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# standard races: dwarves

#### aka: the lost, the lorn, the doomed-folk.

The vaults and tunnels of the dwarves were all but annihilated during the cataclysm, the earth was shattered and reformed by the impact and the vaulted cities that lay beneath the earth got the worst of it. What should have been safe shelters from the impact were split asunder as the earth cracked deep. Ancient and dormant volcanoes blew their tops and took the dwarven forts with them. Built close to the living, liquid rock other dwarven settlements were flooded with searing lava and their populace burned alive and buried in the liquid stone.

Those few dwarves who survived, the surface dwellers and those few who made it out of the cities weren't spared. As a long lived species full of life-energy they somehow caught the worst of the plagues of the pandemic of ash and huge numbers of the survivors perished, the remainder rendered sterile by the terrible disease as it tore its course through their bodies.

The very youngest dwarves are a hundred years old and no more have been born since the meteor fell. The dwarves are a scattered, broken people existing in small bands, hopeless and resigned – largely – to their fate as a dwindling people. They wander in squat, armored wagons, a shiftless, homeless people, trading their crafting skills, taking trustworthy mortal apprentices to preserve their skills or squandering their lives in battle, seeking a 'good death'.

### personality

Dwarves have become dour and fatalistic, melancholy and serious. Everything they try to do has a hint of pointlessness to it since there are no children to carry on. Some kill themselves, some wander to try and find some hope in the world, others lash out blindly at the universe. Some few still cling to the hope that a cure can be found and that their race can be restored.

### physical description

Dwarves are short and stocky, about a foot shorter than most humans. They have broad, compact, burly bodies. Dwarves are universally bald, having shorn their hair in mourning for their lost people, a ritual of observance to their ancestors that is observed in all but the most dire of circumstances. Many have woven bone beads into their beards as a further act, marking those that they have known who have died since the cataclysm, female dwarves do the same – only with earrings. The death-sworn dwarves seeking a glorious demise have gone the step further of shaving their beards as a signal to others of their madness and pain.

#### NAZGRAD

NAZGRAND WAS ONE OF THE LESSER DWARVEN CITIES BUT ITS KING, NAIGAR STONECUNNING, WAS KNOWN AS A MASTER CRAFTER WITH NO EQUAL ON ABADDON. NAZGRAND WAS RENOWN AS THE STRONGEST DWARVEN CITY, A FORTRESS OF GRANITE BURROWED INTO A SINGLE, ENORMOUS LUMP OF ROCK. LEGEND HAS IT THAT NAZGRAND WAS BURIED, ITS PEOPLE SPARED THE PLAGUE AND MANY HAVE SOUGHT IT BENEATH THE EARTH BUT ITS LEGEND HAS ROUGHLY THE SAME STATUS AS ATLANTIS. A MYTH WITH NO CONVINCING EVIDENCE.

### relations

Dwarves are a beaten people but they share that sense of loss with most other races of Abaddon and that gives them a common bond with other peoples. It's humans that dwarves consider to be their natural successors and who they have struggled to pass their secrets on to, though they are frequently disappointed.

### alignment

With the demise of their people the dwarven viewpoint has been shattered into a million pieces. In putting themselves back together the survivors have rebuilt their psyches in a multitude of different ways; dwarves are found across all alignments and change their alignment relatively frequently.

#### dwarven Lands

The dwarven kingdoms are gone, consumed by rock and fire – though rumors persist of Nazgrand surviving beneath



the earth, trapped – and so they have nowhere to call home. Forced onto the surface the dwarves call their caravans home, that or the free human settlements and even the newly dug vaults of the Osirians.

## religion

Unusually for a people so badly treated by events the dwarves still honor the old gods. Even more than that though they worship their ancestors and swear oaths upon their names. With so many dead this worship has become a more nebulous concept than specific, heroic ancestors. 'By the dead' being the most common dwarven oath and prayer.

# Languages

Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

#### names

Dwarves have harsh sounding first names, making use of a lot of consonants and z's. Their last names usually describe some notable trait about them and often change throughout their long lives.

Male Names: Azar, Kalgon, Bran, Tzanda, Hjorn, Garash, Zalin

Female Names: Agath, Bryny, Zarianne, Kyat, Trysta, Gazara

**Worn Names:** Rockbreaker, Forgehammer, Redbeard, Broadbeam, Gutbelly, Proudnose.

Adventurers: Dwarven adventurers are those seeking something, whether they be fatalistic – seeking a good death, or optimistic – seeking Nazgrand or a cure to their condition. The dwarves have little left to lose either way and are far more willing than most to entertain 'crazy schemes'.

- +2 Constitution, +2 Wisdom, -2 Charisma: Dwarves are both tough and wise, but also a bit gruff.
- Medium: Dwarves are Medium creatures and have no bonuses or penalties due to their size.
- Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Darkvision:** Dwarves can see in the dark up to 60 feet.
- **Defensive Training:** Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.
- Wary Appraisal: Dwarves receive a +2 racial bonus on Sense Motive skill checks as they've had to learn quickly how to assess people and whether they're trustworthy.

- **Hatred:** Dwarves receive a +1 bonus on attack rolls against undead due to learned hatred of the damned following the cataclysm. Enmity with goblinoids has been all but forgotten, they are after all still alive.
- Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Stability:** Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
- **Stonecunning:** Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
- Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.



#### aka: the broken, deadwoods, the rotten-people

The elves were spared some of the worst of the initial cataclysm, their lands were some of the furthest from the impact point though, of course, many great forests were flattened by the impact and the shockwave. What really affected the elves was not the meteor directly but rather the Cold Black Winter the followed. Ash fell, the sky turned dark and without sunlight the forests began to yellow, the leaves began to fall and it all began to die around them. Where the dwarves were all but destroyed in a single catastrophe, the elves had to endure watching and feeling their whole world starve and die around them.

Still, some clung on, maintaining their groves through great sacrifices of magic and through sheer tenacity and hope. It was not enough once the Pandemic of Ash took hold and the undead armies began to march. The elves were left with nothing of their old lives and they began to change.

The elves of the plains became the Ash Elves, wandering the frozen deserts in loose tribal bands, doing what they had to in order to survive, becoming cold and barren like the wastes themselves, merciless and distant.

In the rotting forests the surviving elves began to bond with the only life that was flourishing after the cataclysm, the mushrooms and toadstools. From the rotting remains of the old arboreal fortresses new forms of life began to spring and the Myconian Elves have become the keepers of these strange, new forests of fibers and caps, of rot and damp.

Some few elves refused to admit defeat and have retained their old powers and affinities, buoyed up by apocryphal tales of a surviving forest, far to the south and west. Tales told by Elthorien, a wandering preacher and his cult of I

Weald Elves who keep the faith alive, nurture living plants where they can and pursue more stories of the distant forest even as they spread the faith in its existence.

### personality

Ash Elves are distant and cold, a people of few words whose focus is survival and who prefer to disappear into the background and then strike – or comment – without warning.

The Myconian Elves are obsessive, strange, creepy and somewhat 'still'. Very little seems to provoke them and they tend to stare, unblinking, for long periods without realizing that what they are doing is upsetting anyone.

The Weald Elves chatter incessantly about the forest and about the words of Elthorien, constantly trying to spread the faith. They smile too much and too often considering the state of the world and have an unshakable faith in Elthorien and The Weald that refuses to be quenched. Like the true members of any faith this makes them hard to be around for those who do not share their beliefs.

# physical description

The elves have retained their height and their pointed ears. Otherwise their description differs according to their type.

Weald Elves retain their appearance from before the cataclysm and make it a point to dress in the old style and to keep the old ways as best they can. Without the natural resources to make the old clothing they have been forced, despite their best efforts, to use human-made cloth and the imitate and replicate the natural clothing of old.

Ash Elves have pale, ivory skin and long ash-grey hair with eyes like burning coals. They are taller and thinner than normal elves and wear tight clothing that emphasizes their painfully thin, almost anorexic bodies, hiding this all away beneath tightly bound cloaks that protect them from the cutting wind.

Myconian Elves dress in clothing made from leather and the shells of the giant insects that now feast upon the rotting forests. Their skin is grey and their eyes a milky white-in-white with long, straggly, greasy black hair that clings, limply, to their bodies. There's something almost amphibious about them and they are cold and clammy with a smooth, slick, almost oily cadence to their motions.

### relations

The elves are all grieving but the Ash Elves and the Myconians have become one with the new world, have come to terms with how things have changed and how they have changed. They are more accepting and while the Ash Elves can be hard on travelers within their territory they and the Myconians are part of the new world that is emerging and deal with it as it is.

The Weald Elves on the other hand want to, paradoxically, both preserve things as they were and to change them, to force them to be as they were. They evangelize and they send their converts out into the world to seek The Weald, clashing with many – undead and mortal – as they do so, always questing for new converts.

### alignment

Elves retain their strong emotions and capricious nature, even the Ash Elves who merely hide these qualities beneath a veneer of aloofness. Weald Elves tend to the Chaotic Good while Ash Elves and the Myconian Elves tend towards the Neutral.

# elven lands

The Ash Elves call the wastelands their home and have small settlements scattered throughout them, living in places that others might not even consider habitable, using magic and hard won survival skills to wrest an existence from them.

The Myconian Elves claim the rotting forests for their own, living amongst the giant insects and mushrooms that are sprouting there in the rot and ruin, carving their home into the caps and casting webs and bridges between them to form new, aerial cities amongst the ruins of the old.

Weald Elves are wanders, their spiritual home is the distant Weald or wherever their leader Elthorien is currently ensconced. Otherwise the road is their home, spreading the word of The Weald.

### religion

The Weald Elves have rejected the old elven pantheon for their worship of The Weald and Elthorien as its prophet, something of a blasphemy in the eyes of the other elves. The Ash Elves maintain their worship of the old gods though day-to-day survival removes much of the impetus from their worship. In the dead forests the Myconian Elves have given the old gods new names and replaced their icons with those suiting their new settings, gods of poison, disease, rot, hallucination and growth from death.

## Language

Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

#### names

Elves retain their old style of names with male and female names alike tending to be rolling, soft, liquid sounds. Young Ash Elves tend to be given more sibilant names like the whisper of wind and sand and Myconian Elves have altered their last names to reflect that modern state of the forests.

Male Names: Shalarass, Dorien, Gildamar, Eloias, Hallender

Female Names: Sarwane, Goloria, Elthshar, Syrene, Lisspha.

Family Names: Strongbark, Leafgreen, Longstride, Spearshaft, Fareye.

Myconian Family Names: Rottenbough, Bogbank, Sporeshower, Barkfilth, Stinkhorn.

#### adventurers

Weald Elves sometimes break with the cult becoming apostates, trying to find their own ways of restoring the green and looking for a place they can feel as fulfilled and satisfied as they did while they were a part of the cult. The Ash Elves wander beyond the wastelands as outcasts or driven to seek something better and more fulfilling than mere survival. The Myconian Elves come out of the rotten forests in search of trade and to lend their capabilities as assassins and poisoners to those who will pay the price.

- +2 Dexterity, +2 Intelligence, -2 Constitution: Elves are nimble, both in body and mind, but their form is frail.
- **Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.
- Normal Speed: Elves have a base speed of 30 feet.
- Low-Light Vision: Elves can see twice as far as humans in conditions of dim light. See Additional Rules.
- Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
- Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.
- Weapon Familiarity: Elves are proficient with longbows (*including composite longbows*), longswords, rapiers, and shortbows (*including composite shortbows*), and treat any weapon with the word "elven" in its name as a martial weapon.

These statistics are for Weald Elves who resemble the elves from before the cataclysm.

- Ash Elves replace their Constitution penalty with a Charisma penalty.
- Myconian Elves replace their +2 racial saving throw bonus against enchantment spells and effects with a +2 racial bonus to saves against poisons and diseases.



#### aka: osses scurriers.

Gnomes survived the cataclysm better than the dwarves, their delvings were shallower and did not suffer the same catastrophic damage as the deeper cities. They were also sheltered from the worst of the Cold Black Winter and the Pandemic of Ash as their cities and towns has survived almost intact and had more stores set aside than many other settlements.

During the aftermath the gnomes hunkered down and looked after their own, refusing – on the whole – to help refugees and survivors, barring and even killing those who came to them seeking help, determined to survive on their own. This has earned them a deep sense of hatred and distrust that has only been compounded with their favored servitude to the undead lords.

When the undead armies came marching the gnomes rolled over almost instantly with little resistance to Calix Sabinus and, in his chains, took to providing for his armies, crafting their weapons and armor and, worst of all, creating the Ι

chains and necromantic materials that have bound the slaves for a generation.

The gnomes are favored pets of the undead lords, placed in charge of other slaves, given tasks that normal slaves cannot be trusted with, allowed in the castles as servants and crafters and because of this favor, as much as anything, the gnomes are largely distrusted by other slaves and survivors.

So deep does this hatred run that gnomes are called osses (*bones in old elvish*) for their closeness to the undead or scurriers, because they're always scurrying about their master's business. So bad has the gnomish reputation become that the very word 'gnome' is used as a substitute for 'traitor' amongst survivors and slaves.

### personality

Gnomes tend to be tight lipped and self-contained. They weather insults without reaction and grovel obsequiously to their undead masters or anyone they think might have power over them. Subservience and patience are all but bred into gnomish society in this time and it's the rare gnome that breaks free from that conditioning and stereotype.

### physical description

The gnomes of Abaddon stand around three feet in height with shocks of hair rising from their heads, usually bleached white, jet black, bilious green or blood red, though other colors have been known to appear. Their skin tends to be striking in color as well, browns that are almost black, pale hues that are almost pure white and other pale tones with hints of other colors like green or blue. Gnomes tend to have outsize facial features like noses, eyes or ears, something which can be a little unsettling.

### relations

Gnomes are favored by the masters that have the power of life and death over them which is all the gnomes particularly care about. Even then their masters do not particularly like them; they simply find them useful or amusing to have around. The other races all but universally dislike and resent the gnomes and this often spills over into racial violence.

## alignment

Gnomes have had to learn to force down their natural tendency towards tricks and playfulness and this repressed desire has tended to make them cruel. They have grown numb to the suffering of others and far too focused on their own survival and needs and, as a result, most gnomes have slowly swung to become Lawful Evil.

# gnomish Lands

The gnomish lands that survived the cataclysm are all under the sway of the undead lords and only a very few retain anything like nominal independence though they are taxed to the point of starvation and poverty and are little more than working slums. Even so they're better places to live than most settlements under the sway of the dead.

### religion

Most gnomes retain their worship of their old gods and credit them with guiding them and allowing them to survive in such numbers. A few particularly toadying gnome slaves have adopted the gods of the dead and offer them worship and thanks for their protection.

### languages

Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

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Gnomes tend to have short, punchy first names with more descriptive family names that describe the family business, these are slow to change and a new reputation must be established strongly to displace the tradition of centuries.

Male names: Adrek, Calman, Britak, Farrow, Gildan.

Female names: Leilei, Terai, Joola, Nesta, Fluri.

Family names: Fallburrow, Cooper, Smith, Chandler, Tinker.

### adventurers

There are few gnomish adventurers, those that do join the life tend to be those who have rebelled and as a consequence have been cast out by their own family and clan. Despite this stand that they've taken gnomes are still not trusted, whatever their story and life as a gnomish adventurer on Abaddon is a difficult one.

- +2 Constitution, +2 Charisma, -2 Strength: Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.
- Small: Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- Slow Speed: Gnomes have a base speed of 20 feet.
- Low-Light Vision: Gnomes can see twice as far as humans in conditions of dim light. See Additional Rules.
- Defensive Training: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.
- Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day-dancing lights, ghost sound, prestidigitation, and speak with animals. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.
- Intimacy: Gnomes receive a +1 bonus on attack rolls • against undead due to their close relationship with and understanding of these creatures.
- Illusion Resistance: Gnomes get a +2 racial saving throw bonus against illusion spells or effects.
- Keen Senses: Gnomes receive a +2 racial bonus on Perception skill checks.
- Obsessive: Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.
- Weapon Familiarity: Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

# aka: rat-kin, maggot folk, corpsebreath, vermin.

Of all the races of Abaddon the Halflings fell the furthest. From a position of safety, security and shelter, shielded by the human kingdoms and living in idyllic rural bliss they were thrust into a daily fight for survival and a time of hunger that was too much for most of them to cope with.

Everything that the Halflings regarded as civilization was torn away, crops, farms, safety, security, all of it. They were reduced almost instantly to the status of animals, tearing at each other over the merest scraps of food, fighting, squabbling, murdering each other over so much as a single turnip.

Things only got worse as time wore on and the Halflings lost almost every semblance of civilization that they ever had, they almost even lost language. Soon the only thing left to live upon were the corpses of the dead and the rot of those others who had survived. In order to live the Halflings became eaters of the dead, living ghouls, gnawers on rot

and ruin and filth, wallowing in refuse and bones, finding their new place in the post cataclysm world as humanoid vermin.

Their corpse-eating ways have persisted and they still lurk in the shadows of the cities, in the necropoli, gnawing on bones, rooting in the town and city trash heaps for scraps, iron stomachs and filed teeth all they need to eke out a living under the sight of most, regarded as pests to be put down or, since so many of them become ghouls and ghasts, a genuine danger to be destroyed.

#### personalim

Halflings are but barely civilized, if indeed they are at all. They are savage animal-men with perverse appetites, strange ways and arcane dominance games, twitchy and flighty, quick to anger, like cornered rats.

### physical description

Halflings are barely three feet tall, most are somewhat smaller especially since they tend to hunch over. They are ropey knots of muscle with round pot bellies and pale, clammy flesh that puts one in mind of

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a maggot. Most are bald, having lost their hair down the generations, and have wide staring, limpid eyes, suited for grubbing around in the dark and the filth. Most have their teeth filed down into points, better for chewing and ripping at raw flesh and cracking open bones.

### relations

Most other races no longer regard Halflings as fully sentient and consider them to be little better than animals. They hold a similar status in many minds to that of kobolds and goblins, a dangerous, intelligent pest.

### alianment

Halflings are one step away from animals and are rarely concerned with much more than their own safety, shelter and the source of the next meal. Almost all are Neutral and those that are not have usually had access to some civilizing influence.

## halifing Lands

Halflings live in the shadow of settlements and have no real place to call their own. In the larger cities the graveyards and the spoil heaps are all but given over to them and they're left to gorge on the dead and the trash as they will, a seemingly useful purpose for them so long as they do not get out of hand.

## religion

If the Halflings retain any religion it is not that of their ancestors and appears to have regressed to an animistic, tribal worship of the other vermin that share their disgusting habitant with them, Mother Rat being chief amongst this new pantheon.

### Language

Halflings barely speak Halfling and Common, often with a strong patois and atrocious grammar and pronunciation. Halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Goblin, overheard and picked up in dribs and drabs.

### names

Halflings have lost the art of naming of old and no longer know their lineages. They call each other by nicknames, typically to do with some deed or trait that makes them known or recognizable.

Halfling Names: Longtooth, Bonecracker, Many-Child, Bloodletter, Knife.

### adventurers

Some few Halflings, typically those of higher intelligence, have some dim inkling of their greater purpose and destiny and find ways to leave the heaps and take up with adventuring parties. They are disgusting and vicious vermin, but they have their uses when adventuring.

- +2 Dexterity, +2 Charisma, -2 Strength: Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.
- Small: Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- Slow Speed: Halflings have a base speed of 20 feet.
- Cast Iron Stomach: Halflings receive a +2 racial bonus on all saving throws against poison or disease. This bonus stacks with the bonus granted by halfling luck.
- Filed Teeth: Halflings receive a 1d3 bite as a secondary attack.
- Keen Senses: Halflings receive a +2 racial bonus on Perception skill checks.

- Squirmy: Halflings receive a +2 racial bonus on Escapology and Acrobatics skill checks.
- Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word 'halfling' in its name as a martial weapon.



The Exalted are the direct offspring of angelic outsiders, mated with humans on Abaddon. The unique circumstances of Abaddon make this a more common event than it might otherwise be in other parts of the multiverse. The angels here are thrust into closer contact with mortals than they are used to, cut off from the gods and entities that they serve and forced to make a new life for themselves.

Exalted are fair-skinned humanoids with a heavenly aura and glow of peace and natural grace, something that exists in direct opposition to the nature of the changed world that surrounds them. In a world such as Abaddon – even more so than in other violent and sinful worlds – the Exalted understand that they are fighting for a lost cause and all they can do is to delay the inevitable and provide some last shreds of hope.

Most Exalted are the direct offspring of angels and mortals though some are the result of the union of two Exalted or from bloodlines that include Exalted blood in their past. Regardless of their origin all Exalted consider themselves to be children of Zebediah, the greatest angel to walk Abaddon and the one who gave rise to the existence of the Exalted through his love for mortal women, the one who gave purpose and direction to the angels who found themselves stranded in Abaddon.

Some say that the Exalted are an indication of the sheer desperation of the forces of good and law on Abaddon. Mating with humanity to bolster their numbers and increase the number of agents for rightness and morality is regarded with contempt by the forces of evil. Propaganda accuses Zebediah's followers of deception and even rape to disseminate their divine spark amongst humanity. What is even worse is that, in some instances, there may well be some truth to this.

Goodness can be arrogant, judgmental and uncompromising. In the cause of good and the name of the law, especially in incredibly dire circumstances, ends can justify many means and the Exalted are not always the faultless paragons of virtue that they aspire to be.

Like so many other races and groups throughout Abaddon the Exalted find themselves rootless, wandering in small groups or individually, trying to make what positive differences they can, when they can, where they can. It can be a lonely life.

## personality

The Exalted project an aura of defiance and desperation. By the very nature of what they are, they exist in opposition to Abaddon's status quo and the whole world rejects them. Many blame the gods for the current state of affairs and, unable to strike at the gods or their messengers, they strike at the Exalted, twice removed from the target of blame but the only ones an angry populace can turn their revenge upon.

Exalted tend to be thoughtful and long-suffering with many developing a martyr complex over time, feeling unappreciated by, even turning upon, the people they have tried to help but who seem to be ungrateful at best. No matter how many setbacks there are or how often they're disappointed, they always seem able to pick themselves back up and carry on.

While they strive to be open, to care, to understand the state of the world and the problems of the people in it, this leaves them open to being exploited, which they are. It is difficult, even for the most determined of Exalted, to maintain a face of calm, peace and goodness but even when it breaks down some small seed of their nature remains to manifest itself once more in trust and belief in the essential goodness of man.

# physical description

The Exalted are considered to be beautiful by mortal standards. Typical Exalted are of medium height and build, with light skin ranging from milky white to a glowing tan. For some reason all Exalted, male and female alike, are bald and are unable to grow hair upon their heads.

The divine blood from their angelic side reacts with the inherent sin of their mortal body to produce swirling patterns on their skin like tribal tattoos. None are born without these marks but those Exalted who slip from their high moral expectations can expect to find themselves marked more as their divine blood reacts with the unavoidable blasphemy of living day to day in the realities of Abaddon.

### relations

Due to their angelic nature many others in Abaddon will recoil from developing any relations with an Exalted, fearing retribution from the great powers. Exalted, by their nature, are open, caring and understanding but many forces in the world have foolishly taken this as a weakness. Those who have failed to fully control an Exalted in such a way have come to know what the term 'divine fury' truly means.

### alignment

Most Exalted are Lawful in nature and do not veer from that position. Most are also Good. An Exalted inherits a powerful moral compass from their divine aspect and usually has a defined and absolute sense of right and wrong that they are powerless to alter. Eventually the sheer grind of living day to day in the desperate situation of Abaddon chip away at the edges of this, but they are markedly more devoted to their particular alignment than most of Abaddon. While all too many Exalted fall to evil, an Exalted falling to Chaos is unheard of.

## exalted lands

There is no homeland for the Exalted. They can be found scattered around the world, avoiding each other more than they seek to come together. Exalted in numbers attract too much attention from the undead and the forces of chaos so the Exalted spread themselves out rather than gathering where they can easily be crushed.

Older Exalted take Exalted children into their care once they reach their teenage years, teaching them of their birthright and their history before releasing them to wander the lands alone. This is where the Exalted get their sense of racial oneness, without it they would be nothing more than singular, isolated, freaks of nature.

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While there's no particular place that the Exalted call home there are places that they make pilgrimages to which they consider holy. There is the ground where Zebadiah first set foot upon Abaddon, the stained land where Gabriel fought Calix Sabinus and the sites of various martyrdoms, all of which are stopping and meeting points on their endless journeys across the world.

## religion

The Majority of Exalted hold a pious belief in a deity despite Abaddon's perceived abandonment. Of the rest, most hold to a cultist worship of their founder Zebadiah, turning to him as their new 'god' in the absence of the old gods. Zebadiah has done what he can to discourage this belief but it continues to grow.

### Language

The Exalted have developed a unique language derived from the structure of the Celestial tongue but with their own terminology derived from Common and their own history, stories and points of reference. Exalted only speak this language to other Exalted and don't acknowledge non-Exalted who speak it. Exalted also speak the Common tongue and the Celestial language in its pure form.

### names

All Exalted share the same family name of 'Al Zebadiah' as a mark of respect to their spiritual father. All Exalted are named on the seventh day after their birth by their divine parent, though they may also carry a separate, mortal name.

Family Names: Al Zebadiah

Male Names: Amon, Chiram, Darnass, Esdras, Itai, Lemuel, Matyas, Taneli, Xyphon, Zuriel

**Female Names:** Abra, Brachah, Elisavet, Hephzibah, Kefira, Matea, Ora, Parash, Yona, Zapheth.

#### adventurers

Exalted cannot help but be thrust into a life of adventure. If they are found they will be hunted and even if they try to hide their over-developed sense of right and wrong will soon have them putting themselves in harm's way. Exalted are doomed to be adventurers and it is the only way of life that can give them real purpose and a chance of survival.

# exalted racial traits

- Lawful Native Outsider: Due to their mixed human and angelic heritage the Exalted are considered to be lawful native outsiders. Which gives them the following abilities:
  - Exalted have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living

individuals can be. Unlike true outsiders, Exalted need to eat and sleep.

- Exalted have lawful alignments; however, if their alignments change, they still retain the lawful subtype. Any effect that depends on alignment affects an Exalted as if they have a lawful alignment, no matter what its alignment actually is. An Exalted also suffers effects according to its actual alignment. An Exalted overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned.
- Darkvision 90 feet.
- +2 Charisma: Exalted are very welcoming, open and charming people.
- **Medium:** As Medium creatures, Exalted have no special bonuses or penalties due to their size.
- Exalted base land speed is 30 feet.
- Racial Bonus: +2 racial bonus on saving throws against Glamer or Phantasm sub-schools of magic.
- Soulsword (Su): Three times a day as a standard action, an Exalted is able to create a 3-foot-long, beam of bright white light made, partially, of a piece of their soul and wield it as if it were a short sword. Attacks with the soulsword are melee touch attacks and the soulsword deals 1d6 points of damage +1 point per level (maximum +10). Since the blade is immaterial, Strength modifiers do not apply to the damage. To undead, evil or chaotic creatures, the soulsword deals 1d8 points of damage +2 point per level (maximum +20). The soulsword lasts 1 minute per level.
- **Divine Powers** (*Su*): Exalted may pick any one of the following divine powers at Character creation and they can use it three times per day with a power level equal to their level.
  - Cause Fear (Su): As the spell, Cause Fear.
  - Charm Person (Su): As the spell Charm Person.
  - Detect Magic (Su): As the spell Detect Magic.
  - Disguise Self (Su): As the spell, Disguise Self.
  - Hold Portal (Su): As the spell, Hold Portal.
- Mage Hand (Su): As the spell, Mage Hand.
- **Purify Food and Drink** (*Su*): As the spell, Purify Food and Drink.
- **Read Magic (Su):** As the spell, Read Magic
- Automatic Languages: Common, Celestial and Exalted. Bonus Languages: Any.

#### exalted feats winned soul [exalted]

A pair of faint wings, composed of nothing but light, erupt from the back of the Exalted and beat, lifting them up into the air.

Prerequisites: Exalted, Lawful Good Alignment.

**Benefit:** By using up one of their soulsword summoning the Exalted can, instead, sprout wings from their back and fly, at a speed of 30 ft. with good ability. They cannot summon

their soulsword at the same time they are flying and the effect lasts for one minute per level.

#### a piece of heaven [exalted]

Reaching deep into themselves the Exalted is able to, in some small way, for some short time, redress the balance between good and evil, dark and light.

Prerequisites: Exalted, Wisdom 12+

**Benefit:** At the expenditure of a hundred silver pieces worth of silver the Exalted can cleanse a small area or pool of water of necromantic or evil taint, at least until the creeping taint of Abaddon overcomes it once again. Plants may sprout here for a season, the water might be cool and refreshing for a time but, inevitably, the taint of the whole world will return. The silver is blackened and destroyed in the process, crumbling into stinking black dust.

#### divine wrath [exalted]

Sometimes an Exalted is overcome by anger and rage and regret over the state of Abaddon and enters a powerful frenzy during which little can stand before their righteous fury.

Prerequisites: Exalted, Base Attack Bonus +5

**Benefit:** The Exalted enters a rage that increases their attack scores by +2 and their damage by +2 while reducing their AC by -2. They also gain a number of temporary hit points equal to half their level rounded up. This rage last for the duration of the entire fight and can be called up only once per day.

#### suppress the divine [exalted]

It is wise, sometimes, to hide one's divine origins from the view of others and many Exalted have learned the trick of doing so.

**Prerequisites:** Exalted, Wisdom 12+, 4 or more ranks in Bluff.

**Benefit:** The Exalted is able to suppress its divine nature, pushing it down deep inside so that to any observers, even magical, the Exalted appears to be a normal human. The Exalted cannot use their soulsword or divine powers while suppressed.

#### zebadiah & blood [exalted]

Directly of the lineage of Zebadiah the Exalted has much more powerful angelic blood flowing through their veins.

**Prerequisites:** Exalted, may only be taken at character creation.

**Benefit:** The Exalted can use their divine power and soulsword an extra time per day and their blood acts like holy water against the undead with 1d4 hit points of blood loss being enough to fill a vial, though it solidifies and turns useless within a day.



Genesai are the direct result of demonic outsiders mating with angelic outsiders in defiance of all that both sides of the eternal conflict between good and evil consider inviolate. In other worlds and other planes of existence this might be all but unthinkable but the nature of Abaddon as a planar 'trap' throws these opposites together far more often than in other places and whatever else there might be between the agents of good and evil they at least have a commonality as outsiders and, to an extent, can become stuck, mired in Abaddon as much as any other planar traveler.

Outcasts from the moment they are born the Genesai are almost always abandoned by their parents immediately following their birth, either to be raised by mortals who take pity on the child, to perish in the wilderness or – very rarely – to be raised by sympathetic animals such as wolves. Some very few can survive being abandoned simply due to their unnatural physiology and capabilities and grow up, feral, in the blasted landscape. Despite this disparate scattering Genesai have a tendency to find each other and form communities, bands, tribes and clans that become their real families, adopting Genesai that they find and raising them into what little heritage and secrets that they have.

Genesai are unique in appearance, tanned a red-gold hue with an aura of unnatural 'wrongness' that surrounds them and unnerves animals and people alike, disconcerting them and tending to make them unconsciously mumble blessings to themselves or recoil in disgust on pure reaction. Most Genesai also have physical markers of their unnatural birth, two small horns that protrude from their forehead and a supernatural mark, branded in the middle of their forehead by their clan as part of their induction into the 'family'.

The Genesai are hunted by almost all forces and factions to be found on Abaddon which tends to make them consummate survivors, skilled at evasion or combat, capable of defending themselves and possessed of a siege mentality that binds them strongly to their clan. The Genesai understand that they are a constant reminder of all that is wrong in the shattered and broken world and that people cannot help but be hostile to that, some accept that and hate the world back while others struggle to right wrongs and to make a place of acceptance for their people by heroic deeds and leading by example. When push comes to shove a Genesai will do whatever is necessary to survive.

#### personality

As outcasts and victims of intense hatred and scrutiny the Genesai tend to be extremely slow to trust but extremely loyal to those they do regard as their friends, holding little distinction between friend and family, the two largely considered to be the same. In a similar way anyone who isn't 'family' is considered with all the suspicion and hostility one might normally reserve for an out-and-out enemy that one is forced, by circumstance, to negotiate with. The Genesai are born pessimists, they tend to expect the worst out of any situation and, therefore, to prepare for it. This is a behavior which can make them seem dour and unfriendly, but which contributes greatly to their survival. Genesai humor tends to be cynical and scathing, centered around irony, sarcasm and schadenfreude.

### physical description

Genesai are humanoid in appearance, albeit a fairly idealized human form, slightly taller than the human average, slightly more fit and beautiful looking – regardless of their actual capability. Their skin is a red-gold, deep tan that almost seems to glow and their other-worldly origin is also betrayed by the stubby horns that many of them sprout from their temples. Where the offspring of outsiders and mortals often display their origin more ostentatiously, the hints of a Genesai's origin tend to be a little more subtle – other than the brandings that they give themselves. It may be present in a forked tongue or an unnatural color of eyes or hair, something that one would actively need to look for and try to pick out. Their short horns can even be hidden by suitably styled and grown hair and, apart from their brand, they can almost pass for human in many circumstances.

### relations

Due to their dual nature many others in the world of Abaddon will shun the Genesai or recoil from developing any sort of relationship with them. Due to their unnatural nature they often draw fire from Exalted looking to purge their evil and unnatural being from the world or from Infernals who are seeking to control and use them to their own ends. The undead view them as potentially dangerous rivals and also err on the side of destroying them where they can. Genesai tend to only have positive relations with other unsettled peoples or with particular communities where, through dint of effort and sacrifice, they have carved a niche of understanding and loyalty between themselves and the local people.

### alignment

The typical Genesai is True Neutral, due to the balance of opposites in their basic nature. They do not often veer from that position, particularly not into Good or Evil though they may find themselves leaning towards either Chaos or Law depending how they have been raised and what experiences that they find themselves involved in. The Genesai nature itself is one of strange possibility and so they tend to find it difficult to stand in judgment over actions that others would unquestionably call good or evil. They've seen for themselves the extremities to which one side or the other can go and find such hard-line opinions distasteful.



Though they are a new race to the world of Abaddon, the Genesai have done their best to fit into a world that just wants to destroy them. They have no true homeland and live a very nomadic existence at the margins of what civilization there is. Occasionally they settle, as a clan, within a defensible position such as a cave system, ruin or fortress, or mingled amongst a population they have befriended, hidden or integrated. The Genesai as a people have no real lands to call home, though some of the larger and more successful clans are looking for a homeland.

### religion

As the offspring of agents of eternal powers and concepts combined the Genesai do not agonize over the existence or non-existence of deities, though they sometimes argue over what claimed deities and their servants actually are, since this relates directly to their own existence. As such Genesai do not tend to worship any gods though they may offer thanks to fate, luck or destiny as disembodied concepts when something goes well for them and, equally, curse these same ideas when something goes wrong.

## Language

Genesai speak common and either Celestial or Infernal as native languages, with additional languages either Celestial or Infernal must be their first pick to fill out the first three tongues spoken, after that they are free to pick up any language, thanks to their wandering.

#### names

Due to their traumatic join between good and evil, Genesai normally name themselves in a very unusual way, The name of their Exalted parent is reversed and adopted as their surname while their first name is the reversed name of their Infernal parent.

Family Names: Leimar, Lok, Rusiuodra, Dazay, Tathsra, Leiru, Muorahc, Anid, Sacrof, Tewil.

**First Names:** Tamait, Nogrog, Imanazi, Imoy, Etaceh, Ragiba, Dada, Nihtab, Noyreg, Tides.

#### adventurers

Genesai adventurers are often drawn from amongst those who have, tragically, lost their clans or those who have been cast out for breaking the few, inviolate laws of these 'familial' clans. Other Genesai are not scooped up by their clans and are raised to adulthood by their adoptive parents and, restless despite these – hopefully loving – homes go out to seek their fortune and, perhaps, others of their kind. Still others leave as agents of the clan, seeking riches and weaponry to help defend the clan and to help them carve out some sort of life for themselves in a harsh and unforgiving world.

## genesai racial traits

- +2 Constitution, +2 Wisdom, -2 Charisma. Genesai are quite study and wise but can be uncomfortable around others.
- Native Outsider: Due to their mixed angelic and demonic heritage, Genesai are considered to be native outsiders. This gives them the following abilities: Genesai have a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living individuals can be and unlike true outsiders. Genesai do need to eat and sleep unlike true outsiders, which require neither.
- Darkvision 120 feet.
- **Medium:** As Medium creatures, Genesai have no special bonuses or penalties due to their size.

- Genesai base land speed is 30 feet.
- Shattersoul Blade (Su): Three times plus their Constitution modifier (at least +1) a day, as a standard action a Genesai is able to summon a 3-foot-long, scintillating shard, made partially out of a piece of their unnatural soul. They can wield this "shattersoul blade" as if it were a short sword. Attacks with the shattersoul are melee touch attacks and the shattersoul blade deals 1d6 points of damage +1 point per level (to a maximum of +10). Since the blade is immaterial their Strength modifier does not affect to the damage. To lawful or chaotic creatures, the shattersoul blade deals 1d8 points of damage +2 point per level (to a maximum of +20). The shattersoul blade lasts 1 minute per level and can manifest as any elemental or luminous force, though each Genesai typically can only manifest one form, fire is most usual.
- Unnatural Aura: Animals become uneasy around Genesai due to their dual nature. Dogs will bark and horses will become unruly, even people feel uneasy. Genesai receive a -2 racial penalty to Ride checks and a -4 penalty to Handle Animal checks.
- **Immunity to charm/compulsion spells:** The Genesai is impossible to charm or compel under any circumstances. Any spell or psionic power with the (*Charm*) descriptor has no effect upon a Genesai.
- **Planar Anomaly:** Genesai gain a +1 racial bonus to hit and to their damage against outsiders, including each other, due to their unique insight into the failings and weaknesses of outsiders.
- Not of this World: Genesai gain a +4 dodge bonus against outsiders, including each other, due to their anomalous nature putting them out of phase with the planes.

#### feats for genesai shattersoul sabre [genesai]

Through practice and force of will the Genesai is able to concentrate their soul into a more powerful sword with which to strike down their enemies.

#### Prerequisites: Genesai, Wisdom 12+

**Benefit:** The Genesai's shattersoul blade's damage advances a die-type so the default damage is now d8 and the damage against lawful or chaotic creatures is now d10. The blade can also now be summoned for twice its normal duration.

#### soul strike [genesai]

The Genesai reaches deep into their soul and casts out with their mind, striking with the essence of their unnatural being at a distance.

#### Prerequisites: Genesai, Wisdom 14+

**Benefit:** The Genesai can reach out with their shattersoul blade to strike at a distance. This uses up one of their sword summonings for the day and strikes for d10 damage, plus

their usual bonus, d12 plus bonus against lawful or chaotic creatures. This attack has a range of 60 ft and is conducted as a ranged touch attack.

#### fade out [genesai]

Belonging to neither good nor evil, the material nor the planar realms, the Genesai is able to fade from existence momentarily, rendering them immune to harm.

Prerequisites: Genesai, Wisdom 16+

**Benefit:** The Genesai selects a spot within their normal move distance and they vanish from existence, this taking up all their actions for this turn. At the end of the turn following this one, they reappear at the selected spot. During the time they have vanished they do not exist, at all, and cannot be harmed in any way. This uses up a shattersoul blade summon and can be attempted, reflexively, to avoid incoming damage, traps, explosions and so on replacing the normal results of a reflex save against the source of harm.

### bane of faw & chaos [genesai]

As crossbreeds, despite their neutrality, the Gensai embody the axis of good/evil and are antithetical to creatures that exist on the law/chaos axis, tearing them apart at a spiritual level.

Prerequisites: Genesai, base attack bonus 3+

**Benefit:** The Genesai gets a +1 bonus to hit and a +1 bonus to damage against creatures of law or chaos.

#### realign item litem creation, genesai]

The Genesai's burning soul strips back the preconceived notions around magical items, liberating them for the use of anyone.

Prerequisites: Genesai, appropriate item creation feat.

**Benefit:** The Genesai can bath an item in their shattersoul, using up a use of that ability for the day, stripping away the alignment requirements of an item and making it 'neutral', able to be used by anyone. This does not negate any of the other powers of the item and costs one tenth of the normal cost of the item in gemstones which are burned up in the process.

# harrowed

One of the most despised and feared races of Abaddon is that of the Harrowed. They are no less than the result of the unholy and abominable union between a mortal humanoid and the foul undead. The very existence of the Harrowed is a constant reminder to a subjugated populace of the undead overlords who have taken over the world of Abaddon, royal bastards neither fully mortal nor fully undead, caught between the two worlds.

While the origin of some of the Harrowed is all too understandable, some undead have mortal along with immortal lusts, not all are the result of vampire lords and ladies exercising their rights and pleasures over their mortal subjects other, more horrifying instances can produce Harrowed just as easily from organized defilement and punishments for resistance, meted out through undead armies to children conceived while one partner or the other was possessed, all the way through to the unnatural magical experiments performed by Liches.

How a Harrowed is treated by their parents and the powers in control of Abaddon depends very much on the circumstances of their birth. If they were deliberately conceived by an undead lord then they hold a position much like that of an illegitimate child in any noble family, they might receive money and even be treated as a minor noble themselves, they may even rise in the ranks of their sire or dam's house to become a trusted lieutenant – if never a true leader.

If they are the result of a punishment or a chance embarrassment then they are treated no better than any other mortal peon, though the general populace will likely still resent them for being a reminder of their subjugation and because of their perceived privilege, even if it is not genuine.

Harrowed do exist in large numbers now, especially in the cities controlled by the undead and in freshly conquered lands, their existence part of a tactic of subjugation and conversion, a 'mingling' of populations such as happens on other worlds in occupations. While the Harrowed nobility are far smaller in number and exist on a rarefied level the 'common' Harrowed have tended to band together and to form their own communities and ghettoes within the cities, increasing their security – but also their alienation from the other peoples who surround them.

### personality

Harrowed inherit a detached viewpoint from their undead heritage, a separation in outlook from the material and mortal realm but this is accompanied by many of the drives and desires of humanity. This detachment and lack of empathy, coupled with mortal desires – albeit dimmed – makes the Harrowed passionate and ambitious as well as being more than a little selfish, to the point that they often verge on the sociopathic. Despite all this the Harrowed do form relationships with those who are persistent or those in whom they take an interest of their own. Those who prove themselves useful or necessary to a Harrowed are most likely to receive their loyalty and another trait inherited from their undead parents, a dislike of abrupt change, means that they're likely to maintain that loyalty.

## physical description

Harrowed are varied in appearance but normally have a inhuman coloration of their skin which is either chalk white or has an unhealthy grey pallor to it. Some other Harrowed's skin turns slightly translucent, revealing the musculature beneath, others take on a slight, oily, rainbow sheen or darken like spoiled meat. Otherwise the Harrowed tend to look like any normal person, save for a higher tendency to have white hair and red, or black, eyes.

### relations

Whatever their social status or position the Harrowed are generally seen as part of the ruling classes simply due to their nature. This tends to make them resented and hated by the subjugated humanoids, at best they might be grudgingly accepted based on their personal, individual conduct. The Harrowed tend to feel a common cause with the other half-breed races of Abaddon who, like them, tend to be caught between two worlds and share that experience of being disjointed and rejected. The exceptions to this are the Khymer, who regard themselves as truly undead and the Exalted, who regard the Harrowed as a terrible abomination and an injustice wrought upon the helpless population. The Lykians tend to regard the Harrowed as unnatural, complaining that they have 'no scent' and that this is wrong, as wrong to a Lykian as being invisible or incorporeal would be to another race.

### alignment

Harrowed are typically pulled in two directions by their heritage, the detachment of their undead taint leads them towards neutrality while their mortal desires coupled with their diminished conscience pulls them down the path of Chaos. Harrowed of all alignments are known, some seek to bind their churning desires within a cage of Lawful beliefs and some are swayed to the causes of either Good or Evil, though the Harrowed bastards tend to fall in line with the evil designs of their sires and dams.

## harrowed lands

The Harrowed live either as individuals within the houses of the ruling undead classes or in the Harrowed ghettoes – colloquially known as 'graveyards' – within the human settlements, when they're not mingled with the general populace. These areas often conform only to their own, internal laws and are considered a special case, apart from the rest of the town or city though they are still subject to the lord's oversight and discipline. The Harrowed within make their money and maintain their district largely through hiring on as sell-swords, through fine crafting or as adventurers, bringing wealth back to their homes.

### religion

The Harrowed typically pay only lip service to any religion, tending to be self-interested they also tend to see little mileage in devotion to a god, this being especially true in Abaddon. Where they do worship a god it will tend to be whichever god is worshipped by the population as a whole or by their sire or dam, these will tend to be gods of evil, death and shadow, even if the Harrowed does not conform to that alignment or definition themselves – after all it is as good an idea to appease a dangerous god as it is to worship an altruistic one.

### language

The Harrowed speak common and learn the languages of their surroundings, if they bother to learn any other languages at all.

#### names

Bastard Harrowed take their family name from their sire or dam, their first names conforming with the naming conventions of the people or culture upon whom they were foisted. Their last name is prefaced by 'Sir' or 'Dam' indicating the gender of their undead progenitor. Thus a typical Bastard Harrowed name might be something like Aran Sir Drakul, which would read as Aran, son of Lord Drakul. Common Harrowed have mortal names like any other, but tend to only go by their first names in all dealings.



Family Names: Sir Drakul, Dam Orien, Sir Lykas, Dam Abraxiel, Sir Xaddan.

Male Names: Determined by mortal parent culture.

Female Names: Determined by mortal parent culture.

#### adventurers

The Harrowed often become adventurers, the bastards because they have something to prove or because their ambitions are frustrated, the commoners because adventuring is often the only way to pick themselves up out of their squalor and carve themselves a place of respect and power in the world. Abaddon is a dead and dying world and so it seems fitting and appropriate that the Harrowed, a half dead people, should pick over its bones for things of value and use.

## harrowed racial traits

- Living Dead: Harrowed are a very unique race which is said to be somewhere between life and death. This gives them the following abilities:
  - Darkvision 60 ft.
  - Resistances: +4 to save poison, disease, death magic and paralysis.
  - Death-tainted Soul: All healing with positive magic only heals at 50% of its strength
  - Spells that deal damage only to undead deal half damage to Hallowed. Spells that deal double damage to undead deal 50% more damage to Hallowed than to a normal creature.
  - Harrowed only need to eat, sleep, and breathe half as much as a normal being of similar size.
- Harrowed can hold their breath for a number of turns equal to their Con multiplied by four.
- +4 Strength, +2 Constitution, -2 Charisma: Harrowed are quite resilient and study while lacking at social manners and graces.
- **Medium:** As Medium creatures, Harrowed have no special bonuses or penalties due to their size.
- Harrowed base land speed is 30 feet.
- Undead Killer: Thanks to their familiarity with the undead the Harrowed gain a +1 racial bonus to weapon damage and to hit against Undead.
- Automatic Languages: Common.

### harrowed feats alost blooded [harrowed]

The Harrowed is the offspring of a ghost, possessing their father or mother at the time of conception, they have a measure of that being's power.

**Prerequisites:** Harrowed, must be taken at character creation.

Benefit: The Harrowed can invoke the power of their unnatural parent once per day for a number of turns equal

to their level, fading from vision and becoming a ghostly, incorporeal figure. While incorporeal they gain all the usual benefits associated with that special quality, but may still strike from 'beyond' with magical weapons or spells, just as they can be attacked with such abilities, though these do half damage in both directions.

### ghaul blooded [harrowed]

The Harrowed is descended from a ghoul bloodline and has some greater measure of that line's power than most.

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The Harrowed has stubby claws on the ends of their fingers that resemble brittle and broken, overgrown nails. These are a natural weapon doing 1d4 damage and they also carry the paralysis of a full ghoul's touch. The DC to resist this paralysis is 10 + the Harrowed's level. Elves, undead and constructs are immune to this effect which lasts 1d4 rounds.

#### Lich made [harrowed]

The Harrowed was created through the foul experiments of a Lich, its true father is magic, necromancy itself.

**Prerequisites:** Harrowed, must be taken at character creation.

Benefit: The Harrowed is born of magic and is inherently magical. Their body counts as being a magical weapon though it has no bonus and they can strike incorporeal beings and other creatures, normally immune to non-magical weapons using their body. Should some other effect further enchant their flesh the conferred bonus is considered to be one higher. In addition the Harrowed gains a +1 bonus to any and all saving throws made against any magical effects.

#### wight blooded [harrowed]

The Harrowed is descended from a wight bloodline and has some greater measure of that line's power than most.

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The Harrowed can attempt an energy drain against an enemy as a touch attack, if successful the target must make a Fortitude save against a DC of 10 + (Level divided by 2, round down) + Charisma modifier or they're sickenedand the Harrowed heals 5 hit points up to their normalmaximum.

#### vaupire blooded [harrowed]

The Harrowed is descended from a vampire bloodline and has some greater measure of that line's power than most.

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The Harrowed has small, pointed fangs, no use as a normal melee weapon but which they can use to drain blood and life force. A vampire-blooded Harrowed can feed upon a grappled opponent; if the Harrowed establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The Harrowed heals 5 hit points up to its normal, full hit points. This continues as long as the target remains pinned.

#### zombie born [harrowed]

The Harrowed is the result of a 'punishment' meted out upon a resistant community by an undead lord, visiting the horrors of undead flesh upon the people in order to teach them not to be defiant.

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** While this is, perhaps, the very lowest caste of Harrowed that can exist and they are always commoners, the Zombie-Born gain damage reduction 5/Slashing, making them extremely resilient and sought after as mercenaries and guards.

# internals

Infernals are the offspring of matings between demonic outsiders and humanity upon Abaddon or the result of a tainted bloodline throwing up a child that bears the mark of a past transgression of natural law. Infernals are relatively common on Abaddon, given the nature of the world, its status as a planar 'trap' and the natural proclivities of the demons who find themselves here, trapped, frustrated and with only limited playthings to assuage their boredom.

Infernals are the cast-off offspring of these bored demons and succubi and there are a great many of them, perpetuating their numbers through their own intermarriage and the strength of demonic blood that has now entered the mainstream bloodlines of many mortal communities. Self-reliant and cynical the Infernals are often shapers, doers, makers, ambitious and defiant, channeling the rebellion and strength of their demonic heritage to force their way up and out and to make their mark upon the world.

Infernals define defiance in the face of adversity and despite their dual nature fit into the fractured world of Abaddon as neatly as a jigsaw piece, thriving – often – while others are ground under despite the dubious status of their birth and the suspicions of a great deal of the populace. Ironically the 'demon children' are, perhaps, Abaddon's best hope against the domination of the undead though it remains to be seen whether rule by those of demon blood would be any better than rule by the legions of the dead.

### personality

Infernals present a wry, sarcastic, scathing outer mask to the world, making light of the most horrific situations with gallows humor and a keen sense of irony. They are intensely loyal to those they consider their brothers in arms, compensating for what is often an extremely fractured and difficult childhood and parental situation – outside the Infernal enclaves. The 'devil may care' attitude has become a racial



stereotype for them and one that they both consciously try to live up to and try to confound in equal measure.

### physical description

Infernals have red skin and horns, arching back over their heads from their brow, sometimes pronounced, sometimes more subtle. Infernals have sharp, elongated nails which can be extended into claws and often have pronounced canines and incisors or forked tongues as well as other, subtle, demonic traits such as lightly glowing or unnaturally colored eyes and equally unnatural – or deep black – hair. Some even have tail stubs or long, pointed tails that are useful for expressing themselves, but useless for anything else. Infernals tend to stand taller than normal humans and to bear themselves arrogantly, dressing and holding themselves in such a way as to capitalize on their unnatural beauty or ugliness, derived from their demonic parent.

### relations

Infernals try to be gregarious and are to be found across Abaddon in all kinds of company, whether they're welcome there or not. Infernals can be grating to be around if one takes oneself too seriously as they can rarely resist pricking at an inflated ego when they encounter one and the Exalted – when they're met – are favored targets for such sniping. Otherwise the Infernals are distrusted, but tolerated, practically everywhere and by all the other races. Only the ruling undead find reason to loathe them but the hatred that the Infernals return to the undead lords may simply be a function of their position as rulers rather than any inherent racial hatred.

### alignment

Infernals tend to be creatures of Chaos, disliking order and, save where they find common cause with each other for something like survival, squabbling over the tiniest difference in opinion. Other than this, one will find Infernals across the full spectrum of alignment from reluctant heroes to spiteful villains and all things in between.

### infernal lands

Infernals integrate themselves into existing communities and, unlike many other races, rarely ghettoize themselves preferring to remain relatively gregarious and intermingled with other peoples. The Infernals have founded their own city, Moab, burrowed into, onto and around harsh and uncompromising mountains, a chaotic city in constant flux with no cohesive rulership and spared conquest only because of its location and its relative lack of worth to any would be conqueror. If it could unite it might be a genuine force in Abaddon and a Mecca for Infernals everywhere.

### religion

Infernals tend to regard the whole establishment of religion as a sort of elaborate scam and means of control and reject organized religion – temples and tithes and formal prayers – entirely. They do not reject religion completely however and do engage in personal, private worship, typically of trickster gods, those of thieves, assassins and others at the edges and margins of society, those they regard as being the 'true' gods that are behind the scam as a whole. Deities of luck are often a popular second choice to these as Infernals recognize the necessity of having luck on your side, whatever it is you might do.

### Language.

Infernals speak Common and Abyssal as their starting languages and tend to learn Celestial as a third language, if only so they can insult Exalted effectively on their occasional meetings.

### nances

Infernals name themselves with a single word, typically chosen to be as tongue-twisting and difficult for those who do not know the Abyssal tongue or who lack the teeth and fork necessary for proper pronunciation. Last names are only used outside their home cities to identify where they are from, such as Xykon al-Moab.

Male Names: Xykon, Korax, Xazarian, Stien, Qa.

Female Names: Karybdis, Shakalar, Pheniak, Cerys, Gwynnea.

#### adventurers

Infernal rebellion often puts them at odds with the established order and a swift exit is sometimes called for. The rootless, shiftless nature of an adventurer's life is perfect for avoiding the sorts of entanglements that end up in imprisonment or execution as an adventurer has often moved on before their 'crimes' are found out and they're put in a difficult position. Infernals are not averse to seeking wealth for themselves and while they don't necessarily try to better their people they will tend to prefer to do business with other Infernals, which increases the wealth, status and power of their people as a whole regardless of their intention. Infernals are also curious about their past and their demonic bloodlines, a curiosity that leads them to investigate the doings of demons and lore of the planes and they also seek ways to throw off the shackles of the undead lords, an aim much hastened by the acquisition of powerful artifacts and ancient magics.

# infernal racial traits

- Chaotic Native Outsider: Due to their mixed humans and demons heritage, Infernal are considered to be chaotic native outsiders. Which gives them the following abilities:
  - o Infernals have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living

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individuals can be. Unlike true outsiders, Infernal need to eat and sleep.

- Infernals have chaotic alignments; however, if their alignments change, they still retain the chaotic subtype. Any effect that depends on alignment affects an Infernal as if they have a chaotic alignment, no matter what its alignment actually is. Infernal also suffers effects according to its actual alignment. An Infernal overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic -aligned.
- o Darkvision 120 ft.
- **Medium:** As Medium creatures, Infernal have no special bonuses or penalties due to their size.
- Infernal base land speed is 30 feet.
- +2 Con: Infernal are quite study and resilient.
- Unnatural Aura: Animals become uneasy around Infernal. Dogs will bark and horses become unruly. Infernal receive a -2 penalty to Ride checks and a -4 penalty to Handle Animals checks.
- **Infernal Taint:** An Infernal character may choose two special abilities from the list below to reflect the specific effects of their demonic tainted blood. Unless otherwise specified, no specific ability may be taken more than once.
  - o **Acid resistance:** Acid runs off this Infernal's flesh like water. Each time that the character would normally take acid damage, that damage is reduced by 5.
  - Barbed flesh: The character's skin is studded with sharp barbs. The character is always considered to be wearing armor spikes, and may (at her discretion) do regular damage instead of subdual damage with unarmed attacks. However, any armor worn by the character must be specially made and costs twice the normal price.
  - o **Cold resistance:** This Infernal's tainted blood keeps her warm from within. Each time that the character would normally take cold damage, that damage is reduced by 5.
  - o **Electricity resistance:** Lightning holds no fear for this Infernal. Each time that the character would normally take electrical damage, that damage is reduced by 5.
  - o **Fiendish anatomy:** This character's internal organs are located in different places than those of normal humanoids. When this character suffers a critical hit, he may make a Fortitude save (*DC 15+opponent's Base Attack Bonus*). On a successful save, the critical hit is treated as a normal hit. This ability has no effect on sneak attacks. Unfortunately, the character's strange internal architecture also makes it more difficult to treat his wounds. Heal checks made on this character suffer a –5 penalty.
  - o **Fire resistance:** This Infernal could endure any intensity of flames. Each time that the character

would normally take fire damage, that damage is reduced by 5.

- o **Natural armor:** This Infernal has a scaly, metallic, rubbery, or otherwise tough hide, which gives him a racial natural armor bonus of +1.
- **Poison resistance:** Like her fiendish ancestor, this Infernal has little to fear from poisons. The character receives a racial bonus of +4 on all saving throws versus poison.
- Racial Bonus: +2 racial bonus on saving throws against Summoning or Teleportation subschools of magic.
- Natural Claw Attack: 1d4 damage
- Infernal Powers (Su): Pick any one of the following divine power at character creation and they can use three times a day, equal to their level.
  - o Acid Splash (Su): As the spell, Acid Splash
  - o Charm Person (Su): As the spell Charm Person
  - o Detect Magic (Su): As the spell Detect Magic
  - o Disguise Self (Su): As the spell, Disguise Self
  - o Hold Portal (Su): As the spell, Hold Portal
  - o **Inflict Minor Wounds (Su):** As the spell, Inflict Minor Wounds
  - o Mage Hand (Su): As the spell, Mage Hand.
- o Read Magic (Su): As the spell, Read Magic
- Automatic Languages: Common and Infernal.

### infernal feats prehensile tail [infernal]

The Infernal sprouts a long tail with enough dexterity to be used as an extra arm.

**Prerequisites:** Infernal, Dex 14+

**Benefit:** The Infernal's tail is strong and limber enough to act as an additional off-hand allowing for a third attack gripping a light weapon – such as a dagger – with the character's usual off-hand penalty. The tail is dexterous enough to open and close doors but not for delicate operations like picking locks, loading crossbows or similar actions.

#### bat wings [infernal]

The Infernal has a pair of neatly folded bat wings on their back which can be extended and, thereby, allow the Infernal to fly for short periods of time.

**Prerequisites:** Infernal, must be taken at character creation.

**Benefit:** The wings are weak and not fully formed but allow the Infernal to fly for brief periods (*a number of turns equal to their level plus their Constitution modifier*) up to three times a day at a speed of 30 ft.

#### wicked tongue [infernal]

The tongue of the Infernal is forked – or barbed – literally as well as metaphorically.

#### Prerequisites: Infernal, Charisma 12+

**Benefit:** The Infernal gains a +2 racial bonus to two of the following skills: Bluff, Diplomacy, Intimidate and Perform (*act, comedy, oratory, sing*). This feat may be taken multiple times but may not be applied to the same skills.

#### infernal power [infernal]

The demonic blood within the Infernal's veins manifests as access to additional demonic powers.

Prerequisites: Infernal.

**Benefit:** The Infernal gains access to an additional Infernal Power from their racial power list.

#### ignite [infernal]

The Infernal can wreathe their body in unnatural black flame to protect them from their enemies and to sear their flesh.

**Prerequisites:** Infernal, Base Attack Bonus 5+, Constitution 14+

**Benefit:** The Infernal can ignite their body, once a day, for a number of turns equal to their level. This doesn't harm their armor, weapons or gear but anyone striking them in close combat will take 1d4 damage and anyone grappling them – or grappled by them – will take 4d4 damage.



The Khymer are descended from those killed, or at least physically destroyed, when the negative energy infused meteor struck Abaddon. The necromantic radiation emanating from the blast had many long lasting effects on Abaddon and its people but for the people of one city it meant liquefaction before the ravening light of negative energy, breaking down, losing their bodies and becoming a mingled pool of liquid, infused with negative energy and the latent remnants of that people's native psionic abilities.

The Khymer are a people reduced to a pool of alien blood, powerfully infused with psionic energy but dependent upon the corpses of the dead to provide vessels for them to travel, vulnerable as they are without bodies, exposed to extremes of heat and cold and unable to hold weapons or wear armor.

In order to survive the Khymer find freshly killed bodies and ooze into them, reshaping them into a familiar, idealized form from within, filling their veins and flesh with their own fluids and inhabiting the body as a meat puppet for their own purposes before it inevitably breaks down and falls apart from trying to contain the Khymer's psionic and necromantic energies.

The normal reaction to a Khymer is disgust and all sorts of folk tales portray them as body snatchers, taking people over and making them do things against their will but, distasteful as it might be, the Khymer use of dead bodies is purely a matter of necessity and they are no more inherently good or evil than any particular given human, unfortunately they are all tarred with the same brush.

The Khymer crave to return to their original physicality and to find a cure for the necromantic radiation which has reduced them to this foul, toxic liquid and damned them to a life of bodilessness, jumping from corpse to corpse for all eternity. Many of the Khymer are the remnants of minds from the time of the impact and it's their memories and body forms that urge the Khymer on, decade after decade, in their quest for a cure for their condition.

Their long memories and psionic prowess make them valued as viziers, tutors and advisors to many throughout Abaddon though they are rarely fully trusted and are usually watched to ensure that the legends and stories about them as a people are lies.

### personality

The Khymer are introspective, quiet, somewhat fatalistic and disciplined as a people and are largely unified, within each "pool" that exists for the Khymer people and retain an overall loyalty as a people despite the divisions that do exist between their factions. The Khymer are acutely aware that they seem alien to "solid" humanoids and that they are, indeed, becoming more alien in form and psychology as time goes on.

### physical description

In their natural form, Khymer appear as pools of dark colored blood with a slight, unnatural glow to them, a slight pain to the eyes of the observers, like staring into a source of strong ultraviolet light. They radiate a combination of negative and psionic energy that, unshielded by a host body, makes other beings around them uncomfortable. In their blood form they can ooze around and solidify into a jelly-like substance capable of extending pseudopods and performing basic physical actions but nothing with any finesse.

In their physical form they invade a host corpse and reshape it into an idealized physical form of themselves as they imagine or remember their bodies. The body is reanimated while it is infected and is considered alive when it comes to matters such as breathing and eating with the Khymer very much tied into the body – though they can choose to abandon it. The skin is somewhat ruddy thanks to the presence of the Khymer and their presence may also be betrayed by pink or bloodshot eyes.

### relations

The Khymer are respected, but not trusted, by almost all the factions and forces at play on Abaddon. They are known to be scholars and powerful psionicists and this makes them useful but their unnatural physiology and requirement for

#### NEW KHYMER?

Khymer do "breed" after a fashion. A Khymer may, instead of infecting a body as a host for themselves, "infect" its fluids with a touch of their own blood and that of another Khymer blood partner, of either gender, and allow it to grow into the body over the course of two days. The newborn Khymer is a blend of the parental personality and blood and grows into its own form, drawing power and consciousness from the psionic field of Abaddon as it becomes its own, fully grown Khymer. Khymer may only breed like this a handful of times over their long, long lifespan and Khymer as a whole only consider it valid as a way to maintain – not to increase – their numbers.

a constant flow of dead bodies makes them sinister and in many eyes untrustworthy. The undead do not mind so much, already being dead and using the bodies of the dead themselves they see nothing so terrible about what the Khymer do but the Khymer's insatiable curiosity and constant "poking" at ancient magic, psionics and lore makes them nervous. Other than with adventuring parties the Khymer usually find themselves alone in a crowd and with only each other to turn to for company, should the y desire it.

#### alignment

The Khymer are almost all neutral and their alignment outside of that determines to which "pool" they owe their fealty and loyalty. Those of Monad are true Neutral while those of Quiddity are Neutral Good and those of Rubicund are Neutral Evil, each pool differing in how far they are willing to go and what tactics they are willing to assume in order to cure the Khymer condition. Those of other alignments are singletons, wanderers cut off or self-exiled from the pools.

# klymer Lands

The Khymer claim three lands as their own dominions, each is a lake infused with the necromantic energy of the meteor and the psionic energy of many departed souls. Monad is the site of their once great city, now submerged in a sea of blood, Quiddity was once a natural lake, corrupted by a fragment of meteor that fell into it and Rubicund is the site of one of the last great battles between the mortal kingdoms and the rise of the undead.

### religion

The Khymer hold a reverent and religious respect for the psionic field of Abaddon itself, made up of the thoughts and feelings of every living and unliving being on and beneath its surface. They accredit this overmind with all the abilities and powers normally associated with a god in other cultures and refer to it as the Noö.

#### language

The Khymer speak Common and Khymer, a unique psionic language that can only be spoken and understood between Khymer in the form of short range telepathy that only carries as far as a normal humanoid voice.

#### names

The Khymer always refer to themselves as "We" or "Us" but do carry individual names split by the gender of their body-forms, though how they come to decide what gender they are is anyone's guess. Similarly they do form family names and lines, with the offspring choosing which parent to take their family line name from.

Family Names: Angeni, Fala, Istas, Lomasi, Satinka, Yepa

Male Names: Ahote, Kanti, Nadie, Sinopa, Wakiza, Yahto

Female Names: Elsu, Hinto, Kitchi, Lansa, Maka, Shiriki, Tasunke

#### adventurers

Khymer are driven as a people with a thirst for a cure to their body-swapping ways and the negative radiation that infuses their whole being. This need has become a more general hunger, a ravening need to know, to understand, to comprehend that has lead them to search out knowledge of all kinds from all across Abaddon, not only to find their cure but merely to sate this desire. Many Khymer become adventurers as a way of delving into Abaddon's past and of learning secrets that they simply can't let go.

## khymer racial traits

- Aberration Type: Khymer have no humanoid form and are best described as parasitic, sentient, psionic blood. Due to the impact of the negative energy infused meteor, the Khymer's humanoid form has broken down to a sentient blood like substance with their already enhanced psionic abilities. Khymer in this new blood form discovered they could invade bodies of deceased humanoid corpses and by some unknown means could genetically reconstruct these "vessels" to the original humanoid Khymer form for a limited time. The vessels will normally last a few days until the Khymer to revert to their blood form and need another corpse to invade to become its newest vessel. Which gives them the following abilities:
  - Darkvision 60 feet
  - Khymer are not subject to spells or effects that affect humanoids only, such as charm person or dominate person.
  - **Body Vessel:** Due to their unusual nature, Khymer have a 100 hour time limit before they will have to divest themselves from their current body for another one that is dead, no matter the age of the deceased body. If a Khymer is at 10% or less of their total HP or the time limit on the current body vessel is within 2 hours of expiring, the Khymer can willing diverge themselves from their current body. When Khymer reach they time limit their body vessel, will fall to pieces into dust with the Khymer reverting into their natural blood state. In their natural blood form, outside of a body a Khymer can only survive 2D12+Con modifier in rounds or they will coagulate, congeal and die.

- Toxic Blood: A Khymer blood and blood form is highly toxic and poisonous to living and undead. Any creature that attempts a bite attack, swallow whole or blood drain will know of their toxic blood and will be unwilling and unable to use that attack against that Khymer. Any that persist in doing so or which are forced to swallow any Khymer blood must make a Fortitude Save against a DC of 15 + the Khymer's level or suffer the loss of 1d6 strength, every turn until the Khymer blood is purged.
- **Medium:** As Medium creatures, Khymer have no special bonuses or penalties due to their size.
- Khymer base land speed is 30 feet.
- +2 to Wisdom: The Khymer are highly introspective.
- **Immunity:** A Khymer is immune to disease, magical or non-magical.
- Naturally Psionic: Khymer gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Enhanced Psionics: At will, a Khymer can enhance their natural psionic powers and abilities beyond the levels of normal psions. Any time a Khymer enhances their abilities they must make a Fortitude save (*DC* 25). If the Khymer succeeds on the Fortitude save, they lose 2 hours from their body vessel time limit. If the Khymer fails on the Fortitude save, they lose 10 hours from their body vessel time limit. Only a maximum of two effects can be used at the same time, rolling a Fortitude save for each effect. These has various effects that the Khymer can perform with their enhanced abilities:
  - A Khymer can expand their power point total at the expense of your body vessel. A Khymer can recover 5 power points in this fashion. These recovered points are added to the Khymer's power point reserve as if you had gained them by resting overnight.
  - A Khymer can manifest powers to greater effect. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (*multiply 1<sup>1</sup>/<sub>2</sub> times the damage total* of the augmented power). Saving throws and opposed checks (*such as the one you make when you manifest dispel psionics*) are not affected, nor are powers without random variables. Using this ability does not increase the power point cost of the power.
    - A Khymer can manifest powers farther than normal. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range

of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level. Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected. Using this ability does not increase the power point cost of the power.

- A Khymer can manifest powers that last longer than normal. An extended power lasts twice as long as normal. Apower with a duration of concentration, instantaneous, or permanent is not affected by this ability.
- Vulnerability to Dehydration: 100% extra damage.
- Vulnerability to Fire and Cold: 50% extra damage.
- Automatic Languages: Common and Khymer.

# khymer feats

#### fiquid survival [klymer]

Through force of will and manipulation of their personal substance the Khymer is able to last longer without a body.

Prerequisites: Khymer, Con 12+

**Benefit:** The Khymer is able to last for minutes instead of turns without a body or indefinitely if they can get into a sealed container such as an amphora or barrel.

#### scab armor [khymer]

The thick substance of the Khymer's blood can be forced through the skin to encrust the flesh and cover the body in thick, leathery scabs.

**Prerequisites:** Khymer, Con 12+, Armor Proficiency (*medium*).

**Benefit:** By sacrificing five hit points the Khymer can give their host body a natural armor bonus of +1, for ten hit points this can be raised to +2 and for twenty hit points +3. The armor lasts for a day before flaking and breaking off. This can be combined with other armor but removing that armor also breaks off the scabs and removes the natural armor bonus as well.

#### host`s form [khymer]

The Khymer can rein its ability to reform flesh into its own self image and retain the form of the person whose body it has possessed.

Prerequisites: Khymer, Wisdom 12+, Disguise 4+

**Benefit:** The Khymer can take over a fresh body and retain the physical appearance – though not the capabilities or statistics – of that form, essentially gaining a near-perfect disguise if they want to pass themselves off as that person.

#### toxic spray [khymer]

With a gurgling roar the Khymer can spit a stream of its own toxic substance at an enemy.

Prerequisites: Khymer, Strength 14+, Dex 13+.

**Benefit:** The Khymer can hock a stream of their own bodily fluid at a target within fifteen feet at the cost of 1d4 hit points, doing a poison attack as if their substance had been swallowed.

#### erupt [khymer]

As a desperate measure the Khymer can concentrate their form inside their host and burst it as under in a toxic explosion.

Prerequisites: Khymer, Strength 14+, Base Attack 3+

**Benefit:** As a last ditch measure or on the point of death the Khymer can explode their host body, rupturing it and scattering their substance – and that of their host – over a wide area. Everything, friend or foe, within fifteen feet of the Khymer takes 4d4 damage and the effects of the Khymer's toxin. The Khymer itself takes 1d6 damage and takes the same number of turns to reform their liquid body, during which they may take no actions and are vulnerable to attack.



Abaddon Werewolf Lycanthropes, most commonly called Lykians, are one of the most unusual residents of the world. Unlike the standard lycanthrope, Lykians are born as lycanthropes and do not suffer from the lycanthropic disease but are considered to be a separate humanoid race with the shapechanger subtype. Before the apocalypse there were many that carried the curse of lycanthropy but due to unknown, powerful, magical forces, the curse has taken on a new form which the Lykians have evolved directly from. Lykians, unlike lycanthropes, have only one physical form, despite their shapechanger subtype. They are considered by many to be extremely bestial, hostile and brutish in nature – like their canine lineage. Their primal nature will often usurp and control their cognitive and reasoning abilities.

All Lykians have primal, animalistic, wolf-life traits and features, which makes Lykian and lycanthrope werewolves virtually indistinguishable by all but a few. This makes both equally persecuted and hunted by human and undead alike. Lykians are organized in a rigid clan structure with the more powerful families dominating the weaker and smaller clans. Whether this dominance is exerted and maintained through brute force, political pressure, or by some other means varies from one clan to the next. The various types of Lykians get along against outsiders, seeing themselves as united in bloodline.

Nomadic Lykians form up their entire clan into a wandering bands, most of which carry what they need on their backs and move in foot from temporary settlement to temporary settlement, staying until the prey gets scarce and then moving along to the next camp along their route. Only wealthy and successful clans build or purchase caravans S

#### BIRTH OF A LYKIAN

Lykians are fertile amongst their own people and these unisons bring about the birth of new Lykians, typically in 'litters' of two to three young. Lykians can also crossbreed with humanoids, though the product of such a liason is always a Lykian and only mediumsized humanoids are physically tough enough to bring a Lykian litter to term.

The origin of the Lykians still plays out across Abaddon where more traditional Lycanthropes have children. The result of any Lycanthrope/humanoid crossbreedings are Lykians and this can be a means by which the small, mortal communities root out Lycanthropes hiding in their midst.

or beasts of burden to pull them and otherwise the clan travels light, wearing their wealth as jewelry and carrying their pups in double papooses, front and back. They usually travel at night, making us of the play of shadow to conceal their passing so that, for some settlements, the only warning that a Lykian clan has passed by in the night is slaughtered livestock, picked clean.

These nomadic routes are laid out and marked with scent and marker poles. The Lykian clans do not tolerate other clans using their same stopping points and routes and they jealously guard their routes – or ranges – from encroachment though they seem happy to let other, more pastoral, humanoids settle in these places.

Jungle Lykians have much smaller ranges than nomadic Lykians, the jungles – strange and deadly as they are – are some of the few fecund and productive places left on Abaddon. The Jungle Lykians maintain a single resting place and range different parts of the jungle around it, like spurs on a wheel, alternating between days. They also use their natural stealth and great leaping ability to take to the trees, staying clear of the dangerous jungle floor as much as possible.

Some few Lykians, perhaps curious about their humanoid heritage, perhaps on trade missions for their clans or, most often, outcasts from their clan, tribe, family and pack for some transgression or crime, make their way to what passes for civilization, hire themselves out as mercenaries or take up with adventuring bands. Trust issues dog them, always, due to their 'untrustworthy' shapechanger heritage and their habit of eating carrion and humanoid flesh. Usually only the lowly, criminals and the lower orders of undead, will hire them.

#### personality:

Lykians are creatures of their animal instincts. They usually belong to a clan and very rarely interact with any other humanoid race due to their use of humanoids as a food source when sustenance is scarce. Lykians living in the few

#### LYKIANS & CANNIBALISM

Lykians do not shy away from devouring any flesh, intelligent, humanoid or otherwise. This is, for most, a matter of survival and necessity, if there is other fare on offer they will eat that, only resorting to this more dangerous and objectionable prey if there is nothing else to be had.

Some roaming bands of Lykians in the harder areas to live, like the ash sea or the burning deserts, more readily turn to cannibalism, ritualize it, enjoy it and become twisted with a desire for the flesh, becoming renegade packs and tribes, driven by their desire to feast though most burn themselves out throwing themselves at armed and intelligent enemies until they're reduced to banditry, little better than monsters.

remaining jungle areas are quite fierce, feral and quicker to show their more aggressive side.

### physical description:

Lykians bear a strong resemblance to werewolves or hybrid wolf-men. They are very tall with an average height of 7 feet and have a physically dominating physique. Feral eyes in various colors from yellow to blue to grey are common. They also have large canines or fangs, and an abundance of body hair, from very short to long and shaggy is a common characteristic.

#### relations:

Primary among the Lykian enemies are humanoids and the undead. There has been a longstanding feud between them, mainly over the Lykian resorting to other humanoids as a food source. In comparison, most intelligent undead have a general mistrust to a full hatred of the Lykian. Nobody outside the factions and few within know why or how this hatred started, but it has existed for the last two decades.

### alignment:

As with anyone in Abaddon, Lykians are survivors and do what is needed to survive. While they are not cruel for cruelty's sake, they will do what is necessary to protect themselves or their clan. It is very rare to find a Lykian with a rigid morality structure.

### lykian lands:

Lykians are a nomadic race and live off the land. While a few Lykians dwell in the jungle areas of Abaddon, they can be found anywhere.

### religion

Due to the unique events of Abaddon, most Lykians do not have a set religious belief system in place.



Lykians speak a difficult language that is a mixture of animal-like sounds, growls, posture and scents in addition to Common.

#### names

The Lykians are named with clan name first, surname second and given name last, EG: Roughide Growltongue Swiftclaw.

#### adventurers:

Lykians are adventurous by their nomadic nature and they are commonly found as members of more open-minded adventuring groups or as fodder in mercenary bands.

# lykian racial traits

- Shapechanger Subtype: Lykian are humanoids with the shapechanger subtype.
- +2 Dexterity, -2 Intelligence, -2 Charisma. A Lykian's bestial nature causes them to suffer in social interactions and reasoning, though their physical abilities are increased.
- **Medium:** As Medium creatures, Lykians have no special bonuses or penalties due to their size.
- Lykians base land speed is 30 feet.
- Low-Light Vision: A Lykians can see twice as far as a human, 60 feet, in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Leaping: Lykians gain a +8 racial bonus to all acrobatic checks pertaining to jumping or leaping. Lykians are not subject to limitations on distance for their jumps and jumping through occupied squares does not provoke attacks of opportunity unless the opposition is flying.
- **Racial Skills:** A Lykian's animalistic heritage enhances their physical skills giving them a +2 racial bonus on Climb and Survival checks.
- Animal Mindset: Lykian's pack mentality and natural submissiveness to those in positions of power results in a -2 racial penalty to their Will saves.
- Shadowy Stalker: Whenever Lykian is in shadowy lighting conditions (*neither bright light nor total darkness*) they gain the benefits of total concealment (50% miss chance) rather than normal concealment (20% miss chance). If the opponent has darkvision or other means of seeing clearly in shadowy condi-

tions the Lykian has normal concealment rather than none.

- Vulnerability to Silver: Nauseated 1d3 rounds.
- Lesser Vulnerability to Cold Iron: Sickened 1d3 rounds.
- **Diseased Bite:** Lykians are not fussy about what they eat and their mouths often teem with diseases, as poisonous and deadly as any venom sac. A Lykian can deliberately invoke this effect, ritualistically feeding upon carrion and smearing their lips and teeth with filth, the effects lasting for an hour. When they bite something with a filthy mouth the creature must make a fortitude save (*DC 10+ character level + constitu-tion bonus*) or be afflicted by the disease. They lose 2 points of constitution instantly and are considered sickened. Every day, an additional 2 points of constitution damage are taken until the disease is cured (*requires a full day of bed rest and a DC 10+ plague bearer's character level heal check.*)
- Natural Weapons: Lykians have sharp claws that do 1d4 damage and a toothy bite that does 1d6 damage. They are considered proficient with these natural weapons and count as being armed, even in unarmed combat.

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• Automatic Languages: Lykian and Common. Bonus Languages: Elven, Halfling, and Infernal.

### icats for Lykians cannibalism [lykian]

The character can eat the heart of a defeated enemy to gain its strength.

**Prerequisites:** Lykian, Non-good alignment; 2 ranks each in Heal and Survival

**Benefit:** Once per day, the character can eat the heart of an animal, beast, humanoid, magical beast, or monstrous humanoid that he has defeated. Eating the heart heals the character 1d8 points of damage, +1 per Hit Die of the defeated foe; the maximum bonus to the roll is equal to the cannibal's character level. It takes a minimum of one minute to remove and eat an enemy's heart.

**Special:** You can take this feat multiple times to gain additional uses per day.

#### hooked fangs Hykian]

The character's crooked, pointed teeth hook into flesh and tear out ragged chunks with ease when the jaws are pulled back.

**Prerequisites:** Lykian, may only be taken at character creation.

**Benefit:** If the character succeeds in making a bite attack then their crooked, barbed, hooked fangs are stuck into the target and hit, automatically, on their following turn as they tear them free doing 1d8 damage, 1d10 if the character also has the Tooth & Claw feat.

#### loping stride [lykian]

The character can run, at speed, for hours on end over great distances.

Prerequisites: Lykian, Constitution 14+, Wisdom 12+.

Benefit: When not in a combat situation and when traveling overland the Lykian can go into a trance-like running state, used by 'outriders' to their nomadic convoys, increasing their base speed to 40 feet and their travel rates accordingly.

#### tooth & claw [lykian]

The character's claws and teeth become much deadlier weapons and have the advantage that they cannot be taken away from them.

**Prerequisites:** Lykian, Base Attack bonus +4, Strength 14+, Dexterity 14+

**Benefit:** Garrush, the Lykian fighting art, places great emphasis on their natural weapons and teaches them how to use them to best effect just as a martial art might teach a human to use their fists to best effect. The Lykian is at one with their claws and teeth increasing the damage dice type by one each to 1d6 for claws and 1d8 for bite, both gaining critical hit chances on a 19-20.

#### Shadows & moonlight Hykian]

The character's oneness with darkness through the Shadowy Stalker racial ability becomes much more powerful.

Prerequisites: Lykian, Stealth 5+.

**Benefit:** The character gains a +2 bonus on Stealth checks in shadowy or dark conditions and, for Stealth purposes, is considered to be invisible while they have total concealment.



According to ancient lore the Osirians were the first intelligent species to emerge on Abaddon, chosen by the gods to be their first creation on this world. They were, and are, a regal and proficient people famed for their skill with their hands and their swiftness, as dangerous archers and fencers and the makers of technical wonders and fine crafts.

The position of the Osirians as the favored of the gods did not spare them from the cataclysm that turned Abaddon upside down, already giving way to some of the other species the Osirians were struck a hammer blow by the fall of the meteor and their ancestral homelands were some of the worst affected by the necromantic miasma and negative energies released by the impact.

The Osirians died in droves from the impact, from its aftermath and from the lingering effects of the necromantic radiation, subverting their bodies day by agonizing day and raising so many of them as zombies, skeletons and ghosts that the Osirians rapidly learned harsh lessons in dismemberment before burial and the building of secure and warded tombs.

Exhausted, beleaguered and desperate the Osirians sought a solution to their problems, a way to live with the intense negative radiation that had so changed Abaddon and themselves. Eventually they found a way to live with their affliction and even to use it as a weapon against the undead that still tormented them, rising from their graveyards and marching upon their lands.

Ancient Osirian body art was combined with alchemical knowledge to mark and infuse their flesh with channels of necromantic obsidian, ground into dust and worked into the flesh in arcane patterns to draw and store the necromantic energy from their bodies and their surroundings, helping them weather the radiation and live some semblance of a normal life. These alterations also began to enable them to channel the power to their own ends and to use it to strike back against the undead, though despite their newfound power and their natural capabilities they could do little to liberate the lands already swarming with the dead. The Osirians have retreated to their surviving cities and underground vaults where they eke out an existence beneath the view of the undead, living free but living in hardship or falling to enslavement as their scant lands are constantly besieged.

### personality

Osirians have an extremely pragmatic mindset, they tend to view anything they're presented with as a problem that requires solving and they tend to think in a linear fashion, a way that is considered stereotypically 'male' in humans. They tend to prefer practical problems to esoteric ones and often become frustrated by philosophical or religious discussions on topics that they consider insoluble and, thus, irrelevant. This is not to say that they have no aesthetic or appreciation of art or culture only that this 'engineer's' viewpoint colors everything that they do.

## physical description

Osirians have extremely dark skin which comes in a variety of subtle tones of black from midnight blue, to a purplish 'aubergine' hue, through to reddish or greenish tints. Their hair is, similarly, usually a deep, dark black and their eyes and teeth stand out starkly from the darkness of their flesh. Osirians tend to be slightly shorter than humans by an inch or two and tend to a slightly more curvaceous or stocky build.

## relations

Osirian pragmatism is a strike against them in cooperation with other races of Abaddon since most, if not all, are known for doing dubious things in order to survive. This would, of course, include the Osirians but as pragmatists they tend to err on the side of caution in their dealings with others, especially the undead or those with undead traits. The presence of a free Osirian can also cause problems for companions as Osirians who are not subjugated slaves are usually considered extremely dangerous and may be killed on sight by the undead lords and their forces.

### alignment

Osirians tend to belong to neutral alignments but there are Osirians found across all the different alignments. Whatever else they might believe there tends to be a bond between Osirians in recognition that they are a marginalized and oppressed race that depends upon each other to survive.

### osirian Lands

The Osirians live in their ancestral cities for the most part whether enslaved and crushed or still free. Of their free towns and cities the great, spired city of Prax stands in defiance of the destruction of Abaddon and the forces of the undead as the free capital of what remains of the Osirian people, protected from invasion by cunning defenses, artifice and magic. A few other, smaller settlements also remain free, though they exist at the margins of survivability and are often besieged by the undead lords. Even smaller bands of Osirians have taken to underground vaults, hidden from sight, secret dungeons from which their bands lead raids against the undead and where they strive to carve out a new living, out of sight, beneath the blackened earth.

### religion

Osirians still believe themselves to be the chosen of the gods as the first race of Abaddon and worship a wide and cosmopolitan variety of gods that they refer to collectively not as gods but as 'makers'. They favor gods which are associated with craft, trade and industry in particular with many also choosing to worship gods of magic.

### Language

Osirians speak their own, stilted, language to one another and also speak Common by default. They pick up other

languages from those they trade with, typically elves and dwarves.

### names

Osirian names follow the tendency of their language, chopped up with abrupt stops and sudden shifts b e t w e e n

consonants. Their first names always have two syllables and their last names start with one, building up new syllables as they perform great deeds or works that are worthy of the addition, denoting their rank and worth in Osirian society. Familial ties are denoted by 'son of' or 'daughter of' following the matriarchal or patriarchal lines independently, when it is needed. Most Osirians can recite their lineage five generations or more.

Last Names: Bar, Creltis, D'Shalgar, T'skel-tah-reh, Kriks.

Male Names: Gartok, D'nar, Da-Varr, Cav'tun, Mik'qua

Female Names: Fehtahl, Lexa, T'nstaph, Feah, Klixxis

#### adventurers

Osirian adventurers tend to be escaped slaves or free Osirians seeking revenge or the artifacts and power needed to free the rest of their people or to strike back against the undead lords. The Osirian vaults and free cities need every resource that they can get and freeing – and supplying – slaves is no easy task without coin. The dead cities and great tombs of Abaddon provide a wealth of resources and riches that can provide for all these ends and so the Osirians often find themselves wandering the land, looking to change their fortune with powerful artifacts and the riches of the dead.

### exalted racial traits

- **Medium:** As Medium creatures, Osirian have no special bonuses or penalties due to their size.
- Osirian base land speed is 30 feet.
- +2 Dexterity: Osirians are quite agile and nimble.
- Necromantic Hellfire (*Sp*): An Osirian can project an energy ray that has two distinct effects. To living creatures hit by the ray, the necromantic hellfire cause fatigue to the target for 1 round/level. This necromantic hellfire has no effect on a creature that is already fatigued. The necromantic hellfire has a range of 30 ft. and requires a ranged touch attack to hit. Unlike with normal fatigue, the effect ends as soon as the duration expires. To undead creature, the necromantic hellfire has the same effect as the spell, Disrupt Undead. An Osirian can use this ability at will.
- Racial Bonus: +2 racial bonus to Reflex saves
- **Racial Bonus:** +2 racial bonus on saving throws against Necromancy schools of magic.
- Automatic Languages: Common.

#### Deitian feats hellitre & domnation Inc

### hellfire & dannation [osirian]

The Osirian has learned to use their marks to modulate the frequency of the negative energy they can unleash, harming the living as well as the dead.

**Prerequisites:** Osirian, Knowledge (*arcana*) 4+, Base Attack 3+

**Benefit:** The Osirian's Necromantic Hellfire does its damage and has its effect upon living beings as well as the undead and has its full effect against Harrowed.

#### negative energy drain [osirian]

With a touch the Osirian can siphon off negative energy from the undead, drawing it into their marks and using it to charge their own body.

**Prerequisites:** Osirian, Knowledge (*arcana*) 4+, Base Attack 3+

**Benefit:** With a touch attack the Osirian can attempt to drain negative energy from the undead. The undead must make a Fortitude save against a DC of 10 + the Osirian's level or lose five hit points, which are transferred to the Osirian up to their maximum health. Additionally the undead is sickened by the assault, taking the appropriate penalties.

#### greater tattoos [osirian]

The markings impressed into the Osirian's skin are much more complex, detailed and all-encompassing than usual, increasing their capacity to store and use negative energy.

**Prerequisites:** Osirian, access to a Master Crafter tattooist, the necessary materials, 1,000 gold pieces and a spare Feat slot.

**Benefit:** The damage done by necromantic hellfire is raised to a d8 and the range increased to 60 ft. The Osirian gains a +1 bonus to hit with its necromantic hellfire.

#### vault dweller [osirian]

The Osirian was raised in a vault, one of the survival shelters of the Osirians, buried beneath the earth.

**Prerequisites:** Osirian, must be taken at character creation.

**Benefit:** In the dank dark beneath Abaddon's surface the Osirian has learned to endure great hardship and to find their way around the deeper, darker places within the rock. They gain a bonus of +1 to their Fortitude save and gain Knowledge (*dungeoneering*) as a class skill, if they already have this as a class skill raise its value by +2.

#### former slave [osirian]

The Osirian once wore the chains and collar of the undead lords and worked in gangs to raise their cities and tend to their needs. They have broken free and will never be slaves again.

**Prerequisites:** Osirian, must be taken at character creation.

**Benefit:** The Osirian gains a bonus of +1 to their Will save and gain Escape Artist as a class skill, if they already have this as a class, skill raise its value by +2.

#### free osirian [osirian]

The Osirian has grown up in one of the few, proud, free Osirian settlements, living as close to a normal Osirian life as is possible in Abaddon, changed as it is.

**Prerequisites:** Osirian, must be taken at character creation.

**Benefit:** The Osirian gains a bonus of +1 to their Reflex save and gains a Craft as a class skill. If they already have Craft as a class skill, raise its value by +2.



The necrotic energy of the meteor combined with the huge number of casualties from the impact and its aftermath has meant an enormous amount of spiritual energy has encompassed Abaddon. This, in turn, means a tremendous number of ghosts arisen over time. In the beginning many of these were mindless spectres, the traumatised dead from what seemed like the end of the world but over time these have been winnowed down and replaced with the new dead.

Those who have died in more recent times are not the confused and sorrowful dead of the cataclysm. Those who have died in this new age are the victims of the undead lords and, while dead themselves, they have little or no sympathy for the liches, vampires, ghasts and other dead that form the new aristocracy. What has caused these dead to linger on in the world is their mistreatment at the hands of the powers that be and their desire for bloody and violent revenge, goals that they share with many of the living.

Where the desires and wishes of a vengeful survivor and an outraged spirit come together the ghost can possess the living person and the two together can become a powerful and terrifying force for revenge, a Raijin. Combined together the two form a synergy of life and death, able to reach into the netherworld and manifest some of the abilities of the dead in the physical world. With deep reservoirs of hatred and the indomitable will and single-mindedness of the ghost they can press on where a normal mortal would falter and give up and yet their mortal side allows this single-minded vengeance to be tempered, made sensible, considered, thoughtful and careful.

The Raijin are almost legendary, feared by the undead lords and spoken of in awed tones by survivors. Many stories are bandied about, almost all of them false, about how the ghost devours the soul of their partner taking them over in their quest for revenge, of how Tanaris, the most famous of Raijin, tore the phylactery from a lich lord and dragged it down to hell to burn or even stories of animal Raijin, their master's ghost bound into their body, turning them into unnatural killing machines.

The Raijin have been deadly and unpredictable opponents to the undead lords and are, in no small part, responsible for their paranoia. Often uncaring of their own safety the Raijin have struck at almost every undead lord at least once, throwing themselves into the fray for just one chance to strike at the target of their hatred, even willing to kill themselves in the process, collapsing mines, burning towns and engulfing themselves in magical explosions just to harm, let alone kill, the focus of their loathing.

The Raijin themselves are secretive, hidden, revealing themselves only to their most trusted allies, pretending their abilities are down to spells or magical items, knowing that they are ordered to be killed on sight by the undead lords and that people will fear them almost as much as their undying enemies. It is a lonely, vengeful, short-lived life but the Raijin are without regrets.

### personality

The Raijin are consumed by revenge and hatred with their focus very much upon the undead lords who caused the deaths of their ghostly side and the hurt and pain of their mortal side. Raijin tend to be taciturn, self-absorbed and obsessive not only over their enemies but also over surviving elements of their former lives, tokens of who they – at least part of them – once were.

### physical description

The Raijin do not truly change in appearance, they retain the image of the mortal partner and the ghost side 'hides' within the flesh, undetectable even to those who can see into the spirit realm unless they are specifically looking for the Raijin. The only outward signs of the bonded ghost are a slight paling and cooling of the skin and a lightening of the eye colour.

### relations

The Raijin hide amongst the mortal communities as best they can but form few attachments. As focussed as they are on revenge what friendships and bonds they form are only with those who can aid them in their personal vendetta. Some Raijin seek out those who were important to their ghostly half and try to renew relationships with them, to soothe themselves and gain some sort of solace. Should a Raijin ever achieve their revenge then – in most cases – their ghost half dissipates into the ether. In some rare cases they become so closely bonded that they remain as one, free to become more than their revenge, to become something new and whole, though should they truly settle their children are likely to be born Harrowed.

### alignment

Raijin, whatever their original alignments, are so focussed on revenge and so fuelled by hate and outrage that they cannot be Lawful or Good, these alignments laying too many moral strictures upon their potential actions either in terms of rules to be followed or actions which might be considered 'beyond the pale'. While their actions may

#### TANARIS

Tanaris is a legendary Raijin, the quintessential avenging killer he is rumoured to be everywhere at once and almost any Raijin is claimed to be him by witless onlookers at some point. Tanaris' hatred is said to be so great that the focus of his revenge is not limited to any single undead but to all of them. It's claimed that he swallows the souls of the undead he kills and consigns them to his own, personal hell, made up of his eternal hatred and locked inside him. He's no hero to the mortal survivors however, willing to use and kill anyone and anything to exorcise his unquenchable desire for revenge though nobody really knows what it is that drives him so.

be questionable, even evil, the Raijin are – nonetheless – heroes, albeit antiheroes.

### raijin lands

The Raijin have no lands other than those of the people they are a part of. They are to be found anywhere that the mortal, living races live under the whips and chains of the undead lords.

### religion

Raijin only care about one thing, revenge. If there is religion within them it is offered only as prayers to gods of revenge, death, assassination and killing to guide their hands as they hunt down those who have wronged them and, only occasionally, a half-hearted prayer to gods of forgiveness and mercy for what they have done or are about to do.

### language

The Raijin speak their own native languages, both of their host and their ghost. Raijin get the base racial languages of both.

### m names

Raijin retain the names of their mortal host bodies, but may answer to either set of names.

## raijin racial traits

- Unlike other races the Raijin are applied as a template to another race from the list given in the box above.
- -2 Charisma: Raijin are hard edged, flinty and hard to get on with. While this makes them intimidating it still means that they're uncharismatic.
- **Refuse to Die (Ex):** This racial ability has the same effect as the Die Hard feat but has no prerequisites and is a basic racial ability. If stacked with the Die Hard feat you may continue acting and fighting with no penalty until you are dead.
- Vengeful Mind (*Ex*): You gain a +2 racial bonus to Will saves. Raijin are so fixated upon their goal of

#### WHO CAN BE A RAIJIN?

Despite the unique status of outsiders on Abaddon, only native, material races can provide the ghosts and the hosts to become Raijin. Of the Abaddon specific races only the Lykians can form a host or provide a ghost for such a partnership. Osirians could, were it not for their magical tattoos, which absorb and disrupt the necrotic energy of which ghosts and undead are made up.

Dwarves, Elves, Gnomes, Half-Elves, Half-Orcs, Halflings and Humans can all provide the spirits and the mortal halves for new Raijin as can most other mortal races and intelligent monster species at the Games Master's discretion. Typically outsiders, undead and monsters that have some otherworldly or magical aspect are excluded from becoming Raijin.

revenge that they're hard to sway from their chosen course of action.

- **Ignore the Pain** (*Ex*): You gain a +2 racial bonus to Fortitude saves. The flesh may not be dead but both souls are used to emotional pain and physical pain can be pushed aside.
- From Beyond (*Su*): The Raijin themselves, along with any weapon that they wield, is treated as a +1 magical weapon for bypassing the protections and defences of outsider, undead or incorporeal beings, though without the actual bonus. This is the substance of the possessing ghost stretching itself through the body and armaments of the possessed.
- When a Raijin is resurrected which is possible it is obvious to the performer of the resurrection that they are a dual spirit, a Raijin. It will also be obvious to any witnesses and observers, due to the strange nature of the resurrection.

### raijin feats balefal glare [raijin]

Your eyes are full of hate and sorrow, a gateway to the tumultuous netherworld of Abaddon, a place that can flay a soul to a nub in moments and a gateway that you can open.

**Prerequisites:** Wisdom 14+, Charisma 12+, Intimidation 5+

**Benefit:** Once per day the Raijin can fix their baleful gaze upon a single target within 30 ft. and subject them to the rending pain of the underworld, chilling them to the bone and flaying their very soul. The target must make a Will save against a DC of 10 + the Raijin's level, modified by Charisma or take 2d10 damage and 1d4 Wisdom. A save negates both.

#### ery of rage [raijin]

The tormented souls of the Raijin can bind together to emit an unearthly, chilling howl of pain and rage that can strike fear even into the rotting hearts of the dead themselves.

Prerequisites: Charisma 14+, Intimidation 10+

**Benefit:** The Raijin can emit an ear-splitting battle cry once per day. All enemies within a 30-foot spread must succeed on a Will save ( $DC \ 10+ Level + Charisma \ modifier$ ) or become panicked for 1d8 rounds. This is a sonic mind-affecting fear effect.

#### feel my pain [raijin]

With skin to skin contact the Raijin can unload their own pain and suffering into a target in a blast of hate, fear and agony that ages their enemies and tears into their very soul.

**Prerequisites:** Wisdom 14+, Intimidation 5+, Base Attack Bonus +5

**Benefit:** Instead of a normal attack the Raijin may attempt to make a touch attack – which must be skin to skin. If they hit the target takes a number of d6 in damage equal to half the Raijin's level, rounded up. This is due to withering and aging so undead and immortal or longlived targets are immune (*undead*) or take half damage (*elves, dwarves etc*). Each point of damage is, otherwise, equal to a year in apparent age gained.

#### final revenge [raijin]

Even if your body is killed the spirit lives on, powerful enough to raise your husk in one, final bid for revenge.

Prerequisites: Wisdom 14+, Iron Will

**Benefit:** When the Raijin is killed the body raises on the following turn as a zombie. Convert the character into a zombie using the zombie template. This is a more powerful zombie than usual however and its hit dice is d8, the number of which is determined by halving the character's class level and rounding up. The zombie will continue to fight until the end of the battle at which point it collapses, spent. The remains may still be resurrected, with the proper magic.

#### poltergeist [raijin]

The supernatural energies drawn into and around the Raijin can manifest as poltergeist activity, hurling and lifting objects or striking invisibly at their enemies.

**Prerequisites:** Wisdom 14+, Constitution 14+, Base Attack Bonus 3+,

**Benefit:** Undead energies channelled through the Raijin allow it to use Telekinesis a number of times per day equal to their Base Attack score as a free action, though no more than once in a single turn. Saving throws against the effect are made against a DC of 10 + Level + Wisdom modifier. Telekinetic attacks are made at Base Attack + Charisma modifier. Spell resistance does not apply to these effects.

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LIGHT MEDIUM LOAD LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF PUSH GROUND DR/			LANGUAGES			3rd:		
		EQUALS MAX LOAD	2 MAX LOAD 5 MAX	LOAD		Inital Languages = Common + racial languages + one per point of Int Bonus	s		4th:		
	МО	NEY					-		5th:		
CP-							-		6th:		
SP-									7th:		$\square$
GP-									8th:	$\square$	$\square$

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9th:

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BESIDIAN TWILIGHT CHARACTER SHEET

		CHARACTER TH	AGI CILLER	
Character Nar Race:	me:	Class (Leve _ Nationality:	l): Resider	nce:
Empire Citizer	n:			
Character Personal Information:			Items =	the GM Need Be Aware of:
Obvious Syn	nbols, Pins, Awa	irds worn openly:		
Other Notes	of Interest:			
Туре	Cert Name	DISFAVERS NOTICE	Location	Log Entry
		DES	G N	

NAME     RACE / CLASS     LVL     Bluff       STR     INT     INTIV     Diplom.       DEX     WIS     BAB     Hide       CON     CHA     FORT     Listen       AC     TOUCH     REF     Move       FLAT     SPEED     WILL     Search       MELEE     HIT POINTS     Sense	NAME     RACE / CLASS     LVL     Bluff       STR     INT     INTIV     Diplom.       DEX     WIS     BAB     Hide       CON     CHA     FORT     Listen       AC     TOUCH     REF     Move       FLAT     SPEED     WILL     Search       MELEE     HIT POINTS     Sense
MELEE     Spot       RANGE	MELEE     Spot       RANGE
RANGE    Languages	RANGE    Languages
Special / Notes	Special / Notes       Special / Notes         LOUIS POLITIE JR.       LOUIS POLITIE JR.         LOUIS POLITIE JR.       D E S I G N         NAME       RACE / CLASS       LVL         Bluff       D E S I G N         DEX       WIS       BAB         CON       CHA       FORT       Listen
NAME       RACE / CLASS       LVL       Bluff         STR       INT       INTIV       Diplom.         DEX       WIS       BAB       Hide         CON       CHA       FORT       Listen         AC       TOUCH       REF       Move         FLAT       SPEED       WILL       Search         MELEE       HIT POINTS       Sense       Motive         RANGE	NAME       RACE / CLASS       LVL       Bluff         STR       INT       INTIV       Diplom.         STR       INT       INTIV       Diplom.         DEX       WIS       BAB       Hide         CON       CHA       FORT       Listen         AC       TOUCH       REF       Move         FLAT       SPEED       WILL       Search         MELEE       HIT POINTS       Sense       Motive         RANGE
Special / Notes	Special / Notes



















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