

# NEOEXODUS

## ADVENTURES

# UNDYING LEGACY OF THE FIRST ONES

ADVENTURE FOR 3<sup>RD</sup> TO 5<sup>TH</sup>-LEVEL CHARACTERS





## RUNNING NEOEXODUS

NeoExodus is an exciting campaign written for the Pathfinder RPG. It is set in a world in need of heroes, its future hanging in the balance.

This book assumes that the GM has a copy of the *Pathfinder RPG Core Book* and the *Pathfinder RPG Bestiary*. Having a copy of the *NeoExodus Campaign Book* (available at NeoExodus.com) will help with the flavor and history.

NeoExodus is a world that is evolving through the action of heroes. For more information and the many NeoExodus products, visit NeoExodus.com.

### HISTORY

The village of Pushkhar is nestled in the Verdant Hills roughly 50 miles northwest of the city of the Dominion town of Hasani, on the shores of Lake Jedub. Pushkhar's people are a mixture of goatherds, fishermen and wheat farmers, making the village prosperous.

Pushkhar was founded by Dominion settlers in the 7<sup>th</sup> century BU (about 700 years ago). The settlement was designed as an advanced post for Dominion forces and a way to control Lake Jedub.

At the onset of the Twilight War (nearly 200 years ago), the garrison was recalled to Hasani and sent east in an effort to defeat the Arman Protectorate. Seeing the garrison decimated, baron von Werkstorm gathered his knights and peasants to march on the abandoned settlement. The village resisted for a few days, but eventually agreed to the baron's terms. Anyone who wished it could leave unharmed so long as they left without destroying any buildings and left all their valuables in town.

Most of the villagers stayed and merely bowed their heads to Canean masters. In the years since, Pushkhar has been ruled wisely and although the area saw fighting during the Twilight War, the village has remained loyal to the Caneus Empire to this day.

Today, Sir Heinz von Brachmer, an aging, cataract-ridden, and childless Cordelian knight is nominally in charge of the village. However, throughout the adventure, he is bedridden, affected by severe arthritis pains. Returning his villagers' loyalty, he still expects to get up and defeat the calibans himself once he recovers.

### 1. THE FIRST ONES

The First Ones once controlled the world in a brutal and sadistic empire, before they were destroyed following the creation of the Kaga. The First Ones have disappeared from the world and have since become symbols of evil in the folktales, songs, and histories of Exodus.

### PUSHKHAR

LG village

**Corruption** -1; **Crime** -2; **Economy** +0; **Law** +1; **Lore** -0; **Society** +0

**Qualities** insular, strategic location

#### DEMOGRAPHICS

**Government** autocracy (ruling lord)

**Population** 170 (150 humans (mix Cordelian and Nasian); 10 gevet, 10 satori)

#### NOTABLE NPCS

**Sir Heinz von Brachmer** (male Cordelian LG Ftr7)

**Father Issek of the Jug of the Sanguine Covenant** (male Nasian LG Clr (Laita) 6)

#### MARKETPLACE

**Base Value** 550 gp; **Purchase Limit** 2,750 gp; **Spell casting** 3<sup>rd</sup>

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** -

### THE SANGUINE COVENANT

The Sanguine Covenant is the most widespread religion on Exodus. It is a monotheistic faith where the faithful do not pray directly to the Sanguine Lord, instead they pray to the Seven Venerates. The Venerate provide Sanguine priests with their spells, answer divination spells and gather the faithful's prayers to submit them to the Sanguine Lord. The Covenant is a powerful church that actively pursues heretics, and fiends (First Ones, evil outsiders, undead, among many).

### RECENT EVENTS

For the past few days, Pushkhar has been besieged by a caliban tribe. Isolated and without any strong warriors to take the fight to the calibans, the village has been trying to recruit people to help.

The local priest, Father Issek, a young man full of ideas, escaped the siege and made his way to Hasani in the Dominion by crossing the lake by night. There he plans to hire good-hearted adventurers to save his people from the calibans.

He does not know, however, that the calibans' camp is located on the site of an ancient village dating back to the days of the First Ones' Empire. Looking for treasure, the calibans almost unearthed a temple. The temples' scythian inhabitants, now undead, heard the noise made by the calibans above. They left their cavernous temple to kill and create more skeletal warriors for their cause, decimating the raiders' camp in the days since Issek left his village.

Because of the ensuing destruction of the calibans, the attacks on Pushkhar have diminished, and the villagers hope the main caliban force has moved on to better



pickings. But the legacy of the First Ones is a much more dangerous threat than these cannibal nomads.

## THE CANEUS EMPIRE

The Caneus Empire where this adventure takes place is a feudal monarchy ruled by Empress Cassandra Eland. Best known for its knights, the empire has the most professional army in all of Exodus and its nobles school themselves rigorously in the skills of rule. The Caneus Empire is a Lawful Neutral nation.

## INTRODUCTION

It is assumed the PCs are together and have adventured together before. Adjust as needed.

Read aloud.

The Dominion town of Hasani is surrounded by high black stone walls. The settlement is strategically located on a road to the Caneus Empire. The city was fought over many times with Dominion forces usually coming out on top. The military is vastly increased in strength by the presence of many earth and air elementals that patrol the city and the surrounding countryside.

Like the walls, the houses are made up of black bricks and mortar extracted from the local hills, giving a gloomy appearance to the town itself. Despite this, locals dress in bright colors and seem content.

Though the Dominion and the Caneus Empire have maintained an uneasy truce since the formation of the Imperial Alliance, old enmities die hard on Exodus. Caneus citizens are closely monitored and their activities observed.

You have come to this town with a small group of other adventurers.

Allow the PCs to introduce themselves before continuing to the next encounter.

## 1: BRIEFING

Read aloud.

An hour ago, as you were at the market, resupplying for your next adventure, one of your contacts, a Sasori, a scorpion man information-peddler, motioned you to a secluded location. He had heard that one Father Issek, a stranger in town, was looking for skilled adventurers.

You tracked down the priest to the local cathedral, a limestone structure topped by a large spire of red brick, giving the impression of a large drop of blood falling from the sky.

A young acolyte approaches you as you enter the church. Asking you your business, he motions for you to follow. Pacing at the entrance of the shrine to the

First Venerate is a young Nasian man, barely out of his teens. He has pale skin and sandy hair, torn but clean clothes, and a beard a few days old. He is deep in thought and does not look up to you, even when the initiate points him out.

Father Issek is a devotee of the First Venerate Laita. A DC15 Knowledge (religion) reveals that Laita is the LN Venerate of rulership and the destruction of forbidden knowledge. Her worship is usually favored by the nobility and those concerned with the dangers of misbegotten truth.

Father Issek is praying and must be approached directly. Once disturbed, he politely asks the PCs who they are, why they want to see him and if they have any martial experience.

He tells the following story.

- Caliban raiders are besieging his village, attacking anyone going in or out.
- The raiders have yet to attack the town itself (Praise Laita!), but they burned a lot of outlying farms.
- They ate everyone they killed and broken every jawbone to prevent questioning of their spirit (not that he could do so anyway).
- He sent a number of runners to the local baron, Baron Ulf von Werkstorm, but they were intercepted and their jawless heads found on stakes in the morning.
- He escaped by crossing Lake Jedub in a canoe. Praise Laita!
- He can scribe up to 400 gp in clerical scrolls to offer the PCs after they complete the mission, and he offers healing and any support he can provide. He will make sure the baron knows of their exploits and states he may reward the PCs as well. He will lead them across the lake to Pushkhar, but must remain with the village once they arrive.

When the PCs agree to help, proceed to encounter 2.

## CALIBANS

Calibans are a race of white-skinned humanoids that live to raid, fight, and consume the flesh of those they vanquish. Being cannibals, they eat any living creature they can get their hands on. Calibans are found wandering in bands throughout Exodus.

Kalisans, an offshoot of the caliban race are a PC race found in the *NeoExodus Campaign Setting*.

## 2: PUSHKHAR

Father Issek travels with the PCs to the shores of Lake Jedub, which serves as the border between the Dominion and Caneus Empire.

There, he talks with a fisherman who agrees to lend the priest two four-person canoes to cross the lake. He tells the party that it would be better to arrive in Pushkhar during





## CALIBAN LEADER CR 2

hp 34, see Stat Block Section

### TACTICS

**During combat** the leader fights whoever stands up to face him.

**Morale** The caliban leader fights to the death.

## CALIBAN WARRIOR (3) CR 1/3

hp 6 each, see Stat Block Section

### TACTICS

**During combat** the calibans stay down and attack from prone, only standing up one at a time.

**Morale** The last caliban standing flees if he can.

## THE VILLAGE

Upon reaching Pushkhar, PCs must make a DC 15 Fortitude save or be fatigued from the effort of crossing the lake.

Read or paraphrase.

Pushkhar is a collection of wood and stone homes with thatched roofs, surrounded by a wooden palisade built a few dozen yards from the beach where a few fishing boats have been tied to posts.

Parts of the defenses show clear fire damage. The gate has a watchtower atop which soldiers keep watch.

As the party approaches the gate, the soldiers recognize their priest and open the gate.

A score of homes, an inn –whose name **“Fischer Mercantile and Boarding House”** lets you know that it doubles as the local store – and the church of the Sanguine Covenant complete the settlement.

Father Issek tells everyone he found hardy adventurers in Hasani and that the problem will soon be resolved.

The crowd disperses after a few moments and Father Issek takes the PCs to the temple. He invites the PCs to settle in the main room of the temple if they wish.

A DC 15 Sense Motive check gives the PC the impression that unlike the priest, the villagers are not too happy with the news or their arrival.

Father Issek suggests the PCs meet with Sir Heinz, the local knight. It should be clear that the priest acted without the blessing of the knight and ruler of the village.

After dark, only the guard (1-2 soldiers and 1-6 militiamen or 1-4 dogs) are in the streets. Villagers retire to their homes and refuse to open their doors unless convinced

the day, as calibans have the advantage by night, but the decision is up to the PCs.

The trip over the lake takes three days. There are a few small islands to stop at, but the rowing will be strenuous.

## CALIBAN RAIDERS (CR 4, SOFT)

As the PCs approach the village in their canoes, a small group of Caliban raiders come to meet them in stolen fishing boats. They attack before the party can disembark. Father Issek immediately falls prone, leaving the fighting to the professionals. He can provide healing to PCs (channel positive energy, CL 6, 3d6, or *Cure Light Wounds* 1d6+5, maximum 4 uses).

Fighting in the small boat is complicated. If more than one person stands to fight, then anyone standing must make a DC10 Acrobatics check every round or fall overboard. The Swim DC is 10 in the deep waters of Lake Jedub.

Anyone not standing is considered prone.



with a DC 15 Diplomacy or Intimidate check. If the PCs are found (Stealth DC 14), the guards politely ask the PCs to retire to their lodgings, explaining that the settlement is under a curfew. If the PCs refuse, the soldiers report to Father Issek that the PCs were on the streets and anything that happens is immediately blamed on them. Killing the guard is a major blunder, and will eliminate any chance of being repaid for the party's trouble.

## TALKING TO SIR HEINZ

Sir Heinz is the local knight, though he is much too old to be of any use. Everyone loves and respects him, but he is generally bedridden, and cannot defend the village in person.

Sir Heinz is at his home, tended by his aging wife. The man is suffering from arthritis. He is currently bedridden and in obvious pains. His wife sits by his bed, reading a book and eyeing newcomers with heavy eyes, especially if they try to convince her husband to go out and hunt calibans.

The old man talks like he is still in full command of his faculties and health, but he can barely move. He insists that he will be out of bed soon and hopes that he can assist the party. His mind is also getting away from him.

Anyone making a DC15 Heal or Profession (herbalist) check can ease the old man's pains for a few days, and indicates to the character that Sir Heinz's infirmities, despite his hopes, are not likely to improve. So long as they are diplomatic about this issue, making Sir Heinz more comfortable makes him much friendlier towards the party. Helping the old man grants the PCs a +2 bonus to any Bluff or Diplomacy checks in the rest of Pushkhar.

## THE CROWD (SOFT)

As the PCs are settling in, a small crowd gathers outside the temple. They ask Father Issek to come outside.

If the PCs listen in or approach the priest, they learn the following.

- Since the priest left, the calibans have stopped their attacks on the town itself.
- They have seen only small groups of calibans on canoes, heading away from Pushkhar.
- The villagers are angry Father Issek went to fetch "servants of the Dominion" instead of alerting their baron. This is a big point of contention.
- Many express the opinion that the baron will be furious when he hears that foreigners were called to do his duty.
- Other have no desire to overpay "foreign thugs" to do what they pay taxes to the baron for, they refuse to pay the PCs.

Father Issek's own Diplomatic skills are not sufficient to calm things down. Although things won't get violent, the locals like their priest and are too pious to put a hand on

him, the PCs have a chance to settle things and make their lives easier in the village.

This requires a DC20 Diplomacy check. However, the check is modified by the following factors.

BONUS	CONDITION
+5	If the PCs promise to speak to the baron before leaving
+5	If the PCs promise not to ask for payment for their deed
+3	Per PC from the Caneus Empire
+2	Per PC who is openly a worshiper of the Sanguine Covenant
+1	Per PC from the Arman Protectorate
-1	Per PC from the Dominion or the Reis Confederacy
-2	Per PC from Sametia
-2	Per gevet PC
-5	Per caliban or kalisan PC

If the PCs manage to calm the crowd, the villagers warm up to the players, lowering the DCs of any social check by 5 with the villagers (including Father Issek). To speed up gameplay, any DC that would fall to 10 or below should be waved.

## TALKING TO THE LOCALS

The PCs can talk to the locals after dealing with the crowd to find out more about the situation. Doing so requires a gather information check (Diplomacy). Compare the resulting roll to the following. This information is given and confirmed by all the other villagers.

**DC 10** the calibans appeared earlier this year.

**DC 11** (the PCs get a list of all the farms attacked).

**DC 12** the calibans must have gone as the only one seen or reported in the past week were leaving the area.

**DC 13** in the days of Empress Mercy, many travelers from the Dominion came here.

**DC 15** the calibans are likely in the employ of the Dominion, sent across the border to weaken the Empire's borders. (Not true, but the villagers firmly believe it).

**DC 18** the Dominion sends spies all along the border, they are getting ready for an invasion.

**DC 20** the Baron is gone to Nyssa to meet with the Empress. (The Baron did go to Nyssa on business).

**DC25** the Empire is getting ready to strike at the Dominion, and the Khagan has been vocal in demanding a more thorough investigation in the death of Empress Mercy. Good Empress Cassandra presented "clear proof" (which no one here has seen) of her older brother Bial's involvement in the murder and disappearance.



## THE BURNED FARMS

The burned farms in the vicinity of the village are all the same. Each farmstead has a single-room home with a small adjacent garden (the garden has not been destroyed), and a small barn to hold a few animals. Surviving animals were given by Father Issek to the next of kin; the calibans prefer to eat humanoid flesh over that of domestic animals.

The farmstead and barn are burned, leaving only charred walls. Anything of value was already taken. The bodies were all buried in the town's cemetery.

However, there are a few clues the PCs can find.

A DC 15 Heal check reveals the attack was quick and brutal. From the blood puddles, it is clear that some post-mortem feasting took place near the house.

A DC 15 Knowledge (local) or Profession (soldier) reveals the pikes used to plant the heads are of Dominion-make (this lends credence to the villagers' belief, but really means nothing as the calibans are nomadic raiders).

The immediate surroundings yield no useful tracks as the villagers trampled the area thoroughly. Looking in an extended circle, beyond the edges of the farmstead and making a DC15 Survival check reveals many booted humanoid tracks accompanied by canines heading towards the north. A DC12 Knowledge (nature) or Survival check identifies the canine prints as those of a Caliban hound. Caliban hounds are dog bred by calibans for war and combat. Few other races keep them around because of their mean and vicious temper.

There are signs of between five and ten calibans with one or two caliban hounds.

Following the calibans' tracks lead the PCs to the ruins, three miles away. With every farmstead the PC visit, grant a +2 bonus to the PCs' check to find the trail.

## 3: THE RUINS

Once the PCs reach the ruins, read or paraphrase.

The forest gives way to a large clearing, allowing a good view of the sky. Only a few stones poking out of the bushes indicate this to be the site of a long-abandoned settlement.

A campsite with a stack of firewood and two large stitched-leather tents are the only sign of habitation.

Leashed to a stone, a dog lies dead, eviscerated. Flies buzz around the camp.

All is quiet. All is silent.

The two tents belong to the calibans who attacked Pushkhar.

## THE TENTS

The tents contain hammocks for up to ten people. From the clothing, tools and rations, it is clear this is a caliban camp. If the PCs need supplies (but not weapons or armor) they are available in the camp. Most of the food, stolen from the farms nearby, is edible by other races, and is not made up of humanoid flesh the calibans love to eat.

There are signs of struggle throughout the camp with blood and bones scattered everywhere. Other than body of a caliban hound lying next to the stone, there are no bodies. The exact nature of the attackers is difficult to ascertain at a glance.

**Treasure:** A DC 15 Perception check while searching the tents reveal a small chest filled with coins of various origins (mostly from the Caneus Empire and the Dominion) in silver pieces, jewelry and gems worth 400gp total.

## LOOKING FOR TRACKS

A successful DC 13 Survival check shows the way to the temple (see the following encounter). The tracks were made by humanoids carrying heavy loads (unconscious or dead calibans). The humanoid creatures did not try to hide their tracks and actually used the same path a number of times.

If the PC made a DC 20 on the Survival check, the tracker realizes that there seems to be more and more traffic on the path (as the skeletons are becoming more and more numerous).

## THE DOG

The wounds on the dog's body are filled with tiny bone fragments. A DC15 Heal check reveals it shows no sign of being eaten or gnawed on. A DC15 Knowledge (history) check reveals the shards are extremely brittle and resemble the bone weapons of the Scythians (see sidebar). The revelation of the involvement of the scythians indicates the presence of their dark masters: the First Ones..

## THE RUINS

The ruins are made up of very ancient stones, smoothed by the wind and vegetation. If a PC takes at least an hour to trace the entire layout, a DC 15 Knowledge (architecture or history) places the type of structure to at least two thousand years old, dating back to the days of the First Ones' Empire.

The ruins are those of a First One settlement named, according to the inscriptions, Kodaben. A DC20 Knowledge (history or religion) after examining the stones reveals that Kodaben was apparently an important religious center. Those who succeed in the check will remember that the First Ones held the Pushkhar region for long periods of time, only abandoning it when the Kaga's and his army troops overran the area.



## THE BEAR (CR4, SOFT)

As the PCs roam about the camp, a bear from the surrounding forest wanders into the camp looking for an easy meal.

### GRIZZLY BEAR - CR 4

hp 42 (see *Pathfinder RPG Bestiary*)

#### TACTICS

**Morale:** The bear fights until it is down to less than 10 hit points before fleeing.

## SCYTHIANS

The scythians are a brutal race of merciless killers created and enslaved by the First Ones. Scythians live only to kill and revel in the mayhem. They prefer the brutality of hand to hand combat over anything else. They are can craft weapons out of bones. Scythians name themselves after their war cry, giving them names they shout as they enter battle. None were seen on Exodus for five centuries.

For more details on the Scythians, see *Monsters of NeoExodus: The Scythians* and *Enemies of NeoExodus: The First Ones*.

## 4: THE TEMPLE

From the caliban camp, the trail leading to the temple takes the PCs near a stream on a cliff face. The entrance was partially buried for years, but the calibans dug around and broke part of the cliff exposing the entrance.

### INSIDE THE TEMPLE

Except where noted otherwise in the encounters, the following applies to the whole temple.

- There is no light.
- Ceilings are 10 ft. high.
- The tracks and drag marks from outside take the following path: Entrance-A-C-D-E. Following the tracks requires a DC 15 Survival checks. Unless mentioned, every room has been travelled heavily before the PCs arrive.
- The walls of every corridor are covered with prayers to the Dark Lord Khayne. The prayers are mostly in Exodite (the “common” tongue of the First Ones), but there are a few written in Khaynite, Scythian and even a few prayers in Common. The prayers relate the glory of bloody and vengeful conquest, and the joys of crushing and destroying all enemies.. A DC 12 Knowledge (religion) reveals that this aspect of Khayne is the one commonly associated with the First Ones. He is the NE god of death, conquest and destruction whose symbol is a skull wreathed in flames. Khayne is worshipped in many different aspects on Exodus, all of them promoting evil and destruction.

## THE DARK LORD KHAYNE

Like his followers, the Dark Lord Khayne caters to his followers in a number of different aspects. The one presented in this adventure is the oldest, more chthonic aspect of Khayne as a bloody warrior god.

Other aspects of Khayne exist, as worshiped by the Brotherhood of Khayne, his followers who control the island of Unthara. All of his aspects promote evil and destruction.

## THE SHAFT

To get inside, a PC must climb down a 40-ft shaft (represented by a stairwell on the map) requiring a DC 15 Climb check.

The shaft room has been converted by Kyaaa’gwa into a staging area from where he is to launch his campaign of terror. Simple and Caliban weapons are found here (clubs, daggers, caliban bolas, and spears mostly).

The room is dusty but a DC15 Survival reveals a mixture of skeletal feet and booted prints. The tracks found outside lead to room A.

## ROOM KEY

Room A is the entrance, refer to Encounter 5: The Entrance (A).

Room B is the lab, refer to Encounter 6: The Lab (B).

Room C is the dry storage, refer to Encounter 7: Dry Storage (C).

Room D is the garden, refer to Encounter 8: The Garden (D).

Room E is the crypt, refer to Encounter 9: The Crypt (E).

## 5: THE ENTRANCE (A)

Read or paraphrase.

The walls of this room are made of dark crimson bricks with crumbling mortar. The floor and ceiling were once painted the same color, but only a few specs of paint remain, revealing the dark grey stone underneath.

All around the room, the walls are carved with scenes of carnage where humanoids submit themselves to the murderous and bloody whims of skeletal creatures.

What draws your attention is the large mosaic depicting the world at the center of the room. Landmasses and oceans can clearly be seen. Around the map two snakes circle the map, biting each other’s tail.

Dust has been cleared from the mosaic revealing its beauty even to this day. The colors are vibrant and the map precise and detailee.



This room used to be a meditation chamber for the priests of Khayne.

A DC 19 Knowledge (planes) identifies the skeletal creatures on the wall carvings as bone devils rather than undead creatures. A DC15 Perception or Sense Motive identifies the participants as willing sacrifices.

The mosaic represents the area controlled by the Empire of the First Ones as it was about twenty centuries ago, around the time of the creation of the Kaga. A DC 15 Knowledge (geography or history) identifies the mosaic as such. An image of the mosaic can be found in Player Handout 1.

After the PCs have spent about a minute in the room without anyone praying out loud to Dark Lord, a *magic mouth* activates (centered on the map) and says in Exodite:

"The glory of slaughter and conquest can only be matched by the sacrifice of a thousand enemies on the charnel altar of the Dark Lord. Pray to him that his envious gaze fall upon some other wretch."

A DC 15 Knowledge (religion) check identifies a prayer to the god Khayne that can be recited out loud. If the PCs fail to recite a correct prayer, a bearded devil is summoned with a caster level of 17 to attack the interlopers. He manifests within the circle created by the two serpents within the mosaic.

### BEARDED DEVIL - CR 5

hp 57 (see *Pathfinder RPG Bestiary*)

#### TACTICS

**Morale:** The bearded devil fights to the death without mercy. When killed, it returns to its home plane.

### 6: THE LAB (B)

Read or paraphrase.

Webs loaded with dust drape this room in an antique veil. One can make out stone tables and shelves along the walls. All are covered with indistinct objects, but their precise nature is impossible to ascertain without removing the webs and dust.

The air is choked with dust but absolutely still and quiet.

The remnants of sacrifices, now little more than bones cover the stone tables. Rusted and nearly useless manacles are fixed to the tables, often with bones still in them. All the bones bear marks as though they were gnawed upon. A DC15 Heal check confirms these are the marks of sacrificial butchery instead.

Searching the tables stirs up a lot of dust, temporarily obscuring the room (granting 20% concealment to anyone within). The dust forces anyone to make a DC 13 Fortitude save or be nauseated for one round, when the dust clears.

Before abandoning the temple, the First Ones who controlled it went on a frenzy of sacrifice, hoping to garner the favor of their bloodthirsty master.

### THE SHELVES (CR 6)

The shelves used to contain incenses, poisons and alchemical substances. With time, these reagents have reacted with air and changed, creating a natural trap-like effect. If the dust on the shelves is disturbed, dust scatters throughout the room, though only those adjacent to the disruption can be affected by the dust, which is not as dense as that on the tables, and provides no concealment.

Unlike the dust on the tables, the dust here is dangerous to living creatures. The dust can be identified with a DC 20 Knowledge (nature) or Profession (herbalist).

If disabled successfully, enough dust for one dose worth of poison can be gathered.

### UNGOL DUST TRAP - CR 6

Type mechanical; Perception DC 25; Disable Device DC 15

#### EFFECTS

**Trigger** location; **Reset** none

**Effect** poison gas (ungol dust); never miss; **onset** delay (1 round); **multiple targets** (all targets in a 10-ft.-by-10-ft. room)

### UNGOL DUST

Type poison, inhaled; Save Fortitude DC 15

**Frequency** 1/round for 4 rounds

**Initial Effect** 1 Cha drain; **Secondary Effect** 1d2 Cha damage; **Cure** 1 save

### AFTERMATH

**Treasure:** One of the bony fingers has a garnet ring worth 500 gp. Glass bottles on the shelves contain alchemical ingredients that can be used to make 1d4 vial of acid, with a DC 20 Craft (alchemy) check. Alternatively, these substances could be sold for 100 gp.

### 7: DRY STORAGE (C)

Read or paraphrase.

Shelves line the walls of this room upon which rest remnants of goods long turned to dust. The air is extremely dry and tastes of the ocean.

The unmistakable glint of gold can be seen among the dust.

This storage room was used to house the offering, sacrifices, and gifts given to the priests. The First Ones bound two salt mephits to protect their goods. The salt mephits have kept their charge for centuries and are profoundly bored.



When the PCs arrive, the mephits hide behind the crates to see who they are and evaluate their intentions. PCs are allowed a DC 22 Perception check to spot the mephits.

How the mephits react depends heavily on the PCs. If threatened, or if the PCs try to take or steal anything, the mephits attack. If the PCs are content to talk, the mephits react in kind. The mephits' task is to protect the goods in the room. They do not care about the other creatures of the complex. They act as though they are the masters of the complex. Like all salt mephits, they are cruel and aloof.

The mephits answer any questions, but exaggerate their own power, claiming that only other inhabitants of the complex are mindless, stupid undead. They share a particular dislike for Room D because it is "slimy, wet and disgusting

## THE MEPHITS (CR5)

### DUST MEPHITS (2) - CR 5

hp 19 each (see *Pathfinder RPG Bestiary*)

#### TACTICS

**During Combat:** As long as they remain in the room, their fast healing is active.

**Tactics:** The mephits fight to the death without mercy. But do not pursue the PCs beyond the complex or to room D.

## AFTERMATH

**Treasure:** Once the mephits are defeated, the PCs can search through the dust and remnants of ancient offerings and find a number of coins dating back to the First Ones' Empire. Five hundred gold coins dating back to the days of the First Ones' empire. These coins are broken and split. As such they are worth half that amount.

Everything else has been destroyed by time and is of no value.

## B: THE GARDEN (D)

Read or paraphrase.

The air in this room smells of mold and wet dirt. The trickling sound of moving water echoes from the back of the room.

Lighted by glowing runes on the floor, you can make out what can only be described as a macabre garden. Long-dead carcasses of humanoids hang from the ceiling on rusted chains. The chains rattle from an unfelt breeze. Bones litter the floor of this room and the occasional broken and rusted weapon can be seen among the debris. It seems as though an impressive battle took place here long ago.

On the far wall, a mosaic depicts a bloated man, his mouth gaping open, staring at you from the darkness. Envious, malign intentions are plainly visible on his features. A jewel-covered necklace hangs at his neck.

The mosaic is clean and free of the dust that covers everything else.

If the PCs make a DC 20 Perception check, add:

A few blood-spattered skeletons stand among this hanging "garden." Their scimitars and tattered armor so rusted you doubt they would reflect light.

The gold runes are in Exodite and read: "*Service to the Dark Lord is eternal; the raising of his blood-soaked palace is a glorious endeavor to perform every day;*" a common prayer to Khayne. The runes radiate a faint evocation magic (because of the dim *light*).

At the back of the room, an underground river has broken through the complex. The river fills its channel entirely up and downstream from the room, making an attempt to follow it beyond the ability of most parties. The water is clean, despite the filth within the room.

The wall mosaic represents Khayne in his usual form. It once held a poison dart trap, but the wooden mechanisms have rotted and crumbled to dust, the metal parts rusted and the poison dried. In short, there is very little left to find. Any PC who looks for traps and make a DC 18 Perception check can find the dart holes. A further DC 15 Disable Device ascertains the state of the trap.

For all its horrible beauty, the mosaic has no value. The "jewels" are beads of glass or tin. A DC10 Appraise check can confirm they have no value.

## THE BODIES (CR 0)

The bodies are skeletal, some barely more than skulls. They come from a wide variety of creatures: human, caliban, p'tan and sasori. The PCs can find a total of twenty bodies.

They have been partially animated, to rattle on their chains. Therefore:

- They radiate evil.
- They react like undead to any spell or effect.
- They have an AC of 5.
- They have 1 HD and 1 hit point.
- They fail any saving throw they have to make.
- All they do is sway and move to rattle their chains. They do not attack or threaten in any way.

If the PCs destroy one of the bodies, an eerie howling resonates from the bodies. This is caused by the souls of the bodies being freed. The PCs must make a DC 14 Will save vs. fear or be shaken for 1d4 minutes. Destroying the other bodies after making this save releases the same sound, but does not trigger a save.

## THE SKELETONS (CR 5)

The skeletons attack as soon as they become aware of the PCs.



## CALIBAN SKELETONS (4) - CR 1/3

hp 4 each (see Stat Block section)

## BEARDED DEVIL SKELETON - CR 3

hp 27 (see Stat Block section)

**Development:** The mobile skeletons in this room are all recent, unlike those hanging from the ceiling. They were created by Kyaaa'gwa who placed the bodies into the *bed of Galowyen* (for more information about the *bed of Galowyen*, see the New Rule Items section).

## 9: THE CRYPT (E)

Read or paraphrase.

Exquisite sarcophagi rest on a black stone floor. Most of the covers have been removed long ago.

In the middle of the room, a number of skeletons stand around a sarcophagi from where muffled thumping can be heard.

The crypt is where the scythian skeletons wait. Their initial reaction depends heavily on what the PCs have done thus far.

The thumping is caused by a caliban woman who was knocked unconscious and placed in the *bed of Galowyen*. She is running out of air and will die 10 rounds after the PCs first enter the room, unless rescuer.

The thumping is caused by a caliban woman who was knocked unconscious and placed in the *bed of Galowyen*. She is running out of air and dies 10 rounds after the PCs first enter the room.

## CHAMPIONS (CR 6)

The crypt is *desecrated*, giving every undead +2 profane bonus to hit rolls, damage rolls and saving throws and +2 hit points per HD. Those bonuses stop immediately once both skeletal champions are destroyed.

## CHOKER SKELETONS (2) - CR 1

hp 17 each (see Stat Block section)

## KYAAA'GWA - CR 3

Maln scythian skeletal champion barbarian 3

hp 48 (see Stat Block section)

## TACTICS

**During Combat:** If given a chance, Kyaaa'gwa tries to use his acrobatics to move to attack the weaker targets in the back, ideally clerics or healers.

## SCYTHIAN SKELETONS (2) - CR 1/3

hp 6 each (see Stat Block section)

## SKELETAL CHAMPION - CR 2

hp 23 (see *Pathfinder RPG Bestiary*)

## TACTICS

**During Combat:** The skeletal champion prefers to attack easy targets over heavily armored ones.

## THE COFFIN

Opening the coffin (the *bed of Galowyen*) requires a DC 20 Strength check and a full round action which triggers attacks of opportunity. If the PCs open the coffin, the caliban woman inside leaps up and helps the PCs, realizing that she stands a better chance with them than with the undead. Though evil, she also hates the First Onad.

Her name is Eklarka. Use the caliban warrior entry in the stat blocks, but without weapons.

## AFTERMATH

**Treasure:** In the other sarcophagi within the crypt, the PCs find an *incense of meditation*, a +1 *short spear*, a +1 *chainmail*, a *potion of battlemind* and a *scroll of deaden senses*.

## CONCLUSION

The destruction of the skeletons ends the threat to Pushkhar. Although the PCs' trials are over, there are still a few things for them to do.

The following are a few examples, tailor to the PCs' choices.

## FATHER ISSEK

Father Issek is happy to cure the PCs of any injury they suffered during the adventure. He is very interested in what happened and how the PCs defeated the calibans.

He offers the PCs four hundred gold pieces worth in clerical scrolls and his heartfelt thanks.

## TELLING HIM ABOUT THE SCYTHIANS

If Father Issek is told about the scythians, read or paraphrase.

Father Issek's brow grows dark and the priest becomes pensive, and, taking his hand to his chin, he thinks for a long moment.

"That is bad news... I will have to report this to my superiors. This place will have to be purified. Can I count on you to keep the details of what you found there quiet. The last thing we all want is a panic on our hands."

"Can I count on you?"

Let the PCs answer. The priest does not say any more on the topic.

## EKLARKA

If Eklarka survived, the PCs have a few choices with what should happen to her.



## LETTING HER GO

The PCs agree to let her go. Her tribe has been destroyed. Still she heads out into the wilds and disappears from the adventures.

## TURNING HER TO THE AUTHORITIES

Eklarka did take part in the raids on Pushkhar. If taken to justice – she does not go willingly – the authorities (Father Issek or Sir Heinz) chain her up and keep her until the baroesreturns.

## THE END

## NEW RULE ITEMS

### NEW ITEMS

#### BED OF GALOWYEET

Galowyen was a Khaynite necromancer who lived over twenty five centuries ago. He became obsessed with methods of creating undead servants and even extending his own life. As such, he created a number of such “beds” which he gifted to allies throughout the First One Empire.

#### BED OF GALOWYEN

**Aura** moderate necromancy; **CL** 8<sup>th</sup>

**Slot** none; **Price** 5,400gp plus up to 500gp in onyx; **Weight** 3,500 lbs.

### DESCRIPTION

Those large sarcophagi were created by the First Ones centuries ago. When a body is placed within the *bed of Galowyen* (before or after death), the body is animated as a skeleton twenty four hours later. There is enough air to keep a living person alive for four hours.

The bed requires the body to be inside it and remain closed for the full twenty four hour or the bed does not activate. When it animates the body within, the bed burns through some of the onyx lining within, - 25gp’s worth for each HD of creature within. This lining can be replaced independently without damage to the bed. Activating the bed without a corpse within does nothing. The bed simply does not activate.

If more than one corpse is placed within, the bed animates in a way that would maximize the number of skeletons created. Placing an undead creature within it heals the occupant as though the target of an *inflict moderate wounds* (CL8) spell.

Occasionally, the person placed within rises as skeletal warrior. Why or how this is done is unknown.

The price mentioned above is for the basic bed. Most crafters covered the beds with gold and other decorations. Some are also reinforced with bands of steel or wood to

prevent the person. Beds of Galowyen are rarely mobile and are usually confined to a single area.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate dead*, *inflict moderate wounds*; **Cost** 2,700gp plus up to 500gp in onyx

## NEW SPELLS

### BATTLEMIND

**School** divination; **Level** sorcerer/ wizard 1

**Casting Time** 1 standard action

**Component** V, S

**Range** personal

**Target** you

**Duration** 1 round / level (D)

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

The caster adds his spell casting attribute modifier to attack rolls instead of Strength or Dexterity.

**Source:** *NeoExodus Campaign Book*.

### DEADEN SENSES

**School** necromancy; **Level** bard 2, druid 2, ranger 2, sorcerer/ wizard 2

**Casting Time** 1 standard action

**Component** V, S

**Range** Touch

**Target** Creature touched

**Duration** 1 minute / level (D)

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spells renders a target’s senses completely useless (sight, hearing, smell, taste and touch). Creatures lose any blindsense or tremorsense ability. Creatures with blindsight replace it with blindsense at the same distance.

## STAT BLOCKS

### THE UNDEAD

#### KYAAA'GWA

In life, Kyaaa’Gwa was a brutal leader of men who terrorized the area in and around Kodaben. When he died, he was interred in the crypt and animated into a guardian for the First Ones’ tomb. In the centuries since his interment, he has convinced himself that he is destined to rise up at the head of a new undead army that will crush everything before him.

Kyaaa’Gwa’s arrogance has lead him to destroy the temple’s other guardians, including a bound devil, converting them into skeletons, leaving the ruin less well protected than intended. He patiently awaits the PCs, regardless of the noise or commotion they cause in the complex, confident they will die and be incorporated into his growing horde. He will croak out cruel taunts and insults at the characters as he fights.





### KYAAA'GWA - CR 3

**XP 800**

Male scythian skeletal champion barbarian 3  
NE Medium undead

**Init** +8; **Senses** darkvision 60ft.; Perception +8

#### DEFENSE

**AC** 17, touch 11, flat-footed 17 (+3 armor, +4 Dex, -2 rage, +2 shield); **ACP** -1

**hp** 48 (2d8+3d12+10)

**Fort** +6, **Ref** +5, **Will** +6

**Defensive Abilities** channel resistance +4, hard to intimidate, reckless, trap sense +1, uncanny dodge; **DR** 5/ bludgeoning; **Immune** cold

#### OFFENSE

**Speed** 40 ft.

**Melee** bone blade +10 (1d8+5/ 19-20) and bite +5 (1d4+2) or claw +10 (1d4+5) and bite +5 (1d4+2)

**Special Attacks** rage (14 rnds/day), rage power (animal fury)

#### STATISTICS

**Str** 20, **Dex** 18, **Con** -, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +4; **CMB** +9; **CMD** 23

**Feats** Bone Blade\*, Improved Initiative, Weapon Focus (longsword)

**Skills** Acrobatics +9, Climb +10, Intimidate +7, Perception +8, Stealth +5, Survival +6

**Languages** Exodite and Scythian

**Special Qualities** dedicated to violence

**Gear** *potion of inflict light wounds*, mwk studded leather, mwk heavy wooden shield

#### SPECIAL ABILITIES

**Dedicated to violence:** Scythians get +1 racial bonus to attack rolls with melee weapons.

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

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

#### TACTICS

When not raging Kyaaa'Gwa's statistics are **AC** 19, touch 14, flat-footed 19; **hp** 38; **Fort** +7, **Will** +3; **Melee** bone blade +8 (1d8+4/ 19-20) or claw +8 (1d4+4), no bite attack; **Str** 16; **CMB** +7; **CMD** 21 **Skills** Climb +8

### THE MINDLESS UNDEAD

#### CALIBAN SKELETON - CR 1/3

**XP 135**

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +1, **Will** +2

**DR** 5/bludgeoning; **Immune** cold

#### OFFENSE

**Speed** 30 ft.

**Melee** falchion +4 (2d4+4/18-20) or two claws +4 (1d4+3)

**Ranged** javelin +1 (1d6+3)

#### STATISTICS

**Str** 17, **Dex** 13, **Con** -, **Int** -, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +3; **CMD** 14

**Feats** Improved Initiative

#### ECOLOGY

**Treasure** falchion, studded leather armor, 4 javelins

### CHOKER SKELETON - CR 1

**XP 400**

NE Small undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +0



**DEFENSE**

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)  
**hp** 13 (3d8)  
**Fort** +1, **Ref** +4, **Will** +3  
**DR** 5/bludgeoning; **Immune** cold

**OFFENSE**

**Speed** 20 ft., climb 10 ft.  
**Melee** 2 claws +6 (1d4+3)  
**Space** 5 ft.; **Reach** 10 ft.

**STATISTICS**

**Str** 16, **Dex** 16, **Con** -, **Int** -, **Wis** 10, **Cha** 10  
**Base Atk** +1; **CMB** +3; **CMD** 16  
**Feats** Improved Initiative

**BEARDED DEVIL SKELETON - CR 3**

**XP** 800

NE Medium undead (extraplanar)  
**Init** +7; **Senses** darkvision 60 ft.; Perception +0

**DEFENSE**

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)  
**hp** 27 (6d8)  
**Fort** +2, **Ref** +5, **Will** +5  
**DR** 5/bludgeoning; **Immune** cold

**OFFENSE**

**Speed** 40 ft.  
**Melee** glaive +8 melee (1d10+6) or  
 2 claws +8 melee (1d6+4)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**STATISTICS**

**Str** 19, **Dex** 17, **Con** -, **Int** -, **Wis** 10, **Cha** 10  
**Base Atk** +4; **CMB** +8; **CMD** 21  
**Feats** Improved Initiative

**ECOLOGY**

**Treasure** standard (glaive)

**SCYTHIAN SKELETON - CR 1/3**

**XP** 135

NE Medium humanoid  
**Init** +7; **Senses** darkvision 60ft, Perception +0

**DEFENSE**

**AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex, +2 natural)  
**hp** 4 (1d8)  
**Fort** +0, **Ref** +3, **Will** +2  
**DR** 5/bludgeoning; **Immune** cold

**OFFENSE**

**Speed** 30 ft.  
**Melee** claw +2 (1d4+1)

**STATISTICS**

**Str** 13, **Dex** 17, **Con** -, **Int** -, **Wis** 10, **Cha** 10  
**Base Atk** +0; **CMB** +1; **CMD** 14  
**Feats** Improved Initiative  
**SQ** dedicated to violence  
**Other gear** leather armor

**SPECIAL ABILITIES**

**Dedicated to violence:** Scythians get +1 racial bonus to attack rolls with melee weapons.

**THE CALIBANS**

Calibans are cannibalistic creatures found throughout Exodus, though they are most commonly found in the Wyldlands of Bal where their brutality has earned them the admiration and friendship of many rulers. The calibans share mankind's hatred and fear of the First Ones who enslaved them long ago.

For more information on the calibans, see *Enemies of NeoExodus: The Calibans*.

**CALIBAN WARRIOR - CR 1/3**

**XP** 135

Caliban warrior 1  
 CE Medium humanoid  
**Init** +0; **Senses** darkvision 60ft., scent; Perception -1

**DEFENSE**

**AC** 13, touch 10, flat-footed 13 (+3 armor)  
**hp** 6 (1d10+1)  
**Fort** +3, **Ref** +0, **Will** -1  
**Defensive Abilities** ferocity  
**Weaknesses** light sensitivity

**OFFENSE**

**Speed** 30 ft.  
**Melee** falchion +5 (2d4+4/ 18-20)  
**Ranged** caliban bola +1 (1d4) or throwing axes +1 (1d6+3)

**STATISTICS**

**Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6  
**Base Atk** +1; **CMB** +4; **CMD** 14  
**Feats** Weapon Focus (falchion)  
**Skills** Intimidate +2  
**Language** Balite, Common  
**SQ** weapon familiarity  
**Gear** caliban bola, falchion, two throwing axes and other treasure

**ECOLOGY**

**Environment:** Any wilderness on mainland Exodus  
**Organization:** solitary, pair or tribe (3-12)  
**Treasure** standard

**SPECIAL ABILITIES**

**Ferocity** Once per day, when a caliban is brought below 0 hit points but not killed, he can fight on for one



more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

## CALIBAN LEADER

Caliban leaders are vicious and brutal warriors who dedicate their lives to perfecting their combat skills. They lead hordes of calibans into battle, relishing in the fighting more than in the feasting that follows.

### CALIBAN LEADER - CR 2

**XP 600**

Maln caliban Fighter 3

CE Medium Humanoid

**Init** +5; **Senses** Darkvision 60ft.; Perception +0

### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex);

**ACP** -1

**hp** 34 (3d10+9)

**Fort** +5, **Ref** +2, **Will** +1

**Defensive Abilities** bravery +1, ferocity

**Weakness** light sensitivity

### OFFENSE

**Speed** 30 ft.

**Melee** mwk falchion +10 (2d4+7/18-20/x2) or handaxe +8 (1d6+5/20/x3)

**Ranged** handaxe +4 (1d6+5)

### STATISTICS

**Str** 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 11, **Cha** Base **Atk** +3; **CMB** +8; **CMD** 19

**Feats** Improved Initiative, Power Attack, Toughness, Weapon Focus (falchion)

**Skills** Survival +6

**Languages** Balite, Common

**SQ** armor training 1

**Combat Gear** mwk falchion, 3 handaxe, mwk hide;

### SPECIAL ABILITIES

**Ferocity** Once per day, when a caliban is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

**Light Sensitivity (Ex)** A caliban is dazzled in bright light.

# NEOEXODUS

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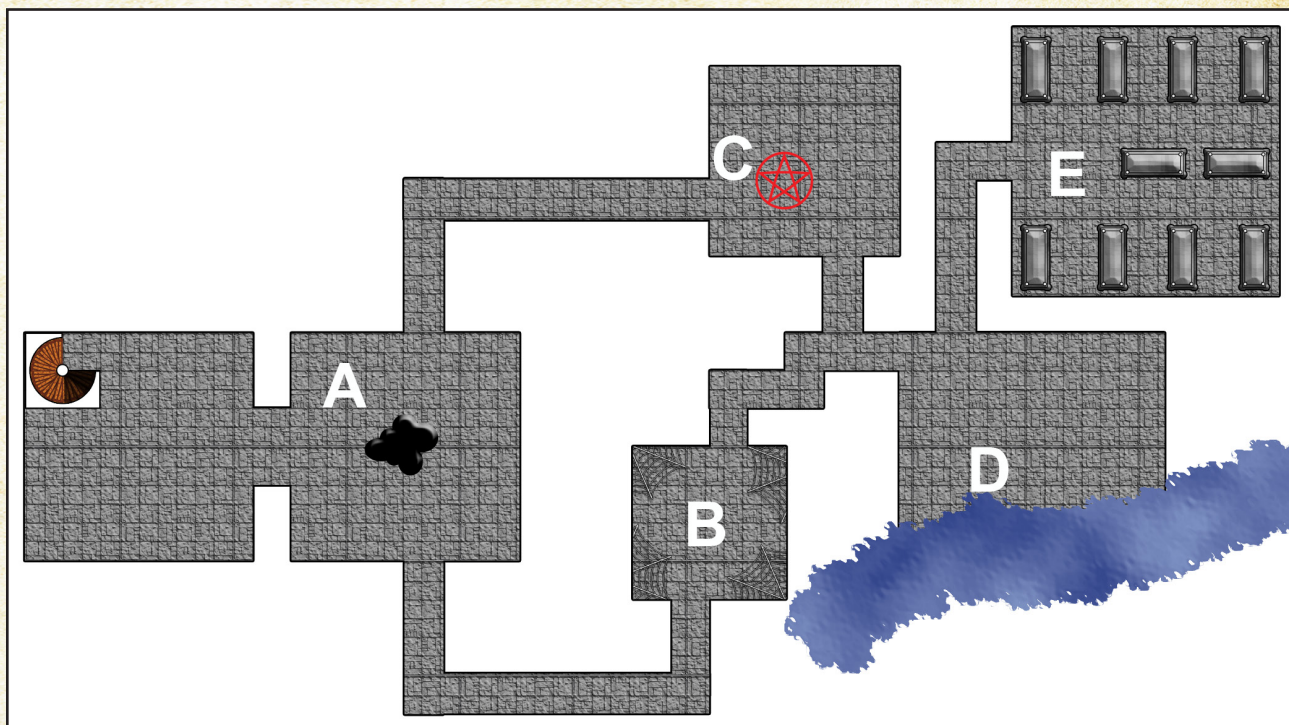


NEOEXODUS CHRONICLES:  
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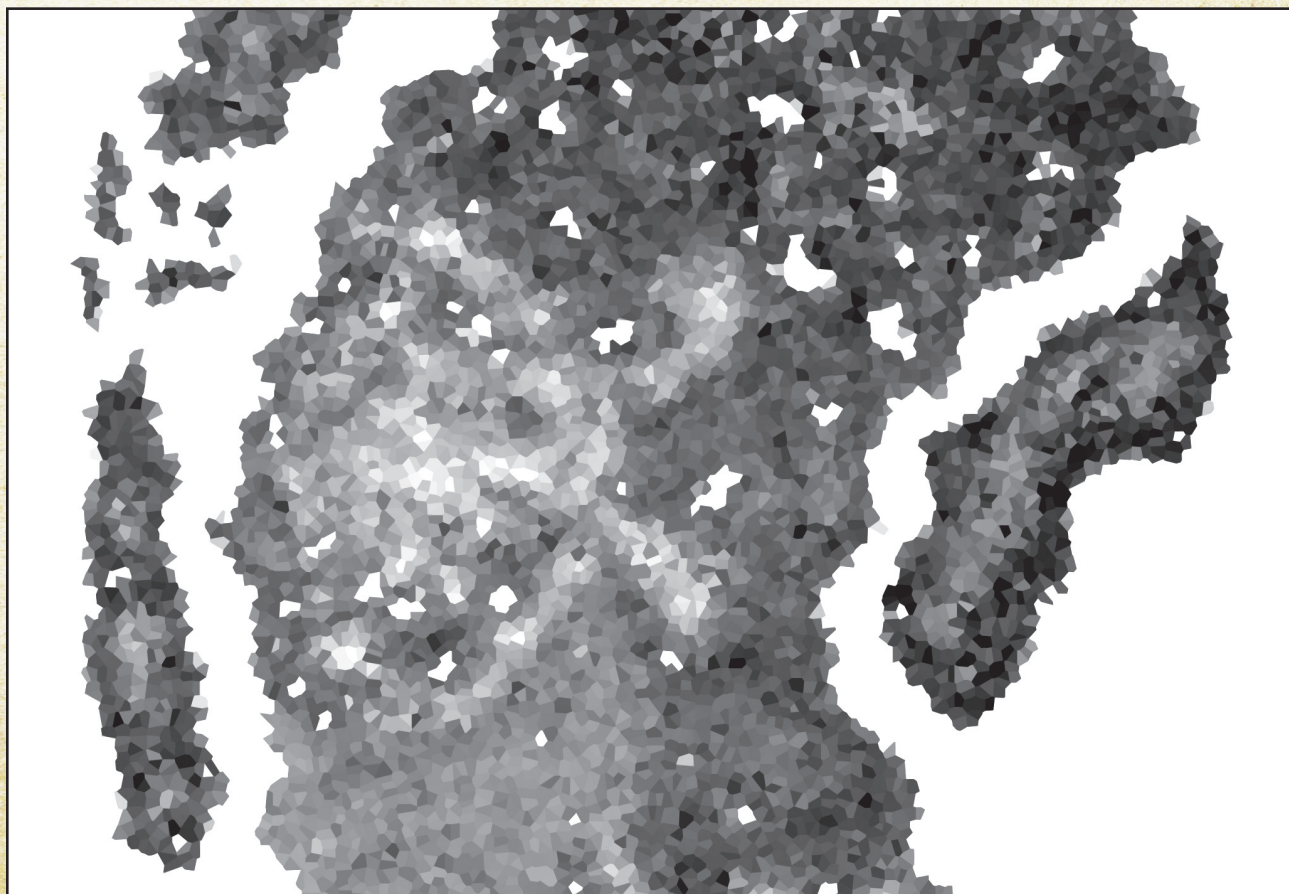
## THE WORLD OF EXODUS NEEDS HEROES...



# MAP



## PLAYER HANDOUT 1: THE MOSAIC







Male Cynean Sorcerer 3  
**Bloodline** Earth Elemental  
**Align** N; **Init** +1; **Speed** 30ft.  
**Hometown** Gavea;  
**Deity** Respects all the gods  
**Languages** Caliban (Balite),  
Common, Cynean,  
Draconic, Gavean

## NAME: DEMA-MA

### ABILITIES

**Str** 10 **Dex** 12 **Con** 14 **Int** 14 **Wis** 10 **Cha** 18

### DEFENSE

**hp** 20 **AC** 17 **touch** 13 **flat-footed** 16  
**Fort** +3, **Ref** +2, **Will** +3 **Vulnerability** sonic

### OFFENSE

**Melee** mwk longspear +2 (1d8, x3; 10-ft reach)  
**Ranged** mwk light crossbow +3 (1d6, x3)  
**Ranged** elemental ray +2 **ranged touch** (7/day, 1d6+1 acid)  
**Sorcerer Spells Known (CL 3rd; concentration +7, +2 ranged touch)**  
1st (6/day) — *acid burning hands\** (DC16), *enlarge person*, *magic missile*, *ray of enfeeblement* (DC15)  
0 — *acid splash*, *detect magic*, *disrupt undead*, *mage hand*, *read magic*  
**BAB** +1; **CMB** +1; **CMD** 12

### SPECIAL

Cyneans are crystalline humanoids. Most spend their lives researching arcane mysteries of the world. They tend to be stoic and calm, speak slowly, with much emphasis. Other races see them as slow and dull but Cyneans are pensive rather than reckless.

(**New Feat**) **Gem Soul** Know one additional spell of the spell highest level you know.

(**New Feat**) **Gem Soul, Improved** Your body is laced with rubies. Your evocation spells are cast as if your caster level was one higher and your spell DC is increased by 1.

### SKILL

**Bluff** +10  
**Knowledge (arcana)** +8  
**Knowledge (planes)** +8  
**Profession (herbalist)** +6  
**Spellcraft** +8

### FEATS

Eschew Material  
Gem Soul  
Improved Gem Soul (ruby)

### COMBAT GEAR

*bracers of armor* +1, 2  
*scrolls of mage armor*,  
*potion of cure light wounds*, ten days' trail rations, 45gp



Male Human Cleric 3  
**Align** NG; **Init** +0; **Speed** 20ft.  
**Hometown** Caneus Empire  
**Deity** Kaga  
**Languages** Abyssal, Ancient Arman, Celestial, Common, Nasian, Qijomi

## NAME: HANS SKEFFARD

### ABILITIES

**Str** 14 **Dex** 10 **Con** 12 **Int** 14 **Wis** 18 **Cha** 8

### DEFENSE

**hp** 24 **AC** 19 **touch** 10 **flat-footed** 19  
**Fort** +4, **Ref** +1, **Will** +7

### OFFENSE

**Melee** mwk sap +5 (1d6+2, non-lethal)  
**Melee** mwk heavy mace +5 (1d8+2)  
**Ranged** javelin +2 (1d6+2)  
**Cleric Domains** Knowledge (Lorekeeper DC22), Magic (hand of the apprentice 7/day, +7 ranged)  
**Cleric Spells Known (CL 3rd; concentration +7)**  
2nd (2+1/day) — *calm emotions*, *detect thoughts*<sup>D</sup> (DC16), *sound burst* (DC16)  
1st (3+1/day) — *bless*, *comprehend languages*<sup>D</sup>, *hide from undead*, *shield of faith*  
0 — *detect magic*, *detect poison*, *light*, *stabilize*  
**BAB** +2; **CMB** +4; **CMD** 14

### CLERIC ABILITIES

**Arcane Bond** As a wizard, you have bonded with your holy symbol (amulet).

**Arcane Caster** Clerics of Kaga are arcane casters (though they still gain spells and select domains as clerics do). In spite of being arcane casters, clerics of Kaga do not have arcane spell failure for their cleric spells.

### SKILL

**Bluff** +10  
**Knowledge (arcana)** +8  
**Knowledge (planes)** +8  
**Profession (herbalist)** +6  
**Spellcraft** +8

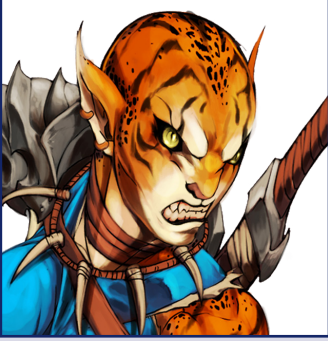
### FEATS

Eschew Material  
Gem Soul  
Improved Gem Soul (ruby)

### COMBAT GEAR

*bracers of armor* +1, 2  
*scrolls of mage armor*,  
*potion of cure light wounds*, ten days' trail rations, 45gp





Female P'tan Rogue 3  
**Align** CG; **Init** +3; **Speed** 30ft.  
**Homeland** Koryth  
**Deity** Sanguine Covenant  
**Senses** darkvision 60ft.  
**Languages** Common, Exodite

## NAME: KARISSA

### ABILITIES

**Str** 14 **Dex** 17 **Con** 12 **Int** 10 **Wis** 15 **Cha** 11

### DEFENSE

**hp** 24 **AC** 17 touch 13 flat-footed 14  
**Fort** +2, **Ref** +6, **Will** +3; Evasion, shadowborn

### OFFENSE

**Melee** mwk rapier +6 (1d6+2, 18-20)  
**Melee** sap +5 (1d6 non-lethal)  
**Ranged** mwk shortbow +6 (1d6, x3)  
**Special atk** shadowspark +5 ranged touch or 15ft cone (DC13 Ref half) (6/day, 1d6+1), sneak attack +2d6, vengeance  
**BAB** +2; **CMB** +4; **CMD** 17

### SPECIAL

**Outsider:** P'tan are outsider (native).  
**Light Sensitivity** Dazzled in bright sunlight or within a daylight spell. (-1 penalty on attack rolls and sight-based Perception checks)  
**Shadowborn** P'Tan have a +4 bonus on saves spells with the shadow subtype.  
**Vengeance** +1 racial bonus on attack rolls against creatures with the First One subtype.

### P'TAN

The P'Tan are a race created from elemental shadow by the First Ones to replace the slaves lost when mankind rebelled. P'Tan later broke free and now live to hunt down the First Ones. Many races of Exodus look upon the P'Tan with suspicion.

### SKILL

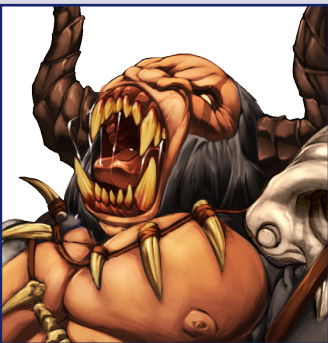
Acrobatics +9  
Climb +8  
Disable Device +10  
Knowledge (local) +6  
Perception +8  
Sleight of Hand +9  
Stealth +9  
Use Magic Device +6

### FEATS

Black Lightning Cone  
Toughness  
Weapon Finesse

### COMBAT GEAR

acid, alchemist fire (2), thunderstone, backpack, grappling hook, oil (5), silk rope, mwk thieves' tools, one weeks' rations, 45gp



Male Enuca Fighter 3  
**Align** NG; **Init** +6; **Speed** 30ft.  
**Homeland** Reis Confederacy  
**Deity** Sanguine Covenant  
**Senses** low-light vision  
**Languages** Balite (Caliban), Common, Enuca

## NAME: NOSE CUTTER

### ABILITIES

**Str** 18 **Dex** 14 **Con** 16 **Int** 6 **Wis** 10 **Cha** 8

### DEFENSE

**hp** 37 **AC** 20 touch 12 flat-footed 18  
**Fort** +6, **Ref** +3, **Will** +1; **DR** 1/-; bravery +1

### OFFENSE

**Melee** mwk Bal war club +8 (1d8+4, 19-20) and bite +2 (1d6+2)  
**Melee** bite +7 (1d6+4)  
**Ranged** javelin +5 (1d6+4); **BAB** +3; **CMB** +7; **CMD** 19  
**Special**  
**Mutations** Fangs (bite attack) and Thick Hide (DR 1/-)

### ENUKAS

Enukas are primal, animalistic predators in human form. They are massively built humanoids covered in thick fur except for their ape-like faces. Males have short horns on their heads. They are fierce and dour creatures seeing the world in terms of predator and prey.

### SKILL

Profession (soldier) +6

### FEATS

Cleave  
Improved Initiative  
Power Attack  
Toughness

### COMBAT GEAR

mwk breastplate, mwk heavy wooden shield, mwk Bal war club, 4 javelins, acid, alchemist fire (2), backpack, bull's eye lantern, grappling hook, oil (5), silk rope, two week's rations, 25gp



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