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# SHATTERED SKIES

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## CAMPAIGN SETTING

# CULTURES OF CELMAE UDAEUS

BY ROBERT GRESHAM



PUBLISHING





# CULTURES OF CELMAE

# UDAEUS

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## THE HISTORY OF THE UDAEUS

The udao are an ancient and proud people, whose storied history begins long before the Shattering. Their legends teach them that they are the first men, and by divine grant, they alone have the right to rule.

When the world was young and the azer and dwarves were still carving out Celmae's interior, the god Saint Thero came to roam its surface. He loved it, but was bothered by the chaos of nature. Nevertheless, he decided to make Celmae his new home. While traversing this virgin realm, he climbed a blistering volcanic mountain, discovering a powerful magical site. It was The Pool of Making—the divine well the Creator used to fashion all life on the planet. Exploring the potent waters, Saint Thero ran afoul of the pools guardian: the first dragon, Leviathan.

The monstrous Leviathan had taken the pool, using it to create other dragons which he set upon the world. Saint Thero could sense the evil in the beast and so he issued his challenge. Brandishing his two mystical items; the Spear of Fate and Aegis, the god-shield, he waded in. For hours the two fought as no two beings have ever battled before or since. The ground around them shook and the mountain was laid low. Eventually, Leviathan, weary of the combat, made a powerful attack, charging the god in blind rage. Saint Thero braced himself and his spear struck true, piercing the wyrm's vile heart.

Grievously wounded, Saint Thero drank from the Pool of Making, but Leviathan had sapped it of all its divine strength to populate the world with wyrms. He turned to the dragon's colossal corpse and ate his flesh, regaining his health. It was then that the goddess Amaura appeared to Saint Thero. She was pleased that he had defeated the monstrous Leviathan, but warned the Eternal Dragon would not stay dead for long. She advised him to sow the creature's sharpest teeth which still contained the essence of the waters of creation. Saint Thero did just that, and from the fangs, formed the first humans.

## THE FIVE TRIBES

History shows that human cultures have thrived all over Celmae, but the Udaeus are firm believers that the entire race originated on Cythea. According to their lore, Saint Thero created the first five tribes: the Cytheans, Elornans, Pelori, Tuatoa, and Udaeus. He gifted each with his knowledge of battle, but some inherited their draconic ancestors' ferocity and greed. The worst among them were the Elornans who tapped into their vile heritage and embraced Leviathans blood. They believed that by consuming the flesh of the other tribes, they would gain the slivers of their dragon-fathers power each possessed. They made war to commit this cannibalism, destroying the peaceful Pelori, who wished only to ruminate on Saint Thero's cosmic heroics.





The Tuatoa and Udaoi disagreed on how to fight the Elornans, with the Udaeus wishing them extinct, while the Tuatoa pushed to exile them below ground. Tempers and egos flared until war also broke out among them. The Cytheans, who did not share the bone-hard skin of the other tribes, were split in their ideology and many served on the sides of both causes. This resulted in the Cytheans taking on a servitor role that they continue filling in Udaoi society to this day.

For centuries the tribes warred with one another. The Udaeus won many victories over the Elornans, forcing the beast-men to focus on the Tuatoa, who were less deadly in their battles. They preferred to take prisoners, hoping to civilize and integrate the savages. This effort was met with betrayal and murder. As the Tuatoa's numbers dwindled, they surrendered to the Udaeus to defend against the cannibals. Now united, the Udaeus were successful in breaking the Elornan advance, but even though they won many victories, they could not destroy them entirely. In the end, the Elornans were driven underground and deep into the mountains, where the other tribes hoped they would dwell forever.

With the Elornans apparently defeated, the remaining tribes turned their attentions again toward each other. The Tuatoa had learned from their mistakes against the Elornans and this time engaged the Udaeus with murderous abandon. They were initially successful, gaining many new territories, but soon they suffered greater losses than ever before. The harsh, brutal strategies had eroded the morale of the Tuat, and the less chivalrous Udaeus took advantage of their broken spirit. After almost a thousand years of fighting, the tribes were finally conquered, and the Udaeus declared themselves the Dragon Kings of Cythea.

## THE GRIM RETURN

For the next two hundred years, the Udaoi ruled Cythea, building great monolithic towers and majestic cathedrals dedicated to Saint Thero. Their cities became centers of learning and artistic wonder. Gladiator duels that retold Udaeus history helped reinforce their cultural identity. Civic advancements made each successive generation stronger than their forbearers. Their ever-ready armies spread across the country, defeating monsters wherever they hid, and routing goblins and orcs beyond their borders.

As Cythea grew in power its population swelled, and four hero gods emerged as champions of the people. Udaeus the First, became the god of battle, cunning, and strength; Tuath embodied mercy and redemption, sweet Pelori: kindness and knowledge; and Cyanth became the patron of honor and society. Temples throughout the land

were constructed to feature the four hero gods and Saint Thero above them, their divine creator.

Life was good and prosperous for the Udaoi, but that peace was shattered on the Night of the Grim Return, when a horde of pale, degenerate humanoids raided the capitol city of Orwe. The feral savages slaughtered hundreds of civilians before the army was able to mobilize against them. The leaping humanoids were driven away from the city and into the caves of nearby Mt. Elo. The army made camp at the base of the mountain, but the following evening they were again attacked by a massive horde of the creatures. This time the degenerates gained the advantage, and the army was routed. The army of albino beast-men made to sack Orwe for a second time, but a small reserve unit of only 300 Udaoi soldiers managed to fend them off long enough for reinforcements to arrive from the surrounding cities and drive the monsters back into Mt. Elo for good.

Healers who saw to the dead creatures—which the Udaoi named morlocks, reported back that the albino's were essentially human, but twisted and regressed into this new humanoid form. The thing that horrified the healers the most was the skin of the morlocks; bone-hard just like the Udaoi. They theorized that these morlocks were the decadent offspring of the Elornans long ago driven into the same mountains. For the next hundred years, several forays were made into the caverns of Mt. Elo to root out and destroy the morlocks, but the albinos had adapted well to their cramped environment and these crusades always resulted in heavy casualties.

Armies of Udaeus would have fought the morlocks forever, but an omen was received by the priests of Saint Thero that diverted the course of Cythean history; the world was about to end they claimed, and if they acted quickly, Saint Thero would protect them, and they would be spared.

## THE SHATTERING

One month before the cataclysm, the high priest of Saint Thero, received a terrible vision during his morning prayers; the non-humans were about to destroy the world. He reported this omen to the King who wasted no time ordering the nearby populace into the Diamond Fortress located in the heart of the city of Orwe. Udaoi wizards and clerics worked tirelessly, weaving protective wards into the foundation of the enormous castle. Heralds spread news of the impending doom throughout the kingdom, and other cities followed the capitol's lead. As the Shattering approached, the Udaoi believed they were ready.





When the world erupted, the divine and arcane seals diverted the force of the blast away from Cythea, but the kingdom was not entirely unscathed; the north-west portion of the continent was obliterated, with massive chunks of land thrown into the sky and thrust out to sea. Thousands of Cytheans perished, but the udaoï nobles escaped the destruction. Saint Thero's wisdom had saved his people and they quickly responded by elevating his faith to the official state religion.

As the other cultures of Celmae began rebuilding, or recreating their societies, the udaeus and Cytheans were able to continue their civic and social advancements unhindered. Many actually saw the Shattering as a benefit, praising the event, as the reshaping of the land brought new access to the sea. New innovations were made to reap the oceans bounty and engineers created aqueducts that ferried water overland while harvesting the salt. This allowed longer preservation of food, especially salted-dried meats, a staple of the udaeus diet.

A new, but ancient threat rose for the Cytheans during this period: dragons. The wyrms had long been considered creatures of legend; tales from the Book of Saint Thero, but following the Shattering, powerful dragons awoke from centuries-old slumbers and began attacking the cities. The udaoï took their appearance first with fear, but then as a test from their god; he had saved them from the cataclysm, now they had to prove they deserved to be. Vowing to slaughter dragons wherever they laired, the udaeus began the First Crusade, and their armies swept over the continent.

As they conflict took them high into the mountains, the soldiers came into contact with hostile clans of griffons. The beasts did not approve of the udaeus and human violation of their roosts, but they had recently suffered great losses from dragon attacks. When they learned that the troops were hunting down and slaying the colossal monsters, the griffons made an offer; they would assist in the crusade if the Cytheans vowed to provide them with horses to eat, and forever protect them from dragons. They agreed, cementing an alliance that continues to this day. Riding their new allies into battle, the udaoï were able to drive out and slay many dragons.

## THE NEW TESTAMENT OF SAINT THERO

The institution of Saint Theros faith as the official state religion spread his worship across the land, and expanded his dogma severely. The creator of the humans was an angry god, his clerics now taught. He was wounded that the non-human races destroyed the world he had decided to call his home, and angrier that the other gods would not assist him in diverting the crisis. Adan, the god of the dwarves, was the

most adversarial, declaring that the cataclysm had been foretold, and that it was the will of the Creator. Saint Thero considered them all cowards, afraid of the evil contained within the World Prison. As far as he was concerned, by allowing the cosmic malevolence freedom, the non-humans were complacent in all of the future strife it would cause. From that moment on, Saint Thero knew only he had the courage and conviction to lead the fearful gods, and his chosen people were the only ones capable of ruling the others. He pledged to punish the other deities for their inaction.

For years following the Shattering, the armies of the Udaoï fought against all non-humans in their lands, first focusing on the orcs and bugbears that plagued the forests, eventually making war against the dwarves and gnomes as well. Udaeus believe they are superior to all humans, and all non-humans are chattel to be culled, or enslaved until they no longer serve a purpose. When elves appeared, Udaoï soldiers murdered everyone they encountered. Their fearsome and merciless reputation circulated among the other non-human cultures roaming the continent, and most fled the land, rather than face extermination by the supremacists.

As their civilization has grown more warlike, their entertainments have become just as brutal. The gladiator games, initially designed to invest the Udaeus with a sense of pride and superiority are now spectacularly violent affairs where Cythean slaves are forced to fight to the death daily often for wagers worth less than their purchase value. Still, the arena remains the most popular path to political and social power so its ranks are never left wanting.

Currently the arena in Orve remains the largest in Cythea, but the one in Spear's Point is rapidly gaining popularity. The southern city has a laxer attitude towards non-humans due to the present governor's preference of gold over Saint Thero. Each year a tournament is held where only Cythean slaves are permitted to compete, their owners paying thousands of gold for their entry fee. They fight hundreds of bouts during the course of the event with the winner earning his or her freedom. Slave owners earn half of the collected money, which can make them as wealthy as the most powerful udaeus prince. During periods of peace with other realms and races, slaves see this contest as their only way to full citizenship, and petition their owners regularly to enter them.





## A THOUSAND YEARS OF WAR

For the next ten centuries, the armies of Cythea poured over the continent, slaying monsters and enslaving non-human races deemed useful. The apparent genocide of the newly arrived elves was seen as a major cultural victory that spurred on conflicts against the gnomes and dwarves of the region. These battles were bloody and violent, and they helped reinforce the Cytheans reputation for brutality throughout the West.

The longest of their struggles was against the country's dwarves, lasting nearly 500 years. The highly disciplined mountain-folk resisted the Cythean advance and their arcane and alchemical magic was formidable. But in the end, the humans breached the ancient dwarven strongholds and forced their kings to bend their knee. For all future wars, udaeus and Cythean troops marched into battle equipped with master-crafted, dwarven arms.

The oceans however, remained beyond Cythean control. Their engineers could not master the science of seafaring, and the newly enslaved dwarves and gnomes did not possess the knowledge either. When ships appeared one morning on the horizon, the Udaeus were unprepared for their capabilities. Assaults were fired by the mysterious vessels against coastal cities without reprisal. This emboldened the attackers who then launched a full-scale invasion.

Landing along the eastern coast, the invaders were humans; short dark-skinned warriors called the Majeed. The mostly female combatants swarmed into the cities, thinking them defenseless because of the lack of response from sea-borne attacks. The Majeed could not have been more wrong. Encountering heavily armed udaeus and Cythean soldiers momentarily shook them, but the Majeed possessed a sense of superiority that drove them on. As they crashed against Cythean shields, they realized they had finally met their match.

What the Majeed lacked in heavy arms, they made up for with skill, possessing an acrobatic martial arts style that the udaeus had never encountered. While it aided them for a while, the small invasion force soon fell, despite this unique training. Instead of breaking of the skirmish, the Majeed sent wave after wave of reinforcements, intent on conquering Cythea. For almost a century the two countries fought with casualties calculated in the hundreds of thousands. Unable to counter by sea, or successfully cross the Obsidian Peaks with an army to invade Majera, the Cytheans sued for peace. In exchange for recognizing the Majeed as masters of the sea, and not contesting any ocean-based expansion of their borders, the Majeed agreed to end their conquest of Cythean lands.

## RISE OF THE UNCLEAN KING

In the year 1621 (AS), a priest of Saint Thero, Ekos the Wise, stumbled upon an ancient tablet of immeasurable power while blessing a new graveyard. Studying the carvings he discovered how to unlock the stone slab's necromantic abilities. Its vile, unspeakable secrets haunted him, and each night he prayed for the strength to destroy the cursed tablet. Its seductive lure eventually proved stronger than his piety however, as Ekos began using the stone's magic.

At first he used the tablet to secure him earthly pleasures and vast wealth, but soon he directed its power against his enemies, murdering a many outright. His fall from grace into corruption was swift, aided by the cursed artifact. His nightly prayers and former rituals became replaced by drug-induced bacchanals with enslaved participants. These crimes against his faith did not go unnoticed. The church excommunicated him, but his considerable wealth protected him against further consequence. This outraged several influential members of the nobility who'd wanted a more severe punishment. In 1680 the udaeus governor of Falrood, petitioned for his arrest on charges of blasphemy. Tirelessly pressing his political and diplomatic connections, he was finally able to convince the King to issue the warrant. Armed udaoi troops stormed Ekos's manor, killing his slaves and destroying much of his property. But Ekos was wise; he'd learned of his impending jailing and hid the cursed tablet.

Though his enemies cried for his enslavement or execution, Ekos's old influence saved him, and he was banished from the realm. Stripped of everything but a canvas tunic, Ekos was marched to the eastern border and forced into the Obsidian Peaks. But the old priest would not go quietly.

Armed with the cursed tablet, Ekos snuck back into Cythea and gained entry into the sacred *Barrow of Kings*, the resting halls of Cythea's former rulers and their families. Using the artifact, he raised one-hundred dead udaoi from their graves. Their shambling skeletons were then directed to comb over the surrounding countryside, killing every mortal they encountered. The merciless creatures marched into the small town of Karandu, and murdered every citizen. For the next week, Ekos used the tablet to transform the corpses into zombies. Ekos now had an army of the undead.

When news of his defilement of the *Barrow of Kings* spread, the shocked aristocracy demanded Ekos be destroyed. Udaeus champions set out after him and opposing armies were raised, but the legion of Ekos continued growing with each victory. The Nobles knew





# SHATTERED SKIES

## CAMPAIGN SETTING

that military might alone would not be able to defeat the necromancer, so they enlisted the divine aid of Saint Thero's paladins; the Knights of Order, and their allies, The Dustwardens; servants of the goddess of death. Channeling the strength of their Gods through their chosen weapons, the paladins routed the undead from Karandu, and put Ekos to the sword.

But the tablet brought him back.

Rising from death as a lich, Ekos's life-force fused into the tablet, becoming his phylactery. Delving deep underground in search of corpses to animate, he stumbled upon a group of morlocks. After killing the tribe and descending further into the subterranean tunnels, Ekos found their disposal chamber; filled with thousands of bones from past meals. With his new powers, Ekos rebuilt his undead army, and together they swarmed over eastern Cythea.

But his reign of horror had a surprising effect on his victims. As the common folk were slaughtered, survivors witnessed their udaeus masters defeated time and again by the skeletal horde, while doing nothing to defend them. This demoralized many, but some Cytheans grew resentful and rebellious. As Ekos's murderous march spread, townships unwilling to join his army revolted, their citizens fleeing into the wilds. But for every human that fled, two joined the resistance. Combined with the paladins of Saint Thero and The Grey Maiden, the forces of good prevailed, and Ekos the Unclean was again destroyed.

Only to return once more.

It was discovered through divination auguries that Ekos had hidden his tablet phylactery away in the

savage northern continent of Dhul. When his body was obliterated, his life force returned to the cursed tablet. The sibling heroes Gran and Bryn, champions of the Grey Maiden, vowed to kill him for good. They flew on their griffon mounts to the wild north, landing at the base of quartz-capped Bright Mountain. Through trials and tribulations, Bryn and Gran were able to unite the primitive human tribes in the region. With their new allies they charged Ekos's fortress and stormed his mountain stronghold. After braving horrific guardians and devious traps, the twins tracked the lich to his inner sanctum, smashed his phylactery to pieces and defeated him once and for all.





### REBELLION OF HEROES

Eager to receive their heroes, priests of Saint Thero prepared the rituals to transform Gran and Bryn into udaeoi. Political momentum behind the twins had many nobles petitioning to have them elevated to royal status. The pair stunned all by remaining behind in their new land and proclaiming themselves king and queen.

Enraged by the slight, the Drāgon King, Tiberius, mustered his virgin naval force, and commanded them to invade the upstart kingdom. Unprepared and inexperienced, the sailors could barely steer the bulky Cythean ships, making them soft targets for storms and gigantic ocean monsters. Half of the attackers, and almost all of their landing supplies were lost at sea. When the remaining forces reached land, they were forced to abandon their invasion plans, and instead struggled for their own survival.

The loss of so many udaeoi nobles accompanying the invasion force wounded Cythea deeper than the decimation of their navy. Taking advantage of this injury was a slave by the name of Derrok, who'd been planning a revolt for years. Gathering his allies, they rode their auroch mounts across the county of Falrood and freed every slave they could. Marching to Orwe, the slave army confiscated a small fleet of freshly built longboats, and set sail for Dhun. When they landed, Derrok sent ambassadors to King Gran Queen Bryn, seeking asylum. Sensing spies and assassins, the new kingdom of Brynndell refused the refugees. The rebels were forced to fight hostile wildlife and remnants of the first Cythean invasion force before they settled in the ruins of a former orc village. Derrok took the surname Freeman, and renamed the village Helot.

Back in Cythea, udaeoi generals who'd been planning a second invasion before dealing with the surprise revolt, turned their attentions inward, and executed every slave they suspected of treason. They hoped to instill fear among the populace, but instead, created more rebels. Once the bloodshed was over, the udaeoi resumed invasion plans. Surviving rebels concealed their identities meeting in secret to plan their next move.

But not all slaves were disloyal and most Cytheans remained in servitude to the Udaeus, who typically don't abuse their slave-owner relationships. Slaves can earn their freedom through deeds, hard-work, and most commonly, by purchasing it. Gladiator fighting is another way to go, and one particular slave, Faramaar the Fierce was the most famous games combatant.

A gladiator since he was a boy, Faramaar was a graceful and skilled fighter, but most of all; he was beautiful. Soldiers admired him and women across the country wished to be his wife. He was never defeated, and as his fame soared, his reputation as a merciful, but deadly fighter caught the attention of the udaeoi generals. Ever loyal, Faramaar sought to copy every aspect of udaeus life, hoping to

ascend their ranks and become the greatest of all Dragon Kings.

But it was not meant to be.

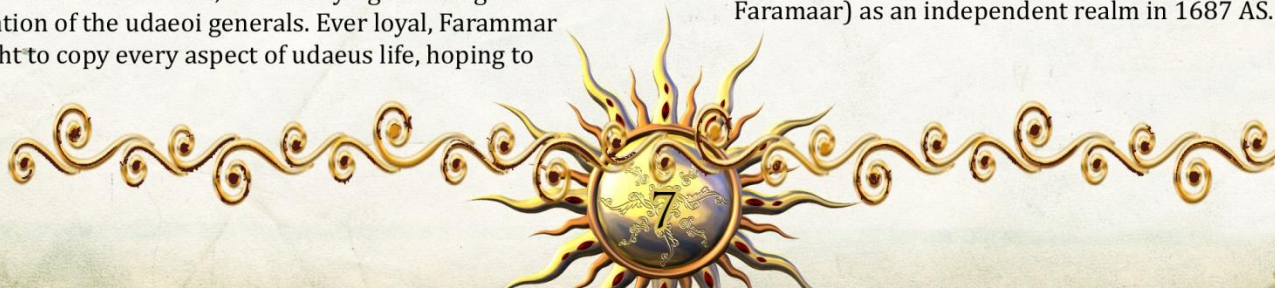
When the Cleansing of Traitors washed over the country, Faramaar was appalled. He'd always been loyal and the slaughtering of so many without proof countered everything he knew of Cythean law or the teachings of saint Thero. When he mentioned this to his master, he threw him in with the rebels. Faramaar escaped execution by the grace of another udaeoi noble that loved the gladiator, testifying to his loyalty to the throne. Faramaar was cleared of treason charges but to prove his allegiance to the Dragon King, his owner gifted him to the army. Tiberius accepted this present and placed the famous fighter in his next invasion force.

Learning from their previous mistake, the generals decided to send no udaeoi officers with the invaders, instead investing in large amounts of teleportation spells. Their plan was to send the soldiers in first and then transport the officers and supplies magically across the sea. They would then build a siege fortress and await reinforcements.

Faramaar however, had other plans.

He had become increasingly angry at the udaeoi nobility for the Cleansing of Traitors and his subsequent treatment by his former master and now the udaeus soldiers. He was not one of them, they constantly reminded him, and this racial and class divide took its toll. By gifting him to the invasion force, Faramaar concluded that he was never going to become an udaeus. Using his natural leadership qualities, Faramaar was able to first convince hidden rebels that he was indeed, one of them, and then second, while at sea, he persuaded his fellow soldiers to mutiny. He orchestrated the purchase of several like-minded slaves and added them to his ship, along with the most blood-thirsty gladiators from his time in the arena. He even proved to be a natural navigator, and was able to safely pilot the fleet to Bryndell's shores.

Sending word back to Cythea that all was well, the Udaeus generals began teleporting over supplies and then sent over the commanders, falling square into Faramaar's trap. Their masters arrived at the bottom of a specially prepared pit, surrounded by their soldiers. They set upon the udaeoi immediately, raining spears and then rolling boulders down onto them as they realized their betrayal. They then built the siege fortress, but now as a defense against further Cythean invaders. Financially and politically broken by two failed campaigns so close to one another, King Tiberius reluctantly recognized Brynndell (but not Helot or Faramaar) as an independent realm in 1687 AS.





### UDAEUS (CYTHEANS)

The udaoi are an ancient and proud people, whose storied history begins long before the time of the Shattering. Their legends teach them that they are the first men, and by divine grant, they alone have the right to rule. Udaeus believe that all humans are descended from their ancestors, and seek to one day dominate all of Celmae.

Cytheans speak their own language, Theron, named for their hero god of civilization and protection. It is a hard dialect to master and most Cytheans can tell what part of the empire one is from based on the regional accent. Foreigners that speak the language are almost always chastised for their mispronunciation of words, even when the accent and delivery are perfect.

**Physical Description:** Non-Udaoi Cytheans (Si-Thee-ans) are a fair skinned people, with predominately light-colored hair and eyes. They have hawkish features with oftentimes cruel or hard expressions. Men on average stand six-feet tall with women being only slightly shorter. They prefer loose fitting, light fabrics, the men wearing tunics and breeches often with only a belt as an accessory. Women wear thin clothing for comfort against the humid Cythean weather.

Udaeus nobles are slightly taller than average Cythean, but their skin is as white as ivory and as hard as bone. Deep etchings of dragons and other draconic creatures adorn their bodies, and their hair grows dark, long, and thick. Most shave their heads to avoid their hair being used against them during battle. Men always wear armor incorporated into their attire, a stylized cuirass being the most popular. Wild Zebra fur is used in much of udaeus fashion.

**Society:** Udaeus nobles rule the upper crust of society while most non-udaoi Cytheans live as slaves. They don't view their enslavement as an evil situation, so much as an inconvenience, and reminder of one's appropriate place in Cythean society. However over the centuries, many migrated, or escaped to other countries, spreading throughout western Celmae. Cytheans that settled on the continent of Brynndell mated with native Gallfaen barbarians, becoming the modern day Brynnysh people.

Male udaoi hold most of the social status, but it is possible for even enslaved Cytheans to rise to prominent political positions through heroic action and deeds. All udaoi serve in the military for five years. Priests of Saint Thero, when they don't hold the position themselves, advise city rulers.

Because Cytheans value strength and might over intellect, very few scholars or wizards exist among their people. The free countries of Helot and Faramaar are the exceptions to this rule, instead making conscious efforts to advance their cultures through art, and historical study. Most native Cytheans answer the call of the brawler, cavalier, or fighter

using their martial abilities to raise their names to nobility. One way to accomplish this is in the gladiator arenas found in the center of every Cythean city. Another is to test one's mettle against the numerous chimeras that populate the mountains and surrounding valleys.

**Relations:** Udaoi have an ingrained sense of entitlement and superiority that tends to put them at odds with other races. Most view all humans as wayward children who need Cythean guidance to prosper. They distrust elves, goblinoids, and orcs, but grudgingly respect dwarves for their battle strategies and weapons crafting.





**Alignments and Religions:** Because of the strict way that udaeoi society is structured, the majority of udaeus are lawful with more evil and neutral citizens, than good. Chaotic members of the race do exist but are especially rare.

Saint Thero is viewed as the creator god of all men, and nearly all udaeoi worship him in some way. Their four hero gods; Udaeus; patron of battle, Tuath; god of redemption, Pelori; patron of knowledge, and Cynath; the god of society, are commonly portrayed in sculpted art. Every four years they udaeoi hold a tournament of games where teams represent each respective god. The deity of the winning team is shown favor until the next round of games. All of the udaeoi gods are Lawful, except for Pelori, who is Chaotic Good.

## UDAEUS AS CHARACTERS

Udaeus are usually defined by their racial levels and most advance to 4 racial Hit Dice before taking class levels. Their favored class is fighter, though brawlers, cavaliers, clerics, and warpriests are commonly encountered among their race.

**+2 Str, +2 Wis, -2 Cha** Udaeus are strong from years of physical training and they are wise in the ways of military strategy and war, but their stoic expressions and aggressive body language put other races on edge.

**Medium:** Udaeus are medium sized creatures and receive no bonuses or penalties due to their size.

**Normal Speed:** Udaeus have a base land speed of 30 feet.

**Low-light Vision:** Udaeus can see twice as far as humans in conditions of low light.

**Armor and Weapon Training (Ex):** Udaeoi are proficient with simple weapons, martial weapons, light armor, medium armor, heavy armor, and shields (including tower shields).

**Boneskin (Ex):** An udaeoi's bone-hard skin provides them with a +1 natural armor bonus.

**Energy Resistance (Ex):** An udaeus has resistance 5 against one type of energy. By performing a ritual that takes one day, an udaeus can change its energy resistance to a different energy type (either acid, cold, electricity, or fire). Most udaeoi choose fire resistance unless they expect to fight a creature using a specific energy type.

**Fighter Training (Ex):** An udaeus counts its racial Hit Dice as fighter levels for the purpose of qualifying for feats. If it has levels in fighter, these levels stack.

**Infuse Arms and Armor (Ex):** Any improvised weapon an udaeus wields is treated as a comparable normal weapon, and any normal weapon an udaeus wields is treated as a masterwork weapon. Normal armor and shields worn by an udaeus are considered masterwork.

## UDAEUS FAVORED CLASS OPTIONS

**Alchemist:** Add one extract formula from the alchemist formula list to the character's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

**Arcanist:** Add one spell from the arcanist spell list to the arcanist's spellbook. The spell must be at least 1 spell level below the highest level the arcanist can cast.

**Bard:** Choose one bardic performance; treat the bard as +1/6 level higher when determining the effects of that performance.

**Brawler:** Gain a +1 bonus to the brawler's CMD when resisting two combat maneuvers of the brawler's choice.

**Cavalier:** Add +1/4 to the cavalier's bonus on damage against targets of his challenge.

**Cleric:** Add +1/2 to damage when using positive energy against undead or using Alignment Channel to damage evil outsiders.

**Fighter:** Add +1 to the Fighter's CMD when resisting two combat maneuvers of the character's choice.

**Inquisitor:** Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against outsiders.

**Investigator:** Add one extract formula from the investigator's formula list to his formula book. This formula must be at least 1 formula level below the highest level the investigator can create.

**Kineticist:** Gain 1/6 of an Extra Wild Talent feat.

**Magus:** Add +1/4 point to the magus' arcane pool.

**Monk:** Add +1/4 point to the monk's ki pool.

**Oracle:** Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.

**Paladin:** Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

**Ranger:** Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

**Rogue:** The rogue gains +1/6 of a new rogue talent.

**Slayer:** Gain 1/6 of a new slayer talent.

**Sorcerer:** Add +1/4 to the sorcerer's caster level when casting spells with the good descriptor.

**Summoner:** Add DR 1/evil to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/evil increases by +1/2 (maximum DR 10/evil).

**Swashbuckler:** Increase the total number of points in the swashbuckler's panache pool by 1/4.

**Warpriest:** Gain 1/6 of a new bonus combat feat.

**Wizard:** Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.





### UDAEUS PARAGON

Among the world's combatants, none are as skilled or as honed for battle as are the udaeus. They are the elite of all fighters; they are the perfect warriors. Most udaeus paragons live in the country of Cythea and act as generals in the armies of the Dragon King, but some have spread throughout Celmae in search of greater contests than simple warfare.

Their natural armor, and mystical power to imbue weapons and armor with greater properties, makes them feared wherever fighters train. Coupled with inherent spell-like abilities the udaeus paragon is a versatile and adept warrior.

**Role:** Udaeus paragons are masters of combat and excel at spear and shield style fighting. They take on frontline assignments, eager to face battle head-on, before anyone else.

**Alignment:** Any, though an overwhelming majority are Lawful.

**Hit Die:** d8

### CLASS SKILLS

The udaeus paragons class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str).

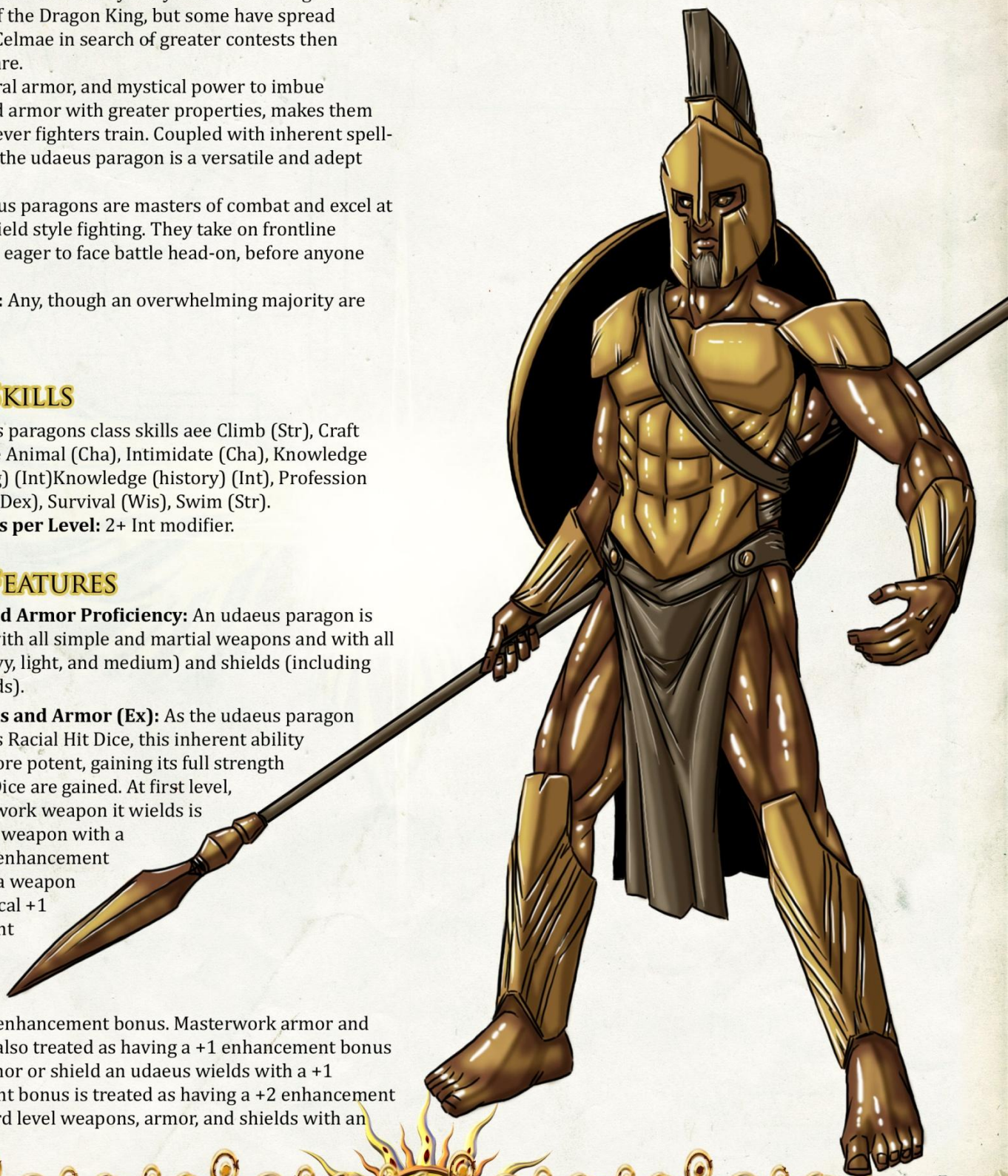
**Skill Ranks per Level:** 2+ Int modifier.

### CLASS FEATURES

**Weapon and Armor Proficiency:** An udaeus paragon is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Infuse Arms and Armor (Ex):** As the udaeus paragon increases its Racial Hit Dice, this inherent ability becomes more potent, gaining its full strength after 4 Hit Dice are gained. At first level, any masterwork weapon it wields is treated as a weapon with a magical +1 enhancement bonus, and a weapon with a magical +1 enhancement bonus are treated as having a magical +2 enhancement bonus. Masterwork armor and shields are also treated as having a +1 enhancement bonus and any armor or shield an udaeus wields with a +1 enhancement bonus is treated as having a +2 enhancement bonus. At 3rd level weapons, armor, and shields with an

enhancement bonus that an udaeus wields are treated as 1 higher than its actual value (to a maximum of +4). At 4th level the maximum enhancement for weapons, armor, and shields increases to +6.



JB  
2014



TABLE: UDAEUS PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Infuse Arms and Armor +2, dragon enemy, true strike 1/day
2nd	+2	+3	+0	+0	Energy resistance 10
3rd	+3	+3	+1	+1	Barkskin 1/day, energy resistance 20, fast healing 1, infuse arms and armor +4
4th	+4	+4	+1	+1	Endurance, energy resistance 30, infuse arms and armor +6, mythic tier 1
5th	+5	+4	+1	+1	Boneskin +2, dragon enemy, Haste 1/day, true strike 2/day
6th	+6/+1	+5	+2	+2	Spear and shield style
7th	+7/+2	+5	+2	+2	Barkskin 2/day, fast healing 2, stonesskin 1/day
8th	+8/+3	+6	+2	+2	Iron will
9th	+9/+4	+6	+3	+3	Evasion, haste 2/day, Aspect of Saint Thero 1/day
10th	+10/+5	+7	+3	+3	Combat style feat, dragon enemy, shrug it off
11th	+11/+6/+1	+8	+3	+3	Battlemind link 1/day, Fast healing 3, stonesskin 2/day
12th	+12/+7/+2	+8	+4	+4	Boneskin +3
13th	+13/+8/+3	+9	+4	+4	Aspect of Saint Thero 2/day
14th	+14/+9/+4	+9	+4	+4	Combat style feat, mythic tier 2
15th	+15/+10/+5	+10	+5	+5	Battlemind link 2/day, dragon enemy, fast healing 4
16th	+16/+11/+6/+1	+10	+5	+5	Boneskin +4, improved evasion
17th	+17/+12/+7/+2	+11	+5	+5	Energy Immunity
18th	+18/+13/+8/+3	+11	+6	+6	Combat style feat
19th	+19/+14/+9/+4	+12	+6	+6	Fast healing 5
20th	+20/+15/+10/+5	+12	+6	+6	Boneskin 5, mythic battlemind link, mythic rank 3

**Dragon Enemy (Ex):** At 1st level, an udaeus paragon gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the dragon type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. An udaeus paragon may make Knowledge skill checks untrained when attempting to identify these creatures. At 5th level and every 5 levels thereafter (10th, 15th, 20th) this bonus increases by +2.

**True Strike (Sp):** An udaeus paragon can cast the spell *true strike* 1/day at 1st level and 2/day at 5th level. All spells an udaeus casts uses his Charisma modifier when applicable.

**Energy Resistance (Ex):** The udaeus's resistance increases to 10 against one type of energy. By performing a ritual that takes one day, an udaeus can change its energy resistance to a different energy type (either acid, cold, electricity, or fire). Most udaeoi choose fire resistance unless they expect to

fight a creature using a specific energy type. At 3rd level this resistance increases to 20 and 30 at 4th level.

**Barkskin (Sp):** An udaeus paragon can cast the spell *barkskin* 1/day at 3rd level and 2/day at 7th level. All spells an udaeus casts uses his Charisma modifier when applicable.

**Fast Healing (Ex):** An udaeus paragon regains hit points at an exceptional rate. At 3rd level he gains 1 hit point per round. At 7th level this rate increases by 1 and again every 4 levels thereafter to a maximum of 5 at 19th level. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts, and it does not allow lost body parts to be reattached. Fast healing continues to function





(even at negative hit points) until the udaeus dies, at which point the effects of fast healing end immediately.

**Endurance:** At 4th level the udaeus paragon gains Endurance as a bonus feat

**Mythic Rank:** Once an udaeus reaches 4th level, he has achieved mythical status. The divine spark of Saint Thero that exists in all udaeoi grants the character a sliver of the god's power, and he gains a mythic tier. All Udaeus (unless otherwise allowed by the GM) take the Champion mythic path. If the character already possesses the mythic tier to be gained, he instead gains a bonus mythic feat. He gains the following abilities:

*Always a Chance (Ex):* You don't automatically miss when you roll a 1 on an attack roll.

*Extra Mythic Power (Mythic):* You gain Extra Mythic Power as a bonus feat.

*Hard to Kill (Ex):* Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

*Mythic Power (Su):* Mythic characters can draw upon a well-spring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier plus 2 from your extra mythic power feat (7/day at 1st tier, 9/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

*Surge (Ex):* You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

*Fleet Charge (Ex):* As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

The udaeus paragon achieves a new mythic rank at level 14 and again at level 20.

Once the udaeus paragon reaches second mythic tier (14th Level), he immediately gains the following abilities:

*Ability Score Increase:* Upon reaching the 2nd mythic tier, an ability score of your choice permanently increases by 2.

*Amazing Initiative:* At 2nd tier, an udaeus paragon gains a

bonus on initiative checks equal to his mythic tier. In addition, as a free action on the udaeus paragon's turn, he can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. An udaeus paragon can't gain an extra action in this way more than once per round.

*Draconic Hatred (Ex):* You can expend one use of mythic power as a free action to increase all of your dragon foe bonuses by 2 for 1 minute. When you use this ability, for the rest of your turn any attacks you make against a dragon bypass all damage reduction.

Once an udaeus paragon reaches third mythic tier (20th level), he immediately gains the following new abilities:

*Endurance (Mythic)* The bonus on checks and saves from Endurance increases by half the udaeus paragon's tier. You take half the damage when you fail a check to avoid non-lethal damage from a forced march, starvation and thirst, hot or cold environments, or slow suffocation.

An udaeus paragon can sleep in heavy armor without becoming fatigued.

*Precision (Ex):* An udaeus paragon's attacks are far more likely to hit their target than those of others. Whenever you make a full attack, your attack bonus on the additional attacks you gain by having a high base attack bonus is 5 higher. This ability can't give any of these attacks a higher attack bonus than your base attack bonus. For example, a 12th-level udaeus paragon normally has a base attack bonus of +12/+7/+2; with this ability, his base attack bonus is +12/+12/+7. This ability doesn't reduce the penalties from two-weapon fighting or other situational penalties on attack rolls (such as Combat Expertise, Power Attack, fighting defensively, or harmful conditions).

*Recuperation (Ex):* At 3rd tier, an udaeus paragon is restored to full hit points after 8 hours of rest so long as he isn't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.





**Bone Skin (Ex):** An udaeus paragon's bone-hard skin becomes stronger as he progresses in level. At 5th level his natural armor increases by 1. At 12th level this bonus increase to +3 and improves by +1 every four levels thereafter to a maximum of +5 at 20th level.

**Haste (Sp):** An udaeus can cast *haste* as a spell-like ability 1/day beginning at 5th level and 2/day at 9th level.

**Spear and Shield style:** At 6th level an udaeus paragon learns the spear and shield combat style, and gains a combat feat. He can choose from the following list now and again whenever he gains a combat style feat:

Drive Weapon\*, Improved Shield Bash, Saving Shield, Shaft and Shield\*, Shield Focus, Shield Master, and Shield Slam.

At 10th level, he adds Bashing Critical\*, Bashing Finish, Greater Shield Focus and Shield Check\* to the list.

\*new feat from this book.

**Stoneskin (Sp):** An udaeus paragon can cast *stoneskin* 1/day as a spell-like ability beginning at 7th level and 2/day at 11th level.

**Iron Will (Ex):** At 8th level the udaeus paragon gains Iron Will as a bonus feat.

**Evasion (Ex):** At 9th level and higher, an udaeus paragon can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the udaeus paragon is wearing light armor or no armor. A helpless udaeus paragon does not gain the benefit of evasion.

**Aspect of Saint Thero (Sp):** An udaeus paragon can cast the spell *aspect of saint thero*\* 1/day beginning at 9th level and 2/day beginning at 13th level.

\*new spell from this book.

**Shrug it Off (Ex):** Once per day as a swift action an udaeus paragon can heal himself for 1d4+1 points of attribute damage in addition to attribute damage healed through normal rest.

**Battlemind link (Sp):** At 11th level the udaeus paragon gains the ability to cast the spell *battlemind link*\* 1/day and then 2/day beginning at 15th level. At 20th level the udaeus paragon may cast *battlemind link* (mythic) in place of the non-mythic version of this spell.

\* new spell from this book.

**Improved Evasion (Ex):** This works like evasion, except while the udaeus paragon still takes no damage on a successful Reflex saving throw against an attack, he also takes only half damage on a failed save. A helpless udaeus paragon does not gain the benefit of improved evasion.

**Energy Immunity (Ex):** The udaeus's chooses one type of energy (either acid, cold, electricity, or fire) and gains immunity to all damage from that energy type. By performing a ritual that takes one day, an udaeus can change its energy immunity to a different energy type (either acid, cold, electricity, or fire). Most udaeoi choose immunity to fire unless they expect to fight a creature using a specific energy type.

## NEW FEATS

The following feats are available to Cythean characters, both human and udaeoi. They are rarely taught to foreigners.

### BASHING CRITICAL (COMBAT, CRITICAL)

*You can follow up a critical strike with a shield bash.*

**Prerequisites:** Base attack bonus +9, Critical Focus, Improved Shield Bash, Shield Proficiency

**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, if you score a critical hit with the weapon you may make a shield bash attack against the same target, using your highest attack bonus, as a swift action.

### DRIVE WEAPON (COMBAT)

*You can lodge your weapon into your opponent's flesh and bones.*

**Prerequisite:** Str 15.

**Benefit:** Whenever you deal maximum damage with a piercing weapon, you can choose to drive the blade into the wound as a combat maneuver. As long as the weapon is driven in, the target takes 1 point of bleed damage per round and suffers a -1 penalty to attacks and AC and a -2 penalty to skill checks. The target must make a Concentration check in order to cast spells. When you drive your weapon, you can choose to hold or release it. If you choose to hold the weapon as an attack action, the target must make a successful combat maneuver check to remove the weapon as a standard action. You continue to wield the weapon if it is removed. If you choose to release the weapon, removing it is a standard action. Whoever removes the weapon can choose to wield it or let it drop to the floor. Removing a driven in weapon deals the weapon's normal damage.

### SHAFT AND SHIELD (COMBAT)

*You can wield two-handed spear-like weapons in one hand.*

**Prerequisite:** Base Attack Bonus +1

**Benefit:** You can wield two-handed spear-like weapons in one hand.

**Special:** You do not gain any additional damage normally granted for two-handed weapons when using this feat. Weapons covered by this feat include the lance, long spear, ranseur, and spear.





### SHIELD CHECK (COMBAT)

*You can slam a foe with your shield to stop their movement.*

**Prerequisites:** Combat Reflexes, Improved Shield Bash, Shield Proficiency, Stand Still

**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, if a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn and you deal your shield bash damage to the foe. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

### SHIELDED MANEUVERS (COMBAT)

*You have learned to use your shield to aid with some combat maneuvers.*

**Prerequisites:** Base attack bonus +1, Str 13, Shield Proficiency

**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, you gain a +2 bonus on CMB checks made to perform bull rush, disarm, overrun, and trip combat maneuvers.

### NEW SPELLS

The following spells originated in Cythea, by udaoi arcanists, but have since migrated throughout the west, and might be found in any wizard's spell book.

#### ASPECT OF SAINT THERO

**School** transmutation [good]; **Level** cleric 2, paladin 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components:** V, S

**Range** personal

**Target** you

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

**Saving Throw** none; **Spell Resistance** no

You take on an aspect of a godlike being, including some of its physical characteristics. You gain low-light vision, darkvision 60, resistance to acid and cold 10, and DR 5/evil, and you sprout white feathered wings allowing you to fly at a speed of 30 feet with average maneuverability. In addition, your natural weapons and any weapons you wield are considered good-aligned for the purpose of overcoming damage reduction.

#### BATTLEMIND LINK

**School** divination [mind-affecting]; **Level** inquisitor 4, sorcerer/wizard 6; **Elemental School** wood 6

**Casting Time** 1 standard action

**Components** V, S

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

**Target** you and 1 ally

**Duration** 1 minute/level

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

**Resistance** yes (harmless)

You fuse your thoughts with an ally's, allowing the two of you to fight in tandem, perfectly coordinated. You and the ally each roll initiative in combat and use the higher die result before adding modifiers. This has three effects.

**Melee:** If you both make melee attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack rolls (plus bonuses).

**Ranged:** If you both make ranged attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack roll (plus bonuses).

**Spell:** If you both cast spells and target the same area or same creature, affected creatures take a -2 penalty on their saving throw against the spells.

You and the target lose these benefits if you cannot see each other or if you or the target is unconscious or helpless.

#### BATTLEMIND LINK, MYTHIC

When you cast this spell, if your linked ally uses a mythic path ability against a creature, you can use the same path ability against that creature as if you had it yourself, and your linked ally can likewise use any path abilities you use against a creature (even if that ally isn't mythic). For example, if you're a champion attacking a frost giant using the precision path ability, your linked ally can use your precision ability when she attacks that frost giant. If a path ability requires expending uses of mythic power or any other cost, your linked ally must expend that cost for you to use the ability.





# SHATTERED SKIES

## CAMPAIGN SETTING

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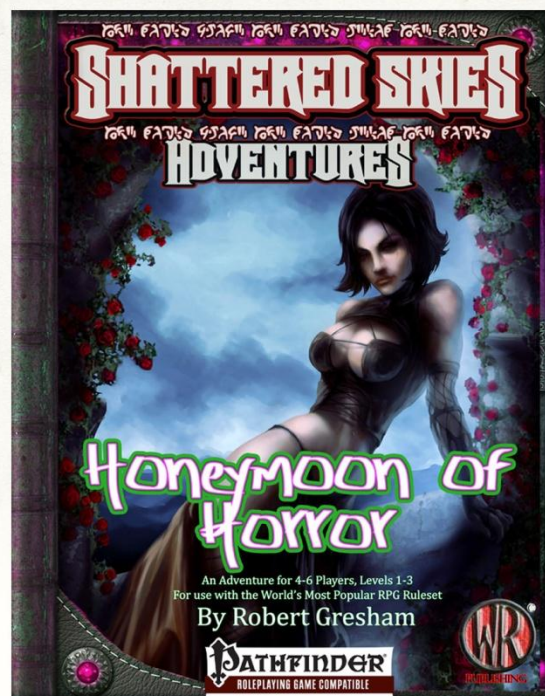


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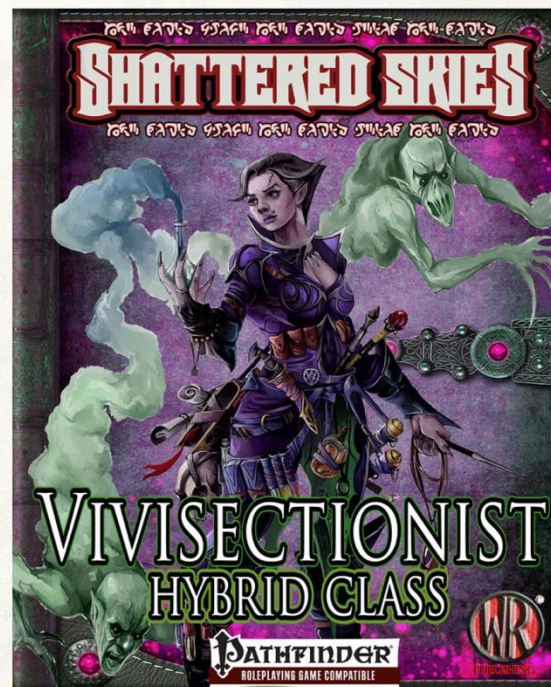
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