MONSTERS OF NEDEXODUSE **ANNIHUM**









nonsters of Nedexodus Annihilàtion Sphere The Annihilation Sphere is a unique monster on NeoExodus. The name itself conjures images of destruction and uncontrolled mayhem. The sphere itself has no name; it was named by the Cavians who found it impossible to stop.



CREATIONANDUSAGE

The First Ones' archives in Kayen'te speak of an Aneishi experiment to destroy the Kaga and crush its rebellious armies in a single blow. The details of its creation, like all other Aneishi creations, are vague and incomplete. For full details about Kayen'Te, see *Enemies of NeoExodus: The First Ones*.

Exodite scholars believe the Aneishi have tried to recreate man's grand magical experiment that led to the creation of the Kaga. However, the resulting experiment created something much different.

"THE SPHERE THAT ANNIHILATED UHV'ZEK"

The earliest record of the annihilation sphere comes from the Cavians of southern Koryth. In those days, the town of Uhv'Zek was a booming town firmly supporting the rebellion against the First One.

The Sphere That Annihilated Uhv'Zek tells of the coming of a "star that came from the sky". An old tome found only in the vaults of the Order of Kaga speaks of a sphere that flew into the city of Uvh'Zek in Koryth.

At first, the Cavian approached it curiously, wondering what it was. Then the sphere opened fire through the many smaller satellite spheres that orbit around it. The Cavian tried to resist and fight back. Their efforts were wasted for the entire village failed to hurt or even slow down the brightly colored sphere.

In less than a minute, the sphere was surrounded by charred or frozen bodies and burning buildings. The attack on Uhv'Zek is the only confirmed use of the annihilation sphere. The population – Cavian and others – in southern Koryth was simply wiped out.

It would take centuries before the population would again return to the level it had in those days.

XFTER UHV'ZEK

The same Kayen'te archives say that the First Ones found themselves unable to control the sphere. It apparently ran amok for weeks before it was brought down. This was done by draining the sphere's magic and making sure it would remain dormant.

With the defeat of the First Ones, knowledge of the annihilation sphere all but vanished from Exodus.

TUDAY

In 78AU, Makesh, the leader of the terrorist organization known as the Folding Circle, broke into a vault. Within the vault, he found a huge grey sphere. Makesh spent years trying to activate it. For full details about Makesh, see Enemies of NeoExodus: The Folding Circle.

Early in 90AU, Makesh finally figure out how to repower and reactive the annihilation sphere. At that point, however, he realized that if it was set loose, the sphere could destroy all life on Exodus, refuse his control, summon the First Ones or merely turn on him, or do any combination of those things. Makesh continues to be unsure what the sphere will do, so he keeps it as an ace in the hole.

Word of the discovery of the sphere has leaked to the Kaga and now Harbingers actively seek the Annihilation Sphere. As is their typical modus operandi, the Order of Kaga has approached a number of powerful adventurers and mercenaries to look for it and report its location.

USING THE ANNIHILATION SPHERE

The Annihilation Sphere is a sort of doomsday device left behind by the First Ones. Your job as the GM is to impart the danger of activating such a construct.

LOCATION

The precise location of the Annihilation Sphere is left to the GM. The sphere is hidden in a lost vault in the Grit Mountains of southern Koryth.

RELATIONS

As an inactive construct of vast power, the Annihilation Sphere maintains no relations to anyone. However, a number of groups seek it for their own purpose.

THE CXVIXNS

The Cavians hold a particular fear of the sphere. Some unknown racial memory leads them to seek it to learn about it. What created this morbid fascination is unclear, but Cavians who learn of the Annihilation Sphere frequently begin pursuing it.

THE FIRST ONES

The First Ones know of the sphere and actively avoid it. They do not know how to control the sphere anymore and are likely to seek a way to prevent its activation. However, as is typical of the First Ones, they may instead let the people of Exodus use it and destroy themselves.

Never trust the First Ones.

THE FOLDING CIRCLE

Within the Folding Circle, only Makesh knows the exact location of the sphere and how to activate it. He refuses to

share anything about the discovery with the others, even though both Emok and Nysska have demanded that he share his knowledge of the sphere. But Makesh is no fool.

Emok believes the Annihilation Sphere might be able to destroy the Ashkean gate and has secretly begun to use its contacts to search for the sphere. To that end, it has leaked information to the Church of Kaga and kept tab on adventurers hired to search the Grit Mountains.

Nysska, on the other hand, is interested in the sphere because she sees it as a way to force the nations of Exodus to their knees. If Nysska ever got the knowledge on how to activate the sphere AND its location, she would immediately seek to activate it.

THE IMPERIAL SENATE

A number of Senators, most likely influenced by members of other groups in this document, have begun demanding that janissaries be dispatched to investigate the rumors about the Annihilation Sphere.

A few senators are privately looking into those rumors, hiring adventurers to travel the Grit Mountains and spy on other explorers.

The janissaries have refused to seek the sphere, at least publicly. But persistent rumors place janissary training exercise in the Grit Mountains, a fact the Grand Master denies.

THE KAGA AND ITS CHURCH

The Kaga knows of the Annihilation Sphere and the damage it did during the War with the First Ones. It remains vague and evasive to all queries on the topic.

A number of revelations (for full details on revelations, see Secret Societies of NeoExodus: The Order of Kaga) have been given to high ranking harbingers and powerful adventurers have been tasked with finding any evidence about the sphere, its powers and its location. Thus the Kaga seem very interested in the sphere. The exact reason is unknown.

NEW MAGIC ITEMS

NEW TOMES

Here is a new tome related to the Annihilation Sphere.

THE SPHERE THAT ANNIHILATED UHV'ZEK

Full Name: The Sphere That Annihilated Uhv'Zek **Author:** An unnamed Cavian

Publication: This book is extremely old and dates back more than two millennia.

Description: Extremely frail and ancient collection of paper notes tied with a leather thong.

Content: Eyewitness report of the only known Annihilation Sphere attack on a Cavian settlement during the War against the First Ones. **Status:** The Sanguine Covenant has no access to a copy of this book, so it does not have a public stance.

Language: Cavian, the wording is archaic but easily understandable.

Locations: The Order of Kaga is said to have the only copy of the book in its secret vault. However, Makesh stole that book and has it hidden in one of his many hideouts.

Reference: +4 to any Knowledge skill related to the Annihilation Sphere.

Spells: None.

Other Versions: Incomplete version in Sorcerous and Nasian that grant a bonus of +1d3 can be found in private libraries.

ANNIHILATION SPHERE

This much larger than man sized shimmering, multicolored sphere floats gently in the air and is surrounded by various other small version of the shimmering, multicolored sphere.

ANNIHILATION SPHERE - CR 25

XP 1,640,000 N Huge Construct

Init +12; **Senses** blindsight 120 ft.; Perception +25

DEFENSE

AC 42, touch 27, flat-footed 34 (+9 deflection, +8 Dex, +15 natural)

hp 380 (30d10+80)

Fort +11, Ref +19, Will +18

Defensive Abilities eldritch dampening field, fast healing 5, shield of will; **DR** 15/magic; **SR** 41

OFFENSE

Speed fly 60 ft. (perfect) Ranged 9 satellites +38 touch (2d6) Space 15 ft.; Reach 15 ft. Special Attacks satellite cast

Spell-Like Abilities (CL 30th; concentration +39)

At will acid fog (DC 25), empowered chain lightning (DC 27, 20d6 x1.5, 20 secondary targets), disintegrate (DC 25, 40d6), dominate person (DC 26), flesh to stone (DC 25), hold monster (DC 26), insanity (DC 28), mind fog (DC 26), polar ray (25d6+1d4 Dex drain), prismatic spray (DC 28), slow (DC 22)

3/day greater scrying, greater teleport, plane shift, spell turning

STATISTICS

Str 12, Dex 26, Con —, Int 14, Wis 20, Cha 28 Base Atk +30; CMB +33; CMD 51

Feats Combat Casting, Empower Spell-Like Ability (*chain lightning*), Great Fortitude, Greater Spell Focus (enchantment, evocation), Greater Spell Penetration, Hover, Improved Initiative, Improved Iron Will, Iron

Will, Lightning Reflexes, Skill Focus (Fly), Spell Focus (enchantment, evocation), Spell Penetration
Skills Fly +38, Intimidate +33, Knowledge (arcana) +22, Perception +25, Sense Motive +25, Spellcraft +22;
Racial Bonus +4 to Fly, +4 to Intimidate
Languages Common (Cannot speak), Telepathy
SQ Construct traits, elite construct, programmed mind, repair self

ECOLOGY

Environment Any Organization Solitary Treasure None

SPECIAL ABILITIES

Eldritch Dampening Field (Su) Possibly the deadliest ability the Annihilation Sphere possesses is its dampening field. This field extends in a 60 foot sphere around the Annihilation Sphere and disrupts all spellcasting but the Sphere's own. Anyone within the field who attempts to cast a spell including psionics or utilize a spell-like ability must beat the Annihilation Sphere's SR (even if the spell does not normally allow spell reisistance) or lose the spell. The caster level of any spell cast with in the damping field is halved.

Anyone standing outside the field can cast spells normally. Effects passing through the eldritch field must beat the Annihilation Sphrere's SR (even if the spell does not normally allow spell reisistance).

Elite Construct (Su) The Annihilation Sphere receives double its normal construct bonus hit points due to special construction.

Programmed Mind (Ex) Although the Annihilation Sphere is intelligent, its intelligence is that of a construct programmed with a vast amount of knowledge. It understands the facts necessary to complete its missions, and has the wisdom to alter combat tactics and use cunning to achieve its goals, but it does not think the way most organic creatures think. This grants the Annihilation Sphere a +2 bonus to Will saves in general. This stacks with Iron Will feat.

Repair Self (Ex) This ability gives the Annihilation Sphere full hit points. As a full-round action, the Annihilation Sphere can double its fast healing rate for that round. It generally uses this ability after combat or after teleporting to a safe location.

Satellite Cast (Su) The Annihilation Sphere casts its spells out of its satellites, fields of crackling, spherical energy that orbit its body like a handful of ioun stones. The Annihilation Sphere possesses nine such satellites, and every round it can cast one of its spell-like abilities or fire a bolt of force energy out of each satellites. It cannot cast the same spell-like ability more than once per round; in other words, it cannot cast the same spell out of every satellite at the same time. Each round the Annihilation Sphere reassigns which spells to fire out of which satellites, and is under no compunction to use the same satellite for the same spell twice in a row.

Due to the size of the satellites and the focus required to line them up, the Annihilation Sphere is restricted on how many satellites it can use against a target in one round. Against Small or smaller creatures it can focus only one satellite per round; against Medium creatures it can focus two satellites per round; against Large creatures it can focus three satellites per round; against Huge or larger creatures it can focus four satellites per round. Non-targeted area spells such as acid fog, mind fog, and prismatic spray do not count against the total satellites focused on a target, but targeted area spells such as chain lightning do.

The save DCs for the Annihilation Sphere's spell-like abilities are Charisma-based. It is a standard action for the Annihilation Sphere to activate its satellites, regardless of how many it chooses to activate and which effects the satellites generate.

Shield of Will (Su) The Annihilation Sphere possesses a deflection bonus to AC equal to its Charisma bonus.

ANNIHILATION SPHERE - CR 30

XP 3,690,000 N Huge Construct Init +14; Senses blindsight 120 ft.; Perception +41

DEFENSE

AC 51, touch 31, flat-footed 41 (+11 deflection, +10 Dex, +20 natural)

hp 480 (40d10+80)

Fort +14, **Ref** +24, **Will** +22; +4 against mind-affecting **Defensive Abilities** eldritch dampening field, fast healing 5, shield of will; **DR** 20/magic; **SR** 51

OFFENSE

Speed fly 60 ft. (perfect) Ranged 9 satellites +50 touch (2d6) Space 15 ft.; Reach 15 ft. Special Attacks satellite cast

Spell-Like Abilities (CL 40th; concentration +51)

At will acid fog (DC 27), empowered chain lightning (DC 29, 20d6 x1.5, 20 secondary targets), disintegrate (DC 27, 40d6), dominate monster (DC 32), flesh to stone (DC 29), hold monster (DC 27), insanity (DC 30), mass hold person (DC 30), meteor swarm (DC 32), mind fog (DC 28), polar ray (25d6+1d4 Dex drain), prismatic spray (DC 30), slow (DC 26)

3/day greater scrying, greater teleport, plane shift, spell turning

STATISTICS

Str 12, Dex 30, Con —, Int 16, Wis 22, Cha 32 Base Atk +40; CMB +43; CMD 61

Feats Combat Casting, Empower Spell-Like Ability (*chain lightning*), Great Fortitude, Greater Spell Focus (enchantment, evocation, transmutation), Greater Spell Penetration, Hover, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Skill Focus (Fly, Perception), Spell Focus (enchantment, evocation, transmutation), Spell Penetration

Skills Fly +40, Intimidate +43, Knowledge (arcana) +31, Perception +41, Sense Motive +34, Spellcraft +31; Racial Bonus +4 to Fly, +4 to Intimidate

Languages Common (Cannot speak), Telepathy SQ Construct traits, elite construct, programmed mind, repair self

Ecology

Environment Any

Organization Solitary

Treasure None

SPECIAL ABILITIES

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The save DCs for the Annihilation Sphere's spell-like abilities are Charisma-based. It is a standard action for the Annihilation Sphere to activate its satellites, regardless of how many it chooses to activate and which effects the satellites generate.

Shield of Will (Su) The Annihilation Sphere possesses a deflection bonus to AC equal to its Charisma bonus.



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