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SECRETS OF NEOEXODUS: THE ORDER



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system

Throughout the human history of Exodus, the mysterious entity known only as the Kaga has imparted its subtle wisdom upon the leaders of men. The Kaga's will and knowledge have flowed out across history, sometimes a soothing balm against the harsh wounds of war, and other times a spiced perfume - enticing mortals to loftier heights and goals. But always the Kaga has its will in the world, and that will is served by a hand – a hand known only as the Order.

FORMATION OF THE ROOTS

After the Kaga's genesis during the dark reign of the First Ones, it appeared to erase itself from the world it had helped to free. This vanishing act was just an illusion – the Kaga was actually in the process of forging a clandestine organization to serve its particular needs. The earliest servants of the Order were chosen not from the best and brightest of society, but from the forgotten ones; men with broken bodies, broken spirits, and broken minds – the Kaga called them forth through dreams and quiet revelation and forged them into something new.

The actual process is one that the Kaga perfected itself, and remains unknown to all other sources. Powerful magics and technologies worked subtle surgeries on body and soul, leaving the first members of the Order as something not entirely human - something above and beyond human. What better to link the immortal, Godlike Kaga with the realm of man, than entities which stood somewhere between the two?

The new creatures, the progenitors of the Order, became known as the Roots. Each was stripped of its previous identity, nature, and individuality - and left as a pure, focused shell of the Kaga's knowledge and will, seeking only to serve this higher power. Although there were only a few dozen of these beings, they set about their tasks quickly, gathering information and contacts, all the while maintaining perfect stealth and a nearly invisible profile.

HISTORICAL INVISIBILITY

Over the course of history, the exact dates of Order involvement are difficult to ascertain – their work is subtle and slow-moving, bearing the fruits of diplomatic alliances, good governance, and technological

innovation. Likewise, it is near impossible to pinpoint which members affected major changes - the goals of the Order are not ones achieved by notable persons within their organization, but rather a collective effort over a span of time. A member of the Order is considered a success when his efforts do not draw attention to himself, but rather the individuals and circumstances he was attempting to influence.

GROWTH OF THE ORDER

Since its original inception millennia ago, the Order has grown to match the amount of information it needs to acquire, and influence it needs to exert. As the group favors powerful and capable individuals over large numbers of followers, this growth has been slow and careful.

One of the great major advancements the Order underwent immediately after formation was the inclusion of a group known as the Seeds. These individuals are a step below the Roots, and have been technologically altered to serve as vessels for the Kaga in a similar fashion. The difference is that Seeds maintain a large degree of their original natures, and are therefore more useful for interacting with the common man. The nearly incomprehensible Roots serve coordinating functions within the organization.

ROOTS, SEEDS, AND AUGERS

The interplay between Root and Seed is complicated. The Roots are effectively immortal, but over time they have fallen afoul of ill fortune and been killed or otherwise incapacitated. When this occurs, a Seed will be chosen to undergo the final transformation and lose every aspect of his being to become completely submerged within the Kaga. At this point, a new Root is born. In the modern Era, there are only ever 5 Roots alive at any one time, each being associated with a broad political region. They have no names, instead being referred to by a number, followed by 'Root'. So the first would be called One-Root.

Root	Political Region
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One	Caneus Empire
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Two	The Dominion
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Three	Arman Protectorate
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Four	Reis Confederacy
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Five	Outliers
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The roots look nearly identical, and certainly act in identical fashions. Roots never have any need to meet together, as they all essentially share the same mind and are constantly linked through a powerful arcane network. The only time they would conceivably gather is if they are all needed to do battle with some truly terrifying force: an event which has never happened across recorded history.

DETAILS: THE ROOT NETWORK

The five Roots essentially operate as a single organism, with the same pool of knowledge and a shared awareness. In this capacity, they are often the focus of long range communication. This communication bypasses antimagic. A player who is speaking with a Root can request a Connection: this functions similarly to the spell dream, save that the character experiences it while awake – it allows a character to receive the current, real-time perceptions of a distant Root through the individual Root he requested the Connection from.

Seeds act as agents of the Roots. They are far more mobile and active, serving as messengers and powerful agents. Of all the ruling echelons of the Order, the Seeds are perhaps the most likely to be encountered on a mission or involved in some type of subterfuge. Their less developed kin, the Harbingers, serve an identical function with greater autonomy.

Augers are much closer to human than either the Roots or the Seeds. An Auger functions as a mortal guide through the mind of the Kaga, mimicking a quasi-mystical priesthood. Augers revere Roots in much the same way that a priest would revere a manifestation of their God. Augers also respect the Seeds in the same way they would respect a messenger or servant of a divinity. Harbingers and Augers often interact on joint missions, especially in dealing with information gathering or diplomacy.

HEADQUARTERS AND TERRITORY

The Order doesn't maintain much in the way of a static headquarters; its emphasis on secrecy and subtlety precludes the desire to centralize its holdings and control territory. However, it does have a 'base of operations' of sorts, if it can be called that. Known as The Vellgard, it is a peculiar pocket dimension which the Kaga can manifest via force of will. The Kaga can actually conjure this Headquarters in any location

where five or more Seeds or a single Root have gathered, and can dissolve it just as easily.

The Vellgard has a static appearance. From without, it resembles nothing more than a ring of stone arches about 20 feet across, empty within, made of smooth basalt and etched over with delicate runes.

ENTERING THE VELLGARD

The arches of the Vellgard, although they appear to be open and approachable, are permanently protected with abjurations such as antipathy (DC 28, layered, affects all non-good alignments save lawful neutral), and various symbols (persuasion DC 28, sleep DC 27). If these fail to repel any interlopers, the Kaga's sheer presence can be brought to bear on one opponent within 300 feet of the structure each round, forcing a DC 30 WILL save to prevent the target from fleeing in a panic for 2d6 rounds. After this duration has elapsed, a target affected by this panic is subject to a powerful amnesia, losing all memory of the events of the entire past day.

Once inside the Vellgard, however, the true nature of the structure becomes more apparent. Great stone walls seem to seep out from around the arches like wine soaking into linen, stretching upward until they meet in a single skylight centered in a great dome above. The room itself is huge, almost incalculably so - the arches seem as narrow slits of pure white light. They offer no glimpse of the outside world. The dome is painted a deep blue, and covered over with spirals and whorls of tight, flowing runes the color of the sun. At a low point in the center of it all, there is a raised stone dais with 5 high thrones in a ring, back to back. Hundreds of seats surround them.

The Vellgard serves several purposes. It is a meeting ground where scrying is basically impossible (permanent private sanctum), it is well defended, and it can actually serve as a safe method of transport, as explained below.

If entities are within the Vellgard when the Kaga chooses to dissolve it, they are taken back to the pocket dimension where it otherwise resides. It can then be remanifested at a different location where 5 Seeds or a single Root have gathered. This transport bypasses most magical safeguards (even antimagic fields), is basically instantaneous, and perfectly safe – the Kaga has used this method to transport members of the Order to locations where it needs them, quickly.

AGENDA AND METHODOLOGY

THE ORDER'S FIRST FUNCTION

The Kaga is very concerned with the peaceful progress of humanity, yet does not want to be seen as a God or a controlling influence. According to its reasoning, humankind will achieve its greatest heights if allowed to flourish and strive on its own terms. This *modus operandi*, however, does not prevent the Kaga from manipulating events behind the scenes to prevent true disasters. Hence, the Order's first function – subtle control over events which broadly threaten human civilization.

Any group's nature and form should reflect its function, and the Order is the very model of a secret society. Its tactics are quiet and unassuming, and its members don't engage in high profile activities. Instead, they are focused around acquiring and moving information, and using soft power to forge alliances and shape events to their liking. The Order is highly politically active, yet still largely unknown to those outside its ranks – its greatest strength is secrecy and the ability of its members to appear as parts of another group entirely.

POLITICAL MACHINATIONS

Members of the Order often weave themselves into positions where they have low-profile contact with powerful people. A member of the Order will never be in any real position of impact. Instead, they pose as servants associated with a noble house, simple laborers, handmaidens, stable hands, minor bureaucrats, and so on. Any position where they will gain an opportunity to interact, however briefly, with the ruling elite, is one which is attractive to a member of the Order.

Order agents are trained to influence others with powerful mind affecting spells. They use charms, suggestions, geases, and other sorcery to shift the views of those around them and gradually shift prevailing opinions in a direction of their choice. Seldom operating through direct means, members of the Order will spread suggestion-fueled rumors and information, geas other servants to complete missions for them, and use various other underhanded and subtle means to achieve their goals.

SPYING

Many Order members are also capable spies. With a mastery over divination magic rivaled by very few, operatives associated with the Order can peer into the back rooms of a war zone, and even into the minds of the commanders and the nobility alike. Not only is this knowledge spread back through the Kaga, but it can also see more active use. With such powerful information, they can use their subtle skills with suggestion to turn the tides of warfare, alliance, and rebellion.

SPY NETWORK

It is possible for a member of the Order to contact other members who are operating as spies and agents in a region. This is not achieved through any type of standard protocol – each Order member will assess the need of a seeker on his own terms.

First, a Gather Information check must be made to locate an operative. All Order members are given some clues as to the identities of other members who are working in a region, and asking a few questions of the locals can provide the needed leads. The difficulty varies with how deeply imbedded the agent is.

<i>Agent to be Located is:</i>	<i>Gather Information DC</i>
<i>Fairly Open</i>	<i>14</i>
<i>Somewhat Hidden</i>	<i>20</i>
<i>Highly Guarded</i>	<i>32</i>
<i>A Ghost in the system</i>	<i>56</i>

After the agent has been located, a character can track him down and ask for his help. The success of this is based around how important the agent believes the request to be, as well as the threat to his own operation it could provoke. The check is a standard diplomacy check, which is modified by the values below:

	<i>Need of this level provides</i>	<i>Threat of this level provides</i>
<i>None</i>	<i>+14 DC</i>	<i>-4 DC</i>
<i>Low</i>	<i>+7 DC</i>	<i>+0 DC</i>
<i>Moderate</i>	<i>+0 DC</i>	<i>+4 DC</i>
<i>Severe</i>	<i>-4 DC</i>	<i>+7 DC</i>
<i>Earth-shattering</i>	<i>-16 DC</i>	<i>+14 DC</i>

Example: If a character approaches an agent with a request that has a moderate need (+0) and which poses a Low level of threat to the agent (-2), the total Diplomacy DC modifier becomes -2.

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In order to acquire such assistance, the diplomacy check result must beat a base DC of 30.

The bonuses from character level are found below. Characters below 5th level do not qualify as 'important' enough to warrant an Auger's time.

THE ORDER'S SECOND FUNCTION

The Order is not just about spying and bending nations to the Kaga's will. It has a secondary function, looked over by the rare and powerful Augers. These individuals form the second tier of Order Function: Augers are concerned with archiving knowledge, assisting those who seek such knowledge, and safeguarding the acquired works and treatises stored within the Kaga itself.

In this capacity, the Augers and their associates can act in secretive or open capacities, though they seldom indicate any direct connection to the Kaga itself. Such individuals will delve into old ruins, pore through ancient libraries, perform bizarre experiments, and record all of it- eventually compiling this info and adding to the vast store of knowledge that the Kaga already commands.

Unlike the Roots and the Seeds, Augers usually maintain a base of operations, yet it is generally disguised. Augers will operate bookstores, libraries, archives, and other gathering points for the scholarly. In this capacity, the Auger is working within other organizations to allow the Kaga access to collected knowledge.

CONSULTING THE AUGERS

Members of the Order, depending on their level, can actually consult the Augers and be guided through the vast 'libraries' of the Kaga. The more powerful the Order member, the more effort and energy an Auger will expend on them.

Research in this fashion is instantaneous, and the information gained is identical to that of a Legend Lore spell. Success is not automatic, the character essentially gains a bonus to a knowledge check they must make to glean the information from the Kaga, who will speak through the Auger.

The base DCs for different types of knowledge are as follows.

Knowledge Type	Base DC
Commonly known	10
Somewhat Obscure	20
Specialist Knowledge	30
Secret Knowledge	45
Forgotten Lore	60

Character Level	Bonus to Knowledge Check
5th – 6th	+1
7th – 8th	+2
9th – 10th	+3
11th – 12th	+4
13th – 14th	+5
15th – 16th	+6
17th – 18th	+7
19th – 20th	+8
20th +	+10

MEMBERSHIP AND RECRUITING

The Order has a small membership base. There will be a cell of up to 20 agents placed in each major city and perhaps a pair or trio of individuals in other locations of note. This amounts to no more than a few hundred members throughout the entire world.

As would be expected, joining the order is not easy; they don't actively recruit and are essentially invisible to the populace at large. In order to join, one has to be sponsored by an existing member of the Order, and to do that, a character must draw attention to himself somehow. This requires a level of subtlety: an individual who travels the world exploding high-level entities which threaten the Kaga will likely be appreciated by the Order, but will never receive an invite to join – these types of flashy and overt methods are frowned upon. Instead, an individual who does his work behind the scenes and demonstrates a knowledge of ancient arts, new sciences, magic, or technology can attract the Order's attention.

Membership Requirements

Alignment	Any good OR lawful neutral
Skills	Knowledge: arcana, engineering, history, local, or religion. Any combination totaling 12 ranks.
Actions	At least five acts which assist the peaceful development of humanity and which garner no reward or prestige
Connections	None. The Order does not accept members of noble families or individuals who have active political affiliations.
Abilities	Intelligence 13+

If all of these requirements are met, the prospective member will be contacted by a Seed, who will usually assess them (*through all manner of divination spells*), followed by an invitation to join. If the invitation is accepted, the individual is welcomed as a member of the Order. Past this point they will be introduced to their cell (*usually in a large city to start out*), and then begin their new life as a member of the organization.

INTERACTIONS AND RELATIONS:

EMPIRES OF EXODUS

ARMAN PROTECTORATE

The Order has had its hand in the doings of the Arman Protectorate since their very first struggle against the remnants of the Sorceror Kings. Unbeknownst to most, the Kaga's assistance at that time had a few strings attached – the six original ruling clans had each agreed to play host to the occasional visitor who shows the proper, secret signs. This pact, centuries old, is still purposely included in the lawbooks of the princedoms. Harbingers, Augers, and other Order members traveling to the Protectorate can approach the prince of a region and request lodging and assistance.

Effects: When dealing with the nobility, if a member of the Order shows the group's unique green sign, they gain a +4 situational bonus to diplomacy and gather information checks when dealing with the nobility.

CANEUS EMPIRE

Nowhere has the hand of the Kaga been more intensely felt than within the Caneus Empire. However, this influence has never been direct, and the Order has always attempted to keep its machinations in the area as subtle as possible. The Order does not deal with the rulers of the Empire directly, but instead seeks to influence the policy of the Sanguine covenant.

Effects: The Order deals in information and dogma behind the scenes. When within the Caneus Empire, an Order Member will find many, many operatives at work in the covenant's libraries and councils, and can use these contacts to gain a +2 situational bonus to all knowledge checks (*with the help of a little bit of research*), and a +4 situational bonus to those knowledge checks pertaining to law or religion.

DOMINION

The Kaga has offered great magical gifts to many nations, but perhaps the greatest of all were provided to the Dominion. Within the floating city of Anidem, the Order actually maintains an academy which is focused on high sorcery blended with technology. Although the branch is not identified as 'the Order' (*it refers to itself as the Academy of Technology and Magic*), it is one of the most visible Order operations around.

Effects: Making use of the Spy Network doesn't require a gather information check. Additionally, an Order member can purchase spell scrolls from the Academy at 75% of cost.

IMPERIAL ALLIANCE

The biggest of big dogs, the Imperial Alliance is Exodus' super government, and the Order has surprisingly little influence there. The sheer level of paranoia and backstabbing that goes on within the alliance has made placing agents difficult, to the extent that the Order is barely able to influence events within the Alliance at all.

Effects: No spy network has access to the inner workings of the Imperial Alliance.

JANUS HORDE

The Order's agents have only just begun to work within the Janus Horde, and it has proven difficult for them. Combined with the current epidemic and the profoundly lawless workings within the Horde itself, the Order's standard approach has been less than effective, and they have been unwilling to send agents to population centers. Only a handful of Order members, almost all of them Seeds on personal missions, operate within the Horde.

Effects: The Spy Network gather information check to locate an agent is at +15 DC. However, if an agent is located, it is a Harbinger with between 7 and 10 levels in that prestige class, as well as 6 levels in wizard. If it has an initiate graft, it will be restricted to Hunter or Traveller.

REIS CONFEDERACY

The Order has been at work within the Reis Confederacy in attempts to stymie the power of the Brotherhood of Khayne. This conflict has been simmering below the surface for generations, with the Order eventually achieving a position of dominance after the Battle of the River of the Dead. However, recent resurgences of Brotherhood activity indicate

that perhaps the Order's control of the region is weakening.

Effects: Within the Reis Confederacy, Order agents have to keep a low profile, because if they attract too much attention they risk opposition or even assassination at the hands of the Brotherhood. When using the Spy Network, if an Order member fails his Gather Information check, there is a flat 25% chance (1 to 5 on a d20) that they have attracted the attentions of the Brotherhood. The effects of this are to be determined by the GM in play.

SECRET SOCIETIES OF EXODUS BROTHERHOOD OF KHAYNE

As mentioned above, the Order and the Brotherhood have been waging a secret war for literally hundreds of years, and the recent resurgence of Brotherhood power has meant that this war could begin moving into more open territory. If members of the two opposing groups do meet, there is usually a battle, and certainly greater political implications following such a conflict.

Effects: Members of the Brotherhood of Khayne are always treated as if they are 'hostile' on the diplomacy chart when interacting with known members of the Order. Additionally, diplomacy cannot render them friendly or helpful by any means. However, due to the Order's long dominance and obvious power, Order members gain a +2 bonus to intimidate checks versus members of the Brotherhood.

EL KHALID ASIM

As the Order and the Dominion interact on generally open and friendly terms, members of the El Khalid Asim have a favorable view of the Order. The Order is responsible for much magical lore that the El Khalid Asim has used in the past, and it isn't infrequent for members of the two groups to be partnered up for special missions that concern both groups.

Effects: When within the Dominion, an Order member can use the Spy Network to find a member of the El Khalid Asim and request his assistance as he would with other members of the Order. However, the diplomacy DC to gain this assistance increases by 5.

SECTION OMEGA

Section Omega's narrow focus on psionics prevents extensive involvement with the Order. A member of Section Omega will rarely have anything to do with an Order member. Officially, on the Order end,

Section Omega is considered neutrally, and sometimes watched if the Order feels that some problem could develop. Active cooperation is rare at best, and active conflict has yet to materialize at any point.

Effects: None. The different focus and lack of connection provides no bonuses or hindrances.

SANGUINE COVENANT

The Covenant's focus on elimination of evil outsiders and dark forces is considered extremely useful by the Order, but its sprawling bureaucracy and sway over two large countries is not. Although their goals rarely clash, Order policy doesn't allow them to operate with the Covenant openly. The Order does maintain many sleeper agents within the Covenant, especially within their libraries and annals, and Order members can tap into a giant web of favors when they're in amongst Covenant members.

Effects: When actually working within the Covenant, a member of the Order can use his connections to gain access to priestly magic at 75% of normal cost.

SHADOW CABINET

The Shadow Cabinet is considered a dire threat – a secret society with capabilities similar to those of the Order, but with few moral precepts outside of the acquisition of political power. The Shadow Cabinet has, in the past, attempted to glean technological and historical information from members of the Order through interrogation and worse. The two groups oppose each other at almost every juncture. If they finally do clash in the open, the results could be far-reaching and catastrophic.

Effects: A member of the Order who operates too openly is at risk of being 'approached' by a Shadow Cabinet agent. When performing in the open on a mission, consult the following table.

Profile of Mission	Bluff DC to deflect attention
Low (<i>quiet infiltration or recon missions</i>)	5
Medium (<i>bribery, minor diplomatic missions</i>)	10
High (<i>prison breaks, major diplomatic missions, intimidation missions</i>)	20
Very High (<i>assassinations, open warfare</i>)	30

After successful completion of a mission, the leading Order member must make a Bluff check, with a DC modified by +1 for every individual in his primary party. If the Bluff check is not successful, the Shadow Cabinet will suspect Order involvement and will send

agents to investigate. If the bluff DC is missed by 10 or more, the Shadow Cabinet will pinpoint the identity of the character in question.

THE ORDER

The Order is amongst the most internally coherent and cooperative organizations in Exodus, and as such there is no internal jockeying for power. For details on benefits of Order membership, consult the following section.

MEMBERSHIP BENEFITS

Aside from the use of the Spy Network and Auger consultations, the Order does provide assistance to its members when they are on missions. As the Order has a great many wizards of impressive ability within its ranks, material resources are seldom a problem unless the mission is at the ends of the earth.

Region	Order members can Provide
Capital city or metropolis	Food, lodging, any non-magical equipment, up to 10% of standard character wealth in disposable funds for any given mission
Large city or mercantile center	Food, lodging, any non-magical equipment, up to 5% of standard character wealth in disposable funds for any given mission
Medium city or town	Food, lodging, any non-magical equipment, up to 1% of standard character wealth in disposable funds for any given mission
Village or outpost	Food, lodging, basic non-magical equipment, incidental monetary resources
Countryside	Food, lodging, incidental non-magical equipment
Wilderness	Food, basic shelter

PRESTIGE CLASS: AUGER

Augers are selected from amongst the ranks of the Order to serve a very specific purpose – they are the librarians of the Kaga, possessing the keys to access great knowledge and power. All Augers are chosen for their good nature, their resistance to mental domi-

nation, and their exceptional intuition - which are all necessary for their function.

Augers, unlike Knowledge Masters of Kaga, do not directly access the vast stores of knowledge within the plane itself. No mortal mind could possibly contain even a mental map of this huge quantity of information. Instead, the Augurs have a unique, intuitive grasp of the collected knowledge, passing beyond conscious awareness. From this advanced insight, an Auger can use sheer force of will to form the paths and ciphers necessary for other researchers to use the Kaga most efficiently.

APPEARANCE

Augurs try to avoid having a distinctive appearance when they're on a mission. They are members of a secret society, so obviously a low profile is a must. When amongst their own, however, Augurs don deep green robes to reflect their status and affiliation with the Kaga itself. Most Augurs will also keep their Ciphers visible at this time, these strange, spiritual markings appear as angular, green runes across the skin of an Auger, almost like the pattern on a circuit board. They only become visible when the Auger wills it so.

Special: If an Auger opts to render his Ciphers visible, he gains a +2 bonus to all diplomacy checks involving members of the Order and other servants of the Kaga.

ADVENTURERS

Augers serve two primary roles. Firstly, they have a passive role in safeguarding the knowledge of the Kaga. The Augurs are the sole possessors of unique cognitive keys that allow navigation across the vast stores of information within the Kaga's group consciousness. Within this role, usually relegated to higher level Augurs, they tend to be well protected and guarded, due to their great importance for their organization and the world at large.

The second role of the Augur is more active. At lower levels, Augurs are often tasked to assist knowledge seekers who work in service of the Kaga. In this capacity, Augurs perform all manner of field research, interviews, and even (*in the more dangerous missions*) active spying. In their more active capacity, Augurs often work alongside Knowledge Masters of Kaga, who have similar aims and complementary abilities.

Hit Die: D6

CLASS REQUIREMENTS

Qualifications for the Augurs are as follows.

AUGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Least Cipher	-
2	+1	+0	+0	+3	Least Cipher	+1 level of existing spell-casting class
3	+1	+1	+1	+3	Assistant	+1 level of existing spell-casting class
4	+2	+1	+1	+4	Lesser Cipher	+1 level of existing spell-casting class
5	+2	+1	+1	+4	Lesser Cipher	+1 level of existing spell-casting class
6	+3	+2	+2	+5	Knowledge Navigator	+1 level of existing spell-casting class
7	+3	+2	+2	+5	Greater Cipher	+1 level of existing spell-casting class
8	+4	+2	+2	+6	Greater Cipher	+1 level of existing spell-casting class
9	+4	+3	+3	+6	Unleash	+1 level of existing spell-casting class
10	+5	+3	+3	+7	True Cipher	+1 level of existing spell-casting class

Alignment: Lawful or Neutral Good

Skills: Knowledge: Religion 9 ranks, Sense Motive 4 ranks

Feats: Great Insight

Abilities: Charisma 13+, wisdom 15+

Spells: Ability to cast Augury, access to Knowledge Domain, Divine caster 6th level

Special: An Auger must first be accepted for membership within the Order itself. Few Augers are selected.

Class Skills

Bluff (*Cha*), Concentration (*Con*), Craft (*Int*), Diplomacy (*Cha*), Gather Information (*Cha*), Intimidate (*Cha*), Knowledge (*Any*) (*Int*), Listen (*Wis*), Profession (*Wis*), Search (*Int*), Sense motive (*Wis*), Spot (*Wis*)

Skill Points at Each Level: 4+ int modifier

CLASS FEATURES

Weapon and Armor Proficiency: Augers gain no new proficiency with any weapons or armor.

SPELLCASTING

At second level, and at every other level of advancement, an Auger progresses in Divine spellcasting. Additionally, they may add any spell of the divination school of magic to their spell list (*if multiple caster classes gain access to the spell at different spell levels, use the lowest level option*).

CIPHERS-EX

The defining characteristic of the Auger is his ability to utilize Ciphers. Ciphers are comprised of pieces of knowledge gleaned from the Kaga, and shaped by the Auger's will. As such, in order to make use of them, the Auger must have contacted the Kaga in some fashion.

In order to gain the ability to use Ciphers of a certain type for a day, an Auger must establish a bond with the Kaga.

- Access to Least Ciphers requires a specialized casting of Augury.
- Access to Lesser Ciphers requires a specialized casting of Commune. (*no exp cost*)

- Access to Greater Ciphers requires a casting of Planar Ally. The elemental spirit sent is formed into the Ciphers.

The spells are modified to specifically contact the Kaga, and each requires a 10 minute casting time at the beginning of the day. None have any effects outside of enabling the use of the appropriate Ciphers for the day.

Once unlocked, Ciphers may be activated and deactivated as a move action. An Auger may have a number of Ciphers active equal to $\frac{1}{2}$ his Auger level (*round down, minimum 1*). Ciphers are not considered a magical effect and can be freely active within anti-magic fields.

LEAST CIPHER-EX

Each time the Least Cipher class feature is gained, choose one of the following.

- **Awareness Cipher:** When this cipher is active, all 'detect' spells cast by the Auger or any allies within 40 feet of his position are treated as if they had already advanced through 2 rounds of concentration, if applicable.
- **Seeking Cipher:** When this cipher is active, the Auger and all allies within 40 feet of his position gain a +2 insight bonus on ranged attack rolls.
- **Wisdom Cipher:** When this cipher is active, the Auger and all allies within 40 feet of his position gain a +2 insight bonus to all wisdom-related skill checks.

ASSISTANT-EX

This is the Auger's first innate ability, granted through his unusual relationship with the 'mind' of the Kaga. An Auger with the Assistant class feature, when aiding another in an Auger class skill, may add his charisma modifier to the result (*as opposed to a static +2*).

LESSER CIPHER-EX

When an Auger reaches 4th level, he gains access to Lesser Ciphers, slightly more powerful than their Least brethren. Each time the Lesser Cipher class feature is gained, a player may choose one of the following.

- **Charisma Cipher:** When this cipher is active, both the Auger and all allies within 50 feet of his position gain a +4 insight bonus to their charisma scores.
- **Intelligence Cipher:** When this cipher is active, both the Auger and all allies within 50 feet of his

position gain a +4 insight bonus to their intelligence scores.

- **Wisdom Cipher:** When this cipher is active, both the Auger and all allies within 50 feet of his position gain a +4 insight bonus to their wisdom scores.

KNOWLEDGE NAVIGATOR-SU

Upon reaching the middle levels of power, an Auger begins to intuitively grasp the intricacies of the Kaga's vast knowledge base. Any time an ally is making a knowledge check in the presence of the Auger, the Auger can, as opposed to making a check on his own or using an 'aid another' action, allow his companion to take 20. Knowledge Navigator may be used up to 3 times per day.

If the check modified by knowledge navigator is successful, any insight gleaned from the experience is instantly transferred to the Kaga itself, and both the Auger and the individual who made the check gain a +1 morale bonus on all attack rolls, damage rolls, skill checks, and saving throws for the duration of the encounter.

GREATER CIPHER-EX

Upon reaching 7th level, an Auger may access the Greater Ciphers, representing a high powered tier of abilities. Each time the Greater Cipher class feature is gained, a player may choose one of the following.

- **Connective Cipher:** Touch spells cast by the Auger and any of his allies can now target any allied individual within 60 feet of the Auger, with no touch required.
- **Resilient Cipher:** Any allies within 60 feet of the Auger may, at their option, choose to use the Auger's Will save in place of their own. Each time an ally within the area makes a successful will save by this method, the Auger regains 4d8+4 hit points.
- **Tactical Cipher:** The Auger, and all allies within 60 feet of his position, have alternate modifiers from flanking. When flanking an opponent, those affected gain a +6 circumstance modifier to attack and damage rolls.

UNLEASH-SU

The Auger has grown to great levels of power. He has learned to suddenly release the power stored in his Ciphers, and draw upon the released energy to power a spell. As a free action, an Auger can voluntarily lose access to a category of Ciphers to refresh a spell on his spell list in his mind. Releasing Least Ciphers

restores a spell between levels 1 and 2. Releasing Lesser Ciphers restores a spell between levels 3 and 5. Releasing Greater Ciphers restores a spell between levels 6 and 8. After Ciphers of a particular level are released, they cannot be accessed again until the appropriate access spell is cast the next day.

TRUE CIPHER-EX

This is the most powerful ability available to the Auger, attained once they reach a level of insight that is nearing superhuman. The True Cipher grants extensive bonuses when an Auger is using nearly any divination spell- what information is gleaned becomes more detailed and easily interpreted. A True Cipher is always and automatically active. When an Auger casts the following spells, they have the listed modifications:

- **Analyze Dweomer:** No will save to avoid the effect.
- **Arcane Eye:** Lasts for 10 minutes per level.
- **Arcane Sight:** Does not require concentration to detect spell-like and supernatural abilities or the details thereof.
- **Arcane Sight, Greater:** As per Arcane Sight.
- **Augury:** No material component or focus necessary, chance of success +10% with a maximum of 100%.
- **Commune:** No experience cost.
- **Commune with Nature:** range becomes 2 mile radius/caster level.
- **Contact Other Plane:** Kaga only. No chance of ability drain, treated as an intermediate deity that does not lie or give random answers (*treat all such results as 'don't know'*).
- **Detect Scrying:** No material component, automatically gives an image and location of scryer
- **Discern Lies:** Will save DC versus the effect is granted a +4 competence bonus.
- **Discern Location:** Bypasses mind blank.
- **Divination:** Success rate +10%, with a maximum of 100%.
- **Foresight:** the insight bonus to AC and reflex saves becomes +3.
- **Identify:** No component required, casting time becomes 1 round.
- **Legend Lore:** The casting time is always 1d4x10 minutes.
- **Locate Creature:** Is not fooled by polymorph or blocked by running water.
- **Locate Object:** Is not blocked by lead or polymorph.

- **Moment of Prescience:** May be activated twice before the spell ends.
- **Prying Eyes:** The eyes are invisible, which results in a hide modifier of +36, and an AC of 22. They move at flight 50 ft (*perfect*).
- **Prying Eyes, Greater:** As per Prying Eyes.
- **Scrying:** The will save DC to avoid the effect is granted a +4 competence bonus.
- **Scrying, Greater:** As per scrying, and bypasses spell resistance.
- **Speak with Dead:** becomes a Divination spell, and is accessible via the Knowledge domain list (*as a third level spell*).
- **Stone Tell:** Also functions on metal.
- **Tongues:** no material component required
- **True Seeing:** Lasts for 10 minutes/level.

PRESTIGE CLASS: HARBINGER

Harbingers are the technological progeny of the Kaga. Through rigorous study and practice with arcane forces, a Harbinger seeks to use his magic to incorporate elements of First One technology (*appropriated by the Kaga*) into his very being. In the process, a Harbinger loses much of his humanity, but gains exponentially more.

APPEARANCE

Most Harbingers have some degree of 'inhumanity' about them. The subtle changes in their appearance and mental capacity are not immediately obvious at the earlier levels, but become more pronounced as the Harbinger advances in power.

As the Harbinger gains levels, their movement tends to become more fluid, and a close examination of their body will reveal microfilaments running just beneath the skin in certain areas – such as the wrists, at the solar plexus, behind the ears, and inside the elbow.

Special: A Harbinger's position of authority allows it to more easily request assistance of Order members; all attempts to use the Spy Network have a +2 situational bonus to the Diplomacy check.

ADVENTURERS

Harbingers certainly do not make up the rank and file of the Order. The idea of self-augmentation at the cost of one's identity as a human being does not appeal to many individuals. Those that do begin the path of the Harbinger often do not complete it, falling

AUGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Power Tap	-
2	+1	+3	+0	+3	Item Utility I	+1 level of existing spell-casting class
3	+1	+3	+1	+3	Absorption	+1 level of existing spell-casting class
4	+2	+4	+1	+4	Charging Bauble	+1 level of existing spell-casting class
5	+2	+4	+1	+4	Item Utility II	+1 level of existing spell-casting class
6	+3	+5	+2	+5	Wandcrafter, Unnatural Aura	+1 level of existing spell-casting class
7	+3	+5	+2	+5	Unnatural Metabolism	+1 level of existing spell-casting class
8	+4	+6	+2	+6	Item Utility III	+1 level of existing spell-casting class
9	+4	+6	+3	+6	Seed Initiate, Orderbound	+1 level of existing spell-casting class
10	+5	+7	+3	+7	Seed Metamorphosis	-

short and retaining their original forms. This majority of existing Harbingers fall within this category, and serve as technological consultants and ruin hunters who seek out the lost places of the First Ones for old devices that the Kaga can pore over.

Those that do actually complete the transformation are something else entirely – they are the Seeds, the direct agents of the Kaga, which periodically serve as focal points for the entire society. These enigmatic individuals also serve as recruiters, and have the potential to become Roots, beings akin to avatars for the Kaga itself. In order to reach this point, substantial alterations must take place, as the Kaga's consciousness would destroy any mortal mind attempting to host it. Only by incorporating and fusing powerful magic with ancient mind altering devices can the necessary capacity be reached. Unlike the Child of Kaga, who has access to the Great Pool, the Harbinger allows the Pool to flow into him.

The central nature of a Seed places it in a command position within the Order, as a direct agent who oversees the completion of particular tasks, or a rapid-deploying troubleshooter who answers only to the Kaga itself.

Hit Die: D4

CLASS REQUIREMENTS

Qualifications for the Harbingers are as follows.

Alignment: Lawful Good or Lawful Neutral

Skills: Knowledge: Arcana 9 ranks, Knowledge: History 9 ranks, Knowledge: Architecture and Engineering 9 ranks

Feats: Arcane Utility, Skill Focus: Knowledge: Architecture and Engineering

Abilities: Intelligence 15+, Constitution 13+

Spells: Arcane caster 6th level

Special: A Harbinger must first be accepted for membership within the Order itself, and then have actual contact with the Kaga.

Race: Human only

CLASS SKILLS

Bluff (*Cha*), Concentration (*Con*), Craft (*Int*), Diplomacy (*Cha*), Disable Device (*Dex*), Gather Information (*Cha*), Knowledge (*Any*) (*Int*), Listen

(Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha)

Skill Points at Each Level: 4+ int modifier

CLASS FEATURES

Weapon and Armor Proficiency: Harbingers gain no new proficiency in any weapons or armor.

SPELLCASTING

At second level, and at every other level of advancement except 10th, A Harbinger progresses in Arcane spellcasting.

POWER TAP-EX

The first step towards a marriage of magic and technology, Power Tap allows a Harbinger to draw upon the power of certain magical items more frequently without taxing the item. Any items with a uses/day feature gain one additional use/day when in the hands of a Harbinger.

ITEM UTILITY I-SU

The Harbinger, at 2nd level, can now draw upon the stored power of items to increase the power of his own spells. When casting a spell that is also contained within the item (*such as when casting a fireball and holding a wand of fireballs*), he may draw out a charge (*always only a single charge, regardless of the number of charges required to cast the spell*) as a free action to increase his own effective caster level when casting that spell. This additional caster level is considered a bonus and can cause a spell to break its normal power cap. This bonus is factored in before bonuses from metamagic.

For example, if a wizard 6/Harbinger 5 cast a fireball spell, it would normally be cast as a 10th level wizard and deal 10d6 damage. However, the character may expend a charge from a wand of fireballs to cast the spell as an 11th level wizard, bypassing the normal 10d6 cap for 11d6 damage.

ABSORPTION-EX

The Harbinger can now physically incorporate a magic item into his being, transferring the enchantment over to himself as a natural stat increase. Any of the following items may be affected:

- Amulets of Health
- Headbands of Intellect
- Belts of Strength
- Gloves of Dexterity
- Cloaks of Charisma

- Periaps of Wisdom
- Cloaks of Resistance
- Amulets of natural armor
- Rings of Protection

Choose one of these categories upon gaining the Absorption class feature. From that point on, a character can use the Absorption ability to transfer the enchantment from such an item, conferring any bonuses upon himself as natural stat increases. Even the deflection bonus from a Ring of Protection is considered an increase and will stack with subsequent deflection bonuses. Only a single item's power may be transferred to the character at any one time, but subsequent, more powerful versions of the same item can be Absorbed to replace (not stack with) the weaker effect.

CHARGING BAUBLE-SU

By expending the use of a spell slot and the requisite material components, a Harbinger can store a spell he knows of the same level as the spell slot within a specially prepared item. Such a spell must have a casting time of 1 round or less.

The spell slot is permanently removed from the Harbinger's capacity until the bauble is consumed. Consuming the bauble requires that it be crushed, which is a standard action that provokes attacks of opportunity. The spell is cast just as if the Harbinger had cast it, but the parameters and targets are set by the person who used the item.

CHARGING BAUBLE

Charging Bauble vessels are composed of a strange greenish glass which represents a symbolic connection to the Kaga— Harbingers will often carry a few of these about as pendants. (craft: glazier DC 22 to construct, 2 hours, 5 gp).

ITEM UTILITY II-SU

This is identical to Item Utility I, save that now up to 2 charges can be expended, which enhances the caster level by 3.

WANDCRAFTER-SU

The Harbinger has deepened his understanding of the connection between technology and magic. Any crafting of Wands, Staves, or Rods done by the Harbinger no longer have an experience cost, and crafting costs are reduced by 50%. Items such as these which are created by the Harbinger take on strange, almost futuristic forms.

UNNATURAL AURA-EX

By 6th level, the Harbinger is beginning to show subtle signs of his progressive transformation. Although not immediately perceptible to humans and most sentient species, Fey and real-world animals react towards the Harbinger at -6.

UNNATURAL METABOLISM EX

Changes in the Harbinger's metabolism have taken him farther from human. From this point on, a Harbinger becomes immune to poison and disease.

ITEM UTILITY III-SU

This is identical to Item Utility I, save that now up to 3 charges can be expended, which enhances the caster level by 5.

SEED INITIATE-EX OR SU

His humanity waning, the Harbinger's form is now sufficiently altered to allow large-scale inclusion of foreign magic and technology in the form of 'grafts'. At this point in his development, a Harbinger assumes one of 5 different roles, each of which is focused on a certain aspect. Select one from the following list:

- **Observer Graft:** The Harbinger gains advanced powers of sight and observation. They gain detect magic, see invisibility, detect secret doors, and detect scrying, each of which is always active. They may cast analyze dweomer, true seeing, and greater arcane sight 1/day each, as a wizard equal to their character level. These are all considered (su) abilities. A Harbinger with an Observer Graft gains a luminous green tint to their iris.
- **Listener Graft:** These Harbingers are diplomats and facilitators. They may add their intelligence modifier to all diplomacy, gather information, and sense motive checks, and may use the following spells 1/day each: discern lies, detect thoughts, tongues, suggestion, and charm person. The save DCs for each of these are equal to 10 + Harbinger level + intelligence modifier. They are considered (ex) abilities, and function as if cast by a wizard equal to the Harbinger's character level. A Harbinger with the Listener Graft has a notch cut into the lobe of each ear.
- **Traveler Graft:** These are the roving agents of the Kaga, especially concerned with forays into hostile terrain and the wilderness. They gain the following abilities permanently: pass without trace, endure elements, and water breathing. 1/day, a Harbinger with this graft may cast freedom of movement, fly, teleport, and dimension door.

These are all cast as swift actions, as a wizard equal to the Harbinger's character level. They are (su) abilities. A Harbinger with the Traveler graft has nictating membranes and can seal his nostrils when underwater.

- **Hunter Graft:** This Harbinger is tasked with eliminating threats to the Kaga. The save DCs for all spells are increased by 2, and the Harbinger gains an additional metamagic feat. Harbingers with Hunter Grafts have angular runes on their forearms, which glow emerald while they cast spells.
- **Protector Graft:** These Harbingers are called in to protect the Order's holdings. Such a Harbinger gains a damage reduction of 5/-, energy resistance of 5 (all), and an additional 2 hit points per character level (retroactive). These advantages are considered (ex) abilities, and remain in place when the Harbinger is polymorphed or otherwise physically altered. Harbingers with a Protector Graft seem to be covered with thin armor plates.

ORDERBOUND

All of this power is not without its price. A Harbinger who takes those final steps towards the Seed Metamorphosis is saddled with a great obligation towards the Order and the Kaga, acting as a link between the two. Disobeying a direct order from the Kaga results in a complete withdrawal of power: all Harbinger class features, and all spellcasting period are lost. This feature applies even when a Harbinger has been advancing in another class. These features can be regained with the help of an atonement and a special quest.

SEED METAMORPHOSIS-EX

This is the Harbinger's final transformation, which allows them to take one last leap away from humanity. With their final transformation, they set their regular physical form aside, and become a creature composed solely of artifice tempered with arcane power. Although they appear human enough, cutting into one reveals a greenish glow as opposed to red blood. The manner of a Harbinger-Seed is one of alien calmness.

With this final step, a Harbinger takes on many qualities similar to a construct.

- They do not eat, sleep, or breathe
- They do not age, yet continue to amass ability score bonuses for age
- They are immune to instant death effects (*power word: kill, slay living, etc*) and death through massive damage

- They are not affected by spells which only affect humanoids or ‘persons’, although their creature type does not change.
- They gain mind blank as a permanent effect (*it is considered an exceptional ability*).
- They gain a +2 increase, as if gained via level advancement, to constitution and intelligence.
- They gain fast healing 3.

SPELLS

BODY THEFT

Necromancy

Level: Sor/Wiz 7

Components: S, M

Casting Time: 1 standard action

Range: touch

Area: single target

Duration: 10 minutes per level (*D*)

Saving Throw: Will Negates

Spell Resistance: No

Body Theft is a powerful tool in the Order’s arsenal. It allows the caster to temporarily possess a single, sentient target, with an intelligence of 5 or greater. A mage who is casting Body Theft must come into physical contact with his target, and press a green strip of cloth scribed with magical runes in black ink to its body (*the strip will magically pass through clothing when active*). With this accomplished, if the target fails a will save, the caster and up to 50 pounds of gear take on a gaseous form and flow into the target’s mouth, possessing his body completely.

During this time, the caster takes on all physical statistics of the target, save that any feats known by the target are lost, he does not gain proficiency with any natural weapons the target may have, and the target’s dexterity is reduced by 2. This is all due to unfamiliarity with the target’s form. Special attack options such as breath weapons can be used, but require a DC 20 intelligence check on each use – otherwise, any such action is cancelled. Natural and constant effects, such as movement modes or a displacer beast’s displacement are always functional at no penalty.

Physically, the only telling sign of a Body Theft spell is the presence of a green mark with black runes within it, somewhere on the target’s body – this is the remains of the cloth used to cast the spell. The marking will be on the location that the target was touched. Any disguise or bluff checks made to act in

character are at a +20 bonus due to the nearly flawless appearance.

Passing into an antimagic field or being subjected to a successful dispel magic ends the spell immediately. If the host is killed when the caster is still within, the caster must make a DC 22 fortitude save or be killed as well – his body will materialize next to the target’s corpse.

When the spell ends, the caster is ejected from the target in a puff of gas, and the strip falls away from the host body, blackened and brittle. The target is knocked unconscious for 2d4 minutes after this, and will have no memory of the events which passed during his possession and up to a minute immediately beforehand. The memories of events while possessed can never be regained, but the memories beforehand can be – through the use of Wish, Limited Wish, or Miracle.

MIND WORM

Enchantment

Level: Sor/Wiz 8

Components: S

Casting Time: 1 standard action

Range: talking distance (*10 feet*)

Area: single target

Duration: 1 day per level (*D*)

Saving Throw: Will Negates

Spell Resistance: No

Mind Worm is a powerful enchantment with far reaching and potentially disruptive abilities. When casting the spell, which can be done while speaking, the caster indicates a single piece of information or tidbit which is to be affected by the magic. When the spell resolves, the intended target of the spell, failing a Will save, not only believes the information to be completely true, but is also compelled to spread it around. The Mind Worm spreads like a virus, infecting others through casual conversation. In general, the number of people it affects can be determined by frequency of contact.

Contacts in area: Few (*isolated outpost, lightly staffed*)

Rate of Spread (people per hour): 1

Contacts in area: Some (*town, manor house*)

Rate of Spread (people per hour): 1d4

Contacts in area: Many (*marketplace, noble court*)

Rate of Spread (people per hour): 4d4

When dealing with a specific individual who may or may not have been affected (*such as a significant NPC*), if he has come within the area and interacted with people, he is entitled to a Will save.

The mechanical effects of Mind Worm are as follows.

- Affected targets automatically fail all sense motive checks pertaining to the truth or falseness of the subject matter the worm pertains to. The information is merely taken as a highly probable truth.
- If the mind worm is used to bolster the opinions towards an individual, that individual gains a +8 circumstance bonus on all social interactions with targets affected by the mind worm. This can be reversed if the mind worm is used to insinuate that an individual is untrustworthy.
- Affected targets can be granted a morale bonus or penalty to all skill checks, initiative rolls, and saving throws, to a maximum of + or - 4.
- If the imparted piece of information would elicit some type of action, affected individuals must make an additional Will save or be compelled to perform that action. This save must be made every hour that a target is affected. The first Will save is made immediately upon being affected by the spell.

There are some restrictions on the use of Mind Worm.

- Very obviously incorrect or implausible information causes the spell to fail. The threshold of what is 'implausible' must be decided by the DM.
- Actions provoked by a worm which would result in severe danger or personal harm will not be undertaken.
- Individuals affected by the Mind Worm radiate extremely strong enchantment magic.

MAGICAL ITEMS

As might well be expected, the Order is in possession of several unique varieties of magical item. The most significant of these is the Graft – an enchantment-bearing network of thin metal runes which is fused to the skin, similar to the grafts of the Seeds, but less demanding on the physiology.

All grafts share a few properties:

- Grafts do not take up an 'equipment slot' on the body, although no more than two can be worn at any one time or else their enchantments will interfere with one another.

- Grafts can be removed by applying a dispel magic effect to them. This temporarily deactivates them and causes them to peel off the wearer.
- Grafts do not have hit points and cannot be damaged separately from the wearer.
- Grafts all radiate transmutation magic in varying strengths.

INFILTRATOR'S GRAFT

This graft is attached to the wearer's solar plexus, and forms a single, vertical line pattern. The Infiltrator's Graft renders the wearer much more difficult to perceive accurately when he so wills it, as well as allowing entry into difficult areas. The Graft performs the following abilities, all cast as a 12th level wizard:

- 3/day, the Graft may be used to cast improved invisibility.
- 2/day, the Graft wearer may cast Knock.
- 2/day, the Graft wearer may cast Passwall.
- 1/day, dimension door may be cast.

Activating any of these powers is done as a swift action.

Moderate Transmutation, CL 12th, Craft Wondrous Item, Arcane Mark, Improved Invisibility, Knock, Passwall, Dimension Door. Price: 28,500 gp, Cost: 14,250 and 1140 XP.

MEMORY GRAFT

This graft is attached to the back of the wearer's neck, at the base of the skull. A Memory Graft enhances a character's recall to near perfect levels, granting him a number of advantages.

- The wearer cannot normally become lost. With a DC 14 WILL save anytime he would regularly become disoriented or lost, he generates an accurate assessment of distance and direction from any landmark he has seen. This provides him with a perfect, internal map back to the landmark in question.
- The wearer is immune to Maze spells and similar magic.
- The wearer will note small inconsistencies in the appearance of an illusion, allowing him a +4 competence bonus on all attempts at disbelief.
- The wearer's perfect memory allows him to always perform spell gestures with perfect accuracy – arcane spell failure is reduced by 10%, and concentration checks for spellcasting are provided a +4 competence bonus.

Moderate Transmutation, CL 12th, Craft Wondrous Item, Arcane Mark, Find the Path, Mnemonic Enhancer, Price: 21,500 gp, Cost: 10,750 and 860 XP.

MIND DEFENSE GRAFT

This graft is attached to the wearer's temple, and radiates outwards in a spiral pattern. The Mind Defense Graft boosts the mental acuity of the wearer, which provides several bonuses.

- The wearer is immune to intelligence, wisdom, or charisma drain or damage of any type
- The wearer is immune to stunning, dazzling, the spell confusion, and song of discord
- The wearer gains a +2 competence bonus on WILL saves

Moderate Transmutation, CL 8th, Craft Wondrous Item, Arcane Mark, Death Ward, Spell Immunity. Price: 11,500 gp, Cost: 5,750 and 460 XP.

ORDER FEATS

Note: all feats marked with 'Society' require membership within the order to be taken.

ARCANE UTILITY-SOCIETY, GENERAL

The flow of magic has altered your body, rendering you able to manipulate minor enchantments to great effect.

Prerequisite: Arcane caster 1st, Constitution 13+

Benefit: Arcane Utility allows a character to make better use of magical items. Any time a magical item used by a character with Arcane Utility offers a saving throw against its effect, he may increase that save DC by 2.

DIVINER'S MASTERY-SOCIETY, GENERAL

Your skill with divinations is unequalled.

Prerequisite: Ability to cast divination arcane spells, or access to the knowledge domain

Benefit: Diviner's Mastery allows a character to use divination magic to greater effect than other individuals. When performing a divination spell, any save DCs against its effects are increased by +1. This stacks with the effects of spell focus. Additionally, divination spells have their durations increased as if the caster was 5 levels higher.

GREAT INSIGHT-GENERAL

You have developed a unique sense of the world around you which relies not upon rational thought, but pure intuition.

Prerequisite: Wisdom 11+

Benefit: A character with Great Insight may use his wisdom modifier, as opposed to his intelligence modifier, when determining the total adjustment for all knowledge skills.

SLEEPER AGENT-SOCIETY, GENERAL

You are uniquely skilled at keeping a low profile and keeping under the radar.

Prerequisite: Charisma 11+

Benefit: Any bluff or disguise checks made to maintain an identity, conceal one's actions, or play a role gain a +6 situational bonus. Additionally, saving throws versus mind reading or scrying effects gain a +2 competence bonus.

SUBTLE SPELL-SOCIETY, METAMAGIC

Your magic is subtle and nearly impossible to detect.

Prerequisite: Intelligence 13+, arcane caster level 3rd

Benefit: Through the use of powerful enchantments, spells cast by a character with Subtle Spell can become invisible to magical detection. A spell affected by the Subtle Spell metamagic feat is not detected by any magic detection ability, and is invisible to all divination magic or perceptive abilities. A spell so affected takes up a spell slot 1 level higher than it normally would.

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