



LPJ9692

MONSTERS OF NEOEXODUS: EXODITE

DESCRIPTION

A tall, ebon-skinned humanoid stands before you; his loose trousers and heavy cloak do not conceal a leanly muscular body, elf-like pointed ears, nor the ritual scars marking it. His eyes, black pits of night, watch you warily.

Exodites are the most common of the races who once ruled Exodus, collectively called the First Ones. They may be Exodus's first inhabitants; certainly they believe they will be its last.

A hard, cruel people, exodites devote to perfecting their bodies and minds and consider anyone who does not share this passion little better than an animal. The religious among them believe they have the potential to reach a state of perfection rivalling that of their bloody god, Khayne.

Outside of the hidden enclaves where the surviving First Ones dwell, exodites act as spies, assassins and bodyguards, moving through the shadows of Exodus.

Exodites speak their own language and common.

WRITTEN BY JOSHUA COLE

REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.



EXODITE-GR1

Male Exodite Warrior 1

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

Init: +2 Senses Darkvision 120 ft.; Listen +0, Spot +0.

Languages: Exodite, Common.

AC: 15, touch 13, flat-footed 12 (+2 *Dex*, +3 *armor*)

hp: 5 (1 *HD*)

Save: Fort +2, Ref +4, Will +0

Speed: 30 ft. (6 *squares*)

Melee: Exodite bladestaff +4 (1d6+3/19-20)

Melee: Exodite bladestaff +2/+2 (1d6+1/19-20)

Ranged: Dart +3 (1d4+2)

Space: 5 ft; Reach 5 ft.

Base Atk: +1; Grp +3

Special Actions: Shadow Jump 10 ft.

Abilities: Str 14, Dex 15, Con 10, Int 8, Wis 11, Cha 9

SQ: Exodite traits.

Feats: Stealthy.

Skills: Jump +4, Hide +4, Move Silently +2, Tumble +3.

Possessions: Masterwork exodite bladestaff, 20 darts, masterwork studded leather armor, cloak and 25 gp.

Shadow Jump (Su): Exodites can travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Exodite can jump up to a total of 10 feet per level each day in this way. At higher levels, this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

COMBAT

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

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

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

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

THE EXODITE BLADESTAFF

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

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

The exodite bladestaff is a special monk weapon. Exodites treat it as a martial rather than exotic weapon, and all exodites with monk levels are proficient in its use.

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

Bladestaff, exodite

Damage (S): 1d4/1d4

Damage (M): 1d6/1d6

Critical: 19-20

Type: S,P,B

EXODITE CHARACTERS

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

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

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

EXODITE PARAGON-GR4

Male Exodite Paragon 3

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

Init: +4 Senses Darkvision 120 ft.; Listen +2, Spot +2.

Languages: Exodite, Common.

MONSTER OF NEOXODUS: EXODITE

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

hp: 17 (3 *HD*)

Save: Fort +3, Ref +9, Will +4

Speed: 30 ft. (6 *squares*)

Melee: Exodite bladestaff +7 (1d6+4/19-20)

Melee: Exodite bladestaff +5 (1d6+3/19-20) and

exodite bladestaff +5 (1d6+1/19-20)

Ranged: Dart +7 (1d4+2)

Space: 5 ft; Reach 5 ft.

Base Atk: +3; Grp +5

Attack Options: Flurry of blows (-2 to hit, *extra unarmed or bladestaff attack*).

Special Actions: Shadow Jump 30 ft.

Abilities: Str 15, Dex 19, Con 12, Int 10, Wis 14, Cha 8

SQ: Exodite traits.

Feats: Cloak of Shadows, Two-Weapon Fighting, Weapon Focus (*exodite bladestaff*).

Skills: Hide +12 (+14 in *shadowy areas*), Intimidate +5, Move Silently +10, Tumble +10.

Possessions: +1/+0 exodite bladestaff, 20 masterwork darts, bracers of armor +1 and cloak.

Shadow Jump (Su): Exodites can travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Exodite Paragon can jump up to a total of 30 feet per level each day in this way. At higher levels, this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

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

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

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

COMBAT

Exodite Paragons fight much like less accomplished exodites, but they have a particular fondness for dueling, humiliating and slaying rival warriors. Nonetheless, an Exodite Paragon did not reach his present skill without knowing when to pick off less

physically powerful foes by Shadow Jumping behind enemy lines.

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

NEW FEAT

CLOAK OF SHADOWS - EXODITE

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

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

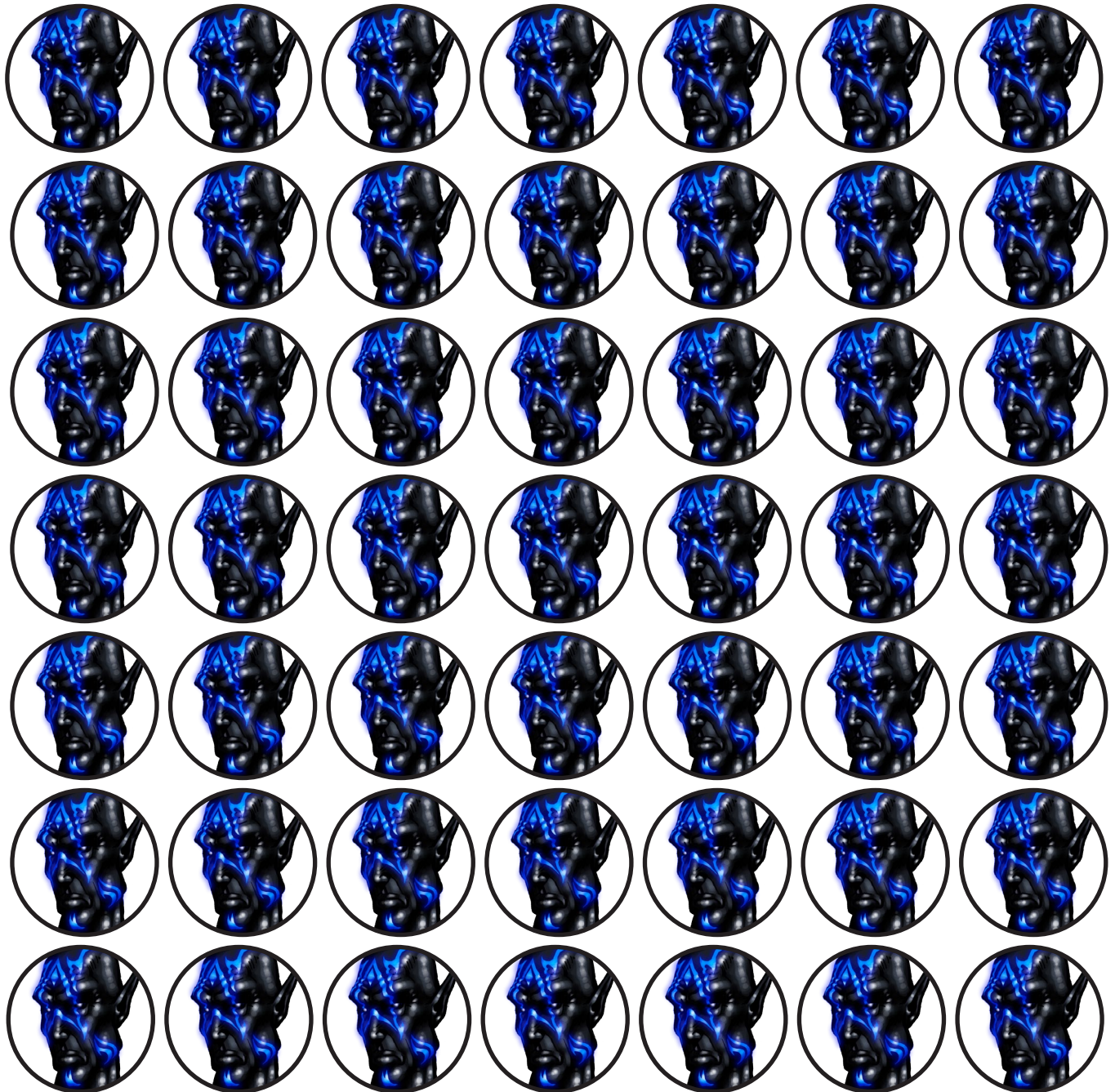
Benefits: As long as you remain in an area of at least partial shadows, you get a +2 circumstance bonus on Hide checks and have 10% concealment.

This is a Supernatural (Su) effect.

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

Written by Jashua Cole

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