SECRET SOCIETIES OF NEDEXODUSE DRDER DF KAGA

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THE ORDER OF KAGA

For the twentieth time this month, Rehn'la kneeled at the shrine of the Kaga and placed the prayer helmet on her head. Completing the activation prayer, the illusory form of the Kaga materialized before her.

"Greetings milady, how may I assist you?" it asked in a monotone voice.

"I wish to know the whereabouts of the First Ones. Where are they? How can I locate them?"

The small illusion bowed politely before replying with its usual monotone voice. "I am sorry, but the information you have requested is not available at this time. You may want to reformulate your question."

"Tell me what happened to the First Ones."

"The First Ones were defeated at the start of the Age of Man, some two millennia ago. Since their defeat, mankind and other slave races have formed new kingdoms out of the former provinces of the First Ones' empire."

"But that does not tell me where they have gone! Why can't you tell me?"

"I cannot tell you because the information you have requested is not available at this time."

"When will it be available?"

"The question you have asked is too vague for a clear answer. You may wish to inquire at one of the priests who can help you formulate valid request-prayers."

The P'Tan screamed in rage as she stormed out of the small temple.

THE KAGA

The Kaga's creation at the beginning of the Age of Man heralded the end of the First Ones' reign over Exodus. The Kaga was borne of the merging of the consciousness of mankind's most powerful minds and spell casters. To this day, the Kaga's followers continue to provide it with information about anything and everything.

The Kaga is a large repository of knowledge and at times in the past has provided mankind with information and wisdom to make the world a better and more stable place.

The Kaga appears as a man made of arcane energy, looking like a red and silver human. "Priests" of Kaga do not draw

their power from divine source, but from an arcane source that mimics divine powers.

Name Kaga

Alignment Neutral (Good) Portfolio Mankind, knowledge, arcane magic Domains Artifice, knowledge, liberation, magic, rune Favored Weapon Sap Symbol The Kaga

HISTORY OF THE KAGA

The Order of Kaga was formed during the dark days of the First Ones' rule. The Kaga (or simply Kaga) was created when mankind's brightest minds united into a unique feat of arcane magic. They created a massive ritual that included more than a thousand arcane spell casters. The secret of combining their energy together is something the brightest minds have since tried to understand and recreate without success.

> Many believe that some great divine magic was used. Others believe that Kaga achieved godhood through the ritual. Others believe Kaga is just a front for some shadow organization.

This magical union gave mankind and its fellow slaves under First One domination an unexpected edge. Like a God-Emperor, Kaga led the rebellion in a series of apocalyptic battles that ended with the crushing of the First Ones' bases on Exodus.

The triumphant slaves sought the guidance of the god-like being that guided them to victory. They expected the Kaga to be their leader, their lord. But the Kaga refused their offers and withdrew from the public eye. He claimed that he needed time to ponder and meditate on the events that had transpired.

The Kaga wandered the world because tales speak of appearances where he granted his wisdom and influenced the evolution of nations. He was particularly active during the dark ages before the War of Age of Mind and Magic. Throughout the war, the Sorcerer-Kings hoped the Kaga would side with them, but all they received were stern warnings and vocal opposition.

The Kaga opposed the mindless violence the clash of empire caused. Both sides had invested too much and would accept nothing less than utter victory.

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ASHESOFTHEWAROFMINDAND

While the Sorcerer-Kings and the Cavian Empire destroyed each other, the Kaga tried unsuccessfully to negotiate an agreement.

The Kaga appeared to the barbarian tribes of Cordel. He taught them how to control the magical power that courses through their veins, creating a caste of arcane-gifted nobility.

In post war Nas, he presented the barons and knights with a system that would promote the warrior caste and support strong families and alliances between lords. This system, he called "feudal". The Kaga's system endures to this day.

When the Arman invaded Abaddon to destroy the last remnants of the Sorcerer-Kings the Kaga taught them the secrets of siege craft. With the Kaga's assistance, the Arman became an unstoppable force that terrorized Exodus for the centuries to come.

When High Priestess Euhudi and her Brotherhood of Khayne rose to prominence in the Wyldlands of Bal, again the Kaga interfered. Offering his assistance to Prince Ataulpa of Reis, the newly confederated forces broke the power of the Brotherhood.

THE MODERN WORLD

At the behest of the Dominion, the Kaga taught them how to make flying sky ships. Only after much research – with and without the Kaga – and petitions did the Dominion's mages discovered a way to elevate the city of Anidem. At the same time, the engineers of the Protectorate were petitioning for clues on how to create great clockwork creatures to combat the Dominion. He taught the secret of making great armor to Caneans while teaching the ways of modern constructions and fortification to the Confederates.

Many opponents of the Kaga point to these interventions as the cause of the unrest of the last three centuries BU. They may not be totally wrong. The church teaches that to bring about the prosperity of the first century AU, the world had to experience horrors like the Twilight War.

TUDAY

Today, one can find shrines of varying sizes in most settlements across Exodus. Only the Janus Horde actively hunts any followers of the Kaga.

The Kaga considers itself a neutral party in the affairs of man. It does not interfere for any one side, and instead assists both sides at the same time. His priests and devoted travel the world in search of secrets, new magic, and bits of lore they can feed to their master. Many devoted of the Kaga voluntarily sacrifice themselves and all their knowledge to this quest. Though their personality is destroyed, their knowledge lives on, to be added to the Kaga knowledge vault. Today, people flock to the Kaga's many shrines to commune with it and ask it questions. The Kaga does not ask for payment in return for giving its knowledge to petitioners, though the church professes that all the knowledge of the world can be accessed through the prayer helmets and by being truly devout.

THECHURCHURTHEKAGA

Although the history above is true, it is far from complete. While the Kaga did withdraw from the affairs of man following the defeat of the First Ones, it did not spend its time meditating. Rather, it tracked down the brightest minds, often men and women with broken bodies, and offered to join them to him. No one is ever known to have refused the Kaga's offer.

It was not long before others decided to help the Kaga and bring people to his attention. This network of informants and researchers formed the core of what would become the "The Church of Kaga".

The Kaga neither seeks nor encourages this worship. It merely accepts it. This stance has allowed the Kaga and its church to thrive even in areas of low religious tolerance such as the Protectorate.

For the common folk, it is much easier to imagine the Kaga as deity and his attendants as priests in a church. None in the church would seriously argue the Kaga's divinity. Kaga is a vastly powerful arcane construct.

The priests assist devotees – known as petitioners –in finding the information they seek. Most people in the Imperial Alliance consider the Kaga to be a positive influence and seek to support the church and its priests. Shrines and temples of the Kaga tend to be small where one can commune with the Kaga.

ORGANIZATION

The church of the Kaga has numerous people working for it. Unlike more traditional churches, high ranking members of the church do not hold additional secular power nor are they considered more enlightened than others. Instead, they are given additional temporal power, representing the church with local authorities.

The highest ranking member of the church is the Kaga himself. The Kaga's will is considered absolute to members of the church. Rarely does the Kaga interfere in the affairs of man or the church.

Just under the Kaga are the grand librarians. These grand librarians travel the world, providing assistance where the church needs it. They set up new shrines and promote the greatness of the Kaga wherever they go. Grand librarians do not have any authority over any specific location or district. Instead they travel wherever they are needed.

Local and sedentary authority, usually over a town, falls on the head librarians. Head librarians perform mostly administrative functions for the church. They pay dues, make sure the staff is paid and fed and handle any judiciary matter facing the church.

Every shrine is handled by a librarian. Librarians handle the day-to-day operations of the shrines. Since everyone can commune directly with the Kaga librarians help petitioners and guide them in communion.

The church has a few unofficial titles it bestows, such as Sage, Scholar, Expert and Master Researcher. These honorifics are bestowed on those who perform great achievements. As such, there is no one way to receive such honors. The Kaga cares not about those, and does not bestow any such honor himself.

THEORDER

Within the church, there is a secret group of researchers and scholars who dedicate their lives to learning and the advancement of mankind through magical and technological discoveries. Their focus is not only on ancient artifacts and lost knowledge, but hands-on experimentation as well. This inner circle calls itself the Order of Kaga (or Order of the Kaga).

The Order is extremely secretive and controls information about it very tightly. Even within the church, few know about the Order. High ranking members of the Order can add information to the Kaga directly and, that they do not need a prayer helmet to commune with the Kaga.

The Order only admits those who demonstrate total dedication to the Kaga, the pursuit of knowledge or the eradication and destruction of Khayne and his followers.

While the Order favors individuals who are powerful in their own right, it frequently hires weaker, more expendable resources – such as adventurers. Those resources are rarely told the truth about their employers.

Though the Order's goals are lofty and grandiose, it's not strictly a benign organization. The defense of the Kaga is the first concern. Anyone who threatens the Kaga's existence suddenly goes missing and is never found, or if they are, the culprit is never related to the Order or the church.

COMMUNING

Navigating the mass of information contained in the arcane mind of the Kaga can be daunting and often seems like one does not get the information one needs. Even veteran petitioners have difficulty finding precise information. Others navigate seamlessly and easily obtain whatever information they need

The reason is simple: Kaga has a will of its own and it edits or limits what a particular petitioner can see. If it determines that a particular piece of knowledge would be too dangerous for a particular individual, it does not provide the information. Even high-ranking augers do not have access to the full content of the Kaga's knowledge. They push and prod him constantly, seeking tidbits of information.

Other times, the Kaga decides to provide individuals or groups of individuals with information they did not ask for. Its adepts call such information "Revelations". Revelations are extremely common, but not always identified as such by the petitioner. Augers are very keen to catalog any known revelation.

COMMUNING WITH THE KAGA

To commune with the Kaga, one must go to a shrine and wait one's turn to commune. Petitioning for communion at larger shrines such as in Mureath and Nyssa may take a few days while wait time at most smaller shrines may be up to a few hours.

In the shrine, the petitioner is taught the prayers of activation by an attendant. The petitioner must remove all headgear and put on a prayer helmet. This helmet takes up the head and headband slots.

After speaking the prayers of activation, an avatar of the Kaga – but sometimes the Kaga himself - appears. A petitioner must formulate a question to the Kaga. Questions must be about facts and not about ethics or morals. The Kaga does not answer morality questions.

The Kaga responds in a spoken language understandable by the petitioner (usually Common).

Generally speaking, the Kaga provides a +2 circumstance bonus to any Knowledge checks. However, the Kaga is known for hiding information. For those without any ranks in a knowledge skill, the Kaga is willing to share information up to DC15, but no higher.

How or what the Kaga hides is up to the GM. Some knowledge, such as specifics about the First Ones, the Brotherhood of Khayne, their strongholds, their empire, their current location or their servants is almost never shared, unless the Kaga believes the petitioner may do something about it.

In short, the Kaga should be seen like an intranet. You can access a lot of things, but anything deemed dangerous by a system administrator (here the Kaga itself), is blocked off.

CHARACTER OFTIONS

There are three main ways to join the order. The Order favors secrecy with the outside world, gathering knowledge for its own sake, and the protection and advancement of mankind as the dominant species on Exodus. Those who cannot uphold those tenets are never invited.

The first is to select a feat such as Active Order Agent or Sleeper Order Agent. PCs with those feats are assumed to have successfully passed the many loyalty tests. The second is to be chosen by the Kaga for providing it with a lot of new or important information, through the *mind gift* spell.

The third is by completing many missions for the Order – usually without knowing who the PCs are working for. These missions serve as loyalty tests. Sleeper agents frequently accompany those being tested to provide direct feedback.

CLERIC

Though the Kaga is presented here as a deity, it is not and most learned folk know it. Clerics of Kaga have to belong to the following archetype.

CLERIC OF THE KAGA (ARCHETYPE)

The Kaga has clerics that worship it, serve their community, maintain the shrine, catalog and record everything they see and hear for their lord. Clerics of the Kaga do not gain their power from a divine source. Rather they draw power from an arcane source.

Skills: Clerics of Kaga replace the Heal skill with the Use Magic Device as part of their class skills.

Arcane Caster: Clerics of Kaga are considered arcane casters (though they still gain spells and select domains like clerics do).

Clerics of the Kaga may use their cleric level to qualify for any feat, prestige class or other option as though they were arcane caster. Similarly they do not qualify for any feat, prestige class or other option that requires them to have divine caster levels. For example a cleric of Kaga 5/ fighter 1 would qualify for the Eldritch Knight prestige class, but a cleric of Kaga 3/ wizard 3 would not qualify for the Mystic Theurge prestige class.

Despite being arcane casters, clerics of Kaga do not have arcane spell failure for their cleric spells.

Arcane Bond: A cleric of Kaga forms a bond with an implement or a familiar, like a wizard does. Levels of cleric of Kaga and wizard stack to determine benefits. This replaces a cleric's ability to channel positive or negative energy.

DEW FEATS

ACTIVE ORDER AGENT

You have gained many tidbits of information through petitioning the Kaga.

Prerequisite: Any one Knowledge 1 rank, must be taken at first level

Benefit: You get a +1 feat bonus on all Knowledge skill. You may make any Knowledge check even if you do not have the skill. However, you cannot exceed a DC of 15. **Special:** Anyone with this feat is considered to be a member of the Order.

ARCANE UTILITY

The flow of magic has altered your body, rendering you able to manipulate minor enchantments to great effect. **Prerequisite:** Arcane caster level 1, Spell Focus, must belong to the Order

Benefit: Arcane Utility allows you to make better use of magical items. Whenever you use a magic item that produces a spell for which you have Spell Focus, the save DC is increased by 1.

For example, a character with this feat and Spell Focus (enchantment) uses a *scroll of bane*, the DC would be 12 instead of 11.

If you have Spell Focus more than once, this feat applies to all schools for which you have Spell Focus.

Special: Arcane Casters who gain class-related bonus feats may chose this as their bonus feat if they fulfill all the requirements.

ARCANE UTILITY, GREATER

You have mastered the art of using magic items to the maximum of their ability.

Prerequisite: Arcane Utility

Benefit: The increased DC can be applied to all magic items, not just those matching your Spell Focus.

Special: Arcane Casters who gain class-related bonus feats may chose this as their bonus feat if they fill all the requirements.

AVATAR FAMILIAR

You may summon a special familiar.

Prerequisite: arcane caster level 7th, devoted of Kaga **Benefit:** You may call an avatar of Kaga as a familiar.

Special: If you do not have a familiar through a class feature, your effective level is assumed to be 1st and does not improve.

Stats for an avatar of Kaga appear at the end of this book.

CREATE GRAFT CREATION]

You may create magic grafts and imbue them with magical energy.

Prerequisite: caster level 7th, Craft Wondrous Items **Benefit:** You may create magic grafts. For more information on grafts, see New Magic Items.

DIVINER'S MASTERY

Your skill with divinations is unequalled.

Prerequisite: Ability to cast divination arcane spells, or access to the knowledge domain

Benefit: Diviner's Mastery allows a character to use divination magic to greater effect than other individuals. When performing a divination spell, any save DCs against its effects are increased by +1. This stacks with the effects of the Spell Focus feat. Additionally, the duration of divination spells is increased as if the caster was 5 levels higher.

GREXT INSIGHT

You have developed a unique sense of the world around you which relies not upon rational thought, but pure intuition.

Prerequisite: Skill Focus (any Knowledge)

Benefit: A character with Great Insight uses his Wisdom modifier when determining the total adjustment for skills in which he has Skill Focus.

If the character has the Skill Focus feat for multiple Knowledge skills, this feat applies to all.

Normal: Knowledge skills are based off Intelligence.

SLEEPER ORDER AGENT

You are uniquely skilled at keeping a low profile and staying unnoticed.

Prerequisite: Skill Focus (Bluff, Disguise), must be taken at first level.

Benefit: Any Bluff or Disguise checks made to maintain an identity, conceal one's actions, or play a role gain a competence bonus equal to the character's Wisdom modifier. Additionally, saving throws versus compulsion spells and spell-like effects gain a +2 competence bonus.

Special: Anyone with this feat is considered to be a member of the Order.

NEW PRESTIGE CLASS

太UGER

Augers are usually member of the Order who serve as experts. Their powers allow them to assist petitioners in research not only when communing with the Kaga, but in more traditional venues such as libraries and archives. Augers spend much of their time communing with the Kaga and researching trivial or random pieces of information.

Augers generally dress in bland, common colors and tend to blend into a crowd. Many live private lives working as librarians, archivist or clerks.

When Augers leave the safety of the temples of Kaga, they generally do so to gather knowledge to add to the Kaga. This pursuit of knowledge is nearly constant and, for many augers, borders on obsession.

REQUIREMENTS

Feats: Great Insight or Skill Focus (any Knowledge), and one metamagic feat.

Skills: 7 ranks in any 3 Knowledge skills.

Spells: Must be able to cast at least one 3rd level divination spell.

Special: An Auger must first be a member of the Order.

CLASS FEATURES

All of the following are class features of the auger.

Hit Die: D6

Class Skills: The auger's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (any) (Int), Linguistics (Int), Profession (Wis), Perception (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 2+ Intelligence modifier

Weapon and Armor Proficiency: Augers gain no new proficiency with any weapons or armor.

Spells per Day: When an auger gains a new level, he gains new spells per day as if he has also gained a level in an arcane spell casting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for the additional spells per day, spells known and an increased effective caster level.

Assistant (Su): Augers are true fonts of knowledge, making them great assistants. Whenever an auger uses the Aid Another action, he adds his class level to the bonus he grants.

Knowledge of the Kaga (Ex): This ability is identical to a bard's bardic knowledge. Auger and bard levels stack when determining the effectiveness of the Bardic Knowledge. At 3rd level, an auger adds this bonus to

any gather information checks. At 5th level, an auger may add this bonus to any Intelligence or Wisdombased skills in which he has ranks

Cipher (Ex): Ciphers are random pieces of knowledge gathered from randomly communing with the Kaga. When an auger communes with the Kaga, he adds

his class level to any Knowledge checks. Also, when at a shrine, an auger needs not use a prayer helmet to commune with the Kaga.

Secrets (Su): At 3rd level an auger may use one of the following abilities as a spell-like ability, using his highest arcane caster level as his caster level. An auger can change his secrets when he communes with the Kaga. At 5th level, an auger gets to pick another secret. This may be the same spell or another.

- Pick one wizard cantrip of the divination school and cast it at will as a spell-like ability, as a moveequivalent.
- Pick one first or second level wizard spell of the divination school. You may cast that spell at will as a spell-like ability.
- Pick one third or fourth level wizard spell of the divination school. You may cast that spell 3/day as a spell-like ability.
- Pick one fifth level wizard spell of the divination school. You may cast that spell 3/day as a spell-like ability.

Intuitive Knowledge (Su): At 4th level, whenever an auger searches any repository of knowledge such as the Kaga or a library, he completes the task in half the time, even when he takes ten.

Constant Commune (Su): At 5th level, an auger can commune with the Kaga without requiring a prayer helmet or communing with an avatar. Any such requirements (including spells that require divine focus of the Kaga), simply ignore such restrictions.

HARBINGER

Harbingers are men and women who have dedicated themselves to rigorous study of arcane magic and its effects on the world. This constant proximity to the flow of magic allows them to gain great and unique power over magic and magic items. However, in the process, they lose much of their humanity, gradually turning themselves into creatures closer to constructs than humans. As they gain levels in the class, their skin changes color and tiny wire-like veins can be seen just below the skin.

Harbingers are the most visible members of the Order. The added attention and the slow transformation into a construct do not please everyone, and many who embark on the path of the harbinger stop along the way to preserve their humanity.

Harbingers often travel to lost sites and ruins trying to understand the lost magic and artifacts of the First Ones' empire. The reasons vary greatly from one harbinger to the next, but all seek to increase the Kaga's massive library.

The ritual that changes one from a "simple" human to a harbinger can only be done in the presence of

太UGER										
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells				
1	+0	+0	+0	+1	Assistant, Knowledge of the Kaga	+1 level of arcane spell casting clas				
2	+1	+1	+1	+1	Cipher	+1 level of arcane spell casting clas				
3	+2	+1	+1	+2	Secrets I, Knowledge of the Kaga	+1 level of arcane spell casting clas				
4	+3	+1	+1	+2	Intuitive Knowledge	+1 level of arcane spell casting clas				
5	+3	+2	+2	+3	Secrets II, Knowledge of the Kaga, Constant Commune	+1 level of arcane spell casting class				

HÅRBINGER									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
1	+0	+0	+0	+1	Authority, graft, item recharge	+1 level of arcane spell casting class			
2	+1	+1	+1	+1	Power tap 1, unnatural aura	+1 level of arcane spell casting class			
3	+1	+1	+1	+2	Metamorphosis	+1 level of arcane spell casting class			
4	+2	+1	+1	+2	Graft, power tap 2	+1 level of arcane spell casting class			
5	+2	+2	+2	+3	Bauble, item recharge II	+1 level of arcane spell casting class			
6	+3	+2	+2	+3	Metamorphosis, power tap 3	+1 level of arcane spell casting class			
7	+3	+2	+2	+4	Graft	+1 level of arcane spell casting class			
8	+4	+3	+3	+4	Power tap 4	+1 level of arcane spell casting class			
9	+4	+3	+3	+5	Item recharge III, metamorphosis	+1 level of arcane spell casting class			
10	+5	+3	+3	+5	Graft, power tap 5, seed of Kaga	+1 level of arcane spell casting class			

the Kaga. Harbingers seem to have no memory of exactly what it entails, but their bodies, their minds and their souls are never the same. They belong to the Kaga.

REQUIREMENTS

Alignment: Must be partially neutral in alignment.

Feats: Arcane Utility*, Skill Focus (Use Magic Device)

Race: Human only

Special: A harbinger must first be a member of the Order and undergo a self-transformation ritual.

CLASS FEATURES

All of the following are class features of the harbinger.

Hit Die: D6

Class Skills: The harbinger's class skills (and the key ability for each skill) are Appraise (Int), Disable Device (Int), Escape Artist (Dex), Fly (Dex), Heal (Wis), Knowledge (any) (Int), Perception (Wis), Profession

(Wis), Sleight of Hand (Dex), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 4+ Intelligence modifier

Weapon and Armor Proficiency: Harbingers gain no new proficiency with any weapons or armor.

Spells per Day: When a harbinger gains a new level, he gains new spells per day as if he has also gained a level in an arcane spell casting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for the additional spells per day, spells known and an increased effective caster level.

Authority (Ex): A harbinger is a high-ranking member of the Church. As such, every member of the church is generally well-disposed toward the harbinger. The initial reaction from non-hostile members is generally improved one step.

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If the harbinger has the Leadership feat, his Charisma is counted as being 4 higher and never takes penalties, as long as his cohort belongs to the church of the Kaga and the PC is in good standing.

This authority comes at a price. Harbingers must obey the will of the Kaga at all times or become unable to relearn spells until the harbinger obtains an *atonement* spell from a high ranking member of the church.

The process that makes one into a harbinger cannot be reversed and is permanent. Death is the only way out.

Graft (Su): At 1st, 4th, 7th, and 10th level, a harbinger can graft items into his body, gaining additional item slots. Whenever he gains a new graft, he may select one of the following: hands, feet, head, headband, neck, ring (extra slot), or wrist for the location to gain an additional slot. The harbinger's body does not physically gain these body parts, he benefits from wearing additional items. Harbingers usually use those slots to gain additional grafts.

Item Recharge (Su): At 1st level, a harbinger may use his own energy to recharge a magic item. A harbinger spending one hour channeling magical energies into a device can add a single charge per day to an item that can be used 3/day or more. Consumables – such as scrolls, potions and wands - may not be recharged this way. At 5th level, a harbinger can either add an extra charge to an object that can be used 1/day or add two charges to an item that can be used 3/day or more. At 9th level, a harbinger may use this ability twice per day.

Power Tap (Su): At 2nd level and at every even level, a harbinger may draw power from a consumable to increase his own caster level by one. Drawing the power is a free action that does not provoke attacks of opportunity. This increased caster level may only be used on a spell of level equal to half the harbinger's spell level. The drained consumable must be of the same level as the spell or higher to power up. Using power tap uses up a charge of the consumable, as though it had been used.

Unnatural aura (Su): At 2nd level, a harbinger begins to show signs of their unnatural transformation. Any Charisma check dealing with animals, fey and divine casters close to nature (such as druids and rangers with spell casting abilities) get a penalty to the check equal to half the harbinger's class level. Spells with the fear descriptor gain a bonus to their DCs equal to half the harbinger's class level on such targets.

Bauble (Su): At 5th level, a harbinger may infuse some of his own magical energies to tokens and baubles. Spells imbued into a bauble may be activated as a full-round action later. When a spell is imbued into a bauble, the harbinger loses the ability to use the spell slot until the bauble is activated. As a standard action, a harbinger may dispel the magic of a bauble, and regain the user of his spell slot next time he rests.

Only spells with a casting time of 1 standard action or less may be imbued in a bauble. A harbinger may have a number of baubles equal to his class level. 10

Metamorphosis (Su): At 3rd, 6th, and 9th level, a harbinger takes on the aspect of a construct. Each metamorphosis makes the harbinger less human.

He must choose one of the following.

- Gain damage reduction vs. magic, the amount of DR is equal to three times the harbinger's class level. So a Wiz10/Harbinger 5 would have DR 15/ magic.
- Immunity to aging (the PC no longer ages, taking no further penalties for advanced age), when their natural lifespan would come close to the end, harbingers often cast the mind gift spell and join the Kaga.
- Immunity to poison and disease.
- Immunity to daze, paralysis, and stun.
- Gain darkvision 60ft. and low-light vision.

Seed of Kaga (Su): At 10th level, the harbinger loses the last shreds of his humanity and becomes a machine. Their blood takes on a green glow rather than the typical crimson. They exude calmness and serenity, but in an alien and bizarre way. They gain the following bonuses.

- The harbinger no longer needs to breathe, drink, eat or sleep.
- When targeted by a spell or ability, the harbinger is considered to be a construct or a humanoid, whichever is more beneficial to the harbinger. This determination is automatic and does not require any concentration on the part of the harbinger.
- Can cast *mind blank* (self only) at will as a spell-like ability.

NEW SPELLS

The following spells are known to the Church of the Kaga. While not overly secret, few outside the church learn – or have a chance to learn – these spells.

MIND GIFT

School Transmutation; Level Bard 3, Cleric [Kaga] 3, Sorcerer/Wizard 3 Casting Time 1 hour Components S, V, F/DF Range Touch Target one willing living creature Duration Instantaneous Saving Throw Will (harmless); Spell Resistance Yes (harmless)

The *mind gift* spell is the method by which new and expanded knowledge can be added to the Kaga. Only the knowledge is transferred, memories and experiences are not. The spell does not drain the target's knowledge.

Augers in particular undergo this spell regularly to ensure the Kaga is kept up to data with the latest information. Others undergo the ritual late in their lives, hoping to add a lifetime's worth of information.

To successfully cast this spell, this spell must be cast in the presence of Kaga or one of his avatars. Doing so anywhere else causes the spell to fail.

RIP MIND

School Transmutation; Level Bard 5, Cleric [Kaga] 5, Sorcerer/ Wizard 5 Casting Time 1 hour Components S, V, F/DF Range Touch Target one living creature Duration Instantaneous Saving Throw Will; Spell Resistance Yes

This advanced version of the *mind gift* spell allows the Kaga to take knowledge from an unwilling target. The Church rarely employs this spell because it is deemed unreliable and tends to provide incomplete or incorrect information. It is generally reserved for members of the Brotherhood of Khayne and the rare First One that is captured alive.

The spell is extremely painful on resisting targets and thus used sparingly.

To successfully cast this spell, this spell must be cast in the presence of Kaga or one of his avatars. Doing so anywhere else causes the spell to fail.

SUMMON MONSTER IV

Arcane casters devoted to the Kaga can add the avatar of the Kaga to their list of creature they can summon.

Divine spell casters do not gain access to this.

NEW MAGICITEMS

GRAFTS

Grafts are magical devices originally created by the Kaga to provide his allies with near-permanent abilities. Grafts do not take up body specific slots, but each prevents one slot from being used. Over the two millennia since the Kaga presented his followers with them, grafts have become common and can be found everywhere. In the Dominion, grafts are seen as unnatural and avoided.

- A graft may be disabled for a number of minutes if targeted by a successful *dispel magic*.
- Identifying a graft can be done using with a DC 15 Knowledge (arcana) or Spellcraft check.
- A graft may be removed by the recipient as a standard action. A graft may not be applied to someone else unless the person that applies it has the Create Graft feat. There is no cost to do so.
- Grafts cannot be removed through damage (cannot be peeled off or scratched away).
 Removing a graft requires a successful break

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enchantment or limited wish. The Kaga may know other methods to remove them.

ARMORED CASTER'S GRAFT

Aura strong transmutation; CL 7th Slot graft; Weight -; Price 6,000gp

DESCRIPTION

An *armored caster's graft* lowers the total arcane spell failure of an armor worn by the recipient by 10%. However, the caster must be proficient with the armor for this graft to work. The graft gives the recipient's skin a slightly metallic tint. Anyone with this graft is deemed to be wearing a metallic armor when targeted by spells or effects.

CONSTRUCTION

Requirements Create Graft, Craft Magic Arms and Armor, Craft (armorer) 5 ranks, *magic vestment*, must be proficient with light or medium armor; **Cost** 3,000gp

COMMUNER GRAFT

Aura strong divination; CL 7th Slot graft; Weight -; Price 18,000gp

DESCRIPTION

A communer graft grants the owner the ability to cast commune (with Kaga only) for one minute, once per day. Such a graft counts as a divine focus for clerics of Kaga. The graft turns the recipient's face a dark turquoise color.

CONSTRUCTION

Requirements Create Graft, *commune, mind gift*; Cost 9,000gp

DOOR-PASSER GRAFT

Aura faint transmutation; CL 3th Slot graft; Weight -; Price 7,200gp

DESCRIPTION

A *door-passer graft* grants the owner the ability to cast *knock* three times per day. The graft turns the recipient's hands a dark shade of blue.

CONSTRUCTION

Requirements Create Graft, discern lies; Cost 3,600gp

INVESTIGATOR GRAFT

Aura faint divination; CL 7th Slot graft; Weight -; Price 11,200gp

DESCRIPTION

An *investigator graft* grants the owner the ability to cast *discern lies* for one minute, on one target, once per day. The graft turns the recipient's skin around his eyes to a dark, dull green.

CONSTRUCTION

Requirements Create Graft, discern lies; Cost 5,600gp

OBSERVER GRAFT

Aura moderate divination; CL 9th Slot graft; Weight -; Price 18,000gp

DESCRIPTION

An observer graft grants the owner the ability to cast true seeing for one minute, once per day. The graft turns the recipient's eyes glowing green.

CONSTRUCTION

Requirements Create Graft, true seeing; Cost 9,000gp

RUNIC GRAFT

Aura moderate divination; CL 5th Slot graft; Weight -; Price 6,000gp

DESCRIPTION

A *runic graft* grants the owner the ability to cast *resist energy*, once per day. The recipient's skin becomes covered with slightly glowing runes.

CONSTRUCTION

Requirements Create Graft, resist energy; Cost 3,000gp

TRAVELER'S GRAFT

Aura faint transmutation; CL 1th Slot graft; Weight -; Price 400gp

DESCRIPTION

An *traveler's graft* grants the owner the ability to cast *expeditious retreat* or *pass without trace* for one minute, once per day. The graft turns the recipient's skin a bright green color.

CONSTRUCTION

Requirements Create Graft, *expeditious retreat*, *pass without trace*; **Cost** 200gp

VANISHER'S GRAFT

Aura moderate conjuration; CL 7th Slot graft; Weight -; Price 11,200gp

DESCRIPTION

An *vanisher graft* grants the owner the ability to cast *dimension door* once per day. The graft streaks the body of the owner with black stripes.

CONSTRUCTION

Requirements Create Graft, dimension door; **Cost** 5,600gp

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NEW TOMES

BLOODBATH IN THE JUNGLE

Full Name Bloodbath in the Jungle, Uprooting the Dark Forces in the Jungles of the Bal

Author Laskar Kapak

Description A rugged leather-bound tome bound with thick leather straps.

Content The book analyzes many battles fought in the jungles of the Wyldlands of Bal. It pays particular attention to the tactics of the Brotherhood of Khayne and how to defeat them. It is the most complete book on the Battle of the River of the Dead. Many diagrams and maps make this book very easy to understand.

Status This book has not been declared heretical by the Sanguine Covenant

Language Common

Locations Imperial Library of Reis (Reis)

Reference +5 competence bonus to the following skill: any Knowledge skill with regards to the Brotherhood of Khayne, their allies and their tactics.

Spells protection from evil, true strike

Other Versions All of the major empires on Exodus have copies of this book. It is seen as the best manual on how to fight the Brotherhood of Khayne.

NEW WONDROUS ITEMS

COMMUNION HELMET

Aura moderate divination; **CL** 7th **Slot** helmet; **Weight** -; **Price** 90,000gp

DESCRIPTION

These metallic helmets are covered with dials and tubes. When worn, the user summons forth an avatar of the Kaga. The petitioner may then commune with the Kaga. When activated, a communion helmet may be used as focus for the *mind gift* spell.

CONSTRUCTION

Requirements Create Graft, *commune*, *mind gift*; **Cost** 45,000gp

NEW MONSTERS

AVATAR OF THE KAGA

Avatars of the Kaga are small creatures formed of arcane energy that answer petitioners' requests for information. Though these creatures rarely fight, avatars have been known to defend shrines and petitioners. When forced to fight, avatars of the Kaga use *magic missiles* first then become invisible.

Originally, these constructs were created by the Kaga to provide familiars to his followers. Now, avatars can be found in nearly every shrine, ready to commune with petitioners.

AVATAR OF THE KAGA - CR 3

XP 800 N Small Construct

Init +6; **Senses** darkvision 60ft., low-light vision, Perception +6

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 natural) hp 26 (3d10+10) Fort +1, Ref +3, Will +1 DR 5/magic; Immune construct traits

OFFENSE

Speed 20 ft.; fly 30ft. (average)
Melee 2 slams +4 (1d3+1)
Spell-Like Abilities (CL 6th)
1/day summon (level 2, 1 avatar of the Kaga)
3/day magic missile (3d4+3), tongues
At-will invisibility (self only)

STATISTICS

Str 13, Dex 15, Con -, Int 14, Wis 11, Cha 6 Base Atk +3; CMB +3; CMD 14 Feats Skill Focus (any two Knowledge) Skills Fly +10, Knowledge (any two) +11, Stealth +12 Languages Common, Prymidian, Sorcerous SQ Essence of the Kaga

STATISTICS

Essence of the Kaga (Su) an avatar of the Kaga is linked to the Kaga through mystical means. Thus the Kaga knows everything the avatar knows, as if the avatar was under a constant mind gift spell. An avatar of the Kaga counts as a holy symbol for the purpose of spell casting if it is within 10ft. of a cleric of the Kaga.

THE ORDER CAMPAIGN

NPCSOF INTEREST

APONI, GAYON

Male Prymidian, Bard 7/ Auger 3, Librarian of Anidem

Gayon is the leader of the church in Anidem. He specializes in ancient philosophies and epistemology (origin of words). He uses his position to get adventurers to study the Speakers of the Lost Tongue in the Troll Wastes. Many have disappeared in expeditions he funded through the church. A few in Anidem are beginning to wonder about his sanity, but have little to go on.

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KAPAK, LASKAR

Male human, Magus 13/ Harbinger 2, Librarian of Reis

Laskar is a rarity in the Order in that his strength comes from his ability with the blade and not his mastery of the arcane. He spends most of his time studying maps and drawing battle plans to assault any Brotherhood stronghold he and his staff can find.

Outside the order, he is best known for his tome, "Bloodbath in the Jungle". Many travel to Reis to meet with him and consult him on tactics.

VON ULTHOW, KUNAGONDA

Female human, Cleric of Kaga 10, traveling explorer

Kunagonda was born in the Caneus Empire but has spent the last twenty year abroad. She has lived in Gavea since 86AU, writing about the natives' unique rites and song. She is the Church's foremost expert on Gavean culture.

REATIONS ARMAN PROTECTORATE

The relation between the Church of the Kaga and the Protectorate is a complex one. On one hand, the Kaga has historically been allied or friendly to the Armans. On the other hand he also provides information and secrets to other nations.

Unknown to most, the assistance of the church during the Arman conquest came with a few strings attached. All six clans must honor requests for assistance and hospitality by members of the Order. Though few nobles know what the Order is, they know its symbol. When presented with the Order's symbol, the princes and lords of the Protectorate are forced to honor any requests. The Order makes sure that such requests are never frivolous and anyone who abuses such trust is hunted down and punished.

Among the lower classes, the Church is welcome to operate openly, as long as it does not provide teachings that go against those of the Sanguine Covenant.

Effects: A member of the Order (and only members of the Order) who present a noble with the secret sign of the Order gains a +5 bonus to any Diplomacy check made to obtain a favor. Fools be warned: doing so exposes one as a member of the Order. And many Arman nobles would like nothing more than to rid themselves of this old pact.

CXNEUS EMPIRE

Nowhere in the Imperial Alliance were the Kaga and his influence felt more intensely than in the Caneus Empire. Though rarely as directly as in other states, the empire has been a testing ground for many of the Kaga's theories. The Kaga brought feudalism to the nascent empire. Here, the Order has infiltrated many of the Sanguine Covenant's libraries and places of learning. The Order influences the Sanguine Covenant and its policies from the inside, promoting collaboration between the two churches.

The Kaga and his church are held in high regard here. Though it holds little temporal power in the Empire, the Church is found everywhere.

Effect: Members of the Church get a +2 bonus to Diplomacy checks when trying to get people to do something for them.



DOMINION

Perhaps the nation that has gained the most obvious gift from the Kaga is the Dominion. With the Kaga's assistance, Dominion spell casters were able to create the floating city of Anidem.

Under the name *Academy of Technology and Magic*, the Order trains new minds to support its way of thinking. It is perhaps one of the Order's most visible operations in all of Exodus.

Although the Dominion supports the Church, grafts are seen as unclean. People avoid them and those who openly display them are shunned and avoided.

Effect: There is no special bonus for operating within the Dominion. However, those who have grafts suffer a -2 circumstance penalty to all Bluff, Diplomacy and Disguise check for each graft they possess.

GXVEX

The Order has a keen interest in expanding in Gavea. Currently, the Church can only be found in Barlow, but missionaries are trying to complete a map of Gavea and its many treasures and dangers. Adventurers are highly sought by the Order to complete these tasks.

INPERIAL ALLIANCE

The Imperial Alliance has managed to maintain its distance from the Church of the Kaga. The church is seen as just another cult, but individual members of the Alliance generally share the attitude of their parent nation.

Effect: No special effect, however individual members of the Senate are likely to share their parent nation's sentiment.

JANUS HORDE

When Sametia overthrew the shackles of civilization, the Church of the Kaga was one of the Horde's prime targets. Augers, harbingers and priests were taken and killed by angry mobs. For the past decade, the Order has been trying to infiltrate the Horde with limited success. The fervor with which the Sametian embraced barbarism and the return to an earlier, simpler age is incomprehensible to the civilization and forward-thinking Order.

This has taken the Order aback. Never before has a group of people chosen to retreat back to an earlier, more primitive stage of development. The Kaga is not offering much advice or information on what to do.

Effect: When communing with the Kaga about any events that has taken place in Sametia for the last 50 years, all DCs are increased by 10. The Kaga simply does not know.

REIS CONFEDERACY

The Order is perhaps most active in the Confederacy, seeking to uproot and discover any elements of the

Brotherhood of Khayne. The Order managed to score a major battle at the Battle of the River of the Dead, but is finding itself hard pressed to contain and locate the resurgence of Brotherhood activity across the Confederacy.

While the Order controls most of the larger cities, wilderness areas are clearly slipping to the Brotherhood.

Effect: If a member of the Order is known, there is a chance equal to the character's level in % to be attacked by the Brotherhood. These attacks usually take the form of a group of summoned demons (usually babaus or retrievers). Keeping a low profile is important. The chance of an attack doubles when in Brotherhood-controlled areas of the wild.

UNTHARA

Before the Brotherhood took over Unthara, the Order saw Unthara in the same light as it currently sees Gavea. With the Brotherhood takeover, the Order has lost all of its influence there. Still, in the ruins of small town, shrines can sometimes be found.

BROTHERHOOD OF KHAYNE

The Order considers the Brotherhood of Khayne to be the greatest threat to mankind's continued existence on Exodus. As such, harbingers and other devotees travel the land searching for any signs of the Brotherhood.

Effect: If a member of the Brotherhood knows that someone belongs to the Church of the Kaga, the relation is automatically considered to be hostile. It is not possible to make them become friendly or helpful through the use of Diplomacy. However, members of the Order gain a +2 circumstance bonus to Intimidate checks made against members of the Brotherhood.

There is no effect unless both sides are aware of the other side's allegiance.

FOLDING CIRCLE

The Order keeps tabs on the Folding Circle but unless the Circle's focus brings it into conflict with the Order, the Order leaves them alone. Makesh is aware that there is a secret Order in the Church, but has not been able to discover much.

FIRST ONES

Like the Brotherhood of Khayne, the First Ones are high on the Order's target list. First Ones are to be exterminated with extreme prejudice. As such, the Order frequently hires adventurers to send on seek and destroy missions against First Ones, and First Ones' strongholds.

The Order maintains much disinformation about the First Ones to ensure few seek to deal or ally with them. Any devoted of Kaga showing mercy to a First One without justification is punished and often demoted.

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SANGUINE COVENANT

The Sanguine Covenant keeps a suspicious eye on the Church of the Kaga as a rival for the attention of the people and because the Kaga brings knowledge of people. Both sides eye each other, seeing the other as a potential ally but also as a potential enemy.

SECTION OMEGX

The Order is curious about Section Omega and its goals. Since the powerbase of both groups is different, the two groups are cautious near the other. Section Omega is one of the few groups aware of the existence of the Order and its goals.

Both groups have been known to cooperate in the past, but they have also clashed a few times.

USING THE ORDER

The Order's biggest strength is its secrecy. Unless the PCs are members of the Order, it is unlikely they would know much about it. Thinking they are working for or opposing the Church of the Kaga is the most likely course of action.

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The Order makes a great sponsor for adventurers. It is nearly everywhere and constantly seeks to expand the Kaga's knowledge of the world. As such, they offer good coin for adventurers to travel to remote locations, map areas, find ancient or lost tomes. In short, everything a typical adventurer does.

The PCs might work for the Order regularly or on an occasional basis, often without knowing it.

XS XH OPPONENT

As an opponent, the Order's greatest strength is its secrecy. The PCs should not know exactly who the Order is and what its goals are. As such, it appears as a shadow conspiracy manipulating events and people to further its agenda. The less the PCs know of the relation between the Kaga, the Order and the Church, the better.

In this type of campaign, the PCs are likely to work for a rival faction, such as the Sanguine Covenant or Section Omega and find themselves thwarted or opposed by members of the Order.

The PCs are hired by a very shady character that belongs to the Order. This contact tells the PCs about a Brotherhood stronghold and offers them a lot of money to go and destroy the leader, a priest name Ka'hatl. Ka'hatl is an enormous enuka.

KNOWLEDGE FOR KNOWLEDGE'S SXKE

An old nobleman is dying. His inheritance includes a tome that contains information concerning the PCs current quest. The heir seeks to sell the books for coin and has no knowledge of the true value of the book. But when the PCs and members of the Church of Kaga show up asking for the same book, the price goes up. Let's see how far – or low – the PCs are willing to go to obtain what they want.

FOR YALVY LOST WAY

While the PCs are researching within the Kaga, it offers a revelation pointing the PCs to a destroyed shrine in Sametia. Traveling to the location, the PCs discover an avatar of the Kaga trapped under rubble. The church is willing to pay a lot of money for its return.

MAPPING GAVEA

The PCs are offered great amount of coin to map the southern tips of Gavea. The area, known as the Misty Valleys, is filled with great monsters and is a hunter's paradise. However, to complete their task, the PCs have to fight through the many monsters that dwell hidden in the mists.

OFF INTO THE JUNGLE

The PCs travel to Reis where they hope to meet with the Laskar Kapak. When they reach his home, they discover that he has gone "exploring". Following his trail, the PCs find him surrounded by a horde of cannibals allied with Brotherhood converts. They have to fight their way out to get the information they seek.



Auger: a devoted of the Kaga who specializes in helping others research the vast quantities of information contained in the Kaga.

Commune: the act of consulting the Kaga and its information.

Gifter: someone who has died and given his knowledge to the Kaga.

Graft: A tattoo-like magic imprint.

Harbinger: a devoted of the Kaga who underwent a magical transformation into a near-construct being.

Petitioner: someone who comes to a shrine to commune with the Kaga.

Revelation: piece of information provided by the Kaga without prompting.

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