



MONSTERS OF NEOEXODUS:
SCYTHIAN



The Scythians are rarely spoken about. When their name is mentioned, it is whispered, as though one would like to forget the word as soon as it is spoken. Most consider them to be a monster out of Exodus's past, some believe these creatures never really existed and stories created by others as urban legend.

While no one on the surface of Exodus has reported a Scythian in the last five centuries, they are far from forgotten. The Scythians are soldiers of the First Ones. Not as tough as the kroca, nor as stealthy as the sobeka nor as numerous as the exodites, the Scythians were cunning and dangerous opponents. They revel in mayhem and destruction to a level rare even among the First Ones.

The Scythians are not First Ones themselves, but are often considered to be one of them due to their close associations. The Scythians say that they have been involved in every conflict the First Ones ever engaged in, a fact they proudly proclaim.

The Scythians' mastery over their bones and the bony protrusions that grow from their bodies makes them both unnerving and extremely dangerous. A Scythian is never truly unarmed.

HISTORY

CREATION

The Scythians were created by a Khaynite named Skyth. Skyth, the Scythians say, received a dream from Khayne himself showing him where he could find a shard of divine bone. This bone was shed by Khayne during one of the endless conflicts before time.

Skyth travelled the world until he found the bone shard. He turned the shard into a pick. With the pick, he slew a thousand enemies every day, and as the pick drank the blood of Khayne's enemies, it grew in power and size.

One day, the pick gained consciousness. It pushed Skyth to continue his campaign of death and destruction. So powerful did Skyth become that after he had subjugated the world, he traveled to Khayne's Palace of Blood where he attacked the Lord of Mayhem himself. With a wave of his hands, Khayne slew Skyth's followers but could not overcome the general holding the pick.

Skyth struck the Lord of Mayhem in the right arm. As the blood gushed, the pick drank and grew stronger than ever.

Skyth then landed a blow to Khayne's head. The pick drank and learned cunning and deviousness. It learned of its origin.

At that point, the pick turned on its master. "I am the son of Khayne and as such should not be wielded by a mere mortal like you", it said.

As Skyth lay dying, Khayne shattered the pick into a thousand shards. "I gave you to him for a reason and you

betrayed me." Khayne took a piece of the divine bone that soaked in the blood of a thousand battles and placed it on Skyth's breast, he did the same to each of Skyth's followers. The divine bones revived the dead, but instead of Khaynites, they had become something new. They became the Scythians, the soldiers borne in the blood of Khayne.

Khayne then ordered his new children to serve the First Ones as punishment for the pick's betrayal.

THE ENDLESS WAR

When the humans formed the Kaga, thousands of Scythians fell upon the rebelling slaves, intent on teaching them about their betrayals, and forcing them to return to the palace as obedient servants.

But that did not happen. The reign of the First Ones was at an end and the Scythians were the last ones to know. They cared only for carnage and for years indulged in mayhem.

In the end, the First Ones were defeated and the Scythians followed them in defeat to the deepest reaches of the world. Though the Scythians hoped their masters would withdraw, rebuild their forces and return to take over their cities and empire, the First One began to squabble and further destroyed the unity they once enjoyed. The Scythians followed their commanders and fought against each other.

The Scythians call this period the Endless War because there was never any lasting peace. They consider this period of history to be a Golden Age.

During this period, the First Ones experimented on the Scythians, to make them tougher, stronger and more powerful. Most of those experiments failed or yielded results that were immediately destroyed by their creators. A few unique specimens are thought to live in isolated parts of the world, among them the dark Scythians with the ability to turn invisible.

TODAY

The Scythians are not a unified people; their lot has improved little, for they seek only to revel in the carnage of battle, a role their First Ones overlords have no problem giving them.

Any major offensive by the First Ones is usually done on the back of the Scythians, who both revel and volunteer for such missions.

When not fighting, the Scythians live in military tent camps on the outskirts of First Ones cities and enclaves. These enclaves are dirty, poorly planned, and built with whatever materials were handy. Few merchants, even those who regularly travel among the First Ones and their slaves, ever visit Scythian camps, preferring to let the Scythians come to them instead.

Any non-Scythian entering a camp must be prepared to fight many Scythians intent on proving themselves to their peers. Violence is common and usually lethal when outsiders are concerned.

people. Their singular dedication to their martial abilities and carnage is not conducive to the worship of deities.

While all Scythians worship Khayne, they are effectively atheist. Scythian clerics are unheard of. They

THE SCYTHIANS

SERVANTS OF THE FIRST ONES

Scythians believe they were commanded by Khayne himself to serve the First Ones. While the Scythians resent their servitude, their dedication to warfare has kept them high on their master's list.

Scythians never fathom the concept of rebelling. Though they have rebelled against other First Ones lords, any major or large-scale uprising is anathema to the Scythians. By following their masters, they are rewarded with the chance of mayhem. By bringing mayhem and destruction, they redeem themselves before Khayne.

LIES, LIES, LIES

Like most things dealing with the Khaynites, the origin of the Scythian is complete fabrication. The Khaynites created the Scythians before the wars with the Kaga. For a time, the Scythians were esteemed for their complete lack of morals and dedication to bringing death to the enemies of the First Ones. With the First Ones' defeat, many blamed the mayhem-obsessed Scythians for the loss.

Over the next centuries, the First Ones have used the Scythians in experiments, trying to remedy their flaws. After centuries, the dedication shown by the Scythians has not changed. They have not evolved or changed.

NEWER, BETTER TOYS

About a century ago, a secret council of First Ones decided that the Scythians were no longer fit to serve them and were deemed passé. Although Scythians still form the core of the First Ones' armies – and are likely to remain for the near future – their masters are creating new pawns and servant races that require less attention and that can operate without constant supervision.

Rather than risk a major rebellion, the First Ones send Scythians on pointless wars, launching suicidal attacks on fortifications, usually facing other Scythians, but sometimes other creatures.

SCYTHIAN RELIGION

Although their creation and origins are filled with Khayne and religious significance, the Scythians are not a religious



spend no time in religious services. They have no holidays. They respect little that is sacred or divine. Since they believe they are of divine origin, they see no reason to worship anyone.

To push things even further, if they come from part of a god and they are not the dominating power on Exodus, then the gods must not be very powerful. Thus their infamous saying “there are no gods, only us”.

REPRODUCTION

Like everything about the Scythian, mating and reproduction is a violent act. When a female becomes fertile – about once every two months, she hunts for a mate. She fights the male in hand to hand combat. If she triumphs, she goes on to find a better mate.

If the male triumphs, he implants a shard of his bones under her skin (the exact location is not important). Within a week, a bone shard erupts from the female. To non-Scythian, there is little difference between that bone and other bone razors. The mother hides it among bone piles or trash and moves on.

From that shard, 1d6 young Scythians emerge six months later. At birth, Scythians can walk and talk. Within a year, they complete their physical development and reach sexual maturity within three years. The young fight among themselves all the time, often to the death. The locations where many females hide their shard sometimes turn into Scythian bone swarms (see new monsters).

Once the young are born, the whole community raises them. Scythian upbringing is brutal, violent and often deadly. Only the stronger children survive. Parents have no attachment to their children.

INFAMOUS SCYTHIANS

A'YA'KWAGH

Female Scythian, CE, Barbarian 10, Scythian war lord

A'ya'kwagh became a public figure among the First Ones about ten years ago when she killed twenty Scythians working for a rival Exodite warlord. Since that time, she has gathered around her many Scythians from defeated factions and has been turning them into a veritable army. She sells her services to anyone who can pay and stays until the money is gone.

BRAK'TOK

Male Scythian, CN(E), Ranger 8, Scythian hunter

Brak'Tok is an odd Scythian in that he does not seek to slay everything he encounters. Brak'Tok seeks to destroy the biggest creatures he can find. Only by destroying such creatures can a Scythian prove his worth and power to Khayne and his peers. There is no glory in the slaughter of the weak.

Brak'Tok is one of the few Scythians to be well-acquainted with the surface world. His expertise and knowledge of the terrain are highly sought by would-be First Ones conquerors seeking to expand to the surface.

GWAHHH

Male Dark Scythian, LE, Monk 14, Leader of the Bone Flower Monastery

From an early age, Gwahhh sought to make sense of the world around him. The carnage and destruction his soul called for was not a mean in itself, they formed the basis of salvation and redemption in the eyes of Khayne. They are to be controlled and mastered like farmers master water to irrigate their fields.

Gwahhh spent half his youth in quiet contemplation of the glory of carnage and the other half reveling in mayhem. Thus he has grown strong. Using some of the spoils of war, he paid for a monastery to be built, somewhere deep below Exodus. It is said that whoever can complete the journey to his monastery may petition to be a pupil. But the way is long and filled with monsters.

Gwahhh noticed that his brothers are being decimated in pointless wars, a fact he has kept to himself so far. He has sent loyal, non-Scythian pupils to the cities of the First Ones to gather information. What he has heard back is not encouraging. How he would react if he learned of the First Ones' decision to rid themselves of the Scythians is a mystery.

TA'KA

Male Scythian, CE, Fighter 5/Rogue 3/Assassin 3, Slayer

Ta'ka is a devious and vile individual. Even his fellow Scythians think there is something wrong with him. He revels in the fear a victim feels when it knows it is about to die. Ta'ka is a contract killer and a good one at that. He has worked for nearly every Exodite lord, at least once. Those he hasn't worked for yet are on his contract list.

Unlike most Scythians, Ta'ka enjoys the slaughter but on a more personal level. Killing someone he does not know brings him no pleasure.

SCYTHIAN EQUIPMENT

NEW MATERIAL

SCYTHIAN BONE WEAPONS

Scythian bones were drenched in the blood of countless enemies. Even after death, Scythian bone seeks to be fed with blood. Melee weapons made of Scythian bone inflict one additional point of damage to living opponents, but have no effect on non-living ones. Such weapons must be piercing or slashing.

Scythian bone weapons cost an additional 1,000gp.

SCYTHIAN ALCHEMICAL SUBSTANCES

Scythian bone dust: The dust of Scythian bones can be used to replace the cost of material spell component. Scythian bone dust only works when casting spells targeted at a Scythian.

Each bone razor creates the equivalent of 1sp. A full body yields the Scythian's Constitution score in gold pieces' worth. Exodite alchemists seek battlefields where many Scythians have fallen to "harvest" them.

SCYTHIAN MAGIC ITEMS

Scythians rarely create magic items. However a few items hold significance or are commonly used by them in their endless quest for battle.

SHARD OF KHAYNE

Aura moderate necromancy, strong evil; **CL** 3rd
Slot -; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

A *Shard of Khayne* is a piece of bone that is said to have come from Khayne himself, lost in a battle before time. A shard of Khayne functions as 5,000gp worth of Scythian bone dust, except that it is not destroyed when used. Instead, the shard "regenerates" when dipped in fresh blood. It regains 1gp for every HD of creature killed.

If a Scythian sees such a holy object in the hands of a non-Scythian or non-First One, they go into a rage (as the *rage* spell) that only ends with their death or when they retrieve the shard. There is no save to resist this effect.

CONSTRUCTION

Requirements cannot be crafted

USING THE SCYTHIANS

The Scythians are a force of destruction with few redeeming qualities. They live, breathe and breed only to destroy and kill. Scythians build nothing, they take no prisoners, they are not interested in wealth or material gains, they do not seek fame and power is not a reward for them. This makes them difficult to handle as allies and single minded as enemies.

ADVENTURE IDEAS

THE CAMP

The Scythians have raided a local village and left with an important relic of the Sanguine Covenant. The church is calling for a crusade, but a prester believes that sending a small group of well-armed adventurers has a better chance of retrieving the relic.

The PCs must travel deep to find the Scythian camp, sneak in and leave before anyone can figure out what has happened.

THE CHILD

The PCs come across a young Scythian while on the road. What do the PCs do with him? He is considered a heretic by the church, to be executed at the first occasion.

Can the PCs turn this child from the life of carnage and mayhem towards a life of good? Can one overcome his nature or are we programmed from birth?

This adventure will raise many philosophical questions. Great change-of-pace adventure, especially after one has met the Scythians and the carnage they bring.

DISCOVERY

This type of campaign has the PCs explore the dark reaches of the world below. There, they encounter the First Ones and their servants, including the Scythians. The PCs would be some of the first people of Exodus to return with news and description of such creatures – if they can get out alive.

ENEMY OF MY ENEMY

Scythians are dedicated to their personal search for carnage. However, at some point, they will realize that the First Ones are trying to replace them.

Such a campaign would start with the Scythians as pure villains launching attack after attack upon isolated locations with limited strategic value. In a second phase, the PCs discover that the Scythians are exterminating themselves in pointless wars. The PCs would then have to prove themselves to Scythian warlords and then bring irrefutable proof of what they say. How do the Scythians react? And more importantly, where do they go from there? They are a people without a history of their own, without culture.

Convincing the Scythians to turn on their masters is but half of it. The PCs then have to convince the authorities of the Imperial Alliance to trust or grant land to the Scythians. Many in the Arman Protectorate and the Sanguine Covenant will accuse the PCs of heresy for the Covenant declares all First Ones and their servants as heretics.

THE EXPERIMENTS

The Khaynites in particular enjoy experimenting on the Scythians, trying to find some way to improve them. Barbed Scythians may be one of the more successful breed, but what about those Scythian infused with the essence of the Endless Abyss and the Primordial Chaos?

In such a campaign, the PCs would face constantly evolving breeds of Scythians.

SCYTHIAN RACIAL TRAITS

+2 Constitution, +2 Dexterity, -2 Charisma: Scythians are quick and resilient, but socially inept.

Medium: Scythians are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Scythians have a base speed of 30 feet.

Bone Razor (Ex): As a swift action a Scythian can create a sharp bone weapon from the many bony protrusions covering the Scythian's body. Once drawn, a bone razor is not attached or connected to the Scythian's body (so it can be disarmed). A bone razor is the equivalent of a short sword in all game terms. A Scythian may keep the bone razor for a maximum number of rounds equaling to 3 + his class level. Once this time has elapsed, the bone razor deteriorates to dust or may be merged back into the Scythian's body that created it (without ill effect). This ability can be used at-will. A bone razor can be disarmed and sundered with a hardness of 6 and a number of hit points equal to the creator's Constitution bonus. If attacked by a bone razor it created, the Scythian suffers no damage and the bone razor merges back into their body, effectively destroying the weapon. Scythians are proficient with any weapon created through the bone razor ability.

Darkvision: Scythians can see in the dark up to 60 feet.

Dedicated to violence: Scythians get +1 racial bonus to attack rolls with melee weapons. Scythians who use ranged weapons on a regular basis are ridiculed by their peers.

Favored Class: Scythians may not take a spell casting class as their favored class. If the class gains spells (no matter when) it cannot be chosen. This includes paladins and rangers, but not rogues.

Hard to intimidate: The DC to Intimidate a Scythian is increased by 2.

Languages: Scythians begin play speaking Common and Scythian.

Reckless: Scythians get a +2 racial bonus on Will saves against fear effects.

SCYTHIAN, DARK

Dark Scythians were created in the First Ones' alchemical lab. The resulting experiments made the Scythian less dedicated to violence and mayhem, but more pliable and subservient. However, they gained the ability to turn invisible for short periods of time.

Their name comes from dark purple or blue tones of their skins. Dark Scythians are extremely rare and live on the edge of Scythian society. Their ability to turn invisible is seen as cowardly by other Scythians.

Dark Scythians replace "Dedicated to Violence", "Hard to Intimidate" and "Reckless" racial features with the following.

Natural Invisibility (Sp): Once per day for a number of rounds equal to their character level. This functions exactly as the *invisibility* spell.

THE SEEKER

A PCs or an NPC close to the PCs seeks to find enlightenment at the Bone Flower Monastery. To reach the monastery, one has to face countless challenges and peril before reaching the monastery.

BUILDING SCYTHIANS

Scythians are not recommended as player characters. They are clearly designed to serve as opponents.

SCYTHIANS

Violent and combative, the Scythians are dedicated to battle and spreading violence and destruction. They are part of every First One army and live only for combat.

Though they seek to engage in mayhem, they are not mindless killers. They are cunning and devious warriors who spend all their time preparing and thinking about the next battle. Thus all Scythians are bred and trained from birth to serve as soldiers. As such, an extremely

small percentile of all Scythians takes up a non-martial profession.

Personality: Scythians are considered dull and boring by their First One. They are completely dedicated to their pursuit of warfare and come across as fanatic.

Physical Description: Scythians are tall, but svelte. Their skin colors and hair tones are the same as human. They are most notable for having bony protrusions on their limbs and faces. They have an odd, unique swinging movement as they walk.

Relations: The Scythians have served the First Ones as far as they can remember. Their only tie with other races is based on fighting them. They are almost universally hated.

Scythian Lands: The Scythians have no land of their own. They are generally encountered in and around First Ones enclaves.

Alignment and Religion: Scythians are universally evil, though most are either lawful or neutral. Scythians are rarely of neutral alignment. The Scythians believe they

were drawn from Khayne's bones and almost universally worship Khayne.

Names: Male and female Scythians are known by their war cry. A Scythian's war cry and name do not change throughout his life.

Sample names: Gur'Tak, Kyaah, Tokey'ah

SCYTHIAN FEATS

Scythian racial feats revolve around enhancing their bone razor ability or manipulate their bones in different ways. Most Scythian train, expand and refine this ability to create deadlier and more useful weapons and items.

Except where specified other the scythians are affected normally by any of the feats below.

BONE BLADE (COMBAT)

You learned to create larger bone razors.

Prerequisites: Scythian, Bone Razor feature.

Benefits: By spending a move action, a Scythian can create a larger blade. This blade functions exactly like a longsword. It has twice the amount of hit points of a bone razor (Con x 2). The creator is automatically proficient with the weapon.

BONE BLADE, GREATER (COMBAT)

Prerequisite: Scythian, Bone Blade

Benefits: When using the Bone Blade feat, you can create a bastard sword. It has four times the amount of hit points of a bone razor (Con x 4). The creator is automatically proficient with the weapon.

BONE CALTROPS

You have the ability to fire sharp bony shards out of your hands that act like caltrops.

Prerequisites: Scythian, Bone Blade

Benefit: By spending a full round action, you may cover a number of adjacent squares equal to your Constitution bonus with bone caltrops. These squares must be adjacent to you.

They function like normal caltrops except that if you step on a square with the caltrops, you re-absorb them into your body.

BONE KNUCKLES

Your mental discipline allows you to extract bone razors at the precise time.

Prerequisites: Improved Unarmed Strike, Bone Razor feature

Benefit: You count all your unarmed strike damage as though you were one size category larger. If you are a monk, increase the damage dice by one category (d6-> d8, d8->d10, d10->d12), the number of dice is unaffected. A 20th level Scythian monk would roll 2d10 for damage instead of 2d8.

BONE RAZOR, IMPROVED (COMBAT)

Your bone razors are incredibly well-balanced.

Prerequisites: Scythian

Benefit: Your bone razors are all considered to be of masterwork quality.

BONE SPIKES (COMBAT)

You can project spikes at a distance.

Prerequisite: Bone Blade

Benefits: You can project spikes from your body in small bursts. This functions exactly like a hand crossbow.

BONE TOOLS

You have mastered the art of creating extremely precise tools using your bones.

Prerequisites: Scythian

Benefit: For you, the right tool is always at hand. By spending two minutes, you can create a bone razor that can be used as a work tool. As such you never take penalties using Craft or Disable Device checks for not having appropriate tools.

BONE TOOLS, GREATER

The tools you make are extremely precise.

Prerequisites: Scythian, Bone Tools

Benefit: The tools you create are of masterwork quality, but take five minutes to make.

DISJOINTED SKELETON

You have learned to manipulate your skeleton to move through openings that would not allow someone of your size.

Prerequisites: Scythian, 1 rank in Escape Artist

Benefit: As a full-round action, you can distort your body to pass through small opening. You are not considered squeezed if a Small-sized creature would not be squeezed.

FACIAL CONTORTIONS

You can rearrange your facial features.

Prerequisites: Scythian, 1 rank in Disguise

Benefit: Once per day, you can rearrange your features as the *disguise self* using your level as the caster level.

INTIMIDATING MASK

Your bone spurs jut out of your face, giving you a frightening appearance.

Prerequisites: Scythian, 1 rank in Intimidate

Benefit: As a swift action, you can use your Constitution modifier instead of your Charisma modifier for Intimidate checks. However, you take a penalty to Diplomacy check of the same value.

NATURAL INVISIBILITY, EXTRA

You can call upon your invisibility power more often.

Prerequisites: Scythian, Natural Invisibility.

Benefit: You gain two extra uses of your natural invisibility per day.

Special: You may take this feat more than once.

NATURAL INVISIBILITY, GREATER

Your invisibility is more powerful than others.

Prerequisites: Scythian, Improved Natural Invisibility, character level 10.

Benefit: For a number of rounds equal to your character level, your invisibility counts as a *greater invisibility* spell. Use of this feat costs one use of the natural ability.

NATURAL INVISIBILITY, IMPROVED

You can remain invisible longer than most.

Prerequisites: Scythian, Natural Invisibility feature.

Benefit: The duration of your natural invisibility is measure in minutes, instead of rounds.

REINFORCED BONES

Your bones are particularly strong and protect you from blows.

Prerequisites: Scythian, Base Attack Bonus +5, Great Fortitude

Benefit: You gain DR 1/piercing by strengthening your Bones. You are also immune to nonlethal attack caused by whips.

REINFORCED BONES, IMPROVED

Your bones grow larger, allowing you to shrug off simple blows.

Prerequisites: Scythian, Base Attack Bonus +10, Reinforced Bones

Benefit: Your DR increases to 3/piercing.

SAMPLE SCYTHIANS

SCYTHIAN BONE FLOWER

The Bone Flowers are trained at a secret monastery somewhere deep below the surface of Exodus. They serve the First Ones, but their loyalty is to their grandmaster, Gwahhh.

SCYTHIAN BONE FLOWER INITIATE - CR 4

XP 1,200

Male or female Scythian Monk 5

LE Medium humanoid

Init +6; **Senses** darkvision 60ft, Perception +9

DEFENSE

AC 19, touch 18, flat-footed 14 (+1 armor, +2 class, +4 Dex, +1 dodge, +1 Wis); **ACP** +0

hp 38 (4d10+20)

Fort +7, **Ref** +7, **Will** +5 (+7 vs. enchantment)

Defensive abilities evasion, still mind; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +10 (1d10+1) or flurry of blows +8/+8 (1d10+1) or bone razor +8 (1d6+1 / 19-20)

Special Attacks ki pool (3), stunning fist (5/day, DC13)

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 21

Feats Bone Knuckles*, Deflect Arrows, Dodge, Improved Bone Razor*, Weapon Finesse

Skills Acrobatics +12, Perception +9, Stealth +12

SQ bone razor, dedicated to violence, hard to intimidate, reckless, slow fall (20ft)

Combat Gear two potions of *cure light wounds*; **Other gear** *bracers of armor* +1, NPC gear

SCYTHIAN SOLDIERS

Scythian soldiers are the most common types of the Scythian encountered by the outside world.

SCYTHIAN SOLDIER - CR 1/2

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 15 (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

SQ bone razor, dedicated to violence, hard to intimidate, reckless

Other gear leather armor, heavy wooden shield, NPC gear

SCYTHIAN SERGEANT - CR 3

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
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

SCYTHIAN CAPTAIN - CR 9

XP 2,400
Male or female Scythian Fighter 10
LE Medium humanoid
Init +8; **Senses** darkvision 60ft, Perception +1

DEFENSE

AC 25, touch 14, flat-footed 20 (+7 armor, +4 Dex, +3 shield); **ACP** -1
hp 105 (10d10+40)
Fort +11, **Ref** +7, **Will** +4 (+7 vs. fear)
DR 3/-

OFFENSE

Speed 30 ft.
Melee +1 *flaming longsword* +14/+9 (1d8+7/ 17-20 plus 1d6 fire) or bone blade (longsword) +14/+9 (1d8+6 / 17-20)
Special Attacks cleave, power attack (-3 atk, +6 dmg)

STATISTICS

Str 14 **Dex** 18, **Con** 16, **Int** 10, **Wis** 12, **Cha** 6
Base Atk +10; **CMB** +14; **CMD** 26
Feats Agile Maneuvers, Bone Blade*, Cleave, Improved Bone Razor*, Improved Critical (longsword), Improved Initiative, Improved Reinforced Bones*, Power Attack, Reinforced Bones*, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Intimidate +11, Profession (soldier) +14
SQ armor training, bone razor, bravery, dedicated to violence, hard to intimidate, reckless, weapon mastery (heavy blades +2, light blades +1)
Combat Gear *potion of cure moderate wounds, potion of fly*; **Other gear** +1 *breastplate, +1 heavy wooden shield, cloak of resistance +1*, NPC gear

SCYTHIAN COMMANDER - CR 10

XP 2,400
Male or female advanced Scythian Fighter 10
LE Medium humanoid
Init +10; **Senses** darkvision 60ft, Perception +3

DEFENSE

AC 29, touch 16, flat-footed 22 (+7 armor, +6 Dex, +2 natural, +3 shield); **ACP** -1
hp 125 (10d10+60)

Fort +13, **Ref** +9, **Will** +6 (+9 vs. fear)
DR 3/-

OFFENSE

Speed 30 ft.
Melee +1 *flaming longsword* +16/+11 (1d8+9/ 17-20 plus 1d6 fire) or bone blade (longsword) +16/+11 (1d8+8 / 17-20)
Special Attacks cleave, power attack (-3 atk, +6 dmg)

STATISTICS

Str 18 **Dex** 22, **Con** 20, **Int** 14, **Wis** 16, **Cha** 10
Base Atk +10; **CMB** +16; **CMD** 30
Feats Agile Maneuvers, Bone Blade*, Cleave, Improved Bone Razor*, Improved Critical (longsword), Improved Initiative, Improved Reinforced Bones*, Power Attack, Reinforced Bones*, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Intimidate +13, Profession (soldier) +16
SQ armor training, bone razor, bravery, dedicated to violence, hard to intimidate, reckless, weapon mastery (heavy blades +2, light blades +1)
Combat Gear *potion of cure moderate wounds, potion of fly*; **Other gear** +1 *breastplate, +1 heavy wooden shield, cloak of resistance +1*, NPC gear

SCYTHIAN MONSTERS

BARBED SCYTHIAN (CR +1)

The result of horrific cross-breeding program between Scythians and barbed devils, barbed Scythians are a relatively new breed of Scythian encountered on the battlefield. The First Ones consider Barbed Scythians to be trustworthy and they form the close retinue of many powerful First Ones.

Rebuild: Alignment must be lawful; Defensive Abilities: gains DR 5/good; Attacks gains 2 claw attack (2d8+Strength); Ability Scores +2 Strength, +2 Dex, +2 Con; Special Abilities gains the barbed defense special ability. The CR of the base Scythian is increased by one.

Barbed Defense (Su) A creature that strikes a barbed Scythian with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 plus Dexterity modifier points of piercing damage from the half-devil's barbs. Melee weapons with reach do not endanger a user in this way. A successful Reflex save DC 10 + half hit dice + Dexterity modifier reduces the damage by half.

BARBED SCYTHIAN MONK - CR 5

XP 1,200
Male or female half-devil Scythian Monk 5
LE Medium outsider (native)
Init +6; **Senses** darkvision 60ft, Perception +9

DEFENSE

AC 20, touch 19, flat-footed 15 (+1 armor, +2 class, +5 Dex, +1 dodge, +1 Wis); **ACP** +0

hp 42 (4d10+24)**Fort** +8, **Ref** +9, **Will** +4 (+6 vs. enchantment)**Defensive abilities** barbed defense, evasion, still mind;**DR** 5/good; **Immune** disease**OFFENSE****Speed** 40 ft.**Melee** unarmed strike +11 (1d10+2) or flurry of blows +9/+9 (1d10+2) or bone razor +9 (1d6+2 / 19-20) or 2 claws +8 (2d8+2)**Special Attacks** ki pool (3), stunning fist (5/day, DC13)**STATISTICS****Str** 15, **Dex** 20, **Con** 18, **Int** 8, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 23**Feats** Bone Knuckles*, Deflect Arrows, Dodge, Improved Bone Razor*, Weapon Finesse**Skills** Acrobatics +13, Perception +9, Stealth +13**SQ** bone razor, dedicated to violence, hard to intimidate, reckless, slow fall (20ft)**Combat Gear** two potions of cure light wounds; **Other gear** bracers of armor +1, NPC gear**SPECIAL ABILITIES****Barbed Defense (Su)** A creature that strikes a half-devil Scythian with a melee weapon, an unarmed strike, or a natural weapon takes 1d6+5 points of piercing damage from the half-devil's barbs. Melee weapons with reach do not endanger a user in this way. A successful Reflex save DC 17 reduces the damage by half.**GOLEM, SCYTHIAN BONE**

This large humanoid creature appears to be made of sharp, spiked bones that crack and grind as it moves

SCYTHIAN BONE GOLEM - CR 6**XP** 2,400**N** Large construct**Init** +3; **Senses** darkvision 60ft, low-light vision; Perception +0**DEFENSE****AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)**hp** 66 (8d8+30)**Fort** +2, **Ref** +5, **Will** +2**DR** 5/adamantine; **Immune** magic**OFFENSE****Speed** fly 30 ft. (perfect)**Melee** 2 slams +10 (2d6+5)**Ranged** 1d6 spikes +8 (1d8+5)**Special Attacks** Shards of Khayne**STATISTICS****Str** 19, **Dex** 17, **Con** -, **Int** -, **Wis** 11, **Cha** 1**Base Atk** +6; **CMB** +12; **CMD** 25**SQ** death throes, Scythian bone**SPECIAL ABILITIES****DeathThroes (Ex)** When killed, a Scythian bone golem explodes in a 20ft radius burst that deals 8d6 points of piercing damage to every non-Scythian in the area (Reflex DC 14 half). The save is Constitution-based.**Immunity to magic (Ex)** A Scythian bone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a Scythian bone golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals acid damage breaks any slow effect and heals 1 point of damage for every three points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deals acid damage (it automatically fails).

Scythian bone (Ex) Living Scythians are immune to all damage inflicted by a Scythian bone golem.**Shards of Khayne (Su)** A creature that strikes a Scythian bone golem with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+5 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way. The damage is equal to the golem's spike damage.**Spikes (Ex)** A Scythian bone golem can launch a volley of 1d6 bone shards to a range of 80 feet with no range increment. All targets must be within 30 feet of each other, but the golem may decide to fire all spikes at the same target. The golem may use this ability up to five times in any 24-hour period.

Created by the Khaynites, Scythian blood golems are large monstrosities that wade into melee alongside the Scythians. Scythians consider it an honor to be harvested after death to create the golems.

CONSTRUCTION

A Scythian bone golem must be constructed from the bones of at least twenty dead Scythians.

SCYTHIAN BONE GOLEM**CL** 8th; **Price** 19,000gp**CONSTRUCTION****Requirements** Craft Construct, acid arrow, animate dead, geas/quest, limited wish, creator must be 8th level; Skill Craft (bone working) or Heal DC13; Cost 9,500gp

HALF-SCYTHIAN (CR +1)

Half-Scythian is a template that can be applied to any intelligent humanoid creature.

Half-Scythian are the result of Khaynite experiment upon living beings to provide a variety of additional creatures to supplement their armies.

Rebuild: Ability Scores +2 Dex, +2 Con; Language speaks Scythian; Special Abilities gains the Bone Razor special ability.

Bone Razor (Su) This ability is like a Scythian's bone razor, except that it starts as a dagger instead of a short sword.

HALF-SCYTHIAN HILL GIANT - CR 8

XP 4,800

CE Large humanoid (giant)

Init -1; **Senses** low-light vision, Perception +6

DEFENSE

AC 22, touch 9, flat-footed 22 (+4 armor, +9 natural, -1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +3, **Will** +3

Defensive abilities rock catching

OFFENSE

Speed 40 ft.; (30ft in armor)

Melee greatclub +14/+9 (2d8+10) or bone razor +13/+9 (1d6+7 / 19-20) or two slams +13 (1d8+7)

Ranged rock +7 (1d8+10)

Space 10ft; **Reach** 10ft.

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 10, **Con** 21, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** 15; **CMD** 25

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant, Scythian

ECOLOGY

Environment: temperate hills

Organization: solitary, gang (2-5), band (6-8), or raiding party (9-12 plus 1d4 dire wolves).

SCYTHIAN BONE SWARM

Thousands of tiny bone shards roll on top of each other with a malevolent sound.

SCYTHIAN BONE SWARM - CR 8

XP 600

CE Diminutive aberration (swarm)

Init +2; **Senses** blind sense 20ft., low-light vision, Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 99 (22d8)

Fort +7, **Ref** +9, **Will** +15

Defensive abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 20 ft.; climb 20ft.

Melee swarm (4d6)

Special Attacks distraction (DC22), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +16; **CMB** -; **CMD** -

Skills Perception +18 Racial Modifiers +4 Perception when using blindsense

SQ swarm traits

ECOLOGY

Environment: any underground

Organization: solitary, pair or bone yard (3-10)

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a Scythian bone swarm continues to bleed, losing 2 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Scythian bone swarms are formed when Scythians females hide their reproductive shards. Even at this early stage of life, the Scythian's urge to do battle pushes the unborn shards to animate into a swarm of blood-hungry, highly aggressive shards.

Many females actively seek out locations known for their bone swarms as they believe the young ones born from bone swarms are more aggressive and powerful.

SCYTHIAN CEMETERY

The creature resembles a large collection of random bones that takes a vaguely humanoid shape. As it moves, the bones grind against each other in an eerie fashion. It is sometimes called a "bone elemental".

SCYTHIAN CEMETERY - CR 12

XP 19,200

CE Huge undead

Init +6; **Senses** darkvision 60ft., low-light vision, Perception +19

DEFENSE

AC 28, touch 9, flat-footed 25 (+2 Dex, +1 dodge, +17 natural, -2 size)

hp 161 (17d8+85); fast healing 10

Fort +5, **Ref** +9, **Will** +12

Defensive abilities cold, undead traits; **DR** 10/bludgeoning; **Immune** weapon damage; **SR** 24;

OFFENSE

Speed 30 ft.; climb 30ft.; swim 20ft
Melee 4 claws +21 (3d6+10 / 19-20 plus wounding)
Special Attacks rend (2 claws, 3d6+15)
Space 15ft; **Reach** 15ft;
Spell-Like Ability (CL 12th)
3/day – Quickened summon skeletons
At Will – summon skeletons

STATISTICS

Str 31, **Dex** 14, **Con** -, **Int** 4, **Wis** 14, **Cha** 18
Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 36
Feats Combat Reflexes, Dodge, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes, Quickened Spell-like Ability (summon skeleton), Step Up, Toughness
Skills Perception +19, Stealth +11
SQ swarm traits

ECOLOGY

Environment: any underground
Organization: solitary or pair

SPECIAL ABILITIES

Summon Skeletons (Sp) A Scythian cemetery may summon forth from itself 1d6 Scythian skeletons or

2d6 human skeletons. These remain for one hour at which point they are re-absorbed into the main body of the creature. The cemetery is immune to any damage caused by its summoned skeletons.

Wounding (Ex) Any living creature damaged by a Scythian cemetery continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do result in cumulative bleeding loss. The bleeding can be stopped by a DC 15 Heal check or the application of a cure spell or some other healing magic.

Scythian cemeteries sometimes form in areas where many Scythians have died (such as the site of a battle where extensive necromantic magic was used). They roam about, seeking to feed its hunger for bones. Powerful necromancers have – on occasion – managed to make a deal with a cemetery. But such alliance is always short-lived because Scythian cemeteries are unreliable at best.

SKELETON, SCYTHIAN

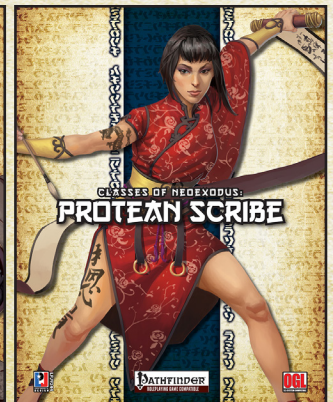
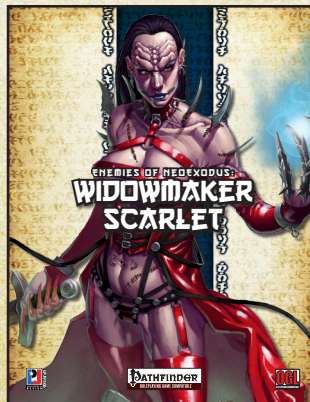
Scythian bones are sharp but constantly break and reform themselves. Scythian skeletons are commonly found in ancient First One tombs serving as eternal guardians.

Skeletons created with Scythian bones are all burning exploding skeletons, except they inflict piercing damage instead of fire. Their immunity to fire is replaced by immunity to piercing weapons.

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