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LEXICON CHRONICLES: REALM OF KAGGA



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They are servants of a force known to all, but understood fully by none: The Children of Kaga, spell-casters who dedicate themselves to the service and exploitation of the Kaga, are the only ones who have any inkling into what the Realm of Kaga actually is. To know who and what they are, you must know what they serve, an arcane secret even they haven't plumbed the depths of.

Enter the Realm of Kaga, a living, arcane, sentient plane of magic and knowledge created by the most brilliant minds in all of Exodus.

The Kaga is a powerful force of magic, created in ancient times to rescue the world of Exodus from the First Ones. It is a sentient, arcan, artificial afterlife originally formed by a cabal of wise men, wizards, and mystics to fight the First Ones. Though the true nature of the First Ones is long since lost, it is known they enforced a tyrannical rule over all lesser races. The Kaga hates tyrants and slavers as a result, and has consistently acted against those who would implement similar policies.

After leading the enslaved races to victory over the First Ones, the Kaga removed itself from the sphere of Exodus daily affairs. Its reason for doing so was twofold. First, the Kaga was flooded with the souls, and memories, of its faithful during the wars with the First Ones. Originally formed of the soul stuff of just 100 brave scholars and mages, the Kaga grew exponentially during its first decades of life. Though it could put off dealing with the memories and opinions of thousands of new spirits during the war, once hostilities turned to victory the Kaga knew it needed time to stabilize itself. The Kaga needed to be a single godlike influence, not hundreds of disjointed motivations fighting against one another.

Second, the Kaga feared it was too powerful for the fledgling cult just freed from slavery to develop properly in its presence. Already the Kaga was worshiped as a god by many tribes, and king and scholars alike sought its wisdom for every serious problem. The Kaga did not wish to form all cultures in its image, or stifle their individual expressions and traditions. Thus it withdrew, leaving just a handful of Children of Kaga to carry on the tradition of service to the Kaga.

Once the nascent civilizations had developed into unique cultural identities, and the Kaga had ordered the energy within itself into the realm of Kaga, the vast group-mind looked into the world once more. It found, much to its disappointment, that the ideas of tyranny and oppression had not gone away with the

First Ones. Instead they were being recreated, over and over, by the races of Exodus. The Kaga realized to overcome the ideas of might making right would take eons, and subtle applications of power. The Kaga had no desire to be a dictator itself, and thus eschewed direct intervention wherever possible.

Instead it sought to learn as much as it could through its servants, so to better understand what lead thinking minds to turn so often to subjugation of neighbors. The Kaga knew it was no longer mortal itself, and thus it could not truly understand how mortals thought. But it could learn, and where possible teach, to spread civilization and tolerance of those who are tolerant. The Kaga even gave its own servants, the Children of Kaga, great leeway on when to intervene, as they were themselves mortal and thus free to exercise their own will even where the Kaga would not. And on rare occasions, when a Child of Kaga discovered a true threat to freedom on a vast scale, the Kaga mobilized itself to end despotism by force, as it had in the times of the First Ones.

REALM OF KAGA

The Realm of Kaga has the following planar traits:

- **Subjective directional gravity:** Inhabitants of the Realm of Kaga determine their own "down" direction. Objects not under the motive force of others do not move. See below for more information on movement in the Realm of Kaga.
- **Mildly good-aligned:** All evil creatures take a -2 circumstance penalty on all Charisma-based skills while in the Realm of Kaga.
- **No dominant traits.**
- **Normal time.**
- **Normal magic.**
- **Self-contained shape:** The Realm of Kaga is shaped similar to that of an egg and the borders wrap in on themselves, depositing the traveler on the other side of the plane. With each new individual that Kaga fuses with, it grows by a 100 feet in diameter. Currently, the Realm of Kaga is 160 miles in diameter.
- The Realm of Kaga is sentient and its characteristics change only when the realm itself wishes it to.

The Kaga is a force no less vast and powerful than a god, but it does not consider itself a divinity. It is, if anything mortals can understand, a place. Thought not of as a physical place, but a metaphysical one, which some considered an after life. The Realm of Kaga is

not heaven or hell, but it is the final resting place of the Children of Kaga, thousands of which have served it over the centuries. Magics able to take mortals to different Realms can carry them to the Realm of Kaga if one of three requirements is met. The traveler must have been there before, be a Child of Kaga, or be able to make a DC 30 Knowledge (*arcana*) or Knowledge (*the planes*) skill check to know of the location of the Realm of Kaga and use plane shift or similar magic to reach it.

Because it is created of magic, knowledge and soul-stuff, the Realm of Kaga has a very different environment from the material plane. It is a vast space of warm fluid, with neither a surface nor a bottom. Movement through the Realm is accomplished by force of will, with creatures gaining a fly move rate equal to their Wisdom and Intelligence scores added together with good maneuverability.

Magic works normally within the realm, but weapons do not. Even magic weapons are completely unable to do harm within the Realm of Kaga as the realm is one of pure thought and magic. However, the very intent to harm can deal damage. Any creature can make a ranged touch attack against any target within 60 feet simply by focusing their desire to do harm. The damage dealt on a successful touch attack is based on the attacker's Wisdom score, as determined below:

Damage By Wisdom

Wisdom Score	Damage Dealt
1-4	1d4
5-8	1d6
9-12	1d8
13-16	1d10
17-20	2d6
21-24	2d8
25-28	2d10
29+	2d12

Any creature in the Realm of Kaga can attempt to pluck knowledge from the raw stuff of the Realm. This requires a Will save with the same DC as the Knowledge check it would take to gain the sought knowledge. On a failed check, the creature takes 1d4 Wisdom damage. This Wisdom loss may not be cured by any means short of a wish or miracle spell while the creature is in the Realm of Kaga, although it can be cured through normal means once the creature has left the Realm of Kaga.

Though no creature is "native" to the Realm of Kaga, the spirits of past Children of Kaga do sometimes

materialize out of the liquid stuff of that pocket-dimension to act as guards known as the Librex Vardicar. These act like sorcerers or wizards of 9th-18th level with the ghost template, good outsider type, and one Arcus Omnex (*see the "Child of Kaga" prestige class below*) for each spell level they are capable of casting. A Librex Vardicar may be convinced to help a polite petitioner seeking knowledge to help the world, or to banish a lost traveler back to the material plane. This banishing effect can be used at will and negated with a successful Will save DC 24. If a Librex Vardicar sees travelers in the Realm of Kaga as a threat it attacks them. If it is destroyed, there is a 50% chance each hour than 1d4 more Librex Vardicar appear and attack the offending party.

FUSING WITH THE REALM OF KAGA

Any Child of Kaga or devote servant of Kaga who has been heavily blessed by Kaga can elect to fuse with the Realm of Kaga upon their death and some have even been known to willingly do it before their natural lifespan has ended. Fusing with the Realm of Kaga is only possible for the Children of Kaga or those who have sworn their lives to the ideals of the Kaga and knowledge. It is left up to the GM's discretion if a character can or cannot fuse with and become a part of the Realm of Kaga.

THE TENETS OF KAGA

The Realm of Kaga is sentient and places certain beliefs and ideals before all others, expecting its followers to lead by example and to honor the values the realm promotes. The tenets of Kaga, as first penned by the scholar and Child of Kaga, Varthas, are as follows:

- Love knowledge for the sake of knowledge and understanding.
- Share all knowledge willingly and without payment but do so only to those of goodly heart and intent.
- Oppose slavery and tyranny at all costs. Use force if necessary and cast out those who would impede the freedom of others.
- All creatures have a right to knowledge and never cloak the truth of lore behind the lies of deceit.
- Never squander magic for it is the lifeblood and blessing of Kaga and should never be used trivially.

- Explore new realms and seek out new knowledge. Never give up the opportunity to learn and experience something new.
- Aid those who are servants of the greater good for they are the leaders of a better Exodus.
- Never forget the destruction and tyranny of the First Ones for in the hearts of mortals, such cruelty still lurks and only by learning from the past can such selfish hatred be vanquished forever.

THE NEXUS GATEWAY: ROADWAYS OF KAGA

The Nexus Gateway is a network of teleportation devices that exist over the world of Exodus to permit individuals to travel great distances in a blink of an eye and is tied directly to the Realm of Kaga. It is Kaga's gift to the world and it was first created and instituted by the Children of Kaga after the war with the First Ones.

The gateway entrances are uniformly an arch shaped doorway with roughly a 15 to 20 foot diameter, marked with various arcane marking equally spaced on the outside of the entrances. The only real difference between the gateway entrances is the amount of arcane symbols that are on them, which serve the purpose of identifying each specific Nexus Gateway and destination.

NUMBER OF GATEWAYS

In the world of Exodus there is an unknown amount of gateway entrances that can access the Nexus Gateway. Only the the Kaga truly knows how many Nexus Gateways exist as they are all intimately connected to the Realm but even the Children of Kaga do not have access to this knowledge as there are "unauthorized" gateways being created without their blessing. Most "authorized" Gateway Entrances are located in the larger cities and capital cities in the world of Exodus.

GATEWAY OPERATION

The operation of the Nexus Gateway and the gateway entrance are built on the concept that the destination is not fixed, but singled out when one gateway entrance contacts another one. Each location on the Nexus Gateway has a corresponding sequence of arcane markings that determine the gateway entrance's location. The arcane symbols are the mechanics that the gateway entrances use to make is possible to travel

between two distance points. In this process, the traveler will enter the corresponding arcane marking by touching them in correct order then the gateway entrance will open up a portal way to the location accessed. If the traveler has the knowledge of the correct gateway sequence and how to operate it, then no skill check is required. If the traveler does not, they must succeed on a Knowledge (*arcana*) check (DC 25) to understand how the gateway works and what locations it can transport them to. The traveler must then succeed at a Use Magic Device check (DC 25) to properly access the gateway. The gateway entrance that is open will normally stay active for 10+D6 rounds or unless it is turn off by the gateway entrance on either side of the travel location. Only an object that can fit with in the space allotted in the gateway entrance can pass through the entrance.

Individual who enter into the gateway entrance are immediately transporter to their desired location. Individual can not "peek" their head through the portal to observe what is going on before they step through. The effect of the Nexus Gateway and the gateway entrance are equal to a Greater Teleport spell by a 19th level caster. Though normally not used for interplanar travel, the gateway entrance can be modified with a Use Magic Device check (DC 35) to be used for planar travel.

Anyone who uses a detect magic on a gateway entrance will see that it radiates a strong transmutation aura strength which never seems to dissipate no matter the length of time or the activity of the gateway entrance.

Travel by the Nexus Gateway is only possible by a gateway entrance. It is possible for a gateway to "lock its gateway entrance", preventing individuals for entering or exiting from the chosen gateway entrance. Normally there is no limit to the amount of individual that can pass through a portal at any given time, save by the amount of people that may physically fit through the gate.

Individual can bring through any object they can carry through, but non-attended items, like an arrow fired through the gateway entrance will just bounce off the entrance. Constructs are unaffected by this effect and not tried as "non-attended items".

COST OF TRAVEL ON THE NEXUS GATEWAY

The cost to travel on the Nexus Gateway is expensive and heavily regulated in each of the major cities of

Exodus. The average cost for traveling on the Nexus Gateway is 5 gp per 100 miles of distance but this can easily increase or decrease, depending on the city. The exact price is left up to the GM.

CREATING A GATEWAY

Nexus Gateways can only be created by mages who have access to the “Craft Nexus Gateway” feat (see below) or the Children of Kaga who are petitioned by the Kaga to craft the Gateways on its behalf. Crafting a Nexus Gateway on behalf of the Kaga only requires the “Craft Wondrous Item” feat and the plane shift spell. Crafting the Gateway on behalf of the Kaga costs 50,000 gold pieces, 1,000 experience points (half of the normal 2,000 experience point cost is paid by Kaga, as the realm is sanctioning the gateway’s creation), and takes fifty days to complete. Otherwise, the rules for creating new Nexus Gateways are outlined in the “Craft Nexus Gateway” feat.

DESTROYING OR CLOSING A GATEWAY

A Gateway entrance, once established, cannot simply be destroyed by any physical means. Only specific spells can disrupt or destroy a Nexus Gateway. Mage’s Disjunction can destroy a gateway entrance unless the entrance can make a successful Will save (*The Nexus Gateway has a Will save modifier of +10*). The only other spell that will directly affect a gateway entrance is dispel magic. A dispel magic (*caster level check against DC 35*) will cause the gateway entrance to stop functioning for 1d6 rounds.

A gateway entrance can be “locked” (*caster level check against DC 30*) by the individuals using that entrance at that location.

HIDDEN GATEWAYS

While there are large numbers of known and documented gateway entrances on Exodus, there are several others that are what people would consider to be “hidden” or not normally accessible. These entrances at on time or another may have been stable portals for the Nexus Gateway, but over time the locations have been lost, the gateway entrances at those locations dismantled or just undiscovered.

MALFUNCTIONING GATEWAY ENTRANCES

On some rare occasions due to unknown reasons or forces, a gateway entrance will malfunction and not operate correctly. Using the entrance that is malfunc-

tion has different and unusual effects. Roll a d6 on the following chart to determine the gateway’s malfunction:

Gateway Malfunctions

Die Roll	Gateway Malfunction
1	Traveler is teleported to a random location. (<i>GM’s choice</i>).
2	The gateway discharges a blast of arcane energy (<i>6d6 points of force damage, Reflex DC 17 for half damage</i>).
3	All magical items that the traveler is wearing are subject to a mage’s disjunction spell.
4	Gateway ceases to function for 1d6 days.
5	The gateway polymorphs the traveler into the last creature that passed through the gate successfully.
6	Traveler is plane shifted to the Astral Plane.

PRESTIGE CLASSES

For centuries, the followers of Kaga have developed new abilities and professions that allow them to better serve Kaga. Whether through lore, magic, or fist, the servants of Kaga strive to better the world through the spread of knowledge and the virtues of the Kaga. Below are three new prestige classes that are designed to give the players and the GM new options for creating characters who have direct ties to the Realm of Kaga.

CHILD OF KAGA

A Child of Kaga is a scholar, mystic, spy, sage, and when need arises a warrior, though their weapons are cunning and magic, rather than shield and blade. A master of powerful magic, a Child of Kaga’s mastery comes from great flexibility and knowledge. Constantly striving to learn as much as possible, the Child of Kaga spreads his studies very widely. His greatest power, the Arcus Omnes, gives him great breadth of power but little depth. A Child of Kaga must constantly pace himself, never allowing his magic powers to run dry.

Children of Kaga are often court wizards and advisors, traveling mystics, adventuring champions, and revered sages. They are famous for being able to put

right a wide variety of ills, but are equally well known for ignoring all but the most serious of plights. Unlike other spellcasters who often use magics to make their lives more comfortable, Children of Kaga see magic as too precious to squander on such trivialities. They serve the Kaga, which is made up of knowledge and magic itself, and thus revere the very powers they call on to serve themselves.

The dedication common to all Children of Kaga often sets their course early in life. A young Child of Kaga who loses his family to goblins is likely to vow revenge, and never give up the oath. It's not unusual for Children of Kaga to have books filled with lists of people and groups the Child of Kaga feels he must oppose and cities and individuals he feels indebted to protect. A Child of Kaga may begrudge the time such efforts take from his studies, but his dedication is greater even than his curiosity or desire for greater power.

COMBAT

Children of Kaga work best as part of a team, and know it. A lone Child of Kaga risks being overrun, lacking the raw number of spells needed to deal with hordes of foes. When supported by a group, however, a Child of Kaga can bide his time, using his unlimited possible selection of spells to do exactly what is needed, when it is needed. Most Children of Kaga prefer to keep a few dedicated combatants between them and a fight, and believe in surrounding themselves with experts whenever possible. Children of Kaga are particularly effective when working with other spellcasters, as long as their personalities don't clash too badly.

TRAINING

A Child of Kaga must learn to archive, defend, negotiate and, ultimately, fight. This training generally takes place over their early lives, for most Children of Kaga are drawn to that entity's service at a young age. The dedication Children of Kaga show to their own studies leaves them little time to train others. As a result there are few Children of Kaga with apprentices, and even fewer schools of Children of Kaga. The vast majority of Children of Kaga are self-taught, possessed by a deep need to know and master magic at an early age coupled with a distaste for bullies and needless violence.

This often results in unhappy childhoods and few close ties early in life. Children of Kaga are much more likely to find companionship when they are older, and many gain membership in secret societies and cults early in their careers. Such cults are often training grounds organized by senior Children of Kaga for the express purpose of finding other of like temperament. While a prospective Child of Kaga is not specifically trained, he may be encouraged to investigate certain ideas and missions. If, in time, he draws the attention of the Kaga, an older child comes and offers the opportunity to serve the create entity.

CLASS REQUIREMENTS

To qualify to become a Child of Kaga, a character must meet all the following criteria.

Alignment: Any non-evil

Spells: Ability to cast 3rd level arcane spells.

Skills: Diplomacy 4 ranks, Knowledge (*arcana*) 4 ranks, Knowledge (*nobility and royalty*) 4 ranks, Knowledge (*religion*) 4 ranks, Knowledge (*the planes*) 4 ranks, Knowledge (*history*) 8 ranks, Sense Motive 4 ranks.

Special: Must act in accordance with the greatest needs of Exodus. No action can be taken that is likely to cause widespread slavery, tyranny or loss of knowledge. Failure to follow this dictate results in being rejected by the Kaga, and losing all special abilities of this class other than spellcasting progression.

HIT DICE

A Child of Kaga gains 1d4 plus Constitution modifier hit points per level.

CLASS SKILLS

The Child of Kaga's class skills (*and the key ability for each skill*) are Concentration (*Con*), Craft (*Wis*), Diplomacy (*Cha*), Knowledge (*all skills taken individually*) (*Int*), Profession (*Wis*), Spellcraft (*Int*), and Use Magic Device (*Cha*).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Child of Kaga.

WEAPON AND ARMOR PROFICIENCY

Children of Kaga gain no additional weapon or armor proficiencies.

CHILD OF KAGA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	The Great Pool	+1 level of existing spell-casting class
2	+1	+0	+0	+3	Arcus Omnex II	+1 level of existing spell-casting class
3	+1	+1	+1	+3	First Mark	+1 level of existing spell-casting class
4	+2	+1	+1	+4	Arcus Omnex IV	+1 level of existing spell-casting class
5	+2	+1	+1	+4	The Great Pool	+1 level of existing spell-casting class
6	+3	+2	+2	+5	Arcus Omnex VI	+1 level of existing spell-casting class
7	+3	+2	+2	+5	The Second Mark	+1 level of existing spell-casting class
8	+4	+2	+2	+6	Arcus Omnex VIII	+1 level of existing spell-casting class
9	+4	+3	+3	+6	The Great Pool	+1 level of existing spell-casting class
10	+5	+3	+3	+7	Arcus Omnex IX	+1 level of existing spell-casting class

SPELLCASTING

At every level, a Child of Kaga gains spells known and spells per day as if gaining one additional level in a previous arcane spellcasting class. The Child of Kaga does not gain any other benefits of the previous class.

THE GREAT POOL-EX

A Child of Kaga is able to access a mystic para-plane of reality called the Great Pool. This is part of the Kaga itself, a “shallow” in the vast sea of arcane knowledge that makes up the artificial afterlife of the Realm of Kaga. Though visually identical to the Realm of Kaga, it is not possible to move from the great Pool to the broad expanse of the Realm, nor from the Realm to the Pool.

At 1st level, you can take an hour to meditate and mentally enter the Great Pool. This mediation must be in a quiet, calm place while you are not moving or disturbed. The Great Pool is, to your senses, a vast volume of warm water, which you float through while receiving food and air through mystic cords. Your body remains wherever you left it, and is vulnerable to spells and attack normally.

You need no food, sleep or air while meditating in the Great Pool, though you also can’t move or take any actions save purely mental ones.

Within the Great Pool you can access some of the vast knowledge of the Kaga and others who serve it. For each hour you spend in the pool, you may make one Knowledge check with a circumstance bonus equal to your Child of Kaga level. You may make Knowledge checks even for Knowledge skills you have no ranks in, and for questions you have already failed while not in the Great Pool. If you fail a Knowledge check in the Great Pool, you can gain no further information on that question until you gain a level.

At 5th level, your ability to absorb knowledge from the Great Pool grants you a nearly precognitive ability to foresee events and plan for them accordingly. If you have mediated for an hour on a given day, you may reroll any skill check, attack roll or saving throw to represent your superior preparations. You only take this second roll if it is superior to your initial roll. You may do this a number of times per day equal to half your Child of Kaga class level.

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At 9th level you can actually leave messages within the Great Pool for specific Children of Kaga, or for all members who can access the Great Pool. You can leave one message each day, deciding who receives it when they next enter the Great Pool. This is one of the most closely guarded secrets of the Children of Kaga, and they have used it to organize wars, escapes, and their own private cults. The message may be up to 2,000 words in length.

ARCUS OMNEX-SP

Without doubt, the greatest power granted to a Child of Kaga is the Arcus Omnex, the ability to tap the Kaga itself and draw upon absolutely any arcane spell.

You do not need to know, have prepared, or studied the spell to be cast or metamagic feat that enhances it. You are required to be aware of the spell and feats, and the spell must be an arcane spell (*not divine spell, psionic power, or spell-like ability*). You are assumed to be aware of all arcane spells and metamagic feats from the fantasy SRD (*but not those from rules expansions*) and 1st-4th level arcane spells from the Magic of NeoExodus. You are aware of other spells and metamagic feats only if you see them in use or are told you are aware of them by your GM.

You must go through all the normal requirements of casting a spell you access through the Arcus Omnex. You must take the normal casting time, meet any components, and pay any experience cost associated with casting the spell. Because you draw the spell directly from your link with the Kaga, it cannot be enhanced by items (*for example, you can't augment a bull's strength you cast with your Arcus Omnex ability with a metamagic rod*).

At 2nd level, you gain access to Arcus Omnex I, which allows you to cast any single arcane spell up to 2nd level, once a day. You may add metamagic feats you are aware of to the spell, as long as the total modified spell level does not exceed 2nd level. Thus you could cast bull's strength, magic missile, or a disrupt undead spell that has been enhanced by Silent Spell and Still Spell metamagic feats.

As you gain levels, you gain additional uses of the Arcus Omnex that allow higher-level spells. Each of these can be used once per day, for a spell (*or metamagic-enhanced spell*) with a total spell level equal to or less than the Arcus Omnex level. For example, a 6th level Child of Kaga may use Arcus Omnex VI once a day for a 6th level or lower spell, Arcus Omnex IV once per day for a 4th level or lower

spell, and Arcus Omnex II once per day for a 2nd level or lower spell.

You may not cast a spell that is a higher spell level than you can cast on your own. For example, if the highest level arcane spell you can cast is 6th, you can't use Arcus Omnex VII for 7th or 8th level spells (*though you can still use it for 6th level or lower spells, just as you would Arcus Omnex VI*).

FIRST MARK-EX

As a Child of Kaga learns to channel the power of Kaga, he gains mystic power and permanent physical changes. Points of light, much like stars in a night sky, begin to appear on his skin. These marks appear regardless of what form the Child of Kaga takes (*including illusions and polymorph spells*). The first of these is no larger than his palm, and easily hidden if desired.

At 3rd level, you gain the First Mark. This normally appears on the arm or shoulder. You add your Intelligence or Charisma modifier (*whichever is higher*) to all Knowledge checks.

Upon receiving the First Mark, the Child of Kaga is assured a place among the Kaga upon their death. When the Child of Kaga dies, their spirit joins with the Realm of Kaga and they become a part of its essence. The character can be returned to life through normal means but many Children of Kaga welcome this merging with the Kaga and do not wish to return to life.

SECOND MARK-EX

At 4th level you gain the Second Mark. This allows you to call upon the cosmic awareness of the Kaga in everyday life. You gain a bonus on all Listen, Spot, and Sense Motive checks equal to 3 + your Charisma modifier. You also detect magic at will with a caster level equal to your class level and may use your Intelligence modifier, rather than your Dexterity modifier, for Initiative checks if the result is higher.

KNOWLEDGE MASTER OF THE KAGA

A Knowledge Master of the Kaga is a sage who has an innate connection to the Realm of Kaga and is unsurpassed in the ways of knowledge and lore. By immersing themselves in their libraries and communing with the Realm of Kaga, the knowledge master of the Kaga seek out the hidden answers of

the world's oldest questions and share their findings with any who come to them for knowledge. The Knowledge Master of the Kaga finds great power in the depths of knowledge and uses this knowledge to create, alter, mend, and destroy the world around him.

Knowledge Masters of the Kaga are usually sages or master librarians who spend their days combing the hallowed halls of academia. Often, a wise ruler will keep a Knowledge Master of the Kaga at hand for not only research or knowledge purposes but also as a source of direct communion with the Realm of Kaga. The Knowledge Masters of the Kaga are seen as an eccentric bunch who value books above all other things, save the Realm of Kaga itself, and rarely take to the path of the adventurer. Those that do go forth do so to find lost lore and to put such knowledge to practical use.

The drive to learn often flowers early in life for a Knowledge Master of the Kaga. From birth, they have a link to the Realm of Kaga and are bright, if not downright brilliant, individuals who place an immense value on learning and academic pursuits. Throwing themselves into the pursuit of magic and lore, the young mage finds himself struggling to bring a balance between arcane prowess and seeking knowledge and it is only by striving to discover and maintain this balance that one becomes a Knowledge Master of the Kaga. It is the Kaga, after all, that helps them to forge the two disciplines into one and gives them the tools to truly become the loremasters of Exodus.

COMBAT

Knowledge Masters of the Kaga often work alone yet make a welcome addition to any team. While they are scholars and not warriors, the Knowledge Masters of the Kaga possess eldritch power and the knowledge of their foes' strengths and weaknesses. It is knowledge that gives the Knowledge Masters of the Kaga their edge and it is their mastery of magic that makes them a valued member of any adventuring party. They work exceptionally well with other spellcasters and can fulfill any casting support role that the party may need.

TRAINING

A pursuit of the scholarly arts and a deep piety of a force few know about are required for one to become a Knowledge Master of the Kaga and these things can

rarely be taught. They are values that develop as one grows and if they do not take root, then it is neigh impossible for one to cultivate them later on in life.

A Knowledge Master of the Kaga possesses these values and they learn to value knowledge and magic for its own sake, collect and research lore, and venerate the teachings of Kaga. The Knowledge Master of the Kaga is a trained loremaster and receives only rudimentary instruction in the physical arts of combat but is taught the ways of magic, whether through piety or wizardly studies, extensively. Such mastery of magic and time consuming studies means that the Knowledge Master of the Kaga must start as young children and it is usually after the link they have with Kaga is discovered that they are turned over to other Knowledge Masters for proper training in the order's ways. The majority of Knowledge Masters of the Kaga are educated and raised in this manner, immersed into the world of Kaga and its knowledge from an early age.

CLASS REQUIREMENTS

To qualify to become a Knowledge Master of the Kaga, a character must meet all the following criteria.

Alignment: Any non-evil

Spells: Ability to cast 4th level spells.

Skills: Knowledge (*arcana*) 10 ranks, Knowledge (*the planes*) 10 ranks, any other two Knowledge skills 6 ranks.

Feats: Knowledge of the Kaga

Special: Intelligence +14. Only the brightest disciples of Kaga may become Knowledge Masters of the Kaga. They must seek out knowledge for the pure love of knowledge and must be willing to share any knowledge to those who come seeking it free of charge.

HIT DICE

A Knowledge Masters of Kaga gains 1d4 plus Constitution modifier hit points per level.

CLASS SKILLS

The Knowledge Master of the Kaga's class skills (*and the key ability for each skill*) are Concentration (*Con*), Craft (*Wis*), Decipher Script (*Int*), Gather Information (*Cha*), Knowledge (*all skills taken individually*) (*Int*), Profession (*Wis*), Speak Language (*none*), Spellcraft (*Int*), and Use Magic Device (*Cha*).

Skill Points at Each Level: 4 + Int modifier.

KNOWLEDGE MASTER OF KAGA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Master's insight	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Commune with Kaga	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Aura Sight	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Mastery of Knowledge	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Late Night Research	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Walk With Kaga	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Whispers of Kaga	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Mastery of Knowledge	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Embrace of Kaga	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Loremaster	+1 level of existing spellcasting class

CLASS FEATURES

All of the following are class features of the Knowledge Master of the Kaga:

WEAPON AND ARMOR PROFICIENCY

The Knowledge Master of the Kaga gains no additional weapon or armor proficiencies.

SPELLCASTING

At every level, a Knowledge Master of the Kaga gains spells known and spells per day as if gaining one additional level in a previous spellcasting class. The Knowledge Master of the Kaga does not gain any other benefits of the previous class.

MASTERS INSIGHT-EX

At 1st level, the Knowledge Master of the Kaga gains the Insight of the Kaga feat.

COMMUNE WITH KAGA-SP

At 2nd level, the Knowledge Master of the Kaga can use his innate link to the Kaga to commune with the Realm. This ability functions as the commune spell with a caster level equal to the Knowledge Master

of the Kaga's character level and is usable a number of times equal to half the Knowledge Master of the Kaga's class level rounded down.

AURA SIGHT-SU

At 3rd level, the Knowledge Master of the Kaga gains the ability to see magical auras as per the detect magic spell with a range of 60 feet. This ability is always active but can be suppressed and activated as a free action.

MASTERY OF KNOWLEDGE-EX

At 4th level and again at 8th level, the Knowledge Master of the Kaga gains a bonus Skill Focus feat that can be applied to any Knowledge skill they possess.

LATE NIGHT RESEARCH-EX

At 5th level, the Knowledge Master of the Kaga can use his innate link to the Realm of Kaga to center his mind and search for the answers he is seeking. The Knowledge Master of the Kaga must spend eight hours in meditation with the Kaga and afterwards gains a +5 circumstance bonus on the next Knowledge skill check he attempts. This roll must be made

within an hour of using this ability or the bonus is lost.

WALK WITH KAGA-SP

At 6th level, the Knowledge Master of the Kaga can enter the Realm of Kaga. This ability functions as per the gate of kaga spell with a caster level equal to the Knowledge Master of the Kaga's character level and can be used once per day.

WHISPERS OF KAGA-EX

At 7th level, the innate connection the Knowledge Master of the Kaga has with the Kaga strengthens. The Knowledge Master of the Kaga gains a +2 on all bardic knowledge checks (*this ability is gained by the Knowledge of the Kaga feat*) and all Knowledge skill checks.

EMBRACE OF KAGA-EX

Upon reaching 9th level, the Kaga gifts the Knowledge Master of the Kaga with a guaranteed place in the Kaga after they die. The Knowledge Master of the Kaga can freely choose to fuse with the Kaga (see "*The Realm of Kaga*" section for more information on fusing with the Kaga) either upon the character's death or willingly before it.

LOREMASTER-EX

At 10th level, the Knowledge Master of the Kaga has become a sage of unsurpassed knowledge and understanding. It is rare to find a piece of lore that the Knowledge Master of the Kaga has not learned or deciphered. The Knowledge Master of the Kaga may automatically take 10 on all Knowledge skill checks and can automatically succeed on any Knowledge skill check, with the highest possible result, once per day. Using this last ability is a free action.

SCION OF THE KAGA

The Realm of Kaga is alive with endless depths of knowledge and this knowledge is by no means limited to merely the arcane or lore realms. The minds and techniques of a hundred veteran warriors and disciplined soldiers fused with the Realm of Kaga during the ancient conflict with the First Ones and now that knowledge, much of it lost to antiquity, exist for those who can properly channel it. These martial champions of Kaga are called the Scions of Kaga and with fist and blade and the collective knowledge of a hundred of Exodus's finest warriors, they defend the Realm of Kaga at all costs.

For centuries, the Scions of Kaga have filled their ranks with the children of the servants of Kaga or trained likeminded soldiers who seek to bring knowledge and acceptance to those kingdoms that would dare venerate the same ideals as the First Ones. They enter combat without hesitation against those that would deny free will and knowledge to others and are responsible for the destruction of many tyrants throughout the years. The Scions of Kaga are among the most devoted of the servants of the Realm of Kaga and serve as the crusaders of Kaga. They worship and serve Kaga for the sake of knowledge and they are as studious as any Child of Kaga. However, they forge themselves in the fires of battle and favor the knowledge of war and martial prowess above all others. They are Kaga's chosen warriors and serve the realm faithfully as its chosen templars.

COMBAT

The Scions of Kaga are among the most versatile warriors in all of Exodus. By combining tactical knowledge with martial aptitude, the Scion of Kaga can undertake a variety of combat roles, serving as a front line combatant one day and a secondary ranged fighter the next. With the Scion's variety of combat skills, the Scion of Kaga is able to fulfill any combat role, whether as a hard hitting berserker or a stealthy guerilla, without a problem and provide support wherever it is needed. They excel in group tactics and are often found adventuring with Children of Kaga or in the service of a sage or scholar.

TRAINING

A deep love of Kaga and walking the footsteps of the path of the warrior are the two primary requisites for becoming a Scion of Kaga. One must venerate Kaga, study the knowledge and lore of war and history, and be in peak physical performance to properly serve as a Scion of Kaga. Only those youths who possess a special link to Kaga can undergo the training to become a Scion and if the trainee does not have such a link, they are cast aside for only those who fully devote themselves to Kaga can be properly taught.

Those young soldiers and squires who seek to walk the path of the Scion must journey to the order's monastery located in a remote mountain range and subject themselves to the rigorous tests and training of the Scions. For ten grueling years, the would-be Scions undergo vigorous physical challenges and deep meditation on the nature of what it means to venerate

SCION OF KAGA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Combat Aptitude I
2nd	+2	+3	+3	+0	
3rd	+3	+3	+3	+1	Combat Aptitude II
4th	+4	+4	+4	+1	
5th	+5	+4	+4	+1	Combat Aptitude III
6th	+6	+5	+5	+2	
7th	+7	+5	+5	+2	Combat Aptitude IV
8th	+8	+6	+6	+2	
9th	+9	+6	+6	+3	Combat Aptitude V
10th	+10	+7	+7	+3	

Kaga. Once the Scion has completed his apprenticeship, they are set forth into the world to spread and defend the teachings of Kaga.

CLASS REQUIREMENTS

To qualify to become a Scion of Kaga, a character must meet all the following criteria.

Alignment: Any non-evil

Base Attack Bonus: +5

Skills: Knowledge (*history*) 6 ranks, any other Knowledge skill 4 ranks.

Feats: Warrior of the Kaga

Special: The Scion of Kaga must seek out and destroy all of the enemies of the tenets of Kaga and defend the Children of Kaga at all costs. The character must also undergo several tests of physical strength and mental prowess under the tutelage of the order of the Scions of Kaga before being allowed to become a Scion of Kaga.

HIT DICE

A Scion of Kaga gains 1d4 plus Constitution modifier hit points per level.

CLASS SKILLS

The Scion of Kaga's class skills (*and the key ability for each skill*) are Balance (*Dex*), Climb (*Str*), Craft (*Int*), Escape Artist (*Dex*), Hide (*Dex*), Jump (*Str*), Knowledge (*history*) (*Int*), Knowledge (*religion*) (*Int*), Listen (*Wis*), Move Silently (*Dex*), Profession (*Wis*), Spot (*Wis*), Swim (*Str*), and Tumble (*Dex*).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Scion of the Kaga:

WEAPON AND ARMOR PROFICIENCY

The Scion of Kaga gains proficiency with all simple and martial weapons and with all forms of armor, including shields (*but not tower shields*).

COMBAT APTITUDE-EX

At 1st level, the Scion of Kaga learns to access the knowledge of past warriors that have fused with Kaga and to infuse their combat abilities with this lore to become versatile fighters.

There are five paths of combat aptitude that the Scion of Kaga can choose from and each path has its own unique abilities. The five paths are the Archer (*a ranged fighter who specializes in bows*), the Berserker (*a raging combatant that relies on heavy weaponry*), the Brawler (*a warrior who fights through grappling and unarmed combat*), the Crusader (*a holy templar who smites his opponents*), and the Shadow (*a stealthy master of unexpected strikes and ambushing*).

The Scion of Kaga gains combat benefits as listed below and the bonuses granted by each rank of the Combat Aptitude ability are cumulative. The Scion of Kaga can only choose to gain the benefits from one path of Combat Aptitude at a time. The Scion of Kaga can choose or change which path to follow after eight hours of rest and the choice remains active until the Scion of Kaga decides to change it. The time

required to change the chosen combat aptitude reflects the time that is needed to gain the selected combat knowledge from the Realm of Kaga. The abilities gained function identically to the class abilities of the same name.

Combat Aptitude I

Combat Aptitude Path	Benefits
The Archer	Gain the Point Blank Shot feat and a total +1 bonus on all attack and damage rolls with bows
The Berserker	Gain the ability to rage 1/day and a total +1 bonus on all attack and damage rolls with one two-handed weapon of the character's choice
The Brawler	Gain the Improved Unarmed Strike feat, 1d6 unarmed strike damage, and a total +1 bonus on all grapple checks
The Crusader	Gain a smite evil attack 1/day and a total +2 bonus versus fear spells and effects
The Shadow	Gain a total sneak attack of +1d6 and a total +1 bonus on all attack and damage rolls with daggers

Combat Aptitude II

Combat Aptitude Path	Benefits
The Archer	Gain the Rapid Shot feat
The Berserker	Gain uncanny dodge
The Brawler	Gain the Improved Grapple feat
The Crusader	Gain the aura of courage ability
The Shadow	Gain a total sneak attack of +2d6

Combat Aptitude III

Combat Aptitude Path	Benefits
The Archer	Gain the Precise Shot feat and a total +2 bonus on all attack and damage rolls with bows
The Berserker	Gain the greater rage ability and the ability to rage a total of 2/day

The Brawler

Gain 1d8 unarmed strike damage and the Stunning Fist feat (*you may use this feat up to your class level per day*)

The Crusader

Gain a smite evil attack for a total 2/day and the lay on hands ability

The Shadow

Gain a total sneak attack of +3d6 and evasion

Combat Aptitude IV

Combat Aptitude Path	Benefits
The Archer	Gain the Improved Precise Shot feat
The Berserker	Gain the indomitable will ability
The Brawler	Gain the Expert Grappler* feat
The Crusader	Gain the divine grace ability
The Shadow	Gain a total sneak attack of +4d6

Combat Aptitude V

Combat Aptitude Path	Benefits
The Archer	Gain the Manyshot feat and a total +3 bonus on all attack and damage rolls with bows
The Berserker	Gain the mighty rage ability and the ability to rage a total of 3/day
The Brawler	Gain 1d10 unarmed strike damage and the ability to use the quivering palm ability 1/day
The Crusader	Gain a smite evil attack for a total 3/day and the ability to turn undead 3+Cha/day (<i>as a cleric of half your character level</i>).
The Shadow	Gain a total sneak attack of +5d6 and improved evasion

*= New Feat described in this book.

NEW FEATS

The servants of Kaga and those who seek to expand their knowledge via the Realm of Kaga have a variety

of new feats available to make their interaction with the Kaga easier and more rewarding.

ATTUNEMENT OF THE KAGA - GENERAL

You are attuned to the Realm of Kaga and gain insight into a particular skill.

Prerequisite: 4 ranks in the skill chosen to apply this feat to.

Benefit: Choose one skill. This skill is always considered a class skill for you and you gain a +2 bonus on all checks related to the chosen skill. This feat may be taken multiple times but it must be applied to a different skill each time.

BELOVED OF THE KAGA - GENERAL

The Kaga sees you as a force for good, and punishes those who try to destroy you.

Prerequisite: Charisma 15+, any good alignment

Benefit: Any creature that deals enough damage to drop you to -1 or fewer hit points must make a Will save ($DC\ 10 + \frac{1}{2}\text{ your class level} + \text{your Charisma bonus}$) or suffer the effects of a bestow curse spell.

CRAFT NEXUS GATEWAY - ITEM CREATION

You are able to craft new Nexus Gateways.

Prerequisite: Arcane caster level 12+, Nexus Operator feat

Benefit: You can create new Nexus Gateways. Enchanting a Nexus Gateway takes one hundred days, costs 4,000 experience points, and 100,000 gold pieces in raw materials. You must be able to cast gate of kaga and plane shift.

You can also mend a broken Nexus Gateway. Doing so 2,000 experience points, 50,000 gold pieces in raw materials, and fifty days.

CULTIST - GENERAL

You are a well-connected member of a cult with patrons and followers everywhere, allowing you to gain access to valuable local information when you must.

Prerequisite: Charisma 13+, must be a member of a widespread cult

Benefit: You may make Diplomacy checks in place of Knowledge (*local*) and Gather Information checks.

EXPERT GRAPPLER - GENERAL

You are an expert at grappling.

Prerequisite: Improved Grapple feat

Benefit: You gain a +4 on all grapple checks. This bonus stacks with any other bonus you have to grapple checks, such as the one gained by taking the Improved Grapple feat.

GREATER WAR BLESSING OF THE KAGA - FIGHTER

Your war blessing improves greatly.

Prerequisite: Improved War Blessing of the Kaga feat, War Blessing of the Kaga feat, Warrior of the Kaga feat, Base Attack Bonus +16

Benefit: The bonus damage granted by the war blessing of the Kaga feat increases to +3d6 and you can use this ability an additional time per day, for a total of three times per day.

IMPROVED WAR BLESSING OF THE KAGA - FIGHTER

Your war blessing improves.

Prerequisite: War Blessing of the Kaga feat, Warrior of the Kaga feat, Base Attack Bonus +11

Benefit: The bonus damage granted by the war blessing of the Kaga feat increases to +2d6 and you can use this ability an additional time per day, for a total of twice a day.

INSIGHT OF THE KAGA - GENERAL

By calling upon Kaga, you gain a flash of insight and knowledge.

Prerequisite: Knowledge of the Kaga feat

Benefit: Once per day, you may call upon Kaga to grant you a +5 insight bonus to any skill check. Doing so is a free action and it must be declared before you attempt the skill roll.

KNOWLEDGE OF THE KAGA - GENERAL

You possess an unconscious link to the Realm of Kaga and are able to recall bits of information.

NEW SPELLS

Prerequisite: Must uphold the tenets of Kaga, any good alignment

Benefit: You gain the bardic knowledge ability as per the bard class ability with the same name.

NEXUS OPERATOR - GENERAL

You are a skilled and trained operator of the Nexus Gateway.

Prerequisite: Knowledge (*arcana*) 8 ranks, Use Magic Device 8 ranks

Benefit: When operating a Nexus Gateway, you gain a +5 bonus on all rolls associated with its activation. You also gain a +2 bonus on all dispel magic checks against any Nexus Gateway when attempting to disable or lock the Gateway.

STUDIOUS - GENERAL

You are a natural scholar and spend many long hours studying lore.

Benefit: You gain a +2 bonus on any two Knowledge checks.

WARRIOR OF THE KAGA - FIGHTER

You are a defender of Kaga and in return for your service, Kaga grants you insight into combat.

Prerequisite: Must uphold the tenets of Kaga, any good alignment

Benefit: Three times per day, you may call upon the Kaga for assistance and gain either a +1 on your next attack roll or a +2 to your next saving throw.

WAR BLESSING OF THE KAGA - FIGHTER

By calling channeling the martial knowledge of the Realm of Kaga, you can infuse your weapon with a war blessing.

Prerequisite: Warrior of the Kaga feat, Base Attack Bonus +6

Benefit: You can infuse any melee weapon with a war blessing, giving that weapon an additional +1d6 of damage. This additional damage is the same type of damage dealt by the infused weapon. The war blessing lasts for one minute and you may use this ability once per day.

Kaga is a realm of knowledge and arcane power and it is only fitting that some new spells have been created by the Children of Kaga during their centuries of exploring the Realm that they serve.

GATE OF KAGA

Conjuration (*Teleportation*)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature into the Realm of Kaga. If several willing persons link hands in a circle, as many as eight can be affected by the spell at the same time. Precise accuracy as to a particular arrival location on Kaga is nigh impossible. From Exodus, you can reach the Realm of Kaga, though you appear at the exact center of the plane each time.

Note: *Gate of Kaga transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back, such as locating and using a Nexus Gateway or using the plane shift spell.*

Focus: A stone marked with the arcane rune for “Kaga” through usage of the arcane mark spell.

KAGA'S INSIGHT

Divination

Level: Brd 2, Sor/Wiz 2

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (*D*)

Your mind becomes infused with knowledge and you communicate directly with the Realm of Kaga. You gain a +10 bonus to all Knowledge skill checks. During the duration of this spell, you may ask one question of Kaga and will receive a truthful, complete answer to the question. The question may only be about a subject that you have knowledge of, as in you must have at least one rank in the appropriate

Knowledge skill. Using this second ability immediately ends the spell after the answer is given.

Focus: A glass eye

WAR EDGE

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft. per level)

Target: Any willing, touched creature

Duration: 1 round./level (D)

You channel energy from the Realm of Kaga's collective minds of ancient warriors and into a melee weapon of your choice. The melee weapon then deals an additional +2d6 of additional damage of the melee weapon's damage type or an additional +1d6 of any elemental damage of your choice (acid, cold, fire, or sonic). The weapon also takes on one of the following additional properties: anarchic, axiomatic, holy, or unholy.

Focus: The melee weapon to be enchanted with war edge

NEW MAGIC ITEMS

Over the years, the Children of Kaga have crafted a variety of magic items to enable them to better serve the Kaga and to travel to the plane itself. Below are a selection of new magic items that will help better incorporate the Realm of Kaga into your campaign and make the realm accessible to your players.

KAGA AMULET

This thin silver pendant hangs from a leather cord. The pendant has the rune for "Kaga" embossed into its surface. The amulet allows its wearer to travel to the Realm of Kaga, as per the gate of kaga spell. The amulet can be used in this manner three times per day.

The amulet also grants the wearer the ability to cast identify and detect magic each five times per day.

Moderate conjuration and divination; CL 12th; Craft Wondrous Item, detect magic, gate of kaga, identify; Price 95,000 gp.

RING OF KAGA'S BLESSING

This silver ring has the symbols of Kaga etched into it. It glows with a soft white light and sheds light equal to that of a torch (20 ft. radius). The wearer

is treated as continuously under the read magic and comprehend languages spells. This grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use. Once per day, the wearer may automatically succeed in any Knowledge skill check.

Faint divination; CL 7th; Craft Wondrous Item, comprehend languages, light, kaga's insight, read magic; Price 10,500 gp; Weight --.

SCROLLS OF THE KAGA

This set of twelve parchment scrolls appear heavily used, written in a runic language that anyone can read, and penned in red, glowing ink. The scrolls of the Kaga were first created by the Children of Kaga and their knowledge masters so that they may share knowledge with any sentient being. The process of creating a set of the scrolls of the Kaga is often gifted to mages who have helped the Realm itself or shown to treasure knowledge as much as any Child of Kaga.

Any creature can read and understand the scrolls, even if they cannot read. This is because the scrolls themselves serve as a direct link to the Realm of Kaga and are meant to be understood by any sentient creature that has an intelligence score of at least 3. It is one of the main tenets of Kaga to spread knowledge to those that it would normally not be available to.

The scrolls of the Kaga contain all sorts of interesting bits of knowledge and seem to change subject matter with each reading. If the reader of the scrolls spends eight hours studying them without interrupting, the reader gains a +2 bonus on all Knowledge skill checks for 24 hours. The bonus can be regained after eight more hours of studying the scrolls. The reader also gains the ability to use all Knowledge skills untrained for 24 hours. This ability must also be renewed through eight hours of studying the scrolls and both abilities can be gained from the same eight hours of study.

Moderate divination; CL 9th; Craft Wondrous Item, comprehend languages, legend lore; Price 15,000 gp; Weight 3 lb.

INCORPORATING THE REALM OF KAGA INTO YOUR GAME

While the Realm of Kaga is meant for the NeoExodus campaign setting, it can easily be incorporated into any campaign setting. The Realm of Kaga is designed to be easily modified and here is a list of ideas to make the Realm of Kaga fit seamlessly into your campaign setting:

- The Realm of Kaga is the reason magic exists in the campaign world and the Children of Kaga are the caretakers of magic and the world's foremost experts on all things arcane.
- The Realm of Kaga exists much as it does in Exodus but it was raised and created to combat a powerful foe of the campaign world who has since been defeated or otherwise disposed of.
- The player characters stumble across the Realm of Kaga when a plane traveling spell goes awry and they must learn from Kaga if they are to ever find their way home.
- The deities of knowledge and magic create the Realm of Kaga as a living, thinking extension of themselves and instruct it to provide mortals with long forgotten knowledge and magic, sparking a new Golden Age of prosperity among the races while recruiting more followers to their flock.
- The player characters join forces with the Children of Kaga to free a corrupted version of the Realm of Kaga from the dark influence of an evil deity or powerful lich.
- The Realm of Kaga is a new creation in the campaign world and the wisest sages and scholars are asked to join it, for the good of the world.

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