

# NEOEXODUS

## ADVENTURES

# TEMPLE OF THE FORBIDDEN GOD

FREE  
RPG  
DAY





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## ADVENTURES

### TEMPLE OF THE FORBIDDEN GOD

NEOEXODUS LEGACIES:  
THE SILVERED SKULL

1

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## RUNNING NEOEXODUS

NeoExodus is an exciting campaign setting written for the Pathfinder RPG. It is 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 Resource Document. 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 lands north of the Reis Confederacy are known as the Woods of Lost Souls. Those who venture there rarely return. The stories told by those who have returned speak of ancient ruins, enormous creatures, and treasures undreamed of, all lost in the endless mist-filled jungles.

In the days of the First Ones' Empire, they attempted to expand the empire into the mists. They brought a veritable army of soldiers and slaves to establish a number of outposts.

Ixtlauak Valley was one such settlement. Founded on a jungle-covered valley within easy reach of water, the settlement expanded quickly as its cruel masters built a city and a temple to their dark god, Khayne. The city served as a staging point for military expeditions deeper into the mists. The Teopanatlaka, translated as "Temple of the Evil One" or "Temple of the Forbidden God," served as the center of worship. From there, the First Ones performed their dark rituals and submitted the locals to their iron fisted rule.

Constant harassment by human tribesmen, caliban marauders, and wild enukas put a constant stress on the First Ones and their supply lines. With the rise of the Kaga, Ixtlauak Valley and other settlements were abandoned and resources diverted to more strategic locations.

Five years ago, a priest of Kaga named Teiuk came across a map on an old copper plate. As a priest of knowledge, he researched the First Ones' military forays in the mists and gathered an expedition to map and explore the ruins, older than two millennia. As Teiuk and his group of scholars catalogued and researched the ruins of Ixtlauak Valley, the expedition reanimated a Sobeka priest named Uozaag held in a stasis sarcophagus (see new magic item). Uozaag defeated the expedition before torturing them for information about the world. He took control of nearby troglodytes and has been using them as his servants.

Captured by Uozaag, Teiuk managed to escape by jumping in a nearby river and letting himself float down a number of rapids.

## 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.

Though people refer to them as one type of creature, the First Ones are composed of a number of creatures including the perfection-obsessed Exodites, the mastermind Khaynites, and the reptilian Sobekas—which include the Kobura and Kroca.

For full details, refer to *Enemies of NeoExodus: The First Ones*.

## THE KAGA

The Kaga is an arcane construct of god-like power created two millennia ago by the most powerful arcanists mankind had. Today, the Kaga and his faithful seek knowledge in all forms throughout Exodus—and beyond—while staunchly opposing the First Ones.

The Kaga possesses nearly limitless knowledge. However, he reveals or shares this knowledge at his discretion. He sometimes volunteers information, which his priests call "Revelations."

The Kaga's priests are arcane casters, not divine. Some devoted scholars amongst Kaga's worshippers become partially—or fully—machine themselves, a prestige class known as "Harbingers."

For full details about the Kaga's "religion" and the harbinger prestige class, refer to *Secret Societies of NeoExodus: Order of Kaga*.

## ADVENTURE PROLOGUE

The author has posted a free prologue on his blog: An Euka's Tale - A Prologue to the Temple of the Forbidden God.

## RECENT EVENTS

Two weeks before the PCs are contacted by Wexel, an enuka named Nine-Fingers discovered a barely living human in the Atoyatli River. The man was Teiuk, now covered in strange magical symbols.

Upon taking the man to his elder, the enukas contacted a friend of the tribe: the Harbinger of the Kaga known as Wexel. Wexel made his way to the enuka village where he wasted little time gathering a small group of adventurers—the PCs.



## ENUKAS

Enuke culture is one of dominance. Males commonly pound their chest to show dominance. Females bellow to express dominance. In spite of the frequent challenges and contests, Death rarely happens as one enuka often realizes when he is outmatched and retreats. It is not a good idea to approach an enuka while pounding one's chest. Many have died while challenging an Enuke.

Enukas are not known for their subtlety or their intelligence. Thus they use simple words and speak them loudly and proudly. All enuka dialogs is presented in this adventure in all capital letters and using only exclamation points for punctuation.

## EXPERIENCED ENUKA

**CR 2**

Enuke Warrior 4

N Medium Humanoid (enuka)

**Init** +3; **Senses** low-light vision; **Perception** +0

## DEFENSE

**AC** 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

**hp** 36 (4d10+12)

**Fort** +6, **Ref** +0, **Will** +1

## OFFENSE

**Speed** 30 ft., climbing 15 ft.

**Melee** mwk bal war club +9 (1d8+4/19-20) and claw +3 (1d4+2) or two claws +8 (1d4+4)

## STATISTICS

**Str** 18, **Dex** 9, **Con** 14, **Int** 6, **Wis** 11, **Cha** 6

**Base Atk** +4; **CMB** +8; **CMD** 17

**Feats** Improved Initiative, Toughness

**Skills** Climb +19, Profession (farmer) +7

**Languages** Balite, Common, Enuke

**Other Gear** mwk studded leather armor, masterwork bal war club

Though Wexel would like nothing better than to travel into the mists, the Kaga has refused him the right to do so. Instead, he has chosen to send the PCs.

## THE REIS CONFEDERACY

The Reis Confederacy occupies the northern parts of Exodus, an area frequently called by its name from the days of the First Ones' empire: the Wyldlands of Bal. Its lands are covered in sweltering jungles, whose northern border vanishes into thick permanent mists said to swallows men's souls.

Officially, the Confederacy is ruled by an Imperatrix, she wields little power in peacetime. Each city state administers itself and its army. Only tokens of centralized power exist throughout the Confederacy. Tribes of cannibals, predatory enukas, enormous monsters, poisonous sasori,

and marauding calibans hunt the land, making it one of the most dangerous places in all of Exodus.

## INTRODUCTION

### READ ALOUD.

Late yesterday, you received a letter and a scroll. The letter read, "Go to the nearest temple of the Kaga and have them use this scroll upon you. It is of the utmost importance that you come with all haste.

—Harbinger Wexel"

Whether for greed, curiosity, or simple boredom, you followed the instructions in the letter. The local priests marveled at the signature and immediately proceeded to prepare you for teleportation.

A second after the attendant spoke the eldritch words, you found yourself in a sweltering jungle.

You are in a clearing with a distinctive idol carved in the shape of a pouncing ape. One by one, other adventurers appear nearby.

Allow the PCs to introduce themselves before continuing.

## 1: THE GREEN MAN

### READ ALOUD.

A moment after you finish introducing yourselves, a green-skinned human breaks through the thick canopy above, landing gently in the middle of you.

Raising a hand in peace, he says in an emotionless voice, "I am Harbinger Wexel, devoted to the Kaga. I thank you for coming. Time is of the essence. I need you to travel through uncharted territory."

As Wexel takes a seat, you notice his skin has veins of metal through which electrical flashes pulse occasionally. The Harbinger is more machine than man!

"A great evil is awaking in the Woods of Lost Souls beyond the known world to the north of here. I cannot guarantee any riches will be found there, but your intervention will save countless lives and do much good in the world."

"If you refuse, I will return you to where you came from. I take no offense to such decision. After all, few have ever returned from where I am sending you."

Allow the PCs to ask questions.

**Where do you want us to go?** I will give you the details after you have agreed to my offer.



**Will you pay us anything?** I have no money to offer, but I will consider this a personal favor.

**Where are we?** You are in the north of the Reis Confederacy, near Lake Ozomatli.

**How will we find our way?** I will provide you with the means to find the source of the trouble.

**Who are you?** My name is Wexel and I gave my body to the Kaga for the gathering of knowledge and the betterment of mankind.

**Can't you teleport us there?** No. I am not allowed to do that. (Wexel will not elaborate.)

**What else can you tell us?** The First Ones are involved. (This is a major revelation to anyone from Exodus as the First Ones are thought defeated and gone from Exodus for two thousand years.)

After the PCs agree, he tells the PCs to follow him. As he heads through the jungle, the plants move away from him.

### HARBINGER WEXEL

The PCs may know the following about Wexel with a Knowledge (local or religion) check.

**DC 10** Harbingers give up their humanity to become like the Kaga.

**DC 15** Wexel serves as a messenger for the Kaga's will. What he says is considered to be from the Kaga's own mouth.

**DC 20** Wexel involved himself in large-scale events that shook Exodus. If he is here, something major must be happening.

**DC 25** Though unclear, Wexel is believed to hail from the Confederacy. Wexel and the Kaga do not say.

### FINALLY

#### READ ALOUD.

Ten minutes later, the jungle gives way to rice paddies tended by enukas. In the distance, the jungle cedes to a large reed-choked lake. Enukas are horned simian creatures with many adaptations that allow them to thrive in whatever environment they choose. They look at the Harbinger with awe, but gauge your reactivity.

"Fleeing will trigger their aggressive nature. Stay close to me, avoid challenging them, do not pound your chest and you will not have any

problem."

The enukas' kraal is protected by a thick hedge of vicious-looking thorns. About a dozen large mud and stone huts with thatched roofs surround a central plaza. Enuka warriors practice using their large obsidian-lined war clubs between the huts. Their war cries and the clash of weapons echo throughout the settlement. Many young warriors and females look at the display with great interest.

As the Harbinger enters the square, the warriors stop and turn to him. With a respectful bow, they move aside. Wexel heads to a large hut where a score of skulls, each larger than man, forms either a fence or a trophy display.

Within, seated on a bamboo chair decorated with leopard and tiger skins is an old enuka, his fur grey and his face scarred.

Turning to you, Wexel says, "This is the Elder."

"GREETINGS! WELCOME TO MY VILLAGE! I AM SCALP-TAKER! I AM GRATEFUL FOR YOUR HELP!"

"Can we see the human?"

"YES! MY FEMALES HAVE HIM! COME THIS WAY!" The old enuka moves on all fours, much like a gorilla,





showing you the way to another room where two large females tend to a human—who appears minuscule by comparison.

He seems to suffer from intense fever, but that is not what draws your eye. Under his skin, letters coalesce and then dissolve just as quickly. His skin is marked with a number of scratches and rashes.

The PCs may ask questions of Wexel (W) or Scalp-Taker (ST).

**What lies in the Wood of Lost Souls?** (W) We do not know. Inquiries with the Kaga all yielded little except warnings against going. (ST) DEATH AND MADNESS STALK THE LAND! ONLY FOOLS GO THERE!

**Who is this man?** (W) He is a devotee of the Kaga called Teiuk. From his last report, he was heading a small expedition to the Woods of Lost Souls, searching for a lost outpost. He's an archeologist and a cleric of small power.

**What do you know about his destination?** (W) The Kaga remains silent about it.

**Why not send members of the enuka tribe?** (ST) WE ARE NOT FOOLS! THAT IS A LAND OF DEATH! (W) They refuse to go.

**Are they afraid?** (ST) NO! (W) No, they refuse to go in a land they consider taboo.

**Will you pay us anything?** (W) I have no money to offer, but I will consider this a personal favor. (ST) WE WILL FEED YOU UPON YOUR RETURN! AND GIVE YOU NICE CLOTHES!

## THE INVESTIGATION

### THE BODY

Wexel and the enukas allow the PCs to examine the body. In spite of their movement, the writings are permanently tattooed on his skin.

**Detect magic** The man radiates a faint aura of necromancy. The aura is focused on the tattoos on his skin.

**Heal (DC 20)** The man suffers from malaria and intense pains ravage his body (he suffers from severe Constitution drain).

**Knowledge (nature) or Survival (DC 15)** The rashes on his skin are from plants rarely found on Exodus, but frequent in the Woods of Lost Souls.

**Read magic** The letters form words that make no sense unless the caster speaks Exodite. Exodite speakers can sometimes read words such as "blood," "house," "castle," "death," "obedience," or "valley."

### ASKING THE ENUKAS OR WEXEL

Wexel and the enukas have shared information; asking either group yields the same results.

- The enukas call Scalp-Taker "elder" and refer to their village as "the village." They have very limited desire to deal with the outside world.
- The man's name is Teiuk, a scholar. (Wexel does not say how he knows that information.)
- The writing is a curse used by the First Ones to create a sort of geas to compel slaves to obey.
- Wexel chose not to dispel the curse because it might tip off the First Ones.
- The symbols are not transmissible and can be touched without fear.
- The enuka who found the man is named Nine-Fingers. He is the tribe's best hunter and a highly respected warrior. He has little to add. He can show the PCs where he found the body, which will not help much. Teiuk floated down the river until he got caught in some vines.

## FINALLY

Once the PCs are ready to leave the village, Wexel and Scalp-Taker take them aside.

### READ ALOUD.

Wexel begins, "You understand the reason for secrecy and the urgency of this quest. Take this compass. It will lead you to the one who cursed Teiuk. Stop him."

"If he is a First One or in league with them, bring me back his head intact. But above all, come back."

Scalp-Taker adds "I WILL HAVE NINE-FINGERS ESCORT YOU TO EDGE OF THE MISTS! THEN YOU WILL BE ON YOUR OWN!"

Wexel hands you the compass and a token. "I crafted this token myself. If you break it, it will take the bearer and anyone in contact with him to the idol where you arrived. Once you have completed your mission, activate it."

Nine-Fingers leads you through the jungle on well-used hunters' trails. Without the enuka, it is unlikely you would have proceeded this quickly through the jungle.

Nine-Fingers reaches a rope bridge crossing over a river. He stops and points across where the jungle is barely visible through the ever-present mists.

"THIS IS THE END OF THE WORLD! ONLY DEATH LIES BEYOND! NINE-FINGERS STAY HERE! GOOD LUCK!"

The enuka refuses to go any further. Taunting Nine-Fingers causes him to leave.

## 2: INTO THE MIST

The trip from the edge of the mists to the Ixtlauak Valley has three phases, each with different terrain.



The first section is a thick jungle. The second section is rainforest where the fog turns into nearly constant rain. The third section is a swamp the PCs must wade through to reach their destination.

Unless stated otherwise, all of the area is covered in a thick fog that limits vision to 100 feet; from 100 to 200 feet, everything has partial concealment (20%); beyond 200 feet, everything has total concealment.

There are no civilized settlements, though the occasional indication that there was once a civilization here are initially common. A DC 15 Knowledge (engineering or history) reveals that the abandoned settlements date back to the First Ones' Empire.

## JUNGLE MADNESS (CR 3+)

Traveling into the Woods of Lost Souls brings on a madness that makes travelers lose their minds. Any living creature with an Intelligence score over 3 must make a DC 5 Will save every day they travel or take 1d2 Wisdom damage. The DC of the Will save increases by 1 every time a PC takes Wisdom damage. Traveling less than one mile a day prevents the effects of the madness. Thus, a party moving very slowly would not have to make the saving throw but would have many more random encounters.

## ENCOUNTERS

For every day spent in the jungle, the PCs have a 1-in-6 chance of having a random encounter. Every day that they do not encounter any monsters, the chance for the next day increases by 1-in-6. Each of these encounters occurs on an appropriate map. None of the creatures have any treasure.

Each section has its own encounter table.

## THE JUNGLE (CR 5+)

The jungle is impenetrable, requiring a path to be hacked through the jungle. The jungle is 40 miles across. To determine how long the PCs take to reach the rainforest, consult the following table, using the slowest speed in the party.

SPEED	20FT.	30FT.	40FT.
Walk	5 miles	7.5 miles	10 miles

## HAZARDS

If there is a random encounter, roll on the following table.

D6	ENCOUNTER
1	2 tigers*
2	1 girallon*
3	2 centipede swarms*
4	3 deinonychus*
5	1 ankylosaurus*
6	3 assassin vines*

\* See Pathfinder Resource Document

## THE RAINFOREST (CR 5+)

Once the PCs have crossed the jungle, they have to cross 20 miles of rainforest. Streams and rivers are common. The river has brown water (1–3), black water (4–5), or clear water (6). Use the following table to determine the weather. If it rains, vision is halved from the usual distance in the mist. When it rains, Perception checks and ranged attacks have an additional –4 penalty.

D6	WEATHER
1	Rain all day
2	Rain only in the morning
3	Rain only in the afternoon
4	Rain on and off (50% chance)
5	Heavy rain (vision limited to 20ft.)
6	No rain

## HAZARDS

If there is a random encounter, roll on the following table.

D6	ENCOUNTER
1	Roll on the Jungle table
2	4 crocodiles**
3	1 balite python*
4	1 emperor cobra*
5	6 stirges**
6	Roll on the Swamp table

\* See stat block below

\*\* See Pathfinder Resource Document

## ADVANCED BALITE PYTHON CR 6

N Large animal

**Init** +4; **Senses** scent; Perception +17

### DEFENSE

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +1 dodge, +6 natural, –1 size)

**hp** 52 (7d8+21)

**Fort** +10, **Ref** +9, **Will** +5

### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +13 (1d8+12 plus grab)

**Special Attacks** constrict (1d8+12)

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

### STATISTICS

**Str** 27, **Dex** 19, **Con** 18, **Int** 1, **Wis** 16, **Cha** 6

**Base Atk** +5; **CMB** +14 (+18 grapple); **CMD** 28 (can't be tripped)

**Feats** Dodge, Improved Natural Attack (bite), Skill Focus (Perception), Toughness

**Skills** Acrobatics +17, Climb +17, Perception +17, Stealth +10, Swim +15; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

## EMPEROR COBRA CR 5

N Large animal

**Init** +6; **Senses** low-light vision, scent; Perception +13



## DEFENSE

**AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

**hp** 51 (6d8+24)

**Fort** +9, **Ref** +7, **Will** +5

## OFFENSE

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +10 (2d6+9 plus poison)

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

## STATISTICS

**Str** 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

**Base Atk** +4; **CMB** +11; **CMD** 23 (can't be tripped)

**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; Racial Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth, +8 Swim

## SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

## THE SWAMP (CR 5+)

Next, the PCs have to cross 50 miles of swamp to reach Ixtlauak Valley. The waters are stagnant and putrid. Islands dot the swamp, making travel quicker than before. When the PCs cross the swamp, proceed to encounter 2.

After the first day, the PCs have a 1-in-6 chance to discover the ancient road. Finding the road replaces a random encounter.

SPEED	20FT.	30FT.	40FT.
Walk	7.5 miles	12 miles	15 miles
Using Road	10 miles	15 miles	20 miles

## THE OLD ROAD

This road was made of stone for the quick passage of troops to remote outposts in the mists. Centuries of neglect have not been kind to the road. Parts are now completely missing. A DC 15 Knowledge (engineering or history) recognize the construction as First One in design.

### Hazards

If the PCs are on the road, double the chance of an encounter as local creatures find it a great source of food. If there is a random encounter, roll on the following table.

D6	ENCOUNTER
1	Roll on the Jungle table
2	2 leech swarms**
3	4 shocker lizards**
4	2 mosquito swarms*
5	1 army ant swarm*
6	Will o'wisp**

\*See stat block below

\*\*See Pathfinder Resource Document

## MOSQUITO SWARM

CR 3

N Diminutive vermin (swarm)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

## DEFENSE

**AC** 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

**hp** 31 (7d8)

**Fort** +5, **Ref** +3, **Will** +3

**Defensive Abilities** swarm traits; Immune mind-affecting effects, weapon damage

## OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** swarm (2d6 plus disease and bleed)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** bleed (1d6), disease (malaria, DC 13), distraction (DC 13)

## STATISTICS

**Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

**Base Atk** +5; **CMB** —; **CMD** —

**Skills** Fly +11, Perception +9; Racial Modifiers Perception +8

## SPECIAL ABILITIES

Disease (Ex) Malaria: Bite—injury; save Fortitude DC 17; onset 1d3 days; frequency 1 day; effect 1d3 Con damage and 1d3 Wis Damage; cure 2 consecutive saves. The save DC is Constitution-based.

## 3: IXTLAUAK VALLEY

### READ ALOUD.

Up ahead the mist relents, revealing a jungle valley where the occasional structure juts above the green carpet. Only the occasional bird singing in the distance disturbs the peace of the foliage-choked valley.

Wexel's token guides you towards a long-abandoned structure. Vines and trees grow on the sides, almost completely hiding the ziggurat beneath.

## SEARCH NEAR THE TEMPLE

**Clearing vines on the buildings** A DC 20 Knowledge (engineering or history) reveals that the architecture was common in the Reis Confederacy during the First Ones' Empire.

**Looking for tracks** A DC 15 Survival check reveals many tracks in the area. Most are reptilian (troglodyte), a few are serpentine (Uozaag), and many are booted humanoid tracks (Teiuk's expedition). A DC 15 Knowledge (nature) identifies the serpentine tracks as those of a Kobura.

**Looking around** A DC 20 Perception check reveals a recent camp for five humanoid people off the main plaza. There are signs of struggle, but no bodies. Everything of value has been taken. This was Teiuk's camp.



## OTHER STRUCTURES

The other structures are not covered by this adventure.

## TEOPANATLAKA (CR 5)

### READ ALOUD.

The sharp incline and abnormally high steps make the climb long and tiring. Before reaching the top, you are blessed with a majestic view of the surrounding area: the deep greens of the jungle fading into the mists; the breeze on your skin. A drop in the humidity provides unexpected relief from the oppressive mists.

The top of the ziggurat has been cleared of plants, revealing a dark stone block that once served as an altar. There is little doubt to the origin of the stone's color: blood. A lot of blood. Enough blood to stain the stone forever.

Behind the altar, a stone staircase disappears in the depths of the ziggurat. Reptilian creatures with weapons drawn get ready to attack.

On the outside of the ziggurat, there is 20 feet between every level. Going up the stairs costs 20 feet of movement for each square. Movement down the stairs costs 10 feet per square.

## APL3 (CR 6)

### TROGLODYTE SPAWN ROGUE

**CR 3**

Troglodyte rogue 2

CE Medium humanoid (First One, reptilian)

**Init** +2; **Senses** darkvision; Perception +6

**Aura** stench (DC 15, 30 feet, 10 rounds)

#### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+3 armor, +2 Dex, +6 natural)

**hp** 39 (4d8+20)

**Fort** +9, **Ref** +5, **Will** +1

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +8 (1d6+5/18–20) and claw +5 (1d6+2) and bite +5 (1d4+2) or 2 claws +5 (1d6+2) and bite +5 (1d4+2)

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

**Special Attacks** sneak attack +1d6

#### TACTICS

**During Combat:** The spawn rogue attempts to flank with one of the troglodytes.

#### STATISTICS

**Str** 20, **Dex** 14, **Con** 18, **Int** 4, **Wis** 12, **Cha** 11

**Base Atk** +2; **CMB** +7; **CMD** 19

**Feats** Great Fortitude, Improved Natural Attack (claws), Multiattack, Toughness +4

**Skills** Acrobatics +7, Climb +10, Perception +6 (+7 to locate traps), Stealth +13 (+17 in rocky areas), Survival +6 Racial Modifiers +4 stealth in rocky areas

**Languages** Draconic, Exodite

**SQ** create spawn, rogue talents (combat trick), trapfinding +1

**Combat Gear** potion of cure light wounds; **Other Gear** masterwork studded leather armor, masterwork rapier, 2 javelins

#### SPECIAL ABILITIES

Create Spawn: Refer to the template at the end of the adventure.

Troglodyte (4) CR 1

See Pathfinder Resource Document

Tactics

During Combat: The troglodytes move to flank with the spawn or to prevent more PCs from reaching the summit.

## 4: INSIDE THE TEMPLE

The staircase leads all the way down to the lowest level of the ziggurat, thus the PCs may decide to explore either level first.

Unless specified, the following environmental characteristics apply everywhere in the ziggurat: There is no light; the air is humid and full of moisture; the doors and walls are made of stone. Ornaments and decorations that once graced the walls are lost to time, showing their neglect. Roots have broken through the stone of the outer walls, allowing water to drip in, making everything look slimy.

## THE TOPMOST LEVEL

The topmost level is home to many troglodytes who moved here to serve Uozaag. Lighter-shaded walls on the map are made of cut bamboo and palm leaves. A DC 10 Strength check is needed to break them.

## A: THE ANTECHAMBER

### READ ALOUD.

The room smells musty and dank. Stone benches line the far wall. A wet film covers root-covered walls. A stench like sewage permeates everything in a nauseating odor.

Against the south wall, reptilian bodies have been thrown haphazardly. Small snakes are found throughout the room.

Within the pile of bodies, the troglodytes are raising cobras as a first line of defense. These snakes are extremely aggressive to any non-reptilian creature.

### COBRA SWARM

**CR 4**

N Tiny animal (swarm)

**Init** +7; **Senses** low-light vision, scent; Perception +13





## DEFENSE

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +9, **Will** +2

**Defensive Abilities** swarm traits

## OFFENSE

**Speed** 20 ft., climb 20 ft., swim 10 ft.

**Melee** swarm (1d6 plus distraction and poison)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 15)

## STATISTICS

**Str** 9, **Dex** 16, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +4; **CMD** 13 (can't be tripped)

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +7 (+3 when jumping), Climb +15, Perception +13, Stealth +19, Swim +11; Racial Modifiers +4 Perception, +4 Stealth; uses Dex to modify Climb and Swim

## SPECIAL ABILITIES

**Poison (Ex) Swarm**—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

## AFTERMATH

The bodies are lizardfolk from a rival tribe, along with a single well-gnawed pumid (red-skinned humanoids with a magical ability to understand all spoken languages).

The pumid has a damaged journal; contents are summarized in Player Handout 1: The journal.

## B: PRIESTS' ROOM (CR 5)

### READ ALOUD.

Piles of bones and moss suggest that something lives here. Small roach-like insects skitter everywhere. A large skull hangs on the east wall, forming a sort of shrine.

A group of reptilian creatures stand on the other side of the room. One of them, a particularly vicious-looking creature, is covered in colorful feathers, a mockery of the traditional dress of the Reis Confederacy.

This room is where the troglodyte shaman lives.

## TROGLODYTE SHAMAN

CR 3

Troglodyte Sorcerer 4 (First One bloodline)

CE Medium Humanoid (reptilian)

**Init** −1; **Senses** darkvision; Perception −1

**Aura** stench (DC 15)

## DEFENSE

**AC** 15, touch 9, flat-footed 15 (−1 Dex, +6 natural)

**hp** 59 (2d8+4d6+30)

**Fort** +10, **Ref** +0, **Will** +3

## OFFENSE

**Speed** 30 ft.



**Melee** club +6 (1d6+3) and claw +4 (1d4+1) and bite +4 (1d4+1) or Two claws +4 (1d4+1) and bite +4 (1d4+1) or Touch +6 (per spell)

**Special Attack** vengeance of Khayne (6/day; +2 ranged touch, 1d6+3 piercing; 30 ft.)

Sorcerer Spells Known (CL 4; base DC 13+spell level; concentration +7):

2 (4/day) – spectral hand

1 (7/day) – false guidance\* B, magic missile, shield, shocking grasp

0 – acid splash, detect magic, mending, ray of frost, read magic, resistance

### STATISTICS

**Str** 16, **Dex** 9, **Con** 18, **Int** 10, **Wis** 9, **Cha** 16

**Base Atk** +3; **CMB** +6; **CMD** 15

**Feats** Eschew Materials, Great Fortitude, Multiattack, Toughness

**Skills** Stealth +9 (+13 in rocky areas) Modifiers +4 stealth in rocky areas

**Languages** Draconic, Exodite

**Other Gear** club, antique jewelry worth 250gp

**SQ** bloodline arcana, deceptive caster

### SPECIAL ABILITIES

**Bloodline Arcana:** When casting a spell of the transmutation school, count your level as one higher.

**Deceptive Caster:** Anytime you apply a metamagic feat to a spell of the illusion or transmutation school, the modification of the spell's level is lowered by 1 (min. 0).

### TROGLODYTE (2)

CR 1

See Pathfinder Resource Document

Tactics

**During Combat:** The troglodytes try to stop the PCs from reaching their shaman.

### AFTERMATH

The skull is from a green dragon, and weighs over 150lbs. Among the trinkets, the PCs find amber pieces worth 20gp, a scroll of false guidance, and a scroll of tendrils of darkness.

### C: SACRIFICE ROOM

#### READ ALOUD.

In the choking humidity of this room, fungi grow wild on the piles of refuse. Tied to roots sprouting from the wall is a dalrean whose hands have been severed. It lays unmoving.

The dalrean is Tracker from Teiuk's expedition. After Hand-Smasher turned on their group in the bottom level, Tracker came upstairs to hide. When he woke up, he was beset, tortured, and maimed by the troglodytes. Tracker is in no condition to fight.

A DC 13 Knowledge (dungeoneering or nature) check identifies the mushroom as "enukan teeth." These mushrooms are non-poisonous but can be made into a poison, and are commonly found in the jungle of Exodus. A DC 14 Craft (alchemy or poison) or Survival allows the PC to safely harvest the mushroom. The fungus can be sold for 100gp.

### D: WARREN (CR 5)

#### READ ALOUD.

Dirty hides hang from the ceiling, separating this large room. Many ugly, foul-smelling reptilian humanoids stand ready to defend their home.

This is the troglodyte's warren. The hung hides obscure vision but do not block or impede movement. The troglodytes recently settled in.

### TROGLODYTE (4)

CR 1

See Pathfinder Resource Document

### E: BOTTOM LEVEL

The general conditions found in the previous encounter also apply here.

### BOTTOM OF THE STAIRS

#### READ ALOUD.

Two shovels, a pick, and four buckets filled with rubble lie abandoned near a newly revealed door. The stairs continue further down, but are filled with rubble.

This gear belonged to Teiuk's expedition.

### F: MOSAIC ROOM (CR 6)

#### READ ALOUD.

The door is ajar, bringing the coppery taste of blood to your nostrils. The floor of the room beyond is soaked with dried blood. On the far wall is a detailed mosaic of a malevolent man with large green gem eyes, which silently follow your every move. Around the mosaic, ancient words are carved into the wall. Chalk lines draw attention to the words.

The bloody body of a white-skinned humanoid lies motionless in the center of the room.

A DC 10 Knowledge (religion) recognizes the face on the mosaic as the Dark Lord Khayne, worshipped by the First Ones.

Once the PCs have spent a few rounds in the room, a magic mouth activates (centered on the mosaic) 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 within one round, the following trap activates. The trap is located on the mosaic.

### HYMNS OF KHAYNE

CR 6

Type magic; Perception 30; Disable Device 30

### EFFECTS

Trigger visual (true seeing); Reset automatic (24h); Effect spell effect (song of discord, DC 17, 13 rounds, affects the whole room)  
Bypass Praying out loud to Khayne disables the trap for one minute.

## AFTERMATH

The chalk marks separate prayers from one another. The prayers all glorify conquest and the slaying of enemies. They are written in Exodite (common tongue of the First Ones) and Kobura.

The body in the center of the room is Kawan’Kapak of Teiuk’s expedition. He was slain when Hand-Smasher fell victim to the trap. With a DC 12 Heal check, the PC realizes a war club killed him. He still wears a suit of +1 studded leather.

The eyes on the mosaic are emeralds worth 75gp each.

## THE CRYPT

### READ ALOUD.

Two glowing rune-covered sarcophagi on the north wall bask the room in dim purple light. The lids are made of a glass-like substance, revealing their contents. The air smells of ozone and is charged with static electricity. Chalk marks again circle the runes on the sarcophagi.

The easternmost lid has been removed. The sarcophagus lies empty. The other sarcophagus contains a reptilian creature with the lower half of a snake and a humanoid torso. It is dressed in colorful, feather-covered garb.

A DC 15 Knowledge (history or nature) check identifies the reptile inside the sarcophagus as a kobura, a First One.

A DC 15 Knowledge (arcana) check (made easier by the chalk marks on the side) identifies this as a stasis sarcophagus.

If the PCs activate the sarcophagus, a kobura emerges. Use the same statistics as those for Uozaag (see room H). The writing on the sarcophagi is all in Exodite: praise for the Dark Lord Khayne.

## THE TORTURE CHAMBER

### READ ALOUD.

A low table in the center of the room is covered with needles, surgical blades, and nails of all types. They have all been used recently.

Along the walls, an enuka female hangs from manacles tied to vines on the wall. Her body is covered in the same moving glyphs you saw in Scalp-Taker’s home. Her legs and sword arm were amputated and are now covered with dirty bandages.

The enuka female (Hand-Smasher) cannot help the PCs. She suffers from massive Constitution drain and is barely alive. Uozaag used his prayer inks on her and Teiuk here. Her mutilations were gained after Teiuk’s escape.

The tattooing kit is an antique masterwork tattooing kit worth 50gp.

## H: SUMMONING ROOM (CR 7)

### READ ALOUD.

This room suffered heavily from the passage of time. The floor is damp and roots hide the walls. Two glowing red circles on the floor light this room an eerie shade of crimson. A towering skeletal creature with a crocodilian head stands in the middle of the room.

Behind it is a small creature with the lower body of a snake and a humanoid torso, dressed in an elaborate plumed outfit; its body is painted with bright colors. It turns to you, malevolence clearly readable upon its face. Pointing a scaly finger towards you, its tongue whips the humid air. Obeying a silent command, the large beast surges forward.

A DC 15 Knowledge (history or nature) identifies the small reptile as a kobura, a type of First One. A DC 18 Knowledge (history or nature) recognizes the tall skeleton as a kroca, another First One, used as super heavy infantry.

A DC 15 Knowledge (arcana) or Spellcraft identifies the glowing circles as magical communication devices. These are not yet fully active and pose no threat.

### ADVANCED KROCA SKELETON

CR 6

CE Large undead

Init +3; Senses darkvision 60ft.; Perception +2

### DEFENSE

AC 18, touch 10, flat-footed 17 (+4 armor, +1 Dex, +4 natural, -1 size); ACP -2

hp 65 (10d10+20)

Fort +5, Ref +6, Will +9

### OFFENSE

Speed 30 ft. (base 40ft.); swim 30ft.



**Melee** bite +14 (2d6+10 plus grab) and 2 claws +14 (1d6+7)

Space 10ft.; Reach 10ft.

### STATISTICS

**Str** 24, **Dex** 16, **Con** —, **Int** —, **Wis** 14, **Cha** 14

**Base Atk** +7; **CMB** +15; **CMD** 28

**Feats** Improved Initiative

Other Gear mwk hide armor

### SPECIAL ABILITIES

**Natural Attacks** A Kroca's bite and claws are considered primary weapons.

### UOZAAG

CR 4

Kobura cleric of Khayne 5

CE Small monstrous humanoid (First One, reptilian)

**Init** +5; **Senses** darkvision 60ft., scent; Perception +4

**Aura** hidden by nondetection

### DEFENSE

**AC** 24, touch 18, flat-footed 19 (+4 armor, +2 deflection, +5 Dex, +2 natural, +1 size)

**hp** 49 (5d8+15+1 temporary)

**Fort** +8, **Ref** +7, **Will** +9

**Defensive Abilities** 20% mischance from ranged attacks, nondetection

### OFFENSE

**Speed** 15 ft.

**Melee** bite +2 (1d4–1)

**Ranged** blowgun +7 (1d2 plus poison)

**Special Attacks** bleeding touch (7/day, touch +2, 1d6 bleed for 2 rounds), cleric channel negative energy (4/day; DC 13; 3d6)

**Domain Spell-Like Abilities** (CL 5; concentration +9) 7/day copycat (5 rounds; move action)

Cleric Spells Prepared (CL 5; concentration +9, +13 when casting defensively):

3 – blindness/deafness (DC 17), bouncing hold person (DC 17), nondetectionD

2 – bouncing murderous command x2 (DC 16), invisibility D, hold person (DC 17),

1 – cause fearD (DC 15), entropic shield, murderous command x2 (DC 16), shield of faith

0 – detect poison, detect magic, guidance, virtue

### TACTICS

**During Combat:** Uozaag uses his spells to force the PCs to fight each other by using murderous command. If possible, he stays behind the kroca skeleton. He avoids melee.

**Morale:** Uozaag fights to the death, neither offering nor giving quarter.

When not prepared for combat, Uozaag's statistics are: has a strong aura of evil; **AC** 20, touch 16; **Ref** +5; **Defensive Abilities** remove the 20% mischance; **CMD**

14

### STATISTICS

**Str** 8, **Dex** 20, **Con** 16, **Int** 10, **Wis** 18, **Cha** 12

**Base Atk** +3; **CMB** +1; **CMD** 16

**Feats** Bouncing Spell\*, Combat Casting, Spell Focus (Enchantment), Stealthy

**Skills** Escape Artist +11, Knowledge (religion) +8, Stealth +16; Racial Modifier +4 Escape Artist

**Languages** Exodite, Kobura

**SQ** aura (strong evil), domains (death, trickery), spontaneous casting (negative energy)

**Combat Gear** potion of lesser restoration; **Other Gear** +1 studded leather armor, blowgun with 15 darts (3 covered with bloodroot poison), cloak of resistance +1, headband of inspired wisdom +2

### SPECIAL ABILITIES

**Elasticity** Kobura can move through openings as though they were one size smaller.

## CONCLUSION

Whether the PCs walk back or use Wexel's teleportation token, they return to the enuka village. The enukas are surprised that the PCs survived that long in the Woods of Lost Souls. The PCs have impressed the enukas with their toughness and resilience.

If the PCs have brought back members of the expedition or their bodies, Wexel casts a heal spell on each PC.

### READ ALOUD.

Harbinger Wexel calls you aside. Once out of sight of the enukas, he places a rope on the ground, mumbles a few words, and then forms a loop in the rope. The rope rises, held by an unseen hand. "Come in," he says, disappearing into the loop.

Allow the PCs to decide who will enter and who won't. Read to those who enter Wexel's rope trick.

You find yourself in a small extra-dimensional space. In his monotone voice, Wexel begins. "I am glad you came back. I have received many reports similar to yours about the First Ones. This can mean only one thing: They are on the move. I fear what they were doing in the Ixtlauak Valley is just the tip of the iceberg."

"I will have need of you later. Until then, keep your eyes and ears open for our enemies' agents."

"But rest now. You have done well. Better than I anticipated."

## THE END



## NEW RULE ITEMS

### NEW FEATS

#### BOUNCING SPELL (METAMAGIC)

You can direct a failed spell against a different target.

**Benefit:** Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw), you may redirect it to target another eligible creature within range as a swift action. The redirected spell behaves on its new target the same way it would have on the old target. Spells that affect the original target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.

### NEW MAGIC ITEMS

#### PRAYER INKS

These inks were made using Khaynite blood. Exodite and Sobeka priests are particularly fond of using these, and often surround themselves with tattooed slaves.

#### PRAYER INKS

**Aura** faint necromancy [First Ones]; CL 7th

Slot none; Price 2,500gp; Weight —

**Description**

Prayer inks were originally designed as a way for the First Ones to impose their will upon their slaves. Tattooing is extremely painful for the recipient, as the ink burns the body. Every time a tattooed member attempts to resist a spell or command from a First One, the tattooed servant must make a DC 15 Will save or take 1d6 points of damage. On a roll of a natural '1', the target also takes one point of Constitution drain.

Someone tattooed with prayer inks becomes a living holy symbol to Khayne. Any priest of Khayne in sight of someone thus tattooed is considered to be presenting a holy symbol.

**Construction**

**Requirements** Craft Wondrous Item; geas/quest; Cost 1,250gp

#### STASIS SARCOPHAGUS

These sarcophagi are made of stone with a glass lid. Most were destroyed when the First Ones were defeated. Today, these are extremely rare.

#### STASIS SARCOPHAGUS

**Aura** strong transmutation; CL 15th

Slot none; Price 480,000gp; Weight 1,000 lbs.

**Description**

The First Ones originally built these stone sarcophagi. A persistent rumor in scholarly circles is that the First Ones found the secrets of their construction on another plane.

The activation ritual takes about one hour and requires precise activation of the runes on the side of the sarcophagus. A miscalculation or rushed job may delay the deactivation by 1d12×1d1000 years.

Once activated, any creature within is affected by a temporal stasis spell until the sarcophagus deactivates, whether on its own or from outside intervention.

**Construction**

**Requirements** Craft Wondrous Item; temporal stasis;

Cost 240,000gp

### NEW SPELLS

#### FALSE GUIDANCE

School enchantment; Level cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Component V, S, M (a crooked wand)

Range Close

Target One creature

Duration 1 hour/level; see text

Saving Throw Will negates; Spell Resistance Yes

A target that attempts to cast any divination spell or effect that has a chance of failure has their chance of failure doubled. After a divination has failed, the spell is expended.

This spell may be cast through a clairvoyance spell.

#### MURDEROUS COMMAND

School enchantment (compulsion) [mind-affecting]; Level antipaladin 1, cleric 1

Casting Time 1 standard action

Components V

Range close (25ft. + 5ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Will negates; Spell Resistance Yes

You give the target a mental urge to kill its nearest ally, which the target obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

#### TENDRILS OF DARKNESS

School conjuration (creation, darkness); Level cleric 1 [Var Shaal], sorcerer/wizard 1

Casting Time 1 standard action

Component V, S, M (bit of pitch or tar)

Range Medium (100 ft. +10 ft./level)

Area 20 ft. radius spread

Duration 1 minute/level [D]

Saving Throw Reflex negates; Spell Resistance Yes

Anyone within the spell's area of effect must make a Reflex saving throw to avoid becoming entangled in the tendrils of darkness. If the save succeeds, the creature is



not entangled and is free to move. If the save fails, the creature is entangled.

Any spell with the light descriptor cast within the area halves the duration of tendrils of darkness.

The tendrils are also instantly destroyed within a daylight or sunburst spell.

## FIRST ONE SPAWN (CR+1)

The First Ones created a number of creatures to serve them, but they also modified a number of others. Many of these greatly deformed creatures are known simply as "First One Spawn." These creatures are usually stupid and extremely hungry.

## CREATING A FIRST ONE SPAWN

"First One Spawn" is an acquired template that can be added to any living, corporeal creature.

**Rebuild:** CR +1; **Alignment** shifts towards evil; gain the First Ones subtype; **Senses:** darkvision 30ft.; **AC** +1 natural; **Melee** gain two claws as primary attack, if the creature already has claw attacks, gain the Improved Natural Attack (claws) as a bonus feat; **Abilities:** Str +4, Con +2, Int -4 (min. 1), Wis -2 (min. 1); **Special Ability:** Create Spawn.

**Create Spawn:** A First One spawn that breeds with a creature of the original type produces children with this template. A troglodyte First One Spawn mating with a regular troglodyte would spawn children who are all First One Spawn.

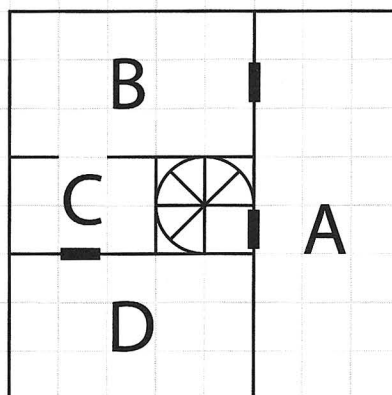
## PLAYER HANDOUT 1: THE JOURNAL

This journal, written in Common in the verbose hand of a prymidian, details a five-man expedition working for the Church of Kaga. The expedition is looking for an ancient outpost named Ixtlauak Valley. They were looking for a ziggurat called Teopanatlaka—roughly "Temple of the Evil God" or "Temple of the Forbidden God."

The route taken by the group is different from the one you took, as their starting point was much further west, in Amitola. Their trip through the Woods of Lost Souls was plagued by dangers similar to those you faced on your way.

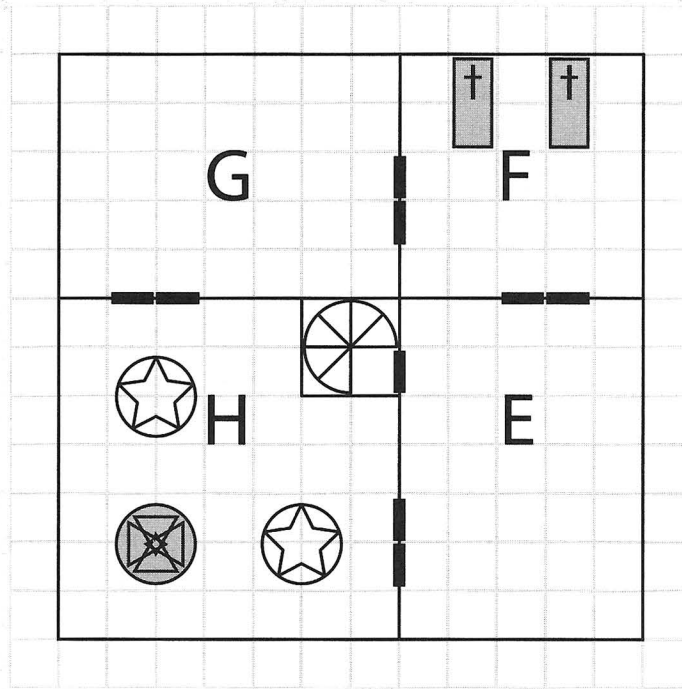
The five members of the expedition are Hand-Smasher (female enuka warrior), Neema (male prymidian arcanist), Kawan'Kapak (male kalisan trap expert), Teiuk (male human priest, leader), and Tracker (dalrean survival expert).

## ENCOUNTER 4 MAP





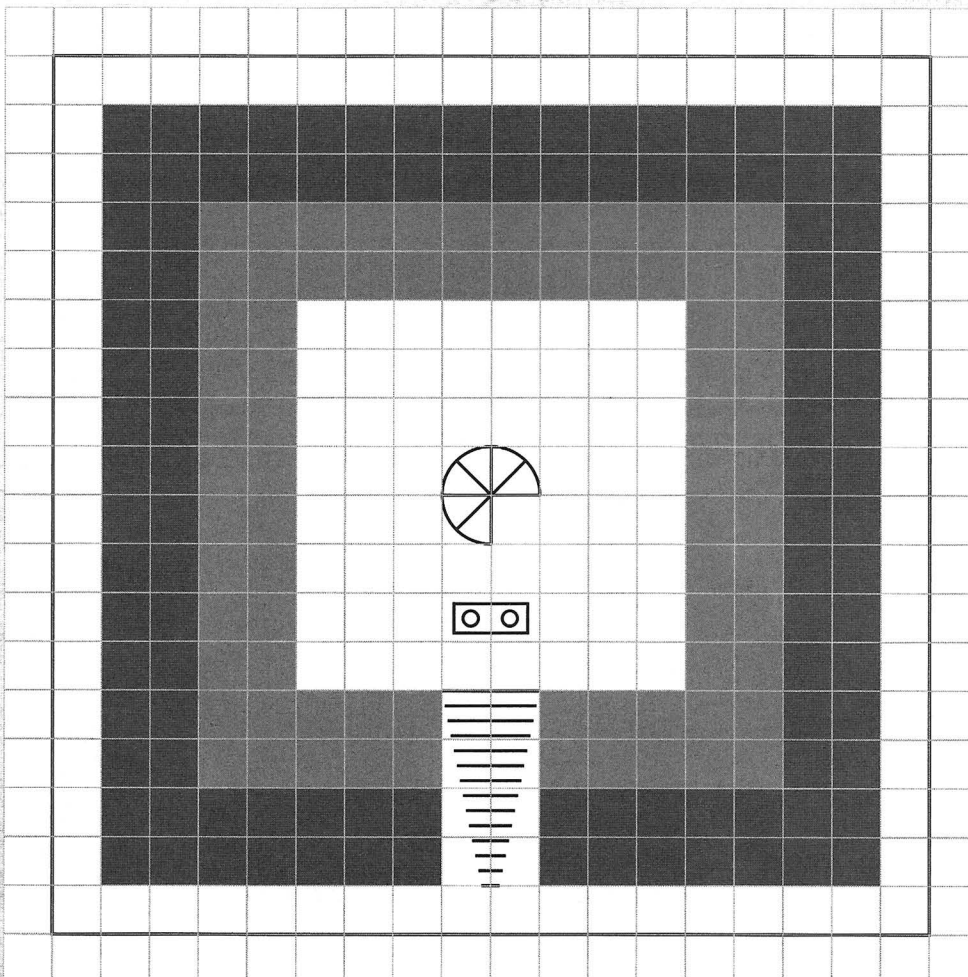
# ENCOUNTER 5 MAP



NEOEXODUS ADVENTURES:  
TEMPLE OF THE FORBIDDEN GOD

15

# ENCOUNTER 3 MAP





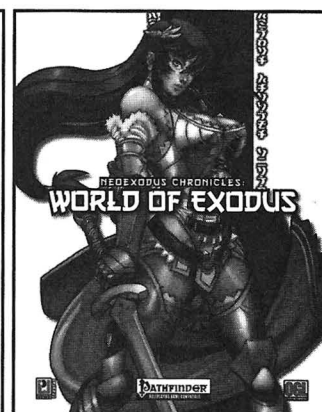
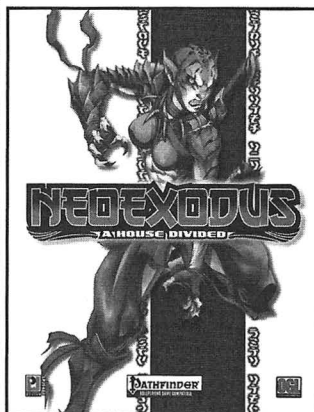
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