyone coming within 20 feet of a barbseed plant must make a DC17 Reflex save or be infested with the barbs.

BXRBSEEDS

Type Infestation **Onset:** 1 hour **Effect** 1 Con damage Save Fortitude DC15 Frequency 1/day Cure 1 save

Barbseed develops under the skin, forming what seems like black veins. A target dying while infested sprouts a



new barbseed plant in 1d3 days. While infested, a target feels euphoric and gains a +1 bonus to saves against fear.

Removing the black veins requires a DC25 Heal check. On a failure, the infested target takes one point of damage for each point by which the check is failed. A remove disease spell removes the infestation

FLOXT SHELVES

In the swamps of southern Sametia, small islands of fungus, algae and other types of weeds can be found. These islands lazily float in the marshy waters. Exploring beneath the waters, one can often find a great rotting carcass. Troglodytes are known for using them to protect their villages from attackers.

A DC15 Knowledge (nature) or Survival recognizes a float shelf for what it is.

FLOXT SHELVES - CR2

Whenever someone comes within 20 feet of a float shelf, it releases its spores. Anyone within 30 feet of a float shelf when it releases its spores must make a DC13 Fortitude save or become paralyzed for 1d4 minutes. The biggest danger of a float shelf is drowning.

A float shelf does nothing to creatures moving underwater. Creatures with the aquatic or reptilian subtypes are immune to a float shelf's spores.

PLOT HOOKS

A Dominion merchant wants to smuggle goods to family members in lands occupied by the Horde. His plan is to cross the unpatrolled Serpent Swamp.

A Canean noble seeks to acquire a pair of Sametian stallions and is willing to pay a lot of money for them. To obtain them, one has to travel to the Cradle of Life, in the heart of the Janus Horde.

A scholar from Koryth seeks to explore Scar Mountains. He believes there are a number of caves that would grant access to the interior of the mountain.

The Horde has kidnapped a number of Sanguine Priests in the Abaddon River basin. They plan to force them to build a magical stone bridge across the river so their horses can cross in large numbers.

The PCs encounter a group of refugees seeking an escort out of Sametia but are hounded by warriors of the Horde. The refugees are actually infected with quickslaver and seek to spread the infection beyond Sametia.

Important NPCS

THAIS OF THE STEPPE Warrior-Queen of the Janus Horde Daughter of a Confederate noblewoman, Thais was destined for an arranged marriage, but when the Sametian turned their back to civilization, Young Thais took a spear and joined the rioters.

Within two years, she had acquired a following and led one of the many tribes fighting against foreign colonialism. She defeated the Janissaries in 56AU and again in 59. Her fame drew many to her to form her own horde. Between 59 and 65, she ruled the Cradle of Life. In 69AU, she defeated Jangai Zhar and declared herself warrior-queen of the Janus Horde.

In the years that followed, she coordinated the Horde and consolidated her power. Refusing to take a husband, she keeps a harem of male slave-concubines and has already borne a number of children to ensure her succession.

REIS CONFEDERACY

HISTORY

During the days when the First Ones ruled Exodus, the Wyldlands of Bal were but a distant frontier. Enukas and calibans dominated the land in a savage orgy of violence. The human tribes opposed them with guile and cunning, but were still considered little more than animals by the rest of Exodus.

The First Ones sent many unsuccessful military expeditions to try to conquer the region. The many humanoid tribes living there were frequently joined by rebels, dissidents and opponents of the First Ones.

The Wyldlands of Bal were spared most of the horrors of the War of Mind and Magic. Descendants of former rebels led tribes south to fight the First Ones. In the aftermath, the warriors returned home with tales of great cities and mighty magic. Civilization came to the Wyldlands in the form of isolated city-states enslaved to the will of bloodthirsty gods.

The city-states of the Wyldlands warred with each other for the next centuries. In the 7th century BU, the Armans conquered the east coast and settled into new cities, such as Nashota and Ageda.

From the early days of the Caneus Empire, the emperors looked to the north as a target for expansion. Many Canean nobles left their homes to die in the jungles of the Wyldlands.

THE RISE OF EUHUDI

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For centuries, worship of Khayne was limited to cannibal tribes deep in the jungle. Their powerbase was the city of Xehitoch in northeastern Bal. They would sacrifice hundreds to the ever-thirsty Khayne.

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In 382BU, Euhudi, the high priestess of Xehitoch, saw favorable omens and announced that the god had told her it was time to drown all of Exodus in blood and bring the worship of Khayne to every part of the land. She would be Khayne's Dark Vessel and Xehitoch would be the shining capital of this new empire.

Her lover, the warlord of Xehitoch, Prince Xoltec, became drunk from her dark words and gathered his army. He sent ambassadors to cannibal tribes and lesser city states to form a grand army.

The army swept over eastern Bal and took many prisoners back to the temples of Khayne. This brutal campaign brought enuka tribes to swell their ranks.

In 380BU, the cities of Naphil and Baargon allied to stop Euhudi. The Battle of Baargon ended with prince Xoltec's army in disarray. Xoltec was slain in the fighting and Euhudi was captured. Captured soldiers were usually brought back and sacrificed but as a priestess, Euhudi would normally have been ransomed back to Xehitoch. However, she refused to be ransomed, instead deciding to stay in Naphil.

Mainpulating her way into King Darai's bed and heart, Euhudi became queen. Secretly, she introduced elements of the worship of Khayne in Naphil. The most accepting and devoted, she formed into a secret brotherhood.

In 371BU, King Darai died without a clear heir. His concubines and lesser wives bickered amongst themselves. The queen set herself as regent and arbiter. She played them against each other until finally a single contender remained, Prince Ordoa. Euhudi embraced him as her lover and the rightful heir and crowned him on a throne of the bones of his rival, in the name of Khayne, the god of blood.

Ordoa was not a religious man and he took on his father's former wife as his own. The queen continued to expand the worship of Khayne and strengthen the brotherhood. With a new army at her disposal, Euhudi turn her gaze to neighboring city-states.

THEREBGONFEDERAGY

Few were surprised when Naphil invaded Baargon in 366BU. By then an Arman mercenary, Laventry Roskoff, had claimed the crown of Baargon. Though canny and charismatic, Roskoff was a conventional warrior. The battle lasted but a few hours before the Naphilite army routed the Baargonites. Euhudi bathed in the blood of the thousand sacrifices she sent to Khayne.

The following year, Euhudi's home city of Xehitoch fell. She sacrificed any of the defeated that were caught to the glory of Khayne. Though used to brutality and violence, the excesses of Euhudi shocked even her own



countrymen. Any city taken was turned over to the Brotherhood to administer and provide a steady flow of sacrifices, a task they engaged in with ruthless efficiency.

The city of Reis met with leaders of those city-states not actively fighting the Brotherhood and ambassadors from the Caneus Empire, the Arman Protectorate and the Dominon. Under the leadership of the panther warrior Ataulpa Gazsi of Reis, city-states agreed to join together into a Confederation aimed at destroying the Brotherhood of Khayne.

THE BAUTLE OF THE RIVER OF THE DEAD

Late in 357BU, the armies met for the first time. Recognizing he lacked his foes' intelligence network, Ataulpa Gazsi razed a swathe of jungle a mile across and three miles wide. Rivers flanked his position and cliffs backed it. The outnumbered Reis army could not escape from this position - exactly as Ataulpa wanted it. An accomplished fighter, he knew the fearsome reputation of the Brotherhood would send his men running long before he wanted to quit the field. By forcing the eastern host into the open and his own to stand and fight, he made it a contest of wills and fighting skill rather than morale and stealth.

The armies met exactly as Ataulpa intended.

REIS CONFEDERACY

Ruler: Imperatrix Lolani Gazsi

Government: Confederation of mostly independent city-states. The Imperatrix commands through force of will and charisma, but has limited control over city-states.

Cities: Agueda (LT), Amitola (LT), Awenasa (SC), Izusa (LT), Nashota (LT), Pabla (ST), Reis (ST), Shima (LT)

Population: Though the Confederacy boasts the highest population in all of Exodus, it is the least urbanized region of the Imperial Alliance. The population of the Reis Confederacy is composed of calibans (20%), dalreans (15%), enuka (20%), humans (20%), sasori (20%) and others (5%).

Location: Wildlands of Bal, northern Exodus

Law: The law in the Confederacy can best be described as Chaotic Neutral. The laws are complex, not always written, and difficult to understand. Corruption is rampant and barely hidden.

Alignment: The population of the Confederacy leans towards chaos and evil (N, NE, CN, CE*)



Religion: The Sanguine Covenant is the official religion of the Confederacy, but pagan cults are very common. The Brotherhood of Khayne has a great number of secret followers in the Confederacy.

Languages: Common is the language of the Reis Confederacy.

Currency: Like everything else in the Reis Confederacy, currency is far from unified in its issuance and acceptance.

Military: The Confederacy does not have a unified army. Confederate armies are highly eclectic, including many cannibal tribes from the north and a number of wild beasts and gigantic animals. With the establishment of the Confederacy, the Panther Warriors have become more common throughout the land and they are respected for their power and prowess.

XWENASA, CAPITAL OF THE CONFEDERACY

CE small city

Corruption +2; **Crime** +1; **Economy** -2; **Law** -4; **Lore** +1; **Society** -1 **Qualities** insular, strategic location, superstitious, unholy site

Danger +25; Disadvantages cursed, hunted,

DEMOGRAPHICS

Government autocracy

Population 8,000 (1,500 calibans; 1,500 enuka; 1,500 sassori; 3,500 others)

NOTXBLE NPCS

Imperatrix Gzasi Lolani (female khymerion)

Prince Bial Eland (male nasian)

MARKETPLACE

Base Value 3,600 gp; Purchase Limit 25,000 gp; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 1d6

Brotherhood slave-soldiers charged across the river first, suffering ruinous casualties from the short bows and javelins of the Reis army. By the time they reached Ataulpa's lines, they were nearly wiped out; behind them, however, came the shock troops of Euhudi's cult - the half-giants of Naphil and the high priestess's towering consort. This block crashed against Ataulpa's center while cannibal savages harried his flanks. Had the Reis army been able to flee, they surely would have broken then, but, trapped as they were, they had no choice but to fight and die with their fearless prince. Ataulpa's panther warriors did not fight like the Arman-



taught heavy infantry of Baargon; they danced about the slower Naphil elites, leaping on their backs and slashing their tendons with sharp-edged war clubs.

Ordoa fell, nearly covered with panther warriors. His two sons, who would have inherited his power, were slain almost at the same time, one cut down by Ataulpa's legendary dancing blade. With the loss of their leader, the Brotherhood horde panicked. The Naphil stood their ground, dying to the last man over their ruler's body, but the cannibals and slave soldiers broke for the river.

Euhudi realized Khayne's temporal realm rested on the outcome of the battle before her. Since the river was already red with blood, her sanguine sorcery was easily able to control it, forming immense crimson elementals that loomed over the battlefield. They crashed like a wave over her forces and surged toward the Reis army and stopped.

Ataulpa's mystics had yet to play their hand. Wise in the timeless secrets of the Kaga, Confederate sorcerers battled the priestess's will. The blood elementals sank back into the river, dragging the screaming Brotherhood army and their head priestess back to hell with them.

Following his victory, Ataulpa conquered the cities of the east, breaking the Brotherhood's power and imposing his will upon Bal. In 356BU, he became the first Imperator of the Reis Confederacy. He quickly turned his eye towards Sametia and sought to expand his domain.

For years, the Caneans and the Confederacy fought over Koryth and Sametia. In 235BU the Caneus Empire and the Reis Confederacy agreed to the Treaty of Koryth wherein both nations declared Koryth a neutral zone to be managed mutually. This treaty was full of good intensions, but unenforceable.

THETWILLIGHTWAR

In 118BU, a Dominion ambassador was killed and all proof pointed to a member of the retinue of the Protectorate's ambassador. Imperatrix Channui allowed the Dominion to take the guilty party, under protest from the Protectorate. The murderer was captured and, responding to the Tsar's demand to have the man returned, the Imperatrix returned him in five pieces, each sent by way of a different caravan. With the fifth and final piece, she politely attached a letter informing the Tsar that he would make no demands of her country and that crimes committed in the Confederacy would be dealt with according to local law.

The Arman Protectorate declared war on the Confederacy immediately, but was unprepared for it. The Confederate armies officially annexed every Protectorate holdings in Sametia and sent peace-keeping forces into Dominion holdings. To limit Confederate expansion, the Caneus Empire invaded the Koryth neutral zone in 82BU and attacked the newly conquered lands.

The Confederacy threw itself behind its war effort, seeing total victory as the only possible outcome. To the horror of the rest of Exodus, the Confederacy hired blood mages and necromancers to bolster its own numbers.

Worse among them was the necromancer Xon. Xon conducted terrible experiments, led legions of the dead and exacted horrific retribution against prisoners. Even the Confederates could not stand his horrors for long and in 69BU, a Confederate army fell upon Xon and his army, destroying them.

In 5BU, the Confederacy sent a large army centered consisting of massive war beasts and savage tribesmen. Facing them was a motley army of knights and Canean priests. The two armies faced each other before the fortress of Aremyhk.

To the surprise of the Confederates, the Janissaries left their fort and prepared for battle. Both the Confederates and Caneans thought the Janissaries were joining their side. Surprisingly, the Janissaries engaged the flanks of both armies. Before the sun set, the Confederates were in full retreat and the Caneans were broken.

UNIFICATION

Without an answer to the Janissaries, the Confederation begrudgingly signed the Treaty of Aremyhk. Similarly, they attended the talks of unification to avoid being left out. The Confederation's biggest point of contention was the imposition of the Sanguine Covenant. In the end, they relented.

The imposition of the Sanguine Covenant and the subsequent witch hunts sent a number of thrill-seeking young aristocrats into the hands of the Brotherhood of Khayne. In 12AU, they mounted a number of terrorist attacks against Covenant churches and destroyed the left wing of the Sanguine Cathedral in Nyssa.

In 61AU, a meteor crashed into the Island of Unthara. Imperatrix Sepatha's most trusted advisor and her personal astrologer, the Bronze Sage, predicted the meteor's fall; with the fall would come a terrible plague that would ravage all of Exodus. The Confederation leaders put pressure on the Senate until they agreed to dispatch a number of Janissaries to the site. The Janissaries discovered the oozy quicksilver-like parasite known as the quickslavers.

The Bronze Sage also prophesied that an albino child born of the royal line would bring the destruction of the Confederation. Imperatrix Sepatha's firstborn daughter,

Lolani, was born albino. The fatalistic Confederates sighed and welcomed their princess.

In 79AU, the Janissaries proved that Xon commanded the quickslavers with his necromantic powers. This news came as a surprise to the Confederacy who had thought him dead for over a century.

In 85AU, Crown Prince Bial Eland came to the palace to take the tests that would prove him worthy of the Canean imperial crown. He and Princess Lolani found themselves together and a great friendship grew between the two. Everyone saw a possible dynastic marriage that would greatly change the power balance of the Imperial Alliance. During his trials, Bial was mauled and incapacitated.

With the coronation of Empress Cassandra, blame for the death of empress Mercy fell on Bial. The former Crown Prince secretly found refuge in the palace of Imperatrix Lolani.

To this day, the Imperatrix shelters Bial while the Canean ambassador demands the Imperatrix turn over the prince.

THELIXNDS

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The north of the Wyldlands remains largely uncharted and is called the Land – or Wood –of Lost Souls. It is home to many mysteries, ancient ruins and unknown humanoid races. Fog of varying thickness coats the land, giving it a surreal and magical appearance. Explorations have yielded no end to the mysteries of what lies within.

The eastern coast of the Wyldlands and the border with Sametia is covered with verdant, rugged hills. The Whispering Hills are rich in minerals. Many think this to be the graveyard of long-forgotten gods that walked the land before time began. The winds that blow through the area produce odd sounds. Some say it sounds like whispering.

The border with Koryth is covered by The Roost, tall reptile and dragon-filled mountains which the locals call The Belly of the Beast. The mountains span from the Whispering Hills to the Western Ocean and are filled with large man-eating creatures.

The western coast is covered the sweltering growth of the Virgin Jungle. Many poisonous reptiles and large mammals live here as well as many unique forms of life like the tusked lizard, the scarlet viper and the flying ape-men that live in tree-top villages.

In the center of the Wyldlands is a rich plain where lakes and rivers abound. This fertile area is called the Mother's Tears. The area is hospitable and houses most of the population of the Confederacy. Rainfall is frequent and produce is available year-round.

SOCIALOVERVIEW

The Confederacy boasts the most diverse population of the Imperial Alliance. Every Confederate city could be its own nation. Each city has its own unique laws, customs and army.

Cannibal caliban and kalisan tribes are common in the north. These tribes are frequently hired by Confederate armies

With the Confederation, a new caste of warrior was founded. Jaguar and Eagle Warriors form a unique caste of warriors devoted to the Imperatrix herself.

CHARACTER OFTIONS

Confederates favor the barbarian, druid and ranger classes. The Panther Warrior prestige class appears later in this document.

Characters from the Confederacy treat any weapon with the name "Bal" or "Confederate" as a martial weapon.

ADVENTURE LOCATIONS

In the northeast, the ruins of Xehitoch have been swallowed by the jungle. However, the evil perpetrated by Euhudi and the Brotherhood have twisted the flora with the unmistakable feel of evil. Fiendish creatures and ghosts roam the area.

In the Whispering Hills is an ancient mausoleum believed to be that of a dead god. Made of dull green stone with shiny blue, purple and silver veins, no door lead inside the tomb but a strange howling sound emanates from deep within.

In the Belly of the Beast is the Eagle's Tower, a high peak shaped like a manmade tower, the summit of which is capped by a large eagle head. The area is home to many giant eagles.

Deep in the Virgin Jungle is rumored to be the jungle city of the ape-men. Expeditions frequently disappear into the jungle trying to find it.

Rumors exist of a number of unique ponds called the Prophet's Pools. Those pools are said to be blessed by the gods and grant wisdom and knowledge to those who drink from them. Druidic orders hide them from those who seek to exploit the divine knowledge they contain.

UNIQUE DANGERS THE MADNESS

Centuries ago, a spell of immense power was cast which sought to summon forth an army of the dead. Instead of dead soldiers, spirits rendered insane by their passage to the afterlife poured through and possessed the living. While the initial army of the dead was defeated, the

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magic that brought the spirits out of their barrows still haunts the area to this day.

Cannibal tribesmen embark on vision quests to the barrow.

巾太DNモSS - CR5

When one nears a barrow or burial site infested with The Madness, the jungle becomes warps and twists. Undead creatures such as ghouls and wights are drawn to the area.

Anyone spending time in an area affected by the madness may be affected by it. The madness is not a disease, it is a possession effect, so immunity to disease does not protect from it.

Race	Will DC	Frequency	
Human	20	1 / 6h	
Half-Human	15	1 / 6h	
Other Humanoid	15	1 / day	
Non-Humanoid	10	1 / week	

There are three phases to the madness. On the first failed save, the target begins acting irrationally, taking 2 points of Wisdom drain. On the second failed save the target takes 1d8 points of Intelligence and Wisdom damage. Every subsequent failed save, the target takes 2 points of Wisdom and Intelligence drain. The target gains SR 20 against any spell that attempts to remove this ability drain or damage.

During the third phase, the target is raving mad and dangerous. He speaks in archaic forms of Balite, talking about long-dead people, wars and places.

The only way to remove the madness is to first remove all of the ability damage, then cast a dispel evil or heal to get rid of it.

POISON POLLEN

Poison pollen is a weed that lives in patches throughout the jungles of Bal. Many caliban tribes and druids cultivate it to keep outsiders away.

POISON POLLEN PATCH - CR3

Upon entering a patch of poison pollen, one must make a DC15 Fortitude save or be nauseated and make a DC15 Will save or become disoriented. A disoriented character moves around in a random direction similar to a scattering splash weapon. A victim cannot help but wander around trying to escape the poison.

The nauseated target remains nauseated for as long as he remains in the patch of poison pollen and for 1d4 rounds thereafter – so a nauseated character can wander back into the patch.

If a nauseated PC fails a second Fortitude save while in the patch, he takes 1d6 points of nonlethal poison damage.

PLOT HOOKS

An expedition seeks to find the jungle city of the ape-men. The head of the expedition claims to have been there once. The biggest difficulty of the expedition seems to be leaving town. It seems many forces in the Confederacy would prefer to keep the city's location secret.

A cannibal leader is captured and taken to town. While in the stocks, he screams in ancient Balite about imminent doom. Is he just talking jibberish or is there truthsin his words? A Sanguine priest seeks to know.

ELAND. BIAL Male human, exiled prince of the Caneus Empire

Bial spent his youth training to become a knight and an emperor. He spent his formative years in Qijom where he became close friend to Prince Malik. He returned from the Dominon when his father demanded he take the challenges to prove his worthiness.

A traditionalist by nature, he refused to take the ceremonial rituals and instead chose to prove himself in the Wyldlands, with the blessing of the Imperatrix.

His time in the Dominion has taught him patience and the virtue of relying on his own instincts. Feeling a strong connection and a feeling of kinship towards the albino princess, the two became close friends.

When Bial left the palace for the Wyldlands he was mauled by one of the many native creatures. He was brought back to Awenasa feverish. In spite of the many healers, his health only improved after his sister was crowned. After Empress Mercy was found dead the night after he left Nyssa, he escaped an intensive manhunt to reach his beloved Imperatrix Lolani. He is now hiding in his lover's apartments.

Bial knows he was framed for his sister's murder but he cannot fathom that Cassandra is behind it.

GXZSI, LOLXNI

Female khymerion, Imperatix of the Reis Confederacy

Born albino and prophesized to bring the destruction of the Confederacy, Lolani spent her life alone and ignored by all, including her own mother. The Confederates, being a naturally fatalistic people, simply accepted the fact. The young princess spent her youth studying alone. While everyone was polite, Lolani never had a friend.





When Bial Eland came, the two quickly became inseparable. For the first time in her life, Lolani had a friend. Friendship quickly turned to love.

When Lolani heard Bial would leave once his trials would be over, she went crazy. The night he was brought back to the palace after being mauled, she resolved to keep him in the Confederacy forever. Under the guise of nursing him, she poisoned him a little at a time every day, preventing his full recovery and extending his stay in Awenasa. She was overjoyed to hear that his sister Mercy had been crowned.

Bial then made a full recovery and spent his time between Awenasa and his native Nyssa. Lolani succeeded her mother on the throne.

She was shocked to hear that Mercy had been murdered. Immediately, she sent loyal troops to find him and bring him back to her. She continues to hide the exiled prince in her own apartments and denies it to everyone.



HISTORY

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Unthara was always a distant frontier, lightly colonized and forgotten. For centuries the population remained extremely low.

After the creation of the Confederacy and the Brotherhood's defeat at the Battle of the River of the Dead, many members of the Brotherhood of Khayne fled their homeland and landed in Unthara. The Brotherhood's zealous devotion served them well and they quickly conquered the islands of southern Unthara, taking over the village of Dwyer and turning it into a city.

From Dwyer, the Brotherhood conquered the many small isolated communities of Unthara. Thousands were dragged to Dwyer in chains and sacrificed in the temple of Khayne. While the rest of Exodus fought with itself, the Brotherhood expanded its stranglehold on Unthara.

Over the following centuries the Brotherhood changed from being an army of fanatics to seaborne raiders. They burned down a number of cities and destroyed any who opposed them.

HIGH PRIESTESS CALETA

In 187BU, High Priestess Caieta came to power. She reorganized the Brotherhood in Unthara and contacted Brotherhood outposts on the mainland. For the first decade of her reign, the Brotherhood became extremely active throughout Exodus. She created orders of seaborne raiders to threaten the west coast of Exodus. Maritime commerce was constantly threatened. The mainland empires reacted by fortifying their sea ports and buillding navies.

She built the city of Caieta in 175BU as a staging point in her planned invasion of the Confederacy.

UNTHARA

Ruler: Xon the Necromancer on Greater Unthara and Head Priest Garanku in the south.

Government: The Quickslavers control large parts of the land. The Brotherhood of Khayne rules the southern islands from the city of Dwyer. Exodite general Maruk Naal effectively rules the Brotherhood forces.

Cities: Dwyer (ST), Caieta (ST)

Population: The population is extremely low and mostly infected with the quickslaver. Cavians, cyneans and humans form the free population of Unthara.

Location: Island of Unthara off the west coast of Exodus

Law: The law in Unthara is uneven and is Chaotic Evil.

Alignment: Untharans tend towards Chaotic Evil.

Religion: The worship of Khayne is the only religion allowed. All other faiths are actively repressed.

Languages: Common is used throughout Unthara.

DWYER, CAPITAL OF THE UNTHARA

CE small town

Corruption +3; Crime -2; Economy -4; Law -1; Lore +0; Society -6

Qualities insular, magically attuned

Danger +20; Disadvantages hunted

DEMOGRAPHICS

Government overlord

Population 1,500 (1,000 humans; 200 First Ones; 300 others)

NOTXBLE NPCS

Head priest of Khayne Garanku (male khymerion)

General Maruk Naal (male Exodite)

MARKETPLACE

Base Value 1,000 gp; Purchase Limit 6,000 gp; Spellcasting 6th Minor Items 3d4; Medium Items 1d6; Major Items -

Brotherhood-backed terrorist activity flared up across Exodus.

An assassin's dagger cut down Caieta in 168BU. Her death threw the Brotherhood into a civil war as more than a dozen priests were crowned Head Priest. The ensuing civil war destroyed the unity of the Brotherhood and returned it to a simple local threat.

XON AND THE QUICKS LAVERS

In 61AU, a meteor fell on Unthara. With it came a new threat, a parasitic ooze-like creature that spread throughout the Brotherhood very quickly. The creatures first infect a host then take control of their mind.

Janissaries that were secretly sent to Unthara chronicled these creatures for the Imperial Senate. They could find no cure to the infection, so they recommended a blockade of Unthara similar to the one imposed on Ablis. The blockade was put in place in 63AU. However, by then the quickslavers had managed to cross to the mainland. Janissaries secretly infiltrated Unthara to keep tabs on the quickslavers.

In 79AU, Janissaries on Unthara discovered the mastermind behind the quickslaver. The Balian necromancer Xon, now a lich, controls the quickslavers. The exact nature of their relationship remains unclear.

Very recently, rumors of a powerful undead queen have surfaced. None of the janissaries sent were able to confirm or deny these rumors. In fact, none have returned.

THE FIRST ONES

Seeing their allies in the Brotherhood falter has forced the First Ones to send large amount of military assistance to Dwyer. This assistance, in the form of Scythian



soldiers, golems and other creatures, has allowed the Brotherhood to stabilize the front.

Oddly enough, the Imperial blockade has allowed the First Ones to reinforce Dwyer without alerting the imperial authorities. An Exodite general, Maruk Naal, leads the First Ones contingent. Under his leadership, the Brotherhood has managed to hold the Quickslavers at bay.

THELANDS

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Unthara is split into two separate regions. The northern part is a large island called Greater Unthara and the archipelagoes to the south called The Lesser Untharas.

Greater Unthara is covered with rolling hills covered with thick jungles, similar to the jungles of the Reis Confederaction. There are very few natural harbors around the island. The land is not suitable to agriculture even though the jungle is extremely thick. Very few people have escaped the quickslaver on Greater Unthara.

The Lesser Untharas are a series of islands of various sizes. On the largest island, stands the Brotherhood city of Dwyer. Dwyer maintains the traditions of the Brotherhood, but the power it enjoyed in the past centuries is broken. The Brotherhood numbers are dwindling to the point where it is willing to recruit any mercenary willing to run the blockade and support them.

SOCIALOVERVIEW

The people of Unthara are considered distant by the rest of Exodus. The events that rocked the rest of Exodus did not spill over to Unthara. Thus the Brotherhood was able to assert itself over all the islands.

In the last century and the arrival of the quickslavers, both the Brotherhood and the free Untharans now live a miserable existence hiding from everything and everyone around them.

The war against the Quickslavers is the Brotherhood's top priority. As such their normally barbarous and brutal regime is willing to accept anyone at face value. Thus unscrupulous mercenaries are given the most respect as their skills are highly valued.

CHARACTER OPTIONS

Characters from Unthara speak Common. Natives not under Brotherhood rule are barbarians and druids.

Untharans born under the Brotherhood are usually barbarians, clerics or fighters,

Untharan charaters treat any weapon with the name "Untharan" as a martial weapon. All are proficient with the dagger, club and shortspears.

ADVENTURE LOCATIONS

In the jungles outside of Caieta is the Temple of the Quickslavers. This "temple" was built around the meteor that fell in 61AU. It is now where Xon the necromancer rules the quickslavers.

The Brotherhood city of Dwyer is an armed camp filled with evil zealots. Because of its isolation due to the blockade, the Brotherhood deals with anyone who can fight the quickslavers.

The Hellsgate is a deep cave found on a small island of The Lesser Untharas. The red stones hum with an odd feel whenever a living creature approaches. Any conjuration (summoning) spell cast within has its DC increased by 2 and is automatically extended (per the Extend Spell feat). The Brotherhood defends this place against anything that comes nearby. Many demons patrol the surrounding area.

UNIQUE DANGERS QUICKSLAVER DISEASE

Although not a true disease, a quickslaver infestation behaves like one. Attempts to cure a quickslaver infestation can be made until the target dies, at which point the quickslaver infestation replaces all the target's internal organs.

P太GE 64

QUICKSŁŻVER DISEŻSE

Type ContactSave Fortitude DC 18Onset: 1 hourFrequency 1/dayEffect 1d8 Con damageCure 2 consecutive saves

Small silvery marks appear just below the skin. When a carrier has lost half its Constitution – or more – to the disease, he gains 25% immunity to critical hits and precision-based damage.

PLOT HOOKS

In a remote area of Unthara, the PCs learn of a Khaynite artifact. The Imperial Senate needs to recover it to prevent Xon from using it.

The Imperial Senate sends a group of undercover adventurers to spy on the Brotherhood and determine their current numbers and activity.

IMPORTANT NPCS

GARANKU Male khymerion, Head Priest of Khayne

Garanku is the latest in a long series of brutal head priests of Khayne who took power in a bloody coup. Garanku has increased the number of extraplanar creatures in the Brotherhood armies. Garanku is always surrounded by two succubi.

MERCY OF NYSSX Female Human undead, Queen-consort to Xon

The body of the former Empress of the Caneus Empire was stolen by Xon prior to her burial. The necromancer had fallen madly in love with her. When he learned of her death, he snatched her body in the night and brought her back to Unthara where he used his darkest, most powerful magic to turn her into a unique undead creature.

Mercy is no longer the kind, caring woman she once was. She is now a dark, evil, scheming, undead monstrosity who thinks only of herself. Though she recognizes Xon as her lord and master, she resents the feeling of being a toy in his hands. She reserves a special hatred for her brother and sisters, but also for her former betrothed, the khagan of the Dominion.

NXXL, MXRUK

Male Exodite, General of the First One forces in Dwyer

Maruk Naal's life is typical of many Exodites. He spends his life seeking to become the best warrior in the Naal dojo. Twenty years ago, he travelled throughout mainland Exodus to discover more about the fighting techniques in use on Exodus.

When the First Ones decided to assist the Brotherhood, Maruk Naal volunteered for the job. Taking with him a number of Scythians and other expendables, the Exodite's role is to prevent the fall of Dwyer and to prevent the Nexus Gateway from falling into Xon's hands at all costs. With the help of a few Aneishi engineers, he rigged the Nexus Gateway with explosives, allowing him to destroy it with but a word.

His experience and Exodite dedication has made him the leader of the Brotherhood. His victories have greatly emboldened the beleaguered Brotherhood.

XON

Human Lich, Master of the Quickslaver

Xon was a necromancer in service to the Confederacy during the Twilight War. His methods revolted even the normally brutal Confederates. He would raise entire legion of undead horrors to increase the size of the Confederate forces. In 69BU, the generals turned on him and destroyed his army. Xon was killed. After the fight, his undead followers took his body away and raise him as a lich.

When the meteor fell on Unthara, Xon headed there. Being undead, he was immune to the quickslavers' infestations. Using his magic, he contacted the common consciousness and struck a deal with it. The two reached an unholy alliance. Together, they conquered Greater Unthara in less than a decade and have forced the Brotherhood back.

WATERWAYS OF EXODUS

CASIANSEA

The Casian Sea is a wicked body of water located between Gavea and mainland Exodus. Frequently depicted as a narrow sea on maps, the Casian Sea is actually wide and expansive. Given to frequent storms, the Casian Sea is rarely traversed as most sailors prefer to make the long detour through the much calmer Orin Sea to the north.

ORIN SEX

Located between Gavea, Unthara and the mainland, the Orin Sea is dotted with small islands, and reefs, requiring a knowledgeable crew to sail through. The weather here is much nicer and calmer than both of its neighbors, the Casian Sea and the Primax Sea. Because of this nicer weather, it is also the prime hunting ground for the pirates of the Brotherhood of Khayne. Still most sailors prefer to challenge the pirates than the rougher seas of the Casian and Primax.

PRIMAXSEA

Located between Unthara and the mainland, the Primax Sea is home to dragon turtles, sea serpents, skum and

many bands of Sahuagin. The weather is prone to unexplained storms and hail.

SAMETIAN SEA

East of Ablis and disappearing far over the horizon, this sea is said to never end. As no one ever traveled beyond and returned, few today have any interest in dispelling this story.

TYRANIUSSTRAIGHT

Located between Ablis and mainland Exodus, the Tyranius Straight is home to the strongest tides and currents in all of Exodus. It is patrolled by flying and sailing ships aimed at maintaining the Ablis quarantine. Anyone caught here is approached and escorted away. North and south of the straight is home to many tribes of merfolk and sahuagin.

UNNAMED DCEAN

West of Gavea and Unthara is the Unnamed Ocean – called that because no one could agree on its name as each nation has a separate name for it. Like the Sametian Sea, it is said to be endless. However, sailors' tales abound about rich islands beyond and so expeditions occasionally attempt to travel to the fabeled Islands of Silk and Iron.

BEYOND EXODUS

LANDSOFEXODUS

The following tales of lands beyond are mostly dismissed as fiction, fantasy or lies by most scholars. Nonetheless, occasional expeditions are mounted to explore one of these areas. Few of those expeditions ever return.

The rumored Islands of Silk and Iron are said to lay far off the coast of Gavea across the Unnamed Sea. Those sailors who have reported seing these islands were all said to be mad, but tales still remain of those mysterious islands.

North of Ablis, legend holds that an island city used to exist at the time of the fall of the First Ones' Empire. This island was one of arcane wonders where man ruled openly and defied the will of the First Ones. That is, until one day the gods punished them for their hubris and sunk the city beneath the waves, destroying it forever. Expeditions to search the depths have reported many sahuagin-infested ruins, but nothing of the size and scope described in the legends.

Far beyond the frozen wastes that lay south of the Dominion and the Protectorate, the Prymidians talk of warm forests and lands with great beasts and intelligents creatures the likes of which have never seen on Exodus.

BEVONDTHEINEXUS GATEWAYS

Beyond the Nexus Gateways lay a number of areas still unexplored.

One area that that has been improperly and incompletely explored is the First Ones' capital at Kayen'Te. It is believed to be located deep below the surface of Exodus, but no one can be sure. Since it is warded heavily by the First Ones, its location is unclear.

The Nexus Gateways are said to be linked through a focal point called Nexus Point Zero. The Church of Kaga and many scholars research it, trying to understand the vast magical energies that led to its creation.

OTHER PLANES

The abyss, astral, ethereal, shadow, and elemental planes are well-known by the scholars of Exodus. Most scholars disdain and dislike traveling there because the First Ones have traveled there before and established alliances with outsider lords. Most Exodans consider these areas to be dangerous at best.

OTHER MATERIAL PLANES

Other planes can be reached through the outer planes, Nexus Gateways or a variety of mishaps.

The Khymerions have an enduring legend that a number of them were lost in a vast whirlpool of chaotic energy and that a whole city disappeared. They talk of another place called Abaddon – different from the lands of the Arman Protectorate – that was lost to an undead plague of massive proportions. For more information on that place, see the Obsidian Twilight Campaign Setting.

Travelers from other planes occasionally emerge from the Nexus Gateways, telling of legends of other lands, cities and people. The Church of Kaga is particularly interested in such tales.





Creatures of myth, whispered in legend, lost in the mists of history – and now returned for reasons unknown to any but themselves. Such are the cavians, a race of humanoid rodents noted for their incredible psionic abilities.

The cavians were exiled from Exodus for nearly three hundred years, and their unexplained return has made more than a few other races extremely nervous.

Fear of cavians comes naturally to those without psionic gifts, for these rat-folk can 'see' thoughts and emotions the way most humanoids can see color. Worse, most cavians are scions of a racial hive mind, a collective intelligence of phenomenal power.

Personality: Cavians communicate among themselves telepathically without the drawbacks and benefits of individual sentience. When they speak to creatures outside their hive mind, they often come across as shockingly blunt. The concept of the polite lie is alien to a cavian, and he always looks at a situation with cold logic. Even severed cavians who have lost access to the hive mind generally retain these traits.

Physical Description: Cavians resemble humanoid rats. Their slim bodies are covered by a coat of short fur, which grows longer with age. Cavian coats come in many different colors and patterns, with black, light brown and gray predominating. The creatures' eyes are similarly varied, although more are dark than not. Albino cavians, with pure white fur and pink eyes, are more common than in most races.

Relations: As powerful as the cavian hive mind is and as formidable as many individual cavians are, neither could hope to live up to their reputations. Most people believe cavians can peer into their minds and delve into their deepest secrets without even trying, and control those minds with only a little more effort. Even powerful empires tread lightly around the hive mind's goals. Severed cavians are just as feared by commoners, but powerful organizations prize them as spies. These cavians, many of whom feel a terrible emptiness due to their severance, often accept any task in return for a sense of belonging.

Alignment: The cavian hive mind is Lawful Neutral; all non-severed cavians share its alignment. Severed cavians generally start Lawful Neutral, but may quickly adopt other alignments as their individual personalities assert themselves.

Cavian Lands: No one outside the cavian race knows where the creatures originally came from. Today, they can be found all over Exodus. They seem to prefer urban life and colonies can be found in any major city.

Religion: The cavians are short on religiosity and, unusual for a psionic race, mysticism. Their hive mind is a sort of synthetic god unto itself. Severed cavians have no cultural grounding in religion and either avoid it as incomprehensibly alien or blindly surrender in a desperate search for belonging.



CAVIAN RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Str: Cavians are physically weak but possessed of strong, organized minds.

Medium: As Medium creatures, cavians have no special bonuses or penalties due to size.

Normal Speed: Cavian base land speed is 30 ft.

Bite: Cavians have a natural bite attack that deals 1d4 points of damage. It can be used as a secondary attack.

Alien Aura: Animals dislike cavians. Animals within 10 feet of a cavian with this racial trait must make a Will save (DC 10 + half the Cavian's level + Charisma modifier) or become shaken. Animals with more hit dice than the cavian are immune to this effect. This is a mind-affecting fear effect.

Hive Mind (Su): The cavian is part of the hive mind. A Cavian gains a +2 racial bonus on all Knowledge checks from the hive mind's ambient knowledge. This does not allow a Cavian to make untrained Knowledge checks. The cavian's connection with the hive mind sometimes interrupts his normal train of thought; he suffers a -1 penalty on Bluff, Diplomacy and Sense Motive checks against creatures outside the cavian hive mind.

Thoughtsense (Sp): A cavian can sense the thoughts of nearby creatures. A cavian is treated as though under the constant effects of a detect thoughts spell (1st round effect) with a caster level equal to his level with a range of 20 feet. The cavian can suppress (and re-activate) this ability as a standard action. As a standard action the Cavian can focus on thoughts in the area to gain the 2nd round effect of detect thoughts for 1 round.

Languages: Cavians begin play speaking Cavian and Common. Cavians with a high Intelligence score can choose from the following: Giant, Goblin, Infernal and Caliban.

ALTERNATE RACIAL TRAITS

A more psionically-focused Cavian can be found in the *NeoExodus Chronicles: Psionic Cavian book*.

The following racial traits are available to cavians to replace the standard cavian racial traits.

Collective Power: A cavian with this racial trait (who also possesses the hive mind racial trait) can temporarily gain access to a power he otherwise would not know. The cavian can take 10 on any skill check, even if he could not normally do so. The cavian can use this ability once per hour. This ability replaces thoughtsense.

Independent: The cavian with this trait gains a +4 bonus on saves against spells of the enchantment school and mind-affecting effects. The cavian suffers a -2 penalty on all Knowledge skill checks, but gains a +2 bonus on all Bluff, Craft, and Perform checks. This ability replaces hive mind and thoughtsense.

Seeds of Clairvoyance (Ex and Sp): Cavians with this ability are ideal infiltrators, able to see and hear through the eyes of those they infect with this disease. Cavian can infect a target on a successful bite. The DC is 10 + half character's level + Charisma modifier. A cavian can attempt to infect a number of targets equal to his Wisdom modifier (minimum 1). A cavian knows if a target is infected. The seeds are neither a disease nor a poison, but are affected by resistance to either. Resistance to disease or poison applies to the seeds. Those immune to either or both are immune to the seeds.

Once per day, a Cavian may cast the *clairvoyance/clairaudience* spell as a spell-like ability using his level as the caster level. This only works on targets infected by Seeds of Clairvoyance.

While a cavian is using this ability, the target's eyes glow with a faint blue light that is undetectable in bright or normal light but is clearly visible in dim light or darkness. This ability replaces Alien Aura.

SEEDS OF CLAIRVOYANCE

Type injury; Save Fortitude DC see above

Onset 1 hour; Frequency 1/day;

Effect target is implanted with seeds; Cure 1 save.

Language: All cavians speak common and their native tongue; the existence of the latter seems to point toward a pre-collective past for the race. Among themselves, cavians prefer to communicate telepathically.

Names: Cavians have no need for individual designations within the hive mind. Severed cavians, and those who deal with outsiders, find it convenient to

adopt names derived from their language. As with that language, their tradition of clan and personal names seems to point to a pre-collective past. Whether the cavians actually retain knowledge of their former clans or simply adopt these names out of preference, perhaps even they do not know.



Clan Name: Adsila, Awenasa, Galilahi, Salali, Taysnita, Zitkata.

Male Names: Chepi, Eyota, Hurit, Izusa, Kanti, Niljon, Pauwau, Tahki.

Female Names: Alawa, Hausis, Keegsquaw, Numees, Onawa, Sinopa, Sokanon, Yepa.

Adventurers: Most cavian 'adventurers' are simply specialized agents of the hive mind, seeking knowledge and power for the collective advancement of their people. Severed cavians who take up the adventuring life do so for the same reasons as members of any other race.

CYNEAN

Crystalline scholars of all things arcane, the cyneans are as mighty in mind as in body. While the psionically inclined might expect the cyneans to share their tendencies, these beings of living crystal are masters of magic, not mentalism. On Exodus, which is both their home and their only known haunt, they can ever be found seeking some mystical secret or long-lost spell.

Personality: The iconic cynean is as stoic and sedate as the rock crystal he so resembles. As a rule, these creatures are honorable and thoughtful. They are as slow to trust as to anger, though members of other races have come to trust in them. A cynean's only passion is magic - and in this alone, he can be as fervent as the most fanatical human ideologue. Cyneans are often misunderstood by other races, who read either dullness or tranquility into their slow, deliberate way of thinking and their quiet nature. In fact, most cyneans are constantly thinking, their crystalline minds leaping from one thought to the next at great speed; they simply prefer not to articulate their thoughts and feelings until they've finished mulling them over internally.

Physical Description: Cyneans are orc-sized blocks of roughly humanoid crystal. A cynean is nearly as wide as tall, and many who do not know of this race mistakenly believe them a species of indomitable warriors. Despite the oddities of his appearance, a cynean is actu-

ally a living creature, not a construct or an elemental. In youth, a cynean's body, which may be any color from rose quartz to jade, is light and almost entirely transparent. As the creature ages, his crystalline skin darkens and becomes more opaque; an ancient cynean may be black as night and entirely solid to the eye.

Relations: Cyneans receive the respect - and occasionally fear - of the other races of Exodus. Known for their immense magical abilities, they are often sought out by spellcasters - particularly wizards - hoping to expand their mystical knowledge. Cyneans respect casters of all

CYNEAN RACIAL TRAITS

+2 Strength, +2 Intelligence or Charisma, -2 Dexterity: Cyneans are extremely strong and sharp of mind, but their hard exteriors make them less agile than most.

Medium: As Medium creatures, cyneans have no special bonuses or penalties due to size, but they are possessed of an unusual body shape.

Normal Speed: Cynean base land speed is 30 ft.

Crystal Skin: A cynean's hard crystaline skin grants it a +3 natural armor bonus to AC. The cellular structure of a cynean's body is particularly vulnerable to force and sonic damage. The cynean automatically fails any save from an effect with the force descriptor. A cynean is vulnerable to sonic energy, taking half again as much damage (+50%) from sonic energy, regardless of whether a saving throw is allowed or if the save is a success or failure.

Mystic Body (Su): Some cyneans learn to manipulate the energies that course through their bodies to further protect them from harm. A cynean with this trait adds a deflection bonus to AC equal to his Intelligence modifier.

Unusual build: Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result, cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

Languages: Cyneans begin play knowing Cynean and Common. Cyneans with high Intelligence scores can choose from the following: Abyssal, Celestial, Draconic, Giant, Elven, or Terran.

ALTERNATE RACIAL TRAITS

The following racial traits are available to cyneans to replace the standard cynean racial traits.

Arcane Body: A cynean can use the magical power contained in his body to fuel a metamagic spell. Once per day he can spontaneously cast metamagic spells at their normal casting times. This ability replaces mystic body.

Cynean Magic: Some cyneans manipulate their ambient energies to become potent conjurers. Cyneans add +1 to the DC of any saving throws against conjuration spells that they cast. Cyneans with a Charisma of 11 or higher also gain the following spell-like abilities: 1/ day—dancing lights, acid splash, and unseen servant. The caster level for these effects is equal to the cynean's level. The DC for these spells is equal to 10 + the spell's level + the cynean's Charisma modifier. This ability replaces arcane body.

races; those who lack magical abilities, they treat with a kind of polite pity, as a human might a pauper or a cripple. Because cyneans speak slowly and think things through thoroughly, they can grate on the nerves of those who prefer to think on their feet.

Alignment: Cyneans often appear lawful to outsiders because the passions that rule them are quite alien, but in their own way they are creatures of instinct and obsession. Most cyneans are split evenly between chaos, neutrality and good. Few cyneans are lawful and fewer still are evil.

Cynean Lands: Cyneans originated in Gavea but the majority of them have migrated to Koryth and the rest to the other highly populated areas of Abaddon, Cordel, Nas and Sametia in Exodus. Some of the braver cyneans have even set up small outposts on the lands of Unthara.

Religion: Cyneans believe their arcane studies have unearthed underlying principles agreed upon by most of the major religions of Exodus, and it is to these core principles they address their devotion. Cyneans believe in "life energy" permeating the planet and hope to see it increased; powers that destroy this "life energy," such as undeath, are anathema to them.

Language: Cyneans speak their own language, a slow but methodical and highly detailed tongue, and common.

Names: Cyneans use different names for different purposes. A cynean has a version of his family name, which is usually taken from an honored forefather; this is his name as far as outsiders are concerned. He also has a personal name, often a diminutive of his family name, which he uses only with the closest friends and relatives.

Male Names: Axo-Sal, Dema-Ma, Gals-Pa, Has-Ona, Kas-Bi, Xan-Ti, Yav-Ma.

Female Names: Boasx, Iska, Joia, Kaxis, Maqia, Qan.

Adventurers: A cynean adventures to acquire the magical knowledge so craved by his race. Many cyneans live a life others would describe as adventurous. To a cynean, battling eldritch horrors, unearthing unimaginable secrets and wrestling with the fundamental forces of the universe is simply 'field research.'


Dalrean are a race of sentient, mobile plants. If a treant is a thinking tree, a dalrean is a thinking flower, and indeed, the spellcasters of this race are noted for their astonishing floral 'spellbuds.' Dalrean, who live exceedingly long lives, are closely tied to the natural cycles of Exodus.

Personality: Dalrean are extremely social creatures, with a culture rooted in constant spore communication. A dalrean patch is invariably tranquil and united and under normal circumstances, individuals within it are likewise the most calm and sociable of creatures. A dalrean separated from the society of its kind becomes morose and nervous, and a dalrean deprived of even the substitute company of other intelligent creatures may become severely, even dangerously, unbalanced.

Physical Description: Dalrean are blueish-greenishskinned, eyeless humanoids, slightly less than 6 ft. in height, with a 'fin' running from the top of the head to the small of the back. Some observers erroneously conclude from this that they are an offshoot of aquatic humans or elves from the deepest oceans. Beneath its relatively conventional exterior, a dalrean's physiology is quite unique. Dalrean are actually plants, reproducing via seeds and deriving sustenance from photosynthesis. A dalrean possesses floral equivalents to the muscles and skin of most fauna, but these are little more than camouflage; its physical workings operate under entirely different principles. This difference is more obvious in the case of a dalrean spellcaster when the creature generates brilliant flowers called spellbuds on its body.

Relations: Because dalrean custom and psychology are so alien, and their homes so isolated, other races have little contact with these intelligent plants. Humanoids tend to see dalreans as a sort of bogeyman, equally capable of calm beneficence and unfeeling cruelty and switching from one to the other for reasons that would seem trivial to a creature of animal ancestry. For their part, the dalrean are mostly tolerant of their animalistic neighbors. If a dalrean patch's customs are violated, however, they will neither forget nor forgive. Yet, because dalrean operate on a different timescale than most creatures, their vengeance may come countless centuries after an offender has died of natural causes, and the dalrean will scarcely know the difference.

Alignment: The vast majority of dalrean are true neutral as far as outsiders are concerned. The majority of excep-

tions appear to be Lawful Neutral or Neutral Good. Dalrean do not experience enough internal strife to make such distinctions; they are almost universally 'good' to their own patch and disinterested in the wider world, including dalrean of other patches.

Dalrean Lands: Dalrean occupy the deepest wildernesses of Exodus, from deserts to jungles, although they do favor warm lands over cold. Each dalrean patch is a nation unto itself, unable to comprehend such notions as politics or loyalty to creatures outside spore communication. Sages debate the origins of the dalrean race, proposing as wildly diverse suggestions as Bal, Sametia and even Ablis.

STEELE

DALREAN RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Intelligence: Dalrean are resilient and sociable, but somewhat dim-witted.

Medium: As Medium creatures, dalreans have no special bonuses or penalties due to size.

Slower Speed: Dalrean base land speed is 20 ft.

Humanoid Plant: Dralnean are unique creatures, possessing traits of both humanoids and plants. A dalrean is treated as both humanoid and plant for the purposes of effects that target a specific type of creature. Unlike most plants, a dalrean is not immune to poison, paralysis, or stunning, but they are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Bioluminescence: At will, a dalrean can cause any part of his body to glow, giving off light as a torch.

Darkvision: Dalrean can see in the dark up to 60 feet.

Stability: Dalrean receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Sunlight Sustenance: A dalrean does not eat food, but must consume water like all living things. As long as it receives at least six hours of sunlight per day, a dalrean requires only ¹/₄ the water a normal humanoid would. A dalrean deprived of adequate sunlight for more than two days at a time becomes fatigued until it gets at least six hours of sunlight. If it does not get sunlight for more than a week, it becomes exhausted until it gets at least six hours of sunlight. A one hour exposure to a daylight spell will fulfill a dalrean's daily needs.

Temperature Vulnerability: A dalrean has trouble regulating its body temperature. Dalrean have a -4 penalty to Fortitude saves made against environmental effects.

Wildkin: A dalrean has a +2 racial bonus on Survival checks.

Languages: Dalrean begin play speaking Common. Dalrean with a high Intelligence can choose from the following: Aquan, Caliban and Sylvan.

ALTERNATE RACIAL TRAITS

The following racial traits are available to dalrean to replace the standard dalrean racial traits.

Photosynthetic Regrowth: A dalrean with this racial trait recovers lost hit points every hour rather than every day as long as it remains in direct sunlight for the entire hour. This ability replaces wildkin and stability.

Pithy Toughness: Dalrean with this racial trait gain Toughness as a bonus feat. This ability replaces wildkin and stability.

Thorns (Ex): Thorny spikes protrude from the dalrean's body and joints, giving the dalrean a jagged profile and making him dangerous to grapple. A dalrean with this racial trait is considered to have armor spikes, even while wearing armor. Wearing actual armor spikes provides no additional benefit, though the dalrean may choose to use armor spikes instead of his thorns. This ability replaces stability.

Wildkindred: A dalrean with this racial trait can cast speak with plants once per day as a spell-like ability using his level as caster level. This ability replaces wildkin.

Religion: Dalrean psychology is unable to grasp the concept of a being "outside" the network of life, such as a god. Most dalrean patches subscribe to a belief in a universal interconnectedness that mimics, on a larger scale, the close connection the members of the patch experience among themselves, but beyond this nebulous concept, 'divinity' is outside the dalrean experience.

Language: Dalrean normally do not speak. They do have the ability to speak as normal humanoids, however they will often communicate by modulating their communications spores to elicit complex and tailored emotional responses; a humanoid "speaking" with a dalrean believes he is hearing the creature, or at least experiencing its thoughts telepathically, when his actual reactions are physiological. Dalrean can understand languages normally.

Names: Dalrean do not have names within their patches; such divisions make little sense to them. A dalrean forced to deal with "meat" races will adopt a nickname in the local language, usually one relating to plant life or nature.

Adventurers: At intervals known only to the dalrean, individuals will leave a patch and scatter like seeds in the wind. These wandering dalrean have trouble expressing their motives to animal-based intelligence; the best they can manage is to call their journey "spreading the oneness." Other dalrean are forced into a life of adventure when misfortune befalls their patch.



The most primal and barbaric of the savage humanoids have nothing on the enuka. Enuka are ferocious creatures of the wild lands, animalistic predators blessed with humanoid form and intelligence. This combination has not softened their instincts for battle and the hunt, but it has given them a fatalistic warrior culture well suited to their savage natures.

Personality: Most enuka are fierce, dour creatures, observing the world through the lens of predator and prey and seeing themselves at the top of the food chain. They are capable of surprising kindness and mirth toward their own and shocking brutality to rivals. An enuka does not understand concepts such as mercy or pity, but nor is he actively cruel; he kills for food, honor, or to send a message, not with the relish of the sadist but with the terrifying practicality of nature.

Physical Description: Enuka are massively built humanoids, covered in thick, tough fur and with animalistic features. Only their apish faces are bare. Curling, ramlike horns sprout from males' heads. In addition, individual enuka have greatly varying features, as though the entire race were a sort of testing ground for savage gods. Powerful claws, armored exoskeletons and even gills are not unknown among the enuka.

Relations: Other races are wary of the enuka and with good reason. Enuka are fiercely territorial. Most tribes are willing to allow passage for hunting, other resource gathering, or even to trade – provided the outsider comes openly to the enuka and asks them for these boons. In enuka territory, it is difficult to ask permission, but impossible to ask forgiveness. Anyone who, through ignorance or malice, fails to appeal to the creatures before entering what they consider their lands faces only death. Enuka abroad are rare, but when they travel



ENUKA RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Charisma, -4 Intelligence: Enuka are neither smart nor personable, but they are prodigiously strong and resilient.

Medium: As Medium creatures, Enuka have no special bonuses or penalties due to size.

Normal Speed: Enuka base land speed is 30 ft.

Low-light vision: Enukas can see twice as far as humans in conditions of dim light.

Languages: Enuka begin play speaking Enuka and Common. An enuka with a high Intelligence can choose from the following: Giant, Gnoll or Caliban.

Mutations: For creatures so high on the scale of life, Enukas are remarkably protean. An Enuka character begins play with two mutations, chosen from the list of mutations presented below.

- Acid Spray: The enuka possesses highly corrosive spittle which he can launch at nearby opponents. As a standard action, the enuka can spit acid in a 10-ft. line. The spray deals 1d6 points of acid damage; creatures affected by the spray can attempt a Reflex save for half damage (DC 10 + half the enuka's level + the enuka's Constitution modifier). The enuka is immune to his own acid spray but not to that of other enuka. The enuka can use this ability once per hour.
- **Blinding Spit:**The enuka's spittle can cloud the eyes of his enemies. As a standard action, the Enuka can spit this blinding substance as a ranged touch attack against a target within 20 feet. The target must make a Reflex save (DC 10 + half the enuka's level + the enuka's Constitution modifier) or be blinded for 1 round. An enuka that also has the acid spray mutation can combine the two in a single attack, expending a use of both. The enuka is immune to his own blinding spit, but not to that of other enuka. The enuka can use this ability once per hour.
- **Blubber:** Enuka with this mutation are very nearly grotesquely fat. They are extremely well-suited to cold conditions and have Cold Resistance equal to their Constitution modifier. However, an Enuka with this trait suffers a -1 racial penalty to all Charisma-based checks.
- **Claws:** The enuka gains two claw natural attacks that inflict 1d4 damage on a successful hit. He can attack with both claws as primary natural weapons, or with one claw as a secondary attack. The enuka suffers a -2 penalty on Dex-based skills requiring fine manipulation, such as Disable Device and Sleight of Hand.
- **Climbing Spurs:** The enuka's feet and hands are equipped with piton-like spurs. The enuka has a Climb speed equal to half his base land speed.
- **Exoskeleton:** The enuka's body is covered with a hard, resilient carapace. This grants him a natural armor bonus of +2. Enuka with this mutation must pay double for manufactured armor.
- **Fangs:** The enuka gains a bite natural attack that inflicts 1d6 damage on a successful hit. He can attack with his fangs as a primary natural attack or as a secondary attack (at -5) while wielding a manufactured weapon. An enuka with the blinding spittle or acid spray can trigger either of those abilities as a swift action on a successful bite attack.
- **Gills:** The Enuka can breathe water as well as air. A gilled enuka can remain underwater indefinitely and gets a +2 racial bonus on Fortitude saves against inhaled or ingested poisons.
- **Greasy Fur:** The Enuka has thick greasy fur, protecting him against acid damage. He gains Acid Resistance equal to his Constitution modifier. However, the Enuka suffers a -1 racial penalty to all Charisma-based checks.
- Horns: The Enuka sports large, heavy horns. The horns are secondary natural weapons doing 1d4 points of piercing damage.
- Keen Nose: The enuka's senses are honed to a razor edge, granting him the scent ability.
- Long Tongue: The enuka's tongue is exceptionally long and powerful, and secretes a stick substance. The enuka can use its tongue to make touch attacks with a reach of 10 feet.
- **Massive:** The Enuka is more massive than other medium creatures, standing over seven feet tall. The enuka may use weapon up to one size larger that it without penalty. The Enuka counts as being one size larger when calculating CMB and CMD.
- **Musk:** The Enuka produces a powerful scent that terrifies other creatures. The Enuka adds his Constitution modifiers to Intimidate checks.

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NEDEXODUS: & HOUSE DIVIDED C&MPAIGN SETTING

ENUKA RACIAL TRAITS (CONT'D)

- **Prehensile Tail:** The enuka's tail can manipulate objects, including weapons. An enuka with a prehensile tail can use it to hold a secondary weapon or other object, just as though using its off hand. This does not grant the enuka additional attacks, merely an additional appendance.
- Quadruped Locomotion: The Enuka is able to drop down onto all fours and move at a higher speed. When using the run action, an Enuka counts as having a base speed of 10 feet higher than normal.
- Quills: The enuka can launch sharp quills from his body. As a standard action, the enuka can loose a volley of quills at a single creature within 30 ft, with no range increment. The enuka must succeed at a ranged attack against the target. If successful, he deals 1d8 points of piercing damage. An enuka can use this ability once per hour.
- **Thick Hide:** An Enuka with the thick hide mutation is able to shrug off some of the damage taken. An Enuka with this ability gain DR 1/-. This damage reduction stacks with damage reduction from other sources such as the barbarian class ability.
- Webbed Feet: The enuka's feet and hands have thick webbing that helps him move in water. An enuka with webbed feet gains a Swim speed equal to his base land speed.

they are at turns mystified and disgusted by the civilized world.

Alignment: Most enuka are True Neutral, Chaotic Neutral or Chaotic Evil. Few are lawful.

Enuka Lands: Enuka dwell in the remote wilderness of Exodus. Most inhabit the undeveloped lands of Koryth, as far from cities and farms as they can get - or perhaps the citizens and farmers settled far from them.

Religion: Enuka are fatalistic regarding life and death. They acknowledge no higher power than the greatest predator, no life beyond the short, passionate existence on the mortal plane. While this nihilism would crush most other races, the enuka hardly seem to care.

Language: Enukas speak their own tongue. Those who leave their tribes or deal with outsiders also speak Common. Occasionally, enuka learn the tongues of giants or other savage humanoids.

Names: Enuka names are descriptive, and they prefer to have outsiders address them by the meaning rather than the sound. When in foreign lands, an enuka translates its name into the local language. Enuka may go through several names as they achieve new heights of prowess: Lizard-Leaper as a child, Elk-Gnasher as a hunter, Troll-Killer after a victory in battle, and so on.

Adventurers: Enukas are well suited to a life of adventure. If choice or circumstance pushes an enuka from his tribe, he will often gravitate toward adventuring circles, finding in the life-and-death play of sword and claw the closest analogue to his life in the wilderness.



The gevet – or tiefling – hail from deepest reaches of the Burning Lands in the Dominion. The gevet claim to be the first to have mastered magic and that it is their descendants that ruled the lands as the first khans. Such a claim is rejected by the Dominion authorities.

The gevet are human - or at least partially human - and part fiend. In ancient times it is believed that creatures from the lower planes were summoned and bred with the local populace. Though it is generally agreed that the First Ones were responsible for this breeding program, the gevet maintain they were the ones who encouraged this breeding.

Personality: The gevet are distant, aloof, reclusive, insulary and devious. Most gevet have a morbid fascination with death. They place great importance on their family and family ties. They consider females to be sacred vessels and blessed of the gevet. Gevets enjoy their freedom above all else.

Physical Description: Gevet tend to be smaller than humans, with flat faces that make them look exotic to other races. Their eyes are their most striking feature – a mottled sclera, a thin golden iris and five-lobed pupil. All gevet sport horns on their forehead. These horns grow throughout the gevet's life and the elders sport massive horns. Hair is generally jet black or red. Skin is generally gold-tinted through pale white.

Relations: Gevet are very family-oriented. Family ties are tighly held and controlled. The elder matriarch of a gevet family is its absolute ruler and mistress. Paternity is rarely known as females tend to be very promiscuous and sexually active. Women of great beauty are given greater respect and defference. Women taken or bought into the tribes are given greater defference. Males serve to fight and protect the tribe. Gevet have difficulty

understanding that other people do not share these views. Gevet families include many non-gevet females to keep the tribe prosperous and numerous.



Humans of Exodus are just like those found in the Pathfinder RPG Core Rulebook. All of the subtypes of humans found here share the same racial traits.

In addition to the ethnicities detailed below, a number of other, smaller groups exist. These groups are frequently splinter groups of those below or they came through the Nexus Gateways.

Gevet can freely cross-breed with humans, such union create either Humans or Gevets (50-50 chance). Humans born from Gevets are viewed with suspicion outside the Dominion. Within the Dominion, there is no such prejudice.

Alignment: Gevets are selfish and seek only to advance their own family's goals. This attitude makes them lean tend towards evil alignment. Good gevet are rare.

Gevet Lands: The gevet are nomads traveling the dunes of the Cordelian desert. They do not have lands of their own per se. The gevet consider the Dominion to belong to be their domain.

Religion: Gevet worship the Gevet Stone above all others. When not surrounded by other Gevet, they generally profess their belief in the Sanguine Lord. Whether this devotion is true is extremely unlikely.

Language: Gevet speak Qijomi as their first language. All gevet learn to speak Common from an early age. They add Abyssal, Ignan, Infernal and Terran to their list of bonus additional languages.

Names: Gevet always give the name of their family first, then their mother and finally their own unique name.

Family Names: All gevet claim descendance from one of the following families: Amne, Doroz or Varel. Variations, in the form of suffixes (-yata, -ina, -izia, -ara or -ala) are frequently used.

Male Names: Alned, Anatel, Jawal, Karem, Utam

Female Names: Awila, Fetema, Ofilia, Sara

Adventurers: Gevet become adventurers due to their love of freedom and a desire to see the world. Many are tasked by their mother or the matriarch of their tribe to complete a task. Every gevet dreams of returning home to his mother. Males tend to become rogues or rangers while female generally become clerics.

+2 to Dexterity, +2 to Intelligence, -2 to Wisdom: Gevet are bright and agile but have little empathy towards others.

Medium: As Medium creatures, gevet have no special bonuses or penalties due to size.

Normal Speed: Gevet base land speed is 30 ft.

Darkvision: Gevet have darkvision of 60 ft.

Outsider blood: Gevet count as both outsider (native) and human for any effect related to race.

Resistant to fire (Ex): Gevet gain fire resistance 5. This resistance stacks with any other form of fire resistance they may gain.

Healing Hands (Female only): Female gevet add one to their caster level for any cure spell they cast. If a character cannot cast cure spells, she gains no benefits from this ability.

Vicious (Male only): Male gevet count as having one additional rogue level when determining sneak attack damage. Thus a 4th level male gevet rogue would have +3d6 damage. A character that does not have sneak attack gains no benefits from this ability.

ARIDAN

The Arman people claim to come from the Island of Ablis, but have no clear proof because of the Imperial Alliance's quarantine of the island. Arman tend to be tall, loud and have black hair and blue to grey eyes. Armans can be found on the east coast of Exodus, and in larger numbers in the Arman Protectorate and Sametia.

Armans favor the barbarian, cleric, fighter, gunslinger, ranger and rogue classes. Neutral-based alignments are the norm. They favor Constitution, Dexterity or Strength for their racial bonus.

CARDUSIAN

The Cardosians are humans living in the Abaddon River Basin. They are most common in southern Sametia and northern Abaddon. The Cardosian have a strong cultural identity and they have resisted attempts at integration.

Cardosians have dark curly hair and dusky-colored skin.

Cardosians favor the cleric, fighter, monk, paladin, and wizard classes. They favor strongly lawful alignments. They favor Intelligence and Wisdom for their racial bonus.

CORDELIAN

Cordelian are humans living in the deserts of Cordel in the lands of the Dominion. Cordelians are said to descend from a mixture of Cardosian, Gevet and Sorceran stock. Cordelians nobles have a strong affinity for arcane magic, an affinity not share by most commoners. When this affinity is found in commoners it is frequently repressed.

Cordelians nobles favor arcane casters of all types. Commoners prefer spontaneous spellcasting classes such as bard, oracle, or sorcerer. Nobles rarely join religious groups, but commoners frequently become clerics or druids. Cordelians are frequently lawful-aligned, but they can be of any alignment. Cordelians favor Charisma and Constitution for their racial bonus.

KHYMERION

Khymerion come from Unthara and the Wyldlands of Bal. They have golden skin, almond-shaped eyes and prominent noses. Hair colors range from jet black to crimson red. Their eyes range the full spectrum of browns and reds.

Khymerions favor the barbarian, bard, druid, oracle, ranger, sorcerer, and witch classes. Chaotic alignments are most common. Rare is the Khymerion of lawful alignment.

NASIAN

Nasians are humans that come from Nas. They look very much like the Arman: tall with pale eyes, they often have blond hair. Their culture is much different than the Arman, but both groups consider the other a "cousin race".

Nasians favor classes that require dedication such as cavalier, cleric, fighter, monk, paladin and wizard over others. Martial classes are most common. Nasians have a strong lawful bend.

SAMETIAN

If there ever was a "mongrel" sub-race it would be the Sametian. Sametians were the name of a native group of people that inhabited Sametia during the empire of the First Ones. Ove time, they disappeared and were integrated into the racial group from the major nation that sought dominion over them. So they disappeared.

With the creation of the Janus Horde, the name returned. Sametian now means "a human from Sametia". These people are frequently pariahs and refugees, exiled from their homeland.

Sametians are very heterogenous and have hair color from blonde to black to brown to red. The easiest way to recognize a Sametian is by his accent.

OTHER ETHNIG GROUPS

Jao: The group comes from a mysterious island far off the western coasts of Gavea. More legends about them exist than proof of their existence or even sightings. They are said to have golden skin and hair made of living darkness. The few who claim to have met them are unreliable and most likely lying.

Sametian: The original Sametians have been integrated into other groups and their culture has disappeared, leaving only ruins.

Sorceran: Sorcerans were a race or humans that rose to power in Abaddon, created the Kaga and created the empire of the Sorcerer-Kings. Proud and able to command powerful magics, Sorcerans were conquered and then fully integrated into Arman society. Sorcerans were fair skinned with light brown hair.

KALISAN (CIVILIZED CALIBAN)

Calibans are pale-white humanoid creatures native to the north of Exodus. Over time, many calibans have migrated to other parts and are now found in almost every parts of Exodus. Calibans have a well-deserved reputation for cannibalism and savagery. Kalisans are the most civilized of their race and are indistinguishable physically from their feral caliban cousins, although calibans can distinguish one another.

Calibans tend to be much more feral and are less suited to be player characters. However the Kalisans are welladapted.

Personality: Kalisans tend to be quiet and reserved, usually saying very little. That is until they unleash their savage warcries and charge the enemy. Calibans are filled with an inner rage that makes them ready for war. To that end, most of them avoid cities and large civilian populations.

Physical Description: Kalisans and calibans have white skin and dark colored eyes. Their skin is scarred and hardened by the many fights they had in their youth.

The more scarred an individual is, the more respect he gathers from his tribe.

Relations: Kalisans form temporary alliances with the people they cannot conquer or dominate. These alliances are always short-lived as the kalisans either move

KALISAN RACIAL TRAITS

+2 Strength, +2 Dexterity, -2 Intelligence: Kalisans are strong and agile, but are dull and slow.

Medium: As Medium creatures, Kalisans have no special bonuses or penalties due to size.

Normal Speed: Kalisans base land speed is 30 ft.

Caliban blooded: Kalisans are calibans for any effect related to race.

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.

Kalisan's Endurance: Kalisans gain Endurance as a bonus feat. If a Kalisan gains that feat again, the bonuses stack. This ability explains the Kalisans' ability to travel great distances and thus earn their name.

Weapon Familiarity: Kalisans are always proficient with greataxes and falchions, and treat any weapon with the word "Kalisan" in its name as a martial weapon.

Languages: Kalisans begin play speaking Balite (which they call Caliban) and Common. Kalisans with a high Intelligence score can choose from the following: Enuka, Giant, or Sylvan.

ALTERNATIVE RACIAL TRAITS

"Feral" Calibans can be found in *Enemies of NeoExodus: The Calibans*.

on or attempt to conquer and dominate those around them.

Alignment: Most kalisans are Chaotic Neutral in alignment. This makes them unreliable unless forced into helping. Kalisans can be of any alignment, but lawful alignments are rare.

Kalisan Lands: As their names implies, Kalisans travel most of their lives in search of easy pickings. When they do, they establish themselves in these areas. Kalisan is the only race not to have a single senator in the Imperial Alliance Senate. This is due to the Kalisans' lack of respect for centralized government.

Religion: Kalisans are strongly shamanistic, worshipping destructive spirits. However, Kalisans have gathered a great respect for the Sametian Cult of the Dragon. The idea that the destructive elements of nature must be conquered calls to the kalisans' natural instincts. Calibans are not very religious as a whole.

Language: All calibans begin play speak Caliban and Common. Caliban and Balite are the same language, making the caliban tongue a common tongue of the Reis Confederacy. This is not exactly true, but speakers of both languages understand each other.

Names: Kalisans have a complex naming convention that includes the name of both their parents' names and a unique name. The order in which they are given depends on the prestige of each parent at the time of the kalisan's birth.

Male Names: Bredj, Gark, Kloorg, Rok, Tlaklan, Zoorfurg

Female Names: Akarma, Huelta, Karatel, Koorka, Teltana.

Adventurers: Kalisans frequently become adventurers because of a desire to understand other races. Scholars believe calibans do so to better understand and dominate those around them.

PRYMIDIAN

Prymidians are regal, red-skinned humanoids. Their stately demeanor and formidable build impress other races and their learning follows suit. The prymidians are a communication and language-inclined race, dedicated to scientific reason, research, expansion of knowledge and discovery. Their culture seeks to know all there is to know in Exodus, and to communicate that knowledge to others. None know better than the prymidians that knowledge truly is power.

Personality: Although prymidians pride themselves on logic, communication and reason, they rarely fit the stereotype of the shy scholar. The typical prymidian possesses a forceful, even arrogant, personality. A prymidian's knowledge of communication and language is unequal to any. Prymidian skills in the area of communication and language are so extraordinary; they have found ways for it to effect and manipulate eldritch and arcane magic at a basic level. A prymidian is contentious, skeptical, always questioning and probing the opinions and thoughts of those around him and arguing with anyone who disagrees. Prymidians strive to be objective and insist that argument is merely the crucible in which understanding forms, and certainly many of them hold to this ideal. To a prymidian, one who grasps

the truth is truly wealthy; generous prymidians seek to increase the understanding of all and communicate that knowledge and information to others, while greedy members of the race hoard knowledge and lost languages or even attempt to impose a false truth, whatever it might be, on reality.

Physical Description: Prymidians are tall, lithely built humanoids with rich red skin, ranging from smoldering near-ebon to bright crimson. They are taller and heavier than humans on average, their bones and muscles denser. Most prymidians have silver or white hair; the rare dark-haired examples of the race are often looked upon with suspicion by their colleagues. Roughly one in a thousand prymidians has a most unusual feature physical feature, a throwback to their ancestral nature. These prymidians have long, rubbery tentacles beneath the skin of each of their arms. A prymidian with this physical feature can extend these tentacles to manipulate or strike objects at a surprising distance.

Relations: At best, prymidians look upon other races with pity. At worst, they hold the other inhabitants of Exodus in contempt. All consider their race a small flame of enlightenment in a benighted, even savage world. Most humanoids look up to prymidians for their learning and regal bearing, but the scholars of other races have come to resent the prymidians' dominance and predominance.

Alignment: The typical prymidian is true neutral, unconcerned with morality and torn between his creative and passionate side and his reason. Virtually no prymidian gives in to chaos, though, while many hone themselves to their concept of law. Prymidian arrogance sometimes leads to outright evil, but most reject extremes of morality.

Prymidian Lands: Prymidians are relative newcomers to Exodus. If they possess a homeland of their own, it apparently lies on another world or plane of existence. On Exodus, they primarily make their homes in the Arman Protectorate and the Dominion, but few prymidians gather in one place for long. They are usually encountered in small scholarly groups, and even these are nomadic as they scour the world for new tidbits of information to shed light on the universe.

Religion: To a prymidian, religion is a subject of logical consideration like any other. Virtually all prymidians reject the multitudinous deities worshipped by

+2 to Charisma, +2 Constitution, -2 to Wisdom: Prymidians are famous for their personability, but somewhat close-minded.

Medium: As Medium creatures, prymidians have no special bonuses or penalties due to size.

Normal Speed: Prymidian base land speed is 30 ft.

Arcane Polyglot: Prymidians can speak and understand the language of any intelligent creature they encounter, whether it is a racial tongue or a regional dialect. In addition, a prymidian can cast read magic at will as a spell-like ability with a caster level equal to his Hit Dice. This ability only applies to spoken languages. A prymidian does not retain the ability to speak or understand when not in the presence of a creature speaking that language.

Scholarly: A Prymidian gets a +2 racial bonus to all Knowledge and Linguistics checks.

Tentacles: Some prymidians possess the distinctive retractable tentacles of their ancestors on each arm. Prymidians with this racial trait receive Lunge as a bonus feat.

Languages: All Prymidians begin play speaking Common and Prymidian. They may select any non-secret languages (such as druidic) as additional bonus languages.

ALTERNATE RACIAL TRAITS

The following racial traits are available to prymidians to replace the standard prymidian racial traits.

Academian: Prymidians with this racial trait can substitute a Knowledge check for a Profession check to earn a living. This ability replaces Scholarly.

Linguistic Protection: Prymidians have a +2 racial bonus on saving throws against language-dependent abilities and against spells and spell-like abilities with a verbal component. Linguistics is always a class skill for them. This ability replaces Tentacles.

Verbose: Prymidians with this racial trait increase the save DCs against all language-dependent effects they use by +2. This ability replaces Arcane Polyglot.

the masses, which they consider either illusory or a type of energy being. Some prymidians do find their reasoning leads them to belief in a "first cause" that set the universe in motion and may have a rational plan for it. Others are agnostic, postponing such speculation until they possess more information. Still others are true atheists, believing in a perpetual material universe entirely without cause or direction.

Language: Prymidians have a language of their own, which they employ strictly for scholarly debate among themselves. Because it is known only in closed scholarly circles, the prymidian language is considered a secret language, like Druidic.

Names: Prymidians' secrecy about their language does not extend to their names. Unlike many creatures that often travel to new lands; they decline to adopt appropriate nicknames in the local tongue, considering these barbaric.

Family Names: Aponi, Chenoa, Eyota, Meda, Ogin, Tehya

Male Names: Gryn, Kynon, Moren, Oth, Yna

Female Names: Amser, Eys, Garan, Kieve, Talar

Adventurers: Prymidians adventure to acquire new information and experience new languages. Exodus is littered with scraps of knowledge from which a prymidian may derive new theories and make new discoveries. Magic, particularly in the form of tomes and scrolls, interests the prymidians as a branch of the sciences they have yet to properly codify. Language is even more important to a prymidian than magic. Meeting isolated tribes and strange creatures who have never spoken the common tongue is a rare thrill for most members of this race. Prymidians are naturally nomadic, and most have little fear of danger, so they find it only natural to seek the hidden secrets of Exodus in person. Besides, few prymidians are willing to trust the safety of the legacies of ancient science to a band of unwashed swords for hire.



In ancient times, the First Ones enslaved all of Exodus; their plans were served well by countless thousands of unwilling servants. Once their slaves rose up and overthrew them, however, the First Ones were cast into the depths - bereft not only of their power, but also of the vast majority of the very slaves who brought them low.

The P'Tan were created to replace those slaves.

The P'Tan are a created race, fashioned from elemental shadow-stuff infused into what were initially crude mortal shells. By dark sorcery and darker worship, the First Ones made these creatures into a lasting race that could breed true without their magical influence... the better to provide them with slaves for all eternity.

Only a handful of P'Tan have escaped the crushing oppression into which their people were born, but those who have are perhaps the most determined foes of the First Ones in all of Exodus. Other races have but dim memory of their primeval slavery; for the P'Tan, that existence is indelibly etched in living memory.

Personality: Free P'Tan love life and freedom so ferociously they can unnerve members of more staid races. To the P'Tan, every second of liberty is a treasure worth fighting, bleeding and dying for. P'Tan tend to be obsessive about their passions - and one of those passions is, almost invariably, freeing the rest of their people from First One bondage. The P'Tan saw their hated masters weave plots over the course of centuries; they will do no less to undo those plans, subtly incorporating even

the smallest action into their overall goal of freeing their fellows and destroying the First Ones once and for all.

On those rare occasions P'Tan gather in groups of their own kind, they form loose packs ruled by the strongest among them; challenges to a leader's authority are short, vicious and usually to the death - perhaps, among the passionate P'Tan, why so few gather in numbers!

Physical Description: P'Tan are tall and sleek humanoids. They somewhat resemble humanoid cats and have a coat of short, stiff fur. The older a P'Tan grows, the lighter the color of his fur; a young kit may be almost pitch black, while an elder near the end of his life is snow white. Beneath their fur, P'Tan sport the hard muscle typical of a people who were created, bred and pressed into the most grueling labor; there is nothing sculpted or decorative about a P'Tan's frame - it is pure, purposeful power. P'Tan tend to prefer loose-fitting clothes, sometimes favoring concealing cloaks and robes that hide their nature from races who may react suspiciously toward unknown visitors

Relations: P'Tan often face suspicion and fear from other races; their background and powers both call to mind the First Ones, who most prefer not to think about. P'Tan have trouble winning friends among other races because their obsession with destroying the First Ones forces others to confront what they would prefer not to think about. Only a handful of trusted companions ever learn to overcome these impediments and accept a P'Tan. When dealing with the First Ones, of course, P'Tan have only one thing to offer: death.

Alignment: Most P'Tan are Chaotic in alignment.

P'Tan Lands: The P'Tan were born into slavery, and not enough of their people have

+2 Dexterity, +2 Wisdom, -2 Intelligence: P'Tan are quite nimble and perceptive, but their racial heritage leaves them with little intellectual prowess.

Medium: As Medium creatures, P'Tan have no special bonuses or penalties due to size.

Normal Speed: P'Tan base land speed is 30 ft.

Native Outsider: P'Tan are outsiders with the native subtype.

Darkvision: P'Tan can see in the dark up to 60 feet.

Light Sensitivity: P'Tan are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Shadowborn: Due to their connection to elemental shadow, P'Tan have a +4 bonus on saves against spells with the shadow subtype.

Shadowspark (Su): As a standard action a P'Tan can unleash a bolt of crackling black lightning against a target within 30 feet that deals 1d6 plus one for every two level points of electrical damage with a successful ranged touch attack. A P'Tan can use this ability a number of times per day equal to 3 + the P'Tan's Wisdom modifier.

Vengeance: A P'Tan gains a +1 bonus on attack rolls against creatures with the First One subtype.

Weapon Familiarity: P'Tan may treat bladed guards, shang swords and any First One weapon as martial weapons.

Languages: P'Tan begin play speaking Common and Exodite. P'Tan with a high Intelligence score can choose from the following: Khaynite, Sobeka, or any regional language.

ALTERNATE RACIAL TRAITS

The following racial traits are available to P'Tan to replace the standard P'Tan racial traits.

Chaosspark (Su): A P'Tan's Chaosspark does negative energy damage instead of electrical damage. This ability replaces Shadowspark, but still qualifies as Shadowspark for the purpose of qualifying for feats or prestige classes.

Shadow Strength: A P'Tan with this racial trait can draw on the strength of his dark nature. As long as he is standing in partial shadow or darker conditions, he gains +2 Strength, +2 Dexterity and a +2 bonus to Intimidate checks. This ability replaces Shadowspark.

Shadow Bourne: A P'Tan with this racial trait can choose any Shadowspark feat for which he qualifies as a bonus feat. This ability replaces Weapon Familiarity and Shadowborn.

escaped it to ever carve out a homeland of their own. For now, at least, the P'Tan are nomads cast adrift in Exodus; they are usually found in the largest cities, selling their services as mercenaries or bodyguards. Many dream of one day carving out a place to belong for their people, but that is a dream far in their future.

Religion: During their enslavement, the P'Tan were expected to pay at least token worship to the bloody god of the First Ones, Khayne. As this worship often involved the P'Tan being offered up as bloody sacrifices, it should be unsurprising that most abandoned the faith of their masters as soon as they could! Free P'Tan usually adopt the predominant religion of whatever region they spend most of their time in.

Language: All P'Tan speak Exodite, the common tongue of the First Ones. Free P'Tan understand this language but rarely use it. They quickly master modern Common and find their old language unpalatable. Many even swear by whatever they hold sacred to never again utter the speech of their hated former masters.

Names: P'Tan were never given names during their enslavement and refer to each other only by terms of

relative rank. Once a P'Tan has interacted with outsiders long enough, he usually picks up a name or nickname in the local language and often takes it more seriously than others would.

Adventurers: Most P'Tan do not adventure in the traditional sense - yet in another sense, they do little else. The P'Tan are a race of nomadic warriors who spend most of their time honing their skills and acquiring powerful weapons to wield against a terrible evil. If that's not an adventurer's life, what is? P'Tan mercenaries often join adventuring companies to hone their skills, and this race's small population is disproportionately represented amongst adventurers.



Resources wax and wane, weapons and spells become obsolete, the master craftsman of one era is displaced by the industry of the next, and even land becomes worthless with the shifting ages. But information, say the sasori, is the one commodity that is always in demand. These scorpion-like creatures are brokers of information, by turns the greatest secret-keepers and the supreme

spies of Exodus. Sasori are also known for their willingness - and ability - to kill to protect their secrets.

Personality: Sasori are excellent listeners; they prefer to hear than to be heard, and what they hear, they never forget. A Sasori can be surprisingly personable, wheedling information from an unsuspecting informant. Sasori are fiercely independent of outside control, and just as fiercely loyal to their clans. Most are extremely honorable, never breaking a confidence, risking their lives for a few words on a contract - yet, their honor does not prevent them from turning on a long-time associate if someone else contracts their services. Sasori do not understand concepts like fidelity or friendship outside the bonds of family; they are loyal to the death to their kin and the agreements they bind themselves to, but any and all outsiders are fair game. Sasori value information above all else; to learn something from a Sasori, one must tell him something he does not know.

Physical Description: Sasori resemble humanoid scorpions. Their hands are claws, their jaws mandibles. Their bodies are covered with a dark, rust-colored carapace and small, fine hairs with which they 'smell' the surrounding air. Sasori 'eat' by vomiting forth acidic digestive juices to melt their prey, then lapping up the result, a process that can take several hours in the case



SASORI RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Charisma: Sasori are quick and dependable, but possess a gruff nature.

Medium: As Medium creatures, sasori have no special bonuses or penalties due to size.

Normal Speed: Sasori base land speed is 30 ft.

Carapace: Sasori have a hardened carapace, granting them a +1 natural armor bonus.

Darkvision: Sasori can see in the dark up to 60 ft.

Poisonous Blood: A sasori's blood is mildly poisonous. Although harmless to most creatures, this is extremely foul to the taste. Creatures that successfully bite a sasori must make a Will save (DC 15 + the sasori's Con modifier) or be unwilling to bite any sasori for 24 hours. A creature attempting to swallow a sasori must also make this save, or refuse to swallow the sasori.

Poison Resistance: Sasori get a +2 racial bonus to saves against poison.

Skulker: Sasori have a +4 racial bonus to Acrobatics and Stealth checks.

Vermin Affinity: Sasori get a +2 racial bonus on all saves and skill checks involving creatures of the Vermin type. This bonus to saves stacks with the one from poison resistance.

Languages: Sasori begin play speaking Sasori and Common. Sasori with a high Intelligence score can choose from the following: Cynean, Dwarven, Exodite, Goblin, Ignan, or Terran.

XLTERNATE RACIAL TRAITS

The following racial traits are available to sasori to replace the standard sasori racial traits.

Analyze Opponent: Some sasori specialize in studying individual opponents. A sasori with this racial trait can spend a swift action to make a Perception check against a target within 30 feet. The DC of this check is equal to the target's CMD. If successful, the sasori gains a +1 to attack and damage rolls against that target. The bonus lasts for a number of minutes equal the Sasori's Wisdom modifier (minimum 1). If the check fails, the sasori cannot attempt to analyze the same opponent again. This ability replaces Poisonous Blood and Poison Resistance.

Venom Some sasori learn to use their poisonous blood to coat their weapons. A sasori with this racial trait can extract poison from its own blood. It can create up to one dose of poison per day with a successful DC20 Craft (alchemy) check. A sasori can prepare one dose of lesser Sasori venom (see new poisons). The DC is equal to 10+ the Sasori's Constitution bonus. A sasori is immune to its own venom. This ability replaces Vermin Affinity.

Vermin Friend: Sasori with this racial trait can have vermin companions if a class ability (or similar ability) grants an animal companion or familiar. Vermin bonded to the sasori in this way have an Intelligence of 1 or 2 and are treated as magical beasts for the purposes of effects that depend on type. This ability replaces Poison Resistance.

of a large meal. Sasori rarely wear clothes (except for concealing robes when moving about in public), instead painting elaborate clan, rank and religious symbols on their exoskeletons.

Relations: Few like the Sasori, but almost all depend on them. Sasori are welcome at the back doors of the houses of the mighty of all races since their services are required to maintain power. Cyneans and prymidians regularly partake of the Sasori's immense stores of knowledge. Sasori are considered a necessary evil by most people on Exodus. The common folk, who have less need and desire for information, sometimes omit the 'necessary.' Despite this, Sasori can be pleasant conversationalists and many find themselves treating the creatures as close confidants almost without realizing it.

Alignment: Most Sasori cleave strongly to tradition and contract - and their morals end there. The typical Sasori is Lawful Evil. Lawful Neutral, Neutral Evil. Chaotic

Sasori are generally considered mad by their fellows, and are usually exiles.

Sasori Lands: Sasori can be found anywhere in Exodus. They have few physical needs and can survive in most environments. Sasori rarely gather in groups larger than a single clan, and even a clan may be dispersed over an entire region. The largest concentrations of Sasori dwell in the Wildlands of Bal, leading many scholars to suggest this may be their place of origin. If the Sasori know where they come from, they certainly aren't telling.

Religion: Like much about the Sasori, their religion is an intensely private affair. Outsiders are not welcome at Sasori ceremonies and even the names of Sasori gods are closely guarded secrets. In their own enclaves, the Sasori are deeply religious and worship a vast pantheon. These gods preside over all aspects of 'the long night,' as Sasori call life, and the rituals and customs dedicated to them establish the rhythm of Sasori existence.









Language: Sasori communicate amongst themselves with a complex series of sounds, gestures and pheromones. Other humanoids have difficulty deciphering this language, much less reproducing it. Sasori also speak common, and many learn other languages as well.

Names: All Sasori possess both a clan and a given name. These names are closely guarded secrets, as the Sasori believe a true name can give power to magicians and witches and, as they are the premier brokers of information on Exodus, perhaps they are right. Sasori use nicknames outside their clans, favoring those that reflect shadows, knowledge and the desert.

Clan Names: C'kat, Dar'rat, Kr'rt, T'kart, Za'tar

Male Names: Hd'bol, Kn'lod, Tak'fc, Ws'dm,

Female Names: Ch'ot, Mek'tal, Nki'ol, S'stal, Ut'al

Adventurers: Sasori adventure either as part of their information-gathering activities or because they have been severed from their clans. By far the majority of Sasori adventurers are spies or assassins in good standing, the only difference being that they seek information held mostly by those already dead rather than brokering it among the living. Sasori cast out from their clans usually have few skills applicable outside the adventuring life; they may be out for no one but themselves, or they may adopt their adventuring companions as a surrogate clan.

DTHER RACES

The above mentioned races are far from the only ones that compose the complex mosaic that is Exodus' society. From time to time, small groups of other races emerge from the Nexus Gateways and find a home, by design or chance, in Exodus. Thus very small groups of races such as dwarves, elves, gnomes and other races are found in the largest cities.





RELIGIONSOFEXODUS

There are many cults on Exodus. Presented here are a short overview of the five most common cults and religions. Some cults span the whole of Exodus while others are rather local in nature. Of the religions presented here, only the Kaga, Khayne and the Sanguine Covenant may be considered "global". Some, like the Cults of the Dragon or the Cult of the Emissary, are regional.

The following table has a number of domains with an asterisk (*) next to them. Those refer to domains found in the Advanced Player's Guide. The entries should give alternate domains if that resource is not available.

THECULTOFTHEDRAGON

Unlike what its name implies, the Cult of the Dragon does not worship dragons. The cult worships a primordial force of nature, a creature of vast power capable of destroying the world they call the dragon. The Cult of the Dragon shares a number of elements with the Cult of Khayne, in that both religions are brutal and demand frequent sacrifices. However the Cult of the Dragon is more akin to a druidic religion, worshiping the more brutal aspects of nature.

Worshippers of the Cult of the Dragon believe that they need to become more powerful than the dragon itself to survive and overcome the rage of the creature.

Many followers of the cult seek out true dragons and any great and massive beast aiming to slaughter them and drinking the blood. Dragon blood is considered highly potent and a holy item. Those who embark on quests to slay dragons are held in high esteem by members of the Horde.

The cult is centered amongst the barbarians of the Janus Horde. The cult is considered heretical by the Sanguine Covenant.

THECULTOFTHEEDISSARY

The Emissarites believe the Sanguine Covenant has lost its way and that an Emissary of the Sanguine Lord is coming to lead them to glory. The Sanguine Covenant is closely monitoring the activities of "Emissary Cults" that seem to spring up all along the Abaddon River basin.

This group claims that worship of the Venerates is heretical and that only through direct and complete dedication to the Sanguine Lord – and his Emissary – can one reach the blessed lands of paradise.

Emissarists – as they are known – are extremely zealous in their worship and extremely intolerant of all other religions. Worshippers – that is anyone who has not taken a vow of service - are tolerated so long as they accept the Emissary as the true messenger of the Sanguine Lord. Many wonder why the Archprelate of the Sanguine Covenant has not declared the cult heretical.

Emissarists are extremely militaristic, train self-reliant militias and actively recruit soldiers for the legions of the Emissary's army. The core of this army ravages the Abaddon River basin where they attack anyone who does not agree with them, including forces of the Dominion, the Horde and the Protectorate.

THEKAGA

The Kaga's creation at the beginning of the Age of Man heralded the end of the First Ones' reign over Exodus. The Kaga was borne of the merging of the consciousness of mankind's most powerful minds and spell casters. To this day, the Kaga's followers continue yo provide it with information about anything and everything.

The Kaga is a large repository of knowledge and at times in the past has provided mankind with information and wisdom to make the world a better and more stable place.

Although the Kaga is presented here as a deity and a religion, it is actually an arcane construct of great power. The Kaga appears as a man made of arcane energy, looking like a red and silver human. "Priests" of Kaga do not draw their power from divine source, but from an arcane source that mimicks divine powers.

All clerics of Kaga must belong to the Cleric of the Kaga archetype.

KHXYNE

The dark god Khayne is a dark, chthonic, primal deity of evil and darkness. He demands blood from his followers and their enemies alike. Khayne does not care so long as his altars are red with sacrifices.

The worship of Khayne is far from unified, with local splinter groups joining powerful and highly charismatic preachers who promise orgies of violence, death and above all, blood. The Brotherhood used to control the islands of Unthara and became notorious pirates and slavers.

Cults of Khayne tend to be small and composed of a few individuals. Largers cults like the Brotherhood of Khayne and the Untharan Brotherhood are exceedingly rare and represent the exception rather than the norm. Still, there exists a complex system of alliances between the cults.

Because of these differences in worship, Khayne has more than one entry in the list of deities of Exodus. There may very well be other versions of worship.

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D ειτγ	ΧL	Portfolio		FAVORED WEAPON	Symbol
Cult of the Dragon	CN	Fury of nature, raw primal energy, dragons	chaos, earth, fire, strength	greatsword	Dragon head
Cult of the Emissary	Ν	Truth of the Sanguine Lord, One True Path	community, glory, liberation	gladius	A sun-wreathed gladius sword
Khayne	NE	Death, conquest, destruction	death, destruction, evil, trickery	punch dagger	Skull wreathed in flame
Khayne (Brotherhood)	CE	Brotherhood of Khayne, conquest, murder, vengeance	chaos, destruction, strength, war	Bal war club	Red step pyramid
Khayne (Unthara)	LE	Brotherhood of Khayne, rulership, conquest	destruction, nobility, trickery, war	longsword	Red Skull
Kaga	N(G)	Mankind, knowledge, magic	artifice, knowledge, liberation, magic, rune	sap	The Kaga
Lawgiver	LN	End of the world, Lazarus Brand, survival	law, protection, travel	battle axe	Lazarus brand
Shamanism	Varied	Varied, usually natural feature	varied but commonly natural domain	quarterstaff	Oak twig or leaves
Var Shaal	NE	Gevet, life, family	fire, demon*, devil*, healing	rapier	Horned woman head
Xonism	NE	Undeath	nightmare*, undeath*	scythe	Skeletal hand
VENERATE	<u>۲</u> ۲	Portfolio		FAVORED WEAPON	Symbol
Dhazvok	Ν	War against heresy	destruction, strength war	spear (any)	a red spear
Koliav	LN(E)	The underworld, the dead and the forgotten	death, knowledge, trickery	heavy pick	a black book
Laita	LN	Rulership, collecting and destroying forbidden knowledge	law, magic, protec- tion	morningstar	Silver scepter
Makash	NG	Family (motherhood)	earth, good, healing	halberd	a green mountain
Perum	Ν	Storms and warfare	air, luck, weather	longbow	fork of lightning
Rylos	CG	Animals and non-sentient creatures	animal, plant, travel	battle axe	Evergreen
Svarog	LG	Smiths, builders and craftsmen	artifice, fire, rune	warhammer	burning anvil

LAWGIVER

When the Lawgiver appeared in the late 60s AU, many thought he was but a madman preaching about the Lazarus brand and of an impending doomsday. Using secret magics, he branded his followers. Those brands – called Lazarus Brands – made the recipients highly powerful and resistant to disease and damage. These brands are usually magically tattooed on the forehead, back, chest or arms and are of tribal design of unknown origin.

Followers of the Lawgiver believe that the end of the world is coming and that a great reckoning will occur and that the only ones strong enough to survive this coming apocalypse are those who have accepted the Lazarus brand. They take an aggressive stance on anyone who opposes their world view and spend most of their time travelling the world seeking to perfect their combat techniques.

SANGUINE COVENANT

The Sanguine Covenant is the official religion of the Imperial Alliance. The Covenant is most powerful in the south of the Imperial Alliance, but making progress in the Confederacy and Gavea. The Sanguine Covenant preaches of a single, all-power god called Tarac the Sanguine Lord. However saying or writing of the Sanguine's Lord true name is heretical. The Covenant is an expansive, militant church that seeks the destruction of all daemons and heretics. Daemons include evil outsiders, evil elementals, shapeshifters and undead. Heretics are a vast grouping including those who speak

against the Covenant, those who pretend to represent the Sanguine Lord and those who promote the worship or use of daemons.

A special place is given to pagans who are not in opposition to the Covenant. They are considered to be misguided. Many druidic cults fall into this category.

Although the Covenant is a monotheistic religion, the Sanguine Lord is represented by seven greater beings called Venerates. Each Venerate communes with the Sanguine Lord and grants minor miracles. Just like the Sanguine Covenant is an intermediary between the faithful and the Sanguine Lord, the Venerates are the intermediaries between the Covenant and the Sanguine Lord.

SHAMANISM

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Animism and shamanism are common in the less civilized areas of Exodus. It is not an organized church, but an umbrella regrouping a number of smaller, local cults worshipping aspects of nature.

Most such cults are local and have small followings. However, sometimes shamanistic cults rise to prominence, such as the Cult of the Dragon in Sametia.

The Sanguine Covenant does not persecute most of these cults, preferring to consider them pagan and, therefore, misguided. Other cults are but fronts for dark cults such as the Brotherhood of Khayne

VARSHAAL

The Var Shaal is not a deity as much as a being of great power. Var Shaal means "Cloud Seat" in Qijomi. The Var Shaal is a place deep in the Burning Lands where the Gevet believe all life began. The Gevet – like its followers – encourage the growth of the gevet people. It protects mothers and their children. The blood of childbirth cakes the floors of the temple and is never to be removed.

The rites of the Var Shaal are cruel and barbaric. Sacrifices, usually animal, are common. The Gevet creature is one of life and death, like a capricious parent. The Var Shaal does not allow male priests. Only females can be clerics.

Clerics of the Var Shaal gain access to the demon and devil subdomains found in the Pathfinder Advanced Player's Guide. If you do not have access to that domain, replace them with the evil domain.

XONISID

Xonism is not so much a religion as a philosophy that has been dreamed and first revealed by the necromancer Xon, now master of Unthara. Before he was killed by the Confederate generals, Xon wrote a number of treatises and tomes relating to his research into lichdom. These books are filled with thoughts and commentary about the world.

Xonism preaches that the world is dying and that people must embrace undeath to survive and thrive beyond the coming apocalypse. Priests of Xonism travel the world seeking to gather parts of the Black Notebooks of Xon* (see new magic items).

Ironically the founder of the Xonists, Xon the necromancer, is not associated with this philosophy. Though he is seen as a great visionary by many, he has not been very friendly to the movement.

Xonism has been declared a heresy by the Sanguine Covenant. It is growing in Sametia and parts of Gavea. Very few Xonists operate openly.

Xonist clerics gain access to the nightmare and undeath subdomains found in the Pathfinder Advanced Player's Guide. If you do not have access to that domain, replace nightmare with madness and undeath with the death domain.

CHARACTER OPTIONS

BASECLASSES GUNSLINGER

The gunslinger class found in Ultimate Combat by Paizo Publishing is available to NeoExodus characters. However, it has the following restriction.

Special: Only those with Protectorate affinity may take this archetype with incident. Those who do not have Protectorate affinity and take levels in this class are marked for assassination by the Forgers' Guild.

DRXCLE

Oracles taking the curse of tongues can add the following languages to their list of possible languages: Aneishi, Khaynite and Sobeka.

MANARE HANDES

In the turbulent world of Exodus, healers are in high demand. Wars, border skirmishes, humanoid raids and rampaging monsters bring disease, misery and death. Though clerics wield powerful healing magic, most of them demand conversion or at least lip-service to their deity.

The apothecaries do not ask such devotion, offering their service for coin and barter. Apothecaries are found in every great house and in imperial service. With unification, apothecaries have been given free right to travel across all member states.

The Janus Horde in particular seeks them and many apothecaries have been kidnapped and taken to Sametia.

Healing salve (Su): By mixing magical extracts, an apothecary may heal a living subject for 1d6 points for each 1d6 points his bombs damage. Each use of a healing salve counts as using a bomb. This replaces an alchemist's mutagen ability.

Swift Healer (Ex): An apothecary may give potions or healing salves to others as a move action. An apothecary can use a healing salve on himself as a swift action. This replaces the alchemist's swift poisoning ability.

Instant Alchemy (Ex): At 18th level, an alchemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation. He can give a healing salve to another as a swift action.

BARBARIAN: FIST OF THE DRAGON

The Janus Horde did not slowly descend into barbarism. Some of its warriors not only embraced it, but went beyond. Looking to stories of the past, they sought the most powerful beasts found on Exodus, the dragons. They slaughtered them and drank of their blood. These warriors became the Fists of the Dragon.

When a character becomes a Fist of the Dragon, he must select a dragon to draw his power from.

If the character has the Draconic Bloodline feat or has draconic bloodline sorcerer levels, the choice of dragon must be the same.

Special Only those with Sametian affinity may take this archetype.

Color	Energy Affinity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold

Blood of Dragons: A Fist of the Dragon adds his class level to his draconic bloodline to determine his bloodline powers. If the fist does not have a sorcerer level or has chosen another bloodline, this ability has no effect. If the Fist of the Dragon takes a level of dragon disciple, his levels stack.

Similarly, a Fist of the Dragon adds his draconic bloodline sorcerer levels or dragon disciple levels to his class level for any level dependent ability. **Rage Powers (Ex):** The Fist of the Dragon gains the following additional rage powers. Unlike usual rage powers, those powers are gained at the fixed level mentioned in the description.

Draconic Wrath (Su): While raging, any weapon wielded by the Fist of the Dragon inflicts an additional point of damage of the type of his energy affinity. This ability replaces the rage power at 2nd level.



Draconic Skin (Ex): While raging, the Fist of the Dragon gains natural armor equal to his class level divided by 4 (minimum 1). This ability replaces the rage power gained at 6th level.

Draconic Resistance (Ex): The character gains energy resistance to his energy affinity equal to his class level. This ability replaces the trap sense ability.

CLERIC: CLERIC OF THE KAGA

The Kaga has clerics that serve their community, maintain the shrine, and catalog and record everything they see and hear for their lord. Clerics of the Kaga do not gain their power from a divine source rather they draw power from an arcane source.

Skills: Clerics of Kaga replace the Heal skill with the Use Magic Device as part of their class skills.

Arcane Caster: Clerics of Kaga are considered arcane casters (though they still gain spells and select domains like clerics do).

Clerics of the Kaga may use their cleric level to qualify for any feat, prestige class or other option as though they were an arcane caster. Similarly they do not qualify for any such requirement that requires them to have divine caster levels. For example a cleric of Kaga 5/ fighter 1 would qualify for the Eldritch Knight prestige class, but a cleric of Kaga 3/ wizard 3 would not qualify for the Mystic Theurge prestige class.

In spite of being arcane casters, clerics of Kaga do not have arcane spell failure for their cleric spells.

Arcane Bond: A Cleric of Kaga forms a bond with an implement or a familiar like a wizard does. Levels of Cleric of Kaga and wizard stack to determine benefits. This replaces a cleric's ability to channel positive or negative energy.

FIGHTER: PEXCEKEEPER

Taken in their childhood and trained to serve the Arman Protectorate and the Sanguine Covenant, Peacekeepers look for heretics and opponents of the regime. They are expected to be at the forefront of any conflict where their homeland or their faith is threatened. Though extremely devoted to the Sanguine Covenant, Peacekeepers are not welcome outside of the Protectorate.

> Special: Only those with Protectorate affinity may take this archetype.

Skills: A Peacekeeper replaces Knowledge (dungeoneering) with Knowledge (religion) in their class skills.

Diligent (Ex): At 3rd level, and again at 7th, 11th, 15th and 19th level, a Peacekeeper may select one of the following diligences. Unless specified, using

a diligence is a swift action. Each diligence may be taken more than once, each additional selection grants one extra use per day (where applicable). This ability replaces armor training 1-4 and armor mastery.

All is Possible Through Faith (Su): For one round, the Peacekeeper gains a bonus to CMD equal to his class level. This ability is usable once per day.

Combat Training: The Peacekeeper may select a combat feat.

Faith is a Mountain (Su): For one round, the Peacekeeper gains a bonus to CMD equal to his class level. This ability is usable once per day.

Fiery Speech (Su): If a Peacekeeper spends at least five minutes before a battle speaking to his troops, they gain a bonus to their first saving throw equal to half his class level. This ability is usable once per day.

Fanatical Leader (Su): A Peacekeeper never takes a penalty for his reputation as long as his cohort is from the Protectorate and worships the Sanguine Covenant. The Peacekeeper also does not take penalties for frequently moving around or causing the death of a follower.

Religious Fervor (Ex): Once per day, a Peacekeeper may enter a religious trance that lasts for a number of rounds equal to 3 + class level. While in a trance, the Peacekeeper cannot cast spells, but gains a +2 sacred bonus to attack rolls, weapon damage and Will saves against mind-affecting spells.

Shield of Faith (Sp): As a move action, a Peacekeeper may call upon the power of the Sanguine Lord to protect him. This acts as a shield of faith spell with the caster level equal to his class level.

Zealous Argument (Su): By invoking the power of the Sanguine Lord, a Peacekeeper adds his class level to any Charisma-based check. This ability is usable once per day.

MONK: JANISSARY

Born of the Twilight War, the Janissaries are a monastic order dedicated to peace on Exodus. Helped by psionic relics found deep in the fortress of Aremyhk, the Janissaries are the face and the left hand of the Imperial Alliance. Janissaries are known to break magical attacks and to impose truces where no resolution seems possible.

A Janissary is as much a diplomat as a trained warrior and psion.

Psionic Training (Su and Sp): At first level, a Janissary's psionic training gives him a psionic aura that unnerves non-sentient beings. Creatures with an intelligence of 2 or less avoid the Janissary. A Janissary has a

permanent -4 penalty to Handle Animal checks but a +4 bonus to Intimidate checks against such creatures. This training allows the Janissary to cast charm person once per day for every 5 class levels (minimum 1/day) as a spell-like ability. This ability replaces the bonus feat at first level.

Mind over Magic (Su): At 4th level, a Janissary may spend one ki point to add a +2 insight bonus to any saving throw he is required to make. He must declare his intention before making the roll. The bonus increases to +3 at 6th, +4 at 8th, +5 at 10th, +6 at 12th, +7 at 14th, +8 at 16th, +9 at 18th and +10 at 20th level. This replaces the Slow Fall ability.

Command Truce (Su): At 5th level, once per day, a Janissary may command non-Janissaries. By spending a ki point and making an Intimidate check (DC equal to 10 + highest level opponent + leader's Wisdom modifier + 1 for every 5 opponents involved in the struggle), a Janissary may impose a truce between fighting parties. This ability has no effect on creatures with an Intelligence of 2 or less. Intelligent non-humanoids increase the DC by 5.

This truce lasts for one minute but is broken if the Janissary or any member of his party pulls a weapon, casts a spell or does anything that might be considered threatening. Once active, a Janissary may continue it by spending another ki point – such use does not allow another saving throw. During the truce, both sides are considered unfriendly, but unwilling to start hostilities.

This replaces a monk's high jump ability.

LANGUAGESOFEXODUS

There are many languages one can find in Exodus.

Language: Gives the name of the language as it is commonly referred to by the people of Exodus. Many languages have local dialects

Used in/by: Gives the location and people who most commonly speak the language. This is only gives those who most commonly use the language.

Status: Gives the current status of a language. An active language is one that is spoken frequently. Finding a teacher or a speaker of the language is not hard. A dying language used to be more common, but has been declining. These languages are commonly found in tomes and ancient material. Fluent speakers are commonly found in academic institutions and librarians. A dead language is no longer actively spoken. It is commonly found in ruins and ancient, dusty books. Few speakers of the language can be found and under-



	LANGUAGES OF EX	xodus	
Language	Used in/by	Status	Script
Ancient Arman	Arman scholars	Dying	Arman/Common
Aneishi	Aneishi	Active	Exodite
Balite	Reis Confederacy	Active	None / Common
Cavian	Cavians	Active	Cavian
Common	Everywhere	Active	Common
Cynean	Cynean	Active	Common
Enukan	Enuka	Active	Limited/ Common
Exodite	First Ones, Exodites	Active	Exodite
Gavean	Gaveans	Active	Gavean
Khaynite	First Ones, Khaynites	Active	Abyssal
Nasian	Caneus Empire	Dying	Cavian
Prymidian	Prymidian, academics	Dead	Prymidian
Qijomi	Dominion	Active	Qijomi
Sasori	Sasori, spies	Activy	None
Sobeka	Kobura, Sobeka	Active	Exodite
Sorcerous	Sorcerer-Kings	Dead	Sorcerous

REGIONAL LANGUAGES OF EXODUS								
Region	Starting Languages	Additional Bonus Languages						
Arman Protectorate	Common	Ancient Arman, Sorcerous						
Caneus Empire	Common, Nasian	Cavian						
Dominion	Common, Qijomi	Sasori						
Gavea	Common, Gavean	Cynean						
Janus Horde	Common	Ancient Arman, Nasian, Qijomi						
Koryth	Common	Balite, Nasian						
Reis Confederacy	Common, Balite	Caliban, Enuka						
Unthara	Common	Exodite, Gavean, Khaynite						

given to a number of languages spoken in the Reis Confederacy. Balite is not a single language, but a pidgin of many local tongues. Although the Confederation seeks to un-root this language, it is used more than the common tongue in many parts of the Confederacy. Balite has no written form, although the common alphabet has been used. The Caliban tongue is a major part of this language and anyone who is described as speaking "Caliban" understands Balite (and viceversa).

Balite: Balite is the name

Cavian: The Cavians have a language of their own, composed of squeaks and yelps. Few Cavians use the language today, preferring to communicate telepathically.

Common: The Common tongue is spoken throughout the mainland of NeoExodus. As its name implies, it is a language formed of the union of many local languages and dialects. Travelers frequently have difficulty understanding local accents. Nearly every

standing the language is generally easier through the use of magic.

Script: The script describes the alphabet most commonly used when writing the language. Some languages do not have a written language of their own.

Ancient Arman: Ancient Arman is the language of the human tribes that inhabited the island of Ablis. Ancient Arman is simple and well adapted to giving directions and command, but is poorly adapted to extended academic or philosophical discussions.

Aneishi: The language of the Aneishi is a complex series of clicks and hisses given context by an equally elaborate array of gestures and pheromones; humanoids can, at best, only approximate this method of communication. Aneishi write very little, but use the Exodite alphabet when they need to write. On the surface, Aneishi is a dead language.

major human city has its own dialect. Many academics snub the Common tongue as too vulgar.

Cynean: Like the Cyneans themselves, the Cynean tongue is very precise, has to be spoken slowly and lends itself to long and detailed discussions. Many arcane books use Cynean as a base. It is much loved by academics.

Enukan: Like the Enuka themselves, this language is simple but highly accurate. Grunts, roars and snarls form the basics of this language. Enuka do not like when others learn their tongue. What little is written in the Enukan tongue uses the common alphabet. Enukan used to have its own alphabet, but there is no one who can read the few runes today.

Exodite: The exodite language is the common tongue of the First Ones. It has been proposed that Common came





as a way to replace Exodite. On the surface, Exodite is a dead language.

Gavean: Gavea developed itself separately from the mainland and so did its language. While Gavean shares a few words with Common, Nasian and Qijomi, it is not close to any of them. Gavean is spoken only on Gavea. Its script is extensive and over-complicated to most Common-speakers. Outside of Gavea, the language is considered dead.

Khaynite: The Khaynite language is closely related to Abyssal, the language of the Primordial demons. Khaynite is a language that is very extensive, but that also has a simplified version that is short and concise. Khaynite is the language of the Khaynite and the language of the holy texts of the worshippers of Khayne on the surface. Outside those two groups, it is considered a dead language.

Nasian: The language of the ancient humans of Nas. Nasian was a mixture of Exodite and Cavian. It was abandoned shortly after the War of Mind and Magic in favor Common. Nasian used the Cavian alphabet.

Prymidian: Prymidians have a language of their own, which they employ strictly for scholarly debate among themselves. Because it is known only in closed scholarly circles, the prymidian language is considered a secret language, like Druidic. For that reason, Prymidian is treated as a dead language.

Qijomi: The Qijomi is an ancient language found only in the Dominion. It is a mixture of Exodite, Infernal, Sasori and Sorcerous but has evolved beyond those languages. It is a guttural language with a flowing script.

Sasori: Sasori communicate amongst themselves with a complex series of sounds, gestures and pheromones. Other humanoids have difficulty deciphering this language, much less reproducing it. The Sasori never write anything in their language.

Sobeka: Sobeka was the language for First Ones' reptilian slaves like the Kobura and the Kroca. This language is designed for non-humanoid mouths. It is a simple language well-suited to give – or take – orders.

Sorcerous: The language of the Sorcerer-Kings of Abaddon has faded to history. It was a major influence in the creation of Common. This language was very close to arcane magics of the world. Today, it is occasionally used to write arcane treatises, when Cynean would be too long.

NEW PRESTIGE CLASS

HIGHGUARD

The High Guard is the personal guard of the emperors of the Caneus Empire. Totally devoted to their liege and adepts of defensive fighting, High Guards pride themselves on their resilience and toughness. They protect the Emperors and those their liege commands them to protect.

When not on duty – about six months out of the year – High Guards often train or sharpen their skills through adventuring or selling their services to merchants and imperial dignitaries.

REQUIREMENTS

To qualify to become a High Guard, a character must fulfill all the following criteria.

Alignment: Any lawful

Armor Proficiency: Must be proficient with heavy weapons.

Base Attack Bonus: +5

Feats: Alertness, Improve Initiative, Iron Will

Skills: Perception 5 ranks, Sense Motive 5 ranks

Special: Must have Caneus Empire Affinity

Weapon Proficiency: Must be proficient with all martial weapons, heavy armor and tower shield.

CLASS FEATURES

All of the following are class features of the High Guard.

Hit Die: d10

Class Skills: The High Guard class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

Skill points at each level: 4 + Int Modifier

Weapon and Armor Proficiency: High Guard gain no weapon, armor or shield proficiency.

Danger Sense (Ex): When they are caught by surprise, a High Guard can make an immediate Perception DC 15 to act in any surprise round.

Uncanny Dodge (Ex): This ability is exactly like the barbarian ability of the same name.

Dedicated (Ex): At 2nd level, a High Guard gains a bonus equal to his class level to any opposed Linguistics, Perception or Sense Motive checks. He also gains a bonus to initiative equal to half hig class level.

	HIGH GUXRD							
Level	Base Attack Bonus		Ref Save	Will Save	Special			
1	+1	+1	+0	+1	Danger Sense, Uncanny Dodge			
2	+2	+1	+1	+1	Dedicated, Take the Blow			
3	+3	+2	+1	+2	Bonus Feat, Hold the line			
4	+4	+2	+1	+2	Focused Mind			
5	+5	+3	+2	+3	Bonus Feat, Ultimate defender			

Take the Blow (Ex): At 2nd level, a High Guard may take the hit in place of an adjacent ally. After his ally has been hit, a High Guard instead suffers all the effects of the attack in his place, using this ability counts as making an attack of opportunity. If a High Guard can make multiple attacks of opportunity, he may use this

ability more than once. If the enemy scores a critical hit, this ability may not be used.

Bonus Feat: At 3rd and 5th level, a High Guard may select a bonus combat feat.

Hold the Line (Ex): At 3rd level, whenever an adjacent ally fall unconscious or helpless, a High Guard may take a five-foot step into that ally's square.

> **Focused Mind (Su):** At 4th level, a High Guard gains spell resistance equal to his character level against any compulsion, illusion or mind-affecting magic.

Ultimate Defender (Ex): At 5th level, a High Guard may take an attack of opportunity against any enemy that moves within his threatened area, even if they take a five-foot step or the withdraw action.

IMPERIAL MAN AT ARMS

The nations of man often stand on tenuous ground. Countries face a myriad of terrible threats. Rival nations, caliban armies, barbarian hordes, or undead legions - but also internal threats like demagogue and agitators - all wait for the right moment to strike. The Imperial Men-at-Arms step in to defend the Imperial Alliance. Imperial Men-at-Arms are the elite military unit composed of the strongest, loyalest, and most experienced warriors swearing allegiance to the Imperial Senate.

> Only those who have proven their valor in battle can be considered for the punishing regime of imperial training. Ranking warriors push the recruits to their limits and weed out those

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	IMPERIAL MAN-AT-ARMS							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special			
1	+1	+1	+0	+0	Armored Stealth, Imperial battle training			
2	+2	+1	+1	+1	Brother in arms, Commanding Aura			
3	+3	+2	+1	+1	Bonus Feat, Force of Will			
4	+4	+2	+1	+1	No Failure Allowed			
5	+5	+3	+2	+2	Bonus Feat, Undying Loyalty			

who show weakness, lack sufficient loyalty, or are too individualistic.

The Imperial Men-at-Arms have a short but distinguished history. They are based in the fortress of Urzula in Koryth.

REQUIREMENTS

To qualify to become an imperial Man-at-Arms, a character must fulfill all the following criteria.

Alignment: Any non-chaotic

Armor Proficiency: Must be proficient with heavy weapons.

Base Attack Bonus: +5

Feats: Iron Will

Skills: Climb 3 ranks, Ride 3 ranks, Swim 3 ranks

Weapon Proficiency: Must be proficient with all martial weapons.

CLXZS FEXTURES

All of the following are class features of the imperial Man-at-Armss.

Hit Die: d10

Class Skills: The Imperial Man-at-Arms's class skills (and the key ability for each skill) are Acrobatics (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (local) (Int), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), Spellcraft (Int), Use Magic Device (Cha).

Skill points at each level: 4 + Int Modifier

Weapon and Armor Proficiency: Imperial Men-at-Arms gain no weapon, armor or shield proficiency.

Armored Stealth (Ex): When making Stealth checks, an Imperial Man-at-Arms lowers his armor check penalty by half his class level (minimum 0).

Imperial Battle Training (Ex): An Imperial Man-at-Arms add his class level to his fighter levels to qualify for feats or prestige class requirements. **Brother in arms (Ex):** At 2nd level, an Imperial Man-at-Arms is assumed to have the teamwork feat to allow an ally to use the feat. The Man-at-Arms does not himself gain any benefit from the feat.

Commanding Aura (Ex): At 2nd level, an Imperial Man-at-Arms is given authority over any Imperial Alliance representative. The Man-at-Arms adds his class level to any roll to influence Imperial Alliance representatives.

Bonus Feat (Ex): At 3rd and 5th level, an Imperial Man-at-Arms gains a bonus combat or teamwork feat.

Force of will (Su): At 3rd level, an Imperial Man-at-Arms can continue to fight when others would fall. When an Imperial Man-at-Armss falls below 0 hit point, the Imperial Man-at-Arms is staggered – instead of disabled or unconscious – if he succeeds at a Will save DC 15 + his current hit points. Thus a Man-at-Arms at -5 hit points must make a DC 20 Will save every round to avoid falling unconscious.

No Failure Allowed (Ex): At 4th level, an Imperial Man-at-Arms adds his class level to any Will save against compulsion and mind-affecting effects.

Undying Loyalty (Su): At 5th level, an Imperial Man-at-Arms can continue to fight when others would die. When an Imperial Man-at-Arms falls to a hit point value of his negative Constitution score, the Man-at-Arms can make a Will save DC 20 + his current hit points to fight for a number of rounds equal to his class level. After that time, the Imperial Man-at-Arms dies. If he receives a raise dead or similar spell while keeping up Undying Loyalty, the spell does not require spell components.

KHALID ASAD

The Dominion Khalid Asad, translated meaning the "Eternal Lion", is a quick and deadly combatant who specializes in quickly bringing down arcane foes, overwhelming even the most powerful magical defenses. They target renegades, rebels and opponents that would foment dissent and unrest in the Dominion. They serve the Dominion and not the khagan. Khalid Asads are

	KHXLID XSXD							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special			
1	+0	+0	+1	+1	Disruptive Attack, Spell Resistance			
2	+1	+1	+1	+1	Sneak Attack 1d6			
3	+2	+1	+2	+2	Dazing Disruption			
4	+3	+1	+2	+2	Sneak Attack 2d6			
5	+3	+2	+3	+3	Stunning Attack			

accountable to their superiors and thus to the people of the Dominion.

Many outside the Dominion only see the Khalid Asad as ruthless assassins. The people of the Dominion view them as a necessary and respected force, protecting them from the enemies beyond the border, enemies within, and their own leadership should their overindulgences become too great.

REQUIREMENTS

To qualify to become a Khalid Asad, a character must fulfill all the following criteria.

Alignment: any lawful

Base Attack Bonus: +6

Feats: Combat Reflexes, Step Up

Skills: Acrobatics 4 ranks, Disguise 4 ranks, Profession (poison maker), Stealth 4 ranks

Special: Must have Dominion Affinity

CLASS FEATURES

All of the following are class features of the Khalid Asad.

Hit Die: d8

Class Skills: The Khalid Asad's class skills (and the key ability for each skill) are Acrobatics (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (local) (Int), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), Spellcraft (Int), Use Magic Device (Cha).

Skill points at each level: 4 + Int Modifier

Weapon and Armor Proficiency: Khalid Asad gain no weapon, armor or shield proficiency.

Disruptive Attack (Ex): At 1st level, a Khalid Asad adds his class level to any caster level and concentration checks it forces on others. This penalty is applied whenever a spell caster is threatened in melee.

Spell Resistance (Su): At 1st level, a Khalid Asad gains spell resistance of 15 plus level.

Sneak Attack (Ex): At 2nd level the Khalid Asad can sneak attack. This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at every even level (2nd, 4th). If Khalid Asad gets a sneak attack bonus from another source, the bonuses on damage stack.

Dazing Attack (Ex): At 3rd level, whenever a spell caster fails a caster level or concentration check because of the Khalid Asad, the spell caster must make a Fortitude Save with a DC of 10 plus the Khalid Asad's class level or be dazed for one round.

Stunning Attack (Ex): At 5th level, whenever a spell caster fails a caster level or concentration check because of the Khalid Asad, the spellcaster must make a Fortitude Save with a DC of 10 plus the Khalid Asad's class level or be stunned for a number of rounds equal to his class level.

PANTHER WARRIOR

The Panther Warriors are an order of warriors found in the Reis Confederacy. These powerful warriors have led armies since the days of the First Ones. The Panther Warriors claim to have been the first to rise up against them.

The history of the Panther Warriors is a who's who of the Wyldlands of Bal. Among them include Ataulpa, the first Imperator of the Reis Confederacy. They have served as generals and imperators, distinguishing themselves particularly during the Twilight Wars.

Today, the Panther Warriors form the private bodyguard of the Imperators of the Reis Confederacy.

REQUIREMENTS

To qualify to become a Panther Warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Feats: Dodge, Mobility

Skills: Acrobatics 6 ranks, Climb 6 ranks, Stealth 6 ranks

Special: Must have a panther animal companion or ability to Wild Shape into a large feline.

PANTHER WARRIOR								
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special			
1	+1	+1	+0	+1	Armor, Heroic Combat I, Wild Shape			
2	+2	+1	+1	+1	Feline Fighting			
3	+3			+2	Heroic Combat II, Scent			
4	+4	+2	+1	+2	Feline Leap			
5	+5	+3	+2	+3	Heroic Combat III, Weapon Pounce			

Special: Must have Confederate affinity and swear an oath of allegiance to the Imperatrix of the Confederacy.

CLASS FEATURES

All of the following are class features of the Panther Warrior.

Hit Die: d10

Class Skills: The Panther Warrior's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nobility) (Int), Perception (Wis), Ride (Dex), Stealth (Dex).

Skill points at each level: 2 + Int Modifier

Weapon and Armor Proficiency: Panther Warriors gain no weapon, armor or shield proficiency.

Armor: A Panther Warrior is permitted to wear panther hide armor.

Heroic Combat (Ex): When a Panther Warrior engages an enemy in melee by himself, he gains a +1 bonus to attack and weapon damage rolls. This bonus increases by one at third and fifth level.

Wild shape (Ex): A Panther Warrior adds his class level to his druid level for the purpose of wild shape. A Panther Warrior can only assume the shape of a feline.

Feline Fighting (Ex): At 3rd level, a Panther Warrior does not take a penalty while fighting from prone.

Scent (Ex): At 3rd level, a Panther Warrior may gain the scent monster ability for a number of minutes equal to the Panther Warrior's class level.

Feline Leap (Ex): At 4th level, a Panther Warrior may stand up from prone without provoking an attack of opportunity.

Weapon Pounce (Ex): At 5th level, when a Panther Warrior charges with two weapons in hand, he can make a full attack.

PROTECTORATEARTILLERIST

The artillerists are the engineers that maintain and create the massive iron forged engines that form the backbone of the Protectorate's armed forces. For centuries, their creations took on the forces of the Dominion.

Artillerists officially belong to the Forgers' Guild based in Mureath.

Many artillerists head out into the world to study devices found in many other regions. Few artillerists openly travel as such -, most advertise their skills as trap makers or locksmiths.

REQUIREMENTS

To qualify to become a Protectorate Artillerist, a character must fulfill all the following criteria.

Feats: Gunsmithing or Skill Focus (Disable Device)

Skills: Disable Device 5 ranks, Knowledge (arcana) 3 ranks, Knowledge (engineering) 3 ranks, Profession (engineer or watchmaker) 2 ranks

Special: Must have Protectorate affinity and swear an oath of allegiance to the Forgers' Guild of the Protectorate.

CLASS FEATURES

All of the following are class features of the Protectorate Artillerist.

Hit Die: d8

Class Skills: The Protectorate Artillerist's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (arcane) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Profession (Wis), Sleight of Hand (Dex) and Use Magic Device (Cha).

Skill points at each level: 6 + Int Modifier

Weapon and Armor Proficiency: Protectorate Artillerists are proficient with all cannons, crossbows and firearms. They do not gain any armor or shield proficiency.

Call Barrage: When on a battlefield where the Protectorate has deployed its artillery, as a standard action, once per day per class level, a Protectorate Artillerist can call a barrage on a target location.

PROTECTORATE ARTILLERIST							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special		
1	+0	+1	+0	+1	Call Barrage, Trapfinding		
2	+1	+1	+1	+1	Construct Weakness		
3	+2	+2	+1	+2	Bonus Feat, Construct Weakness		
4	+3	+2	+1	+2	Construct Weakness		
5	+3	+3	+2	+3	Bonus Feat, Construct Weakness, Master of Machine		

However the barrage arrives at the start of the artillerist's next turn. Once called, a barrage cannot be cancelled.

The barrage does 2d10 points of fire and magic bludgeoning damage per class level (the damage is considered half fire and half magic bludgeoning). The barrage hits every target in a 30-foot radius area.

Targets hit can make a Reflex save for half damage. The DC is equal to 10 + Protectorate Artillerist class level + artillerist Intelligence modifier. All those hit must make a Fortitude save (same DC) or be deafened for 5 minutes.

Trapfinding (Ex): At first level, a Protectorate Artillerist gains the ability to find and disable traps. This is exactly like the rogue ability of the same name. If the Protectorate Artillerist already had this ability, his artillerist class level stacks with his other class levels to determine any bonuses.

Construct Weakness (Ex): The Protectorate Artillerist is an expert at facing and destroying constructs. Starting at second level and every level thereafter, he can choose one of the following abilities. Unless mentioned, these

effects only work on the artillerist's physical attacks.

Attack weak point (Ex): A Protectorate Artillerist may ignore a construct's hardness.

Bleed construct (Ex): The Protectorate Artillerist's attacks may cause a construct to bleed or take ability damage or drain.

Find weakness (Ex): The Protectorate Artillerist may ignore a construct's damage reduction.

Siege Expert (Ex): The Protectorate Artillerist deals double damage to inanimate structures. Artillerists with this ability are in high demand.

Stun construct (Ex): The Protectorate Artillerist's attacks may paralyze or stun a construct.

> Master of Machines (Su): Once per day at 5th level, a Protectoraqte Artillerist can attempt to take control of an uncontrolled

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construct. To do so, an artillerist must spend one round concentrating in full view of the construct. If the Protectorate Artillerist takes damage, he must make a concentration check (as if casting a zero-level spell), using his class level as his caster level.

At the end of the round, the construct must make a DC 10 + Protectorate Artillerist class level + artillerist Intelligence modifier or be controlled by the artillerist for a number of minutes equal to the artillerist's class level.

This ability has no effect on constructs with an Intelligence score. Constructs that are actively controlled cannot be taken over using this ability.

WYRDCASTER

Wyrdcasters are the elite fighting spellcasters of the Dominion. Their magic, called wyrd, exposes their bodies to powerful magics that ravage their bodies. By manipulating their own fate, Wyrdcasters can affect the present, but at a terrible cost.

The Dominion jealously protects the secrets of wyrd magic. Anyone teaching its secrets to a foreigner signs his own death warrant.

Not anyone can become a Wyrdcaster, it is something that is in their blood. As such, Wyrdcasters maintain long and extensive family trees. Scholars have speculated that this ability comes from the early Cordellian blood and others that it comes from the Sorcerer-King blood. Wyrdcasters do not say.

REQUIREMENTS

To qualify to become a Wyrdcaster, a character must fulfill all the following criteria.

Feats: Combat Casting, Spell Penetration, one Wyrd feat

Skills: Knowledge (arcane) 5 ranks, Knowledge (nobility) 5 ranks, Spellcraft 5 ranks

Spells: Must cast 3rd level arcane spells, and know at least one divination spell.

Special: Must be trained by a Wyrdcaster with at least 2 wyrd techniques.

CLXSS FEXTURES

All of the following are class features of the Wyrdcaster.

Hit Die: d6

Class Skills: The Wyrdcaster's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Knowledge (any) (Int), Linguistics (Int), Spellcraft (Int), or Use Magic Device (Cha). Skill points at each level: 2 + Int Modifier

Weapon and Armor Proficiency: Wyrdcasters gain armor or shield proficiency. They are proficient with the kukri.

Spells per Day: At the indicated levels, a Wyrdcaster gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting class before becoming a Wyrdcaster, he must decide to which class he adds the new level for purposes of determining spells per day.

Wyrd Technique (Ex): A Wyrdcaster learns to manipulate their own fate through what they call Wyrd Techniques. A Wyrdcaster selects one at levels 1, 4, 7 and 10.

Each technique has a drawback. A Wyrdcaster may not use wyrd techniques while a drawback is in effect.

Use of a wyrd technique takes no additional time and does not require preparation.

					WYRDCASTER	
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+1	Wyrd Technique	-
2	+1	+1	+1	+1	Arcane Synergy	+1 level of existing arcane spellcasting class
3	+1	+1	+1	+2	Arcane Health	+1 level of existing arcane spellcasting class
4	+2	+1	+1	+2	Wyrd Technique	+1 level of existing arcane spellcasting class
5	+2	+2	+2	+3	Bonus Feat	+1 level of existing arcane spellcasting class
6	+3	+2	+2	+1	Arcane Luck	+1 level of existing arcane spellcasting class
7	+3	+2	+2	+1	Wyrd Technique	+1 level of existing arcane spellcasting class
8	+4	+3	+3	+2	Wyrd Mastery 2/day	+1 level of existing arcane spellcasting class
9	+4	+3	+3	+2	Greater Arcane Luck	+1 level of existing arcane spellcasting class
10	+5	+3	+2	+3	Wyrd Technique	+1 level of existing arcane spellcasting class

- Augment Duration (Su): A Wyrdcaster may extend the duration of one of his spells as though it had been cast with the Extend Spell feat without increase in spell level or added time. However, while the spell is active, he must make a concentration check DC 20 + augmented spell level + spell level of spell being attempted.
- Augment Precision (Su): When using this technique, a Wyrdcaster may reroll a single spell's attack roll. Using this technique lowers the Wyrdcaster's AC by the spell level for a number of rounds equal to the spell level.

- Drain Arcane Reserve (Su): A Wyrdcaster with an Arcane Health may activate this technique as an immediate action when he falls below zero hit points to drain a number of hit points from his arcane health to bring him back up to zero hit points and stabilize himself. The Wyrdcaster cannot use this technique again for an hour. This technique requires the Wyrdcaster to have at least three levels in the Prestige Class.
- **Ignore Environment (Su):** For one round, A Wyrdcaster may ignore concentration checks (they are assumed to be successful). However, starting with the round this ability is used and for a number of rounds equal to the level of the spell, any spell casting provokes attacks of opportunity. There is no way to prevent those attacks of opportunity.
- Increase Caster Level (Su): The Wyrdcaster fills his body with energy to increase his casting power. A Wyrdcaster may increase his caster level for the next spell he casts by up to half his class level. However, he takes Constitution damage equal to the spell level. He is exhausted for a number of rounds equal to the spell level. The drawback expires with the exhausted condition. The Constitution damage remains until it is healed.
- Speed Casting (Su): A spontaneous Wyrdcaster may apply one metamagic feat he knows to one

spell without taking additional time – but does not change the final level of the spell. After casting this spell, all spells take extra time as though cast with a metamagic feat for a number of rounds equal to the spell level.

Arcane Synergy (Ex): At 2nd level, a Wyrdcaster adds his class level to the benefits of his other arcane class for effects based on level only. The Wyrdcaster does not gain any new ability from the other class. Thus a Wizard 5/ Wyrdcaster 3 would have the familiar equivalent to an 8th-level wizard.

Arcane Health (Su): At 3rd level, a Wyrdcaster can sacrifice spell slots (spells per day) to gain temporary hit points. For each spell level sacrificed, the Wyrdcaster gains a number of temporary hit points equal to his Wyrdcaster level. These temporary hit points may only be used to absorb spell damage. Cantrips may not be used that way.

The temporary hit points disappear when a Wyrdcaster rests or if he falls below zero hit points. This ability can be used once a day.

Bonus Feast: At 5th level, and again at 8th level, a Wyrdcaster gains a bonus feat. This feat must be chosen from the metamagic or wyrd feat list.

Arcane Luck (Su): For a number of times per day equal to his class level, as an immediate action but no more than once per round, a Wyrdcaster may sacrifice spells to gain a temporary insight bonus to one saving throw or skill check equal to the level of the spell sacrificed.

The sacrifice must be made before the roll is made.

This bonus does not stack with the Wyrd Blood feat.

Greater Arcane Luck (Su): The Wyrdcaster may use his Arcane Luck ability after the roll is made.



NEW FEAT DESCRIPTION

Here are a number of new feats specific to the world of NeoExodus.

Any feat that has an Affinity as a requirement means the character must be born of that place.

ADDITIONAL MUTATION

You are slightly different from other Enukas.

Prerequisites: Enuka.

Benefits: You gain an additional mutation.

Special: You may select this feat multiple times. Each time, select a new mutation.

ANATOMICALTARGEUEER

You use your vital knowledge of anatomy to strike precise points.

Prerequisites: Precise Shot, Heal 5 ranks, Prymidian.

Benefits: A Prymidian with this feat may use his Intelligence modifier instead of his Strength modifier for calculating the damage inflicted with a thrown weapon. He must be within 30 feet of his target. This feat may not be used against targets with concealment or cover.

Special: Prymidians treat the feat as a combat feat.

ARCANEBODY, GREATER- METAMAGIC

You can harness and unleash the potent energy stored in your body.

Prerequisite: Cynean

Benefits: You can use your arcane body racial trait a number of times per day equal to your Constitution modifier.

ARCANECRYSTAL

You are one with the stones and draw energy from the world around you.

Prerequisites: Arcane caster level 3, Cynean.

Benefits: Add your Constitution modifier to your spell-casting ability score to determine bonus spells.

For example, a Cynean sorcerer with a Charisma of 16 and a Constitution or 14 would have the bonus spells as if he had a Charisma of 18.

ARCANE GRYSTAL ENERGY

You may channel your own life force to power your spells.

Prerequisites: Arcane caster level 9, Arcane Crystal.

Benefits: The Cynean may cast any arcane spell known without expending a spell slot. However he must take one point of Constitution damage per level of the spell.

ARGANE GRYSTAL RESILIENCE

You can use your arcane energies to shore up the vulnerability of your crystalline body.

Prerequisites: Arcane caster level 1, Cynean.

Benefits: You no longer automatically fail saving throws against force effects.

ARCANE CRYSTAL SHIELD

You may channel your arcane power to defend yourself.

Prerequisites: Arcane caster level 5, Arcane Crystal.

Benefits: Once per round as an immediate action, a Cynean may sacrifice a spell slot to gain a deflection bonus to AC equal to the level of the spell sacrificed.

ARCANE CRYSTAL STRIKE

You can channel magical energy into your unarmed strikes.

Prerequisites: Arcane caster level 2, Arcane Crystal, Cynean.

Benefits: When you hit with an unarmed strike, you may expend a number of spell slots up to half your caster level (minimum 1). For every spell level spent in this manner, your unarmed strike deals an additional 1d4 points of damage.

ARCANE WYRD - WYRD

You have been trained in the art of rewriting your arcane future.

Prerequisite: Charisma 13+, Intelligence 13+, ability to prepare spells in advance.

Benefit: You are capable of taking 15 minutes of meditation to change how your arcane energies are prepared, allowing you to "forget" a single prepared (but uncast) spell. This slot is then open and can be filled with a new prepared spell. You may do this as often as you wish, taking 15 minutes per spell.

ASSAULTFORMATION - COMBATA

With the help of your allies, you can deliver a powerful, coordinated charge that disrupts enemy formations.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +5.

Benefit: To form an assault formation, you must be standing adjacent to one or more allies who also possess this feat. You all charge on the same initiative count, and

	NEW FEXTS	
FE太T	PREREQUISITES	SUMMARY
Additional Mutation	Enuka	Gain additional mutation.
Anatomical Targeteer	Precise Shot, Heal 5 ranks, Prymidian	Use Intelligence modifier for damage on thrown weapons.
Arcane Body, Greater	Arcane body racial ability, Cynean	Use arcane body racial trait up to Constitution modifier times per day.
Arcane Crystal	Arcane caster level 3, Cynean	Add Constitution modifier to determine number of bonus spells.
Arcane Crystal Energy	Arcane caster level 9, Arcane Crystal	May cast spells without expending spell slot by taking Constitution damage.
Arcane Crystal Resilience	Arcane caster level 1, Cynean	No longer fail saving throws against force effects.
Arcane Crystal Shield	Arcane caster level 5, Arcane Crystal	May sacrifice spells to gain deflection bonus.
Arcane Crystal Strike	Arcane caster level 2, Arcane Crystal, Improved Unarmed Strike	Spend spell slots to increase unarmed attack damage.
Arcane Wyrd	Cha 13 Int 13, ability to prepare spells	May take 15 minutes to exchange prepared spell.
Assault Formation	Improved Bull Rush, Power Attack, BAB +5	Gain bonus when charging in large group.
Black Lightning Beam	P'Tan, shadowspark racial ability	Unleash shadowspark in 60ft line.
Black Lightning Bolt	P'Tan, shadowspark racial ability	Deal additional damage with shadowspark.
Black Lightning Burst	Black Lightning Cone, P'Tan, shad- owspark racial ability	Unleash shadowspark to all targets within 15ft.
Black Lightning Cone	P'Tan, shadowspark racial ability	Unleash shadowspark in a 15ft. cone.
Black Lightning Fist	Improved Unarmed Strike, P'Tan, shadowspark racial ability	Deal shadowspark damage on successful unarmed strike.
Black Lightning Sheath	P'Tan, shadowspark racial ability, at least two other shadowspark feats	Sheath self in shadowspark.
Black Lightning Surge	P'Tan, shadowspark racial ability	Spend shadowspark to gain temporary hit points
Cavian Bite Mastery	Cavian, bite racial feature	Take fewer penalties when using bite and add full Strength bonus to damage.
Cannibalize	Caliban	Gain skill points by eating a corpse.
Cannibalize, Improved	Cannibalize	Gain Strength bonus by using Cannibalize.
Cannibalize, Greater	Improved Cannibalize	Gain Constitution bonus by using Cannibalize.
Craft Magic Candle	Caster level 3	Create magic candles.
Craft Wyrd Charm	Arcane caster level 5, one other wyrd feat	Create wyrd charms.
Dancing Warrior	Dodge, Perform (dance) 1	Gain dodge bonus when dancing.
Dancing Warrior, Greater	Dancing Warrior, Fighter level 6	Increase dodge bonus.
Daylight Adaptation	P'Tan	No longer dazzled in bright light.
Disrupt Spell Trigger	Disruptive	Gain attack of opportunity when target activates spell trigger item.
Disrupt Spell-Like Ability	Disruptive	Gain attack of opportunity when target activates spell-like ability.
Draconic Bloodline	Sametia Affinity, character 1st level	Gain skill bonus and affinity to a certain dragor
Draconic Inheritance	Draconic Bloodline	Gain bonus against paralyzis and sleep effects.
FE太T	PREREQUISITES	SUMMARY
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Energy Absorption	Energy resistance or energy immu- nity	Heal when taking damage from energy resistance.
Faceted Body	Cynean	Gain bonuses to CMD and Reflex.
Filthy Beast	Caliban	Gain bonuses to saving throws against poison and disease.
Forsaken	Cavian, Independent racial feature	Gain bonuses against psionic effects
Gem Soul	Arcane caster level 1, Cynean	Gain one additional spell per day of the highes level you can cast.
Gem Soul, Improved	Gem Soul	Gain powers linked to a particular gemstone.
Gem Soul, Greater	Improved Gem Soul	Cast Quickened spell by taking Constitution damage
Guarded by Nature	Dalrean, Dex 13	Very hard to surprise in the wilderness.
Hail of Thorns	Dalreans, thorns racial ability	Send out a rain of thorns that do damage.
Hardy Form	Base Fortitude +5, Dalrean	Gain immunity to polymorph effects.
Hive Fighting	Cavian, hive mind racial feature	Gain bonuses when fighting with other member of the Hive Mind.
Hive Node	Cavian, hive mind racial feature	Increase the bonus to Knowledge checks grant by the Hive Mind.
Implied Threat	Intimidate 1 rank, Primidian	Use Intelligence instead of Charisma for Initimidate checks.
Information Network	Sasori or Skill Focus (Diplomacy)	Control a network of spies and informants.
Into the Hole	Skill Focus (Stealth), Stealth 5 ranks	Increase the benefits of cover.
Jungle Born		Gain +2 bonus to Stealth and Survival in jungles.
Menacing	Intimidate 4 ranks	Increase the DC of concentration checks of threatened enemies.
Metallic Lacing	Arcane caster level 5, Cynean	Inflict additional damage with specific energy type.
Multi-Tentacle Fighting	Tentacles racial ability, Two-Weapon Fighting, Prymidian	Gain two tentacle attacks as secondary attacks
Mutation Focus	Enuka	Increase the DC of a mutation.
Pain Focused the Mind	Iron Will	Take damage to re-roll Will saves.
Phalanx Leader		Command allies to give them AC boost.
Plantsense	Wildkindred racial ability	When using wildkindred ability, gain tremorsense.
Plantsight	Plantsense, Wis 17	When using wildkindred ability, gain blindsigh
Poison Immunity	Sasori, poison resistance racial ability	Become immune to natural poisons.
Poison Immunity, Greater	Sasori, Poison Immunity	Become immune to all poisons.
Potion Guzzler	Quick Draw	May drink two potions in one round.
Predatory Nature	Enuka, Skill Focus (Intimidate)	May retry Intimidate checks without penalty.
Rational Argument	Diplomacy 1 rank, Prymidian	Use Intelligence instead of Charisma for Diplomacy checks.
Rebuke Nature	Dalrean	Prevent plants from attacking you.
Rhino's Charge	Improved Bull Rush	Knock opponent prone on a successful bull rus
Scholarly Upbringing	Prymidian	May make untrained Knowledge checks.

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FE太T	PREREQUISITES	SUMMXRY
Scorpion Sight	Sasori, vermin friend racial ability	Gain tremorsense 10ft.
Seeds of Clairvoyance, Greater	Cavian, seeds of clairvoyance racial ability, character level 7	Use both clairvoyance and clairaudience when using seeds of clairvoyance.
Sharp Wit	Heal 5 ranks, Weapon Finesse, Prymidian	Use Intelligence instead of Strength when using Weapon Finesse
Shield Expertise	Shield Focus	Add shield bonus to CMD against bull rush and overrun.
Spear Mastery	Base Attack Bonus +1	When wielding a spear, use it as a double weapon.
Spellbud	Dalrean, ability to cast spells	May grow a bloom that stores a single spell.
Stalwart Casting	Combat Casting	Gain +4 insight bonus to concentration check when taking damage.
Tactical Move	Base Attack Bonus +3	Gain dodge bonus to AC when moving more than 20ft.
Team Leader		Give allies bonuses to hit.
Tentacle Jab	Tentacles racial ability, Prymidian	Tentacles inflict piercing damage.
Tentacle Lash	Tentacles racial ability, Prymidian	Tentacles inflict slashing damage.
Terran Sorcery	Arcane Crystal	Can substitute Constitution for spellcasting ability.
Terran Sorcery, Improved	Arcane caster level 13, Terran Sorcery	Add Constitution to spellcasting attribute for spell DCs
Tough Bark	Dalrean	Gain +1 natural armor.
Thorns	Dalrean	Inflict damage to those hitting you in melee or grappling you.
Vegetative Mind	Base Will save +5, Dalrean	Gain immunity to mind-affecting effects.
Venomous Coating	Sasori, Virulent Poison	Poison targets that bite or swallow you.
Venomous Spittle	Sasori, Virulent Poison	Spit poison as a ranged touch attack.
Vermin Call	Sasori, vermin affinity racial ability	Affect vermin as if they were animals.
Virulent Poison	Sasori, venom racial trait.	You may create greater or lesser sasori venom.
Well-Informed	Sasori	May use Wisdom instead of Charisma to gather information. May replace Knowledge checks with gather information check.
Wyrd Blood	Dominion Affinity	Gain +2 insight bonus to one saving throw.
Wyrd Blood, Improved	Wyrd Blood	May use Wyrd Blood feat after rolling.
Wyrd Casting	arcane caster level 3, Dominion affinity	Increase the DC of a spell you are casting.
Wyrd Communication	Wyrd Visions	Gain insight bonus to a skill check.
Wyrd Time	arcane caster level 1, Dominion affinity	Increase duration of spell, but shortening the duration of all other spells.
Wyrd Visions	Spell casting attribute 13, able to cast 1st level arcane spells, Dominion affinity	Cast augury once per day.

must end your charge adjacent to one another. When you do this, your charging bonus to attack rolls increases to +4. The damage done is increased by one for each ally with this feat who took part in the charge.

BLACK LIGHTNING BEAD

You can unleash your shadowspark in a long beam.

Prerequisites: P'Tan, shadowspark racial ability.

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Benefits: As a standard action that provokes attacks of opportunity, you can spend two uses of your black lightning ability to deal shadowspark damage in a 30 ft. line; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

BLACKLIGHTNING BOLT

Your shadow connection is stronger than other P'Tan's.

Prerequisites: P'Tan, shadowspark racial ability.

Benefits: Your shadowspark ability deals 1d6 points of damage per two character levels.

BLACKLIGHTNING BURST

You learn to unleash your shadowspark all around you.

Prerequisites: Black Lightning Cone, P'Tan, shadow-spark racial ability.

Benefits: As a standard action that provokes attacks of opportunity, you can spend two uses of your black lightning ability to deal its damage in a 15 ft. radius burst centered on you; creatures within the burst get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

BLACK LIGHTNING CONE

You can channel your shadowspark in a cone.

Prerequisites: P'Tan, shadowspark racial ability.

Benefits: As a standard action that provokes attacks of opportunity, you can unleash a 15ft. cone; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

BLACK LIGHTNING FIST - COMBAT

You have learned to master your shadowspark to unleash it whenever you succeed at making an unarmed attack.

Prerequisites: Improved Unarmed Strike, P'Tan, shad-owspark racial ability.

Benefits: You can expend one use of your shadowspark ability as a swift action to wreath your unarmed strikes in shadowy electricity. Add your shadowspark damage to your unarmed strike damage. You may not use this feat more than once per round.

BLACKLIGHTNING SHEATH

You have mastered the power of the shadowspark and can surround yourself with it for short periods of time.

Prerequisites: P'Tan, shadowspark racial ability, at least two other shadowspark feats.

Benefits: As a full-round action that provokes attacks of opportunity, you can sheath yourself in shadowy electricity by spending three uses of your black lightning ability. The Black Lightning Sheath lasts for a number of rounds equal to your Wisdom modifier.

You gain the following effects:

- Your alignment is treated as Chaotic Evil for purposes of all spells and effects, and you radiate Chaos and Evil as if you were a cleric of your character level, in addition to your actual alignment.
- You are sheathed in electrical energy like a fire shield spell. You take half damage from electricity attacks and deal your shadowspark damage back on a natural, unarmed or one-hand melee weapon attack.
- While using this ability, you cannot use other shadowspark abilities.

BLACK LIGHTNING SURGE COMBAT

While it drains most P'Tan's energy to overuse their shadowsparks, some can temporarily feed that energy back into themselves.

Prerequisites: P'Tan, shadowspark racial ability.

Benefits: As a swift action you may spend one use of your black lightning ability to gain a number of temporary hit points equal to your character level. These temporary hit points last for one hour, or until lost, whichever comes first.

In addition, you can use your black lightning one additional time per day.

CANNIBALIZE

You can steal an enemy's memories and skills by eating its brain.

Prerequisite: Caliban

Benefit: You must eat the brain of an intelligent creature that has been dead for less than an hour. This has no effect if the target has fewer hit dice than the caliban. If it has more hit dice than the caliban, the caliban gains the skill ranks the target had in one skill, to a maximum of the caliban's level.

The caliban adds his own ability to the skill. Using this feat is a full round action. This bonus lasts for a number of minutes equal to one half the caliban's level.



CANNIBALIZE, IMPROVED

You are able to gain some of a creature's strength and power by consuming its heart.

Prerequisite: Cannibalize

Benefit: When using the cannibalize feat, the Caliban eats the heart of the target. If the target has more hit dice than the caliban, the caliban also gains a +1 competence bonus to Strength. This has the same duration as the Cannibalize feat.

GANNIBALIZE, GREATER

You are able to gain some of a creature's health and power by consuming its liver.

Prerequisite: Improved Cannibalize

Benefit: When using the improved cannibalize feat, the Caliban eats the liver of the target. If the target has more hit dice than the caliban, the caliban also gains a +1 competence bonus to Constitution. This has the same duration as the Cannibalize feat.

CAVIAN BITE MASTERY COMBAT

You have mastered the art of fighting with your bite as well as with weapons.

Prerequisites: Cavian, bite racial feature

Benefits: When using a full attack and his bite as a secondary attack, a Cavian only takes a -2 penalty and can add his full Strength bonus to the damage.

CRAFT MAGIC CANDLE - CREATION

You may impart a magic spell into a candle.

Prerequisites: Caster level 3.

Benefits: You can create magic candles.

CRAFT WYRD CHARD - CREATION WYRD

You can scribe a charm to hold some of the power of your destiny, and use it to change circumstances when things go against you.

Prerequisites: Arcane caster level 5, one other Wyrd feat.

Benefits: You can create wyrd charms.

DANCING WARRIOR

You have learned the ancient dances of protection of the Wyldlands of Bal.

Prerequisite: Dodge, Perform (dance) 1 rank

Benefit: While wearing an armor that is not made of metal that you are proficient with you can dance, requiring you to move at least 10 feet on your turn. Doing so grants a +1 dodge bonus to AC and CMD. You

must end 10 feet away from your starting point. This bonus stacks with the dodge feat.

DANCING WARRIOR, GREAUER

You have mastered the ancient wardances of the Wyldlands of Bal.

Prerequisite: Dancing Warrior, Fighter Level 6

Benefit: The bonus for using Dancing Warrior increases to +2.

DAYLIGHT ADAPTATION

You have adapted to the sunlight world.

Prerequisite: P'Tan.

Benefits: You are no longer dazzled in bright light.

DISRUPT SPELL TRIGGER - COMBAT

You know how to strike just before an enemy can activate spell-trigger items.

Prerequisites: Disruptive.

Benefits: Within the reach of the character, any enemy using a spell trigger item – such as a wand – is subject to an attack of opportunity. An enemy may cast defensively to avoid this threat.

A successful attack only prevents activation if the target is knocked unconscious or unable to complete the activation.

DISRUPT SPELLALIKE ABILLTY - GODBAT

You know when to strike to best disrupt an enemy as he tries to activate a spell-like ability.

Prerequisites: Disruptive.

Benefits: Within the reach of the character, any enemy using a spell-like ability is subject to an attack of opportunity. An enemy may cast defensively to avoid this threat.

A successful attack only prevents activation if the target is knocked unconscious or unable to complete the activation.

DRACONIC BLOODLINE

The blood of ancient wyrms flows through your veins.

Prerequisite: Sametia Affinity, character 1st level

Benefit: When you select this feat, you must select one type of chromatic dragon. The character's skin takes on a tint of that color. It also determines an energy affinity and two skills gain a +1 feat bonus. Those skills are always considered class skill for the character.

Color	Skills
Black	Stealth, Swim
Blue	Diplomacy, Spellcraft
Green	Stealth, Survival
Red	Bluff and Intimidate
White	Acrobatics, Climb

Special: Characters with Sametian Affinity who drink the blood of a true dragon may select this feat, even if they are no longer 1st level. The dragon type must match the blood of the dragon.

DRACONICINHERITANCE

Draconic blood runs quite deep in you.

Prerequisite: Draconic Bloodline

Benefit: You gain a +4 racial bonus against sleep and paralyzing effects.

ENERGYABSORPTION

You can use your natural protection to heal yourself.

Prerequisite: Energy resistance or energy immunity

Benefit: Once per day, when your energy resistance or energy immunity reduces the damage dealt to you, you gain a number of hit point equal to half the damage saved by your resistance or immunity.

FACETED BODY

Your body has sharp angles making it difficult to hold and grab on to.

Prerequisites: Cynean.

Benefits: The Cynean gains a +1 bonus to his CMD against grapple and a +1 racial bonus to his Reflex saves.

FILTHY BEAST

Your diet and poor hygiene have made you resistant to poison and disease.

Prerequisite: Caliban

Benefit: You gain a bonus on all saving throws against poison and disease equal to one-half your character level.

Source: Monsters of NeoExodus: The Caliban

FORSAKEN

When you left the hive mind, you learned to close your mind to all psionics.

Prerequisites: Cavian, Independent racial feature.

Benefits: You gain a +2 racial bonus to AC, CMD and saving throw against psionic effects.

GEDSOUL

Your soul is linked to the stones of power, giving you a particularly crystalline appearance. Your connection to the stones of power grants you an additional reserve of arcane energy.

Prerequisites: Arcane caster level 1, Cynean.

Benefits: The Cynean may cast one additional known high level arcane spell per day. The maximum spell level that can be taken equals his spellcasting ability modifier (Intelligence for wizards, Charisma for bards and sorcerers).

If the character learns a spell of a level higher than his spellcasting ability modifier, the spell gained is of the ability modifier's level. For example, a 10th level Cynean sorcerer with a Charisma of 18 would gain an extra 4th level spell, even if he knows 5th level spells.

GEDSOUL, IMPROVED

Your body takes on the actual and metaphysical properties of a particular gemstone.

Prerequisite: Gem Soul

Benefits: The Cynean takes on the color of his associated gem. He counts his caster level as being 1 higher for the purpose of determining range and duration of spells of that school. Spells of the associated school have their DC increased by 1.

School	Gem	Color
Abjuration	Emerald	Green
Conjuration	Sapphire	Deep Blue
Divination	Diamond	Clear
Enchantment	Amethyst	Purple
Evocation	Ruby	Red
Illusion	Tourmaline	Pale Blue
Necromancy	Onyx	Black
Transmutation	Topaz	Yellow

GEDSOUL, GREATER

By focusing his inner arcane energies and sacrificing some of your life force, you can unleash great magical energies.

Prerequisites: Able to cast 6th level arcane spells, Improved Gem Soul.

Benefits: The Cynean casts one arcane spell known as a Quickened spell, even if he does not have the feat. The caster takes Constitution damage equal to one point per spell level of the spell cast. This spell counts as being cast by a spontaneous caster.

GUARDED BY NATURE

The spirits of nature warn you of incoming attacks, allowing you to dodge aside just in time. Even when an opponent catches you unaware, the spirits' cries put you on your guard.

Prerequisites: Dalrean, Dex 13.

Benefit: When out in the wilderness you cannot be caught flat-footed due to surprise, and you are not flat-footed if an opponent's initiative is higher than your own during the first round of combat. When danger draws near, the nature spirits you can talk to provide you with enough of a warning that you can ready yourself for an attack. This ability does not function in urban settings.

HATLOF THORNS

Prerequisites: Dalrean, thorns racial ability.

Benefit: A Dalren can expel their thorns in a 15-foot cone, dealing 2d6 points of piercing damage to any creature in the area. A Reflex save (DC 10) halves the damage. A dalrean can use this ability one time per day plus their Constitution modifier (minimum 1).

HARDYFORD

The Dalrean gains the resistance to shape altering that is common to many Plant subtype creatures.

Prerequisites: Base Fortitude +5, Dalrean.

Benefits: The Dalrean is immune to polymorph effects.

HIVE FIGHTING - GOMBATH TEXMWORK

Using your connection to the hive mind, you gain additional insight you can use in a fight.

Prerequisites: Cavian, Hive-Mind racial feature

Benefits: Cavians gain a +1 insight bonus to attack and damage rolls for every ally with this feat that threatens the same target.

HIVE NODE

You are a focus point of the hive mind and gain great comfort from it.

Prerequisites: Cavian, hive mind racial feature.

Benefits: Increase the racial bonus to Knowledge checks by 1. The skill penalty is not affected.

IMPLIED THREAT

You imply more than you actually threaten.

Prerequisites: Intimidate 1 rank, Prymidian.

Benefits: A Prymidian with this feat may use his Intelligence modifier instead of his Charisma for Intimidate checks.



Special: This feat stacks with the bonus from Master Lecturer.

INFORMATION NETWORK

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You have a network of contacts and informants that keeps you up to date.

Prerequisites: Sasori or Skill Focus (Diplomacy)

Benefit: Choose a city to be the center of your network. In that city, you receive a +2 competence bonus to Gather Information and Knowledge (Local) checks within your network's reach and Gather Information takes a quarter of the usual time.

Special: This feat may be taken multiple times, but must select a different city each time. At the GM's option, you may select a larger rural area.

INTOTHEHOLE

You make the best use of whatever cover is around you.

Prerequisites: Skill Focus (Stealth), Stealth 5 ranks

Benefit: When in cover, all penalties for targeting you are increased by +2. This has no effect if you do not have cover from the attacker.

JUNGL'E BORN

You are savvy in the laws of the jungle.

Benefits: You receive a +2 bonus to Stealth and Survival checks while in jungle terrain.

MENACING

Spell casters dread your clost proximity as you disrupt them with your menacing appearance.

Prerequisite: Intimidate 4 ranks

Benefit: Any enemy spellcaster you threaten in melee has the DC of his concentration checks increased by your ranks in Intimidate.

METALLIC LACING

Your body is laced with veins of metal that focus and channel magical energies.

Prerequisites: Arcane caster level 5, Cynean.

Benefits: A Cynean's body is marbled with veins of the element chosen. These metals may not be extracted without killing the Cynean, and even then the quantities are very small.

Metal	Energy
Copper	Electricity
Gold	Acid
Platinum	Sonic
Silver	Cold
Steel	Fire
••••••	

A Cynean with this feat adds an additional point of damage inflicted per dice from any spell with the energy type associated with his metal.

MULTIFUENTACLEFIGHTING

You learned to use your tentacles to the best of your ability.

Prerequisites: Tentacles racial ability, Two-Weapon Fighting, Prymidian.

Benefits: You gain two tentacle attacks as secondary natural attacks. Tentacles deal 1d4 points of bludgeoning damage. However, when using this feat, you do not benefit from the added reach on your main weapon – unless it is a reach weapon.

Special: This feat qualifies the Prymidian for the Multiattack feat.

Special: Prymidians treat this feat as a combat feat.

MUTATION FOCUS

You have mastered your mutations, making them much more effective than that of others.

Prerequisites: Enuka, have a mutation with a save DC.

Benefit: Increase the DC of all your mutations by 2.

PAIN FOCUSES THE MIND

Pain focuses your mind and prevents you from being easily commanded.

Prerequisite: Iron Will

Benefit: When you are the target of a mind-affecting or fear effect, you may chose – as an immediate action – to hurt yourself, taking a number of points of damage equal to double your level. You may then attempt another saving throw at the start of your next turn. Succeeding at that second save is the same as succeeding at the first one.

RHALANXLEADER-GIMBAT

You know how to bring your troops out of a fight.

Benefit: As a move action, you can direct allies within 30 feet of you. The Allies must be able to see and hear you. Allies gain a +1 morale bonus to AC for one round.

Special: If you have the Team Leader feat, you may activate both at the same time.

PLANTSENSE

Your ability to communicate with plants gives you unprecedented awareness of your surroundings.

Prerequisites: Wildkindred racial ability or the ability to cast speak with plants as a spell.

Benefit: As long as your ability to speak with plants is active, you have tremorsense out to 20 ft. You cannot use this ability if there are no plants in that radius.

PLANTSIGHT

Your awareness in natural areas is downright uncanny.

Prerequisites: Wisdom 17, Plantsense.

Benefit: As long as your ability to speak with plants is active, you gain blindsight 20ft. You cannot use this ability if there are no plants in that radius.

POISON IMMUNITY

Your affinity to poisons makes you highly resistant to the venoms of natural creatures.

Prerequisites: Sasori, poison resistance racial ability.

Benefits: The Sasori becomes completely immune to poison from animals, plants and vermin.

POISON IMMUNITY GREATER

You are immune to all poison

Prerequisites: Sasori, Poison Immunity

Benefits: The Sasori becomes completely immune to all poisons, whether magical or natural.

POTION GUZZLER

You are adept at drinking potions very fast.

Prerequisites: Quick Draw.

Benefits: As a full-round action that provokes an attack of opportunity, you may quaff two potions (or similar apothecary items) at once. You must have both of your hands free to use this feat. This feat does not stack with any ability that allows you to drink more than one potion.

PREDATORY NATURE

You are a natural predator and everyone around you can feel your inner beast.

Prerequisites: Enuka, Skill Focus (Intimidate).

Benefit: You may reroll an Intimidate check without penalty.

Normal: Retries gain a +5 increase for every retry attempt.

RATIONALARGUMENT

You present everything in a way that those who talk to you cannot help but see the logic in your words.

Prerequisites: Diplomacy 1 rank, Prymidian.

Benefits: A Prymidian with this feat may use his Intelligence modifier instead of his Charisma modifier for determining his Diplomacy checks.

Special: This feat stacks with the bonus from Master Lecturer.

REBUKE NATURE

Using the raw force of your personality, you compel plants and plant creatures to halt any violent actions toward you. Even magic that draws on plants seems to loathe harming you.

Prerequisites: Dalrean

Benefits: You can rebuke plants as a standard action that does not provoke an attack of opportunity. All plants within 60 feet of you must make Will saves (DC 10 + half your class level + your Charisma modifier) or be unable to attack you unless you first attack them. On a successful save, they still take a -2 penalty on all attacks against you.

If you attack any plant affected by this power, then the effect is broken

You may use this feat a number of times per day equal to 3 + your Charisma modifier.

Also, against spells with the plant descriptor, you gain spell resistance equal to 10 + your character level. The fundamental power of plant magic senses your connection to nature and draws back from you.

RHINDSCHARGE

You not only push your opponent, you push them down.

Prerequisites: Improved Bull Rush.

Benefits: When you successfully bull rush an opponent, you push them back as normal, but also knock them prone.

SCHOLARLYUPBRINGING

You have trained with many master scholars and sages who have imparted their wisdom to you.

Prerequisites: Prymidian.

Benefits: A Prymidian may use a Knowledge skill untrained.

Special: If you have the bardic knowledge class feature, you gain a bonus of +2 on all knowledge checks.

SCORPIONSIGHT

You have learned to listen with your feet to locate enemies.

Prerequisites: Sasori, vermin friend racial ability.

Benefits: A Sasori with this feat gains tremorsense 10ft.

Special: This feat may be taken up to three times, each time adding 10ft. to the Sasori's tremorsense.

SEEDSOF CHAIRVOYANCE, GREATER

You may gain greater insight with your seeds of clair-voyance.

Prerequisites: Cavian, seeds of clairvoyance racial ability, character level 7.

Benefits: You may use both clairvoyance and clairaudience at the same time on a target infected with your seeds of clairvoyance

SHARPWIT

You studied many forms and have mastered the art of inflicting maximum damage with as little pressure as possible.

Prerequisites: Heal 5 ranks, Weapon Finesse, Prymidian.

Benefits: When using a weapon with the Weapon Finesse feat, you add your Intelligence bonus to your damage instead of your Strength.

SHIELD EXPERIISE - COMBAT

You know how best to use your shield to prevent an opponent from moving you.

Prerequisites: Shield Focus

Benefits: You may add you shield bonus to your CMD to resist bull rush and overrun attempts.

SPEAR MASJERY-COMBAT

You have mastered the art of fighting with spears.

Prerequisites: Base Attack Bonus +1

Benefit: When wielding any spear weapon (Bal spearclub, longspear, spear, shortspear), you can wield it as a double weapon. The other end of the spear deals the same amount of damage as its other edge, but as bludgeoning damage.

SPELLBUD-METAMAGIC

You may grow buds that can store spells.

Prerequisites: Dalrean, ability to cast spells

Benefit: A Dalrean can grow and generate a bloom that holds a spell. A dalrean can place up to a 3rd level spell into a spellbud. The process takes eight hours, during which time the dalrean must not be interrupted. A spellbud can be removed from the dalrean, but must be used within 1d4+1 rounds or the spellbud withers and the spell is wasted. Only the dalrean that grew a spellbud can activate it.

A spellbud can be activated as a full-round action that does not provoke attacks of opportunity. The spell counts as a Silent, Still spell without affecting the spell level.

STALWART CASTING

The character gains an innate bonus to maintaining his focus and concentration while in pain.

Prerequisite: Combat Casting.

Benefits: The character gains a +4 Insight bonus to his concentration checks for suffering damage while casting or taking continuous damage. You do not have to declare that you are using this feat ahead of time.

TACTICALIDIVEPCIDBAT

You make careful, calculated movements in combat to minimize your exposure to enemy missile fire.

Prerequisite: Base attack bonus +3.

Benefit: If you take a move, double move, or withdrawal action and move at least 20 ft. from your starting position, you get a +1 dodge bonus to Armor Class against ranged attacks until the start of your next turn. If you are proficiently wielding a shield larger than a buckler, this dodge bonus increases to +2. You cannot gain the benefits of this feat if you run or charge.

TEXD LEXDER - COMBAT

You are adept at leading your allies in a fight.

Benefit: As a move action, you can direct allies within 30 feet of you. The Allies must be able to see and hear you. Allies gain a +1 morale bonus to attack rolls for one round.

Special: If you have the Phalanx Leader feat, you may activate both at the same time.

TENTACLEJAB

You are adept at striking with the end of your tentacles.

Prerequisites: Tentacles racial ability, Prymidian.

Benefits: A Prymidian is able to use his tentacles to inflict piercing damage instead of bludgeoning damage. The type of damage may be changed as a free action.

TENTACLELASH

You learn to whip your tentacles, making them as sharp as a sword.

Prerequisites: Tentacles racial ability, Prymidian.

Benefits: A Prymidian is able to use his tentacles to inflict slashing damage instead of bludgeoning damage. The type of damage may be changed as a free action.

TERRAN SORGERY

Your body is the vessel of your magical powers; by enhancing the one, you enhance the other.

Prerequisite: Arcane Crystal.

Benefits: You can substitute your Constitution for your spell casting attribute.

TERRAN SORGERY, IMPROVED

You have learned to combine your physical and spiritual powers in a cohesive, irresistible whole.

Prerequisites: Arcane caster level 13, Terran Sorcery.

Benefits: Add your Constitution modifier to your spellcasting ability score to determine spell DCs.

For example, a Cynean sorcerer with a Charisma of 16 and a Constitution or 14 would cast spells as if he had a Charisma of 18.

TOUGHBARK

Your outer bark is more resistant to damage than that of other Dalreans

Prerequisite: Dalrean.

Benefits: The Dalrean gains a +1 Natural Armor Class bonus.

Special: A Dalrean can take this feat up to three times.

Special: A Dalrean counts this feat as a combat feat.

THORNS

The Dalrean grows hundreds of tiny fine thorns over its entire body.

Prerequisites: Dalrean.

Benefits: Anyone striking the Dalrean with a one handed weapon, a natural attack or an unarmed strike takes 1 point of piercing damage per hit. Anyone grappling or grappled by the Dalrean suffers 1d4 points of piercing damage per round.

VEGETATIVE MIND

Your mind becomes increasingly plant-like.

Prerequisites: Base Will save +5, Dalrean.

Benefits: The Dalrean becomes immune to all mindaffecting effects. This includes any positive effects. It can never be "switched off".

VENDMOUSCOXTING

You produce poison from glands all over your body.

Prerequisites: Sasori, Virulent Poison.

Benefits: Whenever someone bites you, it must make a DC 10 + half your character level + Sasori's Dex or be poisoned.

Creatures who swallow you automatically suffer from your poison.

VENDIDOUSSPITTLE

You may project your poison through spittle.

Prerequisites: Sasori, Virulent Poison.

Benefits: You may project your poison onto a target up to 30ft from you by making a ranged touch attack. On a successful hit, the target must begin to save against your poison.

VERMINCALL

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You are attuned to the vermin that live all around you. They recognize you as one of their own.

Prerequisite: Sasori, vermin affinity racial ability.

Benefits: The Sasori treats all animals and vermin without an intelligence score as having one. A Sasori may use any of his special abilities that affect animals or vermin.

VIRULENT POISON

Your blood is particularly toxic.

Prerequisites: Sasori, venom racial trait.

Benefits: You may create either greater or lesser sasori venom. (See new poisons.)

WELLFINFORMED

You have learned much about many people, things and places.

Prerequisites: Sasori.

Benefits: You may use your Wisdom modifier instead of your Charisma for any attempt at Gather Information. Also, you can make an immediate Gather Information check to replace a Knowledge check, but the DC is increased by 10.

WYRD BLOOD WYRD

Your family includes a number of powerful wyrd casters. This ability has transferred to you at birth.

Prerequisites: Dominion Affinity

Benefit: Once per day, you may call upon your wyrd blood to gain a +2 insight bonus to one saving throw.

Many people have Wyrd Blood from birth, this ability can manifest later in life.

WYRD BLOOD, IMPROVED - WYRD

Your family includes a number of powerful wyrd casters. This ability has transferred to you at birth.

Prerequisites: Wyrd Blood

Benefit: You may call upon your Wyrd Blood after you make the saving throw instead of before.

Many people have Wyrd Blood from birth, this ability can manifest later in life.

WYRD GASTING= MERAMAGIG, WYRD

You can call upon fate to manipulate the present.

Prerequisites: arcane caster level 3, Dominion affinity.

Benefit: You may increase the DC of a spell you are casting by up to half your spell casting attribute. A Wyrd spell take up a spell slot two levels higher than the original spell.

WYRD GOMMUNICATION - WYRD

You can contact yourself in the future and gain some insight.

Prerequisites: Wyrd Visions

Benefit: When using Wyrd Visions, you may ask for insight from your future self. This guidance comes in the form or an insight bonus equal to your half character level (min. 1) on any one skill check. The skill to gain the bonus must be chosen at the time the visions are used. It must be a skill you currently have ranks in. If the bonus is not used, it is lost at the next sunrise.

WXRDTIDE=DETADAGIO, WXRD

You can extend the duration of a spell.

Prerequisites: arcane caster level 1, Dominion affinity.

Benefit: You may increase the duration of any noninstantaneous spell by a number of rounds equal to your spell casting attribute. However, for the next minute, all your spells have their duration halved. This feat has no effect on spells with a duration of instantaneous or permanent. A Wyrd Timed spell does not take up a spell slot higher than the original.

WYRD VISIONS - WYRD

You can induce visions that delve into your future.

Prerequisites: Spell casting attribute 13, able to cast 1st level arcane spells, Dominion affinity.

Benefit: Once per day, you may enter an hour-long meditative trance which causes you to have visions of your future. Once during the next 24 hours you may call upon these visions to give you a clue whether an action taken in the near future will produce positive

P太GE 118

results. This takes a full-round action (to contemplate the vision), and acts as an augury spell cast at your arcane caster level.

wyrd visions, improved - wyrd

Your wyrd visions are much more powerful.

Prerequisites: arcane caster level 7th, Wyrd Visions

Benefit: When activating your wyrd visions, you may instead gain the benefits of a commune spell. The question must be something about the future.

NEW SPELLS

NEW MAGIC SUBTYPE

First Ones: Spells marked with the First Ones subtype are spells that call upon an inner darkness, a dark energy that most spellcasters avoid. Possessing a copy or knowledge of these spells is considered heresy by the Sanguine Covenant.

Spells identified with a FO are of the First Ones subtype

B太RD

LEVEL 1

Transcribe: Write down exact conversations

LEVEL Z

Accelerate Magic: Lower the duration of a spell Beguile: Use Charisma instead of Strength on CMD Deaden Senses: Cancels one sense for a short period of time.

Fountain of Knowledge: Gain insight bonus to all Knowledge skills

Magnify Vision: Doubles the range of your vision **Wall of Silence:** Creates a wall that blocks all sound and sonic effects.

Level 3

Babble Sphere: The target can only speak in gibberish

LEVEL 5

Sensory Deprivation: Negates all of the target's sense

Level 6

Deaden Senses, Mass: Like deaden senses but affects multiple targets

Sensory Excess: Turns all damage into nonlethal damage

CLERIC

LEVEL 1

Deadman's Gaze: See through a corpses' eyes **False Guidance:** Increases the chance of failure of divination spells

Tendrils of Darkness: Tendrils of darkness entangle targets. (Var Shaal)

Transcribe: Write down exact conversations

LEVEL Z

Kaga's Channeling: Lower the target's effective caster level (Kaga)

Light of the Full Moon: Creates a barrier that damages shapechangers (Sanguine Covenant)

Light of Undeath: Make undead appear alive and places living creatures under a faerie fire (Xonist)

LEVEL 3

Babble Sphere: The target can only speak in gibberish **Conflagrating Charge:** Deal fire damage on a bull rush, overrun or trample (Cult of the Dragon)

Corpse Flesh: Gain DR and natural armor of an undead **Feast of Maggots:** Maggots eat the target alive (Xonist) **Flaming Armor:** Armored target takes fire damage

(Cult of the Dragon)

Flaming Bolt: Target ammunition deals additional fire damage (Cult of the Dragon)

LEVEL 4

Bind Shape Changer: Prevents a shape changer from changing form

Brain Stroke: Drain Intelligence from target (Xonist) Caliban's Feast: Eating the target grants its skill ranks (Cult of the Dragon)

Corruption of Khayne^{FO}: Target takes Constitution damage (Khayne)

Light of the Full Moon, Greater: As light of the full moon, but dealing more damage (Sanguine Covenant) Sacrifice: Sacrifice a living creature to gain bonuses to cast spells

LEVEL 5

Bloodletting: Make target bleed and resistant to positive energy

Crystal Shaping: Like stone shape, but affects gems and crystals

Level 6

Cone of Claws: Cone filled with gnashing teeth (Cult of the Dragon)

Sensory Deprivation: Negates all of the target's sense (Khayne)

LEVEL 7

Flaming Armor, Mass: As flaming armor but affects multiple targets (Cult of the Dragon) Sensory Excess: Turns all damage into nonlethal damage (Cult of the Dragon)

LEVEL B

Depletion of Khayne^{FO}: Deal ability drain to gain bonuses (Khayne)

LEVEL 9

Hellish Reprisal^{FO}: Upon death, wreak vengeance upon your killer Khayne)

DRUID

LEVEL Z

Deaden Senses: Cancels one sense for a short period of time.

Heighten Senses: Increases the target's senses Magnify Vision: Doubles the range of your vision

LEVEL 3 Dry Sphere: Dries water and damages aquatic creatures

Feast of Maggots: Maggots eat the target alive Horrid Stench: Those who come near you become nauseated

LEVEL 4

Bind Shape Changer: Prevents a shape changer from changing form

Caliban's Feast: Eating the target grants its skill ranks **Crystal Shaping:** Like stone shape, but affects gems and crystal

Dispersing Wind: As wind wall but in sphere shape. **Sacrifice:** Sacrifice a living creature to gain bonuses to cast spells

Shield of Worms: You body becomes covered with worms that attack anyone striking you.

LEVEL 5

Waterspout: A waves of water bull rushes and grapples targets in its path

Level 6

Deaden Senses, Mass: Like deaden senses but affects multiple targets

Heighten Senses, Mass: As heighten senses but affecting multiple targets

RXNGER

LEVEL Z

Deaden Senses: Cancels one sense for short period of time.

Heighten Senses: Increases the target's senses Magnify Vision: Doubles the range of your vision

Level 3

Flaming Bolt: Target ammunition deals additional fire damage

SORCERER/ WIZARD

Level 1

Battlemind: Use spellcasting attribute to make attacks **Deadman's Gaze:** See through a corpses' eyes **False Guidance:** Increases the chance of failure of divination spells **Tendrils of Darkness:** Tendrils of darkness entangle targets.

Transcribe: Write down exact conversations

LEVEL Z

Accelerate Magic: Lower the duration of a spell **Deaden Senses:** Cancels one sense for short period of time.

Flaming Blood: Target becomes vulnerable to fire Heighten Senses: Increases the target's senses Kaga's Channeling: Lower the target's effective caster level

Light of the Full Moon: Creates barrier that damages shapechangers

Light of Undeath: Make undead appear alive and places living creatures under a faerie fire

Magnify Vision: Doubles the range of your vision Moon Bolt: Fires bolt that deals cold damage Wall of Silence: Creates a wall that blocks all sound and sonic effects.

LEVEL 3

Black Tentacles, Lesser: Like black tentacles but affects only one square.

Brain Burrow^{FO}: Occupy the body of a dead creature **Brain Drain**: Drain target's intelligence and boost your own.

Burning Winds: Like gust of wind but also deals damage

Conflagrating Charge: Deal fire damage on a bull rush, overrun or trample

Corpse Flesh: Gain DR and natural armor of an undead **Dry Sphere:** Dries water and damages aquatic creatures **Feast of Maggots:** Maggots eat the target alive

Flaming Armor: Armored target takes fire damage **Flaming Bolt:** Target ammunition deals additional fire damage

Fountain of Knowledge: Gain insight bonus to all Knowledge skill

Horrid Stench: Those who come near you become nauseated

LEVEL 4

Babble Sphere: The target can only speaks in gibberish **Battle Tentacles:** Creates tentacles that cause damage **Bind Shape Changer:** Prevents a shape changer from changing form

Brain Stroke: Drain Intelligence from target. Caliban's Feast: Eating the target grants its skill ranks Crescent Grasp: When someone attacks you, attacker takes damage and may take Strength damage Dispersing Wind: As wind wall but in sphere shape. Flame Burst: Sphere of fire emanates from you Light of the Full Moon, Greater: As light of the full moon, but dealing more damage

Level 5

Bloodletting: Make target bleed and resistant to positive energy

Crystal Shaping: Like stone shape, but affects gems and crystal

Grant Spell: As imbue with spell ability

Lunar Majesty: Gain bonus to abilities

Sigil Sanctuary^M: Escape death by putting your mind into a book

Waterspout: Waves of water bull rushes and grapples targets in its path

LEVEL 6

Cone of Claws^{FO}: Cone filled with gnashing teeth **Deaden Senses:** Like deaden senses but affect multiple targets

Heighten Senses, Mass: As heighten senses but affecting multiple targets

Lunar Arsenal: Target armor or weapon gains bonuses against incorporeal and shapechanger creatures

Sensory Deprivation: Negates all of the target's sense

Level 7

Flaming Armor, Mass: As flaming armor but affects multiple targets

Sensory Excess: Turns all damage into nonlethal damage

LEVEL B

Rain of Fire: Burning pebbles fall from the sky doing fire and piercing damage

Level 9

Bitter Ashes: Kill target and destroys his soul, creating a wight

Hellish Reprisal^{FO}: Upon death, wreak vengeance upon your killer

Lunar Majesty, Mass: As lunar majesty but affects multiple targets

WITCH

Level Z

Accelerate Magic: Lower the duration of a spell Light of Undeath: Make undead appear alive and places living creatures under a faerie fire

Level 3

Corpse Flesh: Gain DR and natural armor of an undead **Feast of Maggots:** Maggots eat the target alive **Horrid Stench:** Those who come near you become nauseated

LEVEL 4

Sacrifice: Sacrifice a living creature to gain bonuses to cast spells

Shield of Worms: Your body becomes covered with worms that attack anyone striking you.

NEW SPELL DESCRIPTIONS

ACCELERATEMAGIC

School transmutation; **Level** bard 2, sorcerer/ wizard 2, witch 2

Casting Time 1 standard action Component V, S Range Short (25 ft + 5 ft / 2 levels) Target One active spell Duration Instantaneous Saving Throw None; Spell Resistance No

This spell reduces the duration of a targeted spell by half. To succeed, the caster must succeed at a caster level check DC 11 + opponent's caster level. A spell reduced to less than 1 round ends immediately.

Spells with duration of instantaneous and those without fixed durations cannot be targeted. If they are, this spell fails.

BABBLESPHERE

School Enchantment (mind-affecting, sonic); **Level** bard 3, cleric 3, sorcerer/ wizard 4

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Casting Time 1 standard action

Component V, S

Range Close

Effect All targets within 20-ft. of the caster can only babble

Duration 1 round / level

Saving Throw Will negates; Spell Resistance yes

Those caught in the babble sphere can only babble incoherently. This means they cannot use any magic items that require a command word to activate or cast a spell with a verbal component. They can still take other actions as long as they do not require speech.

The spell does not prevent someone affected from understanding unaffected targets.

This spell suppresses the tongues spell.

BATTLEMIND

School divination; Level sorcerer/ wizard 1
Casting Time 1 standard action
Component V, S
Range personal
Target you
Duration 1 round / level (D)
Saving Throw Will negates (harmless); Spell
Resistance yes (harmless)

The caster adds his spellcasting attribute modifier to attack rolls instead of Strength or Dexterity.

BATTLETENTACLES

The spell conjures a field of incorporeal tentacles of shadow, a black tentacles spell. These shadow tentacles attack every creature in the area. The attack bonus is equal to your caster level, has an equivalent Strength of 19, and counts as a Medium-sized creature. Creatures hit by the tentacles take 2d6+6 points of bludgeoning damage. The area of a battle tentacles spell is difficult terrain.

BEGUILE

Casting Time 1 standard action Component V, S
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Range personal
Target you
Duration 1 round / level (D)
Saving Throw Will negates (harmless); Spell
Resistance yes (harmless)

The caster uses his Charisma instead of Strength when calculating CMD.

BIND SHAPE CHANGER

School transmutation; Level cleric 4, druid 4, sorcerer/ wizard 4

Casting Time 1 full round
Component V, S, M
Range Medium (100 ft. + 10 ft./level)
Target One shape changer
Duration 1 hour/level
Saving Throw Will negates; Spell Resistance Yes

When cast successfully on a creature of the shape changer type, or with natural shape shifting ability (such as a druid), this spell locks it into its current form and prevents it from changing shape while the spell lasts. The creature can be affected by other transmutation spells (such as baleful polymorph) while under the effects of bind shape changer but it cannot change shape of its own volition. This spell prevents a character with the wild shape ability from using it (or returning to normal form) while the spell lasts.

BITTERASHES

School necromancy [death]; Level sorcerer/ wizard 9

A living creature touched by this spell must immediately make a Fortitude saving throw or die. If the save succeedsfail, the target takes 3d6 15 points of negative energy damage per caster level, . If the save succeeds, the target takes 10d6 points of damage if the target falls to 0 or less hit point, he dies.

If the target dies, then he must make an immediate Will save or have his soul rendered asunder. On a failed saving throw, the soul of the creature is destroyed and cannot be brought back from the dead without a miracle spell.

The body of the target is reanimated as a wight serving the caster.

BLACKTENTACLES, LESSER

School conjuration (creation); Level sorcerer/ wizard 3
Casting Time 1 standard action
Components V, S, M (octopus or squid tentacle)
Range medium (100 ft. + 10 ft./level)
Area one 5-ft. square
Duration 1 round/level (D)
Saving Throw: none; Spell Resistance: no

This spell acts like a black tentacles spell. However, it only affects a single 5-ft. square. The CMD is your caster level. Its Strength and Dexterity are considered to be 10. The tentacles deal 1d6 points of bludgeoning damage.

BLOODLETTING

School necromancy; Level cleric 5, sorcerer/ wizard 5
Casting Time 1 standard action
Component V, S, DF/M (a piece of brain from a corpse)
Range touch
Effect touched living creature
Duration 1 round / level
Saving Throw Fortitude negates, see text; Spell
Resistance yes

The living creature touched begins to bleed for an amount of damage equal to your spellcasting ability modifier. A target gains resistance to positive energy equal to double your caster level. Thus any positive energy received is reduced by that amount.

This spell has no effect on non-living creatures such as constructs or undead.

BRAIN BURROW

School Necromancy [First One]; Level sorcerer/ wizard 3

Casting Time 1 standard action
Component S, M
Target Dead creature touched
Duration Permanent or until damage taken (D)
Saving Throw None; Spell Resistance No

This spell can only be used on a creature after its brain has been surgically removed. The caster's body flows into the hole opened in the victim's now-empty skull, vanishing in one round. The hole remains open. While in the body, the caster uses the body's Strength and Dexterity score with a -2 penalty.

If the body takes damage, the caster must make a Fortitude save DC 10+damage taken or be ejected from the body, ending the spell immediately.

BRAIN DRAIN

School necromancy; Level Level sorcerer/ wizard 3 Casting Time 1 standard action **Component** V, S Range Touch Target Creature touched **Duration** 1 round/level Saving Throw Will negates; Spell Resistance Yes

By touching a creature, you cause 1d4 points of Intelligence damage while gaining an enhancement bonus to your Intelligence equal to the damage inflicted (up to a bonus of 4). This requires a normal touch attack. If you are grappling the creature, then the touch attack is assumed to be successful each round that you grapple.

The creature suffers the normal effect of a reduced Intelligence score, including skill penalties and an inability to cast certain spells or psionic abilities, although prepared spells are not lost. Creatures reduced to 0 Intelligence are comatose until they regain at least 1 point of Intelligence. Creatures cannot be drained below 0 Intelligence. Creatures without an Intelligence score are unaffected.

BRAIN STROKE

School necromancy; Level cleric 4 (Xonist), sorcerer/ wizard 4

Casting Time 1 standard action
Component V, S
Range touch
Target one creature

Duration Instantaneous

Saving Throw Fortitude negates; Spell Resistance yes

On a successful touch attack, the target takes 1d4 plus 1 point of Intelligence drain for every 3 levels of the caster (maxium 1d4+5).

BURNINGWINDS

School evocation [Air, Fire]; Level sorcerer/ wizard 3 Casting Time 1 standard action

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Component	V, S	, M	(ashes)

This spell functions like gust of wind, except that it also deals 1d6 +1 per caster level points of fire damage (maximum 1d6+20). Those who make the Fortitude save take the full damage while those who fail only take half damage.

CALIBAN'S FEAST

School necromancy; Level cleric 4 (Cult of the Dragon), druid 4, sorcerer/ wizard 4 Casting Time 1 standard action **Component** S, M (brain of an intelligent creature)

Range Touch Target Creature touched **Duration** 1 hour/ level Saving Throw None; Spell Resistance No

With this spell, the caster assimilates and absorbs all that the target knows by devouring the target's brain. For as long as the spell lasts, the caster gains all of the target's memories and skill ranks. The caster uses its own ability modifiers, gaining only the skill ranks. While it retains the victim's intellect, the caster has a + 10 bonus on Bluff checks to impersonate the victim.

CONE OF CLXWS

School evocation (First Ones); Level cleric 6 (Cult of the Dragon), sorcerer/wizard 6

Casting Time 1 standard action
Component V, S, M (a dragon's claw)
Area 30ft. cone
Duration Instantaneous
Saving Throw Reflex half; Spell Resistance yes

This spell creates a cone filled with gnashing teeth and fangs from abyssal monsters. The claws inflict 1d6 points of slashing damage per caster level.

The Cult of the Dragon's spell does not have the First Ones subtype.

CONFLAGRATING CHARGE

School evocation [Fire]; Level cleric 3 (Cult of the Dragon), sorcerer/wizard 3

Casting Time 1 standard action

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Component V, S, DF/ M (a lion hair)
Range Personal
Target you
Duration 1 round/ level (D)
Saving Throw none; Spell Resistance no

When casting this spell and attempting a bull rush, overrun or trample action, fire forms before you, and you deal 1d4 points of fire damage per caster level on a successful attempt.

If you charge and successfully hit the target with your attack, you deal 1 additional point of fire damage per caster level. This damage is not multiplied on a critical hit.

CORPSE FLESH

School necromancy; Level cleric 3 (Xonist), sorcerer/ wizard 3, witch 3

Casting Time 1 standard action

Component V, S, M (piece of zombie flesh)

Range Personal

..... Target You

Duration 1 minute/level (D)

Saving Throw none; Spell Resistance no

When casting this spell, you gain DC5/slashing and +2natural armor. Your body takes on the vile smell of death and decay.

CORRUPTIONOFKHAYNE

School necromancy [First Ones]; Level cleric 4 (Khayne)

Casting Time 1 standard action

Component V, S, DF

Range Touch

Target living creature touched

Duration instantaneous, see text

Saving Throw Fortitude partial, see text; Spell **Resistance** yes

On a successful melee touch attack, the target is filled with dark energies making his blood boil and rot. The target takes 1d6 Constitution damage on the first round and 1d3 points for three rounds.

A target gets one Fortitude save against the effect every round to take half damage that round.

CRESCENT GRASP

School evocation [Light]; Level sorcerer/ wizard 4

Casting Time 1 standard action

Component V, S, M (a silver piece)

Range personal

Target you

Duration 1 round/ level (D)

Saving Throw Fortitude partial; Spell Resistance see text

This spell wraps the caster in an aura of moonlight. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). Anyone taking damage must make a Fortitude save or take one point of Strength damage.

If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When cast, you to shed light like a torch. This magical light suppresses any darkness effect of a lesser level.

CRYSTALISHAPING

School transmutation [Earth]; Level cleric 5, druid 4, sorcerer/wizard 5

Casting Time 1 standard action

Component V, S, DF

Range touch

Duration instantaneous

Saving Throw none, see text; Spell Resistance yes

This spell functions exactly like stone shape, but can affect gems and crystals.

If used as an offensive spells against creatures with a crystalline structure (such as cyneans), this spell deal 1d6 points of sonic damage, a Fortitude saves halves the damage.

DEXDEN SENSES

School necromancy; Level bard 2, druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Component V, S

Range Touch

Target Creature touched

Duration 1 minute / level (D)

Saving Throw Fortitude negates; Spell Resistance yes

This spells renders a target's senses completely useless (sight, hearing, smell, taste and touch). Creatures lose any blindsense or tremorsense ability. Creatures with blindsight replace it with blindsense at the same distance.

DEXDEN SENSES, MXSS

School necromancy; Level bard 6, druid 6, sorcerer/ wizard 6

Range Close

..... Target one creature per level, no two of which can be more than 30ft. apart



This spells functions like deaden senses, but affects a number of creatures.

DEXDMXN'S GXZE

School necromancy; Level cleric 1, sorcerer/wizard 1 Casting Time 1 standard action Component V, S, DF Range Personal

Target A corpse dead less than 1 hour/level **Duration** 1 round Saving Throw none; Spell Resistance no

When you cast this spell, you may gaze through the eyes of a recently deceased corpse. The corpse must have its eyes intact. It only shows the caster the last thing the person saw before he died.

This spell does not work if the corpse was subjected to a speak with dead spell.

DEPLETION OF KHAYNE

School necromancy [First Ones]; Level cleric 8 (Khayne) Casting Time 1 standard action Component V, S, DF Range Touch Target creature touched **Duration** 1 round/ level; see text Saving Throw Fortitude partial, see text; Spell **Resistance** yes

After casting this spell, a cleric of Khayne can make a melee touch attack on a target and deal 1d4 points of ability drain. The ability drained is left to the cleric and can change from round to round.

Each ability point drained grants the cleric 5 temporary hit points that stay for up to one hour and a profane bonus to saving throws equal to the total amount of ability drain inflicted, these bonuses also remain for up to one hour

Powerful clerics of Khayne frequent use this spell on slaves before setting out for battle, making them very resilient.

DISPERSINGWIND

School evocation [air]; Level druid 4, sorcerer/ wizard 4 Casting Time 1 standard action **Component** V, S Range 30ft radius Effect strong winds emanate from you. Duration 1 round Saving Throw Fortitude negates; Spell Resistance yes

This spell functions exactly like wind wall, but forms a sphere of wind.

DRY SPHERE

School transmutation; Level druid 3, sorcerer/wizard 3 Casting Time 1 standard action

Component V, S, M (a towel)

Range Close

Effect Dries water a 20ft radius area, damages creatures with the aquatic subtype.

Duration instantaneous

Saving Throw Fortitude negates; Spell Resistance yes

A dry sphere destroys all water and liquids in its range. Creatures with the aquatic subtypes take 1d6 points of damage per caster level (maximum 10d6). Other living creatures take 1d4 points of damage per two caster level. Nonliving, nonaquatic creatures are immune to the effects of this spell.

FALSEGUIDANCE

School enchantment; Level cleric 1, sorcerer/wizard 1 Casting Time 1 standard action

Component V, S, M (a crooked wand)

Range Close

Target One creature **Duration** 1 hour/ level; see text

Saving Throw Will negates; Spell Resistance yes

A target who attempts to cast any divination spell or effect that has a chance of failure sees the chance of failure doubled. After a divination has failed, the spell is expended.

This spell may be cast through a clairvoyance spell.

FEXSTOP

School conjuration (creation); Level cleric 3 (Xonist), druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 round

Component V, S, M/DF

Range touch

Target One creature touched

Duration 1 round, see text

Saving Throw Fortitude negates, see text; Spell **Resistance** yes

The target of this spell becomes infested with maggots and other such parasites that eat the target alive. On a failed Fortitude save, the target takes one point of Constitution, Dexterity and Strength damage.

At the start of the caster's next turn, the target must make another saving throw to avoid the same damage.

FLADE BURST

School evocation [Fire]; Level sorcerer/ wizard 4
Casting Time 1 standard action
Component V, S, M (ashes)
Range Personal
Effect A 30ft. radius sphere centered on you.
Duration instantaneous
Saving Throw Reflex half; Spell Resistance yes

When casting this spell, the caster becomes the center of a 30ft. sphere of flame. This sphere does 1d6 points of fire damage per caster level (maximum 15d6). The caster may include or exclude himself in the effect.

Unattended objects hit by the spell catch fire (no save).

FLADING ARDOR

School evocation [Fire]; **Level** cleric 3 (Cult of the Dragon), sorcerer/ wizard 3

Casting Time 1 standard action

Component V, S

Range Close

Target one creature wearing armor

Duration 1 round/level (D)

Saving Throw Will negates, see text; Spell Resistance yes

This spell must be cast upon a target wearing metal armor. Every round the target fails his Will save, he takes a number of points of fire damage equal to his armor bonus.

A successful Will save ends the spell.

FLAMING ARMOR, MASS

School evocation [Fire]; Level cleric 7 (Cult of the
Dragon), sorcerer/ wizard 7
Range Close
Target 1 metal-armored target/level, no two of which
can be more than 30ft. apart
Duration 1 round/level (D)
•••••••••••••••••••••••••••••••••••••••

This spell functions like flaming armor, but affects a number of targets.

FLXMING BLOOD

School transmutation; Level sorcerer/ wizard 2

Casting Time 1 standard action

Component V, S

Range Close

Target one creature

Duration concentration + 1 round/ level (D) **Saving Throw** Will negates; **Spell Resistance** yes

The target gains vulnerability to fire.

FLADING BOLT

School evocation [Fire]; Level cleric 3 (Cult of the
Dragon), ranger 3, sorcerer/ wizard 3
Casting Time 1 standard action
Component V, S
Range Touch
Target 1 projectile/ 2 caster level
Duration up to 1 round/level
Saving Throw none; Spell Resistance yes

When casting this spell, the caster touches a number of pieces of ammunition. Each piece of ammunition (can be arrows, bolts, or bullets) can then be fired, dealing 1 point of fire damage per caster level (maximum +10). The fire is subject to spell resistance.

Once fired, whether they hit or miss, the magic is gone.

FOUNT XIN OF KNOWLEDGE

School divination; Level bard 2, sorcerer/ wizard 3
Casting Time 1 standard action
Component V, S
Range Personal
Target you
Duration 1 round/ level
•••••••••••••••••••••••••••••••••••••••

The target gains an insight bonus to all Knowledge checks equal to half his caster level.

GRANT SPELL

School evocation; Level sorcerer/ wizard 5

This spell works exactly like the imbue with spell ability.

HEIGHTEN SENSES

	School transmutation; Level druid 2, ranger 2, sorcerer/
	wizard 2
•	Casting Time 1 standard action
•	Component V, S
	Range Touch
•	Target Creature touched
•	Duration 1 minute / level (D)
	Saving Throw Fortitude negates; Spell Resistance yes

This spells increases a target's senses to supernatural levels. A creature under this spell gains either a +5 insight bonus to Perception with one sense or gains blindsense 10ft.

HEIGHTEN SENSES, MASS

School transmutation; Level druid 6, sorcerer/ wizard 6 Range Close

Target one creature per level, no two of which can be more than 30ft. apart

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This spells functions like heighten senses, but affects a number of creatures.

HELLISH REPRISAL

School conjuration [Fire, First One]; Level cleric 9 (Khayne), sorcerer/wizard 9

- Casting Time 1 standard action **Component** V, S
- Range Touch
- Target You

Duration permanent, until discharged

Saving Throw Reflex half; Spell Resistance yes

When casting this spell, a caster makes a deal with the dark forces of hell to cast vengeance upon those who would kill him.

If the caster is killed, his body is first the center of a fireball with no maximum damage. In the fireball's aftermath, 1d3 erinyes appear as though summoned by a summon monster VIII spell. They attack anyone in sight.

Anyone killed either by the fireball or the erinyes has their soul taken to hell. Any spell effect that could bring them back to life is subject to an SR equal to 10 + the caster of hellish reprisal's caster level.

This spell has no effect on the caster or his soul.

HORRID STENCH

School conjuration (creation); Level druid 3, sorcerer/ wizard 3, witch 3 Component V, S, M (a rotten egg) Casting Time 1 action Range Personal Target You **Duration** 1 round/level

Saving Throw Fortitude negates (see text); Spell **Resistance** Yes

After casting this spell, the caster exudes a horrible, reeking stench. All creatures (ally or enemy) that come within 5 ft. of the caster must make a Fortitude saving throw or become nauseated. The effect lasts for as long as the character is within 5 ft. of the caster and for 1d4+1 rounds afterwards. Those who successfully save are unaffected that round but must save again each round they are within 5 ft. of the caster.

Creatures with a sense of smell are stunned for one round if they fail the save.

KAGA'S CHANNELING

School transmutation; Level cleric 2 (Kaga), sorcerer/ wizard 2

Casting Time 1 standard action

Component V, S, M/ DF Range Touch **Duration** 1 round/level Saving Throw Will negates; Spell Resistance yes

This spells saps the energy of a spell caster, lowering the effects of his spells. For the duration of the spell, the effective caster level of the target is lowered by one (minimum 1). This includes spells and spell-like abilities. This spell has no effect on creatures who do not cast spells.



Any effect that would remove curse automatically dispels Kaga's channeling.

LIGHT OF THE FULL MOON

School evocation [Light]; Level cleric 2 (Sanguine Covenant), sorcerer/ wizard 2

Casting Time 1 round

Component V, S

Range Touch

..... Target 20ft. radius sphere centered on touched creature or object.

.....

Duration 2 hours/ level (D)

Saving Throw Will negates; Spell Resistance yes

This spell creates a faint barrier of light visible only in darkness. Any creature with the shapechanger subtype that enters the barrier is engulfed in flames dealing 1d6 points of damage per three caster levels. A successful Will save negates the damage. This damage is dealt only when the creature enters the area.

Creatures with more hit dice than the caster level are immune to its effects.

In dark areas, light of the full moon sheds light like a torch.

LIGHT OF THE FULL MOONS GREATER

School evocation [Light]; Level cleric 4 (Sanguine Covenant), sorcerer/wizard 4

This spell functions similarly to a light of the full moon spell, except that it deals 2d6 points of damage per three caster levels and affects any shapechanger regardless of their HD.

LIGHTOFUNDEXTH

School necromancy; Level cleric (Xonist); sorcerer/ wizard 2; witch 2 Casting Time 1 standard action Component V, S Range object touched Target 20ft. radius emanating from the object **Duration** 10 minute/level (D) •••••• Saving Throw none, see text; Spell Resistance yes

After this spell is cast, any undead creatures within the area appear alive and healthy. Living creatures in the area take a -1 profane penalty to all saving throws caused by an undead and glow as if under the effect of a faerie fire spell.

If the object upon which this spell is cast is moved, the spell immediately ends.

School transmutation [Light]; Level sorcerer/ wizard 6

Casting Time 1 minute

Component V, S, F (a suit of armor or weapon)
Range Touch
Target touched weapon of armor.
Duration 1 minute/ level (D)

When casting this spell, you imbue a weapon or suit of armor with the power of the moon.

Armor imbued with this power gains the ghost touch ability and acts like a magic vestment of the caster's level. When facing a creature with the shapechanger template, it gains a +2 luck bonus to AC. Normal clothes may receive this bonus.

Any weapon imbued with this power gains the ghost touch and shapechanger bane abilities and automatically bypasses the DR of any creature with the shapechanger subtype.

LUNAR MAJESTY

School transmutation [Light]; Level sorcerer/ wizard 5 Casting Time 1 standard action

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Component V, S, F (a suit of armor or weapon)
Range Touch
Target one creature touched
Duration 1 minute/ level (D)
Saving Throw Will negates (harmless), see text; Spell
Resistance yes (harmless)

After this spell is cast, the target shimmers with a gleam of moonlight.

The target gains a +2 luck bonus to Strength, Dexterity and Constitution but also a +4 luck bonus to Charisma.

While under the effect of this spell, any creature with the shapechanger subtype must make a saving throw as if the target was under a the effects of a sanctuary spell. If the target attacks, the sanctuary effect is broken, but all of the other effects remain.

LUNXR mxJESTY, mxSS

School transmutation [Light]; Level sorcerer/ wizard 9 Range Close

Target one creature/ level, no two of which can be more than 30ft. apart

This spell functions like lunar majesty except that it affects multiple creatures.

而太GNIFY_VISION

School transmutation; Level bard 2, druid 2, ranger 2, sorcerer/ wizard 2

Casting Time 1 standard action

Component V, S, DF / M (magnifying glass)

Range Personal	
Target You	
Duration 1 round / level (D)	

This spells doubles the range of your vision. If you have darkvision, this doubles the range of it for the duration of the spell.

MOON BOLT

School evocation [Cold]; Level sorcerer/ wizard 2

Saving Throw none; Spell Resistance yes

This spell creates a single beam of moonlight that deals 2d6 points of cold damage per three caster levels (to a maximum of 12d6) on a successful touch attack.

On a creature with the shapechanger subtype, the damage is doubled.

RAIN OF FIRE

School conjuration (Fire); Level sorcerer/ wizard 8 Casting Time 1 standard action **Component** V, S, M (ashes from a burned plant) Range Long

Effect 100ft./ level radius cylinder of fire rain

Duration 1 round/ level (D)

Saving Throw Reflex partial; Spell Resistance yes

This spells causes a rain of fire and burning rocks to fall from the sky. Every round, targets in the area take 1d6 points of fire damage and 1d6 points of piercing fire damage. On a successful save, a target takes half damage from fire and piercing.

Anything that can burn catches fire whether it is attended or not.

SACRIFICE

School necromancy [evil]; Level cleric 4, druid 4, witch 4

Component V, S, M, DF Casting Time 1 minute Range Touch Target Creature touched **Duration** Instantaneous Saving Throw None; Spell Resistance No

You can draw upon the life force of another creature to

enhance your own magic. The creature must be slain as part of the casting of the spell and the caster must strike the killing blow personally (generally this means that the creature must be helpless and a coup de grace must be administered). For each Hit Die the sacrifice possesses, you gain one bonus level, up to a maximum equal to your caster level or 10, whichever is less. These bonus levels can be used for any of the following:

- Increase your caster level with respect to the spell's range, duration, damage, and other effects. This cannot increase your caster level more than double, nor can it exceed the spell's normal limits.
- Increase your caster level for the purposes of spell penetration and dispelling effects.
- One bonus level can substitute for up to 1,000 gp worth or material components.

Material Component: A living creature of at least 1 HD and Intelligence 1 or better, which must be slain during the casting of the spell.

SENSORYDEPRAVATION

School transmutation; Level bard 5, cleric 6 (Khayne), sorcerer/wizard 6

Casting Time 1 standard action
Component V, S
Range Close
Target One creature
Duration permanent (D)
Saving Throw Fortitude partial, see text; Spell
Resistance yes

This spell is the equivalent of casting blindness, deaden senses and deafness spells at the same time.

On a successful saving throw, the target is left blinded and deaf for one round.

SENSORYEXCESS

School transmutation; Level bard 6, cleric 7 (Cult of the Dragon), sorcerer/ wizard 7

Casting Time 1 standard action
Component V, S, DF / M (magnifying glass)
Range Close

Target One creature

Duration 1 hours per level (D)

Saving Throw Fortitude negates; Spell Resistance yes

This spell deadens pain and turns it into a highly pleasurable sensation. Any damage taken by the target is nonlethal damage. This only affects hit point damage and has no effect on other forms of damage.

SHXDOW KILLER

School necromancy; Level sorcerer/ wizard 5 **Component** V, S Casting Time 1 full-round

Range Medium (100 ft. + 10 ft./level)

Target One creature's shadow or reflection

Duration 1 round/ level

Saving Throw Will negates; Spell Resistance Yes

This spell transforms the target's shadow or reflection into a monster that attempts to kill its originator at the caster's command. If the target fails to save against the spell, then its shadow becomes a shadow (see Pathfinder Bestiary) and attacks him.

The spell can be broken using a break enchantment, limited wish, miracle, remove curse, or wish spell.

SHIELDOFWORDS

School conjuration (creation); Level druid 4, witch 4 Casting Time 1 standard action Component V, S, DF / M (a worm egg) Range Personal Duration concentration + 1 round/ level Saving Throw see text; Spell Resistance no

After this spell is cast, spell, worms and other maggots are expelled from the mouth, covering your entire body. Anyone making a melee attack against you without a reach weapon must make a Reflex saving throw or take 1d6 points of damage per 4 caster levels. This damage can only be inflicted on a given target once per round.

If a spellcaster stops concentrating because he falls unconscious or any other reason, the maggots form up into a swarm and attack all nearby living creatures except the caster. It acts like an army and swarm (see Pathfinder RPG Bestiary).

SIGILSANCTUARY

School necromancy; **Level** sorcerer/ wizard 5; all Khaynites

Component V, S, F, M [tome worth at least 150gp]	
Casting Time 1 full round	

Range Touch

Target One tome

Duration Instantaneous

Saving Throw Will negates (see text); Spell Resistance Yes

> A sigil sanctuary is an unusual means of escaping death developed by the Khaynites long ago. It requires as its focus a book or tome. The tome is enchanted to contain the caster's spiritual essence and intellect, such that anyone reading the tome later may be affected by it.

While the caster lives, the sigil sanctuary has no effect. If and when the caster dies, however, his spirit is drawn into the words of the prepared tome, no matter the distance, so long as the two are on the same plane of existence. At a later point, the disembodied spirit of the caster may attempt to possess anyone who reads the tome.

The victim must read at least 20% of the tome in order to be open to possession. The reader must make a Will

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saving throw. If it fails, the disembodied spirit possesses the reader's body while the reader's spirit is trapped within one of the pages of the book. Spells like protection from evil block the possession, but does not dispel the tome.

If the host body is destroyed, the caster's spirit returns to the tome while the host's spirit passes on (i.e. is slain). If the tome is destroyed while occupied by a spirit, that spirit is slain.

Khaynites able to cast 5th level spells add this spell to their spell list, regardless of their class.

TENDRILS OF DARKNESS

School conjuration (creation, darkness); Level cleric 1
[Var Shall], sorcerer/ wizard 1
Casting Time 1 standard action
Component V, S, M (bit of pitch or tar)
Range Medium (100 ft. +10 ft. /level)
Area 20 ft. radius spread
Duration 1 minute/level [D]
Saving Throw Reflex negates; Spell Resistance Yes
•••••••••••••••••••••••••••••••••••••••

Anyone within the spell's area of effect must make a Reflex saving throw to avoid becoming entangled in the tendrils of darkness. If the save succeeds, the creature is not entangled and is free to move. If the save fails, the creature is entangled.

Any spells with the light descriptor cast within the area halves the tendrils of darkness's duration.

The tendrils are also instantly destroyed within a daylight or sunburst spell.

TRANSCRIBE

School conjuration (creation); Level bard 1, cleric 1, sorcerer/ wizard 1

Casting Time 1 standard action

Component V, S, M (a scroll, book or tablet)

Range Close Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

This spells copies a conversation onto the material component of the spell. A clay tablet, single page or piece of scroll can hold up to one minute of conversation.

If the caster runs out of material component before the spell ends, the spell ends immediately.

WALLOFSILENCE

School conjuration (creation); Level bard 2, sorcerer/ wizard 2

Casting Time 1 standard action

Component V, S Range Medium Duration 1 round/level Saving Throw none; Spell Resistance no

This spell creates a wall 10ft. high and 10ft. long per caster level. Sound-based attacks and effects are automatically blocked by the wall. The wall must be a single, unbroken plane (may be horizontal, vertical or anywhere in-between but may not have corners). It does not need to be anchored to anything.

WATERSPOUT

School conjuration (creation, water); Level druid 5, sorcerer/ wizard 5

Casting Time 1 standard action

 .
onent V, S, DF
 -

Range Long

Effect Water wave 15ft. wide, 15 feet high that moves up to 50ft/ round.

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

This spell creates a wave of water that moves around, crashing into anything in its path. Anyone hit by a waterspout is hit by a bull rush and grapple effect with a CMD equal to the caster level plus 2 for being huge plus 8 for its Strength.

First roll to see if the target is hit by the bull rush. If the target is not bull rushed, it takes no further effect. Next the waterspout attempts to grapple a bull rushed target. If grappled, the target is trapped inside the waterspout and is considered to be both grappled and underwater. The waterspout is not affected by the grappled creature and can continue to move freely without penalty.

Moving the waterspout is a move action. A waterspout can only move on a surface, it does not fly. Water elementals are immune to this spell.



Cow hide: This armor is a thick cloak made of leather, frequently cow hide. This armor is worn by many poorer warriors in Sametia and the Dominion.

Panther hide: Like its name implies, this armor is made of panther skin with a helmet made of a panther skull. It is found in the Reis Confederacy, although it has begun to appear among the Janus Horde along the border. The armor provides a +2 bonus to Stealth checks while in thick foliage. The Dancing Warrior feats can be used while wearing this armor.

Panther skin: A lighter version of the Panther hide armor, a panther skin does not have the helmet and is



considered by the people of the Reis Confederacy to be an inferior armor.

Shield, bladed guard: This P'Tan weapon is a spiked armor that covers the wrist up to the shoulder with spikes. It can be used as a buckler or as a weapon. When used as a weapon, it provides no shield bonus. A bladed guard may be worn on top of other armor without penalty.

NEW WEAPONS

Arrow, signal: When shot this arrow whistles through the air, emitting a chirping sounds similar to a songbird. A DC20 Knowledge (nature) or Survival recognizes the sound as not that of an animal. However, the arrows are unbalanced and inflict a -1 to attacks and damage. Masterwork arrows increase the DC to recognize the arrow's whistle to 25. Cost: 3gp for 20.

Arrow, starlight: Starlight arrows were first created by early Sametian humans to fight at night. A small amount of alchemist fire is placed in the arrowhead so when it hits a target it emits light like a candle as the shaft burns. Because of the odd balance, the range increment of a bow firing a starlight arrow is reduced by 20ft. Cost: 10gp for 20.

Ball and chain: This length of chain has a heavy ball on one end. The ball can be thrown at an opponent to make a bull rush attempt. All the rules and feats for bull rushing apply, except that it can be made from up to 10ft. away.

Brandistock: This short polearm has a retractable blade and two to three retractable metal points. This weapon is a favored weapon of the peasants of the Arman Protectorate.

Clawfist: a clawfist is made of a large fang or claw of a huge creature strapped to a piece of wood or bone and then strapped to the forearm. The wielder gains a +6vs. disarm. However, putting the weapon on or taking it off requires a full round action that provokes attacks of opportunity.

Bal spearclub: This spear has a head wider than the typical spear. The head is lined with shards of obsidian or bone allowing the weapon to be used for slashing.

Bal war club: Also known as a macuahuitl, this is a wooden club lined with razorsharp shards of obsidian or sharktooth. This weapon is very similar to a longsword, although it is not as durable and the sharp edges need replacement (every week or so). The macuahuitl is a weapon found most commonly in the jungles of Bal and is frequently associated with the cannibal tribes found there.

Bladed guard: This P'Tan weapon is spiked armor that covers the wrist up to the shoulder with spikes. It can be used as a buckler or as a weapon. When used as a weapon, it provides no shield bonus. A bladed guard may be worn on top of other armor.

Bola, caliban: These gruesome weapons are built by the calibans of the Wyldlands of Bal as a weapon of terror. Made of shrunken heads linked together with sinew rope, few people outside calibans would ever use it. Any time the weapon scores a critical hit, the target must succeed at a DC11 Will save or be shaken for one round. Although a caliban bola is a thrown weapons, the thrower's Strength bonus does not apply to the damage dealt. All calibans are proficient with this weapon. These weapons are extremely rare and the cost indicated denotes that. Calibans rarely sell their weapons.

Boomerang, bladed: These weapons are made of wood with a razor-like edge on one side. When it scores a critical hit, the target must make a DC11 Fortitude save or be shaken for one round. Characters native to Sametia treat this weapon as a martial weapon.

Crowsbeak: Cross between a pick and a morningstar, a crowsbeak has a hook-like flange shorter than a pick. This weapon is frequently used by peasants from the Caneus Empire to disarm opponents.

Dragon gauntlet: These weapons appeared in the last few decades in Sametia. These gauntlets are made – as their name implies – of dragon claws. However few are made of true dragon hide. Many are made of wyvern talons, which are more common. The high cost is representative of their rarity.

Net, spiked: This net has a number of caltrops woven into it. Whenever a target is caught in it and struggles, it takes damage from the net, whether is succeeds in getting free or not. When thrown, the net does its damage, but does not take into account the Strength of the attacker.

Shang: A shang is a weighed shortsword with a squared double-edged blade. A shang can be used to pierce or slash. It is commonly used by the P'Tan.

Sword, gladius: This short sword may be used as a light or one-handed weapon, whichever is best suited to the weilder. Without Exotic Weapon Proficiency with this weapon, a gladius can be used as a short sword.

Staff, Butterfly: A staff with a single nunchaku-like flail head, the lashing staff resembles an agricultural flail.

Staff, Telescopic: Resembling nothing more than a foot-long iron tube when retracted, the telescopic staff is a popular innovation that is often disguised as a scroll case. With the touch of a button, it instantly telescopes

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Armor	Cost	Armor Bonus	Max Dex Bonus	Armor ch Penalt	eck /	Arcane Spell Failure	Feature	Weight
Cow hide	5gp	+1	+8	0	y	5%	Light	5lbs.
Panther hide	100gp	+4	+6	-3	•••••	20%	Medium	30lbs.
Panther skin	40gp	+3	+6	-1	•••••	10%	Light	15lbs.
Shield, bladed Guard	35gp	+1	-	-2		5%	Shield	5 lbs.
				EXPONS				
One-Handed Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Rang	e Weight	Туре	Special
Brandistock	35gp	1d4	1d6	x2	-	4 lbs.	S	disarm
Crowsbeak	12gp	1d4	1d6	x2		7 lbs.	P	disarm
	-96							
Light Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	e Weight	Туре	Special
Dragon gauntlet	150gp	1d4	1d6	x2	-	1 lbs.	- 7 P	trip
Clawfist	20gp	1d3	1d4	19-20/ x2		2 lbs.	 S	disarm
	2090	105	Tur	19 20, 72		2 165.		disum
Light Exotic	Cost		Due er (M)	Critical	Done	- Weight	Trues	Cupation
Weapon	Cost	Dmg (S)	Dmg (M)		Rang	-	Туре	Special
Bladed Guard	35gp	1d4	1d6	19-20/ x2	-	5 lbs.	P	
Sword, Gladius	20gp	1d6	1d8	19-20/ x2		4 lbs.	P/S	
Shang	20gp	1d4	1d6	18-20/ x2	-	3 lbs.	P/S	light
One-Handed								
Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Rang	e Weight	Туре	Special
Bal war club	15gp	1d6	1d8	19-20/x2	-	3 lbs.	B/S	trip
Two-Handed								
Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	e Weight	Туре	Special
Axe, Bearded	75gp	2d4	2d6	x3	-	20 lbs.	S	sunder
Ball and Chain	10gp	1d6	1d8	X2	-	12 lbs.	В	bull rush,
								reach
Bal spearclub	5gp	1d6	1d8	19-20/x2	-	5 lbs.	P and S	brace
Staff, butterfly	3gp	1d6	1d8	x3	-	5 lbs.	В	disarm, monk, trip
Staff, telescope	85gp	1d4/1d4	1d6/1d6	x2	-	5 lbs.	В	double, monk
Sword, chain	500gp	1d6	1d8	x2	-	4 lbs.	S	reach, trip
Exotic Ranged								
Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Rang	e Weight	Туре	Special
Bola, Caliban	50gp	1d6	1d8	x2	20ft.	15 lbs.	В	trip
Boomerang, bladed	9 gp	1d4	1d6	x3	30ft.	5 lbs.	S	
Net, spiked	40gp	1d3	1d4	x2	10ft.	15 lbs.	Р	
Ammunition	Cost	Range	Weight	Туре		Special		
Arrow, signal	50gp	Normal	3 lbs.	Р		See text		
Arrow, starlight	10gp	-20ft.	3 lbs.	Р		See text		

out at both ends to form a six-foot staff of tubular iron. Pressing the button again causes the internal spring mechanism to retract the staff. **Sword, chain:** this weapon is a series of razors attached to a highly flexible metal coil, making it more akin to a whip than a sword. Because of its complex construction,

all chain swords are of masterwork quality (their cost reflects that already).

NEW FOOD AND DRINK

Cachi: A Gevet delicacy, a cachi is a stuffed flatbread made of sorghum flour and flavored with onion powder. They are usually stuffed with fig and fried. Gevet eat it

ビンサチ ムジャンテキ ショラショラ

with peanut sauce. Cachi is highly resistant to spoilage. A cachi does not spoil for over a month, in almost any condition. **Cost:** 1gp **Weight:** 1/2 lb.

Wine, Biesh: Biesh are a desert plant growing in the sand of the Burning Lands. Biesh wine is a strong anesthetic. Drinking a glass of biesh wine grants +5 circumstance bonus to stabilization rolls for one hour, drinking the whole bottle extends this to six hours, but the drinker is sickened. **Cost:** (per glass) 1gp, (per bottle) 10gp **Weight:** (bottle) 1lb.

NEW EQUIPMENT

Bandolier, Alchemist's: First created by the Protectorate military alchemists, these bandoliers can be found in almost every military unit and adventurer party on Exodus. This sturdy leather bandolier has replaceable shaped pockets that hold potion vials, special substances and items. The wearer may retrieve a potion or special substances and item from one of these items as a swift action. This provokes attacks of opportunity.

However, since the items are in

such easy reach of the wearer, opponents can attempt to grab an item from the belt/bandolier. If this happens, you also receive a +10 bonus to your Combat Maneuver Defense when an opponent tries to steal an item from you. A bandolier may hold up to four potions, special substances and items or a combination of them. Items stored

in the belt or bandolier gain no protection from the elements or any other type of damage. A character may only wear one bandolier at a time. **Cost:** 20gp **Weight:** 2 lb.

Bandolier, Spellcaster's: First created by the Cynean of Gavea, these handy bandoliers have found widespread use among members of the Dominion and some have even been recovered from Imperial Alliance agents. A small leather belt fitted with small pockets and loops for carrying potions and scrolls, this bandolier is usually worn across the chest by spellcasters, but some wear them as belts. A bandolier can hold up to four scrolls. A potion counts as two scrolls. Items in the bandolier are considered hidden (Perception check DC 15) but can be drawn as a move equivalent action, or as a free action with the Quick Draw

feat. A character may only wear one bandolier at a time. **Cost:** 30gp **Weight:** 2 lb.

Gevet desert garb: Made of extremely light linen, Gevet desert garb is ideal for traveling in the hot deserts of Cordel. Wearing Gevet desert garb grants a +4 equipment bonus to resist dehydration and heat exhaustion. Cost: 250gp Weight: 1 lb.

Studded collar: this strong leather collar is lined with thick metal studs. Anyone grappling, pinning, swallowing or engulfing the animal takes one point of damage. This can only be worn by an animal. **Cost:** 15gp **Weight:** 4lbs.

ALCHEMICAL SUBSTANCES

Antitoxin, Refined: If you drink refined antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 10 hours. **Cost:** 150 gp **Weight:** -

Combustible Sphere, Small: These small spheres are filled with a mixture of alchemist's fire, flint chips, and blast powder. Treat this as a grenade-like weapon attack, which deals 1d6 points of fire damage on a direct hit, and 1 point of fire splash damage to all other creatures within 5 feet. The range increment is 15 feet. A DC13 Reflex save halves the damage. **Cost:** 15 gp **Weight:** 1 Ib.

Combustible Sphere, Large: This large sphere is just like its smaller cousin, but it packs a bigger punch. Treat this as a grenade-like weapon attack, which deals 3d6 points of fire damage on a direct hit and 1d3 points of fire splash damage to all other creatures within 15 feet. A DC15 Reflex save halves the damage. The range increment is 10 feet. **Cost:** 150 gp **Weight:** 3 Ibs.

Instant Rope: This alchemical concoction is typically sold in a large bladder that resembles a waterskin filled with a dense but light material with the consistency of pudding. When squeezed, a thick, gooey blue material oozes from the bag in a single, continuous strand. After a minute of exposure to air, the material hardens slightly and acquires the strength and flexibility of a high quality rope. A strand of Instant Rope has 8 hit points and can be burst with a DC25 Strength check. A strand may be broken into smaller pieces right after it is squeezed from the bag, before it is exposed to air for a minute. Two hours after the Instant Rope hardens into its usable form, the rope disintegrates into a fine, blue dust. Each bag of Instant Rope holds enough mixture to create 300 ft. of rope. If the bag sustains 4 hit points of damage, it is torn open and the remaining mixture within hardens and is ruined. Cost: 300 gp Weight: 5 Ibs.

Quick-Setting Glue: Used to quickly repair damaged parts and patch sails on Dominion airships, this glue was originally created by a Dominion alchemist who was attempting to create a quicker-drying paint. This substance only requires 1d4 minutes to set, and is capable of covering a single 5' square. It can be used to glue a door shut, in which case the door is treated as if it were stuck (DC 20 Strength check to force it open). **Cost:** 5 gp **Weight:** 1/2 Ib.

Smelling Salts: This strange and powerful concoction was first created by the Sanguine Covenant to help young neophytes recover from the rigors of their priestly training. Using smelling salts requires a full-round action which provokes an attack of opportunity. Using smelling salts upon any unconscious or sleeping creature will violently awaken the target, disorienting them in the process. The awakened creature is dazed for 1 round. Smelling Salts can thrown up to 10ft. **Cost:** 1 gp **Weight:** -

Traveling Salts: A modification of the infamous Sanguine Covenant smelling salts, this concoction has obviously powerful immediate effects, but detrimental aftereffects. If taken by a creature that is fatigued or shaken, the creature will be freed of that effect, but suffers 1d6 points of nonlethal damage. The creature retains its immunity to those conditions for 1d6 minutes, but as soon as the duration ends, the target becomes both fatigued and shaken for the next hour. It is not possible to benefit from traveling salts when one is currently suffering from the aftereffects of a previous dosage. **Cost:** 25 gp **Weight:** -



BANEVIPER VENDE

Type injury; **Save** Fortitude DC 25 **Onset** immediate; **Frequency** 1/round for 5 rounds. **Initial** 6d8 fire damage plus paralysis; **Effect** 6d8 fire damage; **Cure** two Fortitude saves.

Special A target killed with baneviper venom is reduced to ash, as though hit with a disintegrate spell.

Cost: 5,000gp

SASORI VENDID (GREATER)

Type injury; Save Fortitude DC 13 Onset immediate; Frequency 1/round for 3 rounds. Effect 1d3 Constitution damage; Cure 1 save

Cost: 300gp

SASORI VENDID (LESSER)

Type injury; Save Fortitude DC 13 Onset immediate; Frequency 1/round for 3 rounds.

Effect 1d3 Dexterity damage; Cure 1 save

Cost: 100gp

NEW MAGIC ITEMS

NEW WEATENDER FEREN

A blackfrost weapon may only be added to a weapon with the frost or icy burst property. It is filled with the dark cold of southern Exodus. If a blackfrost weapon deals more than 3 points of cold damage it also deals 2 points of Dexterity damage.

Moderate evocation; CL 9th; Craft Arms and Armor, *cone of cold*; Price +1 bonus.

CALLING WEAPON PROPERTY

A calling weapon can be summoned to the owner's hand as a swift action, so long as the weapon resides on the same plane as the owner. A creature must possess a calling weapon for 24 hours before being able to summon the weapon.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *secret chest*; Price +1 bonus.

An everdeath weapon is made from shards of the Gevet. Damage done by an everdeath weapon inflicts infernal wounds like a bearded devil. Damage inflicted by the weapon does not heal naturally. The caster of any effect that would heal damage must succeed at a DC 20 caster level check or fail. A bearded devil with an everdeath weapon doubles its bleed damage.

Trying to bring a target back from the dead that was killed by an everdeath weapon requires a DC 25 caster level check or it fails. The everdeath weapon absorbs the souls of those it kills.

Moderate evocation, strong evil; CL 9th; Craft Arms and Armor, *inflict serious wounds* or *vampiric touch*, must have a piece of Gevet; Price +2 bonus.

PRODIGIOUS WEXPON PROPERTY

The prodigious quality can only be added to weapons that already possess the flaming, flaming burst, frost, icy burst, shock, or shocking burst properties. A prodigious weapon increases the amount of elemental damage done by one of the weapon's other properties by +1d6.

Moderate evocation; CL 18th; Craft Arms and Armor, *freezing sphere*; Price +2 bonus.

NEW SPECIFIC WEXPONS

ARCUICSFEAR

Aura strong evocation; **CL** 20th **Slot** weapon; **Price** 200,500 gp

DESCRIPTION

The *arctic spear* is the incarnate elemental power of the frozen north: huge, jagged spearheads of razor ice are held by a shaft of swirling snow and is light as air. The arctic spear functions as a +3 calling icy burst prodigious returning throwing double spear. On a successful critical hit, the target must make a Fortitude save (DC 30) or be instantly frozen (petrified).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic stone, polar ray, secret chest*; Cost 100,250 gp.

SOUTHERFATEMENDSHEART

Aura strong evocation; CL 15th Slot weapon; Price 40,318 gp; Weight 10 lbs

DESCRIPTION

This gnarled, twisted scythe is crafted from twisted pine, grown in the blood of slain fey. The scythe functions as a +2 calling scythe. In addition, the wielder is protected by a barkskin spell (CL 15th).

Once per day as a swift action the wielder can plant the scythe in the ground. One round later (at the start of the wielder's next turn) the scythe transforms into a neutral evil treant (see *Pathfinder Bestiary*) under the wielder's control. The scythe transforms even if grasped again. The scythe returns to its true form at the wielder's command (a free action) or when the treant is slain.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *barkskin*, *summon nature's ally VI*; Cost 20,159 gp.



RING OF DEATH WARD

Aura moderate abjuration; CL 7th Slot ring; Price 120,000gp; Weight -

DESCRIPTION

First created by high ranking prelates of the Sanguine Covenant, this onyx ring is emblazoned with the symbol of Koliav (a black book). After being worn for 24 hours, the wearer is protected by a permanent *death ward* spell.

CONSTRUCTION

Requirements Craft Ring, death ward; Cost 60,000 gp.



A magic candle is a thick wax candle with a wick inscribed with a spell. It behaves like to a potion and a wand.

Anyone can activate a magic candle and doing so takes at least a standard action – unless the spell takes longer to activate, in which case it takes the same time as the spell to activate. Magic candles can only be used on spells that can affect multiple targets in a single casting.

Activating a candle does not require fire, though magic resembling a flame does burns the wick. Activating a magic candle requires a command word or a Use Magic Device DC 20+caster level. The cost of a candle is the same as that of a potion. Activating a candle does provoke attacks of opportunity.

NEW WONDROUS ITEMS

BLACK NOTEBOOK OF XON

Aura strong necromancy; CL 15th Slot -; Price 5,000 gp (per chapter, a full book costs 15,000 gp)

DESCRIPTION

These black notebooks are considered holy to the Xonists. The notebook has three chapters (each worth about 5,000gp) that give the magical and alchemical formulas to create more powerful undead. Having multiple chapters increases the potency of the created undead. The book is valid for whatever the method of creation: be it alchemical, arcane or divine magic.

When creating an undead with a single chapter, a necromancer doubles the number of undead he can control.

When creating an undead with two chapters, a necromancer can also add +2 bonus to one ability score. The undead's channel resistance increases by the necromancer's spellcasting ability – or Intelligence, if the undead are not created by magic.

When creating undead creatures with all three chapters, the resulting creature is also advanced. The book also provide many tricks and substitutes, making any undead creation spells to require material components equal to 20% of the usual cost.

CONSTRUCTION

Requirements Craft Wondrous Item, Scribe Scroll, creator must be Xon or a Xonist priest of at least 15th level; **Cost** 2,500gp per chapter.

GODLYSCROLLS

Aura varied; CL varied Slot -; Price quadruple the cost of a scroll

DESCRIPTION

Godly scrolls were originally created by the angelic hosts of the gods to allow them to use abilities they did not otherwise possess. Godly scrolls are extremely rare and only given by churches to favored or important lay worshippers.

Godly scrolls are all linked to one deity and can be used by those of the same alignment as the deity itself.

CONSTRUCTION

Requirements Craft Wondrous Item, Scribe Scroll, creator must be able to cast the scribed spell; **Cost** quadruple the cost of a scroll.

PEBBLESOFFLADE

Aura faint evocation; CL 5th Slot -; Price 500gp

DESCRIPTION

Pebbles of flames come in a small bag similar to a bag of caltrops. They can be spread out over a 5ft. square like a bag of caltrops. The pebbles have a fiery-orange color.

Once placed, whenever a creature walks onto that square, he takes 3d6 fire damage (Reflex DC14 half). Once activated the pebbles burn away.

Pebbles of flames litter the Cordelian desert around Gevet strongholds. They serve as alarms because of the bright flash of flame emitted. Gevets really like them and frequently give them to esteemed allies as gifts.

CONSTRUCTION

Requirements Craft Wondrous Item, *fireball*; **Cost** 250gp

SALAMANDER EGG

Aura strong abjuration; CL 17th Slot -; Price 125,000 gp; Weight 2 lbs

DESCRIPTION

This large ruby is two feet in diameter. Anyone who touches it is the target of an imprisonment spell (DC 23). Inside the salamander egg is a burning palatial estate where an effect servant provides the "guests" with whatever they want or need (except freedom). It may contain up to 5 targets. If a sixth person is imprisoned, the first to come in is released.

To free an imprisoned target requires the command word and the name of the person. It is not possible to free everyone inside at once.

If the salamander egg is destroyed or sent to the elemental plane of water, anyone imprisoned within disappears forever. The effect is freed.

CONSTRUCTION

Requirements Craft Wondrous Item; *imprisonment*, *plane shift*; **Cost** 62,500 gp

SCARABGAUNTLET

Aura faint transmutation; CL 12th Slot neck; Price 4,000 gp; Weight 4 lbs

DESCRIPTION

A single metal gauntlet with a small gem in the center of the palm, the scarab gauntlet is quite a powerful magical item. Three times per day as a standard action, the scarab gauntlet can release a powerful wave of force that does 6d6 points of force damage to one target (Reflex DC 13 negate).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this attack. In addition, if a creature fails its Reflex save, the scarab gauntlet makes a bull rush with a bonus to the CMB check equal to the damage delt.

CONSTRUCTION

Requirements Craft Wondrous Item; *forceful hand*; Cost 2,000 gp

SKULLHELMETOFVIGILANCE

Aura faint abjuration; CL 8th

Slot head; Price 24,000gp

This skull helmet is made of a dragon skull and protects the wearer from paralysis and sleep effects. These helmets are highly sought among the Janus Horde.

CONSTRUCTION

Requirements Craft Wondrous Item, need the skull of a dragon of huge size or bigger; **Cost** 12,000 gp

WYRDCHARDS

Aura faint divination; CL 1st Slot -, see text; Price 400gp

DESCRIPTION

A wyrd charm is a small glyph in the flowing Dominion script on a personal possession. This glyph must be inscribed using special inks. Once activated, the magic destroys the glyph.

As a swift action, the person to which the wyrd charm is attuned may re-roll a single d20 roll. The second roll must be taken even if it is worse than the first one. The decision to activate the wyrd charm must be made before the GM announces the result of the roll.

Getting a wyrd charm attuned to someone takes a full day. A person may only have one wyrd charm attuned to him at the same time.

CONSTRUCTION

Requirements Craft Wyrd Charm, *augury*; **Cost** 200 gp and 20 xp.

NEW BOOKS AND TOMES

Books and tomes contain much knowledge and add flavor. The books presented here are some of the most famous. Some are considered heretical while others are simply well-known. These books often contain new magic spells.

Tomes give a good focal point for adventure. They contain information about long-forgotten topics and places lost to time. Not to mention that tomes can be stolen, fenced, forged and offered as rewards.

USING TOMES IN THE CAMPAIGN

For a PC to gain the reference bonus, a PC must first read the book. This requires 2 days for each +1 bonus granted by the tome. So "Hymnal of Sacred Flame" grants a +5 bonus, so it requires 10 days of study. After that initial study period, it requires 5 minutes to reference the tome before making the appropriate check. There is no way to do a "quick-reference".

BOOK ENTRIES

PXGE 138

Full Name gives the exact name of the book if different than the usual name

Author gives details about the author of the book.

Description describes the book and what it looks like.

Content describes what the book is about. Since few books "only" contain spells this details what the prose includes.

Status reveals whether or not this book is considered heretical by the Sanguine Convenant.

Language gives the original language in which the book was written. Generally, a book in the original language is more detailed and more complete than other, later copies.

Locations give the known location of the book. Private collectors often have copies of these tomes in their collection.

Reference gives the skill bonus given by spending 5 minutes to reference the book. If the PC lacks the Knowledge skill, having the book does not allow one to make a check, unless mentioned.

Spells gives the list of spells found in the original. This list is far from exhaustive. Feel free to add to the list as need be.



Other Versions gives a list of other versions of the book. These versions are often of lower quality or poorly translated. Their game effects and contents are listed.

HYMNAL OF SACRED FLAME

- Full Name: Hymnal of Sacred Flame, A treatise of Dragon and their Kinde
- Author: Rumored to be a now-dead dragon god and narrated to his followers.
- **Publication:** This book first appears in 50AU in Sametia, corresponding with the rise of barbarism.
- Description: Red dragon leather laced and bound with brass and gold. The book itself is not of superior quality but is warded against fire.
- Content: Contains a collection of prayers and chants to the glory and destructiveness of fire.
- Status: The Sanguine Covenant considers this book heretical and seeks to destroy any copies.
- Language: Common, but it is believed to have been translated from a much later – never found – papyrus written in Draconic.
- Locations: The high priests of the Cult of the Dragon keep this text which they considered to be one of their most sacred documents.
- **Reference:** +5 competence bonus to the following skills: Craft (leatherworking) when working with dragon hide, any Knowledge regarding dragons.
- Spells: burning winds, conflagrating charge, flame burst, flaming armor, flaming armor, mass, flaming blood, flaming bolt, hellish reprisal, rain of fire
- Other Versions: The Hymnal is copied in large numbers by the Cult of the Dragon. Many are "pocket versions" that do not include spells

LIBRAD OF LUNACY

Full Name: Libram of Lunacy

- Author: Unkown, assumed to be a Sorcerer-King
- Description: Finely crafted grey leather tome with silver inlay. The pages are of thin silverlaced vellum that can only be read by the light of the moon.
- Content: The narrative indicates the author is intimately familiar with lycanthropes in particular.
- Status: This book has not been declared heretical by the Sanguine Covenant

Language: Sorcerous Locations: Royal Library (Nyssa, Caneus Empire), Sihr Academy (Qijom, Dominion)

- **Reference:** +5 competence bonus to the following skills: any Knowledge skill with regards to creatures with the shapechanger subtype, Knowledge (arcana) for astrological purposes.
- Spells: crescent grasp, light of the full moon, light of the full moon, greater, lunar arsenal, lunar majesty, lunar majesty, mass, and moon bolt.
- **Other Versions:** All of the major empires on Exodus have a copy of this book. However they are incomplete, usually containing no more than one or two spells and up to a +2 skill bonus

Full Name: Manual of Burials

- Author: Priest-turned-wizard Adolphus Marakos The handwriting shows the advancing age of the author.
- **Publication:** Written between the first and fifth decades of AU.
- **Description:** Plain black leatherbound book filled with worn vellum pages.
- **Content:** The book describes the burial rituals of over three dozen cultures and major religions. As the entries go, the author obsesses with death and its effect on his own body.
- **Status:** The Sanguine Covenant has declared this book heretical and attempts to destroy any copies of it it finds.

Language: Common

- **Locations:** The original, complete manuscript is believed to have been burned in 65AU by Covenant Daemonslayers.
- **Reference:** +5 competence bonus to the following skills: Heal, Knowledge (religion), Profession (embalmer)
- **Spells:** *bitter ashes, corpse flesh, deadman's gaze, feast* of maggots and shield of worms
- Other Versions: Passages of this book have been extensively copied by the Xonists. Many copies without spells and reference bonus up to +3 are more common than the full text. These copies are commonly found in Balite, Exodite and even Khaynite.

RAIDING THE SORCERER KING

Full Name: Raiding the Sorcerer-King

- Author: Unknown, but generally assumed to be Ivan Kryszkas, a small-time king and extremely successful raider prior to the migrations.
- Publication: Around the beginning of the 8th century BU.

Description:	This book was originally written on a
	single ship's logbook. However, it was
	copied many times and many errors
	cleaned up. The later copies exist in bound
	tomes.
	is book contains a number of charts, maps
	l observations about the inhabitants of the
eas	t coast of Exodus.
Status: This	book is not considered heretical.
Language: A	Ancient Arman
Locations: T	The Library of Sanguine Cathedral, the
R	loyal Library in Nyssa and the Sihr
А	cademy in Qijom have a copy. The original
is	s kept in the palace of Tzars of the Arman
	rotectorate. The Tzars also own a number
0	f copies.
Reference: +	-2 competence bonus to the following skills:
	Knowledge (geography, history and local)
a	nd Profession (sailor).
Spells: None	, but the book contains information on how
to act	ivate some of the Nexus Portals all along
the co	bast.
Other Versio	ons: This book was copied into Common,
	Cordelian, Cyneans, Nasian and
	Prymidian. The language is simple
	enough to make the copies roughly the
	equivalent of the original.
Sames (a)	LANARIS MAGICAE
	Somes Planaris Magicae (Book of the
	Magic of the Planes)
	leved to be a Khaynite wizard before the
	-
••••••	of the Kaga.
••••••	Over two millienia ago.
Description:	Single papyrus over twenty-five feet long.
	It is protected from the effects of time and
	the elements by powerful magic
	e book contains one of the most potent
•••••••	ells, the planar joining
	igh the scroll and its content are not consid-
ered	heretical, usage of it may very likely lead
	resy. For that reason, access to this scroll is
	ed.
limite	
limite	Parts are written in Abyssal, Aquam, Auram,
limite Language: P	Parts are written in Abyssal, Aquam, Auram, Celestial, Draconic, Infernal, Ignan and
limite Language: P C	
limite Language: P C T	Celestial, Draconic, Infernal, Ignan and

Reference: +10 competence bonus to the following skill: Knowledge (plane).

Spells: planar binding, greater planar binding, lesser planar binding

Note: Provides instructions to allow the caster to imbue parts of a living being with an outsider, creating half-celestial, half-fiendish and other such hybrids. This spell is not presented in this book.

Other Versions: Versions of the scroll containing a faulty spells (they do not work), exist in Cynean and in Sorcerous. These copies have a reference value of +1d8.

TOMEOFSENSATION

Full Name: Tome of Sensation **Author:** Multiple, this is more a travelogue where many have contributed. Publication: Hard to say, but the oldest mention of this tome dates back to the days of the Sorcerer-Kings, in the 9th century BU. Description: Not so much a tome as an ecclectic collection of notes written on everything from leather to vellum to human skin to papyrus. Content: The book contains the travels or many unnamed wizards and bards. They all focus on the experience and expansion of the senses. The narrative is hard to follow in many cases. Status: The Sanguine Covenant considers this book to border on heresy and keeps a close eye on anyone who possesses a copy or who inquires about it. Language: Mostly Common, but parts can be found in pretty much any language that has a written form. Locations: The Library of Sanguine Cathedral has a partial copy. The location of the original is not known. **Reference:** +5 competence bonus to the following skills: Knowledge (geography, planes) and Survival. Spells: deaden senses, deaden senses, mass, heighten senses, heighten senses, mass, magnify vision, sensory depravation and sensory excess. Other Versions: A few scholars have attempted to gather the collection into a single, coherent book. But new chapters are constantly found, making a compilation impossible. The average copy has 1d4 spells and provides a skill bonus of +2.



NEW MONSTERS

ARCANEBLOAT GREATURE TEMPLATE

Arcanebloat creatures are a type of monster created by the Khaynites to supplement their troops. Arcanebloat creatures are modified by injecting them with large amount of arcane substances. Their systems warp and change making such creatures twisted and unpredictable.

They appear as a normal creature with wild and chaotic color patterns. When struck, these creatures expel some of the magical energies trapped within their bodies.

A number of mad alchemists have also found the secret of creating these creatures. They are common in many areas of Koryth.

ARGANEBLOAT GREATURE (GR +1)

This template can be applied to any corporeal creature.

Rebuild Rules: Defensive Abilities: gains SR equal to 11+CR; Special Attacks: gains arcane bleed and arcane burn special abilities.

SPECIAL ABILITIES

Arcane bleed (Su) When hit with piercing or slashing damage, an arcanebloat create expels random energy onto its attacker. The attacker can make a DC 10+1/2HD + Con Reflex save for half or take 1d6 points of random energy damage. Roll 1d6. 1- acid 2- cold 3-electricity 4- fire 5- negative energy 6- positive energy, a roll of 5 or 6 harms the creature, never heals.

Arcane burn (Su) When an arcanebloat creature reaches 0 hit points, the magical energies trapped within are released in a violent explosion. Any creature in an adjacent square is hit by the magical energy for 1d6 points of piercing damage per two hit dice of the creature (Reflex DC 10 + half the creature's hit dice plus its Constitution modifier for half damage). Arcane burn leaves no body behind, but any possessions the creature had remain undamaged.

ARCANEBLOAT APE

Arcanebloat apes are occasionally found as trained guardians in First Ones laboratories and bases. Evil alchemists have also found the means of creating these creatures and use them occasionally.

XRCXNEBLOXT XPE - CR 3

XP 600

N Large animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size) hp 19 (3d8+6) **Fort** +7, **Ref** +5, **Will** +2;

SR 13

OFFENSE

Speed 30 ft.; climb 30ft.
Melee 2 slams +3 (1d6+2)
Space 10ft.; Reach 10ft.

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STXTISTICS

Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 7Base Atk +2; CMB +5; CMD 17Feats Great Fortitude, Skill Focus (Perception)Skills Acrobatics +6, Climb +14, Perception +8

ECOLOGY

Environment: warm forests	
Organization: solitary, pair or troop (3-12)	
Treasure none	

SPECIXL XBILITIES

Arcane bleed (Su) When hit with piercing or slashing damage, an arcanebloat create expels random energy onto its attacker. The attacker can make a DC 14 Reflex save for half or take 1d6 points of random energy damage. Roll 1d6. 1- acid 2- cold 3- electricity 4- fire 5-negative energy 6- positive energy, a roll of 5 or 6 harms the creature, never heals.

Arcane burn (Su) When an arcanebloat creature reaches 0 hit points, the magical energies trapped within are released in a violent explosion. Any creature in an adjacent square takes 1d6 points of piercing damage (Reflex DC13 half). Arcane burn leaves no body behind, but any possession the creature had remains undamaged.

ARCANESLIDE

Arcaneslime were first seen during the War of Mind and Magic when massive spells were used to devastate the landscape. These oozes were first found on battlefields. Since then they have been bred for study and are found in crypts and caverns throughout Exodus.

Scholars believe arcaneslimes are magic-infused green slimes.

XRCXNESFIUE - CK 4

XP 1,200
N Medium ooze
Init -5; Senses Blindsight 120ft.; Perception -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, Ref -4, Will -4 Immune acid



DFFENSE

Speed 10 ft.Melee slam +6 (1d6+4 plus 1d6 acid plus pull)Special Attack acid splashback, poisonous fumes, slimeSpace 5ft.; Reach 5ft.

STXTISTICS

Str 16, Dex 1, Con 26, Int -, Wis 1, Cha 1 Base Atk +3; CMB +6 (+8 pull); CMD 11 (can't be tripped) SQ Collective sentience, infest

ECOLOGY

Environment: Koryth or underground Organization: solitary or pair Treasure none

SPECIXL XBILITIES

Acid splashback (Ex) When an arcaneslime is hit by a melee weapon, the attacker must make a DC17 Reflex save or take 1d6 points of acid damage. The DC is Constitution-based.

Poisonous Fumes (Ex) Each opponent adjacent to an arcaneslime must make a DC 17 Fortitude save or be sickened for one minute. The DC is Constitution-based.

Slime (Ex) When a target is hit by an arcaneslime's slam attack, the target is covered with acidic slime that automatically causes 1d6 acid damage each round for 1d4 round. This damage attacks both the target and its equipment (see Pathfinder core book).

VXRIXHT

Elemental Arcaneslime: CR +0, these variant creatures deal cold, electricity or fire damage instead of acid. Their immunity changes to the type of damage they deal.

Greater Arcaneslime: CR +1, this advanced creature's poisonous fumes also deals 1 point of Constitution damage per failed saving throw.

ASPIC CREATURE

Aspic creatures are mutated creatures with long needlelike fangs that can inject poison when biting an opponent. These creatures are believed to have been created in First Ones laboratories. An aspic creature is susceptible to a sasori's vermin affinity, even if its type is not vermin.

This template can only be added to a creature that has a mouth or jaw structure.

KISPICCREATURE (CR+1)

Rebuild Rules: Defensive Abilities: gain +2 save vs. poison. Melee: gain bite attack appropriate for size that deals poison if the creature did not have a bite attack

before, it counts as a secondary natural weapon. If it already had a bite attack, the creature gains the Improved Natural Attack (bite) feat; Abilities: Con +2.

SPECIAL ABILITIES

Poison (Ex) Bite – injury; save Fort DC 10 + Con; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save (+1 additional consecutive save for each 10HD of the creature)

ASPIG DIRE WOLF

This creature is found in packs of dire wolves throughout Exodus. Their jaws are particularly large and their canines very prominent.

XSPIC DIRE WOLF - CR 4

XP 1,200

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 40 (5d8+18)

Fort +8, **Ref** +6, **Will** +2; +2 vs. poison

DFFENSE

 Speed 50 ft.

 Melee bite +7 (2d6+5 plus poison plus trip)

 Space 10ft.; Reach 5ft.

STXTISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10 **Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Improved Natural Attack (bite), Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking) Racial Modifiers +4 Survival tracking by scent

ECOLOGY

Environment: cold or temperate forests **Organization:** solitary, pair or pack (3-8)

Treasure none

SPECIXE XBIFILLES

Poison (Ex) Bite – injury; save Fort DC 14; frequency 1/ round for 6 rounds; effect 1d2 Con; cure 1 save

CALIBAN

Calibans are cannibalistic creatures that can be found throughout Exodus, though they are most commonly found in the Wyldlands where their brutality has earned them the admiration and friendship of many rulers. The calibans share mankind's hatred and fear of the First Ones who enslaved them long ago.
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For more information on the calibans, see *Monsters of NeoExodus: Calibans*.

CALIBAN WARRIOR - CR 1/3

XP 135

Caliban warrior 1

CE Medium humanoid

Init +0; Senses darkvision 60ft., scent; Perception -1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor) hp 6 (1d10+1) Fort +3, Ref +0, Will -1 Defensive Abilities ferocity Weaknesses light sensitivity

DFFENSE

Speed 30 ft.
Melee falchion +5 (2d4+4/18-20)
Ranged caliban bola +1 (1d4) or throwing axes +1
(1d6+3)

STXTISTICS

Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6 Base Atk +1; CMB +4; CMD 14 Feats Weapon Focus (falchion) Skills Intimidate +2 Languages Balite, Common SQ weapon familiarity Gear caliban bola, falchion, two throwing axes and other treasure

ECOLOGY

Environment: Any wilderness on mainland Exodus

Organization: solitary, pair or tribe (3-12)

Treasure standard

CALIBAN HOUND

Caliban hounds are small, highly muscular dogs bred by the calibans to help them hunt and kill enemies. Unlike most canines, caliban hounds make poor

hunters but great war dogs.

Caliban hounds are known for chewing through anything and are notoriously difficult to train (all DCs to train a caliban hound are increased by +5) and thus kept only by calibans. A caliban hound only recognizes one master, its trainer. Once trained by an individual, a caliban hound never obeys anyone else. Thus

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even if trained to perform a trick, only its trainer benefits from the training, all others are considered to push the animal.

CALIBAN HOUND - CR 2

XP 600

N Small animal

Init -1; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 15, touch 10, flat-footed 15 (-1 Dex, +5 natural, +1 size)

hp 22 (3d8+9)
Fort +6, Ref +2, Will +1
Defensive Abilities ferocity

DFFENSE

Speed 30 ft.; burrow 5ft. Melee bite +6 (1d6+3 plus trip) Space 5ft.; Reach 5ft.

STXTISTICS

Str 14, Dex 8, Con 16, Int 2, Wis 10, Cha 10 Base Atk +2; CMB +3; CMD 12 (16 vs. trip) Feats Improved Natural Attack (bite), Weapon Focus (bite) Skills Perception +6 SQ vicious bite

ECOLOGY

Environment: Any mountains **Organization:** solitary, or pair; caliban hounds are frequently found with caliban tribes

Treasure none

SPECIXL XBILITIES

Vicious Bite (Ex) When attacking a creature or object, a caliban hound ignores the first 10 points of hardness and its bite counts as adamantine for the purpose of overcoming DR.

CYNEAN HUNTER

These feline-looking creatures are made of living crystal, like the cyneans. Cynean hunters have six legs and hunt mostly at night. As their name implies, they prefer to eat cynean flesh, but they also enjoy creatures with the earth subtype.

They are common on the island of Gavea, but have been found throughout Exodus.

CYNEXN HUNTER - CR 6

XP 2,400

N Large magical beast

Init +7; **Senses** darkvision 60ft., low-light vision, scent; Perception +1

DEFENSE

AC 19, touch 9, flat-footed 17 (+3 Dex, +8 natural, -1 size) hp 76 (8d8+40)

Fort +10, **Ref** +9, **Will** +2

Immune petrification, poison; SR 14

Weakness vulnerability to sonic

DFFENSE

Speed 40 ft.; climb 20ft.

Melee 4 claws +12 (1d6+3) Special Attacks pounce, rake (2 claws +12, 1d8+3) Space 10ft.; Reach 10ft.

SZITZIT¥12

Str 17, Dex 16,		

Base Atk +8; CMB +10; CMD 23 (31 vs. trip)

Feats Improved Initiative, Multiattack, Toughness, Weapon Focus (claws)

Skills Acrobatics +14, Stealth +10 (+14 in rocky surroundings) Racial Modifiers +4 Stealth in rocky surroundings

ECOLOGY

Environment: Gavea, most rocky wilderness Organization: solitary, pair or pack (3-12) Treasure none

DRACO

Dracoes are humanoids of draconic descent. They have thick horns and thick scales that give way to fur on their neck, back and tail. Dracoes live in isolated areas of the northern Confederacy. Technically part of the Confederacy, Dracoes are isolationist and do not get involved in the affairs of man.

Dracoes are considered proficient with all simple and martial weapons.

DRXCO - CR B

XP 4,800

NG Medium monstrous humanoid (cold, reptilian) Init +1; Senses darkvision 60ft., scent; Perception +11

Init +1; **Senses** darkvision out., scent, Perception +11

DEFENSE

AC 21, touch 11, flat-footed 20 (+4 armor, +1 Dex, +6 natural)

hp 115 (10d10+60)

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

Immune cold

OFFENSE

Speed 30 ft., climb 15ft., swim 15ft. **Melee** 2 claws +15 (1d8+5) and bite +13 (2d6+2) **Ranged** +1 composite longbow +12/+7 (1d8+6/ x3)

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Special Attack breath weapon (15ft. cone; DC 15; 5d8 cold)

STXTISTICS

Str 20, Dex 12, Con 20, Int 8, Wis 12, Cha 10

Base Atk +10; CMB +15 (+19 bull rush); CMD 26 Feats Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness Skills Climb +13, Perception +11, Stealth +11, Survival +11, Swim +13 Languages Common, Draconic Combat Gear potion of barkskin, potion of cure moderate wounds **Other Gear** +1 composite longbow [str+5], +1 studded leather armor, 20 arrows

ECOLOGY

Environment: Northern Wyldlands of Bal Organization: solitary, pair or tribe (3-12) **Treasure** standard

EDBER

Embers are mischievous fey that revel in setting fires and dancing in the flames. They resembles pixies but with a bright red skin color.

They are greatly reviled in Sametia but frequently found in the Dominion.

Embers have no natural modes of attack, instead relying on their spell-like abilities to hurt those who would threaten them.

EMBER - CR 1

XP 400

CN Diminutive fey (fire) Init +7; Senses low-light vision; Perception +6

DEFENSE

AC 19, touch 9, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 10 (3d6)

Fort +1, **Ref** +6, **Will** +3 **DR** 5/ cold iron; SR 12

Immune fire

DFFENSE

Speed 40 ft.; climb 20ft.; **Melee** melee touch +4 (produce flame) **Spell-Like Abilities** (CL 3rd)

At will - produce flame, pyrotechnics (DC 13) Space 1ft.; Reach Oft.

STXTISTICS

Str 4, Dex 16, Con 11, Int 13, Wis 10, Cha 12 Base Atk +1; CMB -6; CMD

..... Feats Agile Maneuvers, Weapon Finesse Skills Acrobatics +9, Bluff +7, Escape Artist +9, Fly +12, Perception +6, Stealth +18 SQ flame jump

ECOLOGY

Environment: Any warm environment

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NEDEXODUS: & HOUSE DIVIDED C&MPAIGN SETTING

Organization: solitary, pair or blaze (3-20) **Treasure** none

DFFENSE

Speed 30 ft.

FIRST ONES, EXODITE

Exodites are the most common among the First Ones. For full details about the First Ones including rules on how to build them, see *Enemies of NeoExodus: The First Ones*.

Exodites are tall, elegant and muscular humanoids. Their skin is the color of polished obsidian. Their eyes are usually also glossy black. Although rare, red-, purpleand blue-eyed Exodites are sometimes seen. They have pointed ears, causing many to mistake them for the drow of other worlds.

The exodite man hunter does not hunt alone; he will usually be surrounded by Scythian soldiers with a number of monsters. First Ones never form the first line of attack. They lead from the back and engage only once the enemy has been softened up.

EXEDDITE MAN HUNTER - CR 10 XP 9.600

Male or female Exodite Inquisitor 11 NE Medium humanoid (First One) Init +11; Senses darkvision 120ft.; Perception +18 Defensive Abilities stalwart

DEFENSE

AC 28, touch 20, flat-footed 21 (+8 armor, +3 deflection, +7 Dex); hp 80 (11d8+44)

Fort +13, Ref +13, Will +15 Inquisitor Spells (CL 11th; concentration +15)

4th (3/day) – **flame strike** (DC19), *spell resistance*, *true seeing*

3rd (5/day) – *death ward, fear* (DC18), *freedom of movement, stoneskin*

2nd (5/day) – *cure serious wounds, heroism, keen edge, speak with dead* (DC17)

1st (6/day) – alarm, bless, comprehend languages, cure light wounds, expeditious retreat, true strike

0 – acid splash, bleed, daze, detect magic, detect poison, read magic

Spell-Like Abilities (CL 11th; concentration +15)

At-will – detect chaos, detect evil, detect good, detect law

Melee +1 flaming frost punching dagger +16/ +11 (1d4+4 plus 1d6 fire plus 1d6 frost / x3) or +1 humanbane shock punching dagger +16/ +11 (1d4+4 plus 1d6 electricity / x3) or +1 flaming frost punching dagger +14/ +9 (1d4+4 plus 1d6 fire plus 1d6 frost / x3) and +1 humanbane shock punching dagger +14 (1d4+4 plus 1d6 electricity / x3) or +1 humanbane shock punching dagger +14/ +9 (1d4+4 plus 1d6 electricity / x3) and +1 flaming frost punching dagger +14 (1d4+4 plus 1d6 fire plus 1d6 frost / x3)

Special Attacks bane

NEDEXODUS: & HOUSE DIVIDED C&MPAIGN SETTING

STXTISTICS

Str 16, **Dex** 24, **Con** 16, **Int** 10, **Wis** 18, **Cha** 6 **Base Atk** +8; **CMB** +11; **CMD** 31

Feats Double Slice, Duck and Cover*, Following Step*, Precise Strike*, Step Up, Swap Places*, Two-Weapon Fighting, Weapon Finesse.

*: Those feats are found in the **Pathfinder Advanced Player's Guide**.

Skills Disguise +12, Intimidate +17, Knowledge (dungeoneering) +8, Knowledge (planes) +4, Knowledge (religion) +8, Perception +18, Sense Motive +9, Stealth +21, Survival +18 (+23 following tracks)

Languages Common, Exodite

SQ cunning initiative, discern lies, judgment (4/day), monster lore, shadow jump (110ft.), stern gaze, second judgment, solo tactics, stalwart,

Combat Gear potion of cure moderate wounds (x2) **Other gear** belt of physical might (Dex and Con) +4, boots of speed, cloak of resistance +3, headband of inspired wisdom, mithral shirt +4, ring of protection +3,

ECOLOGY

Environment: Kayen'Te and First Ones Enclaves **Organization:** solitary, or with a number of slaves **Treasure** double standard

SPECIAL ABILITIES

Bane (Su): At 5th level, an inquisitor can imbue one of her weapons with the bane weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive.

Cunning Initiative (Ex): At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

Discern Lies (Sp): At 5th level, an inquisitor can discern lies, as per the spell, for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Monster Lore (Ex): The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier when making skill checks to identify the abilities and weaknesses of creatures.

Second Judgment (Ex): At 8th level, whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. This only consumes one use of her judgment abilities. As a swift action, she can change one of these judgments to another type.

Shadow Jump (Su): As a move action, an Exodite can jump between shadows as if using a dimension door spell. The limitation requires the Exodite to jump from a shadowy area to another. An Exodite can jump up to 10 feet per level each day. The total distance may be split between jumps. Activating shadow jump does not provoke attacks of opportunity.

Solo Tactics (Ex): At 3rd level, all of the inquisitor's allies are treated as if they possessed the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Stalwart (Ex): At 11th level, an inquisitor can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect, on a successful save she instead avoids the effect entirely. This ability can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor does not gain the benefit of the stalwart ability.

GOLED) FROTECTORATE

Protectorate golems, also called ironforged warriors, form the backbone of the Protectorate armed forces. These constructs lumber across the battlefield seeking to destroy the enemies of the Protectorate. Initially all were assigned to the military but many Arman nobles have acquired some for their own personal protection. Selling a ironforged to anyone outside the Protectorate is considered treason.

Ironforged are dim-witted but are imbued with a shred of intelligence, just enough to recognize Protectorate forces from enemies. That is why ironforged are usually accompanied by living officers who order them around.

This ironforged represents a standard warrior of a model that would typically serve in a noble's household guard or in the rear ranks of a battlefield. They can be pressed into combat duty to increased numbers. An ironforged stands over 10 feet tall and weighs 1200 pounds.

IRONFORGED - CR 10

 XP 9,600

 N Large construct

NEDEXODUS: & HOUSE DIVIDED CAMPAIGN SETTING

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

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 114 (13d10+43)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

DFFENSE

Speed 30 ft.

Melee 2 slams +20 (6d6+10/ 19-20)

Space 10ft.; Reach 10ft.

Special Attacks Besiege, Cleave, Great Cleave, Power Attack (-4 atk, +8 dmg)

STXTISTICS

Str 24, Dex 8, Con -, Int 3, Wis 10, Cha 1 Base Atk +13; CMB +21 (+25 sunder); CMD 30 Feats Awesome Blow, Cleave, Great Cleave, Improved Critical (slam), Improved Natural Attack (slam), Power Attack, Toughness Skills Profession (soldier) + 13

SQ Besiege

SPECIAL ABILITIES

Besiege (Ex) An ironforged does triple damage to inanimate objects.

Immunity to Magic (Ex) An ironforged 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.

Any rusting grasp spell deals 1d6 points of damage per caster level to an ironforged. There is no save, but the caster must make a successful touch attack.

Any magical attack against an ironforged that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the ironforged to exceed its full normal hit points, it gains any excess as temporary hit points. An ironforged gets no saving throw against magical attacks that deal electricity damage.

Ironforged are sometimes equipped with tools. All weapons and tools inflict the same damage as their slam – though the type of damage may change.

MILITARYIRONFORGED

These advanced ironforged serve as the vanguard of the Protectorate army. These models are faster, stronger and tougher than non-military versions.

IRONFORGED, MILITARY - CR 12

XP 19,200

N Large construct

Init +1; **Senses** darkvision 60ft., low-light vision; Perception +2

DEFENSE

AC 28, touch 10, flat-footed 28 (+1 Dex, +18 natural, -1 size)

hp 114 (13d10+43)

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

DR 15/adamantine and bludgeoning; **Immune** construct traits, magic

DFFENSE

Speed 40 ft.

Melee 2 slams +22 (6d6+13/ 19-20) or +1 greataxe +23/+18/+13 (3d6+14/ x3) or +1 greatsword +23/+18/+13 (3d6+14/ 17-20) or +1 longsword +23/+18/+13 (2d6+10/ 17-20) and slam +17 (6d6+4)

Ranged hand cannon +14 (8d6/ x4)

Space 10ft.; Reach 10ft.

Special Attacks Besiege, Cleave, Great Cleave, Power Attack (-4 atk, +8 dmg)

STATISTICS

Str 28, Dex 12, Con -, Int 3, Wis 14, Cha 1
Base Atk +13; CMB +23 (+27 sunder); CMD 34
Feats Awesome Blow, Cleave, Great Cleave, Improved Critical (main weapon), Improved Natural Attack (slam), Power Attack, Toughness
Skills Profession (soldier) + 15
SQ besiege, metallic assault

SPECIXL XBILITIES

Metallic Assault (Ex) All attacks by a military ironforged ignore the hardness of its targets as if it were made of magical adamantine and silver.

GOLIATH IRONFORGED

This monster is a giant version of the military ironforged. These behemoths take the field only during sieges. They are primarily responsible for the destruction of the flying city of Anidem in the Dominion.

IRONFORGED, GOLIATH - CR 13

XP 25,600

N Huge construct **Init** +0; **Senses** darkvision 60ft., low-light vision; Perception +2

DEFENSE

AC 32, touch 8, flat-footed 31 (+1 Dex, +22 natural, -2 size)

hp 114 (13d10+43)

NEDEXODUS: & HOUSE DIVIDED C&MP&IGN SETTING

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

DR 20/adamantine and bludgeoning; **Immune** construct traits, magic

DFFENSE

Speed 40 ft.

Melee 2 slams +24 (6d8+16/19-20) or +1 greataxe +24/+19/+14 (3d8+17/x3) or +1 greatsword +24/+19/+14 (3d8+17/17-20) or +1 longsword +24/+19/+14 (2d8+12/17-20) and slam +18 (6d8+5) Ranged Thrown rock +14/+9/+4 (3d8+11)

Space 15ft.; Reach 15ft.

Special Attacks Besiege, Cleave, Great Cleave, Power Attack (-4 atk, +8 dmg)

STXTISTICS

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Str 32, Dex 12, Con -, Int 3, Wis 14, Cha 1

Base Atk +13; CMB +26 (+30 sunder); CMD 36
Feats Awesome Blow, Cleave, Great Cleave, Improved
Critical (main weapon), Improved Natural Attack (slam),
Power Attack, Toughness
Skills Profession (soldier) + 15
SQ besiege, metallic assault

SPECIXL XBILITIES

Metallic Assault (Ex) All attacks by a goliath ironforged ignore hardness of its targets as if it were made of magical adamantine and silver.

MELTED FLESH DOZE

Resembling an unformed mass of flesh, similar to a gibbering mouther, but made of flesh. Maws, half-formed limbs and talons constantly form and reabsorb themselves into the creature.

Melted flesh oozes are the result of failed Khaynite experiments exposed to vast amounts of chaotic energies. These creatures haunt remote areas of Kayen'te where they serve as guardians or pets.

MELTED FLESH DOZE - CR 14

XP 38,400 N Gargantuan ooze Init -5; Senses blindsight 60ft.; Perception +1 Aura stench (50ft. DC 22)

DEFENSE

AC 21, touch 1, flat-footed 21 (-5 Dex, +20 natural, -4 size) hp 330 (20d8+240) Fort +18, Ref +2, Will +7 Immune ooze traits

OFFENSE

Speed 20 ft.; climb 20ft.; swim 20ft.

Melee 4 slams +23 (1d8+12) Special Attack constrict 2d8+18

Space 20ft.; Reach 15ft.

STXTISTICS

Str 34, Dex 1, Con 34, Int -, Wis 12, Cha 1 Base Atk +15; CMB +31; CMD 37 (cannot be tripped) SQ absorb, engulf

SPECIXE XBIFILLES

Absorb (Ex) An engulfed creature is targeted by a particularly vicious form of attack by a melted flesh ooze. Every round the victim remains inside the ooze, he takes 1d6 points of Constitution damage, a DC 22 Fortitude save halves the damage. The DC is Constitution-based.

Engulf (Ex) Although it moves slowly, a melted flesh ooze can engulf Huge or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 24 Reflex save to avoid being engulfed. On a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the ooze's absorb and constrict abilities, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strengthbased.

Stench (Ex) A melted flesh ooze emits a vile stench that nauseates creatures. Any breathing creature within 50ft. of the ooze must make a DC22 Fortitude save or be nauseated for 2d6 rounds. Creatures that make the save are immune to that melted flesh ooze's stench for 24 hours. This is a poison effect and the DC is Constitution-based.

MOBILE CANNON

Mobile cannons are one of the smallest types of ironforged. They are used as infantry support and close quarter artillery. The musket on a mobile cannon's back recharges itself and can fire once per round.

MOBILE CANNON - CR 2

sion 60ft., low-light vision;

DEFENSE

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

NEDEXODUS: & HOUSE DIVIDED C&MP&IGN SETTING

hp 46 (3d10+30) Fort +1, Ref +2, Will +1 Immune construct traits

OFFENSE

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

SPECIXE XBIFILLES

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.

NECRYOS

Necryos, also called 'thermal vampires', are not undead at all. Rather, they are a twisted side effect of the ancient War of Mind and Magic between the Cavian Empire and the Sorcerer-Kings of Abaddon. The apocalyptic magics that turned once-fertile mountains of Nas into forbidding ice-snarled peaks bled into some of the inhabitants, producing these vicious predators.

A necryos resembles a gaunt, emaciated human with sickly white skin and black eyes. Its fingers and teeth are long and sharp, and its stringy muscles disguise a powerful frame. Nonetheless, the greatest danger posed by a necryos comes from its ability to drain heat from those around it.

Necryos speak their own tongue, a grotesquely degenerate version of that shared by the ancient human and cavian inhabitants of Nas. A few also speak Common.

NECRYOS - CR 4

XP 1,200 CE Medium monstrous humanoid (cold) Init +6; Senses darkvision 60ft.; Perception +0 Aura mute flames 15ft.

DEFENSE

AC 17, touch 11, flat-footed 20 (+1 Dex, +10 natural) hp 37 (5d10+10) Fort +4, Ref +6, Will +4 Immune cold

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DFFENSE

Speed 30 ft., climb 30ft.; not affected by icy or snowy terrain

Melee 2 slams +7 (1d8+2 plus 1 cold)

Special Attacks thermal vampirism

NEDEXODUS: & HOUSE DIVIDED C&MP&IGN SETTING

STXTISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 8, **Wis** 11, **Cha** 7 **Base Atk** +5; **CMB** +7; **CMD** 19

Feats Ability Focus (thermal vampirism), Improved Initiative, Run

Skills Climb +10, Perception +8, Stealth +10 (+15 in icy or snowy terrain), Survival +8; Racial Modifiers Climb +8

Languages Aklo and Giant

ECOLOGY

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Environment: Koryth, frozen mountains

Organization: solitary, pair or tribe (3-12); large gatherings are frequently accompanied by ice elementals (see Pathfinder RPG Bestiary 2) **Treasure** standard

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SPECIAL ABILITIES

Mute Flames (Ex) A Necryos' cold aura halves the damage of any fire and heat-based attacks within 15ft. of a necryos.

Thermal Vampirism (Su) Once per day, a necryos can freeze the air around it. Everyone within 20ft. of the necryos takes 1d6 point of damage (Fort DC15 half). For every creature that fails its save, a necryos heals the amount of damage the target took. The DC is Constitution-based.

NEEDLEWING

These vulture-like creatures hunt the plains and deserts of Exodus. Their feathers range from rust-brown to crimson red. At close range, their feathers are sharp and needle-like, giving the creature its name. Needlewings are aggressive and rarely back away once they engage in combat.

Gevet are particularly fond of them and train them to attack anyone not of their tribe.

NEEDLEWING - CR 9

XP 6,400

N Medium magical beast Init -1; Senses low-light vision; Perception +2

DEFENSE

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural) hp 114 (12d8+60) Fort +13, Ref +14, Will +6

DFFENSE

Speed 20 ft.; fly 50ft. (average) **Melee** bite +18 (1d6+2), 2 wings +16 (1d4+2 plus

poison) Ranged 2d6 needles +18 (1d4+2 plus poison)

Special Attacks project needles, screech

Space 5ft.; Reach 5ft.

STXTISTICS

Str 14, Dex 22, Con 19, Int 2, Wis 15, Cha 7 Base Atk +12; CMB +14; CMD 30 Feats Multiattack, Weapon Finesse Skills Fly +18 SQ vicious bite

ECOLOGY

Environment: Any plains or desert Organization: solitary, pair, or flight (3-20) Treasure none

SPECIXE XBIFILIES

Poison (Ex) Needles – injury; save **Fort** DC 18; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 2 consecutive saves

Project Needles (Ex) Once per round as a free action, a needlewing can ruffle its needle-like feathers. Any adjacent creature takes 4d6 points of piercing damage (Reflex DC 17 half) in addition to delivering its poison. The DC is Dexterity-based.

Screech (Su) Once per day, a needlewing can let out a mighty screech. Any enemies within 60ft. must make a DC17 Will save or be shaken for one round. That round, the needlewing's project needle ability can be used up to 20ft. around it. The DC is Constitution-based.

RAZORFIEND

The razorfiend is creature that vaguely resembles a dog. At first glance it seems to have fur, but it is covered with hardened quills. Razorfiends are creatures that live in caves and in underground complexes such as crypts and sewers. They are not particularly intelligent and frequently serve as watchdogs or minions for more powerful – or intelligent – creatures.

Razorfiends particularly enjoy rat and cavian flesh and hunt them whenever they can. Razorfiends have only vestigial abilities that allow them to find and locate prey.

RXZORFIEND - CR 3

XP 800 NE Small Aberration Init +2; Senses darkvision 60ft., lifesense 60ft.; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) hp 22 (4d8+4) Fort +2, Ref +3, Will +5 Resist acid 10



NEDEXODUS: & HOUSE DIVIDED CAMPAIGN SETTING

Weaknesses vulnerability to electricity

OFFENSE

Speed 20 ft.; climb 20ft.
Melee 4 slams +5 (1d3)
Space 5ft.; Reach 5ft.

STXTISTICS

Str 10, Dex 15, Con 13, Int 3, Wis 12, Cha 6
Base Atk +3; CMB +2; CMD 14
Feats Blind Fighting, Weapon Finesse
Skills Survival +8
SQ lifesense, swarming

SPECIXE XBIFILLES

Lifesense (Su) A razorfiend notices and locates living creatures within 60 feet, just as if it possessed the blind-sight ability.

Swarming (Ex) Razorfiends dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two razorfiends can share the same square at the same time. If two razorfiends in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

QUICKSLAVER

A quickslaver looks like a silvery ooze, resembling a big puddle of mercury. It is commonly found in the wilds of Unthara, but recently they have been found in the cities of Sametia.

QUICKSF¥AAEK - CK B

XP 4,800 LN Medium ooze (cold) Init +5; Senses Blindsight 120ft.; Perception +0

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural) hp 66 (12d8+12) Fort +7, Ref +8, Will +7

DFFENSE

Speed 15 ft., climb 15ft. Melee 4 Slams +13 (1d6+4 plus quickslaver disease) Space 5ft.; Reach 5ft.

STXTISTICS

Str 18, Dex 13, Con 13, Int 3, Wis 10, Cha 1
Base Atk +9; CMB +9; CMD 20
Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Stealth), Stealthy
Skills Climb +8, Stealth +21 Racial Modifiers Climb +8
SQ Collective sentience, infest

ECOLOGY

Environment: Unthara or Sametia

Organization: solitary, pair or ooze pit (3-6); in Unthara they are frequently accompanied by undead creatures. **Treasure** none

SPECIAL ABILITIES

Collective sentience (Ex) A quickslaver is not a single entity. Rather, it is a collective of smaller oozes. For every quicksilver adjacent to it, it gains a +1 bonus to attack rolls and saving throws.

QUICKSF¥AAE DISE¥2E

Type Contact	Save Fortitude DC 18
Onset: 1 hour	Frequency 1/day
Effect 1d8 Con damage	Cure 2 consecutive saves

Small silvery marks appear just below the skin. When a target has lost half its Constitution – or more – to the disease, a carrier gains 25% immunity to critical hits and precision-based damage.

Infest (Ex) A quickslaver may inhabit a body that died from quickslaver disease. The quickslaver may use the creature's natural or manufactured weapons, although it is not considered proficient with any weapon or armor. A quickslaver gains DR 10/piercing or slashing. As a standard action, it can shed the body.

SCYTHIANS

The Scythian is a humanoid race of violent brutes serving the First Ones. Scythians have only one thing on their mind: violence. They live for killing and mayhem. Scythian soldiers are the most common types of Scythian encountered by the outside world.

For more information on the Scythians, see *Enemies* of NeoExodus: The First Ones and Monsters of NeoExodus: The Scythians.

SCYTHIAN SOLDIER - CR 1/2

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 shield); ACP -2 hp 15 (2d10+4)

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Fort +5, **Ref** +2, **Will** +0

DFFENSE

Speed 30 ft. **Melee** bone blade +3 (1d8+2 / 19-20)

NEDEXODUS: & HOUSE DIVIDED C&MPAIGN SETTING

STXTISTICS

			0, Cha 6
			•••••

Base Atk +2; CMB +2; CMD 14

Feats Bone Blade*

Skills Intimidate +3

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

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Other gear leather armor, heavy wooden shield, NPC gear

ECOLOGY

Environment: Kayen'Te and First One Enclave

Organization: solitary, pair or warband (3-12); frequently leading other servant of the First Ones. **Treasure** standard

SPECIXL XBILITIES

Bone blades (Ex) Scythians create weapons out of their bones. These can be disarmed but disintegrate after a few rounds.

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 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

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

ECOLOGY

Environment: Kayen'Te and First One Enclave **Organization:** solitary, pair or warband (3-12); frequently leading other servant of the First Ones. **Treasure** standard

SPECIXE XBIFILLES

Bone blades (Ex) Scythians create weapons out of their bones. These can be disarmed but disintegrate after a few rounds.



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Male Prymidian Bard 3

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LN Medium humanoid
Homeland Dominion
Deity Sanguine Covenant
Init +1 Senses Perception +5
Languages Common, Draconic, Exodite, Enuka,
Giant, Prymidian, Sasori

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); ACP -1 hp 27 (3d8+9) Fort +4, Ref +5, Will +3 Defensive Abilities well-versed

OFFENSE

Speed 30ft

Melee mwk longsword +3 (1d8, 19-20) or

Melee sap +2 (1d6 non-lethal) or Ranged shortbow +4 (1d6, x3)

Bard Spells Known (DC 14+spell level; CL 3rd; concentration +7)

1st (4/day) - *cure light wounds, expeditious retreat, grease, hideous laughter*

0 - dancing lights, daze, detect magic, flare, mage hand, prestidigitation

Spell-Like Ability (CL 3rd; concentration +7)

At will - read magic

STATISTICS

Abilities Str 10, **Dex** 12, **Con** 14, **Int** 14, **Wis** 9, **Cha** 18

Base Atk +2 CMB +4 CMD 17

Feats Arcane Strike, Extra Performance, Lunge **Skills** Acrobatics +7, Bluff +10, Diplomacy* +10, Intimidate +10, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (all other) +5, Linguistics +10, Perception +5, Perform (oratory) +10, Sense Motive* +10, Spellcraft +8, Use Magic Device +10

SQ bardic knowledge, bardic performance (12 rnds/ day), versatile performance

SPECIXL XBILITIES

Versatile Performance (Ex) May use Perform (Oratory) in place of bonus in Diplomacy and Sense Motive.



Well-Versed (Ex) +4 bonus on saves vs. bardic performance, sonic, and language-dependent effects.

EQUIPIDENT

mwk chain shirt, mwk longswordcloak of resistance +1, scroll of *cure light wounds*, 2 x scroll of *sleep*, scroll of *undetectable alignment*, 50gp in nonmagical Equipment

PRYMIDIAN: THE MASTERS OF LANGUAGE

Prymidians are red-skinned humanoids with a stately demeanor. Prymidians are highly interested in communication and languages. Lore and knowledge are of great value in them.

Though they pride themselves on their intellect, they hardly fit the typical scholar. They tend to be haughty and arrogant.

לאב מסשואומא

Located in Southwestern Exodus, the burning lands of the Dominion are home to one of the most stable, but also static nation in all of Exodus. In the Dominion, society has changed very little since the first Khagan created the caste system a millenium ago. This set the magically-gift Khans at the top of the order and separating the rest into four classes (the raiders, the shamans, the historians and the casteless).

The Dominion's traditional enemy is the Arman Protectorate whose clockwork warriors have proven to be a match to the Dominion's more mobile armies.





Male Cynean Sorcerer (Earth elemental) 3

N Medium humanoid Homeland Gavea Deity Not particularly devout, respects all the gods **Init** +1 **Senses** Perception +0 Languages Common, Cynean, Gavea

DEFENSE

AC 17, touch 13, flat-footed 16 (+1 armor, +2 deflection, +1 Dex, +3 natural); ACP +0 **hp** 20 (3d6+6)

Fort +3, **Ref** +2, **Will** +3 Vulnerability sonic, automatically fail all saving throws vs. force damage

OFFENSE

Speed 30ft

..... Melee mwk longspear +2 (1d8, x3; 10-ft reach)

Ranged mwk light crossbow +3 (1d6, x3) **Ranged** elemental ray +2

Ranged touch (7/day, 1d6+1 acid) Ranged ray +2 Ranged touch (per spell)

Sorcerer Spells Known (DC 14+spell level; CL 3rd; concentration +7)

1st (6/day) - acid hands*, enlarge person, magic missile, ray of enfeeblement

0 - acid splash, detect magic, disrupt undead, mage hand, read magic

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Abilities Str 10, Dex 12, Con 14, Int 14, Wis 10, Cha 18

Base Atk +1 CMB +1 CMD 12 Feats Eschew Material, Gem Soul, Improved Gem Soul (ruby) ------Skills Bluff +10, Knowledge (arcana) +8, Knowledge (planes) +8, Profession (herbalist) +6, Spellcraft +8

SQ mystic body, unusual build

SPECIAL ABILITIES

Mystic Body (Su) Some cyneans learn to manipulate the energies that course through their bodies to further protect themselves from harm. A cynean with this trait adds a deflection bonus to AC equal to his Intelligence modifier. This ability replaces arcane body. This is an alternative racial feature.

Unusual build Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result,



cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

EQUIPMENT

bracers of armor +1, 2 scrolls of mage armor, potion of cure light wounds, ten days' trail rations, 45gp

CYNEXN: THE XRCXNE CRYSTXLS

Cyneans are a race of crystalline humanoids. Most spend their lives researching arcane mysteries of the world. They tend to be stoic and calm. They speak slowly, with much emphasis.

Other races tend to see them as slow and dull, but Cyneans tend to ponder and think about what they do before acting. In spite of this, Cynean have gained the respect of the other races of Exodus for their arcane might.

NEW FEXTS

Gem Soul Know one additional spell of the spell highest level you know.

Gem Soul, Improved Your body is laced with rubies. Evocation spells you cast are cast as if your caster level was one higher and your spell DC is increased by 1.

G太Vモ太

The island of Gavea lies off the western coast of Exodus and its population was spared most of the horrors that ravaged the continent. With the establishment of the imperial Alliance, the Caneus Empire and the Dominion have targetted Gavea as a possible





site for expansion. However, the will of the people is strong.

Gavea is mostly inhabited by humans grouped together by a complex system of clan alliances and marriage. Cyneans form the only other significant race found on the island. Only a single town exists, the Dominionbuilt port city of Barlow. The rest of the population live in isolated villages.

Gaveans are considered backwater and barbaric by mainlanders. Gavea is not part of the Imperial Alliance.







Female Human Gunslinger 3

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge); ACP +0 hp 25 (3d10+3) Fort +4, Ref +7, Will +3 **Defensive Abilities** Bravery +1, Nimble +1

OFFENSE

Speed 30ft **Melee** rapier +6 (1d6+2, 18-20) **Melee** sap +6 (1d6+2 nonlethal) **Melee** mwk pistol +6 (1d6+2) **Melee** starter pistol +5 (1d6+2) **Ranged** mwk pistol +8 (1d8, x4) (range: 20ft; misfire: 1 (5ft); capacity: 1)..... **Ranged** starter pistol +7 (1d8, x4) (range: 20ft; misfire: 1 (5ft); capacity: 1) Special Atks Point-Blank Shot, Precise Shot

STATISTICS

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

Base Atk +3 CMB +5 CMD 19

Feats Gunsmithing, Point-Blank Shot, Precise Shot, Rapid Reload (pistol; makes reloading move action) Skills Acrobatics +10, Perception +8, Survival +8 SQ deeds, grit (2), gunslinger's initiative

SPECIAL ABILITIES

Deeds Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as a gunslinger has at least 1 grit point. Unless otherwise noted, a deed can be performed multiple successive times, as long as any appropriate grit is spent to perform the deed.

Deadeye (Ex) A gunslinger can target touch AC beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on



attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger's Dodge (Ex) When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Quick Clear (Ex) As a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Grit (Ex) Grit is a fluctuating measure of the gunslinger's ability to perform amazing actions in combat, both offensive and defensive. At the start of each day, a gunslinger gains her Wisdom modifier in grit points. Grit goes up or down throughout the day, but usually cannot go higher than the gunslinger's Wisdom modifier and regains grit in the following ways.

Critical Hit with a Firearm Each time a gunslinger conf irms a critical hit with a firearm attack, she





regains 1 grit point. Such a critical hit must be confirmed in the heat of combat. Confirming a critical hit on a helpless or unaware creature, or a creature that has fewer Hit Dice than half the gunslinger's character level does not regain grit.

Killing Blow with a Firearm The first time a gunslinger reduces a creature to 0 or fewer hit points with a firearm attack during the course of a day, she regains 1 grit point. Such a killing blow must occur in the heat of combat. Destroying a target or other unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not regain grit.

Gun Training (Ex) A gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Gunslinger Initiative (Ex) As long as the gunslinger has at least 1 grit point, she gains the following benef its. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Nimble (Ex) Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Pistol-Whip (Ex) A gunfighter can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Utility Shot (Ex) If the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot.

Blast Lock Attack lock

Scoot Unattended Object Attack AC 5/7/11 to move object up to 15ft. On a miss, damage the object normally.

Stop Bleeding No attack roll needed.

equipident

mwk studded leather, rapier, sap, mwk pistol, starting pistol, backpack, bull's eye lantern, grappling hook, oil (5), silk rope, two week's rations, 25gp

Pistol Shots 00000 00000 00000 00000

THE ARMAN PROTECTORATE

Located in Southern Exodus, the lands of the Arman Protectorate were conquered by the Arman - seaborne raiders that migrated to Exodus over eight centuries ago. Over the past six centuries, the Arman Protectorate has develop firearms to combat its neighbor and traditional enemy, the Dominion.

The worse thing someone from the Protectorate can do (punishable by death or assassination) is to betray the secrets of gun-making to non-Armans. Thus, the Protectorate is the only nation in the Imperial Alliance to possess this technology. It also possesses the best and largest collection of golems and automatons they call "clockwork warriors".

The Arman value personal achievement above all and those with great talents and abilities may rise to great heights within Arman society.

NEDEXODUS ICONICSI HANS SKEFFARU



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Male Human Cleric of the Kaga 3

NG Medium humanoid
Homeland Caneus Empire
Deity Kaga
Init +0 Senses Perception +5
Languages Abyssal, Ancient Arman, Celestial,
Common, Nasian, Qijomi

DEFENSE

AC 19, touch 10, flat-footed 19 (+6 armor, +3 shield); ACP -4 hp 24 (3d8+6)

Fort +4, Ref +1, Will +7

OFFENSE

Speed 20ft. (base 30ft.) Melee mwk sap +5 (1d6+2, non-lethal)

Melee mwk heavy mace +5 (1d8+2)

Ranged Hand of the Acolyte mwk sap +6 (1d6+2, nonlethal)

Ranged Hand of the Acolyte mwk heavy mace +6 (1d8+2)

Ranged javelin +2 (1d6+2)

Cleric Spells Known (DC 14+spell level; CL 3rd; concentration +7)

2nd (2+1/day) - calm emotions, sound burst

1st (3+1/day) - bless, hide from undead, shield of faith

Cantrips - detect magic, detect poison, light, stabilize

CLERIC DOMAINS

Knowledge Lore keeper You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 22.

Spells: 1st - *comprehend languages*, **2nd** - *detect thoughts*

Magic Hand of the Acolyte (Su) You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability 7 times per day.



Spells: 1st - identify, 2nd - magic mouth

STXTISTICS

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

Base Atk +2 CMB +4 CMD 14

Feats Arcane Strike, Shield Focus, Toughness Skills Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility) +6, Knowledge (planes) +6, Knowledge (religion) +8, Linguistics +8, Spellcraft +8

SQ arcane bond, arcane caster, spontaneous casting (positive energy)

SPECIXL XBILITIES

Arcane Bond You have bonded with your holy symbol (amulet). This works exactly like a wizard's arcane bond. If a cleric of the Kaga attempts to cast a spell without his bonded object worn, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A bonded object can be used once per day to cast any one spell that the cleric of the Kaga is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the cleric of the Kaga, including casting time, duration, and other effects dependent on the cleric of the Kaga's level. This spell cannot be modified by metamagic feats or other



HANS SKEFFARD

abilities. The bonded object cannot be used to cast spells from the cleric of the Kaga's domain spells.

Arcane Caster Clerics of Kaga are considered arcane casters (though they still gain spells and select domains like clerics do). In spite of being arcane casters, clerics of Kaga do not have arcane spell failure for their cleric spells.

equipident

mwk breastplate with heavy steel shield, mwk sap, mwk heavy mace, 2 javelins, wand of *cure light wounds* with 4 charges, potion of *shield of faith*, oil of *bless weapon*, two weeks of trail rations, 30gp

ΤΗΕ ΚΆGΆ: CREATION ΆΝΟ ₩ΆΤCHER OF ΜΆΝ

The Kaga's creation at the beginning of the Age of Man heralded the end of the First Ones' reign over Exodus. The Kaga was borne of the merging of the consciousness of mankind's most powerful minds and spell casters. To this day, the Kaga's followers keep providing it with information about anything and everything.

The Kaga is a large repository of knowledge and at times in the past has provided mankind with information and wisdom to make the world a better and more stable place. Although the Kaga is presented as a deity and a religion, it is actually an arcane construct of great power. The Kaga appears as a man made of arcane energy, looking like a red and silver human. "Priests" of Kaga do not draw their power from divine source, but from an arcane source that mimics divine powers.

THE CXNEUS EMPIRE

Located in Western Exodus, the Caneus Empire is one of the oldest nations in the world. It is the birthplace of the Sanguine Convenant. Today, the Caneus Empire remains a highly feudal society whose greatest resource rests upon its knights and its weaponsmiths. Society and standing is important to the Caneans.

The Caneus Empire's traditional enemy is the Confederacy of Reis to the north. The Empire's greatest warriors have traded frequent blows with the Confederates' hordes and war beasts. The situation between the two is envenomed by allegations from Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.





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Female P'Tan Rogue 3

CG Medium outsider (native)
Homeland Koryth
Deity Sanguine Covenant
Init +3 Senses darkvision 60ft.; light sensitivity;
Perception +8
Languages Common, Exodite

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); ACP -1 hp 24 (3d8+6) Fort +2, Ref +6, Will +3 Defensive Abilities evasion, shadowborn

OFFENSE

Speed 30ft

Melee mwk rapier +6 (1d6+2, 18-20) or

Melee sap +5 (1d6 non-lethal) or

Ranged mwk shortbow +6 (1d6, x3)

Special atk shadowspark +5 ranged touch or 15ft cone (DC13 Ref half) (6/day, 1d6+1), sneak attack +2d6, vengeance

ZZITZITXTZ

Abilities Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +2 CMB +4 CMD 17

Feats Black Lightning Cone, Toughness, Weapon Finesse

Skills Acrobatics +9, Climb +8, Disable Device +10 (+11 to disable traps), Knowledge (local) +6, Perception +8 (+9 to find traps), Sleight of Hand +9, Stealth +9, Use Magic Device +6

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SQ trapfinding, trap sense +1

SPECIAL ABILITIES

Light Sensitivity P'Tan are dazzled in areas of bright sunlight or within the radius of a daylight spell. (-1 penalty on attack rolls and sight-based Perception checks)

Shadowborn Due to their connection to elemental shadow, P'Tan have a +4 bonus on saves spells with the shadow subtype.

Shadowspark (Su) As a standard action a P'Tan can unleash a bolt of crackling black lightning against a target within 30 feet that deals 1d6 plus one for every two level points of electrical damage with a successful ranged touch attack. A P'Tan can use this ability a



number of times per day equal to 3 + the P'Tan's Wisdom modifier.

Vengeance A P'Tan gains a +1 bonus on attack rolls against creatures with the First One subtype.

EQUIPIDENT

acid, alchemist fire (2), thunderstone, backpack, grappling hook, oil (5), silk rope, mwk thieves' tools, one weeks' rations, 45gp in nonmagical Equipment

P'TAN: THE FORMER SLAVE

The P'Tan are a race created from elemental shadow by the First Ones to replace the slaves lost when mankind rebelled. The P'Tan bore the brunt of the First Ones' wrath and that has forever stained their psyche. Some P'Tan managed to escape and break free of their enslavement and now live to hunt down the First Ones.

Many races of Exodus look upon the P'Tan with suspicion. However, once a P'Tan is accepted into a group, he works to help it. Since they have no homeland of their own, they tend to adopt the tradition of the land they live in.

They are strong passionate creatures that share one thing in common: reveling in killing any member of the First Ones. But the P'Tan have not lived to this day by engaging in futile or suicidal attacks. Like the cats they resemble, a P'Tan will stalk its victim and hunt it before moving in for the kill.







NEW FEXTS

Black Lightning Cone As a standard action that provokes attacks of opportunity, you can unleash a 15ft. cone; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level plus your Wisdom modifier. In addition, you can use your black lightning one additional time per day.(Source: NeoExodus Campaign Book)

KORYTH

The magic-filled, land-locked lands of Koryth are filled with magical oddities, scars upon the world left by the apocalyptic battles that freed the world from the First Ones. Traditionally, Koryth was split between the Caneus Empire and the Confederacy of Reis, but its extreme weather meant that it was never truly colonized or conquered by either.

Today, Koryth is the capital of the Imperial Alliance and home to its governing body, the Senate. Koryth is neutral ground between the great nations that comprises the Alliance and has no standing army of its own, other than the monastic order known as the Janissaries.







Male Enuka Fighter 3

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NG Medium humanoid
Homeland Wyldlands of Bal
Deity Sanguine Covenant
Init +6 Senses low-light vision; Perception +0
Languages Common, Enuka

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield); ACP -3 hp 37 (3d10+12) Fort +6, Ref +3, Will +1

Defensive Abilities Bravery +1; **DR** 1/-

OFFENSE

Speed 30ft **Melee** mwk Bal war club +8 (1d8+4, 19-20) and bite +2 (1d6+2) **Melee** bite +7 (1d6+4) **Ranged** javelin +5 (1d6+4) **Special Atks** Cleave, Power Attack (-1 atk, +2 dmg)

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Abilities Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha

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Base Atk +3 CMB +7 CMD 19 Feats Cleave, Improved Initiative, Power Attack, Toughness

Skills Profession (soldier) +3

SQ armor training 1

SPECIAL ABILITIES

Mutations Enuka are a highly protean race where mutations are the norm. Each Enuka begins play with two mutations. You have fangs (bite attack) and thick hide (DR).

THEMAIDENT

mwk breastplate, mwk heavy wooden shield, mwk Bal war club, 4 javelins, acid, alchemist fire (2), backpack, bull's eye lantern, grappling hook, oil (5), silk rope, two week's rations, 25gp

ENUKA: THE SAVAGE WARRIORS

Enukas are primal, animalistic predators in human form. They are massively built humanoids covered in thick fur except for their ape-like faces. Males have short horns on their heads.

Enukas tend to be fierce and dour creatures seeing the world in terms of predator and prey. Their ancestral



heritage makes them pack creatures, thus Enuka associate with others for long periods of time.

Other races are rightfully wary of Enuka because of their territorial and fierce nature.

THE CONFEDERACY OF REIS

The Northernmost nation on Exodus, the Confederacy lays claim to the Wyldlands of Bal. The Wyldlands are covered with thick jungles and is seen by outsiders as filled with large monsters, humanoid monsters, cannibals and angry Enuka with little to no civilization. While most of it is true, the Confederacy teems with life and cities - ruined or occupied. In times of war, the Confederacy uses all of the above in its armies.

The Confederacy's traditional enemy is the Caneus Empire. The situation between the two is envenomed by allegation by Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.

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Male Prymidian Bard 5

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LN Medium humanoid
Homeland Dominion
Deity Sanguine Covenant
Init +1 Senses Perception +6
Languages Common, Draconic, Exodite, Enuka,
Giant, Prymidian, Sasori

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); ACP -1 **hp** 38 (5d8+10) **Fort** +4, **Ref** +8, **Will** +4 **Defensive Abilities** well-versed

OFFENSE

Speed 30ft

..... Melee +1 longsword +4 (1d8+1, 19-20) or Melee sap +3 (1d6 non-lethal) or

..... **Ranged** shortbow +4 (1d6, x3)

Bard Spells Known (DC 15+spell level; CL 5th; concentration +9)

2nd (3/day) - glitterdust, invisibility, mirror image (1d4+1 image)

1st (5/day) - cure light wounds, expeditious retreat, feather fall, grease, hideous laughter

0 - *dancing lights, daze, detect magic, flare, mage* hand, prestidigitation

Spell-Like Ability (DC 15+spell level; CL 5th; concentration +9)

At will - read magic

STATISTICS

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 10, Cha 20(+2)

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Base Atk +3 CMB +5 CMD 18

Feats Arcane Strike, Extra Performance, Lunge, Wyrd Vision*

Skills Acrobatics +9, Bluff +13, Diplomacy* +13, Intimidate +13, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (local) +12, Knowledge (all other) +5, Linguistics +10, Perception +6, Perform (oratory) +13, Sense Motive* +12, Spellcraft +10, Use Magic Device +11

SO bardic knowledge (inspire courage +2, inspire competence +2), bardic performance (16 rnds/day),



lore master (take 10 on Knowledge with ranks, take 20 as a standard action), versatile performance

SPECIAL ABILITIES

Versatile Performance (Ex) May use Perform (Oratory) in place of bonus in Diplomacy and Sense Motive.

Well-Versed (Ex) +4 bonus on saves vs. bardic performance, sonic, and language-dependent effects.

EQUIPIDENT

mwk chain shirt, cloak of resistance +1, headband of alluring charisma +2, +1 longsword, scroll of cure light wounds, 2x scroll of *cure moderate wounds*, 2 x scroll of *sleep*, scroll of *undetectable alignment*, wand of *blink* with 5 charges, 300gp in nonmagical equipment, 300gp

NEW FEXTS

Wyrd Vision Once per day, you may enter an hourlong meditative trance which causes you to have visions of your future. Once during the next 24 hours you may call upon these visions to give you a clue whether an action taken in the near future will produce positive results. This takes a full-round action (to contemplate the vision), and acts as an augury spell cast at your arcane caster level. (Source: NeoExodus Campaign Book)





PRYMIDIAN: THE MASTERS OF LANGUAGE

Prymidians are red-skinned humanoids with a stately demeanor. Prymidians are highly interested in communication and languages. Lore and knowledge are of great value in them.

Though they pride themselves on their intellect, they hardly fit the typical scholar. They tend to be haughty and arrogant.

THE DOMINION

Located in Southwestern Exodus, the burning lands of the Dominion are home to one of the most stable, but also static nation in all of Exodus. In the Dominion, society has changed very little since the first Khagan created the caste system a millenium ago. This set the magically-gift Khans at the top of the order and separating the rest into four classes (the raiders, the shamans, the historians and the casteless).

The Dominion's traditional enemy is the Arman Protectorate whose clockwork warriors have proven to be a match to the Dominion's more mobile armies.





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Male Cynean Sorcerer (Earth elemental) 5

N Medium humanoid Homeland Gavea Deity Not particularly devout, respects all the gods Init +1 Senses Perception +0 Languages Common, Cynean, Gavean

DEFENSE

AC 18, touch 13, flat-footed 17 (+2 armor, +2 deflection, +1 Dex, +3 natural); ACP +0 hp 32 (5d6+10) Fort +5, Ref +3, Will +5 Resist acid 10 Vulnerability sonic, automatically fail all saving throws vs. force damage

OFFENSE

Speed 30ft
Melee mwk longspear +2 (1d8, x3; 10-ft reach)
Ranged mwk light crossbow +3 (1d6, x3)
Ranged elemental ray +2
Ranged touch (7/day, 1d6+2 acid)
Ranged ray +2
Ranged touch (per spell)
Sorcerer Spells Known (DC 14+spell level; CL 5th;
concentration +7)

2nd (6/day) - acid scorching ray, resist energy, web

1st (7/day) - acid burning hands*, enlarge person, magic missile, protection from evil, ray of enfeeblement

0 - acid splash, detect magic, disrupt undead, mage hand, open/close, read magic

STXTISTICS

Abilities Str 10, **Dex** 12, **Con** 14, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +2 CMB +2 CMD 13

Feats Arcane Crystal Shield*, Eschew Material, Gem Soul*, Improved Gem Soul (ruby)*

Skills Bluff +12, Knowledge (arcana) +10, Knowledge (planes) +10, Profession (herbalist) +8, Spellcraft +10 SQ mystic body, unusual build

SPECIAL ABILITIES

Mystic Body (Su) Some cyneans learn to manipulate the energies that course through their bodies to further protect themselves from harm. A cynean with this trait adds a deflection bonus to AC equal to his Intelligence



modifier. This ability replaces arcane body. This is an alternative racial feature.

Unusual build Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result, cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

EQUIPIDENT

bracers of armor +2, lesser metamagic rod of extend, 2 scrolls of *mage armor*, potion of *cure light wounds*, ten days' trail rations, 300gp

CYNEXN: THE XRCXNE CRYSTXLS

Cyneans are a race of crystalline humanoids. Most spend their lives researching arcane mysteries of the world. They tend to be stoic and calm. They speak slowly, with much emphasis.

Other races tend to see them as slow and dull, but Cyneans tend to ponder and think about what they do before acting. In spite of this, Cynean have gained the respect of the other races of Exodus for their arcane might.

NEW FEXTS

Arcane Crystal Shield Once per round as an immediate action, a Cynean may sacrifice a spell slot to gain a deflection bonus to AC equal to the level of the spell sacrificed.

Gem Soul Know one additional spell of the spell highest level you know.





Gem Soul, Improved Your body is laced with rubies. Evocation spells you cast are cast as if your caster level was one higher and your spell DC is increased by 1.

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The island of Gavea lies off the western coast of Exodus and its population was spared most of the horrors that ravaged the continent. With the establishment of the imperial Alliance, the Caneus Empire and the Dominion have targetted Gavea as a possible site for expansion. However, the will of the people is strong.

Gavea is mostly inhabited by humans grouped together by a complex system of clan alliances and marriage. Cyneans form the only other significant race found on the island. Only a single town exists, the Dominionbuilt port city of Barlow. The rest of the population live in isolated villages.

Gaveans are considered backwater and barbaric by mainlanders. Gavea is not part of the Imperial Alliance.







Female Human Gunslinger 5

N Medium humanoid
Homeland Arman Protectorate
Deity Sanguine Covenant
Init +4 (+6 if >= 1 grit); Senses Perception +10
Languages Common

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +4 Dex, +2 dodge); ACP +0 hp 39 (5d10+5) Fort +5, Ref +8, Will +3 Defensive Abilities Bravery +1, Mobility, Nimble +1;

OFFENSE

Speed 30ftMelee +1 rapier +8 (1d6+3, 18-20)Melee sap +7 (1d6+2 nonlethal)Ranged +1 pistol +10 (1d8+5, x4) (range: 20ft;
misfire: 1 (5ft); capacity: 1)Ranged starter pistol +9 (1d8+4, x4) (range: 20ft;
misfire: 1 (5ft); capacity: 1)Special Atks Point-Blank Shot, Precise Shot

STATISTICS

Abilities Str 14, Dex 19, Con 12, Int 8, Wis 14, Cha 10

Base Atk +5 CMB +7 CMD 21

Feats Dodge, Gunsmithing, Mobility, Point-Blank
Shot, Precise Shot, Rapid Reload (pistol; makes reloading move action)
Skills Acrobatics +12, Perception +10, Survival +10
SQ deeds, grit (2), gun training (pistols), gunslinger's

SQ deeds, grit (2), gun training (pistols), gunslinger's initiative

SPECIAL ABILITIES

Deeds Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as a gunslinger has at least 1 grit point. Unless otherwise noted, a deed can be performed multiple successive times, as long as any appropriate grit is spent to perform the deed.

Deadeye (Ex) A gunslinger can target touch AC beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.



Gunslinger's Dodge (Ex) When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Quick Clear (Ex) As a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Grit (Ex) Grit is a fluctuating measure of the gunslinger's ability to perform amazing actions in combat, both offensive and defensive. At the start of each day, a gunslinger gains her Wisdom modifier in grit points. Grit goes up or down throughout the day, but usually cannot go higher than the gunslinger's Wisdom modifier and regains grit in the following ways.

Critical Hit with a Firearm Each time a gunslinger conf irms a critical hit with a firearm attack, she regains 1 grit point. Such a critical hit must be confirmed in the heat of combat. Confirming a critical



hit on a helpless or unaware creature, or a creature that has fewer Hit Dice than half the gunslinger's character level does not regain grit.

Killing Blow with a Firearm The first time a gunslinger reduces a creature to 0 or fewer hit points with a firearm attack during the course of a day, she regains 1 grit point. Such a killing blow must occur in the heat of combat. Destroying a target or other unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not regain grit.

Gun Training (Ex) A gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Gunslinger Initiative (Ex) As long as the gunslinger has at least 1 grit point, she gains the following benef its. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Nimble (Ex) Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Pistol-Whip (Ex) A gunfighter can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Utility Shot (Ex) If the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack

with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot.

Blast Lock Attack lock

Scoot Unattended Object Attack AC 5/7/11 to move object up to 15ft. On a miss, damage the object normally.

Stop Bleeding No attack roll needed.

EQUIPIDENT

+1 mithral shirt, +1 rapier, sap, +1 pistol, starting pistol, backpack, bull's eye lantern, grappling hook, oil (5), 2x potion of cure moderate wounds, oil of bless weapon, potion of *delay poison*, potion of *hide from animals*, potion of **hide from undead**, silk rope, two week's rations, 300gp in mundane equipment, 200gp

ΤΗΕ ΔΩΠΔΗ ΡΩΟΤΕΟΤΟΩΔΤΕ

Located in Southern Exodus, the lands of the Arman Protectorate were conquered by the Arman - seaborne raiders that migrated to Exodus over eight centuries ago. Over the past six centuries, the Arman Protectorate has develop firearms to combat its neighbor and traditional enemy, the Dominion.

The worse thing someone from the Protectorate can do (punishable by death or assassination) is to betray the secrets of gun-making to non-Armans. Thus, the Protectorate is the only nation in the Imperial Alliance to possess this technology. It also possesses the best and largest collection of golems and automatons they call "clockwork warriors".

The Arman value personal achievement above all and those with great talents and abilities may rise to great heights within Arman society.

HADS SKEFFARD



Male Human Cleric of the Kaga 5

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NG Medium humanoid
Homeland Caneus Empire
Deity Kaga
Init +0 Senses Perception +4
Languages Abyssal, Ancient Arman, Celestial,
Common, Nasian, Qijomi

DEFENSE

AC 21, touch 10, flat-footed 21 (+7 armor, +4 shield); ACP -4 hp 38 (5d8+10)

Fort +6, Ref +2, Will +9

OFFENSE

Speed 20ft. (base 30ft.) **Melee** +1 sap +6 (1d6+3, non-lethal)

Melee mwk heavy mace +6 (1d8+2)

Ranged Hand of the Acolyte +1 sap +7 (1d6+3, nonlethal)

Ranged Hand of the Acolyte mwk heavy mace +7 (1d8+2)

Ranged javelin +3 (1d6+2)

Cleric Spells Known (DC 14+spell level; CL 5th; concentration +9 (+13 casting defensively))

3rd (2+1/day) - *dispel magic^D, invisibility purge, prayer*

2nd (3+1/day) - calm emotions, detect thoughts^D, hold person, sound burst

1st (4+1/day) - bless, command, comprehend languages^D, hide from undead, shield of faith

Cantrips - detect magic, detect poison, light, stabilize

CLERIC DOMAINS

Knowledge Lore keeper You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 24.

Spells: 1st - *comprehend languages,* **2nd** - *detect thoughts,* **3rd** - *speak with dead*

Magic Hand of the Acolyte (Su) You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your



Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability 7 times per day.

Spells: 1st - *identify*, **2nd** - *magic mouth*, **3rd** - *dispel magic*

STATISTICS

Abilities Str 14, Dex 10, Con 12, Int 14, Wis 19, Cha 8

Base Atk +3 CMB +5 CMD 15

Feats Arcane Strike, Combat Casting, Shield Focus, Toughness

Skills Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +6, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +6, Knowledge (nobility) +7, Knowledge (planes) +6, Knowledge (religion) +10, Linguistics +8, Sense Motive +9, Spellcraft +10

SQ arcane bond, arcane caster, spontaneous casting (positive energy)

SPECIAL ABILITIES

Arcane Bond You have bonded with your holy symbol (amulet). This works exactly like a wizard's arcane bond. If a cleric of the Kaga attempts to cast a spell without his bonded object worn, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.



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A bonded object can be used once per day to cast any one spell that the cleric of the Kaga is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the cleric of the Kaga, including casting time, duration, and other effects dependent on the cleric of the Kaga's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the cleric of the Kaga's domain spells.

Arcane Caster Clerics of Kaga are considered arcane casters (though they still gain spells and select domains like clerics do). In spite of being arcane casters, clerics of Kaga do not have arcane spell failure for their cleric spells.

EQUIPIDENT

+1 breastplate, +1 heavy steel shield, +1 sap, mwk heavy mace, 2 javelins, cloak of resistance +1, wand of *cure light wounds* with 4 charges, wand of *cure moderate wounds* with 15 charges, potion of *shield of faith*, oil of *bless weapon*, two weeks of trail rations, 80gp in mundane equipment, 300gp

ΤΗΕ ΚΆGΆ: CREATION ΆΝΟ ΨΆΤCHER OF ΜΆΝ

The Kaga's creation at the beginning of the Age of Man heralded the end of the First Ones' reign over Exodus. The Kaga was borne of the merging of the consciousness of mankind's most powerful minds and spell casters. To this day, the Kaga's followers keep providing it with information about anything and everything.

The Kaga is a large repository of knowledge and at times in the past has provided mankind with information and wisdom to make the world a better and more stable place. Although the Kaga is presented as a deity and a religion, it is actually an arcane construct of great power. The Kaga appears as a man made of arcane energy, looking like a red and silver human. "Priests" of Kaga do not draw their power from divine source, but from an arcane source that mimics divine powers.

THE CANEUS EMPIRE

Located in Western Exodus, the Caneus Empire is one of the oldest nations in the world. It is the birthplace of the Sanguine Convenant. Today, the Caneus Empire remains a highly feudal society whose greatest resource rests upon its knights and its weaponsmiths. Society and standing is important to the Caneans.

The Caneus Empire's traditional enemy is the Confederacy of Reis to the north. The Empire's greatest warriors have traded frequent blows with the



Confederates' hordes and war beasts. The situation between the two is envenomed by allegations from Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.

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Female P'Tan Rogue 5

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CG Medium outsider (native)
Homeland Koryth
Deity Sanguine Covenant
Init +4 Senses darkvision 60ft.; Perception +10
Languages Common, Exodite

DEFENSE

AC 14, touch 14, flat-footed 18 (+4 armor, +4 Dex); ACP + 0

- **hp** 38 (5d8+10)
- Fort +2, Ref +8, Will +3

Defensive Abilities evasion, shadowborn, uncanny dodge

OFFENSE

Speed 30ft

..... **Melee** +1 rapier +8 (1d6+3, 18-20) or

Melee sap +7 (1d6 non-lethal) or

Ranged mwk shortbow +8 (1d6, x3)

..... Special atk shadowspark +7 ranged touch or 15ft cone (DC13 Ref half) (6/day, 1d6+1), sneak attack +3d6, vengeance

STXTISTICS

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 15, Cha 11

Base Atk +3 CMB +5 CMD 19

Feats Black Lightning Cone, Daylight Adaptation, Toughness, Weapon Finesse

Skills Acrobatics +12, Climb +10, Disable Device +14 (+16 to disable traps), Knowledge (local) +8, Perception +10 (+12 to find traps), Sleight of Hand +12, Stealth +12, Use Magic Device +8

SQ trapfinding, trap sense +1

SPECIAL ABILITIES

Light Sensitivity P'Tan are dazzled in areas of bright sunlight or within the radius of a daylight spell. (-1 penalty on attack rolls and sight-based Perception checks)

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Rogue Trick Fast Stealth Take no penalty to use Stealth and move at full speed.

Shadowborn Due to their connection to elemental shadow, P'Tan have a +4 bonus on saves spells with the shadow subtype.

Shadowspark (Su) As a standard action a P'Tan can unleash a bolt of crackling black lightning against a target within 30 feet that deals 1d6 plus one for every



two level points of electrical damage with a successful ranged touch attack. A P'Tan can use this ability a number of times per day equal to 3 + the P'Tan's Wisdom modifier.

Vengeance A P'Tan gains a +1 bonus on attack rolls against creatures with the First One subtype.

EQUIPMENT

mithral shirt, +1 rapier, sap, mwk shortbow with 20 arrows, acid, alchemist fire (2), handy haversack, hat of disguise, potion of cure moderate wounds, thunderstone, backpack, grappling hook, oil (5), silk rope, mwk thieves' tools, one weeks' rations, 100gp in nonmagical equipment, 200gp

P'TAN: THE FORMER SLAVE

The P'Tan are a race created from elemental shadow by the First Ones to replace the slaves lost when mankind rebelled. The P'Tan bore the brunt of the First Ones' wrath and that has forever stained their psyche. Some P'Tan managed to escape and break free of their enslavement and now live to hunt down the First Ones.

Many races of Exodus look upon the P'Tan with suspicion. However, once a P'Tan is accepted into a group, he works to help it. Since they have no homeland of their own, they tend to adopt the tradition of the land they live in.

They are strong passionate creatures that share one thing in common: reveling in killing any member of the First Ones. But the P'Tan have not lived to this day







by engaging in futile or suicidal attacks. Like the cats they resemble, a P'Tan will stalk its victim and hunt it before moving in for the kill.

NEW FEXTS

Black Lightning Cone As a standard action that provokes attacks of opportunity, you can unleash a 15ft. cone; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level plus your Wisdom modifier. In addition, you can use your black lightning one additional time per day.(Source: NeoExodus Campaign Book)

Daylight Adaptation You no longer suffer from light sensitivity.(Source: NeoExodus Campaign Book)

KORYTH

The magic-filled, land-locked lands of Koryth are filled with magical oddities, scars upon the world left by the apocalyptic battles that freed the world from the First Ones. Traditionally, Koryth was split between the Caneus Empire and the Confederacy of Reis, but its extreme weather meant that it was never truly colonized or conquered by either.

Today, Koryth is the capital of the Imperial Alliance and home to its governing body, the Senate. Koryth is neutral ground between the great nations that comprises the Alliance and has no standing army of its own, other than the monastic order known as the Janissaries.





Male Enuka Fighter 5

NG Medium humanoid
Homeland Wyldlands of Bal
Deity Sanguine Covenant
Init +6 Senses low-light vision; Perception +0
Languages Common, Enuka

DEFENSE

AC 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield); ACP -3 hp 59 (5d10+25)

Fort +8, **Ref** +4, **Will** +2

Defensive Abilities Bravery +1; DR 1/-

OFFENSE

Speed 30ft

Melee +1 Bal war club +12 (1d8+7, 19-20) and bite +2 (1d6+2)

.....

Melee bite +7 (1d6+4)

Ranged javelin +5 (1d6+4) Special Atks Cleave, Power Attack (-1 atk, +2 dmg)

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Abilities Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 8

Feats Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (bal war club), Weapon Specialization (bal war club)
Skills Profession (soldier) +5
SQ armor training 1, weapon training (Bal weapons)

SPECIAL ABILITIES

Mutations Enuka are a highly protean race where mutations are the norm. Each Enuka begins play with two mutations. You have fangs (bite attack) and thick hide (DR).

equipident

+1 breastplate, +1 heavy wooden shield, +1 Bal war club, 4 javelins, acid, alchemist fire (2), backpack, bull's eye lantern, cloak of resistance +1, grappling hook, oil (5), golembane scarab, silk rope, two week's rations, 25gp

NEW EQUIPMENT

Bal war club: The Bal war club (macuahuitl in Balite) is a wooden club lined with razorsharp shards of obsidian or sharktooth. This weapon is very similar to a longsword, although it is not as durable and the sharp edges need replacement. The macuahuitl is a weapon



found most commonly in the jungles of Bal and is frequently associated with the cannibal tribes found there.

ENUKA: THE SAVAGE WARRIORS

Enukas are primal, animalistic predators in human form. They are massively built humanoids covered in thick fur except for their ape-like faces. Males have short horns on their heads.

Enukas tend to be fierce and dour creatures seeing the world in terms of predator and prey. Their ancestral heritage makes them pack creatures, thus Enuka associate with others for long periods of time.

Other races are rightfully wary of Enuka because of their territorial and fierce nature.

THE CONFEDERACY OF REIS

The Northernmost nation on Exodus, the Confederacy lays claim to the Wyldlands of Bal. The Wyldlands are covered with thick jungles and is seen by outsiders as filled with large monsters, humanoid monsters, cannibals and angry Enuka with little to no civilization. While most of it is true, the Confederacy teems with life and cities - ruined or occupied. In times of war, the Confederacy uses all of the above in its armies.

The Confederacy's traditional enemy is the Caneus Empire. The situation between the two is envenomed by allegation by Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.

