

ENEMIES OF NEOEXODUS:
**WIDOWMAKER
SCARLET**

EVERYTHING HERE IS A LIE.

Only fools trust anything the First Ones say, do or think. You have been warned.

INTRODUCTION

If the First Ones are the boogeymen that terrorize the people of Exodus, what scares the First Ones? What could scare the First Ones to such a degree that merely mentioning it would cause them to fall dead of fright? If the First Ones are not afraid of death, pain or torture, then what are they afraid of?

First Ones fear the loss of their identity, loss of themselves, or loss of their free will. A single creature has the power and the ability to do precisely that. Such a creature terrorizes the First One so much that her name is never spoken out loud to avoid drawing her attention.

The name “Widowmaker Scarlet” is not used by the First Ones. It was given to her by scholars from Exodus because her true name is unknown.

Most of the information found in this document was gathered from tattered scrolls and lost books which were created from incomplete and secondhand accounts. Since knowledge about Widowmaker Scarlet is considered heretical by the Sanguine Covenant, most such documents have been destroyed.

The Order of Kaga considers Widowmaker Scarlet to be the single most dangerous threat to Exodus today, even if no direct conflict with her has ever been reported.

WIDOWMAKER SCARLET**WRITTEN MATERIAL****THE ANCIENT SCROLL**

A long-lost scroll found in the vaults of the Order of Kaga is the oldest assumed reference to the Widowmaker Scarlet. The document – named *The Widowmaker Scarlet* – is written in Khaynite in an unclear, poetic and ethereal prose.

It tells the story of the first and strongest of Khayne’s daughters. Throughout the document her name has been defaced to the point of being unrecognizable. The story speaks of a century-long battle between the armies of sons and daughters of Khayne. The daughter who would later be known as Widowmaker Scarlet emerged victorious. To celebrate her victory over her weaker siblings, she held a banquet where she devoured their minds and their souls. To congratulate her, Khayne took her as his wife and together spawned a thousand offspring.

THROUGHOUT HISTORY

Private libraries contain scrolls and tomes that include reference to a Khaynite woman whose name is always

defaced and unreadable. The dates of the events indicate that the Widowmaker Scarlet has been active throughout history.

She ruled over the First One Empire early in its history. Later, she was deposed, captured and entombed alive.

In the early days of the Exile, the Widowmaker Scarlet appeared in secret to the leaders of every house, be they Aneishi, Exodite, Khaynite and Sobeka. She told each of them that Khayne had chosen them to rule Kayen’Te (for full details about the exile and Kayen’Te see **Enemies of NeoExodus: The First Ones**). Within a year the First Ones plunged into a war that would last fifteen centuries.

A renegade harbinger of the Kaga preaches – in “*Lies of the Man Made God*” – that at the dawn of the Age of Mind and Magic, the Kaga retreated from the world. But unlike the accepted version where he meditated upon his role in the world, this version says he travelled to Widowmaker Scarlet’s home and begged her to bestow upon him dominion over man. When she refused, he blasted her with eldritch energy. Such tale is not taken seriously by the Church of Kaga or the Sanguine Covenant, but many treasure hunters seek her home to this day.

When Euhudi rose to prominence in the Wyldlands and went on a blood-soaked orgy of conquest and sacrifice, local scribes reported that she often spoke to a ghost-like female whose description matches that found in *The Widowmaker Scarlet*. Although frequently dismissed as sensationalistic additions written long after the events, the legend of Euhudi and her ghostly guide persist.

The tale found in “*The Shadow under the World*” relates the story of Oordian Sung, a Prymidian adventurer taken to Kayen’Te where he was forced to serve as a slave and interpret for an Exodite Lord before he escaped. Sung’s book, written on his deathbed, relates the founding of the First One Combine.

In the following words, he hints at the presence of Widowmaker Scarlet. “*Although Artegloss the Khaynite was the one that brought all of them together, there was another presence, something felt but not seen. When I asked my master, he cut my tentacles and branded my face, screaming at me that I should not talk about such things. I never spoke of it again.*”

Following the establishment of the Combine, her unseen hand is felt more frequently, and her presence hinted at more regularly.

THEORIES

Because information is sparse and often unreliable, a number of theories have risen regarding the nature of Widowmaker Scarlet. These theories are hotly debated by scholars throughout Exodus.

The First Ones refuse to talk about her but magical coercion paints a portrait of the Widowmaker Scarlet as

the worse element of First One society. She terrorizes them, playing on their inner fears.

KHAYNE

The first theory is that Widowmaker Scarlet is an avatar of Khayne. The bloody god Khayne is known as a trickster and the Widowmaker Scarlet seems to be the divine will of Khayne.

This theory comes from the writings of the Brotherhood of Khayne. Many in the Brotherhood of Khayne say that Khayne sometimes appears with a beautiful and feminine face.

ENVOY OF KHAYNE

This theory derives from the previous one. Those who subscribe to this theory claim that her appearance and that of Khayne are very different. Whenever Widowmaker Scarlet appears, she frequently uses language that makes it clear that she is not Khayne, but a messenger and a go-between for Khayne and his followers.

Proponents of this theory say she is the equivalent of Khayne's own Venerates. As such she is an intermediary between Khayne and the faithful, handling the minor details of everyday worship.

Opponents of the theory point out that she has never asked for prayer or worship.

This theory is perhaps the most commonly accepted in scholarly circle.

DEMIGODDESS

A third group thinks that Widowmaker Scarlet is not merely a messenger but a goddess in her own right. She is the dark mistress that culls the weaker First Ones, to ensure that weakness is removed and the First Ones remain the most powerful racial group in all of Exodus.

Another theory falling under this umbrella is that of the "mother of the First Ones". She ascended to godhood by giving birth to Khayne's children, the First Ones.

This theory is relatively new in scholarly circle, however. No priests or devotees of Widowmaker Scarlet have been found.

Like the previous theory, the fact that she has never asked for prayer, devotion or worship discredits this theory to a large extent.

POWERFUL KHAYNITE

Described as a cold, beautiful Khaynite female, the powers she displays are nothing an extremely powerful Khaynite could not do. Thus it is believed that she is tapping an unknown source of power, making her much more powerful than the average Khaynite.

Opponents of this theory point out that she would have lived well over two millennia, a feat Khaynites have not been able to do.

OUTSIDER

The "outsider theory" stipulates that she is not a goddess, but an extremely powerful extraplanar entity that has yet to reach godhood. Deep in the Abyss, creatures of near godlike power are known to exist, locked together in endless battle.

Proponents of this theory claim that she somehow escaped the endless war in the lower planes OR that she dispatched a part of her essence to Exodus – and many other planes. She works to bring Exodus into the demonic realms where she can use it and its people as fodder in her ageless war.

Opponents point out that if she were that powerful, more knowledge of her would have reached Exodus. Her demonic enemies would seek to undermine her plan and assist her enemies in defeating her.

UNDEAD

Born out of the common reference to the appearance of a ghostly female whenever she appears, this theory has grown in adherents following the defeat of Euhudi in Bal. Here Widowmaker Scarlet was destroyed – a feat attributed to the Kaga – and changed into an undead creature, forever pursuing its goals.

Opponents of this theory point out that the First Ones and the Brotherhood of Khayne all speak of her as a living entity, when they talk of her at all. They claim her ghostly appearance is the result of some spell.

SINGIVER

High academics have begun speculating that Widowmaker Scarlet is not a creature at all, but that it is in fact a name associated with the sword known as Singiver. This theory does explain a number of things such as why little is ever known of Widowmaker Scarlet and how she manages to live for so long.

Opponents of the theory are quick to point out that Singiver's name was never blocked out or destroyed in any First One literature.

Both proponents and opponents of the theory agree that the sword has an odd habit of finding its way to locations where Widowmaker Scarlet made appearances.

THE COMPOSITE THEORIES

Although not a theory in itself, most scholars prescribe to what could best be described as "composite theories" wherein she falls in between one or more of the above theories. Some believe she was a Khaynite that ascended to godhood, others that she was a demon of such note that Khayne raised her to be his envoy, and others than she was a goddess that was slain.

USING WIDOWMAKER SCARLET

The biggest theme of the Widowmaker Scarlet is that of the unknown. Her goals, powers and motives are as unclear to her allies, which include the First Ones and the Brotherhood of Khayne, as to her enemies. The Order of Kaga is extremely interested in finding out more about her.

She is not a villain that can be simply fought with swords and spells - she has to be located, countered and opposed. She is crafty, intelligent and, most of all, extremely ancient. Presented at the end of this book are a number of possible representations of her, each with its own set of powers and abilities.

DISCOVERY

Discovering her existence is but the first step of any campaign involving her. Not just discovering her existence, but multiple goals of discovering her powers, her nature and her many layers of secrets could form the basis of a campaign.

The use of foreshadowing - mentioning elements that seem minor or inconsequential at the time, but that turns out to be important later on - is a great way to get the PCs involved with her. Perhaps the PCs get their futures read or a dying First One curses them with "her".

THINK BIG

One thing about Widowmaker Scarlet is that she thinks on a grand scale. Involve her in grandiose plots, not destroying a village of fifty people. She thinks in terms of entire continents, planes and worlds, not in villages and individuals.

Her plans have two main goals: first the re-establishment of the First Ones' Empire upon Exodus and second the subjugation of all other forms of life to her will.

Finding and pinpointing her location is a challenge only very high level adventurers have any hope of ever meeting. Defeating her is an even greater and more difficult feat to accomplish.

She can be foiled, but she is almost impossible to destroy.

THE MASTERMIND

It is easy to think of Widowmaker Scarlet as the ultimate mastermind behind everything that is wrong with the world. While not completely false, she is neither omnipotent nor omnipresent. Her minions can be found everywhere, but only a small minority knows of her. Fewer still obey her willingly.

RELATIONS

BROTHERHOOD OF KHAYNE

The Brotherhood of Khayne is but one of many pawns that obey the whims of Widowmaker Scarlet. The Brotherhood has no clue of her identity and those who know keep quiet or disappear quickly. Like most things involving the First Ones, the Brotherhood is kept in the dark.

DEMONS AND DEVILS

Unlike the First Ones, a few more powerful, more ancient demons and devils are willing to give information about her. Such information always comes at a high price as even these creatures seem unwilling to say anything about her.

The book "Legends of the First Ones" tells the tale of a Sasori who travelled to the Abyss. As he entered the court of a demon lord, the bloated and malevolent creature told him, before the Sasori asked for anything. "If you offer your soul to me, I will tell you Her name." The Sasori refused politely and left the decadent palace.

The next day, the demon lord's head was found on a stake in the center of his court, a sign reading "I know your name" hanging below the grisly display.

THE FIRST ONES

The First Ones do not willingly talk about her. When magically coerced, they refer to her as "the Bride of Khayne" or "the Word of Khayne". None of the First Ones captured know her name and many fall dead of fright simply by talking about her.

Interrogators have tried to understand why this happens but have failed to come up with a method to extract information about her.

THE KAGA

The Order of Kaga seeks to discover the truth about Widowmaker Scarlet. Many harbingers travel the world and beyond trying to discover any information they can. They research ancient myths and legends trying to discover any shreds of truth.

NEW SPELLS

These spells are even rarer than those found in **Enemies of NeoExodus: The First Ones**. Possession or knowledge of any of the spells below is considered heresy in the lands of the Imperial Alliance.

IMMEDIATE POSSESSION

School necromancy [evil]; **Level** cleric [Khayne] 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V

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

Target one creature of the First One subtype per level

Duration Permanent

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

This spell works in a manner similar to a *magic jar* spell, except that it can be used only on creatures of the First One subtype and it requires that a suitable target be present. If a target fails its saving throw, the target is taken over and is transformed immediately into the caster. The caster takes a negative level for each HD or level the target possessed. The caster gets the choice of which creature it affects first.

IMMEDIATE POSSESSION, GREATER

School necromancy [evil]; **Level** cleric [Khayne] 9, sorcerer/wizard 9

Casting Time 1 immediate action

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

This spell works like an *immediate possession* spell except as noted above.

OATH OF KHAYNE

School necromancy [evil]; **Level** alchemist 3, bard 3, cleric [Khayne] 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 10 minutes

Components V, S, M

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

Target one willing non-First One living creature

Duration Instantaneous; see text

Saving Throw none; **Spell Resistance** no

This spell transforms a living creature into a creature with the First One subtype (the target gains the First One subtype). Recipient's alignment shifts at least one step towards evil and the recipient is forever tainted with the evil of this ritual. A recipient radiates evil like an undead creature, or its class level, whichever is higher.

WORD OF KHAYNE

School illusion [evil]; **Level** cleric [Khayne] 9, sorcerer/wizard 9, Witch 9

Casting Time 1 standard action

Components V

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

Target all First Ones in a circle with a radius of 100ft. / level.

Duration Permanent, until discharged

Saving Throw Will, see text; **Spell Resistance** Yes

This powerful spell is often cast by extremely powerful First Ones as a means of forcing their subordinates to keep their secrets. The caster stipulates a condition, like a *contingency* spell, and when that condition happens, the target becomes the target of a *heightened phantasmal killer* spell (as a level 7 spell). If the target resists the phantasmal killer effect, the spell is discharged for that person only.

Attempts have been made to affect non-worshippers but such attempts have not been successful.

The effect is known to trigger if a *dispel magic* is attempted.

NEW MONSTERS

Presented below are two possible versions of Widowmaker Scarlet.

THE UNDEAD HORROR

In this version, Widowmaker Scarlet specializes in possession and mind control.

The ghost looks like a very attractive Khaynite woman with a regal demeanor. However, she is usually found in the body of a Khaynite puppet, through which she can affect others. Secrecy is her best weapon - secrecy about her nature, secrecy about her goals, and secrecy about her ambitions.

She maintains a number of devotees who never refuse her use of malevolence upon them, the result of constant possession and domination. Something of a snob, the undead horror only possesses creatures with the First One subtype, preferring Khaynite to all others. The undead horror likes to hide among groups of First Ones and subtly influence their actions.

If forced into combat, she uses *mislead* to hide her casting while she appears to be doing nothing and her attacks appear to come from somewhere else, further confusing her enemies. She prefers to use spells that do not reveal her presence or nature. As such, she uses her spells to confuse opponents as to her true nature.

She enjoys tormenting her enemies, but focuses anyone who seriously threatens her with a *dominate person* or *phantasmal killer*.

THE UNDEAD HORROR

CR 15

XP 51,200

Female Khaynite Sorcerer (destined bloodline) 5

NE Medium undead (First One, incorporeal)

Init +4; **Senses** darkvision 60ft.; **Perception** +8

DEFENSE

AC 23, touch 19, flat-footed 21 (+4 armor, +7 deflection, +2 Dex);

hp 198 (12d8+5d6+119)

Fort +7, **Ref** +9, **Will** +14

Defensive Abilities channel resistance +4, fated, incorporeal traits, undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +11 (15d6)

Ranged ray +13 (per spell)

Special Attacks corrupting touch, malevolence (DC25)



Sorcerer Spells (CL 18th; concentration +25, +29 casting defensively)

6th – (5/day) *silent image* (DC23), *mass suggestions* (DC24), *mislead* (DC24)

5th – (7/day) *break enchantment*, *cone of cold* (DC23), *dominate person* (DC23), *magic jar* (DC23)

4th – (7/day) *black tentacles*, *dimension door*, *fear* (DC22), *freedom of movement*, *phantasmal killer* (DC22)

3rd – (8/day) *dispel minions**, *fireball* (DC21), *protection from energy*, *suggestion* (DC21), *wind wall*

2nd – (8/day) *blur*, *command undead* (DC20), *false life*, *invisibility*, *scorching ray*, *summon swarm*

1st – (8/day) *alarm*, *charm person* (DC19), *mage armor*, *magic missile*, *ray of enfeeblement* (DC19), *unseen servant*

0 – *acid splash*, *bleed*, *daze* (DC18), *detect magic*, *light*, *mage hand*, *minion mark**, *prestidigitation*, *read magic*

STATISTICS

Str -, **Dex** 14, **Con** -, **Int** 13, **Wis** 10, **Cha** 24

Base Atk +11; **CMB** +10; **CMD** 22

Feats Arcane Strike, Blood of Khayne*, Combat Casting, Empower Spell, Improved Initiative, Maximize Spell, Persuasive, Quicken Spell, Spell Focus (enchantment, evocation, necromancy)

Skills Diplomacy +27, Intimidate +9, Knowledge (arcana) +12, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Knowledge

(religion) +7, Perception +8, Spellcraft +17, Stealth +10, Use Magic Device +23 **Racial Modifiers** Perception +8, Stealth +8

Languages Common, Exodite, Khaynite

SQ bloodline arcana, easy breeder, eternal, it was meant to be, pass for human, powerful caster, rejuvenation, touch of destiny

SPECIAL ABILITIES

Bloodline Arcana: Whenever you cast a spell with a range of “personal,” you gain a luck bonus equal to the spell’s level on all your saving throws for 1 round.

Easy Breeder (Ex) Khaynites can breed with almost any other creatures, like outsiders.

Eternal (Su) Because she is bound by ancient and powerful spells; the undead horror is extremely hard to completely destroy. If destroyed by an ability that would completely destroy her (such as a *disrupting weapon* or *undearth to death*) then she rejuvenates in 2d10 years

instead of the usual duration. See rejuvenate for details on how to lay her to rest forever.

Fated (Su) Gain +4 Luck bonus on saves and AC during surprise rounds and when you are otherwise unaware of an attack.

It Was Meant To Be (Su) 2/day, after roll is made but before results are known, may reroll any 1 attack roll, critical hit confirmation roll, or level check made to overcome SR (must take 2nd result, even if worse).

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

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

Rejuvenation (Su) The only way to destroy the undead horror is to restore her family to the throne over all of Exodus. Until then, she rejuvenates in 2d4 days.

Touch of Destiny (Sp) Standard Action, 11/day, touch grants +8 Insight bonus on attack rolls, skill checks, ability checks, and saves for 1 round.

THE ABERRANT WITCH

The aberrant witch is an extremely old Khaynite sorceress who has lived for more centuries than she should have through the use of spells like *immediate possession* and *magic jar*.

If forced to confront a group of powerful opponents – such as a group of powerful, well-armed adventurers – she uses a simulacrum to appear weaker. This trick has worked for centuries as there are many stories telling of her “death”.

If forced to fight, she attempts to pin her enemies using *quicken black tentacles* or *mass hold person*. She tries to use metamagic feats anytime she can to gain additional hit points through her Magic Body feat. She is more likely to flee and abandon combat than to fight. She rules from the shadows and has not lived this long by fighting in the open.

THE ABERRANT WITCH

CR 18

XP 153,600

Female Khaynite Sorcerer (aberrant bloodline) 10

CE Medium aberration (First One)

Init +7; Senses darkvision 60ft.; Perception +0

DEFENSE

AC 21, touch 12, flat-footed 20 (+5 armor, +3 Dex, +8 natural);

hp 189 (12d8+10d6+88)

Fort +23, Ref +22, Will +28

Defensive Abilities evasion, unusual anatomy; SR 28

OFFENSE

Speed 30 ft.

Melee *Singiver* +17/+12 (1d8+3/ 19-20)

Special Attacks acid ray (10/day; +17 ranged touch; 1d6+11 acid)

Space 5ft.; Reach 5ft. (20ft. when delivering melee touch attack)

Sorcerer Spells (CL 23th; concentration +31, +35 casting defensively)

9th – (3/day) *greater immediate possession* (DC 28)

8th – (6/day) *irresistible dance* (DC28), *mind blank* (DC26), *polar ray*

7th – (7/day) *immediate possession* (DC26), *mass hold person* (DC27), *plane shift*, *simulacrum*

6th – (7/day) *antimagic field*, *mass suggestion* (DC26), *stone to flesh* (DC24), *veil* (DC24)

5th – (7/day) *baleful polymorph* (DC22), *cloudkill* (DC23), *dominate person* (DC25), *feeblemind* (DC25), *teleport*

4th – (8/day) *black tentacles*, *charm monster* (DC24), *confusion* (DC24), *enervation*, *fire shield*

3rd – (8/day) *dispel minions**, *hold person* (DC23), *oath of Khayne**, *suggestion* (DC23), *tongues*

2nd – (8/day) *blur*, *false life*, *invisibility*, *scorching ray*, *see invisibility*, *summon swarm*

1st – (8/day) *charm person* (DC21), *disguise self*, *enlarge person*, *magic missile*, *ray of enfeeblement* (DC20), *shield*, *unseen servant*

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

STATISTICS

Str 8, Dex 16, Con 18, Int 13, Wis 10, Cha 27

Base Atk +14; CMB +13; CMD 26 (cannot be grappled)

Feats Blood of Khayne*, Combat Casting, Empower Spell, Greater Spell Focus (enchantment), Improved Initiative, Magic Body*, Persuasive, Quicken Spell, Spell Focus (enchantment, necromancy)

Skills Diplomacy +33, Disguise +29, Intimidate +10, Knowledge (arcana) +12, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Knowledge (religion) +7, Spellcraft +17

Languages Common, Exodite, Khaynite

SQ bloodline arcana, easy breeder, pass for human, powerful caster

Other Gear *bracers of armor* +5, *cloak of resistance* +5, *deep red sphere ioun stone*, *hand of glory*, *headband of alluring charisma* +6, *ring of evasion*, *ring of freedom of movement*, *ring of protection* +5

SPECIAL ABILITIES

Bloodline Arcana: Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Easy Breeder (Ex) Khaynites can breed with almost any other creatures, like outsiders.

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

Unusual Anatomy (Ex) Your anatomy changes giving you a 50% chance to ignore any critical hit or sneak attack scored against you

NEW FEATS

BLOOD OF KHAYNE

For all effects related to a race, you are considered to be an aberration or a humanoid, whichever is more beneficial to you. This feat applies every time you are targeted by any effect.

Magic Body Every time you use a metamagic feat on a spell you cast, you gain a number of temporary hit points equal to the modification.

THE PRIMEVAL EVIL

This version of Widowmaker Scarlet is a demon that was formed at the beginning of time.

The Primeval Evil's main goal is to convert people to the worship of Khayne and trick them into taking the *oath of Khayne*. Her normal appearance is that of a winged succubus whose eyes and ears drip blood constantly. She usually wields Singiver, though she has been known to hand over the weapon to worshippers who agree to take the oath.

If forced to fight, she tries to quickly lower the number of opponents by using her horrid wilting ability (she empowers one and follows it with a *quickened disintegrate*). She fights to the death without a care for her safety as she knows that Khayne will bring her back to life later.

THE PRIMEVAL EVIL

CR 20

XP 307,200

Female Unique demon

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +14; **Senses** darkvision 120ft.; Perception +25

Aura *cloak of chaos*, fear aura (50ft., DC30), *unholy aura*, unnatural aura

DEFENSE

AC 39, touch 25, flat-footed 28 (+4 armor, +4 deflection, +10 Dex, +1 dodge, +10 natural);

hp 370 (20D10+260); **fast healing** 15

Fort +28, **Ref** +20, **Will** +23

DR 15/ good and magic and piercing; **Immune** acid, electricity, poison; **Resist** cold 10, fire 10; **SR** 31

OFFENSE

Speed 40 ft.; fly 30ft (perfect); swim 20ft;

Melee *Singiver* +29/+24/+19/+14 (2d4+11/ 15-20) or 2 slams +25/+25 (2d6+7)

Spell-Like Abilities (CL 20th; concentration +33, +37 casting defensively)

At will – *charm monster*, *dispel minion**, *horrid wilting*, *immediate possession**, *mass suggestion*, *oath of Khayne*, *minion mark**, *teleport*

3/day – *blasphemy*, *disintegrate*, *dominate monster*, *greater immediate possession**, *harm*, *magic jar*, *power word stun*

1/day – *power word kill*, *word of Khayne*

STATISTICS

Str 20, **Dex** 30, **Con** 34, **Int** 24, **Wis** 20, **Cha** 36

Base Atk +20; **CMB** +25; **CMD** 50

Feats Ability Focus (*charm monster*), Combat Casting, Empower Spell-like Ability (*horrid wilting*), Empower Spell-like Ability (*disintegrate*), Improved Initiative, Iron Will, Persuasive, Quicken Spell-like Ability (*disintegrate*), Toughness

Skills Bluff +36, Diplomacy +40, Disguise +36, Escape Artist +20, Fly +18, Intimidate +15, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (engineering) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (nature) +17, Knowledge (nobility) +17, Knowledge (planes) +27, Knowledge (religion) +17, Perception +25, Sense Motive +28, Stealth +33, Swim +13, Use Magic Device +36

Languages Aneishi, Common, Exodite, Khaynite, Sobeka, Sorcerous, telepathy 100ft.

SQ pass for human, will of Khayne

SPECIAL ABILITIES

Pass for Human (Ex) Unless she wishes otherwise, the Primeval Evil appears as a human or a Khaynite.

Will of Khayne (Ex) The Primeval Evil was willed into existence by Khayne. If she should ever be destroyed, she reforms the next time Khayne has need of her. This usually takes 2d6 weeks. At that point, she reforms with full health. Whether she remembers the events that led to her previous demise is unknown.

NEW CREATURE TYPES

FIRST ONE SUBTYPE

Creatures with this subtype have the following common traits and abilities.

- Darkvision 60 feet.
- Are considered to be part of the First Ones' forces and treated as such by others.

NEW MAGIC ITEM

SINGIVER

Unlike Widowmaker Scarlet, the sword known as Singiver has a long and documented history. The sword has a history of finding its way to wherever strife and chaos happens. Many have begun to think Singiver is the true Widowmaker Scarlet.

Singiver was forged in the deepest pits of the Abyss, below Khayne's blood-soaked palace. Primordial demons drew upon the dripping blood from the palatial walls. Using rituals known only to those, they forged a blade, filling it with all of the dark feelings and emotions that feed and sustain demons.

Their job done, the demons presented the sword to Khayne who was so impressed by their work, that he tried the sword on them. Khayne called his most powerful follower and gave her the sword in a ceremony that bound her to the sword.

The sword surfaces throughout the history of Exodus.

General Kaoth Ootheg is said to have owned the weapon as he commanded the retreat to Kayen'Te. It was at the Battle of the River of Blood, wielded by Euhudi herself as she commanded her troops. Next the sword surfaced briefly in Unthara in the hands of High Priestess Caieta as she united the Brotherhood of Khayne. Exodites report the Khaynite Artegloss carried the weapon with him as he led the negotiations leading to the creation of the First One Combine.

NEW MAGIC ITEM: SINGIVER

Aura moderate evocation [chaos, evil]; **CL** 10th
Slot none; **Price** unique; **Weight** 8lbs.

DESCRIPTION

Singiver is a unique +4 *anarchic ghost touch keen unholy falchion*. Singiver's blade seems to be made of blood and constantly drips blood when drawn. The weapon serves as an unholy symbol for any follower of Khayne.

Singiver is intelligent, chaotic evil and its purpose is to spread mayhem, death and the worship of Khayne. It has an Intelligence and Wisdom of 10 and a Charisma of 20. It communicates with its wielder empathically and has an EGO of 19.

Any First One can take the weapon without suffering any negative effect due to his alignment. The sword can telepathically tell its wielder anyone within 60ft. who has the First One subtype and who follows Khayne. The sword can switch off any of its powers at its own discretion.

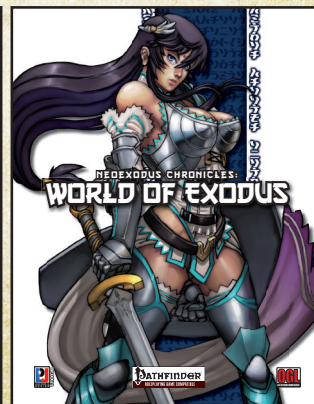
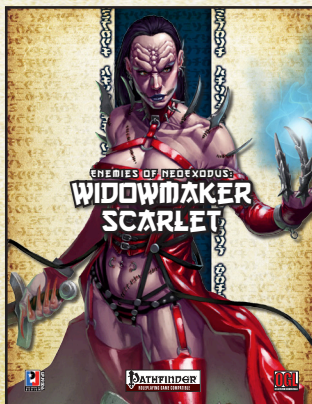
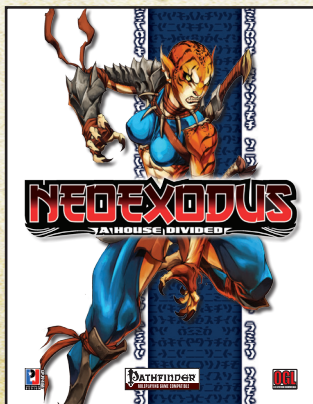
ENEMIES OF NEODEXODUS:
WIDOWMAKER SCARLET

9

NEODEXODUS

A HOUSE DIVIDED

AVAILABLE NOW AT RPGNOW.COM, DRIVETHRURPG.COM AND PAIZO.COM



THE WORLD OF EXODUS NEEDS HEROES...

Written By JP Chapleau with Louis Porter Jr.

Editing By Linda Weygant

Artwork by Alejandro García Palomares

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

OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

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

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

Enemies of NeoExodus: Widowmaker Scarlet Copyright 2011, Louis Porter Jr. Design, Inc.