



Though considered First Ones by the humanoids of Exodus and driven into exile with their masters, the Aneishi ally with the Exodites, Khaynites and the Brotherhood of Khayne only for the sake of mutual fears and hatreds. They are wild cards among the First Ones, a savage people neither slaves nor citizens of the dark demesne but vital to its success. Though the Kobura subrace of Sobeka were likely created in an attempt to obsolete the Aneishi, these spider-like humanoids remain indispensable to their allies.

# PERSONALITY:

Aneishi not only operate outside the confines of First One society, they all but eschew society in general. Most prefer solitude to the company of either their own kind or any other. Aneishi are somewhat cold and distant even from their own emotions; they seem to feel hates and loves less strongly than most other intelligent creatures, and are virtually immune to fear. The Aneishi have a complex social structure, a web of elaborate, long-distance dominance games and social plays, but this is imperceptible to other races because it comes into play only when a pair of Aneishi chance to meet. Both the Aneishi's solitary lifestyle and the elaborate society it masks lead most Aneishi to be taciturn. When an Aneishi speaks, he does so because he has to - and even then, his words are often many-layered in cryptic meanings and implications. Few non-Aneishi can tolerate this behavior, much less comprehend it, which only serves to reinforce the creatures' reticence.

# PHYSICAL DESCRIPTION:

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

# RELATIONS

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

# **ALIGNMENT:**

Aneishi are at once disciplined and independent, restrained and unbound. Most tend toward neutrality between law and chaos. Cruel, intolerant predators, the Aneishi are generally evil, although theirs is the more natural wickedness of the savage than the calculated depravity of the more powerful First Ones.

# ANEISHI LANDS:

A handful of Aneishi still dwell in Exodus, but most have withdrawn to the hidden realm of the First Ones. In both cases, Aneishi avoid civilization, lairing



in the deepest caverns and the darkest woods. Aneishi prefer to dwell in regions where their climbing ability gives them an advantage, such as mountains, caves and old-growth forests. They dislike strong heat and cold, and most settle in temperate regions.

## **RELIGION:**

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

## LXNGUXGE:

Aneishi speak their own language, a complex series of clicks and hisses given context by an equally elaborate array of gestures and pheromones; humanoids can at best approximate this method of communication. Aneishi dislike learning other languages, but those who regularly deal with the other First Ones generally speak Exodite, and some few know Common.

## NAMES:

Aneishi have no names of their own. They refer to each other by terms of rank, and even these are only relative to the other Aneishi around them. Aneishi who deal with outsiders usually acquire names or nicknames in the local language, although they use them only to placate their allies.

# ANEISHI - CR 1/3

#### **XP** 135

NE Medium Monstrous Humanoid (*First One*) Init +3 Senses Darkvision 60 ft.; Perception +0

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#### DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor) hp 5 (1d10) Resistance +4 vs. Fear effects

**Fort** +1, **Ref** +3, **Will** +0

#### **OFFENSE**

Spd 30 ft. (6 squares), Climb 30 ft.
<b>Melee</b> Short sword +2 ( <i>1d6</i> + <i>1</i> / <i>19</i> - <i>20</i> )
<b>Melee</b> Reach Longspear +2 $(1d8+2/x3)$

 Ranged Longbow +5 (1d8/x3)

 Space 5 ft; Reach 5 ft. (10 ft. with longspear)

 Special Actions Webcasting

#### STATISTICS

<b>Str</b> 12, <b>Dex</b> 17, <b>Con</b> 9, <b>Int</b> 10, <b>Wis</b> 11, <b>Cha</b> 8
Base Atk +1; CMB +2; CMD 15
Feats Stealthy
Skills Acrobatics +2, Climb +12, Escape Artist +3,
Stealth +4
Languages: Aneishi and Exodite
Gear Long sword, longbow, 50 arrows, studded
leather armor and 25 gp
Skills Acrobatics +2, Climb +12, Escape Artist +3, Stealth +4 Languages: Aneishi and Exodite Gear Long sword, longbow, 50 arrows, studded

#### SPECIAL ABILITIES

Webcasting (Ex) 3/day: An Aneishi can create and throw a web similar to an attack with a net, but with a range increment of 10 ft. (max range 30 ft.). The web can target a creature up to Medium-sized, giving it the entangled condition with a successful attack. The DCs to escape the web with Escape Artist or a Strength check is the same as for a standard net. The web has hardness 1, 6 hit points plus 1 per class level of the aneishi, and has vulnerability to fire. Additionally, aneishi can expend all three daily uses of their webcasting at once, to create single web with a radius up to 30 ft. This web remains in place for up to 8 hours. Creatures approaching the web must make a Perception check (DC 20) to spot the webbing; otherwise once they enter a webbed space, they become entangled, as above, and can attempt to escape normally. Aneishi are immune to their own web, and may use Climb (DC 15) to move through the web of other Aneishi.

The creature drops from above you on a strand of nigh-invisible silk, its vaguely humanoid form belying the arthropod shell encasing its body. It looks at you through eight compound eyes, every facet glowing with malevolence.

#### СОПВАТ

Aneishi are wilderness-dwellers, with all the savagery of nature at their command. They hunt and stalk their enemies relentlessly, laying webs, ambushes and traps to pick off the weakest opponents and finishing off the strongest only when they have overwhelming power.

Most Aneishi operate alone or in a small hunting band. Rarely do more than a half-dozen congregate in one place, and on those rare occasions easily half the assembled Aneishi will keep themselves carefully hidden.



Aneishi prefer to flee if forced into a stand-up fight, snaring their pursuers with webs or evading them by taking to vertical surfaces.

# **XNEISHI CHXRXCTERS**

Aneishi society is too loosely organized, and too loosely tied to the other First Ones, to provide formal training. Nonetheless, most advanced Aneishi make their own way into a character class.

An Aneishi's favored class is ranger. Most senior Aneishi hunters are rangers, ranger/rogues or ranger/ barbarians, and most Aneishi spellcasters are druids.

The Aneishi warrior presented above had the following ability scores before racial adjustments: Str 12, Dex 13, Con 9, Int 10, Wis 11, Cha 8.

# 太NEISHI P太R太GDN 三CR

#### **XP 600**

NE Medium Monstrous Humanoid (*First One*) Init +6 Senses Darkvision 60 ft. Perception +1

## DEFENSE

AC 19, touch 16, flat-footed 15 (+4 Dex, +2 *Insight*,+3 armor) .....

hp 22 (3d10+6)

Resistance Evasion, Uncanny Dodge, +4 vs. Fear. Fort +4, **Ref** +6, **Will** +4 .....

## **OFFENSE**

Spd 20 ft. (4 squares) (30 ft. unarmored), Climb 20 ft. 

**Melee** Long sword +4 (*1d8*+2/19-20)

**Melee** Reach Longspear +4 (1d8+1/x3)

**Ranged** Composite longbow +7 (*1d8*+1/x3)

Space 5 ft; Reach 5 ft.

..... Attack Options: Point Blank Shot (+1 to hit with *longbow within 30 ft.*) ...... Special Actions Webcasting

# STATISTICS

Str 12, Dex 18, Con 15, Int 8, Wis 13, Cha 10 ..... Base Atk +2; CMB +3; CMD 19 .....

Feats Iron Will, Point Blank Shot

Skills Acrobatics +7, Climb +17, Escape Artist +9, Handle Animal +6, Perception +6, Stealth +12, Survival +6

### Languages Aneishi and Exodite

..... Gear Combat gear plus masterwork longspear, masterwork long sword, masterwork might +1

composite longbow, 100 arrows and masterwork hide armor, Potion of cure light wounds (CL 1st) x3.

#### **SPECIAL ABILITIES**

Improved Precognition (Su): An Aneishi Paragon's precognitive abilities provide a + 2 Insight bonus to

Initiative, attack rolls, AC and Reflex saves. As long as he is able to use Supernatural (Su) abilities and is wearing light or no armor, the Aneishi Paragon is treated as having Uncanny Dodge and Evasion.

#### Webcasting (Ex): See above.

You sense more than see the creature lurking in the darkness - an Aneishi, but better armed and armored than most, creeping toward you with an awful certainty of victory in its eight eyes.

Aneishi Paragons embody the isolated hunter-trapper ethic of their race. Some dabble in spellcasting, but all are dangerous warriors. When Aneishi deign to do the bidding of the greater First Ones, it is often Aneishi Paragons who take up arms.

## COMBAT

An Aneishi Paragon's almost preternatural awareness of its surroundings allows it to take more risks than other Aneishi, but it remains cautious and careful. Aneishi Paragons prefer to keep opponents separated with traps and webs so they can pick targets of opportunity with their bows or spears. An injured Aneishi Paragon retreats using its climb speed, recovers, then rejoins the fight.



The most human-looking of the First Ones, Exodites are an ancient race of humanoids who served as defenders of law - and tyranny - in pre-human Exodus. While the other First Ones fled the surface of Exodus entirely, many Exodites remained, lurking in the shadows to which they are so attuned. Only now, as plans that have germinated for over a millennia begin to bear dreadful fruit, have these dangerous beings emerged into the light to menace the people of Exodus.

# PERSONALIT

Most Exodites are stern, dour and withdrawn. Their culture places a premium on the search for personal perfection, and Exodites tend to consider communicating with the members of other races - or even each other - a burdensome break from their disciplines. Exodites acknowledge others only to keep a tally of



the offenses they have committed and the suffering required to even the scales; an Exodite not engaged in scheming, practice or meditation usually spends his time contemplating the litany of woes he intends to inflict on his enemies.

# PHYSICAL DESCRIPTION:

Exodites are tall, elegant and muscular humanoids. Their skin is the color of polished obsidian; because most constantly hone their bodies for battle, their flesh is as hard as the rock it resembles. Exodite eyes are usually also glossy black, although rare red-, purpleand blue-eved Exodites sometimes appear. Exodites are completely hairless and have elf-like pointed ears; which many have mistaken them for dark elves. Exodite culture encourages the creatures to carve painful but imposing ritual scars in their bodies; studying an Exodite's network of scar tissue tells a trained observer much about his standing and role. When traveling outside the domains of the First Ones, Exodites typically wear heavy, concealing cloaks to hide their nature. The older and more powerful an Exodite becomes, the more intense his connection to the Plane of Shadow grows. Exceptionally powerful Exodites sometimes appear to be clothed in solid shadows, and darkness always seems deeper when it hides an Exodite. Exodites have a much higher body temperature than most humanoids.

# RELATIONS:

Exodites make up the majority of the 'civilian' population of the First Ones and have authority over the servant races of Aneishi and Sobeka, while themselves serving the enigmatic Khaynites. Exodites despise any who do not share their passion for self-perfection; they consider most of the races of Exodus, including their subordinates among the First Ones, little more than beasts. Even their respect for their Khaynite masters is grudging at best, and many Exodites see themselves as first among the First Ones.

# **ALIGNMENT:**

Because Exodite culture is intensely focused on selfperfection and discipline, most Exodites are lawful. Beneath his icy exterior, however, an Exodite's soul seethes with volcanic rages and burning passions. An Exodite is actually more likely to be chaotic than neutral, for if his discipline slips in the slightest, he will likely give in to the surging chaos of his inner self. Regardless, the vast majority of Exodites are inclined by nature and nurture toward evil.

# EXODITE LANDS:

Exodites encountered in mainland Exodus are nomads of the shadows, infiltrating the society of humanoids. In the dark realm where the First Ones still hold sway, Exodites are everywhere. They are the main citizens of that bleak demesne, though outnumbered many times over by the members of their slave races. Exodites seem to prefer warm, arid climes to cold or wet ones. They are equally at home above or below ground.





# RELIGION:

Most Exodites are followers of Khayne, the blood god of the Khaynites. To the Exodites, Khayne is less a god of slaughter and sacrifice and more one of war and dominance. Religious Exodites believe Khayne is an ascended mortal and strive to follow his example. However, many Exodites eschew paying even token respect to the god of the First Ones; these nihilists believe only in their own perfection of body and mind, their only gods those they create of their crude flesh by incarnate will.

# LANGUAGE:

Exodites speak their own language, which also serves as the common tongue for the First Ones. Most Exodites also speak modern Common.

# NAMES:

Exodites do not have clan or family names. An Exodite receives a personal name shortly after birth; only if he is accepted into a dojo or the tutelage of a master is he considered worthy of a second name.

Male Names: Daak, Kaoth, Maruk, Oroth, Roath, Thaok.

Female Names: Ara, Kath, Kahsa, Madu, Thaa.

Dojo Names: Aath, Gahta, Naal, Odam, Vaar.

# EXODITE CRI/3

Usually Lawful Evil Medium Humanoid (*Exodite, First One*)

Init +2 Senses Darkvision 120 ft.; Perception +0

### DEFENSE

**AC** 15, **touch** 13, **flat-footed** 12 (+2 Dex, +3 armor) **hp** 5 (1d10)

Resistance

**Fort** +2, **Ref** +4, **Will** +0

## OFFENSE

Spd 30 ft. (6 squares)Melee Exodite bladestaff +4 (1d6+3/19-20)Melee Exodite bladestaff +2/+2 (1d6+1/19-20)Ranged Dart +3 (1d4+2)Space 5 ft; Reach 5 ft.Special Actions Shadow Jump 10 ft.

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 10, **Int** 8, **Wis** 11, **Cha** 9 **Base Atk** +1; **CMB** +3; **CMD** 16 Feats Stealthy

Skills Acrobatics +3, Intimidate +3, Stealth+6

Languages Exodite, Common

**Gear** Masterwork exodite bladestaff, 20 darts, masterwork studded leather armor, cloak and 25 gp.

#### SPECIAL ABILITIES

**Shadow Jump (Su):** An exodite can travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow or dim light. An exodite can jump 10 feet per level each day in this way; this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment and does not provoke an attack of opportunity.

## СОПВАТ

Exodites are fierce combatants, taming their volatile tempers with martial discipline and unleashing both on their enemies.

Exodites fight without any sense of honor; they are perfectly willing to use any dirty trick imaginable to bring down a target. However, they are far from cowardly, and will fight to the death, relishing battle against worthy foes.

Because they have a unique connection to the Plane of Shadow, exodites can briefly pass between areas of shadowy illumination; the creatures use this ability to get the drop on their foes or to escape from a losing battle.

Exodites are better assassins and duelists than combat soldiers; despite their intense personal discipline, they chafe under orders - especially from a commander they do not personally respect - and cannot use their abilities to best effect when fighting in ranks. Thus, most exodites fight alone or with non-exodite allies such as other First Ones or humanoid mercenaries.

## THE EXODITE BLADESTAFF

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Exodites favor a weapon of their own devising, called the bladestaff. It is not the most powerful weapon in Exodus, but it is perhaps the most versatile.

The exodite bladestaff is a two-hand exotic double weapon. Its primary claim to fame is that, by shifting his grip, its wielder can deal slashing, piercing or bludgeoning damage with either end.

The exodite bladestaff is a special monk weapon. Exodites treat it as a martial rather than exotic



weapon, and all exodites with monk levels are proficient in its use

Exodite bladestaves cannot be bought by outsiders; on the black market, they typically sell for about 300 gp.

#### **Bladestaff**, exodite

Damage (S): 1d4/1d4
<b>Damage (</b> <i>M</i> <b>):</b> 1d6/1d6
Critical: 19-20
Type: S, P, B

## EXODITE CHARACTERS

Exodites improve by advancing in character classes. Most exodites encountered on mainland Exodus are monks or rogues serving the First Ones.

An exodite's favored class is monk, and most exodite leaders are monks.

The exodite warrior presented above had the following ability scores before racial adjusments: Str 12, Dex 13, Con 10, Int 8, Wis 11, Cha 9.

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**XP** 600

Usually Lawful Evil Medium Humanoid (Exodite, First One)

**Init** +4 **Senses** Darkvision 120 ft.; **Perception** +2

DEFENSE

AC 17, flat-footed 13, touch 17 (+4 Dex, +2 Wis, +1 armor); 20% miss chance in shadowy areas. **hp** 19 (*3d10+3*)

**Fort** +3, **Ref** +9, **Will** +4

#### **OFFENSE**

**Spd** 30 ft. (*6 squares*) **Melee** Exodite bladestaff +7 (*1d6*+4/19-20)

Melee Exodite bladestaff +5 (1d6+3/19-20) and exodite bladestaff +5 (*1d6*+*1/19-20*) .....

**Ranged** Dart +7 (*1d4*+2)

Space 5 ft; Reach 5 ft.

Attack Options Flurry of blows (-2 to hit, extra unarmed or bladestaff attack). Special Actions Shadow Jump 30 ft.

#### **STATISTICS**

Str 15, Dex 19, Con 12, Int 10, Wis 14, Cha 8 Base Atk +3; CMB +5; CMD 22 Feats Cloak of Shadows, Two-Weapon Fighting, Weapon Focus (*exodite bladestaff*) Skills Acrobatics +10, Intimidate +6, Stealth+14

Languages Exodite, Common ..... **Gear** +1/+0 exodite bladestaff, 20 masterwork darts, bracers of armor +1 and cloak.

#### **SPECIAL ABILITIES**

Shadow Jump (Su): See above.

Swiftness of Shadows (Su): An Exodite Paragon can use Shadow Jump or other dimension door effects as a swift action.

This exodite moves with the easy grace of a trained fighter. The bladestaff resting easily in his outstretched hand and the confidant smirk on his scarred face promise death to all challengers.

Exodite Paragons are masters of the staff and the shadows, skilled warriors for the First Ones whose pursuit of perfection has yielded deadly results.

#### COMBAT

Exodite Paragons fight much like less accomplished exodites, but they have a particular fondness for dueling, humiliating and slaying rival warriors. Nonethelss, an Exodite Paragon did not reach his present skill without knowing when to pick off less physically powerful foes by Shadow Jumping behind enemy lines.

If imperilled, an Exodite Paragon takes advantage of his ability to use Shadow Jump as a swift action to escape.



The undisputed masters of First One society, the Khaynites are both a race and a priesthood, an entire species dedicated to the worship of the grotesque god of blood, Khayne. Depraved and sadistic, the Khaynites are also brilliant and mighty, and to defy their will invites tortures beyond imagining. The Khavnites have long desired a return to glory in Exodus, and after two thousand years of exile, they are prepared to fight with all their formidable resources to effect that return.

# PERSONALI

The iconic Khaynite is a cruel, domineering creature, relishing in his own power no more than he does the powerlessness of his subjects. To Khaynites, mastery over intelligent beings eclipses all other concerns; everyone is either master or slave, and to be a slave is as intolerable as to be a master is delicious. Khavnites also have a strong hedonistic streak. Since most of their pleasures involve the pain of others - and, in



many cases, an admixture for themselves as well - their lusts are almost as dangerous as their ambitions. If the Khaynite character were not twisted enough by their nature and their inculcation into the gruesome rites of Khayne's cult, their childrearing practices would assure their monstrousness. Young Khaynites begin training almost from birth in the dark arts. Siblings play lethal games with each other and each others slaves. Young adults master transmutation magic and are encouraged to experiment upon their own bodies. Less than half of each generation of Khaynites reaches adulthood, but those who do are the most depraved, ruthless and talented.

## PHYSICAL DESCRIPTION:

Khaynites are basically humanoid, and may have once been closely related to humans. They are tall, often six or seven feet, and their muscle mass is higher than normal. Dissolute life leaves many Khaynites looking more massive than muscular, but even the most degenerate possess hidden reserves of strength - the better to force physical as well as mental submission. Most Khaynites are extremely pale; females in particular have almost translucent flesh. Into this

flesh, all adult Khaynites graft an astonishing array of piercings and stranger decorations, sometimes including parts of other creatures kept in psuedo-life by dark magic. Many Khaynites, particularly those who follow or aspire to the sanguine path of the race's most powerful spellcasters, install spigot-like piercings directly into their veins, making bloodcasting rituals more convenient. In spite of these and even more bizarre body modifications, the basic form of Khaynites is sickly seductive to most humanoids, who find themselves at turns repulsed and fascinated by these creatures who were and would be once more their masters.

# RELATIONS:

Khaynites dominate or die. Amongst themselves, they constantly vie for power - but compared to their treatment of outsiders, they are saintly toward each other. A Khaynite will never accept orders from a member of another race and is loath to take suggestions. Nor will he tolerate defiance of any kind; the slightest hint of sarcasm or resentment in a servant earns brutal retaliation. Only the more numerous exodites, whose support the Khaynites require, are allowed the slightest freedom. Khaynites consider the entire world theirs to do with as they will, and those regions where their mastery is not acknowledged as provinces in rebellion. In many ways, they have never adjusted to the loss of their ancient empire - and, perhaps, never will.

## **ALIGNMENT:**

Most Khaynites behave little better than mortal fiends, indulging in brutal whims and bizarre passions that rival those of demons. Khaynites are almost always Chaotic Evil. The few who do not subscribe to these ways rarely survive to adulthood.



# KHXYNITE LXNDS:

Khaynites rule the dark demesne of the First Ones with an iron fist (sometimes literally), where they are held in check, if at all, only by the mass of exodites. Khaynites care nothing for climate or terrain. A cave, a mountain, a forest, a coast - all are the same to a Khaynite, as long as he can claim total control over them. To Khaynites, the whole of Exodus and beyond are 'Khaynite lands.'

# RELIGION

The twisted religion of the Khavnites is central to their culture. Even the name of their race comes from Khayne, the blood god of Exodus, who, the Khaynites believe, created them to be the earthly vessels of his power. In essence, all adult Khaynites - excepting the rare renegade - are priests of Khayne, though not all are divine spellcasters. Individual Khaynites conduct their own rituals - and bloody rituals they are, involving the sacrifice of countless slaves and captives. There is no formal hierarchy in Khaynite religion; power shifts are constant and violent. Khavnites also control the broader Brotherhood of Khayne, the humanoid clergy of which secretly, and in most cases unwittingly, learn from and subordinate themselves to Khaynite masters. The Khaynites do not spread their faith in the hopes of attracting converts; they consider themselves the only true vessels for Khayne's power, with all other 'worshippers' being merely deluded pawns.

# LXNGUXGE:

Khaynites speak their own language, a derivation of Abyssal, which is also the language of their pawnpriests in the Brotherhood of Khayne. Most also speak Exodite and either Sobeka or Common, and many know other languages besides. Khaynites tend to have deep, powerful voices due to their large frames.

# NXMES:

Khaynites deride such fripperies as family ties as signs of weakness. Instead of names devoted to clan, family or affiliation, Khaynites are given one personal name at birth and acquire more by killing or subjugating other Khaynites. Most Khaynites emerge from childhood with between two and four names, often those given to siblings they betrayed and murdered. A Khaynite continues to collect names his entire life; most many-named Khaynites are extremely powerful, although a few, by picking on the weakest members of their race, manage to acquire the seeming of

power without actually possessing it. Because of the custom of taking the names of the slain and enslaved, Khaynites make no distinction between male and female names

# NADES:

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

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XP 135

CE Medium Humanoid (Khaynite, First One) **Initiative:** +0 **Senses** Darkvision 60 ft. **Perception** +1

#### DEFENSE

#### **OFFENSE**

OTTERSE
<b>Spd</b> 30 ft. ( <i>6 squares</i> )
Melee Morningstar +2 (1d8+2)
Melee Dagger +3 (1d4+2)
<b>Ranged:</b> Dart +0 ( <i>1d4</i> +2)
Space 5 ft; Reach 5 ft.

# **STATISTICS**

Str 14, Dex 10, Con 14, Int 12, Wis 13, Cha 21 Base Atk +0; CMB +2; CMD 12 Feats Persuasive ..... Skills Bluff +5, Intimidate +9, Perception +0 Languages Khaynite, Common, Exodite Gear Combat gear plus morningstar, masterwork

dagger, 500 gp, Potion of eagle's splendor (CL 3rd)

#### **SPECIAL ABILITIES** Spells Known (CL 6th)

1st (DC 16, 5/day) — enlarge person (6 min.), magic missile (3 missiles).

**0th (DC 15, 5/day)** — daze, detect magic (6 min.), mage hand, touch of fatigue (6 rounds)

**Powerful Caster** (*Ex*): Khaynites are innately magical creatures, and their self-modification rituals have only served to increase their natural powers. A Khaynite gets a +5 bonus to caster level in any spellcasting class in which he has at least one level. This ability does not grant additional spells or spell levels.



#### COMBAT

Unlike many races whose cultures esteem knowledge of science and the arcane, Khaynites delight in combat and bloodshed.

Khaynites love to toy with their opponents, using traps, illusions, transmuted slaves and monsters to drive them into a trap and wear down their resources and their hope, only killing the unfortunate foes when they have been driven to the brink of madness by the horrors around them. When the time comes to strike the final blow, however, most Khaynites cannot resist taking up their sacrificial daggers and getting their hands dirty.

In physical combat, Khaynites rely on their aboveaverage strength and potent combinations of magical defenses; masters of transmutation magic, they often enter battle polymorphed into monstrous forms; many prefer to employ slaved monsters of the same type to confuse opponents.

Where Khaynites really shine, however, is in a contest of magic. Extremely powerful spellcasters, they can overmatch any humanoid arcanist or cleric with a similar amount of training. Because of their immense magical powers, Khaynites cast spells far more effectively than their experience would dictate, often catching opponents off guard.

# KHAYNITE CHARACTERS

Virtually all adult Khaynites have at least a few levels in a spellcasting class, usually sorcerer. Any disgraces who lack the aptitude for magic are ritually slain by their kin. Many Khaynites also have cleric levels, drawing power from their dark god as well as their innate abilities; the most powerful Khaynites usually become mystic theurges.

A Khaynite's favored class is sorcerer. Most Khaynite leaders are sorcerer/clerics.

The Khaynite sorcerer presented here had the following ability scores before racial adjustments: Str 12, Dex 10, Con 14, Int 8, Wis 13, Cha 15.

# KHAYNITE PARAGON - CR4

### XP 1,600

CE Medium Aberration (*Khaynite, First One*) Initiative: +0 Senses Darkvision 60 ft. Perception +1

## DEFENSE

AC 10, touch 10, flat-footed 10 hp 22 (4d6+8); DR 5/Silver Fort +3, Ref +1, Will +6

#### OFFENSE

<b>Spd</b> 30 ft. ( <i>6 squares</i> )
Melee Dagger +3 (1d4+2/19-20)
<b>Ranged:</b> Dart +0 ( <i>1d4</i> +2)
Space 5 ft; Reach 5 ft.
Special Actions: Bloodcast
STATISTICS
$S_{4-1} = 10$ $C_{4-2} = 14$ $L_{2-4} = 16$ $W_{2-1}^{2} = 12$ $C_{1-4} = 22 (24)$

**Str** 12, **Dex** 10, **Con** 14, **Int** 16, **Wis** 13, **Cha** 22 (24) **Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Craft Wondrous Item, Persuasive. **Skills** Bluff +10, Diplomacy +7, Intimidate +10,

Spellcraft +7

Languages Khaynite, Common, Exodite

**Gear** Combat gear plus dagger +1, cloak of charisma +2, 75 gp, Potion of cure moderate wounds (*CL 3rd*).

#### SPECIAL ABILITIES Spells Known (*CL 9th*)

2nd (DC 19, 5/day) — Touch of idiocy (90 min.)

1st (DC 18, 8/day) — Chill touch (9 uses), heighten sense1 (9 min.), magic missile (5 missiles)

**0th** (*DC 17, 6/day*) — Daze, detect magic (6 min.), mage hand, touch of fatigue (6 rounds)

**Bloodcast (Su):** A Khaynite Paragon may cast additional spells by spilling blood. Every spell level the Khaynite Paragon wishes to access costs 1d4 points of Con damage. A Khaynite Paragon cannot access spells of a level higher than he could normally cast, nor can he cast spells not on his list of spells known; he can only cast additional spells from his list of spells Provided he has a slashing weapon in hand, the Khaynite Paragon can draw blood from himself or any adjacent helpless creature to fulfill the requirements of this ability.

#### Powerful Caster (Ex): See above.

The Khaynite before you appears typical of his type - his tall, pale frame covered with strange sigils and piercings, his eyes seething with contempt at your defiance. Yet, his body modifications seem to have gone further than most; how much of the creature before you is metal and how much flesh, and how much of the strangely seething flesh came attached to the original frame, you cannot guess.

Khaynite Paragons have embraced their racial obsession with blood magic and body modification, altering their forms by transmutation and grafting and embracing darkest sorceries imaginable.



#### COMBAT

Khaynite Paragons generally neglect their physical skills as their magical powers grow into full flower. A Khaynite Paragon's supernatural superiority allows him to eschew physical combat, indulging in it only on a whim when his opponents are completely under control.

Rarely encountered without an entourage of enslaved or created minions, a Khaynite Paragon prefers to hurl spells from behind a wall of servile flesh, particularly favoring those arcane arts capable of subverting or dominating his foes.

A Khaynite Paragon prepared for battle usually keeps one or two of his servants or captives back to use as sacrificial victims should he be forced to use his Bloodcasting ability.

# SUBEKA, KUBURA

The smallest of the First Ones, Kobura are a subrace of Sobeka bred for scouting and foraging. These small snakemen range ahead of every First One army, preparing the ground for more powerful creatures and assisting them via ambushes and surprise attacks. Outside of First One service, Kobura are nomadic predators, less organized but hardly less dangerous than their soldierly brethren.

### PERSONALITY:

Kobura have been bred for subservience for countless centuries - indeed, their race may have been magically created to serve the Khaynites. While this manifests itself as stolid obedience in the Kroca, in the Kobura it leads to obsequiousness. Unlike humanoid servants whose fawning is often directly proportionate to their disloyalty, most Kobura genuinely mean the compliments they heap upon their masters. Among those they consider equals, however, the Kobura are ruthless and conniving. Though they do not fear death, they seek prestige, and have been known to abandon comrades to a gruesome fate to advance their own cause.

# PHYSICAL DESCRIPTION:

Kobura are serpentine humanoids, about four feet long from tail to fanged mouth. Kobura fangs are usually not strong enough to do any real damage to humanoids, although some train to improve the lethality of their bite. Kobura are covered with soft, leathery scales, usually in mottled patterns of green and brown. A Kobura's slim arms and legs themselves resemble serpents or tentacles more than ordinary limbs, though they end in five-fingered hands, have a roughly humanoid bone structure and are surprisingly strong. Due to their forked tongues, Kobura tend to speak in hissing, sibilant tones.

#### RELATIONS

Kobura serve the First Ones, partner with the Kroca, and kill each other and anyone else. This simple social order has been bred into the Kobura since before the fall of the First Ones' ancient empire, and most hold to it without question.

## 太LIGN的ENT:

Kobura were bred for malice and cruelty, and this aspect of the Khaynites' breeding program was clearly a success. Most Kobura are evil, and, except in their obedience to the First Ones, chaotic.

## KOBURA LANDS:

Kobura dwell in the First Ones' dark demesne; they can be found milling about the strongholds of Exodites and Khaynites, running errands for the greater First Ones. Independent Kobura settlements invariably gravitate toward steaming jungles and misty swamps, where the Kobura are most comfortable.

## **RELIGION:**

Kobura follow the Brotherhood of Khayne, offering regular supplication and sacrifices to the blood god. The majority of Kobura are not especially devout, feeling, perhaps rightly, that Khayne is a god best venerated from some remove. Kobura renegades, who are more likely to become spellcasters, tend to adopt a kind of survival-of-the-fittest animism, filling their metaphysics with nature spirits who share their skulking, sinister nature.

## LXNGUXGE:

Kobura speak Sobeka, the language of the First Ones' reptilian slave races. Many Kobura, including all officers, learn to speak Exodite. Since the return of the First Ones to Exodus, Kobura have begun to pick up modern Common to better spy on their humanoid enemies.

# NAMES:

Kobura have only one name, which they are given upon hatching. Unlike the larger Kroca Sobeka, the Kobura rarely change their names later in life. Kobura names are words in the Sobeka language; they



tend to favor somewhat more complex constructions than their kin

Male Names: Aos, Kudet, Nedet, Seta, Zag.

Female Names: Ber, Liset, Nefet, Ressa, Zu.

# **XDVENTURES**:

Kobura live an adventurous life. The foragers and scouts of the First One armies, they are accustomed to living off the land, taking what they need, avoiding pursuit, and exploring dangerous and contested areas. Kobura are rarely sent on missions that require penetration deep into enemy territory (the exodites preferring to take these tasks upon themselves), so most Kobura who join with non-First One adventurers will be renegades. These escaped slave-soldiers have little hope of survival, since they are hunted as evil vermin by humanoids and as traitors by the First Ones, so joining a competent band of adventurers may actually increase their lifespans.

# CE Small Monstrous Humanoid (*Reptilian, First One*) Init: +2 Senses Darkvision 60 ft. Perception +2

KUBURA SUBEKA CR 1/3

#### DEFENSE

**XP 135** 

..... AC 17, touch 14, flat-footed 13 (+1 Size, +3 Dex,

.....

+2 armor, +1 shield**hp** 7 (*1d10+2*)

Resistance

**Fort** +4, **Ref** +3, **Will** +0 Weakness: Cold Vulnerability

#### **OFFENSE**

..... Spd 20 ft. (4 squares)

Melee Dagger +1 (1d3-1/19-20) and bite -4 (1d4-1) **Ranged** Heavy crossbow +4 (*1d8/19-20*)

Space 5 ft; Reach 5 ft.

..... Special Actions Elasticity, ravenous

#### **STATISTICS**

Str 9, Dex 16, Con 15, Int 10, Wis 11, Cha 8. **Base Atk** +1; **CMB -1**; **CMD** 12

**Feats** Alertness

Skills Climb +3, Escape Artist +13, Perception +2, Sense Motive +2, Stealth +8

Languages Sobeka and Exodite

Gear Small dagger, small heavy crossbow, 50 crossbow bolts, leather armor, 5 gp.

#### **SPECIAL ABILITIES**

..... Cold Vulnerability (*Ex*): A kobura takes an extra 50% damage from Cold.

Elasticity (*Ex*): A kobura can bend and twist its body in unnatural ways and squeeze through very tight spaces. It gains a +10 racial bonus on Escape Artist checks. In addition, a kobura can move at no penalty through passages intended for creatures one size category smaller than itself and at  $\frac{1}{2}$  speed through passages intended for creatures two size categories smaller than itself.

**Ravenous (Ex):** A kobura requires double the normal amount of food and water to sustain itself each day. If it does not consume adequate sustenance for more than 24 hours, it suffers 1d4 points of Con damage that day and each day thereafter. The damage heals normally, but continues to accrue until the kobura can eat and drink its fill.

It flashes before your eyes for but an instant - a serpent that walks on two legs, armed and girded for





battle. It reappears, swaying hypnotically as it licks a dagger with its forked tongue.

The smallest of the First Ones, the kobura are a subrace of sobeka suited to stealth and infiltration. Created by the awful pre-human science of the Khaynites, the kobura are the scouts, guerillas and foragers of the First Ones.

Kobura sobeka are small, slender creatures with serpentine bodies and features. Their limbs resemble smaller snakes attached to the main body, though they end in humanoid hands and feet. Few see the kobura and live, however.

Despite their unnatural resilience and stealth abilities, the kobura, like other sobeka, are widely considered a failed experiment. The sobeka were the armies of the First Ones when those dark masters fell to the humanoid uprising two thousand years ago - in short, the sobeka failed. Modern kobura fight not only because they were bred to fight but to prove themselves worthy of existence.

Kobura speak the Sobeka language and Exodite, tongue of their masters. Those who spend a great deal of time in modern Exodus sometimes pick up a kind of pidgin Common.

#### COMBAT

A kobura never accepts a stand-up fight; created for infiltration and ambush, the creatures excel at turning the odds against their foes by striking from surprise. Unlike many small humanoids, kobura do not require numbers to bolster their courage; they are equally adept at operating alone, in small strike teams, or in a great stealthy host stealing across the countryside to sabotage and slay.

The kobura often cooperate with their kroca brethren, flushing hidden foes and ambushing supply lines so blocks of kroca can overwhelm the disorganized enemy. Once the enemy are stuck in, the kobura gather and strike from the rear; many are specially trained to slip between enemy ranks, to sow confusion - and reap death.

# KOBURA SOBEKA CHARACTERS

Kobura advance in character classes, most often those that improve their abilities at stealth and sabotage. Kobura fighters are rare, but rogues, rangers and even barbarians are common, and monks not unknown. Few kobura become spellcasters, either because the magical spark is rare amongst them or because their

masters prefer to keep them ignorant of sorcery and worship.

A kobura's favored class is rogue, and most kobura leaders are rogues or ranger/rogues.

The kobura warrior presented above had the following ability scores before racial adjusments: Str 9, Dex 12, Con 13, Int 10, Wis 11, Cha 8.

# 

#### **XP 800**

CE Small Monstrous Humanoid (Reptilian, First One) **Init:** +5 **Senses** Darkvision 60 ft. **Perception** +7

#### DEFENSE

AC 19, touch 16, flat-footed 14 (+1 Size, +5 Dex, +2 armor, +1 shield) **hp** 22 (*3d10+6*) **Fort** +3, **Ref** +8, **Will** +2 Weakness: Cold Vulnerability **OFFENSE** ..... Spd 20 ft. (4 squares)

.....

**Melee** Hand axe +8 (*1d6*+2/19-20) **Melee** Bite +7 (*1d3*+*1*) **Melee** Hand Axe +8 (*1d6*+2/*19*-20) and bite +2

> (1d3+1)..... Ranged Heavy crossbow +8 (1d8/19-20) Space 5 ft; Reach 5 ft. ..... Attack Options Constrict, lethal constriction, sneak attack +1d6.

> Special Actions Elasticity, ravenous

#### **STATISTICS**

..... Str 15, Dex 20, Con 14, Int 10, Wis 13, Cha 8 Base Atk +2; CMB +4; CMD 20 ......

Feats Constrictor, Lethal Constriction, Weapon Finesse

Skills Escape Artist +20, Perception +7, Stealth +15, Survival +7

Languages Sobeka and Exodite

Gear Masterwork hand axe, masterwork heavy crossbow, 50 crossbow bolts, masterwork leather armor and masterwork light wooden shield.

#### SPECIAL ABILITIES

..... Constrict (*Ex*): 1d6+2 damage on every successful grapple check.

Lethal Constriction (*Ex*): When a Kobura Paragon succeeds at a grapple check against a pinned opponent, he also deals sneak attack damage.



**Sneak Attack** (*Ex*): If a Kobura Paragon can catch an opponent when he is unable to defend himself effectively from him attack, he can strike a vital spot for extra damage.

The Kobura Paragon's attack deals extra damage any time him target would be denied a Dexterity bonus to AC (*whethim the target actually has a Dexterity bonus or not*), or when the Kobura Paragon flanks him target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two Kobura Paragon levels thimeafter. Should the Kobura Paragon score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (*blackjack*) or an unarmed strike, a Kobura Paragon can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A Kobura Paragon can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Kobura Paragon must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Kobura Paragon cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Cold Vulnerability** (*Ex*): A Kobura Paragon takes an extra 50% damage from Cold.

**Elasticity** (*Ex*): A kobura can bend and twist his body in unnatural ways and squeeze through very tight spaces. He gains a +10 racial bonus on Escape Artist checks. In addition, a kobura can move at no penalty through passages intended for creatures one size category smaller than himself and at  $\frac{1}{2}$  speed through passages intended for creatures two size categories smaller than himself.

**Improved Elasticity** (*Ex*): A Kobura Paragon's racial Elasticity improves, granting him a +15 bonus on Escape Artist checks. He also has a +4 bonus on Grapple checks. The bonus to Escape Artist checks overlaps (*does not stack with*) the bonus from Elasticity.

**Ravenous (Ex):** A Kobura Paragon requires double the normal amount of food and water to sustain himself each day. If he does not consume adequate sustenance for more than 24 hours, he suffers 1d4 points of Con damage that day and each day thereafter. The damage heals normally, but continues to accrue until the kobura can eat and drink his fill.

This sobeka's serpentine body looks broader and thicker than most, its small size belying the corded reptilian muscles beneath its scales.

Kobura Paragons serve the greater First Ones as elite saboteurs and assassins; while their kroca kin march implacably toward an objective, the Kobura Paragons range even ahead of other kobura, striking at humanoid civilization where it believes itself safest.

Kobura Paragons pride themselves on being efficient, quiet killers. They are able and eager to sow terror and confusion in any enemy force.

#### СОПВАТ

Kobura Paragons are more likely to fight alone than other kobura, although they sometimes lead promising squads of their lesser kin. Though physically overmatched in most fights, a Kobura Paragon is deceptively strong and quick, and hard to find when he slips into undergrowth.

Indeed, a Kobura Paragon usually prefers not to fight at all; if he does his job right, the only humanoids aware of his presence will be those he's sent to eliminate, and they won't be alive to warn their comrades. Kobura Paragons can operate behind enemy lines for months, even years; some, already active in Exodus, have attained the status of bogeymen.



In the pre-human era, the soldiers of the First Ones were immense crocodilians, man-reptile hybrids with an insatiable hunger for humanoid flesh. These man-eaters, the Kroca subrace of the Sobeka, were slave-soldiers, but willingly sublimated themselves in return for more chances to catch and devour their favored prey. The modern Kroca are much like their ancestors - but centuries of selective breeding in the dark realm of the First Ones have fashioned them into truly perfect soldiers, unquestioning in their obedience and unrivalled in their might. When the First Ones explode back into the history of Exodus, the implacable Kroca march at the forefront of their armies.



# PERSONALITY:

Kroca run hot and cold. At rest, they are lazy beasts, preferring to bask in the sun or lounge in mud pits. Roused to action, they explode with savage force and unparalled brutality. Kroca are man-eaters, preferring the taste of humanoid flesh to all other foods, and their constant, ravenous hunger is the only thing that rouses them from their indolence. Only countless centuries of selective breeding temper this violent duality; the modern Kroca serve the greater First Ones without question.

# PHYSICAL DESCRIPTION:

Massively muscled and usually between seven and eight feet tall, Kroca Sobeka tower over humanoids. The Kroca's hunched form is almost dwarf-like in proportion, broad-shouldered and squat; scales as hard as tempered mail cover the creature from head to

toe. Kroca heads extend forward from shoulder-height and end in a perpetually grinning mess of fangs. Kroca also sport powerful tails they use to keep their balance on land and as rudders while swimming.

## RELATIONS

Kroca live and die for the Khaynites and Exodites, in partnership with their brother Sobeka. Other races simply die. This simple code serves the Kroca well. It does not recommend them to other races, however - especially in concert with the Kroca habit of devouring slain and captured enemies, the latter while they are still alive. Legends of Kroca brutality have lingered for thousands of years in Exodus, all of them deserved, and these creatures are feared perhaps disproportionately to their actual danger - perhaps.

# **ALIGNMENT:**

Despite being more intelligent than most of the savage humanoids, the Kroca Sobeka are also more bestial; left to their own devices, most concern themselves only with catching and devouring any humanoid they can get their jaws around. Kroca are strongly inclined to both chaos and evil.

# KROCA LANDS:

The Kroca have no lands of their own. If their race was ever independent of the First Ones, they may have once reigned in some primeval swamp or jungle, but now they serve the whims of their dark masters. Kroca lands are the lands of Exodites and Khaynites - and the lands the Kroca, by mean force, rip from the heart of humanoid kingdoms. Kroca prefer, and fight best in, hot, wet conditions, especially on coasts or rivers where their ability to attack from land or water gives them an incalculable edge.

# **RELIGION:**

The Kroca instinct to follow orders extends to their spiritual life. Simple creatures, the Kroca are inclined to bloody shamanism amongst themselves, but gladly sublimate themselves to the worship of Khayne,

whose ruthless cruelty is like their own writ large. Most Kroca are extremely devout followers of the blood god, although they do little to demon

strate that devotion aside from killing the Khaynites' enemies. A few Kroca renegades practice animism, personifying the natural cycle of kill or be killed in the form of savage, bloodthirsty spirits.

# LANGUAGE:

Kroca mouths struggle to form the words of humanoid races: the creatures are much more comfortable speaking Sobeka, the language they share with their kobura brethren. However, most Kroca speak or at least understand Exodite, and a few also master Common.

# NADES:

Kroca are simple creatures and favor simple name. Kroca have only one name, but that name may change over the years; at hatching, a Kroca will be named by its mother, but Kroca who achieve some memorable feat usually take a name that calls it to mind in the Sobeka language.

Male Names: Aos, Kut, Mat, Ro, Zag.

Female Names: Ber, Emm, Hes, Mer, Zu.

# 

**XP 400** 

CE Medium Monstrous Humanoid (Reptilian, First One)

**Init:** +0 **Senses** Darkvision 60 ft. **Perception** +0

# DEFENSE

AC 18, touch 10, flat-footed 18 (+3 natural, +4 armor, +1 shield)

# **hp** 10 (*1d10*+2)

Resistance ...... **Fort** +2, **Ref** +2, **Will** +2

Weakness Cold Vulnerability

# **OFFENSE**

..... **Spd** 20 ft. (*4 squares*), **Swim** 20 ft. ..... **Melee:** large heavy mace +3(2d6+4) and bite -2(1d8+1)..... Space 5 ft; Reach 5 ft. **Special Actions** Hold breath, powerful build,

# ravenous.

**STATISTICS** 

Str 15, Dex 11, Con 14, Int 10, Wis 10, Cha 9 Base Atk: +1: CMB +3: CMD 13 .....

Feats Toughness ..... Skills Survival +4, Swim +11\* Languages Sobeka, Exodite

Gear large heavy mace, chain shirt and light wooden shield

## SPECIAL ABILITIES

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

Powerful Build (Ex) Kroca are Medium-sized, but their strong build grants them the benefits of Large size in various situations. Kroca are treated as Large for the purposes of CMB and CMD, including whether or not special attacks can be attempted, either by or against the kroca (e.g. grab, swallow whole, bull rush, etc.). Kroca can use weapons designed for Large creatures. Powerful build has no effect on a kroca's space, reach, attack rolls, skill checks, or Armor Class.

**Ravenous** (*Ex*) A kroca requires double the normal amount of food and water to sustain itself each day. If it does not consume adequate sustenance for more than 24 hours, it suffers 1d4 Constitution damage each day it goes without sustenance.

Skills A kroca has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or threatened. He can use the run action while swimming, provided he swims in a straight line.

### COMBAT

On their own, kroca fight without subtlety. They are not stupid, they simply see little point in complex tactics when their massive bodies and snapping jaws serve so well on the front lines. They charge into melee at the first opportunity and remain there until they or their foes lie dead.

Under the direction of a more cautious commander, kroca will fight and maneuver with surprising expertise, ranking up or dispersing as ordered and drawing foes into ambushes with feints and sneak attacks by their kobura brethren.

# KROCA SOBEKA CHARACTERS

Kroca advance by character class, with a strong preference for the martial classes. Few kroca gain levels in a class other than warrior, fighter or barbarian; those who do are usually rangers. Kroca are both unsuited to magic and forbidden to train in it; when the First Ones require magical support for their armies, they look to the Khaynites.



A kroca's favored class is barbarian. Because more powerful First Ones appoint the kroca leadership, however, most are fighters.

# KROCA PARAGON CR 3

#### XP 800

CE Large Monstrous Humanoid (*Reptilian, First One*) Init: +1 Senses Darkvision 60 ft. Perception +5

#### DEFENSE

AC 19, touch 10, flat-footed 18 (-1 Size, +1 Dex, +3 natural, +4 armor, +2 shield) hp 38 (4d10+16)

**Fort** +7, **Ref** +4, **Will** +4

Weakness Cold Vulnerability

#### **OFFENSE**

**Spd** 20 ft. (*4 squares*), Swim 30 ft.

**Melee:** large bastard sword +12 (3d8+14/19-20) and bite +6 (1d8+3) or longspear +12 (3d8+14/x3) and bite +6 (1d8+3)

**Space** 10 ft; **Reach** 10 ft. (20 ft. with longspear)

Attack Options Power Attack

**Special Actions** Hold breath, ravenous. powerful build

#### STATISTICS

Str 24, Dex 12, Con 18, Int 10, Wis 13, Cha 6 Base Atk: +4; CMB +11; CMD 21

**Feats** Exotic Weapon Proficiency (*bastard sword*), Power Attack.

Skills Perception +5, Survival +7, Swim +18\*

Languages Sobeka, Exodite

**Gear** large masterwork bastard sword, masterwork longspear, 20 javelins, masterwork chain shirt and masterwork heavy wooden shield.

#### **SPECIAL ABILITIES**

**Cold Vulnerability (Ex):** A Kroca Paragon takes an extra 50% damage from Cold.

**Hold Breath** (*Ex*) A kroca can hold its breath for a number of rounds equal to 8 times its Constitution score before it risks drowning.

**Powerful Build** (*Ex*) Kroca are Medium-sized, but their strong build grants them the benefits of Large size in various situations. Kroca are treated as Large for the purposes of CMB and CMD, including whether or not special attacks can be attempted, either by or against the kroca (*e.g. grab, swallow whole, bull rush, etc.*). Kroca can use weapons designed for Large creatures. Powerful build has no effect on a kroca's space, reach, attack rolls, skill checks, or Armor Class.

**Ravenous** (*Ex*) A kroca requires double the normal amount of food and water to sustain itself each day. If it does not consume adequate sustenance for more than 24 hours, it suffers 1d4 Constitution damage each day it goes without sustenance.

**Skills** A kroca has a +12 racial bonus on Swim checks to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or threatened. He can use the run action while swimming, provided he swims in a straight line.

Even compared to the typical hulking kroca, this creature appears gigantic. Easily ten feet tall and sporting a toothy maw wide enough to swallow a human toso, it is a kroca among kroca.

Kroca Paragons are the largest, toughest, strongest soldiers the First Ones have. Like other sobeka, Kroca Paragons are bred to obey; even if they realize they can snap their masters like twigs, they do not do so - usually. The First Ones consider the benefits of these massive slave-soldiers more than worth the danger: if even a single squad of Kroca Paragons assails a position, it is as good as taken.

#### СОПВАТ

Even more than their lesser kin, Kroca Paragons dominate amphibious warfare. They can easily pull the strongest humanoids under the water and hold them there, drowning them or crushing them outright, and even the greatest athletes cannot match the swimming power of a Kroca Paragon.

On land, Kroca Paragons lose much of their mobility - but little of their power. Armed with better equipment and training than ordinary sobeka, they serve as the unbreakable core to kroca units or, ranked up with others like themselves, of entire First One armies.



This creature resembles a man-sized insect, its chitin mottled with dark browns and grays. Its features hint at the moth, the mantis and the wasp, though it has no visible wings and its stance is undeniably humanoid.

The locari are a young race, a race of killing machines whose origins are shrouded in mystery – unlike the deadly danger they pose to all of Exodus, about which no rational being has the slightest doubt.



In poor lighting, a locari can pass for a humanoid shrouded by a heavy coat or cloak, but even a cursory inspection reveals its monstrous form. It resembles a giant insect standing on its rear legs, and its shape and armaments partake of many different arthropod ancestors.

Locari communicate with each other by means of a complex language of sounds, gestures and pheromones. Exceptionally intelligent specimens (Int 10+) have been known to convincingly ape humanoid languages.

# LOCARI - CR2

XP 600

LE Medium monstrous humanoid (Locari) Init +2 Senses darkvision 60 ft.; Perception +1

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+2 Dex, +5 natural, +1 dodge)

**hp** 19 (*3d10+3*)

Fort +2, Ref +5, Will +4

#### OFFENSE

**Spd** 40 ft. (8 squares) **Melee** 2 claws +5 (1d4+2) and stinger +5 (1d3+2 plus disease)





.....

Space 5 ft; Reach 5 ft.	
Attack Options: implant, pounce	
Special Actions	

#### STATISTICS

Str 15, Dex 14, Con 13, Int 7, Wis 12, Cha 6
Base Atk +3; CMB +5; CMD 19
Feats Ability Focus (Implant), Dodge
Skills Acrobatics +7, Climb +7
Language Locari

#### SPECIAL ABILITIES

**Disease** (*Ex*): Locarexis: Sting-injury; save Fort DC 12; onset 1d4 days, during incubation, the locari eggs can be removed with a Heal check (DC 30) or a heal spell; frequency 1/day; effect 1d4 Con damage; cure 2 consecutive saves. The save is Constitution-based.

**Pounce** (*Ex*): A locari can make a full attack at the end of a charge.

#### СОЛВАТ

Created for the battlefield, locari make unsurprisingly fearless and formidable combatants. Since they have little or no instinct for individual survival, they happily throw themselves en masse against even the most stalwart defense, hoping to overwhelm more skilled foes with numbers and ferocity.

The initial frenzied assault of a locari band is bad enough; far worse is the aftermath. Anyone stung by a locari risks becoming a host to its offspring, and the creatures willingly throw their lives away if they can sting a foe. Often, the implanted egg goes undetected until it is too late for medics or clerics to remove.

Locari seem to lack the intelligence and initiative to employ more complicated tactics, yet they have occasionally been known to employ them; like many aspects of these enigmatic terrors, the source of their occasional tactical expertise lies outside the knowledge of the wisest sages.

### **ADVANCEMENT**

Locari grow stronger and tougher with time. Advanced locari can reach 6 HD (*Medium*) or 9 HD (*Large*).

# LOCARI LARVA CR 1/2

#### XP 200

LE Medium monstrous humanoid (locari) Init +2 Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 9 (2d10-2)
Fort -2, Ref +5, Will +4
OFFENSE
<b>Spd</b> 40 ft. (8 squares)
<b>Melee</b> 2 claws +4 ( <i>1d4</i> +2) and sting +4 ( <i>1d3</i> +2)
Space 5 ft; Reach 5 ft.
Attack Options Pounce
Special Actions

# STATISTICS

<b>Str</b> 15, <b>Dex</b> 14, <b>Con</b> 6, <b>Int</b> 7, <b>Wis</b> 12, <b>Cha</b> 6
Base Atk +2; CMB +4; CMD 17
Feats Dodge
Skills Acrobatics +7, Climb +7
Languages Locari

#### SPECIAL ABILITIES

**Pounce** (*Ex*): A locari can make a full attack at the end of a charge.

Growing larva instinctively thirst for blood, parasitically lodging their tick-like heads into large mammals and feeding until they drain them dry. After several months, the bloated larva stores enough blood to enter the next stage of its life cycle. It retreates deep into an underground hive, usually monitored and protected by other queen locari (*though scholars infrequently report males and females of the species engaging in cannibalism*). Once it choses a spot, it spins a cocoon. It remains dormant in this state for an average of three months before reemerging as a fully grown locari. However, in times of drought, extremely cold weather or other unusual circumstances, the larva can remain in the cocoon for several years.

Gliding towards you a ravenous horde of rat-sized caterpillars with oversized gullets lined with thousands of razor-sharp teeth.

# LOCARI LARVA SWARD - CRZ

N tiny vermin (*swarm*) Init +2; Senses blindsight; Perception +0

#### DEFENSE

**hp** 27 (*5d8*); **Resist** ½ weapon damage **Fort** +2, **Ref** +5, **Will** +4

#### OFFENSE

Spd 40 ft. climb (8 squares); 40 ft. Melee swarm (2d6 plus blood drain)



Space 5 ft.; Reach 0 ft.Attack Options distraction (DC 13), blood drainSpecial Actions swarm traits

#### STATISTICS

**Str** 5, **Dex** 15, **Con** 12, **Int** –, **Wis** 10, **Cha** 2

Base Atk +3; CMB —; CMD —

**Feats** Weapon Finesse<sup>B</sup>

Skills Stealth +10

Languages Locari

## SPECIAL ABILITIES

**Blood Drain** (*Ex*): A locari larvae swarm drains blood from all creatures in its space, dealing 1 point of Constitution damage to each creature.

Under natural circumstances, a locari rarely implants more than a single egg in a single occupant. However when a single target is over implanted with locari eggs (usually the result of arcane or surgical manipulation), a Locari Larva Swarm forms. Swarms consist of hundreds of stunted larva. Though they feed voraciously as properly developed larva, they never reach the next stage of development.

# HALF FORMED LOCARI CR 1/2

#### XP 200

LE Medium monstrous humanoid (locari)

**Init** +2 **Senses** darkvision 60 ft.; **Perception** +1

#### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge) **hp** 9 (2d10-2)

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

### OFFENSE

Spd 40 ft. (8 squares)Melee 2 claws +4 (1d4+2) and sting +4 (1d3+2)Space 5 ft; Reach 5 ft.Attack Options Pounce

## STATISTICS

Str 15, Dex 14, Con 6, Int 7, Wis 12, Cha 6 Base Atk +2; CMB +4; CMD 17 Feats Dodge Skills Acrobatics +7, Climb +7 Languages Locari

#### SPECIAL ABILITIES

**Pounce** (*Ex*): A locari can make a full attack at the end of a charge.



# CLOAK OF SHADOWS - EXODITE

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

Prerequisites: Shadow Jump 30 ft. or more, Cha 13+.

**Benefits:** As long as you remain in an area of at least partial shadows, you get a +2 circumstance bonus on Hide checks and have 10% concealment.

This is a Supernatural (Su) effect.

**Special:** You may take this feat up to five times. Its effects stack.

Written by Joshua Cole with Louis Porter Jr.

Game Mechanics by Tom Baumbach and Mark Spano

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CHARACTER NAME	PLAYER			THFINDER EPLAYING GAME COMPATIBLE	
CLASS & LEVEL	RACE	ALIGNMENT		1	
			3.5 SYSTEM GOMPA		
SIZE / TYPE AGE GENDER HEIGHT	WEIGHT EYES TOTAL	s haif Dr	R SKIN	-	
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CHARACTER NAME		PLAYER						OGI	JA	thfin	D <del>G</del> R
CLASS & LEVEL		RACE		GNMENT				3.5 SYSTEM COMPATIB		PLAYING GAME CO	MPATIBLE
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