# ENEMIES OF NEOEXODUST FIRST DNES

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Enemies of Nedexadus: First ones

# ENEMIES OF NEOEXODUS: FIRSTONES

# WRITTEN BY

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### EVERYTHING HERE IS A LIE

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

### INTRODUCTION

The First Ones - the name strikes terror into the heart of the people of Exodus. They are the bogeymen, formed of living shadow, that stalk the people. They control monsters and abominations that are loose upon the world. They snatch children and lone travelers. They torture men for their own pleasure and cavort with fiends to do their dark bidding.

Those are but myths.

The truth is far worse.

# THE FIRST ONES

"The First Ones" is the name given to a group of humanoid creatures who ruled Exodus before the Age of Man. Today, the First Ones include five races: the Aneishi, the Exodites, the Khaynites, the Kroca and the Kobura. In days past, each race served a specific purpose, but with the rise of the Kaga and the destruction of their empire, the First Ones remain roughly united by their desire to return to power and to once again relish in luxury while others toil for their pleasure and their comfort.

The First Ones have no unified structure or organization. Instead they struggle against each other for power and control. The Combine that loosely unites them merely focuses their energies towards outsiders, and is not a real government by any stretch of the imagination. First One princes and lords are the true authorities.

# HISTORY

The time before the rise of the First Ones' Empire is draped in myths and legends. Little can be ascertained and corroborated. The Khaynites speak of a time when dragons ruled over lizard men. That ended when Khayne took interest in the world.

Khayne took a shape he found pleasant. He travelled the world, spreading seeds of hate and the desire for power in the nascent races of Exodus. Those blessed by Khayne when the world was still young became the First Ones. Invested by the divine spark of Khayne, the First Ones united the world into an empire, imposing their will and crushing the spirits of those Khayne discarded.

The founding of the Empire marks the beginning of the First Ones' calendar - 1FOY as it is commonly written. The Empire of the First Ones ruled over a golden age that spanned millennia: a time of great magical feats, great magical creations, flourishing arts, and the world existed as was ordained by Khayne. Great palaces and temples were built, the grandeur of which would never again be seen on Exodus. Cities rose, to protect and provide for the slaves that rejoiced and loved their shackles and their masters, for only the First Ones were blessed by Khayne to command and rule over the entire world.

The iron fist and divine grasp of the First Ones protected the slave races from the menaces that roam the world. It was an era where great heroes traveled the land, finding adventure and accomplishing deeds only possible to a people blessed by the gods.

Every day, the blood of thousands would cover the altars of Khayne across the empire, sacrificed to his greatness. With so many sacrifices the First Ones wanted for nothing.

#### THERISEOFMAN

But the Murderous Lord grew fat, bloated and complacent by the constant gifting of souls and blood. He withdrew from the world, returning to his home in the darkest Abyss. Like their master, Khayne's chosen grew lazy in the throes of utter victory. Instead of seeking to increase their power, they turned on each other. Instead of seeking glory for the Murderous Lord, their sought glory for themselves.

With the unity of the First Ones shattered, the slave races saw an opportunity to don the mantle of divinity, a mantle that had never – and should never have been theirs. Like well-trained dogs, they had observed and learned from their betters. They learned the ways of magic and perverted it.

So deep ran the perversions of the slave races, that they created a sentient being entirely composed of perverted arcane power. This abomination, which they named Kaga, first spread its insidious words to others of the weak-minded slaves. Kaga sought any magically charged locations and drained them to feed its ravenous and destructive hunger.

The First Ones date the creation of the Kaga to the year 3578FOY. Then, impertinently, the slaves dared to rise up in arms against their god-appointed masters. Led by the Kaga, they confronted First Ones warlords, and defeated them aided by their constructed god.

The First Ones' empire on Exodus fell after ten centuries of constant combat. In the end, the slave races won and the First Ones were forced into exile. The last of the First Ones abandoned Exodus in 4498FOY.

#### EXILE AND KAYENITE

The First Ones' empire had fallen, their armies crushed. The slaves were victorious. But the First Ones were far from annihilated.

In the end, the First Ones managed to rob the slave races of their final victory. Escaping through Nexus Gateways, the First Ones fled to a refuge beyond the grasp of man. They destroyed many Nexus Gateways and rendered others useless, in order to escape the Kaga and his ungrateful band of slaves. The foolish slaves threw away the blessed guidance of the First Ones to surrender to a thing they had created - a simple construct of magical energy!

The First Ones' final destination was a dark, underground realm called Kayen'Te, which simply translates to "Undershadow" in Khaynite. Kayen'Te is a land of perpetual twilight, filled with oozes and other such monsters. The first of the First Ones that settled here established separate kingdoms. As more exiles arrived, armies of First Ones clashed, destroying each other.

For more than fifteen centuries, the First Ones fought each other seeking to ascertain dominance over Kayen'Te.

#### THEBETRAYALOFTHEPTAN

In 5357FOY, a group of P'Tan, the long-time obedient slaves of the First Ones, left Kayen'Te for the mainland of Exodus. Their mission was simple: locate the rulers of each of the nations the First Ones left behind and gather as much information about them. The P'Tan envoys, however, were seduced by the decadence and insidious magic of the Kaga.

For over a year, they languished and gave in to every perversion the Kaga and his minions granted them. The Kaga filled their weak minds with lies about their rightful masters and twisted facts to its own needs.

When the P'Tan envoys returned to Kayen'Te, they spread the lies that filled their heads to others. Soon most of the P'Tan believed the lies and began to spread them even further. Like a spark of falsities, the Kaga's lies almost sparked another full-fledged rebellion. The First Ones used their superior intellect to manipulate their other slaves and inflict many crushing defeats on them.

The slaves took control of a Nexus Gateway and disappeared into the void. The betrayal of the P'Tans led to great purges of the slaves and deep reform of the way the First Ones used them.

From that point on, only small groups would be sent to Exodus. Upon their return, they would be debriefed using magical means and their memories either stripped from them or their minds and bodies used for experimentation.

Those few P'Tans who did not escape were the target of brutal repression. Their spirits were mercilessly crushed when they were told of their rebellious brothers' flight into the void.

The repression brought the desired effect. The slaves gladly return to their masters' service and order was restored in Kayen'Te. The First Ones again found themselves lording over obedient servants. For a brief time, the Civil War had stopped.

Peace brought it back.

#### THE FIRST ONE COMBINE

In 5417FOY, leaders of each of the five major races, the Aneishi, the Exodites, the Khaynites, the Kobura and the Kroca, met in Welkan and agreed to a ceasefire. Though none of the five would admit it, they had succeeded in destroying everything they had taken with them into exile.

Kayen'Te was but a pile of slag. Their armies were exhausted and what few resources they controlled had been drained. The First Ones had destroyed their armies and their own powerbase.

The end of the civil war led to a relative peacetime. It did not take long for the First Ones to turn their attention to other avenues of conquest. Unable to defeat each other, they turned their attention towards their former lands.

Using magic and the Nexus Gateways, the First Ones contacted other followers of Khayne in the Wyldlands of Bal. Their influence led to the rise of the Euhudi and the Brotherhood of Khayne.

The successes of the Brotherhood of Khayne brought elation to Kayen'Te. For the first time since the creation of the Kaga, the plans of the First Ones were successful. Plunder in the form of gold, magic and slaves flooded the markets of Kayen'Te. Desire for a newly formed empire spread like wildfire.

The defeat at the Battle of the River of Blood nearly reignited the fires of civil war. Rival families and factions clashed once more. That is when a lame, albino Khaynite named Artegloss presented the princes with an offer. They would join together in a complex arrangement he called a Combine. This combine would be a precursor to the re-formation of the Empire.

After much negotiation, the princes agreed to the offer, adopting Ategloss's name of The Combine. The Combine's goal is to focus on expansion and to reestablish the First Ones in their divinely assigned place among all other races: on top.

#### THELOCARI

In 5745FOY, a Khaynite named Bel'orvash created a new form of life. These new creatures – he called them Locari – were totally ruthless, without pity or compassion and completely dedicated to the destruction of any other life forms around them. Part insect and part lizard the Locaris are the hunter's epitome.

The first Locari rampaged through Bel'orvash's estate, killing over forty Scythians sent to stop them. Many First Ones were also killed trying to bring them down. Yet all Bel'orvash has to say was "stop" and the Locari obediently returned to him and sat at his feet.

For ten years, talks about Bel'orvash's new creations went on. The Aneishi and the Exodites argued for the creatures to be destroyed as they could not be controlled. Б

The Khaynites argued that the Locari obeyed them without fault.

Finally, a deal was struck. The Locari would be sent to a test location. From there it would be determined what to do with them. After a short search, Bel'orvash and a small group of researchers established a small outpost on the island of Ablis.

Bel'orvash let his Locari roam free. Within a year, the Locari had destroyed most of the human population on Ablis. The few remaining humans left fled for their lives.

#### UNDER THE COMBINE

The Combine did not put a stop to the First Ones' in-fighting, but it allowed them a chance to begin plotting beyond the borders of Kayen'Te. Many First One lords elected to expand upon the domain they controlled and, for the first time in fifteen centuries, set out on a war of conquest through passageways they had long ignored.

Scythian raids stopped on mainland Exodus as their energies were redirected elsewhere. The First Ones' armies clashed with those of the aboleth, the cerebral assassins, and the troglodytes, but also across the outer planes where they encountered chaosweavers, demons and devils, sometimes forming alliances with those creatures, other times fighting them. This expansion cost the First Ones many minions, but they managed to bring in additional slaves to experiment on. These experiments ensured the First Ones' armies would always have plenty of recruits and cannon fodder. They also ensured that the First Ones' enemies were never certain of who or what they would be fighting.

#### THESCYTHIANS

In 6113FOY, a number of Khaynite elders met and after much deliberation decided the Scythians were obsolete, should no longer be relied on and, therefore, destroyed. In typical Khaynite fashion, they could not agree on how to do so. Because of the Scythians' natural resistances, some Khaynites used the Scythians for experiments. Others wanted to use them as fodder in conflicts. A third group proposed to let them loose upon the world. The fourth group, composed of most of the other First Ones, was simply not informed of the Khaynites' decision because they would argue and doubt the Khaynites' right to dispose of their lackeys.

The argument lasts to this day, with each group putting their own agenda forward. This lack of clear focus has allowed the Scythians to remain at the core of any First One army.

Today is 6220FOY (91AU). The First Ones are getting ready to retake what is rightfully theirs.

### USING THE FIRST ONES

Facing the First Ones and their minions is a prospect that should strike fear in the heart of any reasonable adventurer. The First Ones are cunning, intelligent and unmistakably evil. They stoop to any dirty trick, lie, cheat and betray whoever gets in the way of their goals.

They can best be described as unpredictable. The First Ones rarely appear directly, at least at first. If their minions prove unable to deal with a menace, then the masters move in to confront the enemy.

#### MASTERMINDING EVERYTHING

When you decide on a First One as the master villain that will oppose your PCs, it is important to spend a little time fleshing out the character.

What are his end goals? What is the villain trying to achieve over the course of the campaign?

How many resources does he have at his direct command? This includes direct resources: minions, access to funds, magical means.

How many resources does he control indirectly? This includes alliances, mercenaries, unwilling and blackmailed servants.

What or who are the forces opposing the villain?

No First One should be bland – with the possible exception of the high level Sobekas.

#### IMPERIAL COVER UP

The appearance of a First One on mainland Exodus would cause a major stir. For the past two thousand years, only a handful of First Ones have been reported on Exodus. None have been sighted in the last two centuries. Many think that the last First One enclave was destroyed during the Twilight War, a belief the high instances of the Imperial Alliance have supported and reinforced.

The Imperial Alliance and the leaders of every major nation know of the First Ones' continued involvement on Exodus. To prevent outright panic, with the Kaga's blessing, a conspiracy of silence exists where the appearance of First Ones is silenced.

The Sasori information network is well aware of the First Ones and frequently attempts to manipulate local instances to destroy the First Ones. When the authorities do not act fast enough, the Sasoris are known to leak information to P'Tan slayers and adventurers.

The Kaga and its agents willingly keep secret what it knows about the First Ones. When they reveal information, it is usually to people they know can act and help the situation.

Therefore most of the instances within the Imperial Alliance have joined together in a conspiracy of silence. They do not talk about the First Ones and maintain the appearance and common belief that, following the First Ones' defeat over two thousand years ago, they have completely vanished from the face of the world.

A task force composed of janissaries and senators dedicate themselves to locating and destroying the influence of the First Ones throughout Exodus. This secret group travels the entire Imperial Alliance. They frequently hire adventurers who can be bought off and are expendable. A good way to make enemies in the Imperial Alliance is to start agitating people about the return of the First Ones.

The leader of this unnamed group is Senator Tlotoxl from the Reis Confederacy. He travels under the guise of a man who seeks to help the poor and those who live on dangerous frontiers, such as the border of Sametia and remote areas of the Confederacy. Secretly, the senator rarely travels out of the goodness of his heart. He does so to investigate rumors of First One involvement and has an uncanny ability to be at the right place at the right time.

#### THE FIRST ONES AT WAR

When the First Ones decide on a major offensive, they use their minions to gather information, bribe weak individuals, discover weak points, and plan assassinations before launching their offensive. When they are ready to attack, they use local agents to reinforce their own forces.

The First Ones have spent centuries getting ready for the invasion they are currently planning.

## FIRST ONE ENCLAVES

#### XK'TXLX'CHI

The Aneishi enclave, simply known as Ak'Tala'Chi -"Dark City" in Aneishi – is a series of caves that surround a series of common areas. Separated from Kayen'Te by over three miles of well guarded caves, Ak'Tala'Chi is perhaps the best defended of all the First Ones' stronghold. It is the only site that never fell to an outside invader for the duration of the civil war.

Ak'Tala'Chi is filled with webs and arachnid horrors can be found everywhere. Driders and ettercaps form the majority of the visible population. It is very possible for someone to spend weeks here and never see an Aneishi.

Heading into the dark tunnels without a guide is guaranteed to lead into an ambush, a trap or both. The Aneishi guard their tunnels jealously and uninvited guests become part of the next meal.

At the center of Ak'Tala'Chi is the Nexus Gateway used by the Aneishi. Few know of its existence, even among the Aneishi. Like the other gateways in Kayen'Te, it is extremely well guarded.

#### BEL'ORVASH'S ESTATE

This estate is perhaps the only inhabited location on the island of Ablis. This estate was built by Bel'orvash, the

Khaynite responsible for the creation of the Locari. This luxurious estate was built in a volcanic area. Powerful magic keeps the heat at bay allows the estate and its inhabitants to be safe and cool throughout the year.

Protected by lava fields and many elementals, the estate is something of a travel destination for Khaynites seeking to pit their new creations against the Locari that rule the island.

Only Khaynites live on the estate where Locari servants obey their every command. Officially the estate does not exist. It was wiped out by the volcanoes.

To reach the estate, a Khaynite must *teleport* there from the surface of Exodus. This ensures that only the most powerful of Khaynites can find their way.

#### KAYENUE

The Undershadow is the current seat of power of the First Ones. It is a cold, dark and dismal place where slaves toil endlessly to expand the dark domain of their masters. Kayen'Te is located in an enormous cavern, over twenty miles across. At the center of it stands the Dark Depths of Eopyth.

The well-fortified stronghold of Welkan rises by the lake and serves as The Combine's seat of power. Rising around Welkan are numerous fungus farms and pastures for mutant cattle and livestock.

Isolated lit areas allow servants without darkvision to perform their tasks. Those areas are cramped, smelly and filled with people. The many *continual flame* spells left here do nothing to chase away the permeating cold.

There are three Nexus Gateways in Kayen'Te. One controlled by the Exodites of the Naal dojo in the Roper Forest and two in or near Welkan.

#### DXRK DEPTHS OF EOPYTH

At the center of Kayen'Te are the Dark Depths of Eopyth, named for the way it appears to creatures with darkvision. Many streams and rivers feed into it, but the lake empties through deep underground rivers. The cool, crystalline waters of the lake are filled with a variety of freshwater fish like bass, perch, pike and trout.

The center of the lake is home to a clan of vicious dragon turtles with no love for the First Ones. They viciously attack all ships that cross their territory. The dragon turtles do not tolerate the presence of any outsider.

The shallows are home to many skum tribes subjugated by the First Ones and coerced into providing the First Ones with fish. Like everyone else, the skums chafe under their ruthless masters.

#### ROPER FOREST

To the west stands an area known as Roper Forest. Ropers are common there, but what makes the area particularly



distinctive is the great number of extremely lifelike roper statues one can find throughout the forest. These "statues" were made centuries ago when the First Ones sent a family of medusas into the forest. The medusas were eventually killed, but not before they turned many ropers to stone.

Today, ropers are organized into clusters of 3-6 individuals. These roper clusters formed alliances with groups of First Ones. The First Ones provide their ropers with fresh food – usually slaves – while the ropers provide safe passage.

At the center of the forest rises the Naal dojo. This most prestigious establishment is over two millennia old. It trained the most brutal and glorious Exodite generals in history. Simply reaching the dojo is a feat in itself.

#### SCYTHIAN WARRENS

The warrens appear at first glance to be little more than piles of bone reaching as high as seventy feet. The warrens serve as a hatchery for the young and as a cemetery for the few scythians who reach old age. The warrens are filled with Scythian bone elementals and bone shard swarms.

This cavern, nearly three miles long and half as wide, was expanded from a smaller system of caverns. It was dug by Koleos slaves shortly after the First Ones took over Kayen'Te. Over time, Scythians have expanded the cave to its current size.

When First Ones need additional troops, they come to the entrance and call out. Scythians within earshot quickly gather. Any non-Scythian traveling any deeper into the Warren will be continually challenged to fights by the locals.

#### WELKXN

To call Welkan a city is a misnomer. Welkan is a collection of armed camps and fortresses where the most powerful First Ones can meet. Though not neutral ground, very little infighting has taken place here since the formation of The Combine. Tall spires, shaped like the claws of a beast lost to time, rise up into the covered sky above the city below.

The streets of Welkan are a hive filled with gates and guarded enclaves. Though most of the city is above ground, Welkan has an extensive underground series of tunnels, catacombs and sewers. There may not be much fighting on the streets, but when someone digs into another's' tunnels, vicious fighting takes place with the winner annexing the

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loser's underground territory. Today, the Khaynite control the vast majority of Welkan's underground.

Welkan boasts, correctly, that it has the largest slave market in the universe. Races from Exodus and beyond can be found here. When new slaves arrive, the market fills as everyone seeks to extend their power with new acquisitions. Warriors with rare or unique skills and comely females are particularly sought.

#### WATENGA

Watenga is a small village in the western Wyldlands of Bal. This Sobeka enclave harbors one of the few Nexus Gateways controlled by the First Ones on Exodus.

For many years it was a simple village of huts surrounded by a wooden palisade, but in the last two decades, the First Ones have invested resources into Watenga. First, they created a keep to protect the Nexus Gateway. Then they reinforced the Sobeka with over a thousand Scythians and beasts that roam the swamp. The trip to Watenga is as dangerous as reaching it.

Today, it is an armed camp with small enclaves of other First Ones amid a sea of reptilian creatures. The Sobeka command a complex network of alliances with lizardfolk and troglodyte tribes.

Rumors surround the site, something the Kobura make sure reach the ears of gullible and rich adventurers. The most persistent rumor is that the site of Watenga houses the city of the ape-men. Many fools have disappeared from Exodus to find their way to the slave market of Welkan while following this rumor.

### **XNEISHI**

Called First Ones by the humanoids of Exodus and driven into exile with them, the Aneishi remain allied to the other First Ones with mutual fears and hatreds. They are an unpredictable, savage people who are neither slaves nor citizens of the dark demesne but who are vital to its success. Though the Kobura subrace of Sobeka were likely created in an attempt to make the Aneishi obsolete these spider-like humanoids remain indispensable to their allies.

#### HISTORY AND MYTHS

The Aneishi see themselves as the only "true" First Ones. They believe that in the days before time, creatures and monsters merged magically and created a race that gathered the best of all worlds. It had a humanoid shape to affect the world around them, dominate other races and erect great buildings.

As they expanded into the world, they encountered other races. The Aneishi ruled their own empire until they clashed with the Khaynites in a series of wars, the details of which are lost to time. Unable to destroy the Aneishi and their empire, the Khaynites sued for peace with very positive terms to the Aneishi. Thus the Aneishi Empire became an equal partner in the greatest empire the world has ever seen.

For uncounted centuries, the Aneishi and the Khaynites conquered the world, their rule unchallenged and uncontested. When the slave races united to overthrow their rightful rulers, the Aneishi were forced into exile with the rest of the First Ones.

#### EXILE

Exile is harsh to the Aneishi. They blame the hedonistic and complacent Khaynite and the Sobeka's overly simple tactics for the defeat. The Aneishi have very little holdings remaining in Kayen'Te. This has led many of their enemies to suspect they are weak. But the Aneishi are crafty.

Instead, the Aneishi have built their own powerbase in a separate location very few know about. This place, they merely call "Dark City" in typical Aneishi fashion. Within Dark City, they command vast number of mutant spiders, driders and ettercaps. Slaves in Dark City rarely live long before they serve as food.

# PERSONALITY

Aneishi not only operate outside the confines of First One society, they all but eschew society in general. Most prefer solitude to the company of either their own kind or any other. Aneishi are somewhat cold and distant even from their own emotions; they seem to feel hates and loves less strongly than most other intelligent creatures, and are virtually immune to fear.

The Aneishi have a complex social structure, a web of elaborate, long-distance dominance games and social plays, but this is imperceptible to other races because it comes into play only when a pair of Aneishi chance to meet. Both the Aneishi's solitary lifestyle and the elaborate society it masks lead most Aneishi to be taciturn.

When an Aneishi speaks, he does so because he has to – and even then, his words are many-layered in cryptic meanings and implications. Few non-Aneishi tolerate this behavior much less comprehend it, which only serves to reinforce the creatures' reticence. This complex approach to everything makes others call the Aneishi untrustworthy – an accomplishment among the First Ones.

Aneishi are at once disciplined and independent, restrained and unbound. Cruel, intolerant predators, the Aneishi are generally neutral evil, although theirs is the more natural wickedness of the savage than the calculated depravity of the more powerful First Ones.

#### PHYSICAL DESCRIPTION

The Aneishi resemble anthropomorphic spiders. They have only two arms and two legs, but their bodies are covered with a sturdy brownish carapace and short, bristly hairs, and their faces are more arachnid than humanoid. Eight compound eyes glimmer above wicked mandibles. Aneishi are shorter than humans, standing between four and five and half feet tall, but somewhat broader through the torso and head. To an Aneishi's enemies, its most notable physical feature is its webspinner, a protrusion on the back of its thorax that produces sticky, silk-like material.

#### RELIGION

Unlike the other First Ones, the Aneishi pay no homage to the blood god Khayne and his dreadful clergy. Aneishi have few, if any, clerics; their religion is maintained by their druids, whose wanderings in the deepest wilderness have laid bare nature's darkest secrets. Aneishi of all professions honor the druids, who hold high positions in the ephemeral social web of their race, but they do not give them offerings or sacrifices; the druids, even more than other Aneishi, are expected to fight to survive. Non-Aneishi druids are given no special treatment or reverence.

#### N太巾モS

Aneishi have no names. They refer to each other by terms of rank, and even these are only relative to the other Aneishi around them. To those who do not speak their language, Aneishi names all names sound like clicks and hisses.

Aneishi who deal with outsiders usually acquire names or nicknames in the local language, although they use them only to placate their allies.

Names: K'tklick, K'tok, Tak'tak'akak, Tsssska'k

#### RELATIONS

Aneishi have few relations with other races, and what few they have are generally hostile. They cooperate with the Khaynites and Exodites because the humanoids of Exodus are their shared enemies, but there is no love lost between the races. Aneishi despise slave races such as the Sobeka and harbor long-standing hatred for the humanoids of Exodus who drove the First Ones from their ancient dominance.

The Aneishi tolerate ettercaps and driders because they see a common heritage between them. This tolerance is always that of a master towards a useful slave.

Any surface-dwelling race is considered food to the Aneishi. The Aneishi have no qualms about eating sentient beings, and seem to relish the opportunity.

#### **XNEIZHI FYNDZ**

A handful of Aneishi still dwell in Exodus, although most have withdrawn to the hidden realm of the First Ones. In both cases, Aneishi avoid civilization, lairing in the deepest caverns and the darkest woods. Aneishi prefer to dwell in regions where their climbing ability gives them an advantage, such as mountains, caves and old growth forests. They dislike strong heat and cold, and most settle in temperate regions.

The Aneishi are the only First Ones to still have a large presence on the surface of Exodus. These areas are in remote locations of the world.

#### LXNGUXGE

Aneishi speak their own language, a complex series of clicks and hisses given context by an equally elaborate array of gestures and pheromones; humanoids can at best approximate this method of communication.

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Aneishi dislike learning other languages, but those who regularly deal with the other First Ones generally speak Exodite, and a few know Common.

#### USING THE ANEISHI

The Aneishi are plotters, constructing elaborate and complex webs of deceit and lies to draw their prey in. Few who work for the Aneishi know who their master is. Fewer know what their master wants precisely.

Aneishi work best when used as shadowy mastermind surrounded by many minions who know nothing about their master. Their dislike of others makes them lean towards a single command structure.

Never come up with a simple plan, when a convoluted, multi-layers, complex plan will do the trick. The more layers there are the better.

#### **XDVENTURERS**

Aneishi are much too focused on their plans to live lives of adventures. When they do set out into the world, it is normally because they seek additional distance from others of their kind or because they do not trust their minions to complete a task.

Like a spider the Aneishi sets its web and patiently waits. The prospect of falling into another's web keeps them from wandering.

#### **XT WXR**

When going to war, the Aneishi do so with large numbers of spider-themed creature, especially monstrous spiders, driders and ettercaps. Koleos and Scythians are also extremely common.

Aneishi commanders lead from far back, rarely involving themselves in the fighting. They rely on their artillery and grunts to do the bulk of the work for them.

A trademark of Aneishi armies is the preponderance of artillery and long range weaponry. Catapults, ballistae and rock throwers commonly find their way to the battlefield.

The Aneishi have access to rudimentary cannons but consider them unreliable and avoid using them. Built by captured Protectorate engineers, the cannons are believed to have a faulty design.

#### TYPICAL ANTISHI

CR 7

#### ANEISHI

XP 3,200

CE Medium monstrous humanoid (First One) Init +4; Senses darkvision 60ft.; Perception +10

#### DEFENSE

AC 20, touch 14, flat-footed 20 (+4 Dex, +6 natural); hp 80 (7d10+35) Fort +7, Ref +10, Will +6; +10 vs. fear

Defensive abilities evasion, uncanny dodge; Immune web effects

#### OFFENSE

#### Speed 30 ft.

Melee mwk longspear +9/+4 (1d8+1/ x3) and bite +5 (1d4+1)

Ranged +1 composite longbow [Str +1] +12/+7 (1d8+1/x3)

Ranged +1 composite longbow [Str +1] (Rapid Shot) +10/+10/+5(1d8+2/x3)

Special Attacks Point Blank Shot, Precise Shot, Rapid Shot

Spell-Like Abilities (CL 7th; concentration +19, +23 casting defensively)

3/day - web (DC17) At-will – spider climb

#### **STATISTICS**

Str 12, Dex 18, Con 18, Int 14, Wis 10, Cha 17 Base Atk +9; CMB +8; CMD 21

Feats Point Blank Shot, Poisonous Bite\*, Precise Shot, Rapid Shot, Stealthy

Skills Climb +11, Escape Artist +6, Intimidate +10, Knowledge (engineering) +12, Perception +10, Stealth +16, Survival +10

Languages Aneishi, Common, Exodite

**Combat Gear** potion of cure moderate wounds (x2) other gear masterwork longspear, +1 composite longbow [Str +1], cloak of resistance +1

#### ECOLOGY

Environment: Kayen'Te and First One Enclaves Organization: solitary, or with a number of slaves Treasure double standard

#### **SPECIAL ABILITIES**

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/ round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an Aneishi can only use this ability on spiders. An Aneishi gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts to them a modicum of implanted intelligence, allowing Aneishi to train giant spiders and use them as guardians.



The most human-looking of the First Ones, Exodites served as defenders of law - and tyranny - in the Empire of the First Ones. The Exodites commanded the armies that fought against the Kaga and mankind. As such, they are most commonly associated as the "face" of the First Ones. Exodites are the most numerous of the First Ones.

Many Exodites remained on Exodus, lurking in the shadows to which they are so attuned. The Exodites are the ones who have the most realistic appraisal of what led to their defeat against the Kaga, and the ones who create the most realistic plans to regain Exodus.

#### HISTORYANDMYTHS

In the early days of the world, a single mind emerged from the primordial chaos. This mind was pure, hard and unflinching, like a razor. This first mind is called "Law" by the Exodites. Law resolved to order the chaos that surrounded it and imposed its will on the world around it. For eons it sought the perfect form, creating creatures it hope could receive its essence, but to no avail.

At the beginning of recorded time, Law pulled out a shard of obsidian from its mind and gave it humanoid shape. Law then gave it the breath of life and sent his children to take over the world. With single-minded dedication the children of Law spread through the world and set out to conquer an empire that would span the whole of the world. They called this empire "Exodus" which means "Ordered Land" in their language.

#### THE COMING OF KHAYNE

Khayne was an Exodite who rose from obscurity. His mind was so filled with a single purpose that those around him naturally followed him. He spoke to the Princes of the Exodites and imposed his unbending will upon them, forcing them to bow to him. Khayne rose to prominence. As his army grew to a size not seen since, Khayne crowned himself as the First One, calling his allies the First Ones for they were the first among myriad others.

As he grew old, Khayne began to think of the future. The empire he created by sheer will and determination could become fractured and weak. After a decade of deep meditation, Khayne dug a hole that led to the deepest Abyss. There he vanquished thirteen demon lords and forced them to recognize him as their superior. He brazenly walked through the hells and he forced all the arch-devils into submission. Having conquered all of the lower planes, Khayne demanded sacrifice from his children, his beloved Exodites who could only bow to the will of their Emperor.

With the first thousand sacrifices on three different planes of existence, Khayne ascended to godhood. The Exodite made their emperor into the most powerful god on Exodus. His perfect mind and his single dedication to his purpose showed the way of perfection to the Exodites. Many have since tried to elevate themselves to the same level as the First Emperor, but all have failed.

#### THE EXODITES' EMPIRE

With Khayne's apotheosis, the Empire passed into the hands of the capable Exodites. Though powerful houses and dojos vied for power, their benevolent rule brought happiness and civilization to the other First Ones, as well as to the subjugated slave races. These subjugated races prospered and relished the order and the many blessings their masters brought them. No more did they live in horrid hovels or cower at the thunder. They harnessed fire, understood the fabrication of weapons and their whole lives were filled with joy as they freely offered themselves to Khayne and found fulfillment in servitude.

#### тне када

The empire remained a haven of civilization and power for over thirty five centuries. However, during the 36<sup>th</sup> century, a group of human rebels and malcontents plotted the overthrow of the empire. Using the gifts their masters gave them, they sacrificed themselves to a new god. This new god they called Kaga, which can be roughly translated "Betrayer" in Exodite.

The Exodites mounted an expedition against the rebellious slaves. They slaughtered hundreds and dragged thousands more to the top of Khayne's unholy temple. The Exodites believed they had quelled the rebellion, but the events to come proved them wrong. Though the Exodites had slaughtered many of the Kaga's followers, the arcane construct escaped, as did many of its followers.

In the years that followed, the Kaga and its followers spread lies, deceit and chaos. Wherever they went, they polluted the mind of the slaves, changing them from thankful and obedient to resentful and rebellious. The Exodites led many brutal repressions, but the Kaga avoided the First Ones. The Exodites made a fatal mistake in trusting the other First Ones to assist them.

To the Exodites, the other First Ones are lazy, complacent and unable to obey clear and simple commands. Instead of ceaselessly pursuing the Kaga, they allowed it to travel at leisure. Thus the rebellion of the slaves gained momentum. The Exodites won victory after victory, but the dull and unfocused First Ones led armies into wasteful battles.

The empire that Khayne built stood for nine centuries and then crumbled slowly but surely. The Khaynites, Aneishi and Sobeka all flocked to the Exodite fortresses.

Finally, at the end of the forty-fifth century, the last of the Exodite strongholds fell to the slave armies of the Kaga. The Kaga's men readied themselves to launch the final attack that would destroy and forever crush the First Ones.

At this point, the Exodite general, Kaoth Ootheg, ordered his people to leave through a Nexus Gateway for a secret hiding. Legions of Scythians were sent to fight a delaying action while the First Ones abandoned Exodus.

#### INTO THE UNDERSHADOW

Kaoth Ootheg led his people through a number of portals. Finally, the First Ones reached the land that would be their new home. Ootheg called this place "Kayen'Te". The Exodites, being the most numerous, naturally assumed positions of leadership but the others decided to argue and oppose the leadership of the Exodites.

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What happened next revolted the Exodites and proved them right in every way.

A group of Sobeka and Aneishi murdered Kaoth Ootheg, the one who had saved them all. The Exodites began a pogrom of retribution against all those who opposed them. The Sobeka bore the brunt of the Exodites' aggression.

Within a year, Exodite command had fragmented so much that the campaign that began with massive victory sputtered. Accusations of treason and conspiracy that led to Ootheg's death broke the Exodites' unity. Exodite generals set themselves as princes and established domains in the Undershadow. They began plotting against each other and against the other First Ones.

#### THE CIVIL WAR

The Exodites' numerical advantage increased with the centuries-long civil war they waged. The Exodites threw themselves into this war with the single-minded dedication that typifies them. Forming tangled webs of alliances and feuds the Exodites took part in every internal conflict the First Ones fought.

Yet during these dark days, the Exodites did not remain idle, they sent small war bands to Exodus to keep tabs on the surface-dwellers. They established a network of spies and informants through the Brotherhood of Khayne.

At first, the Brotherhood of Khayne was a small cult in the jungles of Bal. However, with Exodite guidance and advice, the cultists slowly grew in power. Over time, the Exodites changed their tactics, allowing the humans to expand without their direct control, preparing and grooming them to form the core of a new Exodite army that would conquer the world.

#### THE COMBINE

As time went by, many Exodites felt like the stalemate wars in Kayen'Te only exhausted their armies and served their enemies. After many unsuccessful attempts at setting a lasting peace among the First Ones, a powerful sorceress named Dara Aarkanee gathered the most powerful princes together at her palatial estate in Welkan.

Exactly what she told them remains unclear to this day, but her words managed to put an end to fifteen centuries of constant warfare among them. Khaynites now call her the Witch of Welkan. Without her, it is likely the First Ones would still feud with each other. During their meeting at her estate, The Combine was formed, and the First Ones had a plan to recreate the empire they all had been fighting for since the Kaga spread his lies.

With peace between the princes, the Exodites' attention returned to the conquest of their lost empire and the punishment of their rebellious servants.

# PERSONALITY

Exodites are stern, dour and aloof. They value the search for personal perfection above all. Exodites consider communicating a burdensome break from their disciplines and generally avoid it. Exodites acknowledge others only to keep a tally of the offenses they have committed and the suffering required to even the scales. An Exodite not engaged in scheming, practice or meditation contemplates the litany of woes he intends to inflict on his enemies.

Because Exodite culture is intensely focused on selfperfection and discipline, Exodites tend to be lawful evil. Beneath their icy exterior, Exodites seethe with volcanic rages and burning passions. An Exodite whose discipline slips in the slightest gives in to the surging chaos of his inner self.

Their dedication to perfection expands in whatever the Exodite does. While many opt for martial pursuits, those who dedicate themselves to other ways do so with the same single-mindedness and dedication.

Exodites speak Exodite, which also serves as the common tongue for the First Ones. Most Exodites also speak modern Common and Khaynite.

#### PHYSICAL DESCRIPTION

Exodites are tall, elegant and muscular humanoids. Their skin is the color of polished obsidian. Because most constantly hone their bodies for battle, their flesh is as hard as the rock it resembles. Exodite eyes are usually also glossy black. Although rare, red-, purple- and blueeyed Exodites are sometimes seen. They have pointed ears, causing many to mistake them for the drow of other worlds.

Seeking perfection, Exodites completely shave their bodies. Those who give in to their inner nature often stop shaving and grow long manes of hair.

Exodite culture encourages them to carve painful but imposing ritual scars in their bodies. Studying an Exodite's network of scar tissue tells a trained observer much about his standing and role in society.

When traveling outside the domains of the First Ones, Exodites wear concealing cloaks to hide who they are. The older and more powerful an Exodite becomes, the more intense his connection to the Plane of Shadow grows. Exceptionally powerful Exodites sometimes appear to be clothed in solid shadows, and darkness always seems deeper when it hides an Exodite. Exodites have a much higher body temperature than most humanoids.

#### RELIGION

Exodites are followers of Khayne, the blood god of the Khaynites. To the Exodites, Khayne is less a god of slaughter and sacrifice and more one of war and dominance. Religious Exodites believe Khayne is an ascended mortal and strive to follow his example.

Many Exodites eschew paying respect to Khayne; these nihilists believe only in their own perfection of body and mind – their only gods those they create of their crude flesh by incarnate will.

#### NXDES

Exodites do not have clan or family names. An Exodite receives a personal name shortly after birth, but only if he is accepted into a dojo or the

tutelage of a master is he considered worthy of a second name.

Male Names: Daak, Kaoth, Maruk, Oroth, Roath, Thaok. Female Names: Ara, Kath, Kahsa, Madu, Thaa. Dojo Names: Aath, Gahta, Naal, Odam, Vaar.

#### RELATIONS

Exodites make up the majority of the 'civilian' population of the First Ones and have authority over great estates and domains. Exodite princes command great armies of P'Tan and Scythians. Exodites despise any who do not share their passion for self-perfection. They consider most of the races of Exodus, including other First Ones, little more than beasts.

While travelling the multiverse, the Exodites have encountered the drow elves and formed an alliance of convenience. Today, a few drow serve the Exodites as assassins, doubles, concubines and slaves.

#### EXODILE FYDDR

Exodites can be found everyone the First Ones are. In Kayen'Te, the Exodites are everywhere. They are the main citizens of that bleak demesne. Exodites prefer warm, arid climes to cold or wet ones. They are equally at home above or below ground.

> Exodites encountered in mainland Exodus are nomads of the shadows, infiltrating the society of humanoids, and plotting the destruction of the Kaga and his supporters.

#### USING THE EXODITES

Exodites' single-minded dedication means they can fill a number of roles. They can be warriors or casters; they can be a minion master or the single invincible opponent; they can be part of a greater group or solos. The important thing for the Exodite is that whatever he does, he does with complete focus and single-minded obsession.

As a race, Exodites are most interested in regaining their empire, punishing the rebels slave and growing their power.

#### **XDVENTURERS**

Many Exodites spend long periods of time adventuring for a variety of reasons. But whatever the reason, they seek to be the best at what they do. Exodites are the First Ones most likely to dedicate themselves to a life of adventure.

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# ENEMIES OF NEDEXODUS

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CR 7

#### **XT WXR**

An Exodite army functions like its Exodite masters: it is a well-discipline machine following a pre-established battle plan. Once engaged, an Exodite army executes the plan or dies trying.

Soldiers under Exodite command are drilled constantly by their unwavering taskmasters. They march as one, fight in a common style, obey without question. Even the levies are trained and have served admirably for centuries.

Exodites are likely to use summoned creatures to supplement their armies, favoring bigger monsters to draw fire from the enemy, leaving their more reliable – and harder to replace – troops to do the fighting.

How an Exodite commander behaves on the battlefield depends on his own training. Those with martial training favor leading from the front. Spell casters generally lead from the back.

Younger Exodites frequently form units of specialists kept as a reserve to commit to battle when the enemy shows signs of faltering. These all-Exodite units are considered valuable and never committed frivolously.

Veteran Exodites – and those with enemies – are frequently assigned to lead units of lesser troops into combat. The performance of those troops reflects upon the Exodite himself.

Only rarely do the Exodite use mercenary troops. Rarer still do they use mercenaries not known for their high level of training and discipline. Such troops are considered distasteful and unreliable in battle.

#### TYPICAL EXODITES

Exodites are presented here in the same format as a character race. The reason for this presentation is to give the GM the versatility of creating Exodites the same way as a PC or an NPC (see the *Pathfinder Core Rulebook* for details).

PCs should never be Exodites.

#### EXODITES RACIAL TRAITS

+2 Dexterity, +2 Strength, -2 Charisma Exodites are strong and agile but have little to no social graces.

**Medium** As Medium creatures, Exodites have no special bonuses or penalties due to size.

Normal Speed Exodite base land speed is 30 ft.

Humanoid Exodites are humanoids with the First One subtype.

Darkvision Exodites can see in the dark up to 120 feet.

Languages Exodites begin play speaking Exodite and their choice of Common or Khaynite. Exodites with a high

Intelligence score can choose from the following: Abyssal, Aneishi, Common, Infernal, Khaynite, or Sobeka.

Iron Will Exodites gain Iron Will as a bonus feat.

**Shadow Jump (Su)** As a move action, an Exodite can jump between shadows as if using a *dimension door* spell. The limitation requires the Exodite to jump from a shadowy area to another. An Exodite can jump up to 10 feet per level each day. The total distance may be split between jumps. Activating shadow jump does not provoke attacks of opportunity.

**Weapon Familiarity:** Exodites are proficient with any Exodite weapon. They treat any First One weapon as martial weapons.

#### EXODITE

**XP** 3,200

Male or female Exodite Monk 5/ Fighter 3 LE Medium humanoid (First One) Init +8; Senses darkvision 120ft.; Perception +13

#### DEFENSE

AC 23, touch 19, flat-footed 18 (+2 armor, +3 class, +1 deflection, +4 Dex, +2 shield);

hp 59 (5d8+3d10+7)

Fort +11, Ref +12, Will +10; +11 vs. fear, +12 vs. enchantment

**Defensive Abilities** armor training 1, bravery 1, evasion, still mind; Immune disease

#### OFFENSE

Speed 40 ft.; slow fall (20ft)
Melee unarmed attack +12/ +7 (1d8+4) or unarmed attack +10/ +10/ +5 (1d8+4)
Special Attacks ki pool (4, strike as magic weapon); Stunning Fist (5/day, 1/round, DC16)

#### **STATISTICS**

Str 16, Dex 18, Con 12, Int 10, Wis 14, Cha 6 Base Atk +6; CMB +12 (+14 grapple); CMD 28 (30 vs. grapple)

**Feats** Agile Maneuvers, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Pull Into Shadows\* (DC16), Stunning Fist, Weapon Focus (unarmed strike)

**Skills** Acrobatics +15 (+20 jump), Intimidate +6, Perception +13, Stealth +12

Languages Common, Exodite

**SQ** fast movement (+10ft.), high jump, maneuver training, purity of body, shadow jump (80ft.), slow fall (20ft.), still mind

**Combat Gear** potion of cure moderate wounds (x2) **other gear** amulet of mighty fists +1, bracers of armor +2, cloak of resistance +3, ring of protection +1, ring of force shield

ECOLOGY

Environment: Kayen'Te and First One Enclaves

**Organization:** solitary, or with a number of slaves **Treasure** double standard



Their blood is that of Khayne. Their past is of the grandest time of history. Their future is of divinity. They are the Khaynites.

The undisputed masters of First One society, the Khaynites are a race dedicated to the worship of Khayne, the everhungry blood god. Depraved, self-indulgent and sadistic, the Khaynites are brilliant and mighty. To defy their will invites tortures beyond imagining. The Khaynites have long desired a return to glory in Exodus. After two thousand years of exile, they are ready to fight with all their formidable resources to affect that return.

The poor, misinformed and nearly mindless slave races believe the Khaynites are members of the First Ones. The Khaynites are the creator of the First Ones and of every other sentient race on Exodus.

#### HISTORYANDMYTHS

In the primordial chaos before the world was formed, unformed masses writhed and whirled. Between them blood flowed. Sustaining them. Feeding them. Hosting them. From this chthonic, primordial ooze, a single mind emerged. The ripple of this sudden creation trickled down, creating a myriad of other creatures.

Khayne's self-creation changed the whole world with his birth. As he explored the world he had just created, he was overjoyed to see that most of the creatures were filled with his own divine essence. Khayne wasted no time in siring children with as many species as he could find, creating even more species.

The children of Khayne were highly gifted in the ways of magic. They inherited their father's two greatest loves: the need to satisfy one's immediate desires and the need to experience the world.

To accomplish those two goals, the Khaynite drew on their divine origin and sired through natural, magical and even alchemical means, entire races to serve them. These slave races are experimental. Some races became extremely successful. Those creations the Khaynites called the other First Ones, while others were deemed useful only to serve the Khaynites and their First Ones.

The Empire of the First One was seeded rather than conquered. Its servant races created and placed, all in accordance to the divine guidance of Khayne. With time, Khayne left the lands of Exodus to explore other realities. He demanded his beloved children keep his temple drenched with blood while he travelled.

#### THE CREATION OF KAGA

With their father and creator gone, the Khaynites continued their hedonistic ways, leaving the day-to-day functions to lesser beings. These lesser beings could not grasp the complexity of the task their betters put upon their shoulders. The First Ones' lack of vigilance enabled a group of arcanist slaves to create their arcane toy using magic Khayne intended only for First Ones.

The Khaynites commanded their First Ones to quell the rebellion, which they did with some efficiency. But they soon lost momentum and the slaves began to realize an alarming number of victories.

The First Ones wasted their armies in useless battles while the Khaynites left the fighting to inferiors to focus on creating more servant races. These were needed to increase the numbers of minions at the core of their armies.

Seeing the failure of their armies, the Khaynites commanded the First Ones to withdraw to a secret base -a place they called the Undershadow, or Kayen'Te. After the long pilgrimage through many secret Nexus Gateways, the First Ones had become rebellious, insolent and disobedient to their betters.

#### CIVIL WAR IN THE UNDERSHADOW

The Khaynites themselves suffered few casualties during the Civil War in Kayen'Te. Instead of fighting directly with their much more numerous underlings, they created armies of slaves and servants to fight for them. The Civil War pushed the Khaynites to even greater ingenuity in the creation of new slaves.

Among those new servants, the Khaynites count the Koleos, the barbed Scythians, and many half-fiendish creatures and giant creatures.

# PERSONALITY

A Khaynite is a cruel, domineering creature, relishing in his own power as much as the powerlessness of his subjects. To him, mastery over intelligent beings eclipses all other concerns; everyone is either master or slave, and to be a slave is as intolerable as to be a master is delicious. They have a strong hedonistic streak and few Khaynites can resist the urge to indulge in the many vices that constantly strike their fancy. Since most of their pleasures involve the pain of others and in many cases, an admixture for themselves as well, their lusts are as dangerous as their ambitions.

If the Khaynites were not twisted enough by their nature, then their inculcation from birth into the gruesome rites of Khayne's cult removes any redeeming quality they may have. Khaynite childrearing practices assure their monstrousness.

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Young Khaynites train almost from birth to master the arcane arts and their interest in dark research. Siblings play lethal games with each other and their slaves.

Young adults master transmutation magic and usually experiment upon their own bodies. Less than half of each generation of Khaynites reaches adulthood, but those who do are the most depraved, ruthless and talented.

Khaynites behave little better than mortal fiends, indulging in brutal whims and bizarre passions that rival those of demons. Khaynites are almost always Chaotic Evil.

#### PHYSICXL DESCRIPTION

Khaynites are humanoid and may pass for human at a quick glance. They are tall, often six or seven feet, and their muscle mass is higher than normal. Dissolute life leaves many Khaynites looking more massive than muscular, but even the most degenerate possess hidden reserves of strength – the better to force physical as well as mental submission upon those they consider their inferiors – everyone else.

Khaynites have extremely pale skin; females in particular have almost translucent flesh. Adult Khaynites love to graft an astonishing array of piercings, tattoos and sometimes parts of other creatures kept in pseudo-life by dark magic.

Khaynites aspiring to become powerful spell casters install spigot-like piercings directly into their veins, making blood casting rituals more convenient. In spite of these and even more bizarre body modifications, the basic form of Khaynites is sickly seductive to most humanoids. Humanoids find themselves at turns repulsed and fascinated by a Khaynite's appearance.

Khaynites have deep, strangely hypnotic and powerful voices.

Khaynites are known to be able to successfully breed with other aberrations, humanoids and monstrous humanoids. The resulting hybrids are subjects of intensive study.

Khaynites speak Khaynite, a language derived from Abyssal. Khaynites also speak Exodite and either Sobeka or Common.

#### RELIGION

The worship of Khayne is central to Khaynite culture. All adult Khaynites – except the rare renegade – consider themselves priests of Khayne and leader of any organized religions. They maintain this even if they are not divine spell casters.

A Khaynite conducts his own rituals to Khayne, based on his own whims. Thus there is no unified religion. Rituals and prayers often involve the sacrifice of countless slaves and captives.

Khaynites who deal with the Brotherhood of Khayne frequently set themselves up as reincarnated versions of

dead priests and rarely accept anything but total control over any and all cultist.

#### **N**太巾モS

Khaynites deride such fripperies as family ties as signs of weakness. Instead of names devoted to clan, family or affiliation, Khaynites are given one personal name at birth and acquire more by killing or subjugating other Khaynites. Most Khaynites emerge from childhood with between two and four names, often those given to siblings they betrayed and murdered. A Khaynite continues to collect names throughout his life.

Khaynites are extremely powerful, although a few, by picking on the weakest members of their race, manage to acquire the seeming of power without actually possessing it. Because of the custom of taking the names of the slain and enslaved, Khaynites make no distinction between male and female names.

Names: Bikhari, Khuralu, Meshurr, Nhubat, Sauthoss, Ygarku, Ygnoth, Zautoloss.

#### RELATIONS

Khaynites dominate or die. They apply this attitude to everything they do. Amongst themselves, they constantly vie for power – but compared to their treatment of outsiders, they are at least cordial to each other.

Khaynites never accept orders from a member of another race and are loath to take suggestions. Nor do they tolerate defiance of any kind; the slightest hint of sarcasm or resentment in a servant warrants brutal retaliation.

Only the more numerous Exodites, whose support the Khaynites require, are allowed the slightest freedom. Khaynites consider the entire world theirs to do with as they will, and those regions where their mastery is not acknowledged are considered to be in rebellion. In many ways, they have never adjusted to the loss of their ancient empire – and perhaps never will.

The Khaynites are allegedly ruled by a queen, but what power that queen actually holds is hard to evaluate. The Khaynites' natural reluctance to submit to anyone else makes this secret queen something of a myth.

#### KHXYNITE LXNDS

Khaynites rule the dark demesne of the First Ones with an iron fist (sometimes literally), is held in check only by the Exodites' greater numbers. When it comes to domination, Khaynites care nothing for climate or terrain: a cave, a mountain, a forest, or a coast – all are equally acceptable. As long as a Khaynite has control over it, the world is as it should be. To Khaynites, the whole of Exodus and beyond are 'Khaynite lands.'

On Exodus, the Khaynites control pockets of land nominally held by the Brotherhood of Khayne. The Brotherhood's lack of unity can be directly attributed to constant infighting between its Khaynite masters.

The Khaynites control large portion of the Undershadow. These areas are easily recognizable because of the many slaves and hybrid creatures one can find there. Because Khaynites have difficulty working with each other, their lands are separated into large estates where a Khaynite can indulge his fancy.

#### USING THE KHAYNITES

The Khaynites make great mastermindtype villains. They are the worst of the worse and lowest of the low. They have little to no redeeming qualities. They live to inflict pain upon others and indulge themselves in their latest fantasy. When not engrossed in creating new abominations, they plot against each other.

If one can offer a Khaynite something that strikes his fancy, the Khaynite can be bribed into a temporary alliance.

Warning to those foolish enough to trust a Khaynite: they spent their whole lives bathed in deceit, they live to plot against one-another, and they seek only to fulfill their next desire. They have no conscience and betraying a group of adventurers is something they would not lose any sleep over.

#### **XDVENTURERS**

Like everything the Khaynites do, they rarely stick to it for long periods of time. Adventuring Khaynites generally do so disguised as members of other races, usually human. Though the specific reasons for adventuring change, the end goal is always the same: the gathering of power.

#### XT WXR

Khaynites relish the mayhem caused by war but tend to stay away from it themselves. They generally hire – or command – a lesser being to do the fighting. And if the inferior fails, his master can hardly be blamed.

When the Khaynites go to war, they haphazardly send hordes of half-formed monstrosities to the battlefield. Aberrations, oozes, fiends, half-fiendish and half-Scythian creatures form the core of a Khaynite army. The ever obedient Scythians have become rarer in recent years, but Scythian officers still rule over units of stumbling and drooling monsters.

Khaynites found on the battlefield frequently serve as advisor or magical support in other First Ones' armies. Such assistance comes at a high cost and betrayal is

ENEMIES OF NEOEXODUS: LIKSC ONES

frequent, but their magical power makes them highlysought. A defeated general can rest assured that any Khaynite ally he had will quickly turn upon him.

#### ΤΥΡΙΟΧΗ ΚΗΧΥΝΙΤΕς

Every Khavnite is either an oracle or a sorcerer. They do not gain any additional ability. Khaynites taking levels in either class add their racial spell casting level (8) to the class levels to determine final caster. Thus a Khaynite Sorcerer 1 would have the abilities of a 9th level sorcerer.

#### KHAYNITE

XP 4,800

CE Medium aberration (First One) Init +4; Senses darkvision 60ft.; Perception +0

#### DEFENSE

AC 21, touch 12, flat-footed 20 (+2 armor, +2 Dex, +8 natural); hp 102 (12d8+48) Fort +10, Ref +8, Will +10

#### OFFENSE

Speed 30 ft. (base 40ft.); swim 30ft. Melee longsword +8/+3 (1d8-1/19-20)

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

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

4th – (4/day) unholy blight (DC21)

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

2nd - (8/day) hold person (DC18), sound burst (DC19, 1d8), undetectable alignment

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

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

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

4th - (4/day) stoneskin

3rd - (6/day) dispel minions\*, fireball (8d6, DC20)

2nd - (8/day) blindness/deafness (DC19), flaming sphere (DC 19), summon swarm

1st - (8/day) burning hands (DC18, 5d4), charm person (DC17), expeditious retreat, grease (DC17), magic missile **0** – acid splash, bleed, detect magic, light, mage hand, minion mark\*, prestidigitation, read magic

#### **STATISTICS**

#### Str 8, Dex 14, Con 18, Int 13, Wis 10, Cha 22 Base Atk +9; CMB +8; CMD 20

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

Skills Diplomacy +21, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (nature)

+7, Knowledge (religion) +7, Spellcraft +13, Use Magic Device +17

Languages Common, Exodite, Khaynite SQ easy breeder, powerful caster

**Combat Gear** potion of cure moderate wounds (x2) other gear bracers of armor +2, cloak of resistance +2, headband of alluring Charisma +2

#### ECOLOGY

CR 8

Environment: Kayen'Te and First One Enclaves Organization: solitary, or with a number of slaves Treasure double standard

#### **SPECIAL ABILITIES**

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.



In the days of the First One Empire, the Sobeka were servants of the First Ones, used as soldiers and spies to maintain control of the empire. With the loss of the Empire, many Sobeka followed their past masters into exile, but many retreated to remote areas of the world where they continued to maintain contact with the First Ones.

These holdings, commonly found in remote areas of Unthara and the Wyldlands of Bal, are the starting points from where the First Ones plan to return to Exodus. To ensure the loyalty of the Sobeka, the First Ones recognized many of the Sobeka leaders as princes and valued allies.

From the other side of the coin, the Krocas were the face of the First Ones throughout the wars that destroyed the Empire. This identification of the Sobeka as a race of First Ones was made by men long before the other First Ones recognized them as partners.

The Sobeka are not a unified race, rather two distinct interbreeding subspecies form the Sobeka race. The small and stealthy Kobura and the big and monstrous Kroca are both Sobeka.

Like other reptiles, adapt to the needs of their community before birth. Thus in times of war, more Krocas are born. Like frogs, Sobeka change genders to suit the needs of the community. Eggs laid by any Sobeka can be fertilized by any Sobeka male. Sobeka have difficulty understanding other races' clearly define gender-based roles.

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#### HISTORY AND MYTHS

The Sobeka believe that when the world was young, Khayne walked across its entire surface. Finding only dim-witted and simple-minded animals to accompany him, he captured a snake and an alligator. Opening their heads, he devoured the simple brains he found there and through his nose pulled out part of his own and filled their heads with his divine essence.

Immediately, both were filled with sentience and intelligence. Joining their natural cunning with the divine

spark of Khayne, they set out to reproduce. Khayne liked what he saw and returned to his travels.

Untold years later, the sons of Khayne found the lizard's descendants. From the snake and the alligator a completely new race evolved - the Sobeka. The Sobeka recognized the Khaynites' divine origin and the two races began to work together.

The Khaynites brought food and glory to the Sobeka who served in the armies of the First Ones.

#### THE KAGA'S REBELLION

When the Kaga's followers rose in rebellion, the Sobeka were taken by surprise. They could not understand why the slaves would dare to rise against those who had been ordained by Khayne to rule the world.

In spite of their surprise, the Sobekas sided with their masters and formed a hard battle line. They inflicted costly defeats to the forces of Man and completely pacified regions under their command.

The other First Ones were not as good or as gifted in the art of war as the Sobeka and thus suffered defeat after defeat at the hands of the Kaga's forces. When the Sobeka offered to help, they were rudely ordered back to their swamps. Following orders, the Sobeka saw the collapse of the First Ones' Empire. Many Sobeka who served other warlords were trapped and forced to flee under the incapable leadership of the Khaynites.

The victorious humans tried to destroy the Sobeka, but eventually gave up. The Sobeka swamps were not to their liking and the many defeats they endured killed their morale. Reduced in size, the Sobeka ruled isolated domains in the Wyldlands of Bal and on the islands of Unthara and Ablis. Soon, men forgot about them and moved on to other things. The Sobeka were relegated to the role of bogeymen.

#### **K**XYEN'TE

Life was difficult for the many Sobeka forced to flee Exodus for the underground realm of Kayen'Te, the Undershadow. At first, they were grouped with the Scythians and used as fodder in the wars between the Aneishi, the Exodites and the Khaynites. Because of their large numbers, many chose to band together and elect princes among them.

Sobeka princes were ridiculed by the First Ones and ignored. Unused to the plotting and betrayal the other First Ones had lived all their lives with, the first Sobeka princes found themselves trapped in complex webs of lies they did not fully understand.

# ENEMIES OF NEOEXODUS:

#### CUNTACT

When the Sobeka enclaves on Exodus contacted their brethren in the Undershadow, the situation changed. No longer could the First Ones use the Sobeka as pawns in their games. The Sobeka now had something the First Ones needed: they had holdings on Exodus.

Overnight, the standing of the Sobeka princes changed. The Sobeka princes learned of the treachery of the First Ones. They force the others to recognize them as equals and demanded heavy tolls to use the Nexus Gateway. For the first time, the Sobeka tasted the life of a ruler.

And they liked it.

#### THE REST OF THE CIVIL WAR

The Sobeka's reign and mastery over the Nexus Gateways made them rich. The Sobekas spent the rest of the Civil War content with the gains they had acquired and fought to maintain them. Though they became better at understanding the complex political landscape of the First Ones' empire in exile, they never mastered politics like the Khaynites or some Exodites.

The establishment of The Combine barely changed the lifestyle of the Sobeka princes. They continued to share their power with those who could afford their services. Other First Ones

consider the Sobeka to be mercenaries without any clear loyalty.

With talks of a possible invasion, Sobeka princes are again courted for their favor. Many already dream of a time when they again rule over lesser beings.

#### THE KOBURA PERSONXLITY

Kobura are naturally subservient to the point of obsequiousness. Unlike humanoid servants whose fawning is often directly proportionate to their disloyalty, most

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Kobura genuinely mean the compliments they heap upon their masters. Among those they consider equals, however, the Kobura are ruthless and conniving. They do not fear death but they seek prestige, and have been known to abandon comrades to a gruesome fate to advance their own cause.

Kobura value malice and cruelty, traits they learned from their previous masters, the Khaynites. To a Kobura, everything is designed to promote and support a Kobura's own prestige. They are willing to serve others unless and until such a master can no longer increase their own prestige. As such, most Kobura are neutral evil in alignment.

Kobura speak Sobeka, the language of the First Ones' reptilian slave races. Many Kobura, including all officers, learn to speak Exodite. Kobura who spend most of their time on Exodus instead learn Common to better spy on their humanoid enemies.

#### PHYSICAL DESCRIPTION

Kobura are nomadic predators, less organized but hardly less dangerous than their soldierly brethren.

Kobura are serpentine humanoids, about four feet long from tail to fanged mouth. Kobura fangs are usually not strong enough to do any real damage to humanoids, although some train to improve the lethality of their bite.

Kobura are covered with soft, leathery scales, usually in mottled patterns of green and brown. A Kobura's body extends from a humanoid shape to a serpent-like tail without legs. Their arms end in five-fingered hands with a humanoid bone structure. Due to their forked tongues, Kobura tend to speak in hissing, sibilant tones.

#### RELIGION

Kobura worship Khayne as the Giver of Life. As such, he is seen as the creator of the Sobeka race. The aspect of Khayne typically worshipped by the other races is often ignored by the Kobura. Koburas are not very devout and actually mix the worship of Khayne with odd, chthonic and ancient animistic rituals.

Kobura renegades, who are more likely to become spell casters, tend to adopt survival-of-the-fittest animism, filling their metaphysics with nature spirits who share their skulking, sinister nature.

#### N太市モS

Kobura have only one name, which they instinctively know when they hatch. Unlike the larger Kroca, the Kobura rarely change their names later in life. Kobura names are words in the Sobeka language; they tend to favor somewhat more complex constructions than their kin.

Since the Kobura change gender whenever it is needed, their names are gender-neutral.

Names: Aos, Bess, Kudeth, Liseth, Nedeth, Ressa, Sseta, Zag.

# PERSONALITY

In the days of the Empire, the Kroca formed the shock troops of the First Ones. Large man-reptile hybrids with an insatiable hunger for humanoid flesh, these man-eaters were slave-soldiers who willingly sublimated themselves in return for more chances to catch and devour their favorite prey.

The modern Kroca are much like their ancestors unquestioning in their obedience and unrivalled in their might. Any invasion plan features the Krocas as the brutal hammer they are.

Krocas are merciless, cold and completely driven by an inner rage and constant hunger. Roused to action, they explode with savage force and unparallel brutality. Kroca prefer the taste of warm humanoid flesh to all other foods. At rest, they are lazy beasts, preferring to bask in the sun or lounge in mud pits.

Despite being more intelligent than most of the savage humanoids, the Kroca are also more bestial. Left to their own devices, most concern themselves only with catching and devouring any humanoid they can get their jaws around. Krocas tend to serve only their clutch, so long as they can do what they please. This makes most Krocas neutral evil.

Krocas struggle to form the words of humanoid races; the creatures are much more comfortable speaking Sobeka. However, most Kroca speak or at least understand Exodite, and a few also master Common.

#### PHYSICAL DESCRIPTION

Massively muscled and standing usually between seven and eight feet tall, a Kroca towers over most humanoids. The Kroca's hunched form is broad-shouldered and squat. Their crocodilian scales are as hard as tempered mail and cover the creature from head to toe. Kroca heads extend forward from shoulder-height and end in a perpetually grinning mess of fangs. Kroca sport powerful tails they use to keep their balance on land and as rudders while swimming.

#### RELIGION

The Kroca instinct to follow orders extends to their spiritual life. Simple creatures, the Kroca are not great religious thinkers and follow the religion of other creatures around them. Most profess to worship Khayne, but few, if any, ever join the priesthood. The Krocas enjoy the bloody rituals of Khayne.

The Kroca frequently turn to the Koburas for religious guidance.

# ENEMIES OF NEDEXODUS: FIRST ONES

#### NXDES

Krocas are simple creatures and favor simple names. Krocas have only one name, but that name may change over the years. Upon hatching, a Kroca instinctively knows its name. Krocas who achieve some memorable feat usually take a name that calls it to mind in the Sobeka language.

Names: Aos, Ber, Emm, Hes, Kut, Mat, Mehr, Rho, Zag.

#### RELATIONS

All Sobeka serve the First Ones. They tend to kill every creature they do not consider allies. Unlike most First Ones, the Sobeka feel an instinctive loyalty to other members of its clutch. Generals using Sobeka use an entire clutch as a single unit, joining the Kroca's massive strength to the Kobura's stealth and cunning. When separated, clutch member instinctively seek each other out.

The Kobura form the vast majority of the Sobeka population, outnumbering the Kroca by four to one. All of the Sobeka princes and generals are Kobura.

Kroca live and die for their stomachs and for the taste of humanoid flesh. Since the First Ones provide for both, the Krocas are happy to serve. A good way to ensure that a Kroca turns against you is to deny him the right of devouring the fallen on a battlefield.

The Sobekas in general have affinities with snakes, crocodilians and other reptilian races whom they frequently gather around them as servants and slaves. Kobolds, lizardfolk and troglodytes are thus accepted as allies in Sobeka culture.

#### SOBEKY FYUD2

Most Sobeka dwell in Kayen'Te. They can be found milling about the strongholds of Exodites and Khaynites, running errands for the greater First Ones.

Sobeka control a number of hard to reach enclaves in the Wyldlands of Bal. Those enclaves used to blend with their natural surroundings, but recent invasion plans by the First Ones have turned these former jungle villages into veritable fortresses raised with magic and summoned elementals.

Independent Sobeka settlements invariably gravitate toward steaming jungles and misty swamps, where the Kobura are most comfortable.

#### USING THE SOBEKA

#### **XDVENTURERS**

Kobura live an adventurous life. The foragers and scouts of the First One armies, they are accustomed to living off the land, taking what they need, avoiding pursuit, and exploring dangerous and contested areas.

Kobura are rarely sent on missions that require penetration deep into enemy territory (the Exodites prefer to take these tasks upon themselves), so most Kobura who join with non-First One will be renegades and hunted by the First Ones.

These escaped slave-soldiers have little hope of survival, since they are hunted as evil vermin by humanoids and as traitors by the First Ones, so joining a competent band of adventurers may actually increase their lifespan.

Krocas are naturally lazy and dislike adventuring life. When not eating or killing something to eat, they bask in the sun, slowly digesting. Their size makes them unsuited for underground exploration.

#### XT WXR

The smallest of the First Ones, Kobura serve as scouts and foragers. These small snake men range ahead of First One armies, preparing the ground for more powerful creatures and assisting them by setting up ambushes and surprise attacks on the enemy.

# SAMPLE KOBURA

Kobura are presented here in the same format as a character race. The reason for this presentation is to give the GM the versatility of creating Kobura the same way as a PC or an NPC (see the *Pathfinder Core Rulebook* for details).

Kobura should not be used as PCs. Kobura face extreme prejudice from every race of Exodus. Independent Koburas face a life of isolation, hunted by both the First Ones and everyone on mainland Exodus.

#### KOBURA RACIAL TRAITS

+2 Constitution, +4 Dexterity, +2 Wisdom, -4 Strength, -2 Charisma Kobura are extremely agile, cunning and resilient, but they are weak and lack the social graces of other races.

**Small:** Kobura are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed A Kobura's base land speed is 20 ft.

**Humanoids** Koburas are monstrous humanoids with the First One and reptilian subtypes.

Darkvision Kobura can see in the dark up to 60 feet.

Scent Kobura gain the scent ability.

Languages Kobura begin play speaking Exodite and Sobeka. Exodites with a high Intelligence score can choose from the following: Abyssal, Aneishi, Common, Draconic, Infernal or Khaynite.

Bite Kobura have a bite attack.

**Elasticity** Kobura gain a +4 racial bonus to Escape Artist. Because of this ability, Kobura can move through tight locations as if it were one size category smaller.

Natural Armor Kobura have 2 points of natural armor.

Stealthy Kobura gain Stealthy as a bonus feat.

#### KOBURA INFILTRATOR

#### **XP** 1,200

Male or female Kobura ranger 5

CE Large monstrous humanoid (First One, reptilian) Init +0; Senses darkvision 60ft., scent; Perception +10

#### DEFENSE

AC 20, touch 16, flat-footed 15 (+2 armor, +5 Dex, +2 natural, +1 size); ACP +0 hp 47 (5d10+15)

Fort +7, Ref +9, Will +3

#### OFFENSE

Speed 20 ft. Melee bite +5 (1d4-1) Ranged mwk longbow +13 (1d6/ x3) Ranged mwk longbow +11/+11 (1d6/ x3) Special Attack Favored Enemy (human +4, vermin +2), Point Blank Shot, Precise Shot, Rapid Shot Ranger Spells (CL 2th; concentration +3) 1st – entangle (DC12), longstrider

#### **STATISTICS**

**Str** 9, **Dex** 20, **Con** 16, **Int** 10, **Wis** 12, **Cha** 6 **Base Atk** +5; **CMB** +3; **CMD** 18

**Feats** Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Stealthy, Weapon Focus (longbow)

Skills Climb +7, Handle Animal +6, Knowledge (nature) +8, Stealth+19, Survival +10 (+12 to tracking); Racial Modifiers +4 Escape Artist

Languages Exodite, Sobeka

**SQ** elasticity, favored terrain (jungle +2), wild empathy (1d20+3)

**Combat Gear** potion of cure moderate wounds (x2) **other gear** mwk studded leather, mwk longbow

#### ECOLOGY

**Environment:** Kayen'Te and First One Enclaves **Organization:** solitary, pair, or clutch (4-10 Koburas with 0-2 Krocas). **Treasure** standard

#### **ALLIGATOR COMPANION**

N Small animal Init +2; Senses low-light vision; Perception +5

#### DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) hp 22 (3d8+9) Fort +3, Ref +3, Will +2

#### OFFENSE

**Speed** 20 ft.; swim 30ft. **Melee** bite +5 (1d6+2)

#### **STATISTICS**

CR 5

Str 15, Dex 14, Con 15, Int 1, Wis 12, Cha 2 Base Atk +2; CMB +3; CMD 15 (19 vs. trip) Feats Toughness, Weapon Focus (bite) Skills Perception +5, Stealth +10, Swim +6 Tricks attack (2 tricks), heel SQ hold breath, link, share spell

#### SPECIAL ABILITIES

**Hold Breath (Ex)** A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

#### KROCAP CRE

**XP** 3,200

CE Large monstrous humanoid (First One, reptilian) Init +0; Senses darkvision 60ft.; Perception +10

#### DEFENSE

AC 19, touch 9, flat-footed 19 (+4 armor, +6 natural, -1 size); ACP -2 hp 94 (10d10+30) Fort +6, Ref +7, Will +7

#### OFFENSE

**Speed** 30 ft. (base 40ft.); swim 30ft. **Melee** +1 greatsword +15/+10 (3d6+7/19-20) and bite +10 (1d8+2 plus grab) **Melee** bite +15 (2d6+7 plus grab) and 2 claws +14 (1d6+5) **Space** 10ft.; **Reach** 10ft.

**Special Attack** Dazzling Display, Power Attack (-3 to attack, +6 to damage (+9 with bite or greatsword))

#### STATISTICS

Str 20, Dex 10, Con 16, Int 7, Wis 10, Cha 8 Base Atk +10; CMB +16 (+20 grapple); CMD 26 Feats Dazzling Display, Improved Natural Attack (bite), Power Attack, Toughness, Weapon Focus (bite) Skills Acrobatics -2 (+2 to balance), Intimidate +16, Perception +10, Swim +9; Racial Modifiers + 4 to balance, +4 Intimidate, +4 Swim

#### Languages Sobeka

**Combat Gear** potion of cure moderate wounds (x2) **other gear** mwk hide armor, +1 greatword

#### ECOLOGY

CR 5

**Environment:** Kayen'Te and First One Enclaves **Organization:** solitary, pair, or clutch (pair with 4-10 Koburas).

Treasure standard

#### SPECIAL ABILITIES

**Natural Attack** A Kroca's bite and claws are considered primary.

# ENEMIES OF NEDEXODUS: FIRST ONES

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## NEW FEATS

Those feats were designed with the First Ones in mind.

#### **ARACHNID** LEGS

You have four additional large arachnid type legs like your primordial ancestor, the spider, giving you a body like a drider

#### Prerequisites: Aneishi

**Benefit:** Aneishi with this feat have 4 additional spiderlike appendages that come out of the side of their body. These legs give you a +8 racial bonus to balance and CMD against trip. The legs grant you a climb speed equal to your land speed.

#### AURA OF DARKNESS

Undead creatures near you are protected from the adverse effects of sunlight.

Prerequisites: Exodite, Cloak of Shadows

**Benefit:** You are surrounded by an unholy shadow that emanates from you in a 50 ft. radius. Any creature standing in the shadow that is harmed or affected in any way by sunlight is treated as being in darkness. The aura does not hamper vision in any way, nor does it confer any special protection from spells such as searing light, sunbeam or sunburst.

#### BANEFULAURA

Your presence fills your enemies with fear and doubt.

Prerequisite: First Ones Subtype

**Benefit:** You are surrounded by a baneful aura that emanates from you in a 50 ft. radius. Any enemy that standing in your aura must succeed on a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or take a -1 penalty on attack rolls and saving throws against fear effects. The penalty lasts as long as they remain within your aura.

This is a mind-affecting fear effect. A creature that successfully saves against the effect remains immune to your baneful aura for 24 hours. This ability is always active.

#### BLOOD OF KHAYNE

The blood of Khayne runs strongly through your veins.

#### Prerequisites: Khaynite

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

#### BLOOD DRAIN

You can drain a target of life-giving blood.

#### Prerequisites: Aneishi, Blood Drinker

**Benefit:** Once per round, on a successful bite attack, an Aneishi with this feat may choose to forego his regular damage and instead deal 1d4 points of Constitution damage. Each point of Constitution drained heals one point of damage. An Aneishi can only heal up to its own Constitution score, after that the Aneishi is full and does not need to eat for 24 hours.

This ability does not affect elementals, plants, or creatures that lack a Constitution score.

#### BLOOD DRINKER

Drinking the blood of your victims gives you great power.

#### Prerequisites: Aneishi

**Benefits:** You benefit from ingesting blood. If you drink a pint of fresh blood, you gain a +1 morale bonus to all attack and damage rolls, skill and ability checks, and saves for one hour. The blood must have come from an individual with equal or more hit dice than you. You can only gain this bonus a maximum of once per day.

Furthermore, the blood of an individual can only give you this bonus once. After you have tasted a specific individual's blood, it will no longer benefit you; you need the blood of another individual to use this feat again.

#### CTOWR OL SHYDOMS

You are wreathed in shadowy power, making you difficult to detect or strike.

#### Prerequisites: Exodite

**Benefits:** As long as you remain in an area of partial shadows, the level of concealment that affects you is increased by one category. This feat has no effect if you do not have concealment.

#### DEATHROLL

You can plunge into a brutal death roll capable of crushing a humanoid - or tearing one apart.

#### Prerequisites: Kroca.

**Benefits:** When you have a foe grappled, you can initiate a death roll. If your grapple check succeeds, both you and your opponent fall prone and your opponent takes normal grapple damage plus 2d8 + Strength slashing and bludgeoning damage. If your opponent is prone, the damage is doubled.

If your opponent is submerged under water by falling prone he must hold his breath.

#### ENSNARING WEB

You can create webs to capture opponents.

Prerequisites: Aneishi

NEW FEXTS						
Feat	Prerequisite	Effect				
Arachnid Legs	Aneishi	Gain 4 extra legs and a drider-like body				
Aura of Darkness	Exodite, Cloak of Shadows	Surround yourself with an aura of shadows the protects creatures harmed by sunlight				
Baneful Aura	First One	Gain aura of fear				
Blood Drain	Aneishi, Blood Drinker	Regain hit points when hitting targets with bit attack.				
Blood Drinker	Aneishi	Gain bonuses when drinking blood				
Blood of Khayne	Khaynite	For effects related to race, count as either aberration or humanoid				
Cloak of Shadows	Exodite	Increase the level of concealment around you				
Death Roll	Кгоса	Inflict massive damage on grappled enemy.				
Ensnaring Web	Aneishi	Gain the web special ability.				
Feast of the Heart	First One	Consume an opponent's heart and ga				
Grotesque Spell		Transmutation spell sickens target				
Khayne's Cry	Khaynite	Emit sound that scares opponents				
Lizard Climb	Kobura, Climb 5 ranks	Gain climb speed equal to your land speed.				
Magic Body	Khaynite	Gain temporary hit points when you apply metamagic feats to your spells				
Masochistic Ecstasy	Great Fortitude or Khaynite	Gain bonus when opponent deals maximun damage.				
Masquerade Worship	must cast divine spells	Present any holy symbol as divine focus				
Poisonous Bite	Aneishi	Bite attack does poison damage				
Power of Khayne	Khaynite	Increase caster level of all non-consumable magic items you use				
Pull into Shadows	Exodite, Improved Grapple	Take an unwilling target through shadow jump				
Scamper	Kobura, Stealth 1 rank	Move at normal speed without taking Stealtl penalties				
Seductive	Charisma 15	Gain bonuses when dealing with member o specific gender				
Speed of Shadows	Exodite	Activate shadow jump as a free action that does not end your turn				
Tail Attack	Sobeka	Gain tail slap as a secondary natural attack				
Tempered Rage	Exodite, lawful-aligned	Your lawful alignment does not impact you negatively				
Touched by Evil	Khaynite, evil alignment	Gain bonuses and Spell resistance vs. good aligned spells.				

**Benefit:** Gain the web ability per the universal monster rule. You can use this ability 3/day.

#### FEAST OF THE HEART

By feasting on your enemy's heart, you temporarily boost your physical prowess.

Prerequisites: First Ones subtype.

**Benefit:** You can absorb some essence from a slain enemy that is your own size category or larger by consuming its heart (a full-round action that provokes attacks of opportunity) within 1 minute of its death.

This essence grants you a +2 bonus to Strength, Dexterity, or Constitution (your choice) for a number of rounds equal to the target's HD or level. You can use this ability only once per slain enemy, but you do not have to be the one who killed the creature in order to gain this bonus from its heart.

This ability works only if the slain enemy was a living creature that had a heart or similar organ. Constructs, undead, and creatures without discernable anatomies have no suitable body parts that you can eat.

Enemies of Neoexodus: First ones

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#### GROTESQUE SPELLP METAMAGIO

Your transmutation spells have particularly terrifying and disturbing manifestations.

**Benefits:** When you cast a transmutation spell, any creature (including allies) that can see the spell's target, including the target itself, must make a Will save (DC equal to the original spell) or be sickened for a number of rounds equal to the spell's level. This is a mind-affecting effect, but the original spell may not be. All aberrations – including Khaynites – are immune to this effect.

A Grotesque Spell a spell slot of one level higher than the usual spell.

**Special:** Khaynites have a particular affinity for this type of metamagic. A Khaynite spontaneous spell caster does not increase the casting time of a Grotesque Spell provided he applies no other metamagic feats to it.

#### KHAYNE'S CRY

Merely hearing this awful sound is often enough to cause enemies to flee in terror.

Prerequisites: Khaynite

**Benefit:** As a free action, you may emit a terrible shout, affecting all opponents within a 30-foot cone by a *scare* spell (Will DC 10 + one-half your character level + your Charisma modifier). This ability cannot be used while you are currently engaged in melee. This is a sonic, mind-affecting extraordinary ability.

This feat can be used a number of times per day equal to your Charisma modifier.

#### LIZARD CLIMB

You can move along vertical surfaces with incredible agility.

Prerequisites: Kobura, Climb 5 ranks.

Benefit: Gain a climb speed equal to your base land speed.

#### MAGIC BODY

Your body gains sustenance from modifying the magic you command.

Prerequisites: Khaynite, one metamagic feat.

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

#### MASUCHISTIC ECSTASY

Experiencing pain brings you pleasure.

Prerequisites: Great Fortitude or Khaynite.

**Benefit:** Whenever you take the maximum possible hit point damage from a single attack in combat (i.e. all the damage dice rolled as part of the attack come up with their

maximum values), you gain a +2 morale bonus on all your attack rolls, saving throws, skill checks, and ability checks for one round.

#### MASQUERADE WORSHIP

You are adept at pretending to worship other deities.

Prerequisite: must be able to cast divine spells

**Benefits:** As long as you have a holy symbol of your deity on you, you may present any other holy symbol without issue. Khaynites with oracle spells are very fond of this feat.

#### POISONOUS BITE

Your bite is poisonous.

Prerequisite: Aneishi

**Benefit:** On a successful bite attack, you may inject poison into a victim

Aneishi Poison (Ex) bite – injury; save Fort DC 10 + Constitution; frequency 1/round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves.

#### POWER OF KHAYNE

Your innate connection to the flow of magic increases the power of arcane items in your possession.

Prerequisites: Khaynite

**Benefit:** All non-consumable magic items in your possession increase in caster level by 1.

#### FULLINIDSHADOWS

You can carry unwilling passengers into the shadow realm with you.

Prerequisites: Exodite, Improved Grapple.

**Benefits:** When grappling an opponent, you may carry him with you via shadow jump. The size limitations remain the same as for willing passengers. The Will DC to resist is 10 + half Exodite's level + Exodite's Wisdom modifier.

#### SCAMPER

Your size and lithe form give you the ability to move quickly while attempting to hide or move quietly.

Prerequisites: Kobura, Stealth 1 rank.

**Benefit:** You take no penalties for moving up to your normal speed when using the Stealth skill. You gain no bonus when running.

#### SEDUCTIVE

You are alluring and know how to use your sensuality to get what you want.

Prerequisite: Charisma 15

**Benefit:** You get a +2 bonus on all Charisma-based social skill and ability checks against living creatures of a chosen gender. Only creatures whose Intelligence score is at least 5 are affected. This bonus does not apply to any skill or ability check made in combat. When actively using this feat, you gain a -1 penalty to the same skills when using them on members of the other gender.

**Special:** You may take this feat a second time, allowing you to deal with both genders equally and no longer take any penalties. Genderless species of are immune to the effect of this feat

#### SERPENT BLOOD

The Sobeka blood flowing through your veins grants you a natural resistance to toxins and poisons.

#### Prerequisite: Sobeka

**Benefit:** You gain a +4 racial bonus on saving throws made to resist poisons of any type.

#### SPEED OF SHADOWS

You flit between shadows at dizzying speed.

Prerequisites: Exodite.

**Benefits:** You can use shadow jump as a free action once per round. Shadow jumping does not force you to end your turn.

#### TAILAUTACK

Your tail has grown and can be used to fight.

Prerequisite: Sobeka

**Benefit:** You gain a tail slap attack as a secondary natural attack. This tail does typical damage for your size category (see *Pathfinder Bestiary*).

#### **TEMPERED** RAGE

Your volcanic rage is bound by iron discipline - chained when unwanted, loosed to devastating effect when needed.

Prerequisites: Exodite, Lawful-aligned.

**Benefits:** Whenever it might not be beneficial to you, you may ignore the lawful part of your alignment. This includes being targeted by spells with alignment-based effects (such as *chaos hammer* or an *anarchic* weapon) or class abilities that would be lost due to alignment (such as a barbarian's rage ability).

#### TOUCHED BY EVIL

The taint of evil protects you.

Prerequisites: Khaynite, evil alignment.

**Benefit:** You gain a +1 insight bonus to AC and saving throws against spells with the Good descriptor. You also gain SR equal to 10 + Hit Dice against those spells.

# NEW SPELLS

Here are spells the First Ones employ regularly. Those spells are extremely rare outside of Kayen'Te.

#### DISPELMINIONS

School necromancy; Level Bard 2, Cleric [Khayne] 3, Sorcerer/ Wizard 3 Casting Time 1 standard action Components S, V, F/DF Range you Area burst with diameter of 100ft. + 10ft./level Target all minion corpses in range Duration Instantaneous Saving Throw Will (harmless); Spell Resistance Yes (harmless)

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

#### MINION MARK

School universal; Level Bard 0, Cleric [Khayne] 0, Sorcerer/ Wizard 0 Casting Time 1 minute Components S, V, F/DF Range any willing living creature Area 40ft.-radius centered on you Area burst with diameter of 100ft. + 10ft./level Target all minion corpses in range Duration Instantaneous Saving Throw none; Spell Resistance none

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

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



#### BARBARIC HUMANOIDS

This group includes many tribes of humanoid creatures, from orcs and giants to gnolls, ogres and lizardfolks. These tribes are seen as mercenary forces to supplement First Ones' armies. These mercenaries are almost always used in suicidal actions. Few warriors return from serving the First Ones. In the days of the First Ones' Empire, these creatures were used pretty much the same way they are today.

Many tribes harbor a deep-seated hatred of the First Ones and refuse to deal with them. However, the First Ones use

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diplomacy, the promise of riches, and magical coercion to lure unwitting humanoids into their service.

When they fail to ally or bribe humanoids into their service, the First Ones do things to aggravate them and rouse them.

#### BROTHERHOOD OF KHAYNE

The Brotherhood of Khayne is a cult devoted to Khayne. The First Ones sees them as expendable servants and pawns to use in their game. Some members of the Brotherhood – such as Euhudi – gained the admiration of the First Ones. The Brotherhood is but a group of cheap, expendable forces that can access locations the First Ones have difficulty entering.

In times of war, the Brotherhood is relied upon to provide intelligence and sabotage enemy cities and fortresses to First One forces.

In return for their assistance, the Brotherhood is frequently offered magical assistance in the form of advisors and the occasional creature to help defend their temples.

One place the Brotherhood receives heavy assistance is in Unthara where it is fighting a losing battle against Xon and his Quickslavers. There, the First Ones fear that if Xon gains access to a Nexus Gateway, he might attempt to expand into Kayen'Te.

Maruk Naal, an Exodite general, has taken over the war effort. Exodite princes are beginning to think that following a victory in Unthara, the islands could serve as the first re-conquest of the empire. Because of this, the First Ones are investing many more resources into keeping Unthara than in other lands.

#### DEMONS

The Khaynites in particular hold a particular fascination with demons. They frequently consult, consort and deal with them. Demons are other children of Khayne, though less well-formed and more primal than the superior Khaynites. Demons are frequently summoned and used in battle by the First Ones.

Only the Exodites shy away from them, finding them unreliable and overindulgent.

#### DEVILS

The natural order of devils is particularly attractive to the Exodites who frequently work with the forces of Hell. Ancient pacts tie many devils to First One service, forcing the devils to send assistance in time of need. Bearded devil and erinyes serve as instructors in famous Exodite dojos.

To the First Ones, the devils are useful because they can be bound long-term and they accept sacrifices of slaves - a price the First Ones are willing to pay.

#### FOLDING CIRCLE

The First Ones initially thought the Folding Circle could serve them as an ally against the great powers of Exodus, but they quickly realized how wrong they were.

The Folding Circle has its own agenda and though they share a desire for the destruction of the empires of Exodus, the two groups are enemies. A member of the Circle, the Exodite Nysska, has more than once used her abilities and knowledge to target the First Ones. To this day, the Folding Circle is the only power to have seriously damaged structures in Kayen'Te. Since that time, the First Ones actively hunt Nysska and her servants.

For full details about the Folding Circle, see **Enemies of NeoExodus: Folding Circle**.

#### IMPERIAL ALLIANCE

The Imperial Alliance is the First Ones' most reviled enemy. The Imperial Alliance is the slaves' attempt at re-creating the First Ones' glorious empire and is an insult to their superiors.

Until the First Ones return to their natural place on Exodus, they will keep focusing on imperial personnel, imperial buildings and anything that promotes the stability of the Imperial Alliance. Nearly all of the First Ones dream of seeing the Imperial senate turn over the reins of power to them.

However, the Imperial Alliance is strong and, unlike the First One Combine, its ruling system is designed to handle and survive inner strife. The First Ones' do not understand the principles that keep the Alliance together.

#### JANUS HORDE

The Janus Horde is seen by the First Ones the same as other barbaric humanoids. However, the Horde is as equally hated as the Imperial Alliance. When the Horde rose, the First Ones rejoiced and sent envoys to establish their dominance. Only body parts came back to Kayen'Te.

The Horde has actively been hunting down First Ones in its territory. Hunting and slaying a First One is a sign of great honor.

The First Ones have resolved to destroy the horde and crush its leaders. Queen Thais has avoided a score of First Ones-sponsored assassination attempts

#### XON AND THE QUICKSLAVERS

The First Ones have branded Xon the most wanted enemy on their list. The damage his Quickslavers have done to the Brotherhood of Khayne in Unthara surprised and shocked the First Ones. Envoys they sent to him returned to Dwyer infected with the Quickslaver disease.

#### UNDEXD

The First Ones have no issue with using undead to serve their schemes. Skeletons and zombies are frequently used as beast of burden in Kayen'Te. During war time, fallen enemies are used to supplement First Ones' forces. Intelligent and powerful undead – such as liches or vampires – are viewed with suspicion.

Necromancers and necromancy are seen as tools to further their goals but do not hold special interest or fascination to the First Ones. Their goals are those of the living, not those of the dead.

#### SERVANDS KOLEDS

The Koleos are viewed as little more than slightly intelligent beasts of burden. Koleos are used to dig, build and provide brute strength when needed. Koleos pull supply carts and underground elevators found in Kayen'te. The First Ones think little of these creatures and do not value them much.

When used in war, they are formed into large units led by slave handlers, usually P'Tan or Scythians, and used as combat engineers, building bridges and fortifications.

#### LOCXRI

The Locari are the latest – and most successful – creation of the Khaynites. The Locari take the best elements of lizards and insects and merge them into a horror that lives only to hunt other forms of life. They took over the island of Ablis within a generation.

Non-Khaynites strongly dislike them because they only obey Khaynites and consider other First Ones to be prey. Many want to see the species destroyed seeing the Locari as a way for the Khaynites to replace all other races.

#### **P'TXHS**

The P'Tan's rebellion has forever tarnished their race's reputation. Whereas they were seen as a race with much potential, the corruption of their minds has made them weak and unreliable. Still the P'Tans are intelligent, resourceful and are natural survivors.

Today, P'Tans are used as farmers and laborers. Most are low-level commoners with the occasional warrior and expert. They are promised rewards if they serve, but the First Ones have no intention of ever delivering on those promises. P'Tans in the service of the First Ones are slaves whose only value is to die for their masters.

#### SCALHIVHZ

The violence-minded Scythians have been the staples of the First Ones' armies since the days of the empire. Their natural affinity for war, obedience to superiors and rapid breeding makes them ideal warriors for the First Ones. Full details about the Scythians can be found in **Enemies of NeoExodus: Scythians**. Some Khaynites have decided the Scythians were outdated – in favor of the Locari. This decision is not shared by most other First Ones.

#### OTHER EXPERIMENTS

The First Ones have many servants, whether they conquered them, brought them into exile or bred them. The status of these creatures depends heavily on their master. There is no unified view on such creatures.



#### ARTEN

Female Khaynite, CE

Two years ago, a Sanguine Covenant mercenary named Selena was by captured a group of Kobura infiltrators. The Kobura were stunned to find their mistress among the prisoners they had just captured. Bringing her back to their base, Ar'ten was shocked to discover the human captive looked exactly like her.

Ar'ten decided to spy on mankind. Impersonating the formerly good priestess, Ar'ten could not prevent herself from spreading false truths and lies. For now, she revels in the glory and admiration her flock is bestowing upon her.

Poor Selena was sent to Kayen'Te to serve in breeding experiment for Ar'ten.

#### THE CRIMSON HAND

The Crimson Hand is a close-knit group of First Ones focusing on Blood Magic. They control their own shadow empire but they rely on Kayen'Te for support and the occasional assistance.

For full details about the Crimson Hand, see Enemies of NeoExodus: Crimson Hand.

#### THEKHAYNITEQUEEN

Female Khaynite, Ruler of all the First Ones

The Khaynite Queen's greatest accomplishment is that people believe she does not exist. She came up with the idea of the Combine and has been ruling it since its creation.

For full details about the Khaynite Queen, see Enemies of NeoExodus: Widowmaker Scarlet.

#### MARUK NAAL

Male Exodite, LE, General of the First One forces in Dwyer

Maruk Naal's life is typical of many Exodites. He spent his life seeking to become the best warrior in the Naal dojo. Twenty years ago, he travelled through mainland Exodus to discover more about the fighting techniques now in use on Exodus.

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Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Two-Handed Exotic	Weapon							THE R
Exodite bladestaff	75gp	1d4/1d4	1d6/1d6	19-20	-	8 lbs.	B,P,S	Double weapon, First One, monk
Exodite broadsword	150gp	1d6	1d8	19-20/ x3		9lbs.	S	First One

When the First Ones decided to assist the Brotherhood of Khayne, Maruk Naal volunteered for the job. Taking with him a number of Scythians and other expendables, the Exodite's role is to prevent the fall of Dwyer and to prevent the Nexus Gateway from falling into Xon's hands at all costs. With the help of a few Aneishi engineers, he rigged the Nexus Gateway with explosives, allowing him to destroy it with but a word.

His experience and Exodite dedication has made him the leader of the Brotherhood of Khayne. His victories have greatly emboldened the beleaguered Brotherhood.

#### NYSSKA

Female Exodite, NE

Nysska is one of many Exodites who travels the world of Exodus. She is a renegade and is wanted by a number of Exodite dojos and other First Ones.

Nysska is the best diplomat and top assassin of the Folding Circle. Full details about Nysska may be found in **Enemies** of NeoExodus: Folding Circle.

# NEW ITEDS

#### NEW WEXPONS

Aneishi cannons: Aneishi cannons double the range of their misfire. Thus if the cannon has 1-2, the Aneishi version has 1-4. Aneishi cannons cannot be of masterwork quality.

**Exodite bladestaff:** The Exodite bladestaff is a two-hand exotic double weapon. Its primary benefit is that, by shifting his grip, its wielder can deal slashing, piercing or bludgeoning damage with either end. Exodite bladestaves are not sold outside of a dojo.

**Exodite broadsword:** The Exodite broadsword is a big sword that swings partially like a sword, partially like an axe. The resulting weapon mixes the best of both weapons. Exodite broadswords are not sold outside of a dojo.

#### NEWITEMS

**Kobura saddle:** This exotic saddle is specifically designed for a Kobura's unique anatomy. They weigh half as much as an ordinary exotic saddle but cost twice as much. Non-Kobura using the saddle take a -4 penalty to ride checks when they use the saddle.

#### NEW POISONS

#### **BANEVIPER VENOM**

Type injury; Save Fortitude DC 25

**Onset** immediate; **Frequency** 1/round for 5 rounds. **Initial** 6d8 fire damage plus paralysis; Effect 6d8 fire damage; **Cure** 1 Fortitude save.

**Special** a target killed with baneviper venom is reduced to ash, as though hit with a disintegrate spell.

#### ASSIMILATION VENOM

Type injury; Save Fortitude DC (per Locari) Onset 2 rounds; Frequency 1/minute for 4 minutes. Effect 1d3 Wisdom damage, target must make a Will save or be subject to a compulsion to serve the Locari hive. This effect lasts until the subject is rendered unconscious; Cure two consecutive Fortitude saves

#### LOCARI WITHERING

**Type** injury; **Save** Fortitude DC (per Locari) **Onset** 1d3 days; Frequency 1/day.

**Effect** 1d3 Con; **Cure** Surgery; A DC 24 Heal check is required to remove the grub. Surgery deals 2d6 points of damage to the target per point of Constitution lost to the grubs. A failed surgery roll inflicts 1d3 Con damage to the target.

**Special** Locari Withering acts like a poison but it is not. Those immune to poison can be affected by it. They cannot be affected by a neutralize poison spell, though a heal spell removes them.

**Special** If the sufferer reaches zero Constitution, because of Locari Withering, it does not die immediately. Locari grubs erupt from the host forming a Locari swarm and killing the host.

**Special** A DC 20 Heal is required to detect the presence of the parasite. A victim feels tired and weak, but otherwise in good health.

#### NECROSIS VENOM

**Type** injury; **Save** Fortitude DC (per Locari) **Onset** 1 hour; **Frequency** 1/day for 6 days.

**Effect** 1 Con damage + cumulative 5% chance of Slow Death Rot; **Cure** can be cured by taking electricity damage equal to or greater than the Locari's HD.

#### TALIKUS POISON

Type injury; Save Fortitude DC 19

**Onset** immediate; **Frequency** 1/round for 10 rounds. **Effect** 1d6 Dex damage; **Cure** two consecutive Fortitude save.

#### NEW MAGICITEMS

#### SPIKED BONE AMULET

#### Aura faint transmutation; CL 3rd – 15th

**Slot** neck; **Price** 5,000gp (+1), 20,000gp (+2), 45,000gp (+3), 80,000 (+4), 125,000 (+5), 180,000(+6), 245,000gp (+7), 320,000gp (+8), 405,000 (+9), 500,000gp (+10); **Weight** 1 lb.

#### DESCRIPTION

A spiked bone amulet is a magic item that allows Scythians to magically enhance their bone razors. A spiked bone amulet can be enhanced like a weapon and given weapon enhancements. These enhancements function only with Scythian bone razors. Unlike an amulet of mighty fist, a spike bone amulet must have a basic +1 enhancement.

Spiked bone amulets are controlled and given only to particularly loyal or useful Scythians.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, greater magic requires at least half the cost to be paid in Scythian bone dust; **Cost** 2,500gp (+1), 10,000gp (+2), 22,500gp (+3), 40,000 (+4), 62,500 (+5), 90,000(+6), 122,500gp (+7), 160,000gp (+8), 202,500 (+9), 250,000gp (+10);

# NEW MONSTERS

#### AWAKENED BLACK PUDDING

Awakened black puddings were created by the Khaynites in the early days of their exile. These creatures faithfully serve the Khaynites as guards. Due to their slow speed, they are rarely used on the battlefield.

When they are, they are magically enhanced with the advanced and giant template. Most opponents overlook and underestimate their intelligence.

**CR 7** 

#### AWAKENED BLACK PUDDING

XP 3,200 CN Huge ooze Init -2; Senses blindsight 60ft.; Perception +11

#### DEFENSE

AC 8, touch 8, flat-footed 6 (-2 Dex, -2 size) hp 135 (10d8+90) Fort +9, Ref +1, Will -2 Defensive Abilities split, ooze traits

#### OFFENSE

Speed 20 ft.; climb 20ft.
Melee slam +9 (2d6+4 plus 2d6 acid plus grab)
Space 15ft.; Reach 10ft.
Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

#### STATISTICS

Str 16, Dex 7, Con 28, Int 10, Wis 7, Cha 7
Base Atk +7; CMB +12(+16 grapple); CMD 20 (30 vs. bull rush, can't be tripped)
Feats Ability Focus (acid), Lunge, Toughness, Weapon Focus (slam)
Skills Climb +11, Perception +11, Stealth +3
Languages Khaynites (cannot speak)
SQ ooze traits, suction

#### ECOLOGY

**Environment:** Kayen'Te and First One Enclaves **Organization:** solitary. Frequently encountered with Scythian handlers **Treasure** none

#### **SPECIAL ABILITIES**

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid; its clothing and armor take the same amount of damage from the acid. A DC 23 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 23 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Corrosion (Ex)** An opponent that is being constricted by a black pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Split (Ex)** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Suction (Ex)** The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

#### XWXKENED DDZE TEMPLATE

The awakened ooze temple creates intelligent oozes. This template can be applied to any mindless, living ooze.

**Rebuild:** Ability Scores +6 to Dexterity, Constitution, Wisdom and Charisma, Intelligence is brought to 10.

# ENEMIES OF NEOEXODUS

First One ettercaps are identical to all other ettercaps except they are darker in color and they speak Aneishi instead of Common. First One Ettercaps serve the Aneishi in their spider ranches.

#### FUNGAL RUST MONSTERS

Created by the Khaynites as a way to destroy their enemies' armor and weapons, fungal rust monsters are a common sight. Usually led by Scythian handlers, these monsters fight mindlessly, charging into the heart of battle where they can inflict maximum damage.

#### FUNGAL RUST MONSTER - GR4

#### **XP** 1,200

N Medium aberration

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

#### DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 37 (5d8+15) Fort +4, Ref +4, Will +5

#### OFFENSE

Speed 30 ft.; climb 10ft.
Melee bite +6 (1d3) and tail slap +6 (1d4) and antennae +6 touch (rust)
Special attacks Poison spore (DC 15)

#### **STATISTICS**

Str 10, Dex 17, Con 17, Int 2, Wis 13, Cha 8 Base Atk +3; CMB +3; CMD 16 (20 vs. trip) Feats Ability Focus (rust), Skill Focus (Perception), Weapon Finesse Skills Climb +8, Perception +12 Languages Exodite (cannot speak) SQ create spores

#### ECOLOGY

**Environment:** Kayen'Te and First One Enclaves **Organization:** solitary, pair, or nest (3-10). Frequently encountered with Scythian handlers. **Treasure** none

#### **SPECIAL ABILITIES**

Create Spawn (Ex) See fungal template

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

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

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

#### FUNGAL RUST MONSTER SPORES

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

#### FUNGALTEMPLATE

Khaynites have an unnatural attraction to fungi and oozes. Abominations composed of fungus serve the Khaynites in many ways. Mostly, they are used to "seed" battlefields for their masters. These horrors shamble about at the command of Scythian officers.

**Rebuild:** AC lower the natural armor by -2 (minimum 0); Attack add one slam attack; Special Attacks add poison spores; Ability Scores +4 to Constitution; SQ add create spawn.

**Create Spawn (Ex)** The body of a fungal creature's poison spores slowly transform into a fungal creature after one full day. Dry conditions can extend this delay up to a week.

**Poison Spores (Ex)** When a fungal creature takes damage from a piercing or slashing attack, the creature emits a cloud of deadly spores. These spores fill a 10 foot radius space. DC is equal to 10 + half the creature's hit dice + Constitution bonus. The template must be placed so that the attacker that triggered the spores is placed under the template or as close to the attack as possible. The template remains for one full round. Creatures ending their turn within the cloud are affected by the Poison spores

#### FUNGAL CREATURE POISON

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

#### KOLEOS

Koleos were created by the Khaynites by magically mixing human slaves with beetles. The resulting creatures are dull, dim-witted and naturally obedient. They work with the mindless dedication of a beetle following simple orders.Koleos are bipedal beetles. They possess four arms, but two of them are vestigial and unusable. Koleos are rarely used in combat by the First Ones, even if they are decent fighters. Instead, they serve as beasts of burden and as miners, creating new galleries constantly expanding Kayen'Te. Left to its own, a Koleos is shy and avoids contact with other species.

Koleos are numerous and multiply quickly, a female lays 1d6+4 eggs every six months. These young live on their mother's back for four months. After that time, they follow their mother for another six months. They can be represented with the young template.

#### KOLEOS

**XP** 1,600

N Large monstrous humanoid Init +0; Senses darkvision 60ft; Perception +10

#### DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size) hp 45 (7d8+14)

Fort +7, Ref +2, Will +2 (+6 vs. mind-affecting effects)

#### OFFENSE

Speed 20 ft.; burrow 20ft.
Melee bite +12 (2d10+6)
Space 10ft; Reach 10ft;
Special Attack trample (1d6+6, DC19)

#### STATISTICS

Str 19, Dex 10, Con 15, Int 5, Wis 10, Cha 9 Base Atk +7; CMB +12; CMD 22 Feats Ability Focus (trample), Improved Natural Attack (bite), Improved Natural Armor, Weapon Focus (bite) Skills Perception +10 Languages Exodite (cannot speak)

#### ECOLOGY

**Environment:** Kayen'Te and First One Enclave **Organization:** solitary, pair, or cluster (3-6). Commonly led by Scythian or P'Tan handlers. **Treasure** none

#### LOCXRI

The Locari resemble man-sized insect-like abominations, their chitin mottled with dark browns and grays, giving them great camouflage abilities. Their features combine elements of insects, reptiles, and arachnids. They are only known to occupy the island of Ablis.

Less than a few centuries old, the Locari are the Khaynite's latest creations. The Locari are apex predators, engineered for the hunt. Utterly, unbreakably loyal to their masters, the Locari rest in a niche between weapon, tool, slave and pet. These vile abominations, made from the worst aspect of reptile, insect and arachnid, pose a threat to all other forms of life.

Some believe the Locari are the result of Khaynite breeding program with bebilith, retrievers and common insects.

The Locari are organized in a complex network of hives working together to expand their influence. Each Locari has a unique task for which it is engineered and adapted. These adaptations are called hive niches by the Khaynites. This makes each Locari unique and that much more dangerous.

Locari are not known to communicate with other species. Scholars speculate they communicate by means of a complex language of sounds, gestures and pheromones. No one has managed to communicate with them or decode their alien language. All communication spells have failed, yielding only gibberish; however they do understand Khaynite.

All those who have encountered them have commented on the danger they pose to all life on Exodus. The threat is so real that the Imperial Alliance set up a blockade of the island. Anyone caught attempting to leave the island is killed without trial or questioning. The island is simply off-limits.

Encounters with the Locari involve wave after wave of creatures. The Locari have no regard for their lives and commit to battle without fear swarming forward continually.

For all their adaptability, the Locari have never been seen in the water.

#### LOCARI DRONE

This insectoid abomination clicks and hisses as it moves.

CR 2

#### **XP** 600

CR 5

N Medium aberration (Locari) **Init** +2; **Senses** darkvision 60ft, low-light vision, Perception +6

#### DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 25 (3d8+9) Fort +3, Ref +3, Will +3 Immune Magic (divination)

#### OFFENSE

**Speed** 40 ft.; climb 40ft. **Melee** bite +5 (1d6+2 plus trip), tail stinger -1 (1d6+1)

#### **STATISTICS**

Str 14, Dex 14, Con 14, Int 6, Wis 10, Cha 2 Base Atk +2; CMB +5; CMD 18 (26 vs. trip) Feats Toughness, Weapon Focus (bite) Skills Climb +10, Perception +6, Stealth +8 (+13 in dark areas), Survival +6; Racial Modifiers +8 Climb, +5 Stealth in dark areas

Language Khaynite (understand only) SQ Hive niche

#### **SPECIAL ABILITIES**

**Hive Niche (Ex)** Locari Drones can choose one Hive Niche. If the niche allows, the save is DC 14. This save DC is Constitution based.

**Recommended niches:** flesh hooks, oversize jaw, very resistant, web, or winged.

#### LOCARI SCOUT

This abomination flies on bug wings as it swoops towards its enemies.

**XP** 800

N Medium aberration (Locari)

CR 3



36

**Init** +7; **Senses** darkvision 60ft, low-light vision, Perception +8

#### DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 30 (4d8+12) Fort +4, Ref +4, Will +5

Immune Magic (divination)

#### OFFENSE

**Speed** 40 ft.; climb 40ft. **Melee** bite +7 (1d6+3 plus trip), tail stinger +1 (1d6+1 plus drag)

#### **STATISTICS**

Str 16, Dex 16, Con 16, Int 6, Wis 12, Cha 2 Base Atk +3; CMB +6; CMD 19 (27 vs. trip) Feats Improved Initiative, Weapon Focus (bite) Skills Climb +12, Perception +8, Stealth +10 (+15 in dark areas), Survival +8; Racial Modifiers +8 Climb, +5 Stealth in dark areas Language Khaynite (understand only)

**SQ** Hive niche (winged)

#### **SPECIAL ABILITIES**

**Hive Niche (Ex)** Locari scout can choose one Hive Niche. If the niche allows, the save is DC 15. This save DC is Constitution based.

**Recommended niches:** acid breath, blinding breath, explosive death, increased agility, spikes, or web

#### LOCARI HUNTER

Razor-sharp fangs fill the jaw of this horror.

#### **XP** 1,200

N Medium aberration (Locari)

**Init** +8; **Senses** darkvision 60ft, low-light vision, Perception +9

#### DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 42 (5d8+20) Fort +5, Ref +5, Will +6 Immune Magic (divination)

#### OFFENSE

**Speed** 40 ft.; climb 40ft. **Melee** bite +8 (2d6+4 plus trip), tail stinger +5 (1d6+2)

#### **STATISTICS**

Str 18, Dex 18, Con 18, Int 6, Wis 14, Cha 2

Base Atk +3; CMB +7; CMD 21 (29 vs. trip)

Feats Improved Initiative, Multiattack, Weapon Focus (bite)

**Skills** Acrobatics +10, Climb +14, Perception +9, Stealth +12 (+17 in dark areas), Survival +8; Racial Modifiers +8 Climb, +5 Stealth in dark areas

**Language** Khaynite (understand only) **SQ** Hive niche (oversize jaws)

#### **SPECIAL ABILITIES**

**Hive Niche (Ex)** Locari hunter can choose any two Hive Niches. If the niche allows, the save is DC 16. This save DC is Constitution based.

**Recommended niches:** blinding breath, flash hooks, spikes, venomous stinger, or web.

CR 5

#### LOCARI SOLDIER

#### **XP** 1,600

N Medium aberration (Locari) **Init** +4; **Senses** darkvision 60ft, low-light vision, Perception +11

#### DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural) hp 59 (7d8+28) Fort +6, Ref +6, Will +7 Immune Magic (divination)

#### OFFENSE

**Speed** 40 ft.; climb 40ft. **Melee** bite +11 (1d8+5 plus trip), 2 scything talons +8 (1d6+5), tail stinger +8 (1d6+2)

#### STATISTICS

CR 4

Str 20, Dex 18, Con 18, Int 6, Wis 14, Cha 2 Base Atk +5; CMB +9; CMD 23 (31 vs. trip) Feats Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Weapon Focus (bite) Skills Acrobatics +12, Climb +14, Perception +11, Stealth +14 (+19 in dark areas), Survival +8; Racial Modifiers +8 Climb, +5 Stealth in dark areas Language Khaynite (understand only) SQ Hive niche (scything talons)

#### **SPECIAL ABILITIES**

**Hive Niche (Ex)** Locari soldier have scything talons. Each Locari soldier can choose one additional Hive Niche. If the niche allows, the save is DC 17. This save DC is Constitution based.

**Recommended niches:** acid breath, extra limbs, extra scything talons, large, paralysis blood splatter, reinforced carapace, spikes, or venomous talons

#### GIANT SOLDIER - CRG

XP 2,400

N Large aberration (Locari)

**Init** +3; **Senses** darkvision 60ft, low-light vision, Perception +13

#### DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 73 (7d8+42) Fort +8, Ref +5, Will +7 Immune Magic (divination)

#### OFFENSE

**Speed** 40 ft.; climb 40ft. **Melee** bite +12 (2d6+7 plus trip), 2 scything talons +9 (1d8+7), tail stinger +9 (1d8+3) **Space** 10ft.; **Reach** 5ft.

#### STATISTICS

Str 24, Dex 16, Con 22, Int 8, Wis 14, Cha 2
Base Atk +5; CMB +12; CMD 25 (29 vs. trip)
Feats Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Weapon Focus (bite)
Skills Acrobatics +10, Climb +15, Perception +13, Stealth +9 (+14 in dark areas); Racial Modifiers +8 Climb, +5 Stealth in dark areas
Language Khaynite (understand only)
SQ Hive niche (scything talons)

#### **SPECIAL ABILITIES**

**Hive Niche (Ex)** Locari soldier have scything talons. Each Locari soldier can choose one additional Hive Niche. If the niche allows, the save is DC 19. This save DC is Constitution based.

#### Recommended niches: same as soldier

#### LOCARI PRINCESS

#### XP 2,400

N Large aberration (Locari) Init +3; Senses darkvision 60ft, low-light vision, Perception +13

#### DEFENSE

AC 23, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) hp 126 (11d8+77)

Fort +9, Ref +6, Will +9 Immune Magic (divination)

#### OFFENSE

**Speed** 30 ft.; climb 30ft. **Melee** bite +15 (2d6+8 plus trip), 2 scything talons +12 (1d8+8), tail stinger +12 (1d8+4) **Space** 10ft.; **Reach** 5ft.

#### **STATISTICS**

Str 26, Dex 16, Con 22, Int 8, Wis 14, Cha 2 Base Atk +8; CMB +15; CMD 29 (33 vs. trip) Feats Improved Natural Attack (bite), Multiattack, Power Attack, Toughness, Weapon Focus (bite) Skills Acrobatics +14, Climb +16, Perception +13, Stealth +10 (+15 in dark areas); Racial Modifiers +8 Climb, +5 Stealth in dark areas Language Khaynite SQ Hive niche (scything talons)

#### **SPECIAL ABILITIES**

**Hive Niche (Ex)** Locari princesses have scything talons. Each princess can choose two additional Hive Niches. If the niche allows, the save is DC 21. This save DC is Constitution based.

#### LOCARI QUEEN

This creature is enormous and has a powerful stinger oozing with venom.

#### **XP** 51,200

N Huge aberration (Locari) Init +3; Senses darkvision 60ft, low-light vision, Perception +22

#### DEFENSE

AC 27, touch 11, flat-footed 23 (+3 Dex, +15 natural, -2 size) hp 297 (22d8+198) Fort +22, Ref +16, Will +20

Immune Magic (divination)

#### OFFENSE

**Speed** 30 ft.; climb 30ft. **Melee** bite +29 (3d6+12 plus trip), 2 scything talons +27 (3d6+12), tail stinger +27 (2d6+6) **Space** 10ft.; **Reach** 5ft.

#### **STATISTICS**

**CR 9** 

Str 34, Dex 16, Con 26, Int 10, Wis 14, Cha 2 Base Atk +16; CMB +30; CMD 33 (41 vs. trip)

**Feats** Ability Focus (Locari ), Awesome Blow, Cleave, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (talons), Multiattack, Power Attack, Snatch, Toughness, Weapon Focus (bite) **Skills** Acrobatics +25, Climb +20, Perception +24, Stealth +13 (+17 in dark areas), Survival +24; Racial Modifiers +8 Climb, +5 Stealth in dark areas **Language** Khaynite

SQ Hive niche (scything talons, withering sting)

#### **SPECIAL ABILITIES**

**Hive Niche (Ex)** Locari queens have scything talons and withering sting. Each queen can choose two additional Hive Niches. If the niche allows, the save is DC 29. A queen's withering sting DC is 31. This save DC is Constitution based.

#### HIVE NICHES

Every Locari has a specific task, be it to die in defense of the hive or to produce the next generation. The Locari's designers created hundreds, perhaps even thousands, of different type of Locari and ensured that each would have the tools it needed to do its job. Each category of Locari can choose powers from this list.

All DCs can be found in the individual Locari entry. Unless specified, Locari are immune to the hive niche abilities of other Locari.

Acid Breath (Ex) A Locari can breathe a 15 foot cone of acid that deals 1d8 points of acid damage per hit dice

37

CR 15

38

of the Locari, Reflex half. A Locari can use this ability once every 1d6 rounds.

**Blinding Breath (Ex)** A Locari can breathe a 30 foot cone of venom. Targets must make a Fortitude save or be blinded for a number of rounds equal to the Locari's Constitution bonus. A Locari can use this ability once every 1d6 rounds.

**Explosive Death (Ex)** When the Locari is killed, it explodes. Everything within 10ft. of the Locari takes 1d6 points of damage per two HD, Reflex half. If the killing blow is a critical hit, this damage is doubled. This damage is half acid and half fire.

Extra Limbs (Ex) The Locari gains the pounce ability.

**Extra Scything Talons (Ex)** Requires Scything Talons. The Locari gains two extra scything talon attacks. This enhancement may be taken multiple times, each costing one hive niche.

**Flesh Hooks (Ex)** When the Locari hits a target with its stinger, it can make free grab attempt. Requires a stinger

**Increased Agility (Su)** The Locari gains the benefit of evasion. May not be taken if the Locari has reinforced carapace

Large (Ex) Apply the Giant template to the Locari

**Long Talons (Ex)** The Locari's scything talons gain an additional 5 feet of reach.

**Oversize Jaw (Ex)** The Locari's jaws are massive - they inflict damage as though the Locari is two sizes larger.

**Paralysis Blood Splatter (Ex)** When a Locari takes a critical hit from a piercing or slashing weapon, all non-Locari within 5ft. of the Locari must make a Fortitude save or be paralyzed for 1d4 rounds.

**Reinforced Carapace (Ex)** The Locari has a strengthened carapace. The extra weight slows the creature. The Locari gains +4 AC and +2 to Strength and all movement is reduced by 20'.

**Scything Talons (Ex)** The Locari has two long talons that inflict 1d6+Strength points of piercing damage. They are secondary attacks. Obtaining this enhancement costs a Locari two hive niches.

**Serpentine (Ex)** The Locari's lower half is like a serpent. The Locari cannot be tripped and serpent body replaces its stinger. A Locari with this niche can make a slam attack with its tail and gains the grab special ability. May not take venomous stinger

**Spikes (Ex)** Anyone making a melee attack without reach that successfully strikes the Locari take 1d6 points of piercing damage.

**Venomous Stinger (Ex)** With a successful Tail Slap attack, a Locari may opt to use its stinger to inject venom into the target (see Locari Venom). Unless a Locari has a withering stinger, it cannot use Locari Withering.

**Venomous Talons (Ex)** Requires scything talons and a poisonous stinger attack. The Locari can deliver its poison when making a successful talon attack.

**Very Resistant (Ex)** The Locari gains resistance 5 to all forms of energy (acid, cold, electrical, fire and sonic).

**Web (Ex)** the Locari gains a web attack per web universal monster rule. A Locari is immune to its own web and can make a DC (per Locari) Climb check to ignore the web of other Locari.

**Winged** The Locari has large wings, which allow it to take flight. The Locari gains Flight speed of 60ft. with average maneuverability, and ranks in Fly equal to their HD.

**Withering Stinger** With a successful stinger attack, the Locari can implant Locari grubs into a victim. If the Locari also has a venomous stinger, a successful strike can impart both poison and withering. This is only available to Locari princesses and queens.

#### LOCXRI BEHEMOTH

The Locari Behemoths are extremely rare and have a particularly unique appearance in that they resemble a mix between a house-sized beetle and a Locari soldier. Any Locari invasion force would use these creatures to destroy city walls.

#### LOCARI WALL CRASHER

#### CR 20

The creature before you looks like an enormous scarab, vaguely shaped like other Locari. Every step it takes shakes the ground.

#### XP 307,200

N Huge aberration (Locari) Init +0; Senses darkvision 60ft, low-light vision, Perception +32

#### DEFENSE

AC 27, touch 9, flat-footed 27 (+19 natural, -2 size) hp 405 (30d8+270) Fort +26, Ref +17, Will +24 Immune Magic (divination)

#### OFFENSE

Speed 20 ft.; burrow 20ft.

Melee bite +33 (3d6+12 plus trip), 6 scything talons +33 (3d6+12) Special Attack Molten Breath (30d8 DC 33)

Space 10ft.; Reach 5ft.

#### **STATISTICS**

Str 34, Dex 10, Con 26, Int 2, Wis 14, Cha 2

# ENEMIES OF NEDEXODUS: FIRST ONES

CR 6

#### Base Atk +22; CMB +36; CMD 36 (44 vs. trip)

**Feats** Ability Focus (hive niche), Awesome Blow, Cleave, Great Cleave, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (talons), Multiattack, Power Attack, Snatch, Toughness, Weapon Focus (bite), Weapon Focus (talons)

Skills Climb +50, Racial Modifiers +8 Climb.

#### **SPECIAL ABILITIES**

**Molten Breath (Ex)** The wall crasher can breathe a 60 foot cone of burning matter. The breath deals 30d8 points of damage. This damage is half fire and half acid. A Reflex DC 33 halves the damage. The siege scarab can use this ability every 1d4 rounds. Unlike other Locari abilities, molten breath affects other Locari.

**Siege Creature (Ex)** When attacking inanimate objects, a wall crasher deals double damage.

#### LOCARI FORTRESS CRASHER

#### CR 22

The creature before you looks like an enormous scarab, vaguely shaped like other Locari. Every step it takes shakes the ground.

#### XP 307,200

N Gargantuan aberration (Locari)

**Init** -1; **Senses** darkvision 60ft, low-light vision, Perception +34

#### DEFENSE

AC 32, touch 7, flat-footed 31 (+1 Dex, +25 natural, -4 size) hp 630 (30d8+450)

Fort +32, Ref +18, Will +26 Immune Magic (divination)

#### OFFENSE

Speed 20 ft.; burrow 20ft.
Melee bite +37 (3d10+20 plus trip), 6 scything talons +37 (3d10+20)
Special Attack Molten Breath (30d8 DC 39)
Space 10ft.; Reach 5ft.

#### **STATISTICS**

Str 50, Dex 12, Con 38, Int 2, Wis 18, Cha 2 Base Atk +22; CMB +56; CMD 57 (65 vs. trip)

**Feats** Ability Focus (hive niche), Awesome Blow, Cleave, Great Cleave, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (talons), Multiattack, Power Attack, Snatch, Toughness, Weapon Focus (bite), Weapon Focus (talons)

**Skills** Climb +34, Perception +34, Stealth +15; Racial Modifiers +8 Climb

#### **SPECIAL ABILITIES**

**Molten Breath (Ex)** The fortress crasher can breathe a 60 foot cone of burning material. The breath deals 30d8 points of damage. This damage is half fire and half acid. A Reflex DC 37 halves the damage. The fortress crasher

can use this ability every 1d4 rounds. Unlike other Locari abilities, molten breath affects other Locari.

**Siege Creature (Ex)** When attacking inanimate objects, a fortress crasher deals double damage.

#### LOCARI LARVEAE SWARM

Thousands of larvae click and hiss as they creep forward. All they leave behind are the bleached bones of their victims.

#### **XP** 1,600

N Fine aberration (Locari, swarm)

**Init** +4; **Senses** darkvision 60ft, low-light vision, Perception +9

#### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size) **hp** 49 (9d8+9)

Fort +4, Ref +7, Will +6 Immune Magic (divination), swarm traits

#### OFFENSE

**Speed** 20 ft.; climb 20ft. **Melee** swarm (2d6 plus infest plus venom)

#### STATISTICS

#### Str 1, Dex 19, Con 12, Int 1, Wis 10, Cha 2 Base Atk +5; CMB -3; CMD 11

**Skills** Climb +4, Perception +9, Stealth +16 (+21 in dark areas); Racial Modifiers +8 Climb, +5 Stealth in dark areas

#### **SPECIAL ABILITIES**

**Infest (Ex)** When a target is hit, it must make a DC 15 Reflex save or be infested with Locari larvae. While infested, the target takes swarm damage every round, until the larvae are removed. Removing the larvae requires a full-round action that causes 1d6 points of damage to the target.

Venom (Ex) Swarms have a DC 15 necrosis venom.

#### PUTT

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

#### P'TAN LEVY



#### **XP** 135

Male or female P'Tan warrior 1 CN Medium outsider (native)

Init +2; Senses darkvision 60ft, light sensitivity, Perception +0 39

#### DEFENSE

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

#### OFFENSE

Speed 30 ft. Melee shang sword +3 (1d6+2/ 18-20) Melee club +3 (1d6+2) Special Attack shadowspark

#### **STATISTICS**

Str 15, Dex 14, Con 11, Int 6, Wis 12, Cha 9 Base Atk +1; CMB +3; CMD 15 Feats Toughness Skills Profession (soldier) +5 Languages Exodite Other gear padded armor, shang sword, sling and 20 bullets, heavy wooden shield, NPC gear

#### **SPECIAL ABILITIES**

Light Sensitivity (Ex) P'Tan are dazzled when in bright light.

**Shadowspark (Su)** 4/day, a P'Tan levy can unleash a bolt of crackling black lightning against a target within 30 feet that deals 1d6 points of electrical damage with a successful ranged touch attack (+3 ranged touch).

#### SCYTHIAN SOLDIERS

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

#### **SCYTHIAN SOLDIER**

**XP** 200

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

#### DEFENSE

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

#### OFFENSE

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

#### **STATISTICS**

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

Other gear leather armor, heavy wooden shield, NPC gear

CR 3

#### SCYTHIAN SERGEANT

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

#### DEFENSE

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

#### OFFENSE

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

#### STATISTICS

Str 15, Dex 15, Con 16, Int 8, Wis 10, Cha 10 Base Atk +4; CMB +6; CMD 18 Feats Bone Blade\*, Cleave, Improved Initiative, Power Attack, Weapon Focus (bone razor)

Skills Survival +6

Languages Exodite, Scythian

**SQ** armor training, bone razor, bravery, dedicated to violence, hard to intimidate, reckless

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

#### TXLIKUS

CR 1/2

Taliki are creatures created by the First Ones during the war with the Kaga. They transported Exodite wizards and Khaynite sorcerers into battle, where they rained death from above.

A talikus resembles a mix between a chicken and a goat and are generally believed to be the offspring of the same mad mind that created chimeras. Male taliki have three horns that protrude from the top of their heads.

They love to grab a target and fly away with it then rend it with their claws before coming attacking another target. Taliki are very clever predators who stalk prey for long periods of time.

Today Taliki are most numerous in northern Koryth. They have a strong hatred of chimeras and the two creatures fight to the death whenever they encounter each other.

**CR 10** 

#### TALIKUS XP 9,600 CE Huge aberration

ENEMIES OF NEDEXODUS: FIRST ONES

**Init** +5; **Senses** darkvision 120ft; low-light vision, scent; Perception +17

#### DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size) hp 157 (15d8+90) Fort +10, Ref +6, Will +11

**DR** 10/magic; **SR** 25

#### OFFENSE

**Speed** 20 ft.; fly 120ft. (average) **Melee** beak +18 (4d8+12 and grab) and 2 talons +13 (2d6+8)

Special Attack pounce, rend (2 talons, 2d6+12)

#### **STATISTICS**

#### Str 27, Dex 13, Con 20, Int 8, Wis 15, Cha 11

Base Atk +11; CMB +21 (+25 grapple); CMD 32

**Feats** Flyby Attack, Improved Initiative, Improved Natural Attack (beak, talons), Multiattack, Power Attack, Toughness, Weapon Focus (beak) **Skills** Fly +12, Perception +17, Survival +17

Languages Exodite, Khaynite (cannot speak)

#### ECOLOGY

**Environment:** underground or mountains **Organization:** solitary, pair, or flock (3-6). A talikus is often ridden or commanded by a Khaynite. **Treasure** incidental

#### TXLIKUS, PURPLE

An offshoot of the talikus, a purple talikus's jaws drip with poisonous drool. Purple and regular taliki mingle without apparent prejudice. Mixed groups are normal.

These taliki lose their grab ability and replace it with a poison attack on their bite. Talikus poison has the following ability.

#### TALIKUS POISON

Type injury; Save Fortitude DC 19 Onset immediate; Frequency 1/round for 10 rounds. Effect 1d6 Dex damage; Cure two consecutive Fortitude save.

# 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 other.

#### LOCARISUBTYPE

For all their varied appearances and abilities, all Locari share a number of common traits.

- Climb speed equal to their land speed.
- Darkvision 60 feet and low-light vision.
- Immunity to divination magic Hive niche special abilities. The save DC is equal to 10 plus half the Locari's HD plus its Constitution bonus.
- Racial bonus of +5 Stealth in dark or shadowy areas
- Unless hive niches changes them, all Locari are considered to have six legs.
- · Locari eat, drink, sleep and breathe.
- Locari instinctively understand the Khaynite language, though only the leaders can speak it.
- Immunity to Magic (Su) All spells of the divination schoolautomatically fail when targeted against the Locari. In the case of information gathering spells, such as augury, the spell appears to succeed but returns false and misleading information.



### ENEMIES OF NEOEXODUS: FIRST ONES

Everything Here Is a Lie. Only fools trust anything the First Ones say, do or think. You have been warned. The First Ones - the name strikes terror into the heart of the people of Exodus. They are the bogeymen, formed of living shadow, that stalk the people. They control monsters and abominations that are loose upon the world. They snatch children and lone travelers. They torture men for their own pleasure and cavort with fiends to do their dark bidding. Those are but myths. The truth is far worse. "The First Ones" is the name given to a group of humanoid creatures who ruled Exodus before the Age of Man. Today, the First Ones include five races: the Aneishi, the Exodites, the Khaynites, the Kroca and the Kobura. In days past, each race served a specific purpose, but with the rise of the Kaga and the destruction of their empire, the First Ones remain roughly united by their desire to return to power and to once again relish in luxury while others toil for their pleasure and their comfort. This supplement includes:

History of the First Ones

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LOUIS PORTER JR. DESIGN

- Using the First Ones and First One Enclaves
- History and Races of the First Ones: Aneishi (CR 7), Exodite (CR 7), Khaynite (CR 8), Kobura Sobeka (CR 5) and Kroca Sobeka (CR 8)
- 25 All New Feats and Two New Spells.
- New Weapons, New Items, New Poisons and New Magic Items
- Relations with the other Empires and Secret Organizations and Famous First Ones
- Eight All New Monster and Two New Creature Types.



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