



NEOEXODUS

NEOEXODUS LEGACIES:

CAMPAIN GUIDE

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INTRODUCTION

This document introduces the rules on how you may play in the worldwide campaign NeoExodus Legacies, set in the LPJ Design world of NeoExodus. It contains what you need to create characters and information on how to be a game master (GM) of NeoExodus events. It also details the unique aspects of the campaign.

1: CAMPAIGN BASICS

WHAT IS NEOEXODUS LEGACIES?

NeoExodus is a world wracked by war and intrigue for centuries after the population broke the yoke of the First Ones. For the past 2,000 years, the nations of Exodus have fought each other.

NeoExodus Legacies is formed along a series of mini-campaign arcs focusing on one part of the world or one villain. Designed for organized play, NeoExodus Legacies aims to put your characters in the thick of the action, giving you the power to shape the world and influence events. What your character does matters and influences the world and the campaign. A number of special interactive adventures give your character opportunities to interact and influence both NPCs and events alike.

NPCs in NeoExodus are not static. Through narratives, campaign updates and the adventures themselves, NPCs and the plot change beyond the current adventure. How your character reacts to them is up to you.

NeoExodus is a world where exploration, politics, and adventure go hand in hand. Choose your allies carefully. You may need to call upon them, as they will call upon you. Be equally careful choosing your enemies – for the same reasons!

Exodus needs heroes...

THE PATHFINDER ROLE PLAYING GAME

NeoExodus Legacies uses Paizo's Pathfinder Role Playing Game rule set as the basis of its system. People familiar with those rules will find the core mechanics unchanged. The Pathfinder RPG Game Core Rulebook is available at local game store or through Paizo.com as a PDF or hardcover book.

CORE ASSUMPTIONS

NeoExodus Legacies assumes that every player owns a copy of the NeoExodus Campaign Book by LPJ Design and the Pathfinder RPG Game Core Rulebook by Paizo Publishing. A Game Master (GM) is expected to own a copy of the Pathfinder RPG Bestiary (also by Paizo).

Material from other publishers may occasionally be included in the campaign. Players using any options from such sources must have a valid copy of the material

and be ready to hand it to the GM upon request. A list of rules elements allowed in the campaign appears in the Additional Resources section.

A valid copy includes a physical book or an electronic version.

Adventures produced by other publishers may sometimes be adapted to NeoExodus Legacies, making them legal for play. To play them in the campaign, the GM must own a legal copy of those adventures as well as the adaptation document. Adaptation documents will be available free on the NeoExodus website.

Unless specifically allowed here or in the Additional Resources section, rule items from any other source are not legal for play and cannot be used in NeoExodus Legacies.

COMMON TERMS

Average Party Level (APL): Before playing any NeoExodus Legacies scenario, you must calculate the APL. Rules on how to calculate a table's APL appear in Chapter 6: Game Master.

Convention: A convention is a large gathering of individuals, such as GenCon, Origins, and PaizoCon. It also includes smaller, regional conventions. All of these events may host NeoExodus Legacies scenarios.

Coordinator: A coordinator is a person at a local event who is responsible for organizing the event or part of the event. Coordinators are sometimes called "marshals" or "head judge."

Event: An event includes any gathering of people playing a NeoExodus Legacies adventure. This could be as large as a convention or as small as a group of friends playing at home. Events describe conventions, home games, online games and public games.

Favor Points: Favor points are a way to track favors gained by the PC as he adventures. More details can be found in Additional Resources.

First Ones (FO): For the NeoExodus Legacies campaign, the First Ones are the campaign administrators responsible for the production of the material, offer rulings when needed and provide guidance to the campaign.

Game Master (GM): The Game Master is the person who runs a scenario. The GM is responsible for running the game and bringing the scenario to life. More information on being a GM can be found in Chapter 6: Game Master.

Home Game: A home game is an event held in a private setting. The time limits and meta-game restrictions are often different from those in public settings.

Legacy Record (LR): After every NeoExodus Legacies adventure, a players receive a sheet called a Legacy Record, or LR. This sheet tracks changes in gold, experience, and



any unique story awards. Chapter 11: The Legacy Record explains the LRs.

Module: Another name for an adventure scenario.

NeoExodus Legacies: The official name of the Campaign.

NeoExodus Legacies Campaign Book (NLCB): The document you are currently reading.

Non-Player Character (NPC): An NPC is a character that is played by the GM. Over the course of an adventure, the players encounter a number of NPCs.

Patron: A patron is someone for whom a PC works. Patrons are nation specific and often influence the game, the region, the world, or the campaign. More information on patrons can be found in Chapter 4: Patrons

Player Character (PC): A PC is a character that belongs to, and is played by, a player who is not the GM.

Scenario: A scenario is an adventure published for NeoExodus Legacies or an adventure from another source that has been adapted to NeoExodus Legacies. Most scenarios are designed to play in about 4 hours.

Table Size: Table size describes the number of players at a table. When table sizes are given, the GM is not counted in that number. Thus a table size of four means there are four players and one GM. Legal tables of NeoExodus Legacies are 3-7, but we strongly recommend 4-6 for maximum enjoyment.

ORGANIZED PLAY BASICS

Once you have created a character, you can participate in any NeoExodus Legacies game at any event at a friend's home, a local convention, a game store or anywhere in the world.

One of the greatest aspects of organized play is that you do not always need to play with the same people.



Every scenario, you can play with different players and a different GM.

ORGANIZED PLAY QUIRKS

An Organized Play campaign is different from your ordinary campaign, or home game. The players and/or the DM may change from table to table. Since adventures are written by different authors, the style and goals of adventures will be very different from one scenario to the next.

You are not allowed to keep any item you find at the end of the adventure, unless it is granted to you on an LR. The party splits the loot and each character leaves with a share of the money. You are then free to purchase items found (even if this would result in four copies of the *+4 sword of doom*).

NeoExodus includes a number of unique types of adventures:

- Interactives are adventures that combine multiple tables and that can present numerous unique elements - from battle to investigation to court intrigue.
- Side treks are quick one-or-two encounter affairs that can be played between game slots, each telling a small story.
- Special adventures that can be whatever our twisted minds can imagine. The only guarantee is that such adventures will be epic, massive, and a once-in-a-lifetime experience!
- Adapted adventures are adventures published by LPJ Design and other companies that have been adapted to be part of NeoExodus Legacies.

2: THE CAMPAIGN

HISTORY OF THE WORLD

The Era of Man began two millennia ago with the creation of the Kaga, an arcane construct of godlike power. Under



the Kaga's leadership, man overthrew the evil First Ones. New kingdoms rose and took over Exodus.

Three centuries ago, the great nations of Exodus turned on each other in a worldwide conflict known as the Twilight War. For decades, the war raged in and around the nations of Exodus.

After the battle of Aremyhk, a new group, known as the Janissaries – psionic monks – imposed a peace and forced all four nations to unite.

Thus the Arman Protectorate, the Caneus Empire, the Dominion, and the Reis Confederacy formed a confederated government named the Imperial Alliance and ruled by a Senate composed of nobles from each nation. This was celebrated as the first year of unification and the calendars were adjusted, with Unification becoming year 1 of the new calendar – or 1AU (After Unification).

In the following years, Sametian nobles sought to join the Alliance but were refused due to the expansionist views of the territory by each member nation. In protest, the Sametians declared, "Since civilization turned its back upon us, so shall we turn our back upon it." Almost overnight, Sametia turned to barbarism and active destruction of anything civilized. In 69AU, the Sametians united under a Warrior-Queen and became known as the Janus Horde.

The current year is 92AU.

NATIONS OF EXODUS

The **Arman Protectorate** is a hereditary monarchy ruled by Tsarina Anayanka Kryszkas. The Protectorate is part of the Imperial Alliance and controls vast armies of golems and constructs they call the ironforged. Ironforged and firearms provide support and power.

The **Caneus Empire** is a feudal monarchy ruled by Empress Cassandra Eland. The Empire is part of the Imperial Alliance. The famed knights of the Caneus

Empire form the base of the most professional army in all of Exodus and its nobles constantly train to keep their skills sharp.

The Dominion is a Magocratic Monarchy ruled by Khagan Malik ibn Al'adim. The Dominion is part of the Imperial Alliance. Notably, Dominion nobility is composed almost exclusively of spellcasters. The Dominion is one of the most cosmopolitan nations on Exodus. Because of this, its army is the smallest in the Alliance, but its magical power is vast.

Gavea is an island nation to the west of Exodus. It is a fractured land ruled by tribal leaders. It is not a part of the Imperial Alliance. Gavea is very much a frontier that has yet to be thoroughly explored by the powers of Exodus.

The **Janus Horde** is a barbaric horde ruled by Warrior-Queen Thais of the steppe. They actively seek to destroy civilization. The Horde is not part of the Imperial Alliance.

The **Reis Confederacy** is a confederation of mostly independent city-states ruled by the cursed Imperatrix Lolani Gazsi. It is part of the Imperial Alliance. The Confederacy boasts the largest collection of huge monsters and tribesmen from its dark, impenetrable jungles. Its armies are vast, but territorial.

RELIGIONS OF NEOEXODUS

There are many religions on Exodus, each with a rich and complex history. Here are a few of them.

The **Sanguine Covenant** is a monotheistic religion that seeks to control all others. The Covenant opposes fiends (undead, evil outsiders, evil elementals, evil shapeshifters and more). The Sanguine Lord revealed himself to the world through the Seven Venerates. The Sanguine Covenant is the official religion of the Imperial Alliance.

The **Cult of the Dragon** is a primal religion worshiped among the Janus Horde. Its worshipers aim at drinking the blood of dragons to increase their power.



The **Cult of the Emissary** is a heretical offshoot of the Sanguine Covenant, which claims the Venerates are false gods and believers must worship the Sanguine Lord directly.

The **Church of the Kaga** is a religion based on gathering knowledge for the Kaga.

The **Church of Khayne** is a brutal church dedicated to Khayne, the vile lord of death and murder.

The **Church of the Lawgiver** is a heretical doomsday cult originating from the lands of the Janus Horde. They claim a final confrontation is coming.

The **Var Shaal** is a gevet religion. It claims that all life began in the lands of the Dominion. It is a brutal life-and-death cult that values mothers and children above all. They also encourage dealings with demons and devils.

DANGERS OF NEOEXODUS

The **Brotherhood of Khayne** is a murderous cult dedicated to spreading mayhem and destruction

The **First Ones**: The First Ones are the bogeymen of legend. Defeated two thousand years ago, they have disappeared from mainland Exodus.

The **Folding Circle**: Considered public enemy number one, The Folding Circle is a group of terrorists led by the mysterious Makesh.

The **Janus Horde**: The barbaric hordesmen attack any settlement within reach of their borders.

3: CHARACTER CREATION

STEP 1: ABILITIES

NeoExodus uses the purchase system to generate a character's abilities, as found in the Pathfinder RPG Core Rulebook. Characters are built using the High Fantasy method, giving each character 20 points to assign. No

score may be lower than 7, and no starting score may be greater than 18 (before racial ability modifiers are applied). Racial ability modifiers are added after the points have been assigned. A character cannot begin the game with an ability score less than 5, after all modifications have been applied. Thus, a character may start with scores as low as 5 or as high as 22.

SCORE	COST	SCORE	COST
7	-4	13	3
8	-2	14	5
9	-1	15	7
10	0	16	10
11	1	17	13
12	2	18	17

STEP 2: RACE

The next step is to select a race and a class for your character. Only the races found in NeoExodus Campaign Book may be chosen.

The following races are considered core and always available to players in NeoExodus Legacies: Cavian, Cynean, Dalrean, Euka, Gevet, Human (any type found in the book), Kalisan, Prymidian, P'Tan, and Sasori.

The core races found in the Pathfinder Core Rulebook are not available for play (except human).

SPECIAL RULES

Cavian: All Cavians in NeoExodus Legacies must have the severed alternate racial trait.

STEP 3: HOME REGION

People in NeoExodus judge others and are judged themselves by their origin. In addition to choosing a race and a class when making a character, your character must



select a place of origin. A home gives your character a background. Your home region will affect the reaction of NPCs towards you.

Of all the regions in Exodus, only Ablis and Unthara are not playable options.

STARTING LANGUAGES

A home region determines your character's starting languages and adds a few additional bonus languages from languages that are common to the area. The bonus languages in the table are in addition to those the character can normally access.

STEP 4: CLASSES

The following classes are allowed for play.

Alchemist (APG), Barbarian, Bard, Cavalier (APG), Cleric, Druid, Fighter, Gunslinger (UC), Inquisitor (APG), Machinesmith (Classes of NeoExodus: Machinesmith), Magus (UM), Monk, Oracle (APG), Paladin, Ranger, Sorcerer, Summoner (APG), Witch (APG), and Wizard.

Additional rule options are found in the Additional Resources section.

SPECIAL RULES

NeoExodus Legacies allows a degree of choice in character creation. Some classes are modified as follows.

Alchemist: May replace their Brew Potion class ability with the Extra Bombs feat.

Cavalier: May replace their Expert Trainer class ability with Skill Focus (Handle Animal).

Gunslinger: All gunslingers must be from the Arman Protectorate.

Oracles: All oracles in Exodus worship a deity and must use divine focuses.



Wizard: A wizard may replace the Scribe Scroll feat with the Spell Focus feat.

RELIGION

There are many faiths on Exodus, but the Sanguine Covenant is the largest and most powerful. PCs who are not divine casters can choose "Sanguine Covenant" as their religion. Anyone worshiping a Venerate is considered part of the Sanguine Covenant.

Divine spellcasters must select one of the deities found in the list below. Such casters must also remain within one alignment step from their deity (on the law/chaos or on the good/evil axis, but not both.)

Certain faiths, such as the Kaga, have an alignment in parenthesis. The combined alignment represents the faith's actual alignment and any character must use that alignment. Thus, clerics of the Kaga may be LG, NG, CG, or N, even though the Kaga himself is Neutral-aligned.

Religions with an asterisk (*) next to their name indicate faiths that are declared heretical by the Sanguine Covenant. Priests of these religions are strongly advised to hide their faith and holy symbols while operating in Covenant-controlled or Covenant-friendly territory.

Clerics, druids, and any class drawing power from the gods may not choose to be atheist, agnostic or follow a philosophy not presented in the religion table. However, any other character may choose that option.

STEP 5: SKILLS

Skills represent training your character has received. NeoExodus uses the same method as outlined in the Pathfinder RPG Core Rulebook. Assign your skill points as you wish.

THE PROFESSION SKILL

The Profession skill is often a neglected skill in the game. The goal is to encourage PCs to choose and use

DEITY	AL	PORTFOLIO	DOMAINS	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*	N	Truth of the Sanguine Lord, One True Path	community, glory, liberation	gladius	A sun-wreathed gladius sword
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

SANGUINE COVENANT VENERATE	AL	PORTFOLIO	DOMAINS	FAVORED WEAPON	SYMBOL
Dhazvok	N	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, protection	morningstar	Silver scepter
Makash	NG	Family (motherhood)	earth, good, healing	halberd	a green mountain
Perum	N	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

Profession skills during the game. Professions add flavor and uniqueness to a character. It is generally much more interesting to travel with a soldier, a tailor, and a master brewer rather than a “fighter,” a “rogue,” and a “cleric.”

Because of the wide array of choices linked to the Profession skill, almost any skill check can be replaced by a Profession check. This should not be a way for PCs to circumvent or maximize their character. If the imitated skill is hampered by armor check penalty, the penalty should also be applied to the Profession skill. A Locksmith trying to open a lock would suffer an armor check penalty for the roll. The GM is always the ultimate judge when determining what is and is not appropriate.

Here are a few of examples.

A PC with Profession (merchant) could roll a Knowledge (nobility) check to recognize the heraldic emblem of a merchant house as though he had ranks in the skill, but would not be allowed to know the intricacies of the local court without Knowledge (nobility).

A PC with Profession (locksmith) could pick a lock (normally done with the Disable Device skill) but could not disarm a trap.

A PC with Profession (scribe) could roll a Linguistics check to decipher the writings on a parchment but would not understand additional languages.

A PC with Profession (soldier) could roll a Knowledge (nobility) to recognize units of a given country or province, but would not necessarily know their history or their current leader.

STEP 6: FEATS

Any feat found in the NeoExodus Legacies Setting or the Pathfinder RPG Core Rulebook is available for play, assuming your character fulfills all the pre-requisites.

Feats from other sources can be found in the Additional Resources section.

SPECIAL RULES

All firearms related feats are only available to characters from the Arman Protectorate.

STEP 7: TRAITS

NeoExodus Legacies does not use traits beyond the Home Region Affinity.

AFFINITY TRAITS

Affinity traits represent a character's origin and ties to a particular region. It is assumed that all PCs in NeoExodus have one such affinity.

REGIONAL AFFINITY

Choose one of the following regions: Arman Protectorate, Caneus Empire, Dominion, Gavea, Imperial Alliance, Janus Horde, Reis Confederacy, or Unthara.

Benefit: You may make any Knowledge check untrained, as long as it that relates to your affinity, up to DC15.

Normal: You may only make untrained Knowledge checks up to DC10.

Special: For the NeoExodus Legacies campaign, Abris and Unthara are not available to play.

SAMETIAN EXILE

Though you spent most of your life in a foreign nation, your family can be traced to Sametia. You are more familiar with the customs of pre-Horde Sametia than of your adoptive land.

Special: You qualify as having both Sametian Affinity and affinity to another nation for the purpose of qualifying for feats, prestige classes, and other such requirements. You do not gain the usual bonus to knowledge checks enjoyed by others.

STEP 8: ALIGNMENT

NeoExodus Legacies does not allow evil-aligned characters. You may select any other alignment. Your class may have some alignment-based requirements.

STEP 9: HIT POINTS

In NeoExodus Legacies, hit points are determined by the following table with all the appropriate bonuses.

The HP at 1st Level column only gives the hit points of a 1st level character, not the first level taken in a given class. Thus, a Barbarian 1/ Wizard 1 would have 12+3 hit points, not 12+4.

Hit Dice	HP at 1st level*	HP Gained by Level*
D12	12	7
D10	10	6
D8	8	5
D6	6	4
D4	4	3

* Add your Constitution Bonus to this number and any bonuses due to favored class, the Toughness feat, class abilities, etc.

STEP 10: LEVEL UP!

To represent the brutality of the world of Exodus, all characters begin at third level instead of level one. Leveling follows all the rules in the Pathfinder Core Rulebook.

It is assumed that your character has done a number of adventures in his homeland and gathered a small amount of renown.

Once you have brought your character to third level, he starts with “zero” experience. As experience is handled slightly differently in NeoExodus Legacies than it is in the Pathfinder RPG, full details about experience points in the campaign us found in Chapter 9: After the scenario.

STEP 11: EQUIPMENT

Every starting character begins with 3,400 gold pieces to spend on equipment. This money is assumed to come from your patron, but may come from other sources if you wish.

No more than half (1,700gp) may be spent on a single item.

You may purchase magic items from the “Always Available List” found in Chapter 10 Purchasing Equipment during character creation. Any money left after purchases is yours to keep.

FINAL TOUCHES

Take a step back and try to make sense of it all. Take some time to think of this character. How did he become the way he is now? Why is he of that alignment? Why does he have this flaw or that trait? Does he have a unique quirk such as an accent? To whom is he loyal?

This step allows you to make your character unique. “Fighter Joe” and “fighter Fred” should be different by more than their preference for the long sword vs. the battle axe.

4: PATRONS

Everyone on NeoExodus works for someone, whether they want to or not. Patrons can represent an old mentor, a group you studied with, or people who blackmail you into doing what they want. Whatever the reason, no one is truly an island.

PATRON BASICS

While you go out on adventure, your patron may ask you to perform certain tasks during the adventure. Those can vary from straightforward “bring me this item” to something that is extremely vague “keep an eye out for any enemies in the area.”

A patron’s influence is greatest in their home region and diminishes outside their region. For example, the Sanguine Covenant is very powerful and well-informed within the Imperial Alliance, but its influence is minimal in Sametia or Gavea.

It is assumed that you pass on any information learned during an adventure to your patron. Information to which you are bound by secrecy (through a mark of justice or a quest) is NOT passed and kept secret from your patron.

PATRON SECRECY

It is perfectly acceptable not to tell your fellow party members who your patron is, or even lying to them about it. However, do not lie to your GM. Some players may clearly present themselves as a servant of a completely different patron.

Certain factions are criminal or illegal in certain regions, so secrecy is encouraged. While it is very likely that you will learn whom your associates work for, keep the secret. You never know when they will reveal YOUR secrets to your enemies. A common conspiracy of silence exists between adventurers.

CHOOSING YOUR PATRON

Each patron has a unique flavor, history and means. Patrons generally seek to extend their influence through the works of their pawns faithful agents. The reason you work for them is up to you.

To select a patron, you must have earned, in game, a positive favor point with the faction with which they are affiliated. Thus, when your character begins his NeoExodus Legacies career, he does not have a patron.

Some patrons have specific requirements that must be met to select them. For example, the Sanguine Covenant requires you to worship the Covenant.

CHANGING PATRON

Once chosen, you cannot change your patron.

You may not draw any benefits from a patron if your favor score drops below zero.

PATRONS IN PLAY

In NeoExodus adventures, your character may receive word from your patron. Depending on the adventure, this could be at the start, or during the adventure.

Patrons usually ask for tasks to be done in their name or in secret. How you accomplish this task is entirely up to

you, you may perform the task by yourself or get others to complete the task for you. Sometimes those tasks are very clear and direct, and at other times, they will be rather obscure. It is up to you to decide how best to follow your patron’s wishes.

Many times, a Patron’s orders will be vague or unclear. It is up to you to guess what your patron wants you to do. Patrons and their commands should be used as tools to enhance the role-playing experience of the table.

Not all missions can be successful every time. Sometimes patrons of different factions will give contradictory orders. Role-play the situation. Patron requests can be contradictory to the mission you are doing. If that is the case, it is up to you to find a way to convince your fellow adventurers to do what you want. Be creative. Play it out.

While it is very likely that you will sometimes clash or get into arguments with your fellow party members, be sure you remain within the limits of the “No Player vs. Player” of the Rules of Organized Play (see later for full details).

PATRON ENTRY

Relation: Gives the faction this patron is loyal to who with they are associated.

Modus Operandi: Describes how the faction works as well as the types of tasks it asks its people to do. Depending on your character, it may be easier or harder to fulfill certain tasks. This section also tells whether the patron operates openly or not.

Leader: Gives a little information about the leader of the faction. This alignment should give you an idea of the faction’s ethical and moral behavior.

Requirements: Any additional requirement you must fill to select that patron.

Benefits: Every patron grants some benefit to skill checks in certain situations, representing the training you received. Any bonuses to social skill checks require the NPC to know of your affiliation with the patron. If you lie about who your patron is, you could have a benefit or a penalty, depending on the NPC’s knowledge of you, your true patron, or your false patron.

PATRON LIST

AL-MAHKAMA

Relation: The Sheik and his court are loyal to the Dominion.

Modus Operandi: The Sheik uses his agents to expand his stores of magical knowledge and power. Keeping an eye on the Protectorate and reporting what they are doing is a common request. Al-Mahkama is Qijomi for the Sheik’s court or place of judgment.

Leader: Sheik Arjouf ben Ibrahim is a man who wastes little time. A calm and collected individual, he treats

everything he does with the utmost seriousness. The Sheik is lawful good in alignment.

Requirements: Must be able to cast spells (arcane, divine or psionic) or have at least one rank in either Knowledge (arcana) or Spellcraft.

Benefits: You gain a +1 bonus to any check to identify the magical properties of an item.

ASHEN SYNDICATE

Relation: The Ashen Syndicate is loyal to the Confederacy as whole – rather than the Imperatrix specifically.

Modus Operandi: The Syndicate seeks to promote personal freedom above all. The Syndicate expects its agents to be independent and self-reliant. Members should expect little help from their superiors. Many of its members believe that the ends justify the means. Many are wanted in other nations as anarchists, rabble-rousers, and seditionists.

Leader: The Ashen Syndicate is run by an old Kalisan named Brutchek. Brutchek was born in Sametia and was exiled during the formation of the Janus Horde. From the city of Reis, he built himself a criminal empire that promotes individual freedom. Brutchek particularly hates the Janus Horde and the Imperial Alliance authorities.

Alignment: The Ashen Syndicate is Chaotic Neutral (with evil tendencies).

Requirements: Only those without the taint of the First Ones can work for the Reis Confederacy.

Benefits: You gain a +1 bonus to Bluff, Disguise and Stealth checks when dealing with authorities.

CROWN COUNCIL

Relation: This group of senators is clearly loyal to the Imperial Alliance above all other nations. They seek to ensure peace across Exodus and expand the role and power of the Imperial Alliance.

Modus Operandi: The Crown Council seeks to expand and maintain its power over the nations of Exodus. Unlike most of the other patrons, the Council's goals and methods are varied and hard to establish.

Leader: The leaders of the Council are not known though some of their head agents are. A man named Preest and a woman named Savina are agents. Because of their complex structure, the Cabal's overall alignment is neutral (with a strong chaotic bend).

Benefits: You gain a +1 bonus to any social check to help maintain peace throughout the Imperial Alliance and Imperial Janissaries.

THE DEVOTED

Relation: The Devoted do the will of the Sanguine Covenant.

Modus Operandi: Spread the faith of the Sanguine Covenant: destroy fiends (First Ones, undead, evil shapeshifters, evil outsiders) and heretics; bring pagans into the fold; and protect the faithful. If a Devoted cannot perform these tasks, reporting the location of these creatures up the chain of command is paramount. The faithful are to be defended and protected from danger.

Leader: The Confessor of Huda, Karena Utlakovka, is a p'tan who seeks to investigate and destroy any trace of the First Ones. She places this duty above all others. She started the group to increase her reach and ability to combat the First Ones and their minions. Confessor Karena is lawful neutral (with good tendencies) in alignment.

Requirements: Must worship the Sanguine Covenant.

Benefits: You gain a +1 bonus to any Perception or Sense Motive checks to detect fiends and heretics.

GROFKA VLAKLOVA'S ENTOURAGE

Relation: The Grofka and her entourage are known for their loyalty to Tsarina Anayanka and the Arman Protectorate.

Modus Operandi: Act now; repent at leisure. The Grofka is aggressive and forward moving, requiring her agents to look for opportunities and seize them before all others. They seek to advance the will of the Tsarina and expand Arman influence across Exodus.

Leader: Grofka Polina Vlaklova comes from a scandal-ridden family (her sister married a Dominion man). For the past few years, the Grofka has served as an unofficial envoy of the Tsarina. The Grofka is quick to seize the initiative and prefers offense to defense. The Grofka is neutral in alignment.

Requirements: May not be from the Dominion.

Benefits: You gain a +1 bonus to any social roll when dealing with members of the Protectorate's government.

LADY ELSÆ'S RETAINERS

Relation: Lady Elsaë is loyal to the Caneus Empire.

Modus Operandi: Lady Elsaë seeks to ensure that rebellions are crushed and that the natural ruler's – usually Canean nobles – power is maintained. She seeks to protect and further the feudal system of the Empire to other places.

Leader: Lady Elsaë used to be a senator for the Caneus Empire until the events of Ektawara had her banished to her estate. Still, from there she secretly promotes the Caneus Empire's goals and values. Though shamed and disgraced, she still has a number of friends both in and out of the empire. Lady Elsaë is lawful neutral in alignment.

Requirements: Must have at least one rank in either Knowledge (history, nobility) or in a Profession related to warfare (such as sailor or soldier).

Benefits: You gain a +1 bonus to any social roll when dealing with nobles of the Caneus Empire.

5: RULES OF ORGANIZED PLAY

PLAY ABOVE ALL!

If any one of the rules below prevents a game from happening, the coordinator may invoke this rule to ensure a table goes off.

However, a table's APL and an adventure's level limits are not subject to this exception. Thus, a 7th-level character may not participate in an APL2-4 adventure. In addition, the APL is calculated at the table and the result is valid.

REPLAYING SCENARIOS

Adventures are much more interesting when played for the first time and therefore we encourage players to play adventures only once. However, to promote additional play, you are allowed to replay an adventure. This must be done with a different character.

A player who replays an adventure receives the favors for playing, but may only select the "extra gold" bundle if available.

NO PLAYER VS. PLAYER

Except in cases where both players agree, Player Versus Player (or "PVP") is not allowed in NeoExodus. In those circumstances where both players agree, the situation should be resolved in a non-lethal manner.

Should one character be killed through PVP, the offending character is immediately removed from the campaign. The player cannot take part in the rest of the adventure. A character that is removed from the campaign may not be played again.

There are two caveats. First, if a character is not in control of his own character (like under the influence of a dominate person), the character must obey the commands given. His fellow PCs may strike back at him, but are encouraged to use non-lethal methods to defeat their fellow PC. Second, a player who seeks to hurt an opponent must obtain the approval of the other player before proceeding with the action.

For example, a wizard PC wants to cast a fireball with another PC within the area of effect.

If the wizard PC is dominated into doing it, he has to do it.

If the PC in the area agrees to take the damage, then the action is allowed, and the spell functions normally.

If the PC in the area refuses to take the damage, the wizard PC must find another option. This consent is given by the player, not the character – so an unconscious or otherwise incapacitated PC must still give his consent.

PLAY NICE

Everyone playing NeoExodus wants to shine and have their moment of glory. It is part of the fun of seeing your character evolve as he plays through the campaign. When sitting at a NeoExodus table, seek to create the best role playing environment for everyone at the table. This includes yourself, but also the players next to you.

A GM is fully entitled to ask a player who does not follow these guidelines to leave the table.

EVERYONE WANTS TO SHINE

Everyone who sits at a game table wants to be able to shine. Avoid trying to do everything yourself or shutting down other characters. Allow other players to be able to have their moment in the spotlight.

DO NOT BE A JERK

"Playing your character" is no excuse to be a jerk, obnoxious, or completely insensitive to others. "My character is like that" is no excuse to ruin anyone else's enjoyment of the game. While not every character is nice, personable, and friendly, strive to create a positive addition to the party.

Having a table watch your character do everything in the adventure is fun only for you. Allow others to shine too.

Another part of this is the PC who refuses every adventure opportunity and requires the party or the GM to cajole him into participating. Certain hooks may fit your character less than others may. This is not an invitation to fight the GM over the hook. If someone is trying to hire you to do something that goes against your character, instead of arguing with the GM about how unrealistic it is, you can work against your employer. In fact, some NeoExodus adventures will assume that you may swap sides later in the adventure.

This is your game, but it is also the game of everyone around the table.

DO NOT BULLY OTHERS

Strive to keep a cordial atmosphere at the table. Do not force others to do what you want them to do. Part of the fun – and the chaos – of playing a table-top role-playing game is that you do not have complete control over others.

Just because your PC is more powerful, has a special ability, or possesses secret knowledge about another PC, you should not use that to coerce others to do what you want. Just because you CAN does not mean you MUST force others to do so.

There is a clear difference between banter and pretend, but be aware that your fun stops where others' start. Everyone plays the game because they want to, not to make you look good or admire your character-building prowess.

RECOGNIZE OTHER CHARACTERS

NeoExodus has a number of themes where NPCs and PCs may have stereotypes or dislikes of other races/ sub-races/ religions. That should not be a reason to ignore other characters. If your character has a particular prejudice against another PC, make sure the player knows that your prejudice is against the character, not the player, before the start of the game. Do not ignore other players simply because your character “dislikes all humans.”

DO NOT READ THE SCENARIO

NeoExodus Legacies adventures are based on a strong storyline and adventures feature plot twists and revelations about the world or the NPCs.

If you are to play an adventure, do not read the scenario ahead of time. This ruins other players’ enjoyment of the game. If you have knowledge of a given adventure, be sure not to spoil the fun for others.

ONE CHARACTER AT A TIME

You may only play one character at a time in a given scenario. Playing more than one character at a time is cheating.

This also applies to players who order others what to do. Each player must be able to declare what his character does without pressure from others.

This does not apply to an NPC the GM may ask you to run during a combat or scene, or an iconic pressed into service for the adventure.

A special caveat is made for characters with the leadership feat. These characters may play their cohorts as a secondary character.

SUPPORT THE GM

It is possible that sometimes a GM will make a ruling you dislike or disagree with. Do not undermine the GM simply because you do not like his decision. If you have an issue, talk to the GM after the game. Like you, the GM is there to have fun.

DO NOT CHEAT

I mean, come on. Be honest.

If you make a mistake, correct it and move on.

NO SELLING/TRADING BETWEEN PLAYERS

You may not trade or give items, gold, or influence between characters. You may give money in the course of a scenario to obtain services, such as NPC spell casting.

You may lend other characters use of your items during an adventure. You may also lend another character some gold to use during the adventure. You cannot give another character any extra gold or items they have not earned

or bought themselves beyond the adventure itself. This extends to stealing from other PCs.

At the end of the adventure, any gold and unused items must be returned, for a net zero-sum. Used consumables are expended as normal.

SPELL DURATIONS

Unless on an LR (Legacy Record), any spell cast during an adventure is assumed to expire, or be dispelled, at the end of an adventure (or during the time in-between adventure).

In short, you cannot obtain spell casting from one adventure to the next.

MODIFYING CHARACTERS

A player is free to modify his character as much as he wants until the character reaches 4th level. At that time, the character is considered set and cannot be changed, except for the retraining rule below.

PRE-GENERATED CHARACTERS

Players taking part in an event may use a pre-generated character and change that character as much as they want, within established guidelines. After the event, additional changes may be made to the character, within established guidelines.

RETRAINING

New game material is always coming out, and NeoExodus Legacies may offer new options to your character that did not exist before.

You may retrain the following: skill ranks and feats. You may not change race, class, archetype, and magic items.

Whenever a PC gains a level, he may spend an amount of gold equal to his new level times 100 to swap out a feat or one level’s worth of skill points. A 3rd level character would pay 300gp while a 10th level would pay 1,000gp to retrain. Retraining the ranks in one skill or feat cost the amount listed. A character can retrain as many options as he wants provided he pays the cost.

Any feat or skill that serves as requirement for any of the PCs’ other abilities cannot be retrained. For example, a character with Cleave could not retrain Power Attack because it is a requirement. The player could retrain both if he wanted to.

RETIRED SCENARIOS

NeoExodus scenarios will be retired on a regular basis. Those scenarios will be posted on the NeoExodus website and added to this section, along with a retirement date.

At this time, there are no retired adventures.

PURCHASING CONSUMABLES

Consumables are purchased at the basic price for consumables in the Pathfinder RPG Core book. It is

CHAPTER 6 GAME MASTER

WHAT IS A GM?

The Game Master (GM) is an important part of any NeoExodus adventure. The GM runs the game. He breathes life into every NPC, monster, and location the PCs encounter. As the person who knows the story the PCs are going to experience, his main goal is to provide a positive and fun game experience.

YOUR DUTIES AS GM

Running a NeoExodus adventure requires you to do a number of things.

- Be prepared to run the adventure; read it ahead of time, gather what you need to run (dice, miniatures, books, maps), and take notes if you need. Ensure that you know the major plot points and what the adventure is about because players may go off-script. The time to read the adventure is NOT when the players are seated in front of you.
- Keep a cordial atmosphere around the table that encourages and promotes role-playing. Do not stop your players from enjoying themselves and playing their characters just because you want to complete the adventure.
- If a player is disruptive, take the player aside and give him a warning. If that player continues, then you are within your right to ask that player to leave the table.
- Make decisions about the rules. Do not cheat the players out of a good idea or good spell selection because you dislike a rule or spell. Fairness and consistency is important, if things work one way for the PCs, it works the same for the monsters.
- Promote and encourage creative solutions. Just because the adventure does not present an option does not mean it is invalid or cannot work. Players are creative and crafty. Both of those qualities should be rewarded. Be fair; just because they have a good idea, does not mean it should succeed automatically, or that you should make it easy on them.
- Provide a good challenge to the players. If the players are breezing through an adventure, you are within your right to increase the challenge. While adding or changing elements in an adventure, keep the original adventure in mind and keep changes so the players' experience is as close as possible to what is written.
- Provide an accurate and legible LR (Legacy Record) to each character at the end of the game session.
- You are there to have fun as well. Make sure everyone has a good experience.

ADVENTURE LEVEL

Most adventures have a number of tiers of play. This is referred to as APL (Average Party Level). To determine APL, add the following together.

assumed they are created by a cleric, druid, or wizard. Spells only not available to these classes are available at the lowest caster level.

For example, a scroll of glibness is available, as a bard 3 scroll. However, a scroll of lesser restoration would be available only as a cleric 2 spell.

Characters with feats that allow them to create consumable items must craft them at the level appropriate for their class.

TABLE SIZE

Outside of an interactive or special adventure, NeoExodus adventures are designed for 4-6 players, with five players being considered optimal to allow a good mixture of role-play, combat, and interaction.

A table can be as low as 3 and as high as 7, but not more or less. A table of 3 may enlist the help of one of the iconics to help them in their adventure. The iconics are available at NeoExodus.com

LEVEL CAP

There is no level cap (or maximum level that can be attained) currently set for NeoExodus Legacies.

SPELL BOOKS AND FAMILIARS

Spell books are described in the Pathfinder RPG Core book, and the witch's familiars in the Pathfinder Advanced Player's Guide.

In NeoExodus, PCs who find scrolls may copy them or have their familiar consume them without having to pay for the scroll.

All other rules are unchanged.

ANIMALS AND COHORTS

Each player is allowed to bring one non-combatant cohort or animal to a NeoExodus Legacies adventure with him. A combatant creature is defined as any creature that can take an active part in a combat situation.

A character may only bring one combatant creature with them.

For example, pack mules and riding horses are non-combatants. While they occupy space on a battle grid, they make no attacks and usually try to flee or get away from combat. Carrier slaves fill the same role. However, a guard dog, a cohort, animal companion or bonded mount counts as a combatant.

A player bringing a combatant animal that is not part of it class benefits (such as a rogue with a war horse) adds one to his level when calculating the APL.

A player with the Leadership feat bringing a cohort along counts the cohort as an additional character and calculated based on his level to the APL.

Add each PC's levels together. Cohorts are counted as a PC for this purpose.

For each combat animal not granted by a class features (such as animal companion, familiar or bonded mount) or by a feat (mount from the PHB for rider with Mounted Combat), add 1.

Add the total together and divide by the number of PCs, rounding up if the result is equal to or greater than half (0.5) and down otherwise. This is the APL.

If you are running this for six PCs, add one to the total.

If you are running this for four PCs, subtract one from the total.

The result is the level at which the PCs must play the adventure. A party can always choose to "play up" one APL, but they may never chose to play down.

If you are running for more than 6 players, feel free to increase the number of enemies. Use your judgment when adding additional enemies.

ADJUSTING THE ADVENTURE

As a GM, you can adjust the adventure if the PCs are having too easy or too hard a time. Feel free to add to some description or combats but remember to be fair to the players, and keep fun as an end goal. No one enjoys simply being killed or destroyed because of a GM's call.

Acceptable changes include changing an NPC's spell list, tactics or cutting boxed text short. Unacceptable changes include changing whole encounters or radically modifying the story presented.

Whenever you decide to change something, try to keep as close to the original script as possible. The author and campaign administration often have something in mind they want the player to experience or accomplish. You may or may not know about this end goal.

Try to keep as close to the script as possible, but be responsive to PCs' actions. Keep in mind the PCs are the heroes and the protagonists of NeoExodus. Those who dare to act are the ones who get the rewards. Those who let others do the work for them get very little.

CREATIVE SOLUTIONS

NeoExodus Legacies adventures strive to be open-ended, open-minded and present the GM with the most likely course of action on the part of the PCs. However, players are a crafty bunch, and often come up with solutions that greatly help them in an encounter or even in the adventure.

Creativity must be rewarded.

When faced with such a situation, go with what would be the most exciting for everyone involved, do not ignore a good idea, and roll with it. NeoExodus players are expected to be creative, make sure you encourage them.

That said, just because someone has a great idea does not mean it should succeed automatically.

Use your judgment when ruling such solutions. Casting dominate person on the king to have him order the death of the enemies may sound like a good idea, but there will be repercussions.

Consequences happen. Send any unique or unexpected happening to FirstOnes@NeoExodus.com.

DEALING WITH DEATH

Death happens.

If a character dies, he may be raised if another PC at the table can cast the spell, or if he has access to a casting of the spell OR if he spends the appropriate amount of Favor Points (see later). In such case, raise dead works normally.

If a PC's body cannot be recovered, refuses to be raised, or does not have the resources to obtain such service, the character is lost and removed from the campaign.

Raise dead and other spell casting services can only be obtained in a settlement where a spell caster of the appropriate level can be found (not in the middle of the forest, unless specified otherwise.)

Adventure Record

Chapter 11: The Legacy Record details the LR (Legacy Record) and how to fill it out.

Reporting Results

Game Master Rewards

CHAPTER 7 BEFORE THE SCENARIO

Before you play a scenario, make sure your game material is in order and that you are ready to start.

TURN OFF YOUR CELL PHONE/ PAGER/ EMAIL. Focus on the game and strive for a great experience by everyone. Ask your players to turn off any such devices as well.

ORDERING SCENARIOS

Send requests for adventures to FirstOnes@NeoExodus.com. Adventures will be available through NeoExodus.Com and other online outlets.

CHAPTER 8 DURING THE SCENARIO

ASKING THE KAGA

During adventures, players may sometime have a chance to "Ask the Kaga." As the greatest mind of mankind, the Kaga often knows things about whatever the PCs want to

do. However, the Kaga does not always choose to respond. In addition, asking the Kaga can sometimes result in unexpected information – or highly accurate information that isn't helpful at all.

GMs should use judgment when providing information under the guise of the Kaga. If everything is known, why adventure? Conversely, if the players are struggling with an adventure, to the point where play has stopped and no forward progress can be made, the Kaga can be a useful source for a helpful hint.

WORD ON THE STREET

NeoExodus is a world in motion. Rumors, lies, half-truths, and gossip run rampant wherever you go. Every NeoExodus adventure will include a “Word on the Street” section to give the PCs an idea of things that are happening both in and out of the current adventure.

Word on the Street is a good way to learn what is happening in one location. Some adventures may have more than one such section, particularly those dealing with multiple locations.

It is important to remember that not everything spoken on the street is true, some are exaggerated, some are false, and some are mostly true. Distinguishing between them is up to you.

CHAPTER 9 AFTER THE SCENARIO

EXPERIENCE

Every NeoExodus Legacies adventure grants participating characters a number of experience points. Those experience points are not given based solely on combat and challenge rating of the creatures within the adventure. In fact, some adventures may be completed without any combat at all.

Adventures grant between 1 and 9 experience points. Some may give more, while others may give less. Each adventure will detail how to give out experience points, and how many can be gained.

Every time a character reaches a multiple of 9 experience points, he goes up one level.

On average, an adventure planned for four hours (a regular convention time slot) will give you 3 experience points. A side trek (1-2h) will give you 1. A full module (such as Cold Visitor) may give up to 9.

SPOILS OF WAR

Every NeoExodus scenario grants you a fixed maximum amount of gold. The “gold cap” represents payment from your employer, loot found and the occasional bribe paid to you. Exactly how you gain this money depends greatly from table to table. Some may get it through more loot while others may get a higher pay.

Depending on choices and actions in the game, some special equipment bundles may be available. Bundles may include magic items, special access, or even extra gold.

There is no guarantee or promise that an adventure gives out the maximum amount of gold allowed, or that when you play you receive the maximum amount of gold.

Some adventures may give special favors, bonuses, or rewards. Those rewards may be given in addition to, or in place of, gold. These bundles must be obtained during the game. They usually represent choices made.

Items obtained through a bundle may not be sold for money, without use of a favor or boon. Extra gold in a bundle is the only exception to this.

DAY JOB

If your character has skill ranks in a Craft, Perform or Profession skill, he may make a single day job roll, using his skill bonus.

After making the skill check, multiply the result by your current level and that gives you how many gold pieces you character earned.

Gold obtained through a day job is added to the total gold obtained.

HANDING OUT LRS

Every player who plays an adventure is given a LR for playing. The GM should make sure everything is filled in correctly and that the options and choices on it represent what happened in the game. When playing a game in a time-constrained event, be sure to leave plenty of time for filling out the LR completely and accurately.

LR FOR THE GM

Every time a GM runs a NeoExodus Legacies adventure, he may apply one LR for the adventure to one of his character. He receives the base GP, no favor for it, and is only allowed to take the “More Gold” option.

Each time a GM assigns an LR, it must be applied to a unique, different character. A character may never have more than one copy of the LR for a given adventure.

CHAPTER 10 PURCHASING EQUIPMENT WHERE CAN I BUY GEAR?

Your character can buy equipment in any settlement or in-game opportunity. Between adventures, it is assumed that a character heads to a large settlement, making any item from the “always available items” available for purchase. During the game, the PCs are limited by their current locations.

ALWAYS AVAILABLE ITEMS

As a character advances in level, he may make allies that will make additional equipment available to him. To represent this better, the following chart gives the cost the character may spend on the total value of a single item.

Level	Max Item Cost (gp)
3	3,000
5	8,000
7	16,500
9	31,000
11	54,000
13	92,500
15	157,500

USING FAVOR

Favor may be used to obtain more items. Refer to the Favor section of Chapter 11: The Legacy Record.

UPGRADING ITEMS

Items can be upgraded provided they are not specific or unique magic items. See the rules in the Pathfinder Core Rulebook.

CRAFTING RULES

The crafting rules are not yet available. Crafting will be available in NeoExodus Legacies.

CHAPTER 11 THE LEGACY RECORDS

Over the course of an adventurer's career, he will amass a number of favors, boons, and enmities. These are tracked on the LR.

This section explains everything found on an LR: how to fill it in and how to use it.

HEADERS

In the header section, enter your character and your own name. This allows you to track with which character you played the adventure.

ADVENTURE SUMMARY

This section includes an overview of the adventure. It includes the high points of the adventure and any revelations that players might discover in the adventure.

FAVOR

This section is where a character tracks his favors and is central to NeoExodus Legacies.

The first subsection gives the PCs a list of NPCs that could grant favor to the characters. If the PCs left a positive impression on the NPC (or NPCs), check "Positive."

If they left a negative impression, check "Negative" It is possible for PCs at the same table to leave different impressions on the same NPC.

The "Used" check box should initially be left unchecked if the PCs gain a positive favor point. If they receive a negative favor point, it should be checked off immediately to represent the character not getting access to a favor. When a character uses a favor point during a game, that box should be checked off to represent the favor being used.

Each NPC has his name written and the faction he is associated with in this adventure in parenthesis. While most NPCs work for a single faction, some may change factions. Every time a character earns a positive favor point, his total with the faction that NPC is associated with changes.

Using a favor point does not change a character's total with the faction. For example, once the PC uses his favor with the Janissaries, his total remains the same, but he cannot call upon that particular favor anymore.

Adventures will sometimes offer different ways a character may use their favor points.

For every faction presented on the LR, a character should copy the name of the faction and the change in the section below. It is expected that over the course of his career, a character will see these numbers rise and fall. The most important thing to know is whether a characters' favor total is positive, negative, or equal to zero.

A positive favor total means the faction as a whole would have a more favorable view of the PC, usually because the character furthered their goals. A negative favor total is exactly the opposite - the faction sees the character as an enemy. A value of zero means the faction is neutral.

SPENDING FAVOR POINT

A player may spend Favor points from the LRs to gain advantages or access to better equipment. To do so:

- The character must have a positive influence score with the faction he wishes to spend the influence with.
- The character must have an unused, positive favor point to spend.
- Once spent, the favor used must be marked as "Used" on the LR, representing the fact that the PC can no longer call on that favor.

SPENDING FAVOR FOR ITEMS

A player may spend a number of favor points to help mitigate the cost of an item.

- A character may only spend favor points to purchase a single item, once per adventure.
- A character may either increase the maximum value of his available item by increasing the max cost by his level x 100gp (so a 3rd level character could buy

an item up to 3,300gp, and a 7th level character could push his limit to 17,200gp). OR he can get a cost decrease for an item equal to his level x 50gp, to a minimum of 0gp (so a 3rd level character could get an item up to 150gp for free, or a discount on an item equal to 150gp).

CONSUMABLES THROUGH FAVOR

When dealing with a faction with whom you have a positive favor total, a character can trade one favor for consumables.

- A character may trade one favor point for consumables up to the value of one-tenth the max item gold. The character keeps any items unused during the adventure. These items cannot be sold for money.
- Items obtained that way are always fully charged (in the case of wands).
- A character may only use favor this way once per adventure.

For example, a 3rd level character could ask an NPC for up to 300gp of consumable items. He could spend 1 favor point to receive two 2nd-level scrolls of *cure moderate wounds* or a single potion of the same spell. The GM should take into account the resources of the NPCs present.

FAVOR POINTS AND NPC SPELLCASTING

Favor points may also be exchanged for NPC spellcasting.

- Obtaining NPC spellcasting may be done more than once per adventure.
- Characters may cover the cost of NPC spellcasting (including casting and any material components) by spending multiple favor points.
- Used this way, a character may receive up to twice the value he would get from trading favor points for consumables (20% of the max value per level).
- Other characters may provide favor points to get spellcasting for a friend.
- At the end of an adventure, it is assumed the PCs have enough time between adventures to find a spellcaster of appropriate level to obtain what they need.
- NPC spellcasting may be obtained in addition to any other expenditure of favor points.

FAVOR POINTS AND ITEM CRAFTING

Favor Points may be used for crafting magic items.

ITEMS FOUND DURING THE ADVENTURE

This section includes a number of treasure bundles the PCs could get access to in the adventure. Depending on the party's choices, some bundles may not be available. Other times, the PCs may get to choose more than one; such exception will have special indications on the LR.

Again, these items may not be sold (and are considered to have a value of 0). They may be traded or gifted to NPCs during the game. For example, a +1 longsword may be given to a dragon to appease his greed, but you could not sell it to a merchant to buy another weapon.

BUYING/SELLING SECTION

Here is where you track the purchase and sales of any personal items. Items found during the adventure are assumed to be part of the base gold for the adventure.

In the Items Sold section, tally the FULL cost of the items, then divide it in half. Enter the result in the box.

Items bought are similarly tallied, but their cost is not halved.

THE RIGHT COLUMN

The column on the right includes most of the math required to play NeoExodus Legacies.

At the top is the Record Number, this allows you to create a chronological record of your adventures. There is no universal convention, so pick something you could easily understand if your stack of LRs were to fall down on the floor and scatter.

The next section gives the APL, Experience, and Base GP. The APL is the level at which the adventure was played. The EXP is the maximum number of experience points you can earn for the adventure. The GP gives the base number of gold pieces to be found. This includes the basic pay – if any – and the loot. All players should receive this amount for participating in the game. Selecting a gold bundle can give additional money.

The next section details the experience. Keep track of your experience to know when you level up.

The final section tracks your gold. Although some track all the way down to the copper piece, we recommend you only keep track of the gold you own.

ADDITIONAL RESOURCES

It is expected that a player using a resource from any book not part of the core assumption be able to present the GM with a legal copy of the source material at any time. NeoExodus Legacies adventures that use material not found in the core assumption will present the appropriate entries.

Some equipment that is not available for purchase may be made available on a Legacy Record.

PUBLISHER	BOOK	MATERIAL
LPJ Design	<i>NeoExodus Campaign Book</i>	All Legal
LPJ Design	<i>Classes of NeoExodus: Machinesmith</i>	All Legal
LPJ Design	<i>Monsters of NeoExodus: Calibans</i>	Not Legal: Consume Brain, Consume Heart were replaced with the Cannibalize and Improved Cannibalize feats. PCs cannot select plague carrier.
LPJ Design	<i>Secret Societies of NeoExodus: Order of Kaga</i>	All Legal
LPJ Design	<i>Secret Societies of NeoExodus: Sanguine Covenant</i>	All Legal. Not all magic items are available for purchase.
LPJ Design	<i>Secret Societies of NeoExodus: Section Omega</i>	All Legal. Not all magic items are available for purchase.
Paizo	<i>Pathfinder RPG Core Book</i>	This book is all legal with the following exceptions. Only humans are allowed for play. <i>Awaken</i> and <i>permanency</i> spells are not legal for play.
Paizo	<i>Advanced Player's Guide</i>	The following parts of the <i>Advanced Player's Guide</i> are NOT legal for play: Any racial traits for non-Exodus races, Heart of the Fields alternate Human racial trait, Witch's Cauldron hex, Antipaladin alternate class, Cooperative Crafting feat, all cursed magic items and artifacts, the Hero Point rules and associated feats, spells, and magic items, and all traits. The Master Alchemist feat may only be selected by Alchemists and Poisoners. The Zen Archer archetype is not available for play. Items updated in the Ultimate Equipment must use that resource (particularly staves, which were priced incorrectly in this book).
Paizo	<i>Advanced Race Guide</i>	All racial traits, racial archetypes, racial feats, and racial spells are available for characters of the associated race. Gevets may select any option from the tiefling list. The Clerics taking the Fiendish Vessel must worship the Var Shaal. Humans are legal for play. The Heart of the Fields and Heroic racial traits are not available. Kalisans may select any option from the half-orc list.
Paizo	<i>Pathfinder RPG Bestiary</i>	The following parts of the Bestiary are legal for play: Animal Companions: ankylosaurus, aurochs, brachiosaurus, dire bat, dire rat, dolphin, elasmosaurus, electric eel, elephant/mastodon, frog, goblin dog, hyena, monitor lizard, moray eel, octopus, orca, pteranodon, rhinoceros, roc, squid, stegosaurus, triceratops, and tyrannosaurus. Familiars: all familiars listed on pages 131–133. Feats: none of the feats are legal for play for PCs, animal companions, or familiars unless specifically granted by another legal source. Other: all creatures in this book are legal for polymorph effects (including a druid's wild shape ability) within the boundaries of each spell or ability's parameters.

PUBLISHER	BOOK	MATERIAL
Paizo	<i>Pathfinder RPG Bestiary2</i>	<p>The following parts of the Bestiary 2 are legal for play:</p> <p>Animal Companions: allosaurus, arsinoitherium, baboon, compsoognathus, gar, glyptodon, hippopotamus, manta ray, megaloceros, megatherium, parasaurolophus, ram, giant snapping turtle, stingray, tylosaurus;</p> <p>Familiars: compsoognathus, snapping turtle;</p> <p>Feats: none of the feats are legal for play for PCs, animal companions, or familiars unless specifically granted by another legal source.</p> <p>Other: all creatures in this book are legal for polymorph effects (including a druid's wild shape ability) within the boundaries of each spell or ability's parameters.</p>
Paizo	<i>Pathfinder RPG Bestiary3</i>	<p>The following parts of the Bestiary 3 are legal for play:</p> <p>Animal Companions: antelope, archelon, axe beak, baluchitherium, basilosaurus, dimetrodon, elk, giant chameleon, giant gecko, giant vulture, iguanodon, kangaroo, megalania, pachycephalosaurus, spinosaurus, thylacine.</p> <p>Familiars: all familiars listed on pages 112-113.</p> <p>Feats: none of the feats are legal for play for PCs, animal companions, or familiars unless specifically granted by another legal source.</p> <p>Other: all creatures in this book are legal for polymorph effects (including a druid's wild shape ability) within the boundaries of each spell or ability's parameters.</p>
Paizo	<i>Ultimate Combat</i>	<p>The following parts of Ultimate Combat are NOT legal for play:</p> <p>Equipment: Advanced firearms on Table 3-5 are not permitted in NeoExodus Legacies. No character may purchase a firearm unless he possesses the Gunsmithing feat and comes from the Arman Protectorate. All ammunition except alchemical cartridge and metal cartridges may be purchased in NeoExodus Legacies.</p> <p>Spells: All spells in chapter 6 are legal for play except the following: arcane cannon, energy siege shot, greater energy siege shot, greater magic siege engine, and magic siege engine.</p> <p>Other: Unless prompted in a scenario or granted by an LR, the rules for duels, performance combat, and siege engines, and all variant rules in Chapter 5 are not used in NeoExodus Legacies.</p>
Paizo	<i>Ultimate Magic</i>	<p>The following parts of Ultimate Magic are NOT legal for play:</p> <p>Archetype: master summoner, synthesisist</p> <p>Familiars: all familiars in Chapter 2 and all improved familiars on page 251 are legal</p> <p>Feats: Blighted Critical</p> <p>Spells: all spells are legal for play except those which grant a spellblight</p> <p>Spells: all spells are legal for play except those which grant a spellblight</p> <p>Other: No content from Chapter 2 is legal for play except new familiars; Words of Power are also forbidden.</p>

PUBLISHER	BOOK	MATERIAL
Paizo	<i>Ultimate Equipment</i>	<p>The content of this book is legal with the following exceptions.</p> <p>Animals: Only animals of size Large or smaller are available for purchase.</p> <p>Equipment: All alchemical remedies, alchemical tools, alchemical weapons, clothing, entertainment items, and food and drink are available for purchase.</p> <p>Equipment Size: Large or larger armor, weapons or any equipment is only available for purchase if your character is Large or can be considered Large on a permanent basis.</p> <p>Firearms: Double hackbut, culverin and any advanced firearms are not available for purchase. Firearms are ONLY available to PCs from the Arman Protectorate.</p> <p>Magic Items: No specific armor, shield, or weapons are legal for purchase. They may be obtained through LR access.</p> <p>Poison: The following poisons are available for purchase: black adder venom, bloodroot, giant wasp poison, greenblood oil, large scorpion venom, malyass root paste, Medium spider venom, nitharit, shadow essence, small centipede poison, and terinav root. Possession of poison is illegal in many places on Exodus and will be confiscated if found in the possession of an individual.</p> <p>Rods: All rods are legal for purchase.</p> <p>Rings: All rings are legal for purchase.</p> <p>Special Materials: All special materials except angel skin and living steel are legal for purchase.</p> <p>Staves: All staves are legal for purchase.</p> <p>Transports: Transports other than animals are not available for purchase.</p> <p>Wondrous Items: The following are not available for purchase: <i>ampoule of false blood, beneficial bandolier, bone razor, cauldron of the undead, collar of the true companion, darkskull, horn of evil, otherworldly kimono, orb of foul abaddon, quick runner's shirt, robe of the archmagi (black), stalker's mask, and talons of Leng</i> are legal for play.</p>
Dreamscarred Press	<i>Psionics Unleashed</i>	<p>The following parts of Psionic Unleashed are NOT legal for play:</p> <p>Races: None of the races are allowed for play.</p> <p>Skills: Replace all reference to Knowledge (psionics) with Knowledge (arcana).</p>

NEOEXODUS LEGACIES

Record #

A0 - The Demo Legacy Record

_____ Played by _____ has successfully completed this adventure
 Character Name Player Name

Adventure Summary

Adventure Summary here

Favors

Name	Positive	Negative	Used
Tsarina Anayanka (Arman Protectorate)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Janus Horde	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Faction	Starting	(+/-)	Final
Arman Protectorate	2	1	3
Dominion	1	0	1
Janus Horde	0	-1	-1
First Ones	-2	0	-2

Items/Rewards Found During This Adventure

- Extra Gold (50gp)
- A very unique sword made by the Janus Horde

Tier	XP (max)	GP (base)
3	3	500

Experience

Starting XP

+ _____

Gained XP

= _____

Total XP

Gold

Starting GP

+ _____

Gained GP

= _____

Sub Total GP

+ _____

Items Sold

- _____

Items Purchased

= _____

Total GP

Item Sold

1/2 value

Items Purchased

Value

Total of Items Sold =

Total of Items Purchased =



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