



MONSTERS OF NEOEXODUS:  
**CALIBAN**





Their eyes are as black as the darkest, starless night and their muscular body and skin in a direct contrast being stark white. Their lips often covered in humanoid blood, conceal teeth that have been filed and shaped into fine points, like those of a shark.

**CALIBAN****CR 1/3****XP** 135**Caliban warrior 1**

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft.; **Perception** –1**DEFENSE****AC** 13, touch 10, flat-footed 13 (+3 Armor)**HP** 6 (1d10+1)**Fort** +3, **Ref** +0, **Will** –1**Defensive Abilities** ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** falchion +5 (2d4+4/18–20)**Ranged** javelin +1 (1d6+3)**STATISTICS****Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Weapon Focus (falchion)**Skills** Intimidate +2**Languages** Common, Caliban**SQ** weapon familiarity**ECOLOGY****Environment** temperate hills, mountains, or underground**Organization** solitary, gang (2–4), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)**Treasure** NPC gear (studded leather armor, falchion, 4 javelins, other treasure)**COMBAT**

Most calibans favor the sword and throwing axe, but some prefer to use their bare hands in a fight. They enjoy attacking from concealed places and often set ambushes to surprise their prey. The calibans do not obey the typical rules of combat or warfare. For them, killing a foe in order to consume its flesh is all that matters. Calibans normally work in small groups of three. They use simple tactics: One caliban charges the most powerful target, another supports him by striking at anyone who would attack him, and the third provides ranged support for them.

A mere moment before you see the creature attack you, the putrid smell of rancid humanoid flesh invades your nostrils. The stench on the humanoid's clothes – a mixture

of blood, sweat, and decaying flesh – is enough to make anyone retch and vomit. Those who come in contact with these creatures know who they are, even when they cannot see them. These savages call themselves the calibans.

The calibans are sadistically fierce warriors who haunt the wild places of Exodus. They usually wear dark colored clothes, soiled in the blood and entrails of their latest kill. The calibans' have hairless bodies, and their chalk white skin is covered with jagged scars, physical disfigurements, and blood red tattoos. These marks describe their personal history and prowess in combat, but only other calibans can understand them. The massive and powerful build of an adult caliban has been combat tested time and time again, as this creature will challenge anyone opposing him.

The word caliban is a perverse corruption of "cannibal", describing these creatures' dietary needs as well as the reason for their sharpened teeth – which make it easier for them to tear through the flesh of their victims.

A caliban fights without honor, and he is willing to use any weapon or dirty trick to kill an opponent. A sword and a throwing axe are the most valuable possessions a caliban can have. Both of these items are always at his side, ready to be used to slay a foe in battle or cut him up for the evening meal. The Caliban language is a combination of animal-like groans, howls, and grunts. No one has ever been able to communicate with these nomadic, primitive savages.

**CALIBAN ELITE****CR 5****XP** 1,600**Caliban skirmisher<sup>APG</sup> (ranger) 6**

CE Medium humanoid (caliban)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +9**DEFENSE****AC** 19, touch 13, flat-footed 16 (+5 armor, +1 dodge, +2 Dex, +1 shield)**hp** 49 (6d10+12)**Fort** +7; **Ref** +7; **Will** +2**Defensive Abilities** ferocity**Weakness** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 battleaxe +9/+4 (1d8+5/x3) and shield bash +8 (1d4+2)**Ranged** light crossbow +8 (1d8/19–20)**Special Attacks** favored enemy (enuka +2, humans +4), hunter's trick (sic'em)**TACTICS**

**Before Combat** If there is time, the caliban elite drinks the potion of barkskin, feeding the potion of magic fang to the caliban dog. The caliban elite attempts to move into a flanking position with the animal companion.



**During Combat** The caliban elite focuses on one opponent at a time, attacking in tandem with its hound, then moving to the next once that opponent falls.

## STATISTICS

**Str** 19, **Dex** 14, **Con** 14, **Int** 6, **Wis** 10, **Cha** 8

**Base Atk** +6; **CMB** +11; **CMD** 23

**Feats** Dodge, Endurance, Improved Shield Bash, Intimidating Prowess, Quick Draw, Two-Weapon Fighting

**Skills** Climb +8, Handle Animal +9, Intimidate +8, Perception +9, Stealth +7, Survival +9, Swim +8

**Languages** Caliban, Common

**SQ** favored terrain (forest +2), ferocity, hunter's bond (caliban hound), track +3, weapon familiarity, wild empathy +6

**Combat Gear** potion of barkskin, potion of cure moderate wounds, potion of magic fang; Other Gear +1 battleaxe, light crossbow with 20 bolts, +1 chain shirt, spiked masterwork light steel quickdraw shield, amber necklace (100 gp), 84 gp.

**Animal Companion** Caliban hound

**Size** Small; **Speed** 40 ft., burrow

5 ft.; **hp** 19 (3d8+6); **AC** 18,

touch 12, flat-footed 16; **Saves**

**Fort** +5, **Ref** +4, **Will** +2;

**Melee** bite +5 (1d6+1 plus

trip); **Defensive Abilities**

evasion; **Str** 13, **Dex** 12,

**Con** 14, **Int** 2, **Wis** 13, **Cha**

11; **Base Atk** +2; **CMB** +2;

**CMD** 13 (17 vs. trip); **Feats**

Improved Natural Attack

(bite), Weapon Focus (bite); **Skills**

Perception +7, Survival +1 (+5 to track by scent); **SQ**

link, vicious bite; **Tricks** attack, down, seek, stay, track

The caliban elites are superior troops that use their caliban hounds to track, hunt, and kill. They often lead raiding parties of caliban warriors into civilized lands, taking first pick of any loot or humanoid flesh won in such attacks.

## WITCH DOCTOR

CR 8

XP 4,800

**Female caliban psychic 9**

CE Medium humanoid (caliban)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6

## DEFENSE

**AC** 17, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +1 natural)

**hp** 52 (9d6+18)

**Fort** +5; **Ref** +4; **Will** +6

**Defensive Abilities** ferocity; **DR** 10/adamantine (90 points)

**Weakness** light sensitivity



CALIBAN



**OFFENSE****Speed** 30 ft.**Melee** +1 falchion +6 (2d4+2/18-20)**Ranged** sling +5 (1d4+1)**Special Attacks** painful reminder 4/day (2d6 nonlethal)**Psychic Spell-Like Abilities (CL 9th; concentration +10)**1/day—*detect thoughts, telepathic bond***Psychic Spells Known (CL 9th; concentration +11)****4th (4/day)**—*dimension door, mass pain strike*<sup>APG, D</sup>, *stoneskin***3rd (6/day)**—*blood biography*<sup>APG</sup> (DC 16), *blood scent*<sup>ARG</sup>, *haste, vampiric touch*<sup>D</sup>**2nd (7/day)**—*acute senses*<sup>UM</sup>, *bull's strength, inflict pain*<sup>OA</sup> (DC 16), *mental barrier*<sup>IOA</sup>, *pain strike*<sup>APG, D</sup>**1st (7/day)**—*color spray* (DC 13), *expeditious retreat, mage armor, mind thrust*<sup>IOA</sup> (DC 14), *persuasive goad*<sup>UM</sup>, *vanish*<sup>D</sup>**0 (at will)**—*arcane mark, bleed, dancing lights, daze* (DC 12), *grave words*<sup>OA</sup>, *mending, message, telekinetic projectile*<sup>OA</sup><sup>D</sup> discipline spell; *Discipline Pain***TACTICS****Before Combat** If she has time, the caliban witch doctor casts mage armor and stoneskin on herself.**During Combat** The caliban witch doctor uses her spells to kill or disable opponents, while bolstering allies in melee with bull's strength. She will reserve a bull's strength for herself in case she is forced into melee, alternating attacks with her falchion with vampiric touch to keep herself healed.**Base Statistics** Without her spells, the caliban witch doctor has the following statistics. **AC** 13, touch 12, flat-footed 12; no DR.**STATISTICS****Str** 12, **Dex** 12, **Con** 13, **Int** 15, **Wis** 8, **Cha** 12**Base Atk** +4; **CMB** +5; **CMD** 17**Feats** Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (divination, enchantment)**Skills** Intimidate +8, Perception +6, Sense Motive +7, Spellcraft +10**Languages** Caliban, Common**SQ** live on (4/day, 3d6, self only), mercies (diseased, shaken), phrenic amplifications (defensive prognostication, ongoing defense), phrenic pool (5 points), weapon familiarity**Combat Gear** *brooch of shielding, potions of cure moderate wounds* (2), *dust of tracelessness, silversheen, wand of spontaneous immolation*<sup>UC</sup> (8 charges); **Other Gear** +1 falchion, sling with 10 bullets, *amulet of natural armor* +1, *ring of protection* +1, pouch of uncut gems (500 gp), 39 gp.

The caliban witch doctor helps control the clan through fear and pain. She ensures that the clan understands hostility should be focused on outsiders rather than each other, and that inflicting pain and death upon the enemies of the clan brings honor and the favor of the gods in the afterlife.

**CALIBAN CLAN LEADER****CR 10****XP** 9,600

Male caliban unchained barbarian 11

**CE Medium humanoid (caliban)****Init** +2; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 19, touch 11, flat-footed 16 (+6 armor, +2 Dex, +1 dodge, +2 natural, -2 rage)**hp** 132 (11d12+55)**Fort** +7; **Ref** +3; **Will** +6**Defensive Abilities** danger sense +3, ferocity, improved uncanny dodge; **DR** 2/-**Weakness** light sensitivity**OFFENSE****Speed** 40 ft.**Melee** +1 caliban fanged chain +20/+15/+10 (1d8+13/x3) or +1 greataxe +20/+15/+10 (1d12+13/x3)**Ranged** mwk throwing axe +14/+9/+4 (1d6+9)**Special Attacks** greater rage (26 rounds/day), rage powers (auspicious mark +3, intimidating glare, powerful stance +3, strength stance +3, unexpected strike)**TACTICS****Before Combat** The caliban clan leader drinks his potion of barkskin and rages.**During Combat** The caliban clan leader charges the most powerful opponent, especially a spellcaster, using his fanged chain and strength stance to grapple and pull the opponent into reach if necessary.**Base Statistics** Without his potion and rage bonuses, the caliban clan leader's statistics are **AC** 19, touch 13, flat-footed 16; **hp** 99; **Will** +3; **Melee** +1 caliban fanged chain +17/+12/+7 (1d8+9/x3) or +1 greataxe +17/+12/+7 (1d12+9/x3); **Ranged** mwk throwing axe +14/+9/+4 (1d6+6)**STATISTICS****Str** 22, **Dex** 14, **Con** 14, **Int** 6, **Wis** 8, **Cha** 10**Base Atk** +11; **CMB** +16; **CMD** 28**Feats** Cleave, Consume Heart, Dodge, Great Cleave, Power Attack, Quick Draw**Skills** Acrobatics +15, Intimidate +13, Perception +5, Survival +12**Languages** Caliban, Common**SQ** fast movement, weapon familiarity**Combat Gear** *elixir of tumbling, potion of barkskin, potion of bear's endurance, potion of cure serious wounds,*



## NEW WEAPONS

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Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Light Melee Weapons								
Caliban palm claws	10 gp	1d6	1d8	x3	—	10 lbs.	P	Grapple, reach, trip, see text
Two-handed Melee Weapons								
Caliban fanged chain	5 gp	1d3	1d4	x2	—	1 lb.	P and S	Monk, see text
Ranged Weapons								
Caliban Bolas	5 gp, see text	1d6	1d8	x2	20 ft.	15 lbs.	B	trip, see text

*potion of resist energy* (fire); **Other Gear** +1 *caliban fanged chain*, masterwork throwing axes (6), +2 *spiked chain shirt*, *belt of giant strength* +2, gold armbands (50 gp each), amber-studded belt with gold buckle (300 gp), gold nose ring (100 gp)

The clan leader rules the caliban through brutish power and intimidation. So long as he can continue to show his prowess is superior to the others of the clan, his position is secure. Devouring the hearts of mighty enemies provides the advantage the clan leader needs to maintain command.

### CALIBAN WEAPONS

**Caliban Bolas:** Crafted by the calibans of the Wyldlands, this gruesome weapon is made from a pair of shrunken heads linked together with rope woven of sinew. On a confirmed critical hit with caliban bolas, the target must succeed at a DC 11 Will save or be shaken for 1 round. Although a caliban bola is a thrown weapon, the thrower's Strength modifier is not added to the weapon damage. Caliban rarely allow outsiders to possess these weapons, and the effective cost is ten times higher for a non-caliban purchasing the weapon.

**Caliban Fanged Chain:** This ten foot length of chain ends in a two-pronged barbed hook. The caliban fanged chain is treated as a melee weapon with a 10-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

If you are proficient with a caliban fanged chain, it is a grappling weapon.

**Caliban Palm Claws:** Three or four curved, claw-like blades affixed to a crossbar and leather harness or glove, worn with the claws against the palm of the hand. When worn, the wielder can hold other items, even weapons, in the hand equipped with the palm claws. However, the claws cannot be used when an item is held in that hand. If the item is another weapon, it likewise cannot be used while the claws are worn.

you are proficient with caliban palm claws, they are considered both unarmed strikes and natural attacks (specifically claw attacks) for purposes of using feats. Unarmed attacks are turned into piercing and slashing attacks.

### CALIBAN CHARACTERS

Calibans live in loosely organized tribes. In their society, rank is decided by raw physical strength and by a warrior's prowess in battle. Thus, the most brutal and efficient killers among them rule. A caliban's favored class is barbarian. Those who lead their respective tribe often have levels of fighter or ranger as well. Caliban rogues are not unheard of, but they are extremely rare.

Calibans are defined by their class levels—they do not possess racial Hit Dice. All Calibans have the following racial traits.

**+4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma:** Calibans are vicious, savage and sadistic.

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

**Ferocity:** Calibans remains conscious and can continue fighting even if its hit point total is below 0. Caliban are still staggered and loses 1 hit point each round. A Caliban still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Light Sensitivity:** Caliban are dazzled in areas of bright sunlight or within the radius of a daylight spell.

**Weapon Familiarity:** Calibans are always proficient with greataxes and falchions, and treat any weapon with the word "Caliban" in its name as a martial weapon.

**Languages:** Calibans begin play speaking Common and Caliban. Calibans with high Intelligence scores can choose from among the following bonus languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.



**CALIBAN HEADTAKER****CR 3**

XP 800

**Male Caliban Fighter (Two-handed Fighter\*) 3**

CE medium Humanoid (Caliban)

**Init** +1; **Senses** dark vision 60'; Perception +4**DEFENSES****AC** 17, touch 11, flat-footed 16 (+6 Armor, +1 Dex)**HP** 22 (3d10+6)**Fort** +5, **Ref** +2, **Will** +1**Weakness** Light Blindness**OFFENSE****Speed** 20 ft.**Melee** Masterwork Greatsword +9 (2D6+8)**STATISTICS****Str** 19, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 8**Base Atk.** +3; **CMB** +7 (+8 to sunder); **CMD** 18**Feats** Furious Focus\*, Improved Sunder, Power Attack, Weapon Focus (Great Sword)**Skills** Climb +8, Perception +4, Survival +4**Languages** Caliban, Common.**Combat Gear** Potion of Enlarge Person; Breastplate, Masterwork Greatsword**ECOLOGY****Environment** temperate hills, mountains, or underground**Organization** solitary, gang (2–4), squad (11–20 plus 2 sergeants of 6th level and 1 leader of 6th–9th level), or band (30–100 plus 150% noncombatants plus 1 sergeant of 6th level per 10 adults, 1 lieutenant of 10th level per 20 adults, and 1 leader of 14th level per 30 adults)**Treasure** NPC gear (studded leather armor, falchion, 4 javelins, other treasure)**SPECIAL ABILITIES****Shattering Strike (Ex):** A two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects.**Overhand Chop (Ex):** When a two-weapon fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his strength bonus on damage rolls.**Light Blindness:** Abrupt exposure to bright light blinds Caliban for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.**Ferocity:** Calibans remain conscious and can continue to fight even if its hit point total is below 0

\* denotes material from the Advanced Players Guide, by Paizo publishing.

Caliban Headtakers embody the primitive, warrior culture of their people. Headtakers are heroes of their tribes,

feared and respected by their peers. Often called upon to lead bands of warriors against the enemies of their tribe, Headtakers bask in the joy of battle and blood, using the cruellest tactics, stooping to any treachery they can conceive, if it will bring them victory.

**CALIBAN FEATS****CONSUME BRAIN**

A Caliban can steal an enemy's memories and skills by consuming its brain.

**Prerequisite:** Caliban, a fresh corpse (dead less than one hour)

**Benefit:** By eating the brain of an intelligent creature, a Caliban gains access to its most closely guarded thoughts. However, he cannot discern whether a memory is natural or magically implanted (most commonly by a compulsion or charm effect). These stolen memories fade quickly. The memories remain clear for a number of hours equal to the HD of the slain creature, from which the brain is drawn.

Additionally, a caliban gains the consumed creature's racial bonuses on skill checks and attack rolls for 1 hour. Only racial bonuses that result from training, memory, or innate talent are transmitted in this manner. In other words, a caliban does not benefit from a racial bonus on Hide checks that depends on the color of the creature's coat, or from a bonus on Jump checks that depends on the strength of its legs. However, by use of this feat a Caliban could acquire a dwarf's stone-cunning ability, or a gnome's attack bonus against kobolds and goblinoids.

**CONSUME HEART**

A caliban is able to gain some of a creature's strength and power by consuming its heart.

**Prerequisite:** Caliban, a fresh corpse (dead less than one hour)

**Benefit:** By eating the heart of a creature, a caliban gains a +1 enhancement bonus to Strength and Constitution for every 4 Hit Dice of the consumed creature, to a maximum of +6. These bonuses remain in effect for 1 hour. A Caliban who consumes the heart of more than one creature within the same hour gains only the bonuses granted by the first heart he ate.

**CONSUME LIVER**

Consuming the liver of a recently dead creature provides temporary resistance bonuses.

**Prerequisite:** Caliban, a fresh corpse (dead less than one hour)

**Benefit:** By eating the liver of a creature, the caliban gains a +1 resistance bonus to saving throws against poison for every 2 Hit Dice of the creature (minimum



+1) to a maximum bonus of +5. This bonus lasts for 1 hour. A caliban that consumes the liver of more than one creature in the same hour only gains bonuses granted from the first creature's liver consumed.

### NECROPHAGIC REJUVENATION

By consuming a fresh corpse, the caliban accelerates healing.

**Prerequisite:** Caliban, a fresh corpse (dead less than 12 hours)

**Benefit:** The caliban must eat a portion of a corpse equal to at least a full meal. The caliban then recovers 2 hit points per level from 8 hours of sleep. If the caliban undergoes complete bed rest for an entire day and night, while eating meals from the corpse, he recovers 4 hit points per level. If the caliban receives long term care as described under the Heal skill, these recovery rates are doubled.

**Normal:** With a full night's (8 hours) rest, a character recovers 1 hit point per level. If you undergo complete bed rest for a day and a night, you recover twice your character level in hit points.

### NECROPHAGIC REJUVENATION, GREATER

By consuming a fresh corpse, the caliban can heal more grievous injuries.

**Prerequisite:** Necrophagic Restoration.

**Benefit:** The caliban must eat a portion of a corpse equal to at least a full meal. The caliban recovers 2 points of ability damage that day to each damaged ability score. The benefits of this feat stack with those gained from Necrophagic Restoration.

**Normal:** Damage to ability scores is healed at the rate of 1 per day to each ability score that has been damaged.

### TERRIBLE SUNDER (COMBAT)

A Caliban with this feat can smash through your opponents' weapons to hit their bodies.

**Prerequisite:** Caliban, Greater Sunder, Improved Sunder, Power Attack, base attack bonus +10, Str 15

**Benefit:** Whenever you successfully sunder to destroy a weapon, shield, or suit of armor, you may add your Strength bonus of your attack to the excess damage.

### FILTHY BEAST

Your diet and poor hygiene have made you resistant to poison and disease.

**Prerequisite:** Caliban

**Benefit:** You gain a bonus on all saving throws against poison and disease equal to one-half your character level.

### PLAGUE CARRIER

You are infested with a virulent disease that spreads in combat.

**Prerequisite:** Caliban, Filthy Beast

**Benefit:** You have formed a symbiotic relationship with a strain of filth fever (see Disease in the SRD for details). You suffer none of the normal effects of the disease, but whenever you make a successful attack with a natural weapon (including an unarmed strike), the target must succeed at a Fortitude save (DC 10 + one-half your HD + your Constitution modifier) or become infected, suffering the disease's full effects.

### PRIME SPECIMEN

You are stronger than others of your race are.

**Benefit:** You gain a +1 bonus on all Strength-based skill checks and a +3 bonus on Strength checks.

## CALIBAN SPELLS

### DOPPELGANGER DIGESTION

**School** necromancy; **Level** antipaladin 2, cleric 3, occultist 2, sorcerer/wizard 3, witch 3

**Casting Time** 1 round

**Components** V, S, M (the brain of an intelligent creature)

**Range** personal

**Target** you

**Duration** 1 hour/level

By consuming the brain of an intelligent creature while you cast this spell, you incorporate some of the creature's memories into your own. As a move action, you can tap into the creature's memories, allowing you to take 10 on any Knowledge skill check that the creature possessed, with a bonus equal to your caster level or the creature's Hit Dice, whichever is least.

If the creature was a spellcaster, you gain limited access to its spellcasting abilities. If you prepare spells, then you temporarily gain a number of extra prepared spells from the list of spells known or prepared by the creature, a total number of spell levels equal to your caster level. For example, a 5th level wizard casting this spell and eating the brain of a sorcerer can choose a number of the spells that were known by the sorcerer as bonus prepared spells, up to a total of 5 spell levels worth. This could be one 1st and two 2nd level spells, one 2nd and one 3rd level spell, or any similar combination totaling 5. 0 level spells count as 1/2 a spell level for determining the amount gained. The spells count as arcane, divine, or psychic depending on the type of caster you are, rather than the casting class of the brain's former owner. These spells remain until cast (in the case of prepared spells) or until the spell ends.



**Special:** If you have the Consume Brain feat, the effects of that feat last according to the duration of the feat or this spell, whichever is greater. You gain a +10 bonus on Disguise checks made to impersonate the creature whose brain you ingested, due to the knowledge gained of their personality and mannerisms.

### FURIOUS FINISH

**School** evocation; **Level** alchemist 2, antipaladin 1, bloodrager 2, cleric 2, psychic 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 24 hours or until discharged (1 round/level)

**Saving Throw** Fort negates (harmless); Spell Resistance yes (harmless)

If you touch a creature that has the ferocity racial trait, you fill it with a reservoir of energy that provides it with a desperate strength. When the creature falls below 0 hit points, the staggered condition is removed and it gains a +4 morale bonus to Strength for 1 round per caster level, until it dies, or until it receives healing that restores it to 0 hit points or more, at which point the spell ends.

### SAVAGE REBUKE

**School** transmutation; **Level** antipaladin 1, druid 1, ranger 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 round/level



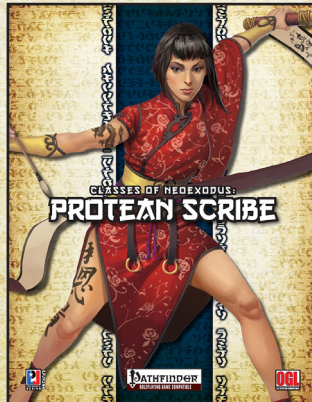
**Saving Throw** Fort negates (harmless); Spell Resistance yes (harmless)

Your spell gives the target the ability to savagely assault those who do them harm. A creature under the effects of this spell gains a +1 luck bonus to attack and damage rolls against any creature that dealt damage to it in the last 24 hours. This bonus increases by +1 for every three caster levels beyond 1st, to a maximum of +3. The affected creature also gains a +4 to attack rolls to confirm critical hits against a creature that dealt damage to it.

# NEOEXODUS

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## THE WORLD OF EXODUS NEEDS HEROES...



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