

The cover art for 'Dark Sun: Campaign Setting' features a central figure with a skull for a face, wearing a dark, textured robe and a crown of flames. The figure's hands are raised, showing clawed fingers. The background is a dark, desolate landscape with a large, glowing, cracked sun or moon in the sky. The title 'DARK SUN' is written in a stylized, metallic font across the top, with 'CAMPAIGN SETTING' written below it in a smaller, simpler font.

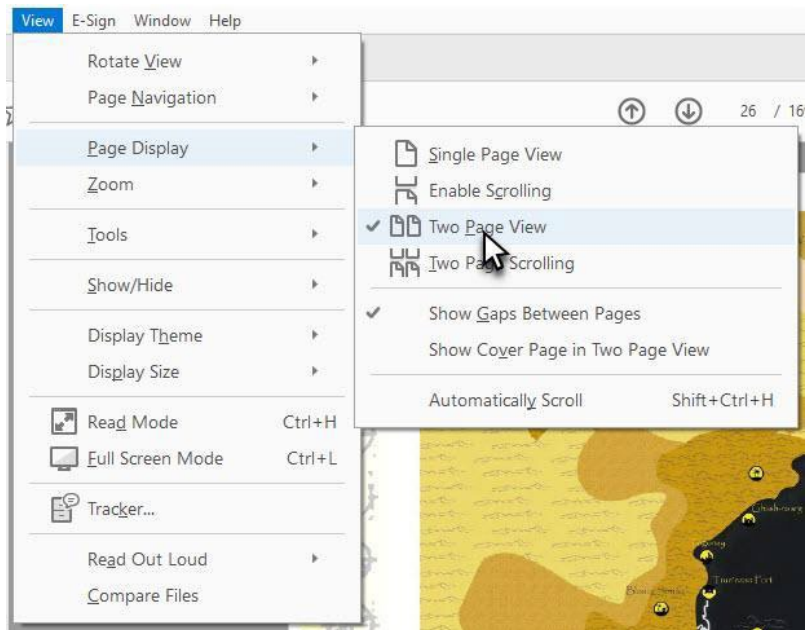
DARK SUN™

C A M P A I G N S E T T I N G

Faces
of the Dead Lands

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Faces of the Dead Lands

A guide to the major and minor characters in the Dead Lands

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Chapter 1 - Unlife in the Dead Lands

Players' Introduction to the Dead Lands

DMs Note: This chapter has been created as both an introduction for DMs, and an possible in-game encounter for PCs. For those looking for an alternative to the legends research of *Secrets of the Dead Lands* Chapter 1, this is another way to lure players into the lands. While we are confident this advice won't actually help the players much, there are some DMs who may consider this too spoilery for their tastes. Therefore, we recommend reading this first and sharing only the parts of this chapter that suit your DMing style.

An Audience with Old Axtha of Balic, Resident Sage of the Southern Obsidian Plains.

Welcome...
Come closer, young ones. Let me get a look at you...
Hmm... so young and strong...
So...you're the brave adventurers looking to journey into the Dead Lands? Ha hah.
...You really don't have any idea what you're getting into, do you?
Nobody visits the so-called "Dead Lands" and survives. Well, almost nobody. But you don't know anyone who has ever been there, as the number of visitors who return from that journey are so few and so powerful you'll never meet one either.
Oh, sure, you've already proven your selves many times. We wouldn't be having this conversation if you hadn't. But that was in the realms of the living.
...Where you're going, young ones, is a place even the gods among men themselves will dare not go. Not anymore. No Sorcerer King or Queen has set foot in those lands since the Cleansing... back when that land was called something else.
That was over 200 King's Ages ago. The land was green back then. Wondrous and magical... but I'm getting ahead of myself.



What Awaits You Beyond the Cliffs

South of the haunted city of Kalidnay, across a vast expanse of desert, scrub and little else, beyond the cliffs over what seems to be the edge of the world, is a land wrapped in black glass. No image I can put in your mind can do justice to the sheer vastness and emptiness of the Obsidian Plains. Millennia ago, black glass flowed and coalesced over the ruins of every battlefield, every city, and the residents themselves. There are no hidden springs for water

finders to uncover, there are no secret oases for you to discover, there are no animal herds to provide hunting, and there are no plants at all.

It is not all endless smooth black glass, however. If you've ever visited a volcano or any marketplace near one, you'll already know obsidian comes in many forms and many colors. You will see a jagged mountain range to the south. You will find the black glass is thinner in some places, revealing traces of the old world from before the molten obsidian flood. You will even find those who have rebuilt entire obsidian cities whose size easily rivals any Sorcerer King's city-state. They reshaped large swaths of landscape in memory of their old civilizations and in the name of never-ending wars and intrigue with each other and their unknown enemies.

Reasons to Visit the Wastes

Now, if you're here talking to Old Axtha, you have a good reason for making this death march journey south of Kalidnay.

Know this: Anyone who spends too much time in the Lands of Death is tempting fate, for though you may eventually leave, the curses and creatures of that place do not always remain confined therein, and they may follow you after wherever you go. While it is true the Dead Lords have never been seen leaving the Lands of Death, they may extend their reach beyond should the need arise, if for no other reasons than spite, sport, or challenge, just as human nobles might hunt game in the grounds beyond their city states. And when you are there, you cannot hide – the dead can literally “smell” the life force of the living. They will know you're there the second you set foot on the obsidian.

There are only five reasons anyone would dare venture into the undead lands while they're still alive, and all of them are suicide.

Exploration

There is a reason why I cannot give you a reliable map. This area has remained a black mark on every sage and Sorcerer King's map for millennia. And it is likely to remain so. But if you wish to try to change that, you wouldn't be the first.

You might even find a “guide” to help you should you go looking. Living in the surrounding deserts north of the cliff edge a few guides exist who have been to the edge overlooking the Obsidian Plains and back more than once. They live far enough away from the cliffs to avoid most of the wandering creatures of the place, but close enough to take advantage of the Obsidian Plains' proximity to ward away the worst of creatures of the Endless Dunes or Wastelands.

Food, water, and knowledge are their chief commodities, and because they rarely venture far from the wastes, money is of almost no use to them. They might have only a few ceramic pieces or at most a fistful of silver if they have any coins at all. What they want most is an untroubled sleep, to have their thoughts and obsessions with the Lands of Death excised from their minds, and to know that they will not spend centuries after their death roaming those places as a mindless (or even worse, fully aware) undead in service to the rulers of that place.

You cannot trust them, of course. They have no interest in helping anyone other than themselves. But with the right incentive, they will brave the journey again and aid a group or individual attempting to return.

Arcane Power

For those who think defiling magic is not profane enough, there are darker arts. If you are looking for the source of these darkest magics, all of them are practiced in the Lands of Death. Indeed, the art of Necromancy was invented there. I would tell you by whom, but you should not hear his name. You will never meet him...

...Or rather, you should pray you never meet him...

If you are a practitioner of such arts, or wish to be, be aware that the colleges of magic down there have been exploiting their students for far longer than your entire family line has existed. It is unlikely you will get the better end of any such deal, no matter what leverage you think you might have. And they may not take physical payment...

Treasure Hunting

Surely a land as large and wealthy as Ulyan used to be would be a magnificent source of treasure, would it not? Imagine all the gold and iron from the Green Age lying in an endless sea of crypts and tombs. Imagine eternal leaders dripping with jewels, the wealth and technologies of a long bygone age.

Tempting, isn't it? Many others before you have thought so. I've not seen a single such soul return, in any form. Everything has a price in the Obsidian Plains, you see. And the jewels and mementos of the dead carry their memories from a life lost. Taking such sentimental tokens from the land is an affront to all within the Lands of Death. If you must take their belongings, prepare to pay for them in blood.

Merchants

The sentient dead are quite intelligent, and it is not unheard of for the living to successfully negotiate with them. It might even be possible to arrange for payment of goods or services. If you must take from this land, I would recommend taking this course of action rather than merely seeking to steal from the dead.

There is a problem - travel. Read through my History books and you will see stories of traders who had the idea of making contact with the long-lost leaders of Ulyan, to deal in fineries, treasures, cattle, or slaves. All of them underestimated the difficulty of traversing the Lands of Death, and their stories ended in nothing but suffering and death for everyone involved, if not on the Obsidian Plains, then after they had returned...

Captured

Finally, there are those who are brought to these black lands against their free will. It doesn't happen very often, but fate may bring you into an audience with one of the powerful necromants who dwell there.

As there is no food grown in the Lands of Death, feasts come from the rare delicacy of a living body and soul prepared and offered up for a Dead Lords' feast.

They are the lucky ones, however, for there are far worse fates in store for those kept alive. Some of these lords of evil perform wicked experiments and tortures upon their victims, for either knowledge or amusement.

Now I have seen a few of them return, but perhaps it's better only one of us knows...

Residents of the Lands of Death

There are no living things on the Obsidian Plains...

...Or rather, if there is anything still living there, you never want to meet such a creature that has managed to survive in the Obsidian Plains for 200 King's Ages.

However, you will meet the living dead. Oh yes, more varieties than you have ever seen anywhere else—and perhaps even some varieties that exist only there.

While many of these undead would simply kill you for trespassing against their ancient graves, there are those who might be willing to talk. Their languages are ancient and often forgotten, but with the right application of psionics or magic, communication with the dead is certainly possible.

The Mindless Undead

You will find countless examples of common undead such as the mindless skeletons or zombies you have undoubtedly seen elsewhere. Perhaps they were dug up from the ground, perhaps they died during the same cataclysm that created the Obsidian Plains, or perhaps they're the remains of the last expedition of young ones like you.

This is the most likely outcome for any living soul venturing onto the Lands of the Dead. Even dying of hunger or thirst will result in your resurrection as such after only a day.

You will find, however, the obsidian has changed them, for they are not as mindless as they first appear...

The Thinking Undead

The “mindless” undead, while legion, are the least of your concerns. There are many other undead who not only remember, but are capable of thought, speech, and much more. (Oh yes, much more...) They range wildly in power and demeanor throughout the land, and each of their stories is as tragic as the last.

While it is not always possible at first glance to tell the difference between a mindless and sentient undead, there are some things you can look out for that will help.

Watch their behavior before you approach. You can tell more from their actions than their Appearance. If you must parley, talk to the leaders.

If their eyes glow red or green, you are dealing with powerful sentient undead, still practicing the ancient psionics or magic skills of millennia past—or perhaps even both. Be prepared!

You will also find incorporeal undead as well: dark, shadowy creatures stretching out from the Gray to drain the energy and life from anyone who gets too close. These are particularly commonplace in the mountains in the center of the Obsidian Plains, and you would do well to avoid the region entirely.

The Forgotten Ones

There are other entities beyond the Dead Lords and their armies. I’ve heard that the Spirit of the Land is not dead and seeks vengeance. I’ve heard there are horrors in the underground depths no mortal could imagine. I’ve heard these lands feature many species that never survived the Cleansing, still carrying in their unlife the cultures, tools, and magics of their bygone age, and I’ve heard tell of an entire race of beings separated from the Tablelands for millennia by the Obsidian Plains, so remote even the Ravager himself never knew of their existence.

Practicalities of Survival

All of you will most certainly die in the Lands of the Dead, but there are many worse things than death out there. There are tens of thousands of things that can and will kill you without hesitation should you be foolish enough to continue on your journey, but I will at least warn you of the petty ways in which you could perish.

The Sharp Burning Black Glass

Have you ever placed obsidian in a fire? Do not set foot on that glass barefoot during the day. Likewise, should you fall hard on the obsidian prepare for pain, for all the magic that curses this black glass has done nothing to make it any softer than the stuff you hold in your hand here.

There is another problem: ever slept on a bed of solid obsidian? If you’re planning on spending more than a day in this land, you will soon learn what it is like...

Death on the Obsidian

When you do die, have your companions either be prepared for your resurrection or cremation. Do not leave a dead body for more than a day.

Similarly, try to be selective as to whom you allow to kill you in this land. Many of the thinking undead have the tendency to make more of their own kind as bonded servants when they slay the living. At least pick a powerful master...

Magic in a Lifeless Land

So, you’re a wizard, eh? How do you draw energy when there is nothing living around you? Unless you’re planning on visiting without any magic, you’re going to need another source of power down there.

If you’re a Druid, know that the Spirit of the Land down there still bears the grudge of the wrongs done to it King’s Ages ago, and be prepared for its attention should you ask for too much power for your magic...

The Treacherous Weather

A land that large and flat is going to have wind storms just like any other open plain. The problem is there is no sand, only shards of glass...

Traveling

It is possible to travel on foot, if you come prepared. Your mounts won't like it there, however. It is also possible to fly - just be aware you won't be the only thing in the air.

Provisions

We wouldn't want you starving before you get to your destination, now would we? Heh heh heh... Bring all you will need with you, but ensure there is no raw meat or carcass remains in your satchel. Dead things do not remain dead for long, you see.

Likewise, bring your water with you. There's nothing left to drink fit for the living, but their thirst for you is bottomless...

One Last Thing

I must thank you for indulging this old crone's ramblings for so long. As a courtesy, I will give you one last gift: when the minions of The Reborn capture you, be sure to tell Him I sent you. Ha hah...



The Purpose of This Book

The Dead Lands cover quite a large area. The lands of the Dead Lords alone cover an area as big as the entire Tablelands, and within this area there exist many major factions and distinct locations.

In order to keep all of the content manageable, the Dead Lands campaign set has been organized into four different books by topic:

- *Secrets of the Dead Lands* provides a sourcebook and History of the entire region. This is where you'll find most of the descriptions and explanations for the current state of the Dead Lands and its inhabitants.
- *Faces of the Dead Lands* (this book) provides game rules, stats, and in-depth information for the locations mentioned in the other books. This includes NPCs, unique magic items, and other major rules that might affect play.
- *Terrors of the Dead Lands* provides the rules for monsters and NPCs as they appear in the setting. Since this was released years before the rest of these books, we have released an updated version of the text with this book, including some additional rules.

- *The Emissary* contains an introductory adventure to take PCs into the Dead Lands. There will be descriptions and stats for relevant NPCs relisted in these modules in their shortened form for efficiency.

Organization

Chapter 1 contains some global rules which affect all characters and monsters in the setting. Since most of the NPCs listed here are one of 12 different types of undead, (all detailed in *Terrors of the Dead Lands*), to save space the common special qualities on each major Dead Lands undead type have been removed from the descriptions and listed in Appendix A.

Chapters 2-9 detail the NPCs and monsters found in each land and faction's domain. They are all sorted first by area or faction following the same sequence as they appear in *Secrets of the Dead Lands* (which in turn was organized from northernmost lands to southern lands, going from West to East), then by descending order of Challenge Rating.

Consult the maps in *Secrets of the Dead Lands* for more specific information on geography.

All factions in this book also bear the same emblems as found next to their corresponding sections in *Secrets of the Dead Lands*, which can provide a handy visual cue when searching for a particular section.

In Chapter 10, we present the new magic items and spells used in both *Secrets of the Dead Lands* as well as Adventures in the Dead Lands. In addition, there is an addendum for *Terrors of the Dead Lands* at the end containing new monster entries and monster templates.

More Than a Book of NPCs

While the majority of this book does consist of NPC stats and descriptions, do not pass by the NPC descriptions if you are keen to understand the Dead Lands.

The descriptions provided with every NPC provide information which builds upon from what has been already presented in *Secrets of the Dead Lands*. As opposed to the global history and meta-story presented in *Secrets of the Dead Lands*, the entries herein give relevant details from the perspective of each individual character, and are intended to help DMs understand the behavior and motivation of those respective NPCs for better roleplaying and adventure creation.

In addition, through the eyes of these NPCs you will hear stories of not only the Dead Lands, but also of the Cleansing Wars and Green Age Athas itself. Since so many individuals in this land still live in the ancient past, you must understand that period of time to properly portray their characters.

Layout of Stats, and External References

For the sake of saving space, you will notice that only special qualities that are unique to that particular NPC or creature have been included in their descriptions. Special qualities descriptions throughout these NPC entries have been minimized to save space. This brief

guide has been provided to facilitate finding them as needed:

- Special qualities from core books like *the Player's Handbook* and *Expanded Psionics Handbook* have been marked in blue. Refer to the appropriate books for descriptions.
- Any Special Qualities, Spells, Feats, Skills, or equipment from Athas.org's *Dark Sun 3.5e Rulebook* have been marked in gold. Refer to the appropriate chapter in this book for descriptions.
- Special Undead Abilities from *Terrors of the Dead Lands* have been marked in purple. Refer to Chapter 3: Special Attacks, Qualities and Weaknesses for descriptions.

Special Qualities which are unique to that monster and difficult to find in any of the standard books are marked in black. Their descriptions have been included.

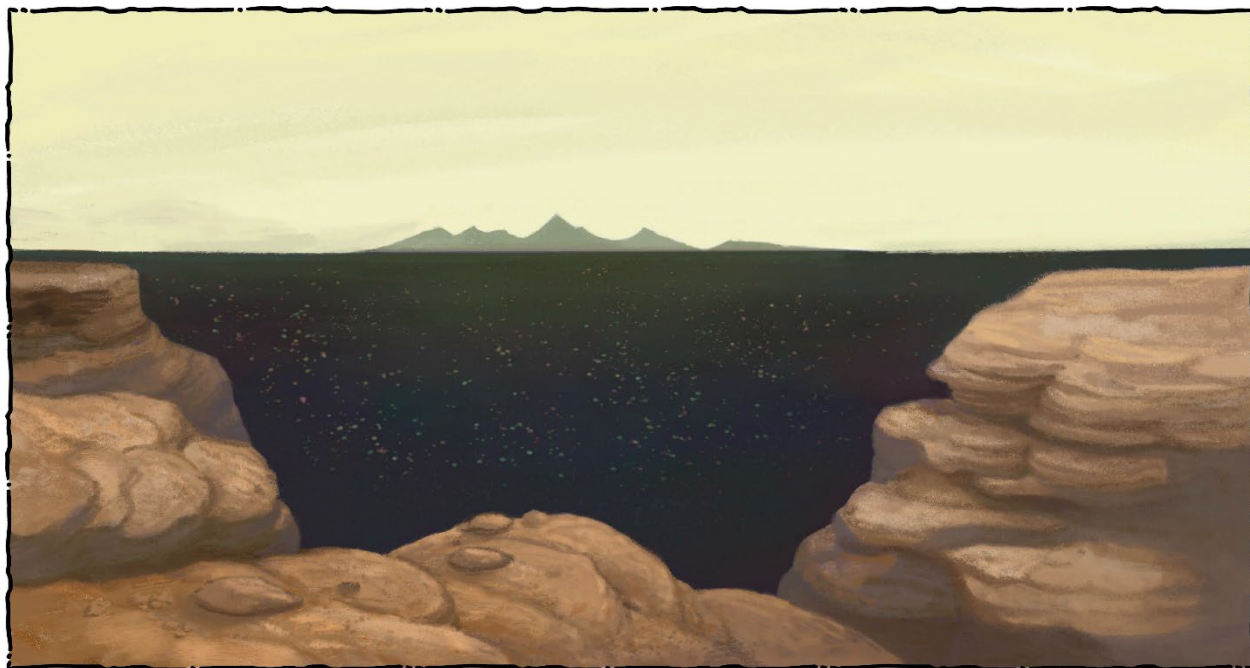
To simplify cross-referencing, Appendix A has gathered all the special qualities for each major type of undead referenced in this book.

Likely Encounters

At the beginning of chapters 2-9, a list of Likely Encounters has also been provided for each area to give DMs an idea of the most likely arrangements in which these NPCs and/or monsters would be encountered in these lands. These are arranged in order of Encounter Level. These draw upon NPCs and monsters presented here as well as those found in *Terrors of the Dead Lands* and the list of acceptable creatures found within *Terrors of Athas*.

In some cases, the likelihood of visitors attracting the attention of major powers in that area is also listed, along with their most plausible reactions. Consult the NPC or monster entry in this book for more information on how they would interact with visitors or PCs.

Rules for Adventuring in the Dead Lands



The Obsidian Terrain

In addition to the rules mentioned for the obsidian in *Secrets of the Dead Lands* Chapter 2, there are several unique types of terrain located on the obsidian plain.

Smooth Obsidian: See *Secrets of the Dead Lands* Chapter 2.

Thin Obsidian Areas: There are some areas such as the Fouled Sea (see Chapter 3) where breaking through the obsidian is quite easy - the obsidian at these points can get as thin as 15-48 (3d12+12) inches thick, and any given 5-foot square of obsidian has an equal number of **hp** and hardness 1. A section of obsidian whose hit points drop to 0 collapses, forming (or enlarging) a crevasse, and potentially dropping anyone in that square into whatever lies below.

Crevasse: Tectonic shifts and air pockets in the obsidian (especially above the Fouled Sea and Sagramog) create crevasses, which function much like pits or chasms. A typical crevasse is 10-40 (1d4×10) feet deep, 40-480 (4d12×10) feet long, and 5-40 (5d8) feet wide. This opening will drop either into the fetid waters of the Fouled Sea (see Chapter 3), or the marshes of Sagramog (see Chapter 7).

Concealed Crevasses: Due to the efforts of the Disciples to heal the face of the obsidian in the Fouled Sea area, a thin layer of solid-looking glass can hide the existence of a dangerous crevasse underneath (25% chance). These obsidian sheets are too weak to support any creature larger than Tiny. A character approaching a hidden crevasse at a normal pace is entitled to a DC 10 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect the crevasse before falling in. A character falling into a crevasse can attempt a DC 20 Reflex save to catch himself on the edge, in which case he falls prone in a square at the edge of the crevasse. Many crevasses have jagged edges on their walls, dealing an extra 1d6 points of slashing damage to those who fall along a wall.

Dense Rubble: The ground is strewn with large shards and shingles of loose obsidian. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble increases the DC of Balance and Tumble checks by 5 and the DC of Move Silently checks by 2.

Light Rubble: The ground is covered with small bits of broken blackglass, making nimble movement more difficult. The DC of Balance and Tumble checks increases by 2. Any character who falls prone in a

square containing broken obsidian shards takes 1d4 points of slashing damage.

Razor Glass: Shards of broken obsidian poke up from the ground, slashing any creatures that come into

contact with it. Razor glass deals 1d6 points of slashing damage to those who pass through it, but it is fairly easy to identify (DC 10 Survival check).



Undead Are Stronger Here

“Mindless” Undead Intelligence, and the Delusion of Life

Undead in the Dead Lands do not behave like those in other lands. Even supposedly “mindless” undead still complacently follow basic daily routines. Elements of culture still exist here, although they often seem more like re-enactments than acts of creation. New items are created here for magic and war, and there are even examples of entertainment created for the pleasure of the Dead Lords and their elites.

All mindless undead inside the Dead Lands are considered to have an intelligence of 2 rather than 0.

This animal level intelligence manifests as the undead following patterns much like what they did when they were still alive - they still go to the marketplace, still do chores, still go to work, etc.

This generally means mindless undead will usually only become actively hostile to others and attack if they are disturbed from their routine or if something important to them is taken.

When Undead Leave

When these undead leave the Obsidian Plain, however, they lose that intelligence and revert back to mindlessness until they return.

For more powerful intelligent undead, leaving the Dead Lands might (at the DM’s discretion) lose one undead special ability (either randomly decided or chosen), which they will regain when they return.

Treasure and Economics in the Dead Lands

While work is still being done in every Dead Lord's domain, the work seems to serve the purpose of providing resources to fuel further wars or to provide the structure to preserve the delusion of life. The Dead do not have needs other than the gratification of their agendas or selfish whims (and the occasional craving among some for blood or flesh), so the need for any sort of monetary system does not exist.

That is not to say intelligent undead cannot be traded with. They are certainly willing and able to make deals to further their own ends, but their prices will often be in terms which might seem grisly to most living beings – fresh humanoids for slaughter, the soul of the merchant, a dangerous magic item, a potentially fatal task, etc.

In places where the delusion of life is particularly strong, it may appear that money is still inconsistently changing hands, but this is not the case. Players may well encounter a mindless undead vendor operating, perhaps even serving the same zombie customers every day, but they would only go through the motions of a transaction. What treasure and belongings there are to be found among the mindless dead are likely (66% chance) to have sentimental value to one undead or another. Therefore, taking their belongings (even if a 'purchase' appears to have taken place) will often result in kindling their fury and provoking an immediate attack, regardless of the actual value of the taken item.

This possibility of a piece of treasure having sentimental value to a minor or mindless undead also holds true for open graves, crypts, etc. throughout the Obsidian Plains. The treasure rooms of the Dead Lords are different, and they each have their own unique ways of handling thieves...

Damage, Healing, and Reanimation

Given the ongoing conflicts that occur in the Dead Lands, the undead who dwell there have grown accustomed to repairing damage to themselves and their minions, and restoring destroyed soldiers.

The rules for healing and repairing the undead are the same as they are for the rest of Athas - spells that utilize negative energy (such as *inflict* spells and *harm*) restore hit points, while spells that utilize positive energy (such as *cure* spells and *heal*) damage the undead.

The spell *raise dead* damages or destroys certain undead more effectively than others. See the Common Special Qualities section later in this chapter for more details. If an undead reaches 0 hit points, they are destroyed. They do not go into negative hit points as would their living counterparts. Because they cannot be resurrected like the living, the way to reanimate a destroyed undead varies by the type of undead:

- **For Athasian Wraiths, Dwarven Banshees, Kraglings, Thinking Skeletons, and Vengers,** destruction is not an issue provided their Enduring Focus is still intact. They will merely reform on their own within a few days (see the respective monster entry in *Terrors of the Dead Lands*).
- **For mindless Zombies, Skeletons, and mindless Bugdead,** restoring them is a simple matter of repairing major damage, reassembling parts (replacing them as needed), and casting *animate dead* again.
- **Namechs** are a special case. Their bodies can be reanimated as mindless zombies (or even thinking zombies if the necromancer wishes to tempt fate with their loyalties), but they cannot become a namech again.
- **For Blights and Fael,** the *create undead* spell can recreate them.
- **For Thinking Zombies,** the combination of *animate dead* and *unliving identity* should fully restore them (assuming they are willing to return to their bodies from the Gray).
- **For and Scarlet Wardens,** they can be restored with the *create greater undead* spell (the latter only if cast by a s'thag zagath).
- **For Dune Runners, Fallen, and Zhen,** they can be restored as thinking zombies with a combination of *animate dead* and *unliving identity*. Nothing short of a *wish*, *miracle*, or *reality revision* can restore them as their original undead type.
- **For Dhaot, Kaisharga, Krag, Meorties, Morgs, Raaigs, Racked Spirits, T'liz, Unreclaimed, and Unique types of Undead,** the only spells that can bring them back when they are destroyed are *limited wish*, *wish*, *miracle*, or *reality revision*. Since such magic is relatively rare and not lightly used even by the undead, these undead are careful to avoid destruction.
- **Cursed Dead, Ioramh, and any undead with the Death Wish weakness** (see *Terrors of the Dead Lands*) cannot be reanimated as intelligent undead as they welcome destruction. It would take

nothing short of traveling into the Gray to personally convince them (and provide a strongly compelling reason) to return before even a *wish* spell could be considered, a daunting task for all but the most powerful and determined of individuals...

Note that for *animate dead* to work, the remains of the body must be sufficiently intact. If the body is totally destroyed (such as with *disintegrate* or sufficient damage after the undead has been 'killed'), then nothing short of *wish* will bring that individual back.

Languages of the Undead

Most of the undead in the Dead Lands have been deceased since the Obsidian Tide, and languages can change drastically in 2,000 + years (compare Latin to Modern English or Italian).

The dominant language of the Dead Lands is Ulyanese, a distant Green Age ancestor of modern Common. There are many other languages from the Time of Magic, including antiquated versions of Elven, Dwarven, and even Halfling. A rare few undead know modern Common from their interactions with the outside world.

Extinct Languages

The languages most commonly used in the Dead Lands are ancient or "extinct" languages - that is to say almost no living beings speak these languages anymore. Communication between the modern and ancient languages is possible, but can be awkward. If any outsiders speak modern Common, they can make an Intelligence check DC 15 to understand 20-80% (2d4 x 10%) of spoken or written Ulyanese. Speakers of modern city-state dialects such as Tyrian would have a similar chance of understanding their ancient ancestor languages, such as Remaan. For Classic Elven, Classic Dwarven, and the Ulyanese Giant dialect, the percentage is 70-100% (1d4+6 x 100%), as these languages have evolved much more slowly over millennia. The Decipher Script skill and *comprehend languages*, *tongues*, or similar spells or abilities would also work.

Languages seen include the following, in order of popularity. Note this is not an exhaustive list of Green Age languages, only languages used in the Dead Lands:

- **Carsys:** A derivative of classic Tanysh that emerged in the city-state of Carsys, a former Tanysh city that declared itself the Empire's heir,

and was a major power in its own right. Still spoken by undead from that city, particularly those in the Forgotten North.

- **Classic Tanysh:** The trade language of the humans of the northern Heartland and equatorial continent of Anattan across the Sunrise Sea. Originating among the ancient chariot-people known as the Tanysh who conquered much of the modern Tablelands, it is the ancient ancestor of Ulyanese, as well as modern Draj, Eldaarish, and Kurnan. Still spoken by particularly ancient human undead and many former soldiers of the Cleansing Armies who came from the north.
- **Classic Halfling:** This derivation/degeneration of Rhulisti was the language of the Pristine Tower, the shadow people (shadow giants), and many of the earliest arcane texts. All of the former academics used this language when dealing with Rajaat and his envoys, and still use it amongst themselves. This language is similar enough to Rhul-Thaun that speakers of either can converse without penalty.
- **Gnomish:** A long dead spoken and written language from a long dead people. Spoken by the gnomes and those who deal with them.
- **Goblin:** A long dead spoken and written language from a long dead people. Spoken by the goblins and those who deal with them.
- **Goltish:** The language of the gots, human hunter-gatherers who inhabited the forests around the Pristine Tower, and were distant ancestors of some modern gulgans. Traces of it survive in the modern Gulgans language.
- **Melai:** The language of the Melai people, who lived in the central Heartland. The ancient ancestor of modern Raamite, Urikite, and Nibenese as well as the languages of the dead city-states of Yaramuke and Kalidnay. Still spoken by many former soldiers of the Cleansing Armies who came from the southern or central Heartland.
- **Orcish:** A long dead spoken and written language from a long dead people. Spoken by the orcs and those who deal with them.
- **Remaan:** An ancient tongue used by the multiracial Remaan culture of the far east that became the trade language of much of the ancient Green Age and was spoken in ancient cities such as Celik and Bodach. It is the ancient ancestor of modern Tyrian and Balican as well as the languages spoken in Ur-Draxa and New Giustenal. Still spoken by former soldiers of the Cleansing Armies from Remaan cities.

- **Sylvan:** A long dead spoken and written language from a long dead people. Spoken by the pixies and brownies, and those who deal with them, and still used as a secret language by many druids.
- **Ulyanese:** Originally a derivative of the Classic Tanysh language brought by humans, Ulyanese eventually branched off into its own tongue, with heavy influence from the languages of Ulyanese Giants and Remaan traders. By the Age of Magic, it was the common trade language of Ulyan and other southern kingdoms, and remains the dominant language of the Dead Lands, having changed little.
- **Ulyanese Giant:** The language of the former Sageocracy. Spoken by trolls, ogres, giants, and all those who dealt with them.
- **Wemic:** A long dead spoken language from a long dead people. As there were no wemics in Ulyan, it is spoken by only a handful of individuals (usually soldiers of Tectuktitlay).

Living Languages

There are also several ancient languages which have remained largely unchanged since the Green Age. While there may be some differences in accent and expressions, conversing in these does not carry the same penalties as the dead languages.

The following languages can be found in these lands, sorted in alphabetical order

- **Aquan:** Commonly spoken by the Brotherhood of the Mirror and other water priests.
- **Auran:** Commonly spoken by air, rain, and sun priests.
- **Classic Dwarven:** The Green Age dialect of dwarves, much less commonly heard than the others, but still used by the dwarves and those who trade with or exploit them. Still spoken by dwarves in the valley of Marnita.
- **Classic Elven:** The Green Age dialect of elves, common in the eastern mountain elf kingdoms and among the northern raider tribes. Still spoken by elves in the valley of Marnita.
- **Common:** The modern trade and slave language in the Tablelands, it is very rarely heard in the Dead Lands, and only used by those who have regular dealings with the outside world.
- **Druidic:** A secret language known only to druids and undead Green Age creatures of the woods.
- **Eldaarish:** A derivative of Classic Tanysh that emerged among the "mountain men" from across the Sunrise Sea, who served in Daskinor's Cleansing Army. Still spoken by the people of Eldaarich.
- **Feylaar:** The spoken language of feylaar, psionic apes native to Athasian forests.
- **Kurnan:** A derivative of Classic Tanysh that emerged among the Kel Tan that served in Keltis' and Sacha's armies. Still spoken by the people of Kurn.
- **Saurian:** The common language of ancient reptilian peoples of Athas, including modern pterrans, lizardfolk, ssurrans, and silt runners, as well as the extinct kobolds. Derived from ancient Nikaal.
- **Ignan:** Commonly spoken by the Disciples and fire/magma priests such as Harkor or the goblin Ash Priests.
- **Tamwar:** A derivative of Classic Tanysh that emerged among the nomadic Tamwar people living on the plains of the southern heartland, to the north of Ulyan, and is closely related to Ulyanese. Still spoken by the modern Tamwar.
- **Tari:** Language of the tari rat-folk, spoken by both tari of both the Green Age and their modern descendants.
- **Terran:** Commonly spoken by earth/silt priests such as the Greybeards of Arludas (now known as the Beardpit Mines).
- **Thri-kreen:** The language of the Kreen, including Tohr-kreen, Thri-kreen, and Zic-chil. Shares a common root with Zagath.
- **Zagath** — The language of the s'thag zagath, the crimson wardens, and the sentient bugdead. Few others understand it. Shares a common root with Thri-Kreen.



How the Undead Travel

While the Dead Lords are happy to patiently march their forces slowly across the obsidian flatlands, they do often need more efficient travel, especially for military maneuvers.

The following are common methods of travel used by the undead themselves.

Mounted or by Chariot

Given the Dead Lords' history with the bugdead, it's understandable that they won't ever use kanks or other similar insect mounts. However, the crodlu still harbors a special strategic value, both as a mount and for pulling the popular Ulyanese war chariots (see [Chapter 10 - New Items](#)). Indeed, several of the Dead Lords have been known to entertain themselves by making their servants race chariots in their arenas.

The Bone Lands feature skeleton horses as well, but harnessing or riding them is not so easy. (See [the Bone Lands, Chapter 2](#)).

One advantage of the zombie crodlu over their living equivalents is that they never tire and never need to eat. It is not unheard of for a single messenger to ride for a week without stopping. Zombie crodlu stats can be found in [Chapter 10 CREatures](#).

The Musraafi (see [Chapter 3 - The Bone Lands](#)) have their own dedicated war horse skeletons which they ride or use to pull their chariots.

Flight

Probably the second most common method of travel across the long stretches of obsidian, many undead have psionics or magic powerful enough to allow them to fly, and a few boast magical items granting the power to fly as well (see [Chapter 10 - New Items](#)).

This method of travel brings with it two dangers. First, the fact there are other flyers in the sky means even the

air is not free of encounters. Second, a flier is at the mercy of the weather. See [the Dead Lands' Weather in Secrets of the Dead lands](#) for more details.

Teleportation and Scrying

Definitely the safest method of travel, presuming one knows where they're going. The Dead Lords are used to communicating with each other in this manner, and will send emissaries using this method to agreed upon locations (which are known only to the Dead Lords through prior scouting).

The Dead Lords have had millennia of experience dealing with unwanted *scrying*, so it is unlikely that outsiders will be able to identify important locations simply through *clairvoyance* or *scrying*. But for those willing to chance it, there is a 30% chance that a non-crucial area of a city may be viewable through magical or psionic means, and therefore can be reached through teleportation.

The Seventh Tree's Root Network

While not particularly fast, this method of travel makes for a surprisingly safe passageway for living beings. It has remained unseen by the undead for all these centuries, as if the tree is permanently affected by *hide from undead*. It is also immune to defiling due to its unique history (see [Chapter 9 of Secrets of the Dead Lands](#)). The Seventh Tree is capable of helping living beings it deems worthy, either by providing a safe place for rest, or even providing small amounts of its life energy in the form of its acorns. (see [Chapter 10 - New Items](#)).

Chapter 2 – Northwestern Lands

On the western edge of the northern Obsidian Plain, visitors will find the Winding Way (the only commonly known entrance and exit to the Dead Lands) and a cluster of diverse habitations. Each tells a tale of the early days of the Cleansing Wars, and the extinction of a race.

The undead encountered in these lands vary heavily based on proximity to a particular settlement. For example, visitors in the area between Small Home and Ghash-Naarg are just as likely to encounter undead from either settlement.

The Winding Way

Likely Encounters

Those who manage to get past the guardian earth drake at the top of the Winding Way will find their journey otherwise surprisingly uneventful. There is, however, a 50% respective chance that either the denizens of the Tru'ezzar Fort or the Colony of Toganay become aware of the visitors' presence as they pass by and may choose to interact when the travelers come close enough to their respective lairs. See those sections below for encounter information .



Earth Drake CR20

Unique thinking zombie earth drake

TN Gargantuan undead (augmented dragon, earth, psionic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +24, Search +2, Spot +24

Languages –

AC 25; touch 4, flat-footed 25;

(-4 size, -2 Dex, +21 natural)

hp 287 (25 HD; 25d12+125)

DR 15/metal; **SR** 28, **PR** 28; **Resist** cold 10, electricity 10

Immune Undead traits; **Weakness** Distractible (those who take from its hoard), vulnerability to blessed elements

Fort +8, **Ref** +12, **Will** +9

Speed 30 ft. (6 squares), burrow 10 ft.

Melee bite +32 (4d6+11; 20/x2) or tail slap +32 (2d6+16; 20/x2)

Full Melee bite +32 (4d6+11; 20/x2) and 2 x claw +30 (2d8+5; 19-20/x2) and tail slap +30 (2d6+16; 20/x2)

Base Atk +25; **Grp** +48

Space 20 ft.; **Reach** 15 ft.

Combat Options Death gaze (2/day, 30 ft., DC 24, 3d6+25), disease (DC 24), elemental earth attack

(DC 24), Improved Grab, putrefying touch (DC 24), Swallow Whole

Combat Gear –

Psi-Like Abilities (ML = 15th; DC Charisma-based)

At will – *concussion blast*

3/day – *body adjustment, compression, control object, dissolving touch, ectoplasmic form, expansion, false sensory input, immovability, inertial barrier, matter agitation, matter manipulation, precognition, sensitivity to psychic impressions, telekinetic force*

Abilities Str 33, Dex 7, Con –, Int 6, Wis 11, Cha 14

SQ Enduring focus (an item in its hoard), enhanced ability (skills), Gray toughness 5

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Multiattack, Power Attack

Skills Climb +19, Concentration +25, Jump +19, Listen +24, Move Silently +13, Psicraft +6, Search +2, Sense Motive +4, Spot +24, Survival +10

Possessions –

Special Qualities (description):

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Elemental Attack (Earth) (Su) Once per day an earth drake may gate in 50 cubic ft. of material from the elemental plane of earth. This material is composed of rock and soil and must be gated onto a solid surface but may be in any shape the drake desires. Anyone caught in the area the material is gated into must make a Reflex save (DC 10 + ½ HD + Cha modifier). A failed save means the victim is trapped under the earth and is affected as though by an avalanche (see *DMG* Chapter 3).

treasure. Drakes often accumulate treasure, and sometimes become extremely possessive of the items (much like the dragons of other worlds), but this creature has taken it to an extreme level. Anyone who attempts to steal (much less succeeds) from the creature's cache of treasure becomes the drake's sole focus in combat. The drake's phylactery is, in fact, a fabulous star sapphire of darkest black - the theft of this gem will enrage the beast, sending the drake on a rampage until it is recovered.

Description

The undead earth drake that dwells atop the Winding Way has an especially strong attachment to its hoard of



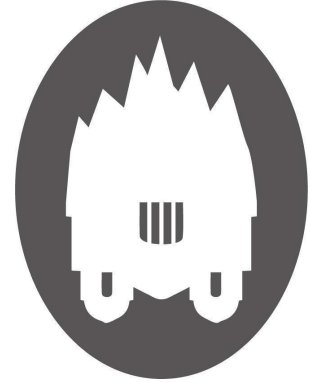
Tru'ezarr Fort

Likely Encounters

- A squad of 4-10 (2d4+2) mindless zombies, led by 1 of Ram-Azah's sergeants (use the stats of Wujarrt's warriors, but with 1 random abomination from Ram-Azah's lieutenants)
- A patrol of 2 squads, led by 1 of Ram-Azah's lieutenants.
- For each 5 minutes spent in or close to the fort there is a 50% chance of attracting the attention of 1d4 ogres in the walls.

Every visit to Tru'ezarr Fort will start the same -- 3-12 (3d4) Ogres in the Walls immediately attacking the intruders.

Ram-Azah will know fairly quickly when someone has entered his fort (the ogres make a lot of noise!), and will respond quickly by sending a unit of 2-5 (1d4+1) lieutenants and 2-8 (2d4) squads (as above) to apprehend those intruders who survive their encounter with the ogres in the walls.



Ram-azah CR22

Male human zhen wizard 10 / necromant 6

NE Medium undead (augmented humanoid, human, psionic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +9, Search +20, Spot +15

Languages Classic Tanysh, Orcish, Remaan, Ulyanese, Ulyanese Giant

AC 26, touch 13, flat-footed 25*
(+3 armor, +1 Dex, +2 Def, +10 Nat)

hp 120 (16 HD; 16d12+16); **Fast Healing** 3;
DR 5/magic

Immune Fear, undead traits; **Weakness** Craving (blood), distractible (other arcane spellcasters), Vulnerability to mind-affecting effects,

Fort +6, **Ref** +7, **Will** +16

Speed 30 ft. (6 squares); obsidian climb

Melee Slam +11 (1d8+3) or touch +11 (by spell)

Ranged Ranged Touch +9 (by spell)

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

Base Atk +8/+3; **Grp** +11

Combat Options Ability Drain, Insanity, Rotting Touch,

Combat Gear staff of necromancy

Spell-Like Abilities (CL = 16th)

1/day—*animate dead*;

Psi-Like Abilities (ML = 18th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL = 16th, DC 18 + spell level)

8th — *maze*, *mind blank*, *quicken greater invisibility*

7th — *control undead*, *gray beckoning*, *limited wish*, *prismatic spray*

6th — *disintegrate*, *empowered touch the black*, *globe of invulnerability*, *greater dispel magic*

5th — *empowered fireball x2*, *passwall*, *summon undead V*, *teleport*

4th — *bestow curse*, *fire shield*, *ghostfire*, *resilient sphere*, *stoneskin*, *touch the black*

3rd — *dispel magic*, *fly*, *halt undead*, *haste*, *nondetection*, *slow*

2nd — *blur*, *command undead*, *death mark*, *see invisibility*, *spectral hand*, *web*

1st — *magic missile x3*, *protection from good*, *shield*, *ray of enfeeblement*

0 — *detect magic*, *disrupt undead*, *mage hand*, *message*

Spellbook (carvings on the mausoleum walls):

Abilities Str 16, Dex 12, Con —, Int 26, Wis 16, Cha 14
SQ Damage reduction, darkvision 60 ft., **despair**, **enhanced ability (saves)**, fast healing, fear immunity, gravespeaker, gray casting, gray toughness 1, low-light vision, obsidian climb, psi-like abilities, rebuke undead (CL 16th, 5/day), undead presence, undead traits, vulnerability to mind-affecting effects

Feats Combat Casting, Craft Wondrous Item, Empower Spell^B, Eschew Materials, Improved Counterspell, Iron Will, Quicken Spell^B, Scribe Scroll^B, Spell Penetration

Skills Bluff +17, Concentration +20, Knowledge (arcana) +26, Knowledge (psionics) +15, Knowledge (religion) +26, Knowledge (the planes) +26, Listen +9, Search +20, Sense Motive +9, Spellcraft +28, Spot +15

Possessions combat gear plus *bracers of armor* +3, *headband of intellect* +6, masterwork whip, 6 *feather tokens (whip)*, *ring of protection* +2

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Ram-azah appears uncharacteristically old and decrepit for a zhen, being at an especially advanced age when the Obsidian Flow struck. Ram-azah still wears the tattered remnants of the finery that was common in Waverlian and Tarelon nobility in the Green Age - white silk inspired by elven dress and decorated with silver-thread wave and star patterns. This is complimented by a fine silver diadem and staff. He also carries an ornate whip, a gift of service from Amen Thal, the Devourer; it is made from orc-leather harvested at Nagarvos, and its grip features a fine depiction of a screaming orc face.

Personality Notes

Curious, Callous, Resourceful

Born in the psionic and technological wonderland of Green Age Waverly, Ram-azah grew up with an engineer's mindset and a noble's sense of entitlement. He was a mediocre defiler in life when studying at the Pristine Tower but studying necromancy in isolation as an undead has made him very strong and given him centuries of practice in tinkering with corpses. He replaces body parts, combines cadavers with artificial parts and so on, all in the name of "improving" his undead troops.

Ram-azah was "honored" by Uyness with the command of Tru'ezzar, a posting he dared not refuse, even though he would have preferred to work with Gretch at the Charnelhouse (and its vast repository of demihuman corpses). In life he found his posting painfully boring due to the limited access to new materials and test subjects. In undeath, Ram-azah has meddled with the negative energies inherent in the blackglass and indulged his love for necromantic experimentation, turning the fort itself into an undead abomination. The ogres in the walls and his own garrison have borne the brunt of his unorthodox modifications.

Strategy and Tactics

Ram-azah fights to disable and capture where possible. Fresh subjects for his experiments are hard to come by, and he's not about to go wasting bodies and souls.

Time and being surrounded by powerful, warring neighbors have taught Ram-azah the value of subtlety and patience. He is careful not to alert any of the factions of the Bonelands to the presence of his hidden subvitrine fortress, as he is fully aware he and his garrison would be swiftly conscripted into their pointless territorial wars or end up in the mandibles of the next wave of invading Bugdead. He has tried to shore up the Tru'ezarr garrison's lacking numbers with grotesque augmentations, "gifts" his soldiers do not particularly appreciate. If forced into a fight, he will prefer to retreat, preferring less destructive spells so he can later recover his enemies' corpses, though he is loath to lose one of his augmented minions and will resort to his arsenal of destruction magic if they are in serious danger. The presence of living beings will absolutely delight his old bones and he will take risks he would usually avoid in order to capture such prized "fresh material."

When faced with a serious threat (such as an obviously well-armed group of outsiders), Ram-azah will lead with spells that allow him to hide and assess the situation. Given the opportunity, he will call for reinforcements and use waves of his undead minions to keep opponents busy while he casts defensive spells and then use his spells to incapacitate or, if necessary, kill. He avoids being in melee range if at all possible.

Due to his fascination with magic, Ram-azah focuses on magic-using foes in combat. When an enemy uses arcane magic, this draws Ram-azah's attention, and he attempts to defeat or destroy that enemy first, though he is intelligent enough to extricate himself from immediate danger if needed.

History

Ram-azah was a proud native son of the island-nation of Waverly, centuries after the kingdom's time in the sun had ended during the disastrous Fourth Border War with the mainland city of Bodach. He was born among the tarnished noble houses of the island-city, and grew up listening to stories of Waverly's mighty armies and unchallenged fleets conquering the breadth of the Sunrise Sea, and their subsequent fall to the might of General Irikos of Tredesh and the intervention of the orcish fleets of the southeast. Ram-azah was raised to hate orcs, for they were duplicitous merchants and pirates who took wealth from the hands of hardworking Waverlian traders and fisherfolk and had interfered with the kingdom's destiny, a squabble primarily among humans. Even reduced, Waverly was still a wealthy nation with some of the greatest silver reserves in the world, and had been one of the grand centers of magical research alongside its rival Bodach, still boasting many prestigious magical and psionic academies. However, the annihilation of the core of its army and subsequent rebellions among its conquered provinces had reduced Waverly's population severely, and many of its noble children had fallen in the war.

As a rare noble-born child with magical aptitude, Ram-Azah was sponsored by Lady Uyness, the revanchist leader of the city-state, for the honor of learning with Rajaat's defilers, but had been born late into the Preserver Jihad and never saw combat. During his studies, he became interested in the art of, but, knowing the tales of the banishment of Gretch the Gray, he kept his Waverlian engineering inclinations towards undead fleshcraft in check. His true interests suppressed, Ram-azah never displayed any great aptitude with the arcane arts, and was largely ignored and regulated to administrative duties. Uyness favored those of noble Waverlian blood, however, and soon plucked him out of his academic life to serve as a defiler-w in her new army.

He returned to his home-isle to find a militarized society, determined not to see its people die in a repeat of the Fourth Border War. Lady Uyness' dark genius was focused on the creation of a new artificial army to replace human troops: the nobles of Waverly whispered that she sought to fuse the psionic orbs so commonplace to the Green Age with magically protective humanoid frames. Whatever the case, the project rapidly drained the nation's vaults and was seen by Rajaat as a wasteful expenditure. As an inexperienced but nonetheless well-taught, he was placed under the command of Amen-Thal, the Devourer. Amen-Thal was a veteran of the Preserver Jihad, and infamous for his insatiable life-energy

addiction; as such, Ram-azah suddenly found his interests in necromancy quite valuable, as no living soldier wished to be anywhere near their deranged warlord in battle. Thus Ram-azah found himself assigned to the Devourer's undead bodyguard during the siege of Navargos and the cleansing of Ghash-Naarg. Even as the orc-hold still burned, Uyness, ever-hungry for orc-blood and desperate for war booty to refill her coffers, raced northwest through the Winding Way to beat her peers to Celik. She swiftly overwhelmed the ogre garrison at Tru'ezarr, and left Ram-azah, the closest non-vital officer at hand, to hold the Winding Way for her eventual return to plunder Ulyan, once every orc on the face of Athas was Cleansed.

Ram-azah was not pleased with this post but had little say in the matter and if nothing else, was no longer the attendant of a deranged life-addict's undead cohort. He welcomed the armies of Dregoth, who had been right behind Uyness, and set about repairing the fort, using the bodies of its former ogre defenders as a cheap mortar and filler. The years passed, and he constructed a basic laboratory under the fort with materials from the odd convoy, prolonging his life with defiler magic, and yet still Uyness had not returned. Ram-azah was well beyond his mortal years when, while he worked in his underground sanctum, the earth shook, and after initially bursting out in fury at being disturbed, he beheld a terrible sight before him.

The plains of Ulyan below had been swallowed by a tide of molten obsidian, as great globs the size of temples rained down upon the Tablelands' edge. He ignored the ground below his feet ominously shifting and retrieved samples of this still-cooling blackglass, retreating to his lab to study them. He had discerned the obsidian's odd necromantic properties when the second wave struck, causing the section of the cliff and Tru'ezarr with it to collapse into the molten obsidian below. Ram-Azah was drowned and burned alive in molten glass... then awoke, as a zhen, alongside many of his garrison, to find himself trapped in a subvitrine bubble, along with the newly-reanimated, angry undead walls of their fortification.

Society

Ram-azah and his garrison have had the fortune of remaining relatively undetected by the various nearby factions over the millennia- safely withdrawing to their secret subvitrine bubble whenever an inter-kingdom war or swarm of undead pixies comes their way. They scouted out the state of the cliffs not long after breaking through to the surface, and while they know the world is not entirely drowned in obsidian, the constant sands

blowing down into old Ulyan and general lack of living visitors led them to determine that the Cleansing Wars and indeed their home island of Waverly are probably long gone. The Tru'ezarr garrison know they lack the numbers or power to challenge their neighbors and thus wait until the battles have moved on to emerge and scavenge corpses and equipment; given the value of bodies in the Dead Lands, they seldom add a new corpse to their ranks, but have acquired quite a collection of severed limbs and other body parts, both humanoid and bugdead, which Ra-azah uses to "augment" his forces. He particularly prizes bugdead parts, but they have proven difficult to graft onto his troops and have an annoying habit of remaining quite ambulatory. Ram-azah's troops follow him more out of fear and desperation than respect: while a number have deserted to take their chances with one of the kingdoms, the garrison has largely decided to stick with the evil they know rather than become another expendable body in another kingdom's endless wars.



Ram-Azah's Lieutenants CR16

Male or female human zhen fighter 12

NE Medium undead (Augmented Humanoid, Human, Psionic)

Init +3; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +7, Spot +14

Aura Fear (60 ft. DC 15)

Languages Remaan, Orcish, Ulyanese

AC 31, touch 15, flat-footed 27**

(+4 Dex, +10 Nat, +4 armor, +2 shield, +1 Def)

hp 90 (12d12 HD+12); **fast healing** 6

DR 5/magic; **Resist** – **PR** – **SR** –

Immune Bludgeoning, Undead traits; **Weakness** Turning submission (-4; as 8 HD), vulnerable to mind-affecting effects

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

Speed 20 ft. (4 squares); obsidian climb

Melee Carrikal +22/+17/+12 (1d8+9; 20/x3) or Slam +19 (1d8+6) or Touch +19 (by power)

Ranged Javelin +15 (1d6+7; 20/x2)

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

Base Atk +12/+7/+2; **Grp** +18

Combat Options Blind-fight, Combat Expertise, Dehydrating Touch (DC 15, 16d6 dmg), Great Cleave, Greater Psionic Weapon (+4d6), Improved

Bull Rush, Improved Overrun, Improved Sunder, Power Attack.

Combat Gear javelins x5, MW carrikal, MW chitin armor, MW heavy chitin shield

Psi-Like Abilities (ML = 18th. DC charisma-based)

At will—*aura sight, body adjustment, body equilibrium, catfall, control light, elfsight**, false sensory input, psionic charm, psionic daze, psionic suggestion, ubiquitous vision**.*

Abilities Str 24, Dex 18, Con -, Int 14, Wis 13, Cha 9

SQ Damage Reduction 5/magic, Darkvision 60 ft., **Fast healing** 6, Gray Toughness 1, **Immunity to Bane (Bludgeoning)**, Obsidian Climb, Random Abomination, Skills, **Turn Submission**, Undead Traits, Vulnerability to Mind-Affecting Effects

Feats Blind-fight *, Cleave *, Combat Expertise, Great Cleave *, Greater Psionic Weapon, Greater Weapon Focus (Carrikal) *, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Power Attack *, Psionic Weapon, Weapon Focus (Carrikal) *, Weapon Specialization (Carrikal) *

Skills Climb +16, Craft (Weaponsmith) +17, Craft (armor) +17, Intimidate +14, Jump +7, Listen +7, Search +8, Sense Motive +7, Spot +14

Possessions 27,000 cp or combat gear plus: *belt of strength* +4, *gloves of dexterity* +2, *potion-orb of hide from undead (cl 1st)* x2, *potion-orb of invisibility (cl 3rd)*, *ring of protection* +1, *vest of resistance* +2.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Random Abomination: due to Ram-Azah's continuous tinkering, each lieutenant has 1d4-1 "augmentations" to his or her person, chosen from the table below. Note that a lieutenant can take the same abomination multiple times.

D10	Abomination	Effects
1.	Extra Leg	+5 movement speed for each extra leg, as well as +2 to checks to avoid being knocked down.
2.	Extra arm	Ability to wield an additional weapon (two-weapon penalties apply); may take the Multi-Weapon Fighting feat

3.	Extra eyes	Cannot be Flanked, +2 bonus to Spot checks
4.	Antennae	Grants Blind Fighting feat
5.	Extra mouth on body	Gains the Fangs Undead Speciall Ability as an additional Bite attack
6.	Pincer instead of hand	Gains Improved Grab and can Constrict opponents.
7.	Redundant internal organs	Gains Grey Toughness 1
8.	Extra layer of skin	Gains DR 3/-
9.	Redundant muscles	+4 Strength
10.	Double-Hinged Jaw	Gains Fangs Undead Speciall Ability as creature one size larger.

Table 2-1 – Ram-Azah’s Abominations

For each added abomination, reduce the soldier’s Charisma by 1.

Appearance

Ram-Azah’s lieutenants and soldiers once looked like human troops before Ram-Azah started experimenting. After millennia locked up with a meddling necromancer, nearly all of his troops now look like patchworked horrors.

The soldiers who took Tru’ezarr in the name of Lady Uyness skewered the defending Ogres upon gleaming tridents while armored in fine fish-scale armor that emulated the mythical “mermaids” of their home city. These resplendent arms and armor wore out long ago, however. Their successors have been forced to make do with makeshift or scavenged weapons fashioned from obsidian and piecemeal scavenged materials from the surface. Ram-Azah’s boredom has only made matters worse, as his troops were his only “source material” during centuries of subvitrine entrapment. Each member of the Tru’ezarr garrison has become a unique and macabre work of “art” with multiple eyes and limbs, reinforced muscles and organs, or other grotesque augmentations, not all of which are humanoid in origin.

Personality Notes

Miserable, Distrustful, Cruel

The undead garrison of Tru’ezarr exist as scavengers, hiding away from the larger undead groups marauding across the obsidian. Those who remain with Ram-Azah do so because they fear conscription or destruction at the hands of those groups. Intimidated and commanded by Ram-Azah, they were in no position to object to his “augmentations” and many felt betrayed by their commander, that he would profane their flesh with insectoid castoffs. They covet the power their augmentations have given them but despise their hideous reflections in the blackglass.

Strategy and Tactics

Ram-Azah’s troops still fight in the same tightly coordinated manner as when still serving in the Cleansing Wars. Now, however, they take advantage of their augmentations - faster soldiers move to outflank, stronger tank soldiers hold the line and draw fire, and the soldiers with extra senses provide scouting and serve on the watches.

History

Ram-Azah’s soldiers are the remnants or descendants of the garrison army he was given when stationed at Tru’ezarr Fort. Like most of the Cleansing Armies, they were gathered from across the human kingdoms and chosen for their fighting skills and hatred of non-human races.

Time has not mellowed their dislike for other races, although they do struggle with continuing to consider themselves human in any meaningful way.

While the forces that took Tru’ezarr in the name of Uyness were the proud children of Waverly, the soldiers garrisoning it when the Shining Tide struck were born many generations later, a combination of Ulyanese and Celikites descended from the sons and daughters left behind by Cleansing soldiers, still clinging to old promises of farmland in Ulyan or south of Celik for their ancestors’ loyalty, now well-watered with the blood of the lands’ orcs. They were well-trained support forces not suitable for the increasingly savage and specialized frontline combat in the Heartland, but who could still be trusted to defend their Lady’s interests...even if only from bandits and starving farmers. Trapped here in a shabby fort on the edge of the world, a posting at Tru’ezarr was one of tedium and boiling resentment, and the garrison largely left the deranged old necromancer to his devices in his basement laboratory.

That is, until the entire fort dropped into the molten obsidian below and they arose as undead. The soldiers spent centuries trapped in a subvitrine bubble with

their insane commander and the angry Ogre-Wraiths, and eventually tunneled their way to the surface only to find an obsidian wasteland ravaged by Bugdead hordes and squabbling undead nations. Some soldiers deserted and likely ended up in the armies of the Disciples, but most, seeing the futility of these endless surface wars, chose to stay in their little bubble of relative safety, scavenging what they could from battlefields or in the wake of rampaging bugdead - especially corpses to swell their small numbers.

New 'recruits' were in short supply, leading Ram-azah to begin "augmenting" his forces with hideous grafts, consent being an afterthought. This has led him to view them with a perverse form of affection as his "creations," and he is loath to lose his hideous masterpieces; over the centuries, Ram-azah and his twisted "family" have come to depend on one another. The soldiers usually only venture onto the

surface in the wake of a conflict, to harvest any severed extremities, equipment, or bodies they can, particularly from Bugdead.

Society

The soldiers maintain the garrison and follow the orders of Ram-Azah as needed, occasionally venturing out to procure new bodies for parts from the other neighboring lands. They have learned to stay away from Small Home, but they occasionally do try to capture the occasional lone Bugdead.

The ogres despise Ram-Azah's soldiers, and the soldiers don't much care for the wraiths either. But both groups have been explicitly instructed not to hurt one another by Ram-Azah, and they cannot disobey. So the soldiers spend their days dealing with the mean-spirited pranks the ogres play upon them, which only



make their existence more miserable. While the Ogres in the Walls were originally a source of terror for them, centuries of forced cohabitation has led them to view their angry undead as a necessary annoyance.



Ogres in the Walls CR6

Male and female Athasian (7 HD) wraiths

CE Huge object (Medium undead)

Init -1; **Senses** Listen +14, Search +12, Spot +14

Languages Remaan, Ulyanese, Ulyanese Giant

AC 13; touch 7, flat-footed 13;

(-2 size, -1 Dex, +6 natural)

hp 84 (8 HD; 7d10)

Hardness: 8;

Immune Construct traits, **turning**; **Weakness** **Death wish**, vulnerability to *raise dead*

Fort +2, **Ref** +1, **Will** +7

Speed –

Melee Slam +9 (2d6+7)

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +19

Combat Options Animate object (CL 10 – Huge object)

Abilities Str 20, Dex 8, Con –, Int 14, Wis 14, Cha 18

SQ construct traits, darkvision 60 ft., enduring focus, low-light vision, vulnerability to *raise dead*

Feats Alertness, Combat Reflexes, Improved Initiative.

Skills Diplomacy +6, Hide +9, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14.

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

When seen in their incorporeal form, the Ogres in the Walls appear as smoky patches of drifting blood-red mortar-dust and powdered bone, smelling distinctly of burned flesh and stone. Normally, however, they possess their entombed skulls, animating the surrounding mortar and stone to communicate with or terrorize passers-by.

Personality Notes

Bitter, Furious, Frustrated

The Ogres in the Walls are enraged, stripped of their bodies, and trapped, taking out their fury on anyone who gets close enough for them to reach. They are particularly frustrated by the fact that they have been ordered by Ram-Azah to not harm his soldiers or lieutenants. This has not stopped them from doing little things at every opportunity to make their captors lives miserable.

The Ogres in the Walls' existence is a miserable and hateful one, as they are forbidden from lashing out at the hated undead humans occupying their fort, by another hated undead human whose will they cannot resist. As much as the ogres would love to animate the stones of their wall-prison to reach out and crush Ram-azah and his forces to a pulp, he has forbidden either side from harming one another. This has forced the ogres to get creative in making their captors' lives as miserable as possible, from possessing the walls and shaking them nonstop to relentlessly spouting ancient Giant curses at them. They change their routine whenever possible, lest their undead captors get accustomed to the racket. Millennia of entrapment in the stone walls has eaten away their personalities until little remains but anger and frustration, and any unfamiliar beings will face their unrestrained pent-up rage, particularly any humans. Due to their superficial resemblance to ancient ogres, the presence of beings such as mul or half-giants will confuse and excite the Wraiths and may be one of the few ways to communicate with them in any productive manner, particularly if such an individual can convince them that they are "reinforcements."

Strategy and Tactics

As soon as the Ogres in the Walls have identified a threat, they strike first and strike hard. The only way to avoid their hostility is to know of their presence and approach willingly calling out to them. Even then, they will be initially quite aggressive and unfriendly.

The Ogres in the Walls are fully aware of which beings they are forbidden from harming, and any being, living or undead, not applicable to Ram-azah's order will swiftly become the victim of all of their unleashed rage, immediately coming under attack until they are destroyed. The ogres retain enough cunning to allow any potential victim, or threat, to get close, so they can strike with the possessed stones and bones of the walls. A quirk in Ram-azah's command leads them to associate any being that acknowledges their presence as "protected" by their master, and thus if someone unfamiliar willingly calls out to the wall, they will refrain from attacking, though this does not prevent them from harassing and cursing the offender.

History

These ogres were once part of the labor and garrison force on the western edge of the Sageocracy's lands, just south of the edge of the Sparkling Gem Sea and part of the western trade route leading out of Ulyan to the sylvan gnomish and pixie kingdoms to the west. The fort itself was one of several overland trade and customs ports along the borders. In spite of their size and might, they were not prepared for the onslaught of the Cleansing Army coming from the lands to the north.

The ogres who fell defending Tru'ezarr were not from Ulyan, but rather the city-state of Celik. While the ogres of Ulyan often formed the working class of the Sageocracy or multiracial townships of the eastern basin, these ogres were distinctly more martial. Celik was home to many ogres and orcs from the nearby Yellow Hills or southern plains, whom had centuries of experience fighting as mercenaries. Celik, resettled by Remaans after the great psionic disaster that destroyed it millennia before, and survived through its vital position on the southern trade route and (in a third case of not learning from its own history) the employ of highly skilled, well-paid mercenaries. Celik depended on controlling trade with the great southern cities of Uylan, and as such, constructed Tru'ezarr atop the Winding Way, on the rim of the Cliffs of Ulyan. The ogres were explicitly forbidden from influencing the politics of Ulyan, and so stood by as Rajaat's great army marched down the Winding Way into Ulyan. When word of the siege of Nagarovs reached the top of the cliffs, Celik's elders dispatched reinforcements to the garrison, and their fears were supported by interrogated orcish refugees from Ghash-naarg: Uyness of Waverly marched for the Winding Way, intent on capturing it for herself. With their restrictions now null due to Nagarovs' destruction, the ogres deployed into the Winding Way itself, taking full advantage of their size and the tight quarters to make

Uyness pay in blood for every step up the switchback route. But they were hopelessly outnumbered, and unable to contact their employers in Celik for clarification, the commander refused to collapse the Winding Way. Thus, step by step the ogres were driven upward back into Tru'Azarr itself, and finally slain to the last.

Afterwards, their bones and blood were used by the triumphant Defiler-Warlord Ram-azah to shore up the fort's ruined walls. Despite their gruesome ends, the slain garrison passed into the Gray, at least until the Shining Tide. The strange necromantic energies unleashed with the obsidian tore them from the Gray, binding their spirits to the bones and blood-mortar of Tru'azzar as wraiths. Initially, they lashed out in pain and rage at those undead humans within the subvitrine bubble that now held the fort, but Ram-azah was able to dominate them, commanding both the wraiths and human undead to refrain from harming one another. The eccentric necromant was delighted by the strange undead conglomerate and considers it his finest work to date.

Society

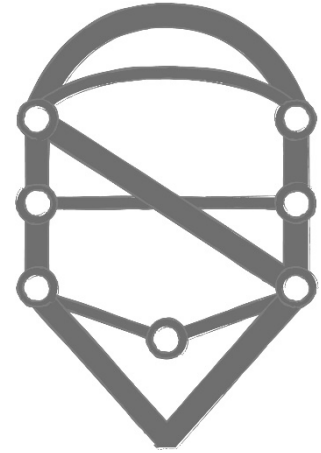
Despite functioning as a conglomerate undead being, the individual wraiths that form the Ogres in the Walls are rather disunited, partially due to their uneven spacing along the rebuilt walls of the fortress. While in life they were sworn battle-siblings, millennia of being trapped next to one another had led them to run out of reasons to talk to one another, and each individual wraith dislikes its neighbors as much as it does external intruders. They will only coordinate with one another to gang up on a potential victim of their collective rage. While most of Tru'ezarr's inhabitants consider the profane undead fortification more of an annoyance, it is a valuable, if strange, form of defense.



Colony of Toganay

Likely Encounters

Within 0-5 (1d6-1) turns of entering the cave complex, visitors will encounter 4-10 (2d4+2) Stalwarts. Unless pains have been taken by the intruders to prove their intent, the Stalwarts will assume they are hostile.



chitin shield +1
(increased to +5 by
magic vestment), javelins x20

Lunikra Brokennose CR27

Female dwarf zhen cleric (Sun) 24

LE Medium undead (augmented humanoid, dwarf, fire, psionic)

Init +1; **Senses** darkvision 60ft., low-light vision; Listen +14, Search +24, Spot +20

Languages: Auran, Classic Dwarven, Ignan

AC 42; touch 14, flat-footed 41
(+1 Dex, +9 armor, +7 shield, +10 natural, +3 Def)
hp 204 (24 HD; 24d12+48); fast healing 3

DR 10/magic

Immune Fire, undead traits; **Weakness** **Phobia** (singing), vulnerability to cold, vulnerability to mind-affecting effects, vulnerability to wood

Fort +19, **Ref** +13, **Will** +28

Speed 20 ft.; obsidian climb

Melee flail +28 (1d8+8, 20/x2) or slam +20 (1d8+3) or touch +20 (by spell)

Full Melee flail +28/+23/+18 (1d8+8, 20/x2)

Ranged atlatl +18 (1d6+3, range 40ft, 20/x3) or Ranged Touch +18 (by spell)

Full Ranged atlatl +18/+13/+8 (1d6+3, range 40ft, 20/x3) or Ranged Touch +18 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +17/+12/+7; **Grp** +20

Combat Options Blind-Fight, elemental might, enhanced spells (+1 dmg per die), immolation (1/day, 27d6 fire dmg, DC 25), power attack, spectral strike.

Combat Gear atlatl, flaming steel flail +1 (+5 from greater magic weapon), moderate fortification scale armor +1 (+5 from magic vestment), blinding handwraps x2, heavy

Spell-Like Abilities (CL = 24th):
3/day – *charm person*

Psi-Like Abilities (ML = 24th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Cleric Spells (CL = 24th, DC 19 + spell level)

10th — heightened (+2) maximized *elemental strike*

9th — *heartseeker*, *implosion*, *mass heal*, *miracle*, *spirit of flame* (d), *soul bind*

8th — *elemental storm*, heightened *blade barrier*, *mass inflict critical wounds*, *summon monster viii*, *sunburst* (d), *unholy aura*

7th — *destruction*, *elemental chariot*, *greater scrying*, heightened *elemental strike*, *sands of time*, *watch fire* (d)

6th — *braxatskin*, *find the path* (d), *harm*, maximized *searing light*, *undeath to death*, *word of recall*

5th — *cleansing flame*, *elemental strike*, *commune*, *ragestorm*, *righteous might*, *scrying*, *true seeing* (d), *unhallow*

4th — *divination*, *elemental armor*, *elemental weapon*, *fire track* (d), *freedom of movement*, *greater magic weapon*, *imbue with spell ability*, *tongues*

3rd — *bestow curse*, *continual flame* (d), *dispel magic*, *eye of the storm*, *locate object*, *magic vestment* x2, *searing light*

2nd — *darkness, death knell, desecrate, fire trap (d), gentle repose, resist elements, return to the earth, silence*
 1st — *bless, burning hands (d), command, curse element, deathwatch, endure elements, doom, hide from undead, heat lash*
 0 — *create element, detect element, detect magic, guidance, resistance, read magic*

Abilities Str 17, Dex 13, Con –, Int 14, Wis 28, Cha 16
SQ Damage reduction, darkvision 60 ft., dwarf traits, **enhanced spells**, fast healing, fire immunity, gray toughness 2, obsidian climb, phobia, rebuke undead (CL 24th, 6/day), skills, undead traits, vulnerability to cold, vulnerability to mind-affecting effects, **vulnerability to wood**

Feats Blind-Fight, Bonus Domain (Desert Mirage), Elemental Might, Heighten Spell, Improved Shield Bash, Improved Spellcasting, Maximize Spell, Power Attack, Spectral Strike, Weapon Focus (flail)

Skills Concentration +40, Heal +8, Intimidate +19; Knowledge (arcana) +2, Diplomacy +3, Knowledge (religion) +30, Knowledge (the planes) +29, Listen +14, Search +24, Sense Motive +13, Spellcraft +2, Spot +20 (+24).

Possessions 320,000 cp or combat gear plus: *brooch of shielding, cloak of resistance +5, periapt of wisdom +6, ring of elemental command (earth), ring of protection +3, third eye of concentrate*

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Burning Eyes** – Class Skill: Spot. Granted Power: You cannot be dazzled or blinded by light effects, such as spells with the light descriptor. During the day, you gain a competence bonus on Spot checks equal to your cleric level.
- **Desert Mirage** – Class Skill: Search. Granted Power: Turns can dispel figments or glamers.
- **Fiery Wrath** – Class Skill: Intimidate. Granted power: fire resistance equal to cleric level

Appearance

Despite being a sun cleric, Lunikra does not radiate an aura of leadership. She is a heavy zhen dwarven woman with a nose that looks crushed by a mace and hair that is kept short. She was dark-skinned from a lifetime of outdoor living and her vitrified skin remains black, but now has a smokey and opaque sheen. Her

eyes, being solid black obsidian orbs, seem to sparkle with flecks of gold, and despite her undeath, her flesh feels warm to the touch. Her armor and vestments, while worn, are still polished to a brilliant sheen, etched with stylized triangular sun-rays and solar discs, with copper tracery.

Personality Notes

Protective, Dour, Intractable

In the power vacuum left by the loss of both Toganay's senior earth cleric and Bangad, Lunikra has been forced to take the reins of leadership, and she has worn the duty heavily ever since.

Lunikra has the bearing of an overprotective mother: she views what is left of her people as her children, and knows her rule sometimes hurts them, but believes it necessary for their survival. She brooks no dissent and has no tolerance for outsiders, though she generally wishes them no ill will. Lunikra is protective of her people to the true death, and will see her own destruction before the loss of a colonist. An active sun worshipper, Lunikra breaks her own rules on entering or leaving Toganay to bask in the sunlight hitting the cliffs and meditate. These excursions are a rare vulnerable moment, and she often meets with Bangad in secret on the exterior terraces, simply to converse.

Strategy and Tactics

While a healer in life, Lunkira was and is not a pacifist – if she perceives a threat, she prefers to strike first, but she will not take actions which will bring harm upon her colony. She weighs the consequences of any action, and always acts to conceal Toganay's existence. While not actively hostile to outsiders, she will rebuff any intruders, demanding they leave and order the Stalwarts to remove them by force if necessary, even going so far as to kill them if they threaten her people's safety. Lunkira has watched the Bugdead invasions and the infighting between the nations below play out over the centuries, and knows her neighbors are unlikely to live-and-let-live.

History

Lunikra was born far away from Ulyan, in the heart of Green Age dwarven civilization, Kemelok. She was born to a line of orthodox sun clerics with both blood and political ties to the ruling House Andiron. In the Green Age, the paraelemental cult of Sun was still weak and largely considered heretical by most dwarves, but in Kemelok it held great power since the days of Thanen the Father. The sun was reflected

everywhere in Kemelok - the city was built open to the sky, with a lake and river reflecting the beloved sun. When she was a young adult, her parents decided to join a mission to the distant southern mining colony of Toganay, which, while officially a holding of the city of Knorhay, held political, religious, and familial ties as far north as Kemelok. It was an unusual calling for Sun priests, as a mine was more the domain of the cult of Earth, and Ulyan was a distant and strange land, but Toganay proved as ideal as possible, built high into the cliffs with excellent views of the Sparkling Gem below, and mined electrum, an alloyed metal the dwarves associated with the sun and moons.

Toganay proved to be a backwater, economically struggling to feed itself mining the electrum, and lacked any clerics. Initially, the colonists, while distant kin of Lunikra's own through relatives in Knorhay, treated the sun priests with suspicion, as most revered Earth as a tool of their trade. The family swiftly gained goodwill, however, bringing light to the dark mines and mending the miner's wounds. While working her magic in an unstable passage, young Lunikra had her nose broken by a falling rock, and despite the use of healing magic it never healed right, earning her the nickname "Brokennose." Like the rest of the colonists, she initially paid little attention to the human armies marching on Nargavos, only worrying about the economic implications if trade was halted - they were sure Toganay's position would withstand any siege. Then Uyness' armies came west again, and they put the orc-hold of Ghaash-Naarg to the torch. While no one in Toganay held any love for the orcs, they recognized that these were racially motivated attacks, and immediately set out to construct defenses and prepare evacuation plans.

Lunika and her aging parents prepared for triage, developing a plan to lead the noncombatants into the deep mines and place them in a magical suspended animation. As Egendo's army arrived and the Stalwarts held them off to buy time, Lunikra led her charges deep into the mines, but Egendo's forces soon took the residential levels, leaving them trapped. As she placed the last families in stasis, she felt a choking sensation in her throat, and soon everything went black. Lunikra, her parents, and every conscious dwarf was killed with toxic gas flooded into the mines by Egendo's soldiers, but her magic worked, sparing those placed in suspended animation.

Lunika succeeded in saving her charges, preventing her from rising as a banshee, but the Shining Tide's effects reached far enough into the mines where she was interred to reanimate her as a zhen. After rising, she was soon found by the Stalwart banshees and brought up to date. The pitiful survivors of her people,

who had all died when the blackgass cut off their air, rose as zhen as well, and she found solace in their new situation. It took considerable effort to chip away the thin sheets of Blackglass plugging the residential levels, and her initial joy at feeling the sun on her face turned to horror upon seeing the endless plains of obsidian stretching below. Lunikra concluded that the whole of the outside world must be dead, but she still had Toganay: she had been brought back for a reason, and that reason was to hold her community together, at any cost. With Bangad the Founder in no position or mood to take over as leader, and the Stalwarts being fierce defenders, but not leaders, she took control of the colony and now rules over it as a tyrannical "mother" - none may enter or leave Toganay, save Bangad, who is left to his own devices.

Society

Lunikra claims no titles and expects no formal acknowledgement of her rule over Toganay: to her people, she is simply Lunikra, and no one questions Lunikra. She is a loving dictator, knowing every undead inhabitant of the colony by name and frequently checking in to make sure they are happy and safe with an obsessiveness that rivals Bangad's stubbornness. The atmosphere is one of a warm, close-knit family rather than that of a haunted mine filled with undead dwarves. The dwarves of Toganay, even Bangad, know that her heart is in the right place, and tolerate her rule.



Stalwarts of Toganay CR16

Male and female dwarven banshee fighter 13

LE Medium Undead (Augmented Humanoid, Dwarf, Psionic)

Init +3; **Senses** Darkvision 60ft.; Listen +11, Search +10, Spot +6

Languages Classic Dwarven, Ulyanese

AC 28; touch 13, flat-footed 25; Dodge, Mobility (+3 Dex, +6 armor, +4 shield, +5 Nat)

hp 110 (13 HD; 13d12+26)

DR 10/magic; **Resist** fire 10

Immune Undead traits; **Weakness** Stench (moldering rot)

Fort +8, **Ref** +7, **Will** +5

Speed 20 ft.

Melee Warhammer +26 (1d8+15; 20/x3) or Slam +22 (1d6+9; 20/x2)

Full Melee Warhammer +26/+21/+16 (1d8+15; 20/x3) or 2x Slam +22 (1d6+9; 20/x2)

Ranged Atlatl Javelin +16 (1d6+9; Range 40 ft.; 20/x3)

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

Base Atk +13/+8/+3; **Grp** +21

Combat Options Combat Reflexes (4/round), **Create Spawn**, Gaze of Frenzy (30ft., DC 18, 2d6 min), Great Cleave, Improved Bull Rush, Improved Sunder, **Paralysis (DC 18)**, Power Attack

Combat Gear *heavy wooden shield* +2, *scale mail* +2, *warhammer* +2

Psi-Like Abilities (ML = 13th; DC Charisma-based)

3/day - *hostile empathic transfer**, *inflict pain**, *recall agony**.

*Power can be augmented.

Abilities Str 29, Dex 17, Con --, Int 10, Wis 13, Cha 14

SQ Damage reduction, darkvision 60 ft., enduring focus, gray toughness, Resistance to Fire, skills, **stench (moldering rot)**, **transmit curse (Warhammer)**, undead traits.

Feats Cleave, Combat Reflexes[®], Dodge[®], Great Cleave, Greater Weapon Focus (Warhammer)[®], Greater Weapon Specialization (Warhammer)[®], Improved Bull Rush, Improved Sunder, Mobility[®], Power Attack, Weapon Focus (Warhammer)[®], Weapon Specialization (Warhammer)[®].

Skills Climb +8, Craft (weapons) +7, Craft (armor) +7, Intimidate +7, Jump +11, Listen +11, Profession (Miner) +7, Search +10, Spot +6.

Possessions 35,000cp or combat gear plus: *eyes of the eagle*, *belt of strength* +6, *potion-orb of magic stone*, *potion-orb of shield of faith* (+3).

Special Qualities (descriptions)

Dwarven Banshee Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Stalwarts have tirelessly defended Toganay since before the Shining Tide, and the millennia of patrolling the dank tunnels and mines have taken their toll. Their dead, exposed muscles now reek with a damp, moldering stink. Their eyes smolder a deep red-orange, like a dying fire and is the only light seen in the pitch-black depths of the mines.

Personality Notes

Dedicated, brutal, obsessive

The Stalwarts of Toganay were reanimated as banshees by their shame and guilt: they were sworn to defend the people of Toganay, but they failed. They will never rest, but they have collectively resolved to use their undead states to the advantage of their people, granting Toganay an eternal, unkillable defense force. The Stalwarts have little time or thought for anything beyond protecting the colony. They obey Lunikra without question but are sometimes only barely able to keep their rage and guilt suppressed with intense effort.

Strategy and Tactics

The Stalwarts were not professional warriors in life but were instead the small and dedicated militia of Toganay, well-adapted to cliffside and subterranean fighting. They fight tactically, utilizing chokepoints and dead drops, and if possible, will use their gaze on foes from the cover of darkness, simply letting their enemies kill each other to minimize the threat of harm coming to the residents of Toganay.

History

The Stalwarts began as a loose collection of armed miners and contract guards protecting the investments of Bangad's House back in Knorhay, who traveled south with their families. Most were fairly seasoned warriors with experience in hostile prospecting in the Giant's Rib or Bethune Mountains, sometimes even against competing dwarven interests. After several generations of living in Toganay following Bangad's death, they had become the colony's dedicated militia, protecting it from the odd orc raid or attempt by trading houses in Nagarvos and Sageocracy to seize their mine by force. Generations of being protected by geography had led them to become largely complacent by the arrival of Rajaat's armies, but upon realizing Egendo's forces were marching for Toganay they nonetheless made desperate makeshift defenses and drilled relentlessly, preparing to give their lives to buy time for their families.

When the Butcher of Dwarves arrived, the militia held out for an entire week, forcing the humans to pay in blood for every foot of cliff scaled and pushed into their mines. They fought a staggered, cautious retreat down into the tunnels, but away from the caves where their families were held in stasis, which were sealed with magic by the Sun clerics. The wounded Stalwarts did not retreat but were slain by their comrades, so as to trick Egendo into thinking that they were making a suicidal last stand, and that the noncombatants had escaped over the cliff-rim to other dwarven colonies.

Egendo realized that the survivors were likely holed up in the deepest mines, but the battle had already cost him too many men, and he had no intention of being waylaid into hunting every dwarf down in the dark. Thus, he had his defilers flood the mines with poison gas as his forces withdrew, which killed the few surviving dwarves that were not in stasis. Sensing no more living dwarves, Egendo moved on.

The first Stalwarts were already rising as banshees as the humans departed, unsure if the plan had worked. They unsealed the mines and found that their charges were still alive and awoke them from stasis. The fallen were interred, and the survivors, protected by the now-undead Stalwarts, continued a secret, furtive existence, living in constant fear of alerting the remaining humans of Ulyan. Other than the odd foray to gather food from the plains below, the dwarves hid, subsiding mostly off small farms of fungi they tended in the mines, while the Stalwarts slew any humans foolish enough to try to explore the cliffside ruins. Then, one fateful day, a black line appeared on the eastern horizon, and the Shining Tide struck. The colony was too high to be flooded by the onrushing molten glass, but the airways and entrances of Toganay were splashed over and plugged: the banshees raced to break airways through the cooling obsidian, but for every layer broken through, another sticky, boiling hot layer of blackglass splashed onto the cliffs.

By the time the Stalwarts had broken through to the outside, every living dwarf in Toganay had asphyxiated. However, their dead wards soon rose into undeath themselves as zhen, including Lunikra, who quickly swayed the banshees to support her by pledging herself to the protection of the colony, and with their aid enforced order among the terrified and confused undead dwarves.

Society

The Stalwarts continue their routine from the days leading up to Egendo's attack and afterward — patrolling the outer terraces and mines, performing reconnaissance from the cliffs, and checking their makeshift defenses. Under Lunikra's orders, they venture down below onto the blackglass as little as possible, resetting the pulley-elevators if they need to get down and disabling them afterward, and then only to gather salvaged materials and supplies, usually in the aftermath of the odd battle that breaks out on the plains below. This is done as stealthily as possible so as to not let their neighbors know that the mines are anything more than a burned-out cliffside ruin. Despite their eternal vigil, they interact little with those they are sworn to protect; as a result, the civilians of Toganay

look upon their loved ones with a mix of pride and sadness.



Bangad the Founder CR33

Male dwarf zhen fighter 27

LE Medium undead (Augmented Humanoid, Dwarf, Psionic)

Init +12; **Senses** Darkvision 120ft., Low-Light Vision; Listen +10, Search +29, Spot +36

Languages Classic Dwarven, Ulyanese Giant, Orcish

AC 43; touch 19, flat-footed 39**; Dodge, Mobility

(+4 Dex, +9 armor, +10 Nat, +5 shield, +5 Def)

hp 202 (27 HD; 27d12+27); fast healing 3

DR 5/magic

Immune Undead Traits; **Weakness** Distractible (new gems/minerals), vulnerability to mind-affecting effects

Fort +20, **Ref** +17, **Will** +16

Speed 30 ft.; obsidian climb

Melee Heavy Pick +37 (1d6+11; 20/x4) or Slam +40 (2d6+17; 19-20/x2 +1d6)

Full Melee Heavy Pick +37/+32/+27/+22 (1d6+11; 20/x4) or 2x Slam +40 (2d6+17; 19-20/x2 +1d6) or Slam +40/+35/+30/+25 (2d6+17; 19-20/x2 +1d6)

Ranged Sling +29 (1d4; Range 50 ft.; 20/x2)

Full Ranged Sling +29/+24/+19/+14 (1d4; Range 50 ft.; 20/x2)

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

Base Atk +24/+19/+14/+9; **Grp** +34

Combat Options Dire Charge, Great Cleave, Greater Psionic Fist (+4d6), Haste (10 rounds/day), Improved Combat Reflexes, **Insanity (DC 24)**, **Invisibility**, Power Attack, Spellcasting Harrier, Spring Attack, **Taint Weapon (DC 24)**, Unavoidable Strike.

Combat Gear metal heavy pick +3, metal chain shirt +5, heavy metal shield +3, sling

Psi-Like Abilities (ML = 27th; DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented.

Abilities Str 28, Dex 18, Con —, Int 14, Wis 14, Cha 13

SQ Ambulatory Limbs, Damage reduction, darkvision 60 ft., **enhanced ability (bonus feat: Improved Natural Attack (slam))**, **enhanced ability (movement speed)**, **enhanced senses**, fast healing, gray toughness 1, low-light vision, obsidian climb, rebuke undead (CL 27th, 2/day), undead traits, vulnerability to mind-affecting effects.

Feats: Combat Reflexes ^B, Cleave ^B, Dire Charge, Dodge ^B, Epic Prowess, Great Cleave ^B, Greater Psionic Fist, Great Strength, Improved Critical (Slam), Improved Initiative ^B, Overwhelming Critical (Slam) ^B, Mobility ^B, Power Attack ^B, Psionic Fist, Psionic Meditation, Spellcasting Harrier, Spring Attack ^B, Superior Initiative, Unavoidable Strike, Weapon Focus (Slam) ^B, Weapon Specialization (Slam) ^B, Greater Weapon Focus (Slam) ^B, Greater Weapon Specialization (Slam) ^B.

Skills Climb +34, Intimidate +1, Jump +24, Knowledge (Dungeoneering) +20, Listen +10, Profession (Miner) +32, Sense Motive +8, Search +29, Spot +36.

Possessions 430,000cp or Combat gear plus: *Amulet of mighty fists +4*, *Belt of giant strength +6*, *Boots of speed*, *Cloak of resistance +5*, *Crystal mask of knowledge (dungeoneering)*, *Goggles of minute seeing*, *Hand haversack*, *Ring of invisibility*, *Ring of protection +5*, *Robe of eyes*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The nature of Bangad's death forced strange changes when his broken body was raised to unlife; rather than fully mending his broken bones, he reanimated with unnatural extra joints, causing him to move with a disturbing fluidity to his movements. Bangad's vitrified skin was mostly restored to wholeness, but he still bears a massive dent in his forehead. On close inspection, Bangad's facial features can be seen to strongly resemble those of many other dwarves in Toganay. He still wears his fine metal armor and clothing, and he has taken a liking to wearing his burial shroud as a scarf.

Personality Notes

Guilt-ridden, shrewd, inscrutable

Bangad could easily be mistaken for a dwarven banshee, with his dour disposition, lack of social skills, and tendency for aimless wandering and mood swings. He is, however, not bound by an undead focus, and has no particular yearning to end his undead existence.

Even though Toganay fell generations after his death, he feels guilty, blaming his own stubbornness and greed for dragging his kin south to mine an unproductive vein and ultimately meet their doom. He seldom speaks unless he has something important to say, and largely attempts to avoid his people, as the sight of their undead forms and the state of Toganay pains him. Bangad prefers to wander the deep mines, studying the geology and keeping his mind off the topic of his undead kin or the fate of the wider world. While usually cranky and dour, talk of minerals, caverns, and similar topics will spark a gleam in his black eyes, and can drive him into friendly, if frenzied, conversation.

Strategy and Tactics

Bangad is a truly dangerous opponent should anyone be so foolish as to pick a fight with him. While he may appear unarmed, he is anything but – his hands hit like hammers, and he moves at a preternatural speed for a dwarf.

A consummate miner, Bangad always had a keen eye and mind for rock and metal; he can understand the makeup and stability of a mine shaft or cave with a casual inspection, and after millennia with nothing better to do, knows every crevice and shaft of Toganay better than he knows his own hands.

History

Bangad was born among the Houses of Knorhay, the largest dwarven settlement in the southern Heartland, King's Ages before the Time of Magic began. He was a distant cousin of the Stone-King of Knorhay, who in turn was a cousin of House Andiron of Kelemok, as was custom among the tightly-knit kinship alliances of dwarven holds. Bangad had a particularly keen eye for gems and metals, and came to be a prominent prospector for wealthy southern clients in an increasingly resource-deficient Heartland. He was beaten to a rich silver vein in the Tamwar plains by a rival House from Kornhay, and so, with his debts racking up, looked further south. Few dwarves lived in Ulyan, and thus Bangad followed the Winding Way to the obscure southern kingdoms in hopes of an undiscovered mother lode.

While surveying the northwestern cliff rim on the payroll of the Sageocracy, he discovered what seemed to be the find of a lifetime: the largest electrum vein ever discovered on the continent. Using his contacts back home, he gained mining permits from the Sageocracy (whose leaders were keen to exploit a rare pocket of metal) and funding from the Stone-King

himself (who was eager to use the discovery to elevate his city's backwater status), Bangad brought his kin south and established the colony of Toganay directly in the cliff-face. While small, Toganay was well-built with dwarven architectural expertise: only those who could operate a complicate pulley system (or fly) could gain access to the cliff-face tunnels, meaning the dwarves lived unbothered by the nearby orc and kobold raiders or goblin bandits. However, much to Bangad's frustration, the electrum vein turned out to be much smaller than he had calculated and having sunk too much money into the colony to simply abandon it, he grew old and bitter there.

One day, while investigating what he stubbornly insisted was a newly discovered branch of the vein, Bangad slipped from the cliff-face; Bangad was not so lucky to be killed by the fall. With his bones shattered, and stuck in a ravine, he slowly starved to death and his body was not discovered until months later. He did not rise as a banshee but was instead interred in a grand tomb located deep within a played-out section of the mine, peacefully resting until the Shining Tide. While the obsidian did not penetrate into the mines of

Toganay, the necromantic energies permeated deep enough to reanimate Bangad as a zhen. After extricating himself from his tomb, he joined his undead descendants, but, bitter over the fate of his venture and his unceremonious death, Bangad has increasingly isolated himself from his kin.

Society

Bangad is largely a non-entity in the undead society of Toganay: while he bears no ill will against his people, Bangad prefers to spend his time alone, wandering the forgotten depths of the mines quietly appreciating the mineralogy. He occasionally emerges to interact with some of the older Stalwarts or Lunikra, whom he recognizes as the de-facto leader of the colony, but even they do not understand his motivations and actions. If encountered in the deep mines, Bangad is likely to ignore intruders so long as they don't bother him, though he might intervene to help against any strange creatures that may have wandered up from the depths.



The Orc-Holds of Ghash-naarg

Likely Encounters

- 2-12 (2d6) Gnash-naarg Fallen Warriors (orc or human), with a 25% chance of being led by a Chosen of Shabnas
- Kigdifi, surrounded by 2-8 (2d4) Fallen Warriors (orc or human).
- Riig-bo'ak, surrounded by 2-8 (2d4) Fallen Warriors (orc or human).



Visitors will be taken to either Shabnas, Kigdifi, or Riig-bo'ak depending on whose territory is closest when they are apprehended by Ghash-naarg's warriors.



Shabnas the Last Chief CR30

Male orc fallen wilder 12 / fighter 14

LN Medium Undead (Augmented Humanoid, Orc, Psionic)

Init +5; **Senses** Darkvision 60ft.; Listen +22, Search +7, Spot +23

Aura Despair (10ft, DC 30)

Languages Orcish, Uylanese

AC 27; touch 22, flat-footed 22; Elude Touch (+5 Dex, +6+4 Nat, +2 shield)

hp 221 (26 HD; 26d12+52); **Fast healing** 3

DR 5/magic; **SR** 41; **Miss chance** 50% (ring of blinking)

Immune undead traits; **Weakness** code of honor, light sensitivity, psychic enervation, **Turn Submission** (-4; as 22 HD)

Fort +13, **Ref** +12, **Will** +10

Speed 30 ft.

Melee Throwing Axe +38 (1d6+18; 20/x2) or Touch +26 (by power)

Full Melee Throwing Axe +36/+31/+26/+21 (1d6+18; 20/x2) and Throwing Axe +31/+31/+26 (1d6+9; 20/x2)

Ranged Throwing Axe +30 (1d6+13; Range 10 ft.; 20/x2) or Ranged Touch +26 (by power)

Full Ranged Throwing Axe +30 (1d6+13; Range 10 ft.; 20/x2) and Throwing Axe +23/+18/+13 (1d6+11; Range 10 ft.; 20/x2)

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

Base Atk +21/+16/+11/+5; **Grp** +29

Combat Options Create Spawn, **Paralysis** (DC 30), Psionic Weapon, Surging Euphoria (+2), **Teleport Victim** (DC 30), Volatile Mind (2 PP), Wild Surge (+4)

Combat Gear *obsidian throwing axe x9, returning metal throwing axe of speed +1, throwing axe +6 (main hand; called via call weaponry)*

Psi-Like Abilities (ML = 26th. DC Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**

1/day—*recall agony**

*Power can be augmented.

Wilder Powers (ML = 12th, PP: 168, DC 17 + power level):

6th — *temporal acceleration*

5th — *psychic crush*

4th — *dominate psionic**, *empathic feedback*, *freedom of movement psionic**

3rd — *dispel psionics**, *energy bolt*

2nd — *brain lock**, *swarm of crystals*

1st — *entangling ectoplasm*, *inertial armor*

Abilities Str 26, Dex 20, Con -, Int 12, Wis 8, Cha 24

SQ Code of Honor, Damage Reduction, Darkvision 60 ft., Elude Touch, **Fast Healing** 3, Gray Toughness 2, Light Sensitivity, Psychic Enervation, Skills, **Spell Resistance**, Surging Euphoria, **Turn Submission**, Undead Traits, Volatile Mind, **Vulnerable to Mind-Affecting effects** (counteracted by his third eye – conceal).

Feats Epic Prowess, Expanded Knowledge (Brain Lock, Dispel Psionics, Psionic Dominate, Psionic Freedom of Movement), Greater Power Penetration, Greater Weapon Focus (Throwing Axe) ♫, Greater Weapon Specialization (Throwing Axe) ♫, Improved Two-Weapon Fighting ♫, Power Penetration, Psionic Meditation, Psionic Weapon, Quickdraw ♫, Two-Weapon Fighting ♫, Two-Weapon Rend, Weapon Focus (Throwing Axe) ♫, Weapon Specialization (Throwing Axe) ♫.

Skills Climb +19, Concentration +36, Intimidate +36, Jump +19, Knowledge (Psionics) +18, Listen +22, Profession (Miner) +9, Psicraft +18, Search +7, Sense Motive +34, Spot +23.

Possessions 430,000cp or combat gear plus: *belt of strength* +6, *eyes of expanded vision*, *gloves of dexterity* +6, *cloak of charisma* +6, *hand of glory*, *iron bands of binding*, *psionic tattoo of control sound (ml 3rd)*, *psionic tattoo of defensive precognition (ml 1st)* x2, *ring of blinking*, *ring of force shield*, *ring of protection* +5, *skin of the defender*, *third eye - conceal*, *vest of resistance* +4.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

To a modern Athasian, Shabnas would appear to be a large heavy set human man with elven features or perhaps a strange looking mul. His slick black hair is thinning and he wears a greasy but still well-groomed beard. His telltale orcish features are the two particularly long tusks jutting from his mouth and his flat, slightly upturned nose. His eyes are now blank, faintly luminescent white orbs and his dark olive-brown skin and broad belly still bear the grisly wounds of the scimitars and tridents that killed him. An intelligent, boisterous, and jolly man in life, he now carries an aura of stifling sadness. His weapons and armor are battered from his last stand but are still well-maintained and lovingly covered in orcish symbols.

Personality Notes

Intractable, noble, cynical

Shabnas was raised to feel responsible to his people, and he always took this duty seriously. He is the closest the allied orcish tribes ever came to unifying under a single leader, and it was his judgment which led to the evacuation of most of his people to Celik. He chose to stay behind with as many warriors as could be spared to buy them time.



However, as with most intelligent creatures in the Dead Lands, Shabnas is not without doubts and regrets. What if he had given the order to evacuate earlier? What if the entire tribe had been here, with him, when the Cleansing Wars came to meet them? Would things have gone differently? Would his people still draw breath today? Though there is no way to know for certain, Shabnas has a near-endless amount of time to reminisce and mull over the memories of that terrible time. He will not discuss it with any but his closest confidants, however, and keeps his uncertainties to himself for fear of appearing weak. He especially does not discuss anything with his Chosen – despite his control over them, he feels nothing but contempt for those who slaughtered his people without provocation so long ago. He recognizes their value to him as fighters, but he will not hesitate to send them to their deaths or even destroy them himself if they show any signs of escaping his control.

Strategy and Tactics

Shabnas is always attended by several of his Chosen. Some in Ghash-Naarg suspect they must be kept within a certain distance for him to maintain control, but this has never been proven. He is not afraid of close combat, and will happily lead by example, if necessary. Faced with visitors (especially living ones), Shabnas will choose to parley before resorting to combat. He badly wishes to know the fate of the refugees sent to Celik but has yet to find anyone who can give him an answer. Perhaps if the evacuees escaped with their lives, the last stand of Ghash-Naarg may have been a

worthy endeavor, after all. Perhaps the orcish people might yet live on in Celik or beyond? Shabnas has no way of knowing.

This urge to negotiate can be a blessing for his enemies – he is extremely skilled with his throwing axes whether in melee or at range.

History

Shabnas was raised in the caves of Ghash-naarg, a direct descendant of the chieftain who led the first migration of orcs from the Yellow Hills into Ulyan. His family carried this knowledge with pride, as they felt they deserved credit for all the orc tribes who eventually moved to enjoy the bounty of Ulyan. Shabnas' own brother even emigrated to Nagarvos and joined the ranks of the Defenders.

Nevertheless, when Shabnas claimed the title of chieftain over the other would-be-leaders in his clan trials, it became clear he was more than just the privileged descendant of his illustrious clan. He had spent many of his young years with the psionic masters in the deep caves, learning to master the Way according to their ancient traditions. Shabnas had a feeling of profound responsibility over the tribes when he became chieftain, and with the backing of the Battleragers he became a remarkable force for unity among the disparate clans.

It has been said that perhaps if Shabnas had been born a generation earlier and did not have to face the impossible decisions brought by the Cleansing Wars, he might have grown the orcish tribes into a proper civilization. But fate had other plans, and he was forced to make the impossible decision of whom to evacuate and whom to sacrifice. In the end, he made the decision to sacrifice himself alongside the bravest of his battleragers, as they willingly stayed behind to give their families time to escape.

Society

Shabnas was the last of the orcs of Ghash-naarg to fall before Uyness' army, and he was also perhaps the best chieftain Ghash-naarg ever had. While the clan leaders who still dwell in Ghash-naarg are aware of these facts, it hasn't earned Shabnas much additional respect with the reanimated chieftains. They are all simply too self-serving and too comfortable now to take the idea of unity seriously.

Each of the other chieftains regularly looks to press any advantage and gain more territory at the expense of the others. Likely the reason why Shabnas retains such a strong position is that his forces are so well equipped.

If he had more manpower, he might even be able to reclaim and unify the entirety of Ghash-naarg.



The Chosen of Shabnas

CR20

Male human fallen psion (egoist) 7 / fighter 11

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60ft.; Listen +6, Search +13, Spot +6

Aura Despair (10ft, DC 20)

Languages Orcish, Remaan, Ulyanese

AC 32; touch 14, flat-footed 30

(+2 Dex, +6 Nat, +8 armor, +4 shield, +2 Def)

hp 153 (18 HD; 18d12+36); **fast healing** 3

DR 10/magic

Immune Undead Traits; **Weakness** Code of Honor, Vulnerability to Mind-affecting Effects, Vulnerability to Sunlight

Fort +12, **Ref** +10, **Will** +11

Speed 20 ft (base 30 ft.)

Melee Trident +26 (1d8+13; 20/x2) or Short Sword +22 (1d6+7; 19-20/x2) or Touch +21 (by power)

Full Melee Trident +26/+21/+16 (1d8+13; 20/x2) or Short Sword +22/+17/+12 (1d6+7; 19-20/x2)

Ranged Trident +21 (1d6+13; Range 20 ft; 20/x2) or Comp. Shortbow +17 (1d6+8; Range 140 ft.; 20/x3) or Ranged Touch +16 (by power)

Full Ranged Comp. Shortbow +17/+12/+7 (1d6+8; Range 70 ft.; 20/x3)

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

Base Atk +14/+9/+4; **Grp** +21

Combat Options Combat Expertise, Create Spawn, Deep Impact, Far Shot, Great Cleave, Greater Psionic Weapon (+4d6), Improved Disarm, Improved Feint, Point Blank Shot, Power Attack, Psionic Meditation (Move action), Psionic Shot (+2d6), Transmit Curse (DC 20)

Combat Gear Metal Breastplate +3, MW Metal Short Sword, Trident +4 (called via *call weaponry*), Heavy Metal Shield +2, Composite (+7 Str) Shortbow +1, Obsidian Arrows x40.

Psi-Like Abilities (ML=18th. DC Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*,
*mindlink**

1/day—*recall agony**

*Power can be augmented.

Psion Powers (ML = 7th, PP: 70, DC 17 + power level)

4th – *Intellect Fortress*, *Psychic Vampire*

3rd : *Body Adjustment*, *Ectoplasmic Form*, *Hustle*, *Psionic Keen Edge*

2nd – *Animal Affinity*, *Chameleon*, *Ego Whip*, *Energy Adaption (Specified)*

1st – *Deceleration*, *Energy Ray*, *Mind Thrust*, *Offensive Precognition*, *Thicken Skin*

Abilities Str 24, Dex 14, Con –, Int 24, Wis 10, Cha 12

SQ Code of Honor, **Damage Reduction**, Darkvision 60 ft., **Fast healing 3**, Gray Toughness 2, Skills, **Spirit master**, **Transmit curse (armor)**, Undead Traits, **Vulnerability to Mind-affecting Effects**, **Vulnerability to Sunlight**.

Feat: Cleave [Ⓢ], Combat Expertise [Ⓢ], Deep Impact, Far Shot, Great Cleave [Ⓢ], Greater Psionic Weapon [Ⓢ], Improved Disarm [Ⓢ], Improved Trip [Ⓢ], Point Blank Shot, Power Attack [Ⓢ], Psionic Meditation, Psionic Shot, Psionic Weapon [Ⓢ], Quick Draw, Weapon Focus (Trident), Weapon Specialization (Trident).

Skills Balance +9, Climb +11, Concentration +16, Intimidate +22, Jump +11, Knowledge (Dungeoneering) +17, Knowledge (Psionics) +17, Knowledge (Religion) +17, Listen +6, Profession (Miner) +21, Psicraft +17, Search +13, Sense Motive +6, Spot +6.

Possessions 130,000cp or combat gear plus: *belt of strength +6*, *headband of intellect +6*, *psionic tattoo of vigor (ml 18th, 90 hp) x2*, *ring of protection +2*, *vest of resistance +3*.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

In life, the Chosen were walking symbols of Uyness of Waverly's wealth, power, and beauty, clad in expensive silver embossed steel breastplates, decorated with the sigil of Waverly and their Lady, a four-armed mythological being said to be union of human and fish. The Chosen of Shabnas continue to wear their gaudy silvered armor, which they tell themselves is a subtle act of rebellion against their orc dominator; in truth, Shabnas allows them to continue wearing purely for its utility. The aquatic imagery and

symbols of Waverly on their shields, however, have since been beaten away at Shabnas' orders and replaced with the orcish script and characteristic symbols of loyalty to himself.

In battle, the Chosen primarily wielded a trident and heavy shield, falling back on a short sword for close quarters combat. This style had its origins in marine combat between the ships that sailed the seas of the Green Age. Now, their once glittering armor is tarnished black, the aquatic imagery and symbols of Waverly having been beaten away at Shabnas' orders and replaced with crude symbols in orcish script, speaking of loyalty to Shabnas.

Personality Notes

Resentful, bitter, cruel

The Chosen have spent millennia being forced to serve the very leader they were ordered to kill. They still hate orcs every bit as much as they did in life, but they have no choice but to serve with them-- they are simply not powerful enough to break Shabnas' hold upon them. Under the circumstances, they have resigned themselves to following the lead of their new commander, although they would certainly jump at the chance to leave.

Strategy and Tactics

Given the choice, the Chosen will charge headlong into combat wherever possible. If they could kill themselves they would. Shabnas knows this, however, and will not give them the freedom to do so. So they must make do with being even more aggressive in combat than the battleragers they fight alongside.

History

The Chosen of Shabnas (as they are now called) once served as the bodyguards of Uyness. They fell in combat facing Shabnas himself, during the final battles as the caves of Ghash-naarg were being cleared of orcs. They fell to Shabnas' hands, and when he rose again as a fallen, they rose as well and have remained under his control ever since.

The Chosen, long ago on their home island of Waverly, were once known as the Knights of the Silver Lady, the silver-encrusted royal bodyguard of Waverly's royal family - House Timur. Famed as psionic marines, their ranks were devastated during the Fourth Border War by the armies of the Bodachite general Irikos, slain along with their king, Grethas. The Knights were reestablished by Lady Uyness Timur as her personal

bodyguard and commandos during the Preserver Jihad. Many were the favored consorts of the hedonistic Lady of Waverly, though in truth, she sought to eventually replace all her armies with psionic constructs. Already powerful egoists specifically trained for shipborne combat, they were drilled in combating orcish berserkers and marines with wicked silver tridents, and steeped in a twisted pleasure-cult of personality for their queen.

The Chosen accompanied their lady to Ulyan, surrounding her as a shining silver bulwark at Tforkatch, then Nagarvos, looping around east to butcher the coastal orcish merchants of Biga Fe Tye, before beginning the march north into the Heartland, via the Winding Way. Along the route, only one more target remained in Ulyan, the orc-hold of Ghash-Naarg. Within two days, the defenses were breached and the Chosen enveloped the Lady as she floated through the tunnels, laughing as she slaughtered cowering orcish non-combatants. Eventually, they cornered the last of the clan-chiefs, Shabnas, and for her amusement, Uyness ordered her consort-guard to kill the orc for her favor. Twelve of the Guard lay dead before her “true” champions felled Shabnas.

Eager to keep on schedule, and more importantly, beat her peers to the riches of Celik, Uyness gave her dead a token memorial then moved on, though soon enough her new favored guards fell into disfavor, as the Silver Lady grew bored. Her twelve lost knights rose as undead, filled with a sense of betrayal at the pointlessness of their deaths. They were immediately commanded by the also risen Shabnas, who forced them to hammer out the symbols of Uyness from their intricate silvered armor and replace them with orcish symbols of loyalty to Shabnas, quite aware of the irony of forcing them to serve as his personal guard. It is a role the Chosen despise but are powerless to refuse.

Society

The Chosen are never far from Shabnas and in some circumstances, they literally surround him. On occasion Shabnas will send them on short errands, usually to bring someone to him directly.



Kigdifi, Clan-chief of the Talonborn CR20

Female orc zhen fighter 18

LE Medium Undead (Augmented Humanoid, Orc, Psionic)

Init +7; Senses: Darkvision 60ft.; Listen +13, Search +14, Spot +13

Languages Orcish, Ulyanese Giant, Ulyanese

AC 35; touch 15, flat-footed 33**

(+2 Dex, +8 armor, +10 Nat, +2 shield, +3 Def)

hp 135 (18 HD; 18d12+18); fast healing 3

DR 5/magic;

Immune undead Traits **Weakness Stench** (sulfur), **vulnerability to acid**, vulnerability to mind-affecting effects

Fort +16, **Ref** +13, **Will** +12

Speed 20+10 ft. (base 30 ft.); obsidian climb

Melee Greataxe +32 (1d12+21 plus 1d6 Cold; 20/x3 plus 2d10 Cold) or Slam +28 (1d8+10)

Ranged Javelin +22 (1d6+10; Range 30ft; 20/x2)

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

Base Atk +18/+13/+8/+3; **Grp** +28

Combat Options Combat Expertise, Combat Reflexes, Far Shot, Great Cleave, *Gaseous Form*, Improved Disarm, Improved Trip, Power Attack.

Combat Gear *breastplate* +3, *icy burst greataxe* +2, obsidian javelin x12

Spell-Like Abilities (CL=15th):

1/day - *animate dead*, *create greater undead*, *create undead*;

Psi-Like Abilities (ML=15th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Abilities Str 30, Dex 16, Con –, Int 14, Wis 12, Cha 14

SQ **Create Undead**, Damage Reduction, Darkvision 60 ft., Fast Healing, **Gaseous form**, Gray Toughness 1, Obsidian Climb, Rebuke Undead (CL 18th, 5/day), Stench, **Transmit curse (greataxe)**, Undead traits, **Vulnerability to Acid**, Vulnerability to Mind-Affecting Effects.

Feats Cleave, Combat Expertise[Ⓟ], Combat Reflexes, Far Shot, Great Cleave, Greater Weapon Focus (Greataxe)[Ⓟ], Greater Weapon Specialization (Greataxe)[Ⓟ], Improved Critical (Greataxe)[Ⓟ], Improved Disarm[Ⓟ], Improved Trip[Ⓟ], Improved

Initiative ⁸, Point Blank Shot, Power Attack ⁸, Speed of Thought, Weapon Focus (Greataxe) ⁸, Weapon Focus (Javelin) ⁸, Weapon Specialization (Greataxe)⁸.

Skills Climb +12, Craft (armor) +23, Intimidate +23, Jump +12, Listen +13, Search +14, Sense Motive +17, Spot +13.

Possessions 130,000cp or combat gear plus: *belt of strength* +6, *cloak of resistance* +5, *psionic tattoo of far hand (ml 1st)*, *psionic tattoo of vigor (ml 20, 100 hp)*, *ring of force shield*, *ring of protection* +3.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Kigdifi died during a clan dispute and spent generations peacefully interred before rising as a zhen during the Obsidian Tide: as a result, she almost appears to be alive, looking like a particularly wizened old matriarch, despite only being-middle aged when she died. She has a head of slick, black hair and black obsidianized skin, which looks quite similar to her living flesh. Kigdifi's tusks are yellowed with age and wear, jutting out from beneath a pair of dark red eyes. Her armor bears the marks of many raids and personal disputes with clan rivals.

Personality Notes

Selfish, Spiteful, Aggressive

Kigdifi, even among a people known for their aggressive posturing, is a brute: blunt, unpleasant, and entitled. In her youth, these traits served her well as a raider and mercenary, but as she aged past her prime, the rest of the hold began to view her as cynical, bitter, and antisocial, shirking tradition and unjustly feeling entitled to leadership. Kigdifi is quick to speak her mind, hates her time being wasted, and despises pomp and circumstance, but underneath her sour exterior is a cunning mind that still holds some fondness and loyalty for her kin.

Kigdifi is by no means stupid, and even as she aged, she kept her mind and body keen for battle. Late life, these battles became mostly political, though her end was certainly exhilarating: her last memory was of taunting one of her brother's supporters that he could hit harder before everything went black.

She considers Shabnas a sentimental fool and her son an entitled brat, believing she alone has the common sense and strength to lead their people into an eternity of undeath. Kigdifi values loyalty to the clan above all

else and would put aside her grievances should any external force threaten her people.

Strategy and Tactics

Kigdifi has much combat experience, having raided the Sagrocacy often in life: fighting their patrols and hired mercenaries, though she has no experience with a full-scale invasion such as that faced by her descendant Shabnas. She trained the next generation of Dauntless as she grew older, and is a cautious and professional fighter, in almost complete contrast to her son.

History

Kigdifi is actually Shabnas' great-aunt, the sister of his great-grandfather, whose father led theirs and several other orcish tribes south from the Yellow Hills to northwestern Ulyan. Born in the Yellow Hills, she spent her youth reveling in the plunder of their new home and gained fame as perhaps the greatest raider amongst the clans, but was passed up for clan leadership due to her unpleasant, brutish personality. As she entered middle age, she began an illicit affair with a human mercenary living among the Talonborn clan, and gave birth to a half-orc son, Riig-Bo'ak. Her son was handsome by not only orc standards but those of humans as well, and naturally charismatic.

Resentful at being passed up in favor of her brother and feeling her best years behind her, Kigdifi began grooming her son as a usurper and training him as a Battlerager, but displayed little affection for the half-breed child. Kigdifi's grudges eventually caught up with her, and she was slain by a loyalist of her brother's while her son was but a teen. Despite a general dislike for her, she was a respected warrior and interred with honor in Ghaash-Naarg's caverns. The necromantic energies of the Shining Tide reanimated her as a zhen, which she interpreted as a second chance to claim her rightful place as chieftain. The current chieftain, Shabnas reminds her much of her brother, rekindling her resentment, but it was the revelation that her son Riig-Bo'ak had also risen as a zhen that took her aback. The very child she groomed as her legacy successor now challenges her right to rule, and she has no intention of sparing the rod with her entitled son.

Society

Kigdifi is deeply respected by most of the warriors of Ghash-Naarg as the founder of the Dauntless tradition and one of their finest raiders ever but is not personally very popular. She has managed to draw a small and loyal following of traditionalist orcs who blame

Shabnas' attempts at diplomacy with the Sageocracy as a show of weakness, directly leading to the attack by the Cleansing Armies. Despite their mutual animosity, Kigdifi and Shabnas have yet to resort to violence against one another: it is orc tradition to always favor a loud argument over spilled blood. Likewise, she still holds some affection for her son and avoids open conflict with all but his most fanatical followers. Kigdifi retains firm control over the ancestral crypts of Ghaash-Naarg and has put her loyalists to work cutting tunnels to get at familial burials forgotten by Shabdas's generation, as well as a backdoor into his territory should things turn violent.



Clan-chief Riig-bo'ak the Throatbarer CR21

Male half-orc zhen barbarian 17

CE Medium Undead (Augmented Humanoid, Orc, Psionic)

Init +8; **Senses** darkvision 60ft., low-light vision; Listen +26, Search +12, Spot +12

Languages Orcish, Ulyanese

AC 32; touch 14, flat-footed 28; Improved Uncanny Dodge

(+4 Dex, +10 natural, +8 armor)

hp 161 (17 HD; 17d12+51); Fast Healing: 3

DR 10/magic or 4/—

Immune undead traits

Weakness Distractible (his own reflection), light sensitivity, vulnerability to mind-affecting effects, vulnerability to sunlight

Fort +12, **Ref** +11, **Will** +11; Indomitable Will

Speed 50 ft.; obsidian climb

Melee slam +29 (2d6+12; 20/x2) or touch +29 (by spell)

Full Melee 2x slam +29 (2d6+12; 20/x2)

Ranged javelin +21 (1d6+8; 30ft.; 20/x2)

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

Base Atk +17/+12/+7/+2; **Grp** +27

Combat Options Cleave, Power Attack, Rage (5/day, +6 Str/+3 Will/-2 AC, 8 rounds).

Combat Gear *amulet of mighty fists* +1, *chitin armor* +4, obsidian javelin x10,

Spell-Like Abilities (CL = 17th):

3/day - *charm person*.

Psi-Like Abilities (ML = 17th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Abilities Str 30, Dex 18, Con —, Int 12, Wis 10, Cha 20

SQ Damage reduction, darkvision 60 ft., **enhanced ability** (+1 saving throws), **Enhanced Damage Reduction**, fast healing, **gray toughness**, greater rage, immunity to turning, improved uncanny dodge, light sensitivity, low-light vision, obsidian climb, rebuke undead (3/day), skills, trap sense +5, uncanny dodge, undead traits, vulnerability to mind-affects, **vulnerability to sunlight**.

Feats Cleave, Improved Initiative, Improved Natural Attack (Slam), Power Attack, Persuasive, Weapon Focus (Slam).

Skills Bluff +17, Climb +19, Concentration +15, Intimidate +7, Jump +24, Listen +26, Search +12, Sense Motive +6, Spot +12, Survival +20.

Possessions 100,000cp or combat gear plus: *belt of giant strength* +4, *boots of striding and springing*, *cloak of charisma* +4, *circlet of blasting* (minor), *crystal mask of mindarmor*, *gloves of dexterity* +4, *psionic tattoo of concealing amorphia* (ml 3rd), *psionic tattoo of force screen* (ml 1st), *vest of resistance* +1.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Riig-Bo'ak could at first glance be mistaken for a particularly handsome half-elven or human man, with his long flowing black hair and attractive features, but for the two small tusks protruding from his lower jaw (giving him the appearance of constantly pouting or biting his lip) and vertical tilt of his slightly-pointed ears. Unlike the guttural grumbling and throat-shouting which accounts for much of orcish dialogue, his voice is lispy and sonorous, and he has a gift with words and song. He earned his nickname "Throatbarer" for his tendency to parade about with no upper body protection, exposing his throat and breast — in addition to a sense of indestructibility and vanity, this is also to allow him to use his battle cry to fullest effect.

He is beautifully preserved for an undead being, with smooth, youthful skin of dark brown color and

piercing green eyes - he keeps his death wounds concealed under his chitin armor at all times. His armor is lovingly traced with ancient orcish songs and poetry, often of a quite vulgar nature.

Personality Notes

Smug, Sadistic, Brutal

Riig'bo'ak is a silver-tongued sociopath and manipulator: he knows exactly what to say and do to charm someone, while not believing any of his own words. He promises the undead orcs of Ghaash-Naarg a better existence beyond the scope of their isolated caverns, with passionate speeches, songs, and promises that the Blackglass beyond is theirs to conquer. Meanwhile, he promises the undead humans of Ghaash-Naarg better treatment, freedom from service, even return to their homes: whatever it takes to sway them: indeed, from their perspective, he is one of the few orcs who treat them with "respect."

Riig'bo'ak is one of the few orcs to have sojourned beyond their home with raiding and scavenging parties, and has seen the nature of groups such as the Disciples, even ranging as far east as Nuubark. He harbors fantasies of conquering the Disciples or another nearby undead group, once he has secured Ghaash-Naarg under his rule, and securing the title of Dead Lord for himself. Underneath his cultured and appeasing persona, he is a deeply sadistic and cruel being who enjoys watching others suffer, whether by crushing their dreams or crushing their skulls. He dislikes Shabnas as a soft sentimentalist and his own mother as entitled and unloving, still resenting her for his upbringing.

Strategy and Tactics

Riig'bo'ak prefers to not sully himself with any conflict in which he does not have an unfair advantage, and prefers to threaten his way out of a conflict, giving false impressions of his prowess and following to any potential aggressor. He revels in violence, at least when it's directed against others, and much of his vain demeanor is affected to lull people into underestimating him in battle. If he feels he cannot force someone into giving him what he wants, he prefers to strike fast and without warning while their guard is down, jumping instantly from wolfish smiles into a barbarian's rage.

Anyone who has experienced his true nature (such as Shabnas or his mother Kigdifi) is wise enough to not trust him or his words. While he recognizes the value of bodies in the Dead Lands, he values himself more, and should he feel the odds are against him in a fight,

he will direct his followers to sacrifice themselves while he escapes. So far, none of his followers have seen the depths of his narcissism, and if they realized how disposable they are to him, they might just turn against him.

History

Riig'bo'ak is the son of Kigdifi and the cousin of Shabnas. He was born of an illicit affair between his mother and a human mercenary working for the Sageocracy who was briefly adopted into the clan after displaying immense prowess against them. Riig'bo'ak is a now-extinct hybrid being known as a half-orc, who were once as common as half-elves and muls in multicultural Green Age cities such as Nagarvos. Among the insular raiding clans of Ghaash-Naarg, such as union was highly taboo, but he was accepted into their societies as a "uncommonly pretty orc" and quickly proved to be naturally charismatic, winning many friends with his silver tongue, good looks, and willingness to do anything and everything to elevate himself. He never knew his father, and his mother raised him without much affection as she groomed him to take her rightful position as chieftain of Ghaash-Naarg. He was trained as a Battlerager and briefly sent for "a city education" in Nagarvos as a teenager, where he developed a fondness for civilized culture and luxuries, using his charm and sociopathy to flatter, blackmail, and sleep with whatever and whoever he needed to to gain status, wealth, or power.

Riig'bo'ak still enjoyed the raider life, however, and had returned to Ghaash-Naarg to challenge his uncle for the role as chieftain when his mother was killed. The loss of her political support dashed his immediate hopes, and he began to bide his time, easily gaining followers: he achieved leadership of at least one tribe, and was poised to challenge his uncle, when he was killed during a botched raid. Riig'bo'ak was interred in the ancestral crypts with his mother, and Shabnas' grandfather inherited the position of Chieftain. He lay undisturbed for generations until the Shining Tide reanimated him as a zhen. Pleased with his undead appearance, he immediately set out to regain leadership over the other orcs but found himself in a difficult position: in addition to his cousin Shabnas, his own risen mother was now a rival for power.

Riig'bo'ak is even more charismatic in undeath than he was in life and has swayed many undead orcs to his side with bold visions of exploring and conquering the Blackglass outside their hold. He cares nothing about splitting the tribe or for the welfare of his followers but realizes that he needs control over all the undead of

Ghaash-Naarg if he is to extend his horizons beyond his home.

Society

Riig'bo'ak has become a perpetual thorn in the side to his mother and cousin: while both rightfully distrust and dislike him, he is widely respected among even their own followers, and has developed a fanatical cult-of-personality among his most fervent supporters. Riig'bo'ak is playing a long game for control of the hold - he has secretly swayed many of the Dauntless who conduct outside raids to his side, and effectively controls all access in and out of Ghaash-Naarg. He frequently accompanies such raids to keep apprised of events outside the caverns, as well as having first pick of any recovered materials or bodies. While nominally only in control of the inner caves, he has had his followers carve numerous new tunnels to allow him to slip in and out of Ghaash-Naarg and spy on the other two factions.



Battleragers of Ghash-naarg

CR15

Male and Female Orc Zhen Barbarian (Brute) 11

CE Medium undead (augmented humanoid, orc, psionic)

Init +6; **Senses** darkvision 60ft., low-light vision; **Listen** +23, **Search** +8, **Spot** +15

Languages Orcish, Ulyanese Giant, Ulyanese

AC 30; touch 12, flat-footed 28**; Improved Uncanny Dodge

(+2 Dex, +10+1 Natural, +6 armor, +1 Def)

hp 82 (11 HD; 11d12+11); fast healing 3

DR 5/magic or 2/-

Immune Turning, undead traits **Weakness** **Enduring focus (phylactery)**, vulnerability to mind-affecting effects, **vulnerable to wood**

Fort +7, **Ref** +5, **Will** +6

Speed 40 ft.; obsidian climb

Melee Slam +19 (2d6+8; 20/x2) or Greataxe +17 (1d12+9; 20/x3) or Tongue +18 (1d4+7)

Full Melee 2x Slam +19 (2d6+8; 20/x2) and **Tongue** +18 (1d4+3) or Greataxe +17/+12/+7 (1d12+9; 20/x3) and Tongue +18 (1d4+3)

Ranged Javelin +13 (1d6+7; 30ft range; 20/x2)

Full Ranged Javelin +13 (1d6+7; 30ft range; 20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +11/+6/+1; **Grp** +18

Combat Options Cleave, Constrict, Improved Grab, **Insanity (DC 17)**, Power Attack, Rage (3/day, +6 Str/+3 Will/-2 AC, 5 rounds)

Combat Gear *chitin armor* +2, *handwraps* +1, javelin x10, obsidian greataxe

Psi-Like Abilities (ML=HD. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Abilities Str 24, Dex 14, Con –, Int 14, Wis 16, Cha 14

SQ Damage reduction, darkvision 60 ft., **enduring focus (phylactery)**, enhanced senses, fast healing, gray toughness, immunity to turning, improved uncanny dodge, low-light vision, obsidian climb, rebuke undead (CL 11th, 5/day), **tongue attack**, trap sense (+3), uncanny dodge, undead traits, vulnerability to mind-affecting effects, vulnerability to wood

Feats Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack

Skills Climb +21, Intimidate +16, Jump +21, Listen +23, Profession (miner) +10, Search +8, Spot +15, Survival +17.

Possessions 21,000cp or combat gear plus: *amulet of natural armor* +1, *belt of strength* +2, *cloak of charisma* +2, *potion-orb of force screen (ml 1st)*, *potion-orb of offensive precognition (ml 4th)*, *ring of protection* +1.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Contrary to popular tales from the Cleansing Wars, Athasian Orcs were not green-skinned, smelly porcine brutes that ravaged human villages: upon first seeing an undead Athasian Orc, one might mistake them for a half-elf or mul with a flat nose and a pair of tusks (similar to ogres and goblins) emerging from their lower jaw. Athasian orcs had an olive complexion not unlike some strains of humans or elves, though shorter than the latter and on average somewhat burlier in stature than the former - like many Rebirth races, they possessed tapered ears, though theirs were at a distinctly more vertical tilt than those of elves.

The Battleragers and Dauntless of Ghaash-Naarg are quite the motley collection of undead orcs and unwilling humans. The undead Orcs, both zhen and fallen, use chitin shields and armor (usually harvested from stray bugdead) engraved with symbols and text in the orcish pictographic written language, telling the story of that individual warrior's life, from their rite of passage to the major battles and victories they won, usually highlighting the most violent exploits. The zhen are generally in better shape, many of their mortal wounds and ritual scarring appearing as just scratches or discolorations in their obsidianized flesh. The fallen are a ghoulish sight, already covered in heavy ritual scarring before their final battle, and now covered hideous carved wounds and mutilations inflicted by Uyness's soldiers, and their eyes glowing a sickly white. The undead humans are in little better shape, and their once-fine mail and weaponry were lost in battle, wrecked or taken as trophies by their new masters, or simply corroded away, forcing them to replace their armor and weapons with scavenged chitin and shaped obsidian. They too bear orcish pictographic writing on their armor and shields, but they are crudely-scratched oaths of loyalty and mockeries forced upon them by Shabnas.

Personality Notes

Proud, Loyal, Brutal

In life the warriors of Ghaash-Naarg had earned a grudging respect from the armies of the Sageocracy and Nagarvos (indeed, many had served brief tenures in Nagarvos' military through familial connections), famed for their close-knit family loyalty and sound grasp of tactics. They reserved their bloodlust for the heat of battle, acting professionally as contract raiders and mercenary soldiers, if a bit rowdy. The Cleansing Soldiers of Uyness learned the hard way that they were facing no rabble as screaming orcs felled wave after wave of them in the cramped tunnels, and even if they still despise their orc masters, certainly respect their fighting capabilities. The Battleragers tend to act more

aggressively and impulsively, banking on their respect as honored ancestors to add to their political plays with the infighting chieftains, while the Dauntless, as professional soldiers in life and accustomed to working with their unwilling human counterparts over the millennia, handle day-to-day affairs and most commonly interact with other undead. The forces of Ghaash-Naarg are generally quite insular, only venturing out of their caverns to the Blackglass to secure more bodies and scavenge materials (such as Bugdead chitin) from time to time.

Strategy and Tactics

The Battleragers and Dauntless, though once separated across generations in their tactics and mortal lives, have learned to synergize well over their millennia of undeath. The Baattleragers use controlled bursts of barbarian rage to drive enemies onto the Dauntless' waiting shield wall. The Dauntless also run interference for wounded Battleragers and counter missile fire with their own javelin volleys to cover a Bettlerager preparing to charge, etc. While they still don't particularly like the undead humans pressed into service alongside them, the Dauntless know that allies are allies and are loath to waste their human compatriots: while they generally prefer the humans serve as the meatshields, the Dauntless orcs will intervene to prevent their actual destruction.

History

The orcs of Ghaash-Naarg trace their ancestry back to the 140 King's Age, in a region of the Tablelands (then the Hearlands) known as the Yellow Hills. So-named for its rich gold veins and iconic golden granite, and forming the southern foothills of the Ringing Mountains, the Yellow Hills had been home to clans of orcs since before the Remaans refounded Tyr. These clans had been martially inclined since ancient times when Tanys chariot-peoples raided their lands, forcing them to fall back to the hills as a defensive measure,



and for thousands of years they eked out a relatively harsh existence in the hills while offering their skills to the cities in the lowlands, such as Kalidnay and Celik, as mercenaries and raiders.

After the Remaan colonization of the Heartlands, many orcs of the Yellow Hills formed closed kinship ties with Remaan orcish populations in Tyr and later in resettled Celik, but the increased trade security and peace of the High Green Age and Age of Magic brought with it an end to the orc's lifeblood - mercenary contracts and raiding on behalf of the squabbling city-states. Having no interest in working as miners or laborers for Celikite or Kalidnese interests, the Talonborn Clan and its related clans headed south, down the Winding Way and into the obscure lands of Ulyan. They found the peaceful lands of the Sageocracy and the lucrative trade routes to Nagarvos plentiful pickings, and their move proved far more beneficial than they could have ever predicted. The key to their success was their dual warrior castes: the Battleragers, who were fierce barbarians who hit hard and fast, and the Dauntless, who exposed the military tactics they learned as mercenaries, such as shield walls and javelin volleys, which they refined with each generation. Flush with southern wealth, many of the brightest of the Talonborn sought education in Ulyanese cities or elsewhere to bring new knowledge to the clan, leaving only the most dedicated and toughest raiders to fight for the tribe as Battleragers.

This system, where future leaders left for years only to return with a military education and the warriors honed their skills raiding for the tribe, continually strengthened their raids against the increasingly better defended Sageocracy and trade caravans. Their education and training served them well when the Cleansing Wars came to Ulyan. With many ties to the "settled" orcs in the cities, Ghaash-Naarg's agents quickly determined what had happened at Nargarvos and raced to evacuate their families north to find safety with their kin in Celik and the Yellow Hills. Knowing that time was against them, they sacrificed defensive preparations to evacuate noncombatants from the caves, leaving only just enough warriors to buy the refugees time to escape over the rim of the cliffs of Ulyan. To this day, none of the warriors actually know if their efforts were successful or not.

The battle for Ghaash-Naarg was marked by two days of bloody tunnel-fighting between orcs and humans, often coming down to fists and daggers - with their weapons shattered on tunnel walls and frenzied with bloodlust.

Many of the slain Dauntless and their human enemies swiftly rose again as fallen and resumed throwing their shattered bodies at one another until Shabnash

managed to bring them under his command. The Dauntless are the foot soldiers of Ghaash-Naarg, with the human undead taking to the role less than willingly. Numerous Battleragers interred across the generations rose from the Obsidian Tide as zhen: these undead orcs serve their bloodlines with great honor, seeing their reanimation as a call to duty.

Society

After rising into undeath, and with no way of knowing the fates of their families who escaped over the Cliffs of Ulyan, the orcs of Ghaash-Naarg have remained in their ancestral home, because it is their only anchor to their mortal lives. Beyond the odd raid to capture more bodies or materials, they largely serve as a permanent garrison, and have grudgingly incorporated the risen human undead from Uyness's army into their forces. The undead humans are usually resigned to manual labor, cannon-fodder status, and entertainment for the interminably bored orcs.



Dauntless of Ghash-naarg

CR13

Male orc fallen fighter 11

LE Medium undead (augmented humanoid, psionic)

Init +6; **Senses** darkvision 60ft.; Listen +8, Search +7, Spot +8

Aura Despair (10 ft, DC 15)

Languages Orcish, Ulyanese

AC 28; touch 13, flat-footed 26; Dodge, Mobility (+2 Dex, +6+1 natural, +5 armor, +3 Shield, +1 Def)

hp 82 (11 HD; 11d12+11)

DR 10/magic

Immune turning, undead traits; **Weakness** code of honor, vulnerability to wood

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

Speed 30 ft.

Melee shortspear +22 (1d6+11; 19-20/x2)

Full Melee shortspear +22/+17/+12 (1d6+11; 20/x2)

Ranged javelin +13 (1d6+7; 30ft range; 20/x2)

Space 5 ft. **Reach** 5 ft.

Base Atk +11/+6/+1; **Grp** +18

Combat Options Create Spawn, Great Cleave, Power Attack, **Putrefying Touch (DC 15)**, Spring Attack

Combat Gear chitin armor +1, heavy chitin shield +1, javelin x10, shortspear +2 (called via call weaponry)

Psi-Like Abilities (ML 11th. DCs are Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*,
*mindlink**

1/day—*recall agony**

*Power can be augmented.

Abilities Str 24, Dex 14, Con –, Int 12, Wis 14, Cha 10

SQ Code of honor, **damage reduction**, darkvision 60 ft.,
gray toughness, **immunity to turning**, undead
traits, **vulnerability to wood**

Feats Cleave ^B, Dodge, Greater Weapon Focus
(shortspear), Improved Critical (shortspear) ^B,
Improved Initiative ^B, Mobility, Power Attack ^B,
Spring Attack, Weapon Focus (shortspear) ^B,
Weapon Specialization (shortspear) ^B.

Skills Climb +17, Intimidate +10, Jump +17, Listen +8,
Profession (miner) +7, Search +7, Sense Motive +8,
Spot +8.

Possessions 21,000cp or combat gear plus: *amulet of
natural armor* +1, *crawling tattoo of energy ray (ml 1st)*
x2, *gauntlets of ogre strength* +2, *ring of protection* +1,
psionic tattoo of biofeedback (ml 3rd) x2.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full
list and descriptions.

See previous entry for **Appearance,**
Personality, Strategy and Tactics, History,
and Society



Small Home

Small Home (known to the pixies and brownies as Ruusar-agak) is perhaps the most likely place in all the Dead Lands for living beings to run into a hostile encounter. What's worse, it will never initially look like a hostile encounter.

Likely Encounters

- A "warm welcome" from 1d4 Blights (pixie heads) or 1d4 Pixie Small Homers
- 1-3 Brownie Small Homers suddenly appear next to the party and engage in a friendly conversation/rummage through their supplies

Larger encounters are possible as visitors approach the ruins of the main villages, such as 4d6+10 pixies and 3d6+15 brownies.



Small Homer, Pixie CR12

Male and female pixie racked spirit psion (telepath) 8

CE Small undead (augmented fey, incorporeal, psionic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +17, Spot +17

Languages Sylvan, Gnomish, Ulyanese Giant, Ulyanese

AC 23, touch 23, flat-footed 16; Incorporeal (+1 size, +7 Dex, +5 deflection)

hp 60 (8d12 +8); **fast healing** 3

DR 10/steel **SR** 23

Miss Chance 50% (incorporeal)

Immune undead traits **Weakness** vulnerability to mind-affecting effects, vulnerability to raise dead

Fort +2, **Ref** +9, **Will** +11

Speed fly 60 (perfect)

Melee touch +12 (1d4 plus energy drain)

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

Base Atk +5; **Grp** -

Combat Options **brand** (3/day, 1d8 plus penalty), energy drain (dc 19), greater invisibility, **guilt gaze** (DC 19), psionic meditation (move action), **taint weapon** (DC 19)

Combat Gear -

Psi-Like Abilities (ML= 8th; DC Charisma-based)

At will—*aura sight**, *empathy**, *mindlink**, *psionic dominate**

3/day—*recall agony**, *telekinetic force**

Spell-Like Abilities (CL = 8th. DC Charisma-based)

1/day—*lesser confusion*, *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts*, *dispel*

magic, *entangle*, *permanent image* (visual and auditory elements only).

Psion Powers: (ML = 8th (+2 vs. PR), 78 PP, DC 15 + power level)

4th — *power leech*, *psionic modify memory*

3rd — *dispel psionics*, *energy retort*, *false sensory input*

2nd — *brain lock*, *id insinuation*, *psionic suggestion*, *serenity*, *swarm of crystals*

1st — *deceleration*, *detect psionics*, *entangling ectoplasm*, *mind thrust*, *psionic charm*

Abilities Str 10, Dex 24, Con -, Int 21, Wis 20, Cha 20

SQ Fast healing 3, gray toughness 1, vulnerability to mind-affecting effects, vulnerability to raise dead

Feats Dodge ^B, Combat Manifestation, **Greater Power Penetration** ^B, Power Penetration, Psionic Meditation, Maximize Power ^B, Quicken Power ^B, Weapon Finesse ^B.

Skills Bluff +9, Concentration +12(+4), Hide +11, Intimidate +10, Knowledge (Local) +10, Knowledge (Psionics) +13, Listen +17, Search +19, Sense Motive +11, Spel +17, Psicraft +15

Possessions 9,400 cp or combat gear plus *cloak of charisma* +2, *dust of illusion*, *headband of intelligence* +2.

Special Qualities (descriptions)

Racked Spirit Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Small Home pixie, when actually visible, appears as slender, sharp featured little humanoids about half the height of a halfling, with silvery moth wings. In death, their silvery wings and dark skin have become semi-transparent and dull gray. Their eyes burn with a pale crimson radiance of pure hate and their faces are distorted into pained snarls. They once used bone or crystalline blades and bows, which they still seem to carry as spectral copies.

Personality Notes

Like their brownie neighbors, the undead pixies of Small Home are vicious little terrors whose only desire is to inflict pain and suffering on intruders to their lands. They specialize in mentally torturing and terrorizing trespassers into submission; then, when they've finished toying with their prey, a slow painful death will ensue.

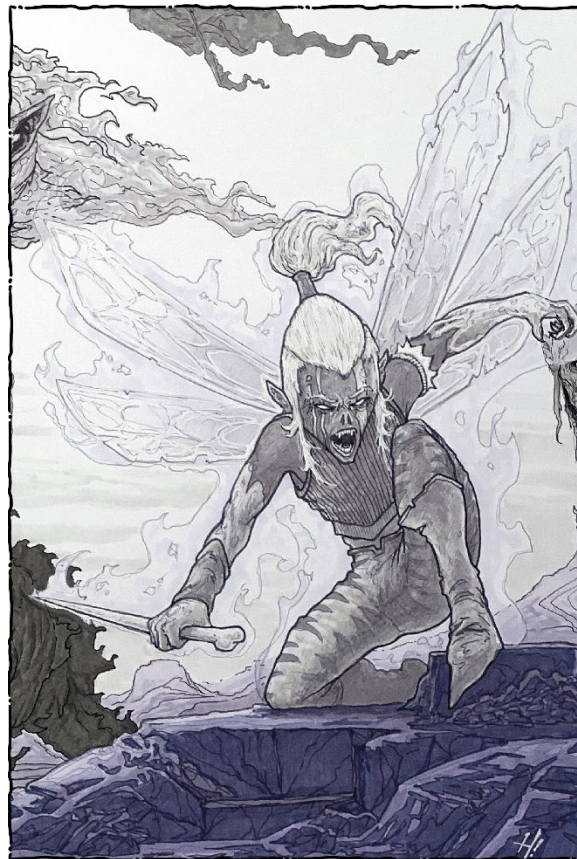
However, unlike the brownies of Small Home, who are content to wait for prey to come to them, the pixies range across their territory and beyond to find victims on whom they can vent their fury. Being unafraid to venture beyond the Ulyan basin, the pixies frequently scour the sandy wastes to the west for prey - they seldom find it, however. Where once there were a few scattered tribes living in the western deserts, all have either been destroyed by the pixies, or else moved far beyond the reach of the capricious little fey.

Strategy and Tactics

The Small Home pixies use many of the same abilities they had in life. They appear to brandish their spectral swords when delivering an attack and can be seen firing their tiny bows when utilizing their psionic abilities at a distance.

When encountering the rare living visitor, the undead pixies will take advantage of their innate invisibility and *false sensory input* power to create vivid illusions of friendly welcoming creatures and accommodation, to lure visitors into a trap. They will allow approaching characters to cross the obsidian toward Small Home, waiting until the strangers are isolated in one of the villages before pressing their attack.

The pixies' desire to instill terror drives them to assault outsiders; they might accomplish this in a number of ways. Often, a Small Home pixie will approach a party member in the night invisibly claiming to be a friendly spirit. With its comrades already having struck the rest of the party with *brain lock* powers, it says it can take the character to a nearby oasis where there's a cure for his slumbering comrades. Once beyond the dead



forest, the spirit torments the character for days with illusions and *false sensory inputs* of oases and water, marching him in circles until he dies.

A group of pixies will often ambush a group, concentrating psionic *charm*, *dominate* and *suggestion* powers on one particular character. Once successful, they apply further psionics to convince him he's been a captive and that he must escape. Once isolated, the character is fair game for a variety of tortures, both mental and otherwise.

The Small Home pixies have a few illusions within the ruins of Small Home that they maintain regularly. One is of an intact building amid the ruins, its walls inlaid with emeralds. Roaring fires can be seen within, and the smell of wonderful roasting foods wafts out into the surrounding area. The pixies inside, using *false sensory input* to appear as gentle looking pre-Ruin townspeople, invite the characters in for water and food, refreshment and entertainment. Psionic and magical methods are employed to lull characters into a false security, then they are separated and subjected to a variety of mentally cruel tricks and tortures until dead.

History

The pixies of Athas were naturally attuned to nature, without needing or having any affinity for the druid's path. They revered the God Trees of Small Home (and elsewhere in Green Age Athas) and enjoyed working and living with their brownie druid neighbours. For the brownies' part, they valued the easy rapport with nature the pixies had. As a result, when the Pixie Blight's mission brought him to Small Home, the pixies and brownies fought side by side against Rajaat's 12th Champion. Despite mustering all the fury and wrath their race was capable of, they died side by side with their brownie neighbours. Betrayed by the other races of Athas and enraged by their inability to protect their beloved God Trees, many pixies of Small Home arose as racked spirits after their deaths.

Due to its proximity to Nagarvos' and long distance from the other sylvan lands inhabited by pixie's, Small Home was Wyan of Bodach's first major assault on the pixies and sprites before leaving Ulyan. Like many of the Champions, he came up with new and horrible ways to torment his assigned races even beyond death, thus creating the blights out of decapitated pixie prisoners. When the remaining pixies of the area arose as racked spirits an instant and mutual antipathy developed between the spirits and the blights, one that remains to this day.

Society

The pixies of Small Home are generally solitary by nature, unlike their more community-oriented brownie neighbors. However, their capriciousness means that when they spot potential prey they might approach it alone, or they might *mindlink* with nearby pixies to 'assist'. In any event, nearby pixies will quickly learn of intruders and rush to join in the sport, flocking like scavengers to carrion. Their need to inflict pain means that pixies will even join in with a brownie hunting pack's attack on intruders; although the brownies dislike this, they've learned to turn such pixie attacks to their advantage - of course, the pixies do the same. While the pixies are generally content to ignore the brownies (and vice versa), they have an absolute hatred for the swarms of blights around Small Home. When blights and pixies encounter each other, the pixies will usually attempt to drive the the blights off, spoiling any attack the corporeal undead have planned or initiated. Only a few swarms of blights exist around Small Home, partly because Wyan was inexperienced in raising them, but also because the unquiet spirits of Small Home were beginning to rise, and he wanted to move on and out of Ulyan. Nevertheless, the pixies

hate their corporeal undead cousins with a passion unrivalled in even these capricious, vicious, little fey. Although they would never admit it for an instant, even to themselves, the racked pixie spirits pity the blights for they know Wyan purposefully made them to further torment his victims. However, happy to add pain to misery, the racked spirits lash out at their less powerful (and in their eyes), less fortunate brethren. Both the spirits and the blights take out their fury on anything (living or undead) that approaches their lands.



Small Homer, Brownie CR15

Male and female forest gnome racked spirit (fallen) druid 6 / blighted 5

NE Small undead (augmented humanoid, incorporeal, psionic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +21, Spot +21

Languages Gnomish, Sylvan, *speaks with animals*, Ulyanese Giant, Ulyanese

AC 21, touch 18, flat-footed 18; Dodge, incorporeal, Mobility
(+1 size, +3 Dex, +3 armor, +4 Def)

hp 82 (11d12 +11)

Miss Chance 50% (incorporeal)

Immune *turning*, undead traits **Weakness** vulnerability to raise dead, *vulnerability to sunlight*

SR 26

Fort +8, **Ref** +6, **Will** +13; +2 racial bonus on saving throws against illusions.

Speed fly 50 (perfect)

Melee incorporeal touch +10 (1d4 plus energy drain)

Space 5 ft. **Reach** 5 ft.

Base Atk +7/+2; **Grp** —

Combat Options energy drain (DC 19), enhanced spells (+1 dmg/die), *paralysis* (DC 19, 2d4 rounds), spring attack, wild shape (4/day, Tiny to Large)

Combat Gear —

Spell-Like Abilities (CL = 1st; DC 10 + gnome's Cha modifier + spell level)

1/day—*speaks with animals* (burrowing mammal only, duration 1 minute).

1/day—*dancing lights, ghost sound, prestidigitation*.

Psi-Like Abilities (ML = 11th. The save DCs are Charisma-base)

At will—*aura sight**, *empathy**, *mindlink**, *psionic dominate**

3/day—*recall agony**, *telekinetic force**

Druid Spells (CL 11th, DC 15 + spell level)

6th — *allegiance of the land*

5th — *coat of mists*, *unhallow*, *wall of thorns*

4th — *dispel magic*, *elemental strike*, *freedom of movement*, *inflict serious wounds*

3rd — *call lightning*, *cure moderate wounds*, *desecrate*, *searing light*, *snare*

2nd — *darkness*, *desecrate*, *fog cloud*, *resist energy*, *warp wood*

1st — *chill touch*, *detect undead*, *entangle*, *faerie fire*, *magic stone*, *obscuring mist*, *speak with animals*

0 — *cure minor wounds*, *defiler scent*, *detect magic*, *guidance*, *light*, *read magic*

Abilities Str -, Dex 16, Con -, Int 14, Wis 20, Cha 18

SQ Animal companion (11th level), blighted spellcasting I, blighted spellcasting II, **enhanced spells**, forest gnome traits, immunity to turning, incorporeal, restored animal companion, restored spellcasting, restored wild shape, vulnerability to raise dead, vulnerability to sunlight.

Feats Dodge, Mobility, Natural Spell, Spring Attack

Skills Concentration +18, Craft (alchemy) +4, Handle Animal +9, Hide +21, Knowledge (nature) +16, Knowledge (religion) +6, Listen +21, Search +8, Spellcraft +8, Spot +21, Survival +10

Possessions 21,000 cp or combat gear plus *cloak of charisma* +2, *bracers of armor* +3, *gloves of dexterity* +2, *periapt of wisdom* +2

Special Qualities (descriptions)

Racked Spirit Special Qualities: Refer to Appendix A for full list and descriptions.

Forest Gnome Traits (Ex):

- Low-light vision.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- Pass without Trace (Su): A forest gnome has the innate ability to use pass without trace (self only, as a free action) as the spell cast by a druid of the forest gnome's class levels.
- +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.

- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- **Spell-like abilities:** see above

Blighted Spellcasting I: At 2nd level, the blighted begins to add knowledge of those things that exist outside the natural cycles of life to her understanding of spellcasting. When casting a spell that would normally only affect living creatures, she may also use it on an undead animal. Specifically:

- A blighted's druid spells that affect animals extends to undead animals, even Enchantment and Mind-Affecting spells.
- A blighted's druid Conjunction (Summoning) spells summon undead animals.
- When casting a druid spell that allows polymorphing into an animal form, the result is of an undead animal (unless the spell allows for the assumption of other creature types).

Blighted Spellcasting II: At 4th level, as a result of her study of the nature of undeath, the blighted adds the following spells to her spell list — 1st Level - *chill touch*; 2nd Level - *desecrate*; 3rd Level - *deeper darkness*; 4th Level - *animate dead*; 5th Level - *blight*; 6th Level *CR* *create undead*; 7th Level - *control undead*; 8th Level *CR* *create greater undead*; 9th Level - *wail of the banshee*.

Restored Animal Companion: At 3rd level, the blighted regains the services of an animal companion. This ability functions just like a standard druid's animal companion, except that the animal companion is undead (d12 HD, +2 Dex, 0 Con). Blighted levels stack with those of all other classes that grant an animal companion to determine the animal companion's abilities.

Restored Spellcasting: At 1st level, the blighted regains the ability to cast druid spells at their previous caster level.

Restored Wild Shape: At 5th level, the blighted regains the ability to assume wild shape. This ability functions just like a standard druid's wild shape ability, except that animal forms all appear to be undead (d12 HD, +2 Dex, 0 Con) and only paraelemental (not elemental) forms may be assumed. Blighted levels stack with those of all other classes that grant wild shape to determine the wild shape abilities.

Vulnerability to Raise Dead (Ex): A spellcaster can target a racked spirit with a raise dead spell, destroying the creature with a successful touch attack unless the racked spirit makes a Will save. On a successful save, the racked spirit still takes 6d6 points of damage.

Appearance

In life, brownies were hardworking folk with strong family values who encouraged initiative and productivity, caring for the folk around them. In undeath, they have become exactly the opposite. The brownie racked spirits of Small Home listlessly wander the obsidian and dunes surrounding the ruins of Small Home. They appear as short, transparent humanoids with long, patchy beards and matted, unkempt hair. Their clothing is mere rags that appear to hang over their gaunt frames and limbs.

Personality Notes

The values and ethos of Small Home's brownies have been perverted into spiteful parodies of their living selves. Deeply embittered, they despise not only all living creatures but also those undead who strive to further their power or better their condition. In place of their living desire to accomplish things on their own, the undead brownies seek only plunder and graft.

Although generally indolent, the brownies are spread throughout the territory of Small Home and are the most likely to first encounter stranger. Once their interest is aroused, the brownies will approach the intruders in groups of twos or threes, while using their *mindlink* power to alert other members of their family network. The first responders will behave in a cunning, annoying and tricky manner to intruders, appearing as an irritation or even possibly helpful, rather than as a threat. Once a sufficient number of their kin arrive on the scene (often *wild shaped* into undead woodland animals) then the group will turn violent, forming a swarm of spiteful undead fey.

Although the brownies share territory with their unliving pixie neighbors, they generally ignore them. The rage that fills their minds doesn't extend to their former neighbors, but neither do the brownies have any inclination to assist them. While pixies will sometimes 'interfere' with a brownie ambush, the brownies will usually watch impassively any pixie attacks on intruders. Unless the pixies fall, in which case the victorious intruders may find 'helpful' brownies approaching them, offering 'assistance' (usually *inflict wounds* spells or the like) – kicking a someone when they're down takes less effort than getting him on the floor in the first place, after all.

Despite their general hatred of everything and everyone, living or undead, the brownies retain a tiny vestige of their formerly nurturing dispositions. By chance or design, brownies are often found loitering near the site of their particular family's God Tree. It's possible that a non-human druid (perhaps an elf or a halfling) who tries to breathe life into the dead lands of Small Home, might reawaken old instincts in brownies who observe them - this could lead to the brownies staying their wrath, at least for a short while. Eventually their rage and need to cause others pain will overwhelm the last vestiges of their living nature and the hunt will resume. A wise or lucky druid might be able to escape the area unscathed before this happens though.

Strategy and Tactics

The brownie Small Homers are often the first to set upon intruders into the region or actual villages of Small Home. At first, they seem to be clumsy and bumbling. Intruders may return to their camp to find a couple of the small, transparent creatures rummaging through their belongings, or one might feel the rustle of telekinesis, as one tries to steal his purse. Either way, these spectral creatures are easily detected. Annoying and pesky, a character who attacks one may find out the hard way how powerful they really are. Small Home brownies always approach intruders in ones or twos, waiting for the right moment for their hunting family to strike.

While the harsh Athasian sun is in the sky, the brownies hide within the blasted trunks of the dead trees, slipping out at night to wander the defiled land. The brownies' undead animal companions spend their days slumped over as a disarticulated pile of bones and wander the obsidian alongside the brownies.

History

The "brownies" of Small Home were a particular subset of gnomes who had inhabited this area west of the Sageocracy for many centuries before the orthodox gnomes ever arrived in Ulyan. While the initial date of their arrival was lost with the destruction of their God Trees, it's not unreasonable to guess they had resided here as long as the pixies. These gnomes had their own distinctive take on earth worship which involved living in symbiosis with the natural world without the trappings of agriculture or other such "vulgar" manipulations of the natural world. They eschewed the subterranean dwellings and elemental worship of their traditional cousins in favor of sylvan settings amongst the dirt and the trees. The term 'Brownies' was

attributed to them on account of their different lifestyle and their perceived “dirtiness” by their cousins. They reclaimed this nickname as a proud differentiation.

Although druids by nature, the brownies of Small Home didn’t commune with spirits of the land, instead communing with the trees in the forest around their homes. When they died, their souls merged with the essences of the trees, becoming a permanent part of the forest, and constantly whispering in the minds of their living descendants.

When the Cleansing Wars came to Small Home, Wyan did far more than merely defile the brownie’s God Trees, he wilfully destroyed the essence of the brownies’ ancestors, breaking the links to generations of brownies before them. As the brownies’ spirits arose to fight again in undeath, they found their connection to their God Trees had been completely severed. This terrible silence in their minds has driven them mad with rage. They are angry with human defilers; angry with the living; angry with the other undead of Ulyan for being too weak to stop the Champions; angry with themselves for being unable to defend their forest; and angry with the world for the loss of their ancestors. Their anger means they have never ceased being at war, and they still wander their lands in guerrilla death squads, attacking anything unlucky enough to enter their lands.

Society

The brownies of Athas were never the friendly fey of other worlds. Although not hostile either, they took a transactional attitude to travelers on their borders. They would leave fruits and nuts for travelers while expecting offerings of value in exchange. In undeath, their formerly strong family ties have been replaced by hunting packs that spread themselves out across Small Home’s territory. When members of a hunting group encounter something interesting, they alert the rest of their ‘family’ who swiftly arrive on the scene, albeit disguised or hidden from casual view.

Due to their nasty reputation, the brownies of Small Home are left alone by all the other undead of the Dead Lands. This is partly due to the brownies eagerness to attack any encroaching undead, but also because the lands around Small Home aren’t repositories of great wealth or resources. The brownies and their pixie neighbors are happy for their part to be left alone.

Having been undead before the Black Tide, the brownies (like their fellow Small Homers) have a different view of the obsidian and the areas beyond Ulyan. They don’t feel the same tie to the blackglass that many other undead in the Dead Lands feel and are therefore happy to wander across the barren sands to the north and west when the mood takes them.



Brownie Animal Companions

CR10

Animal companion undead black bear

NE Medium undead (augmented animal)

Init +4; **Senses** darkvision 60ft., low-light vision, Scent;

Listen +6, **Spot** +6

Languages –

AC 20; **touch** 14, **flat-footed** 16

(+4 **Dex**, +6 **natural**)

hp 45 (7 **HD**; 7d12)

Immune undead traits

Fort +5, **Ref** +9, **Will** +3; devotion, evasion

Speed 40 ft.

Melee claw +12 (1d6+6)

Full Melee 2x claw +12 (1d6+6) and bite +9 (1d6+3)

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

Base Atk +5; **Grp** +11

Combat Options –

Combat Gear –

Abilities **Str** 22, **Dex** 18, **Con** –, **Int** 2, **Wis** 12, **Cha** 6

SQ Animal companion (11-3=8th), darkvision 60 ft., devotion, evasion, link, low-light vision, scent, share spells.

Feats Improved Natural Attack (claw), Multiattack, Weapon Focus (claw).

Skills **Climb** +6, **Listen** +6, **Spot** +6, **Swim** +10.

Possessions –

See Previous Entry for Appearance, Personality, Strategy, and History



Beardpit Mines

If the PCs break the seal on these mines, they are walking into an active war zone.

Likely Encounters

- A platoon of 2-8 (2d4) gnomes (of any combination of undead types), with a 25% chance of being led by a Whitebeard (either Psion or Cleric)
- A platoon of 2-8 (2d4) humans (of any combination of undead types), with a 50% chance of being led by one of Dodam's Honor Guard.
- 1d3 Cairn-Born
- 2-8 (2d4) Gu'as Fungus Zombies



Dodam Linass CR26

Male human thinking zombie wizard 15 / necromant 3 / cleric 3

NE Medium undead (augmented humanoid, human)

Init +8; **Senses** Listen +6, Search +21, Spot +6

Aura: -

Languages Melai, Gnomish, Sylvan, Ulyanese

AC 30; touch 18, flat-footed 26

(+4 Dex, +6 natural, +8 armor, +4 Def)

hp 157 (21 HD; 21d12+21)

Resist Cold 10, Electricity 10, Fire 3.

Immune Piercing damage, Undead Traits; **Weakness**

Craving (flesh), Turn Submission (-4), Vulnerability to Blessed Elements (+50%).

Fort +14, **Ref** +15, **Will** +23; Evasion

Speed 30 ft.

Melee Claw +12 (1d4+2) or Touch +12 (by spell)

Full Melee Claw x2 +12 (1d4+2) and Bite +7 (1d6+1, plus Disease)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +10/+5; **Grp** +12

Combat Options **Breath Weapon** (3/day, 30ft Cone of Fire, (26d6 dmg), **Dehydrating Touch** (26d6, DC 22), **Disease** (DC 22), **Reflect Physical Attacks** (1/day).

Combat Gear -

Spell-Like Abilities (CL = 21st):

1/day – *animate dead, create greater undead, create undead;*

Cleric Spells (CL = 3rd, DC 12 + spell level):

2nd – *clues of ash (d), find traps, silence.*

1st – *burning hands (d) ^E, detect undead, obscuring mist, sanctuary.*

0 – *detect magic x2, read magic x2.*

Wizard Spells (CL = 18th, DC 18 or 20 ^E + spell level):

10 – *quicken chain lightning ^E.*

9th – *time stop.*

8th – *clenched fist ^E, incendiary cloud ^E, sunburst ^E.*

7th – *control undead, delayed blast fireball ^E, mage's sword ^E, quickened halt undead.*

6th – *acid fog, chain lightning ^E, quickened resist energy, true seeing.*

5th – *cone of cold ^E, empowered fireball ^E, interposing hand, maximized scorching ray ^E, quickened shield, wall of force ^E.*

4th – *fire shield ^E, maximized magic missile x2, resilient sphere ^E, stonewall, wall of ice ^E.*

3rd – *arcane sight, dispel magic, empowered magic missile, fireball ^E, halt undead x2.*

2nd – *command undead x2, resist energy, scorching ray ^E, see invisibility, web.*

1st – *burning hands ^E, detect undead, magic missile x2, shield, shocking grasp ^E.*

0 – *detect magic, disrupt undead, mage hand, message.*

Spellbook (leather scrolls)

Abilities Str 14, Dex 18, Con –, Int 26, Wis 15, Cha 14.

SQ **Create Undead**, darkvision 60 ft., Gray Casting, **Immunity to Bane (Piercing)**, Resistances, Skills, Rebuke Undead (5/day), **Turn Submission**, Undead Presence, undead traits, Vulnerability to Blessed Elements.

Feats Craft Wondrous Item ^B, Craft Wand, Empower Spell ^B, Eschew Materials, Field Officer, Greater Spell Focus (Evocation), Improved Initiative,

Improved Spell Capacity (10), Iron Will, Maximize Spell, Quicken Spell ^B, Scribe Scroll ^B, Spell Focus (Evocation), Widen Spell.

Skills Bluff +13, Concentration +26, Diplomacy +17, Knowledge (Arcana) +31, Knowledge (Religion) +31, Knowledge (The Planes) +30, Knowledge (Warcraft) +11, Listen +6, Search +21, Sense Motive +17, Spellcraft +33, Spot +6(+3), Tumble 14.

Possessions 240,000 plus combat gear or *crystal mask of detection*, *bracers of armor* +8, *gloves of dexterity* +6, *headband of intellect* +6, *necklace of honor guard badges*, *ring of evasion*, *ring of protection* +4, *skin of nimbleness*, *vest of resistance* +5, *wand of magic missile* (cl 9th, 14 charges); 11 gp.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains: Paraelemental Sun

- **Burning Eyes:** You cannot be dazzled or blinded by light effects, such as spells with the light descriptor. During the day, you gain a competence bonus on Spot checks equal to your cleric level.
- **Fiery Wrath** — You gain your cleric level in Fire Resistance.

Appearance

The stale air of the caverns and his own efforts to maintain his corpse have left Dodam in a mummy-like state, with shriveled, dried out flesh and shrunken features. Anyone who has visited the city-state of Nibenay will recognize elements of a shared culture in his clothing and mannerisms, particularly those familiar with the social norms of Nibenese nobles and their monastic tradition. He still wears the frayed orange and yellow robes of an ancient Melai Fire-Priest (more due to the garish colors than faith) and conceals his withered face under an elaborate crystal mask and scarf in the colors of his long-extinct house. Despite his best efforts, he has never been able to mend the nasty gash in his skull or crushed bones resulting from the cave-in that killed him.

Personality Notes

In life, Dodam was an unimaginative sycophant and social climber who overvalued his own importance, and in death remains largely self-obsessed and eager to please if it helps him get what he wants. For an undead trapped underground for millennia, he will be remarkable nonchalant when encountering the living;

this is because with nothing to mark the passage of time, he has come to firmly believe that little time has passed since Gallard's sacking of Arludas, and seeing any living beings will simply confirm his beliefs and counter the assertions of the Cairn-born that the surface world is now a dead, obsidian-covered wasteland. He will treat any living beings or non-hostile undead, with the sort of unfailingly polite contempt customary for a Nibenese noble.

As his primary motivation is escaping the ruins of Arludas and 'returning to his master' Dodam will deal with any being that does not outright attack him with courtesy and relative honesty, imploring their aid in escaping the caverns or dealing with the two rival factions, going so far as to offer them the various gnomish treasures he has acquired over the centuries. For the most part he is truthful, however, Dodam's cursed craving for flesh means he could never let any living 'allies' leave, even if he wanted to. He will offer any support he can to friendly outsiders, but once they have either ceased being useful' to him, or his cravings get the better of him, Dodam will direct his wraith Honor Guards to quietly abduct any solitary individuals, and slowly attempt to incapacitate his 'allies' so he can devour them at his leisure, apologizing all the way.

If working with undead, Dodam will try to abduct servant undead such as zombies that will not be missed, but his sense of control is clouded when exposed to succulent living flesh, and he will likely make mistakes in attempting to quietly pick off a group. Until now he has subsided off 'rationing' captured gnomish dead or undead humans, careful to avoid eating fungus infected bodies out of fear of being infected by the strange fungus. Despite his strong dislike for both the Whitebeards and Cairn-born, Dodam is open to a 'peaceful' solution to their territorial strife and is quite happy to let either faction have the collapsed remains of Arludas if it means he can leave. Dodam is quite aware of the gu's infestation plaguing the gnome-controlled area of the city but has no idea the fungus is the source of many of the undead gnome's strange powers: he simply assumes the wild mushrooms have colonized the rotting flesh of the undead to survive, and is quite keen to avoid any infected undead lest it decide his body is a suitable new home. Dodam is too convinced of his own importance and desperate in his need to escape the mines to ever be convinced that millennia have passed since his death — informing him of the current state of the Tablelands will, if anything, hasten his desire to escape, as he will misinterpret the new information as simply evidence that the Cleansing Wars are proceeding ahead of schedule and without him!

Strategy and Tactics

Dodam's first reaction to unfamiliar individuals is to attempt a parlay and will happily work with any group that offers to help him either escape or deal with Arludas' rival factions, playing to their greed or curiosity. He knows his loyalists are outnumbered by the Cairn-Born and gnomes and will generally avoid a fight or fall back if possible, preferring to let them fight each other. Despite this, Dodam has already lost too much territory to his rivals and will ferociously defend his little section of the city with every minion and power at his disposal when faced with a direct assault. While far from an eager fighter, Dodam remains an immensely powerful defiler who has centuries of experience with tunnel combat and knows every inch of human-controlled Arludas by memory. In combat, he will order his wraiths and any lesser undead to interpose themselves between himself and foes while blasting them from afar. Dodam's fire magic has turned the tide against the fungus-infested undead before, and he will attempt to save such spells for emergencies; he prefers to necromancy spells to gain control of enemy undead (for use as laborers) rather than risk destroying them with fire. If a battle turns against him, Dodam will flee into the tunnels, attempting to delay or dissuade foes with spells if necessary. He knows his wraith Honor Guards are his most valuable asset, and will attempt to preserve them, sacrificing his undead laborers if necessary.

History

Dodam was born in the 144th King's Age in the city of Nibenay, which ruled over the forests and plains to the west of the Pristine Tower and surrounding Goltish Forest. Despite their wealth and famed craftsmanship, the ancient Melai cities had not been spared the political and economic upheavals of the late Time of Magic: the Fourth Border War between Bodach and Waverly had collapsed the regional economy of the Goltish peninsula, and millennia of intensive farming and logging was putting a strain on the environment and led to conflict between Nibenay and the Goltish Forest folk. The Melai people's lifeblood was trade and craftsmanship, and resentment slowly built up towards the neighboring Reman cities and their policies of multiracial trade. The wizardly conflict being called the 'Preserver Jihad' had claimed countless lives and led to a distrust of those with magical aptitude.

Dodam, one of several sons of a traditional Melai noble family, displayed aptitude for magic at a young age, but fearing unwanted attention, his parents sent him

off to utilize his talents in the 'proper' way: as a Fire Priest in one of the city's monasteries. Though Nibenay was surrounded by abundant water and forests, Fire warmed and purified the bubbling waters under the plains and was vital in clearing the forests and fields for renewal, so the role was a surprisingly prestigious one. The young man had not gotten far in his studies when the Rajaat's heralds announced one of the last recruitment invitations to the Pristine Tower. Aware his magical talents came not from elemental patrons, Dodam quickly traveled east to learn under Rajaat and his students, and proved skilled enough to earn the notice of Gallard, one of Rajaat's greatest pupils. Gallard was famed as the most erudite of the Champions, and was of Melai descent, seen as an exemplar of their ancient and cultured traditions. However, the staunchly traditionalist and boorish Dodam quickly tired of his quick-witted master and was soon demoted to rank of commander in Gallard's experimental 'engineering' company: when the time came, these defilers would use their power to blast through gnomish tunnels and clear a path for the shock troops. Like the Champion himself, Dodam bore no particular hatred for demihumans, rather, his interests were more in personal glory, greed, and political ambition. The gnomes, be they the cosmopolitan folk of Giustenal's Groaning City and Bodach's Sliding Halls, or those of faraway Smeekyx or Udreegas, were legendary craftspeople whose psionic production facilities churned out the psionic crystals and obsidian orbs that Green Age society depended on, which put them in direct economic conflict with the Melai. Furthermore, the gnomes' sentimentality for the natural world often led them to support savages like the Pixies or Golts, who killed Melai farmers and lumberjacks. Dodam firmly believed the stories that gnomish enclaves and cities overflowed with gems and other wealth, wealth that would grant him the deserved prestige and power denied to him, first by his family and now by his mentor.

And so Dodam dispassionately reiterated the propaganda that greedy gnomes bankrolled demihuman and preserver attacks on Heartland settlements as he drilled his company for tunnel warfare. As the army marched south through Ulyan, it seemed things were going his way: Gallard notified him that he would have the honor of leading the Cleansing of first Navargos and then Arludas' of "shortbeards", and assigned Dodam a special Honor Guard of elite shocktroopers. Yet Dodam could not understand the Champion's focus on the 'civilians:' Gallard's merchant spies and sutler-agents, over his honored military-trained defilers. The Cleansing of Navargos' gnomes went surprisingly smoothly:

Dodam personally led the hunt for survivors into the city's underground, blasting screaming gnomish families into ash with all the passion of a merchant deducting costs. The only emotion he felt was when his eyes fell upon the finery and gems being carted out of family vaults by his men - a cold hunger for *more*. Having heard local stories of its mineral wealth, Dodam was pleased and eager to lead the Cleansing of Arludas, but the battle swiftly experienced unexpected difficulties. Many human *sutlers* failed to evacuate in time and were killed in the chaos of the initial assault and taking the outer farming terraces and gates was more difficult than it should have been. As planned, Dodam and his fellow defilers blasted open the gnomish tunnels so their regular troops could move in, but they had overestimated the quality of Arludas' tunnels compared to the fine gnomish halls of wealthier cities, and several defilers were killed by cave-ins and back-blasts from using destructive magic in the small tunnels. Nonetheless, the way was cleared for the shock troops, who stormed in and began butchering the populace. Dodam and his Honor Guard pushed deeper in an effort to hunt down the city's Whitebeard Fathers - the last moment of his life, he was proudly breaching the entrance hall of the Whitebeard Council when the tunnel collapsed on his head.

Dodam crawled out of the rubble as a thinking zombie after the fires had died and Gallard's forces had departed, joined by the wraith remnants of his Honor Guard, who were bound in service to their commanding officer. Dodam swiftly decided on interring the fallen humans who had been abandoned by their comrades, then leaving to rejoin Gallard's army: he saw no reason why his undeath should preclude returning to his post and eventually seeing home again; after all, he was now immortal. With the wraiths' aid he collected the dead and buried them under a great cairn of rubble in the center of the Whitebeard Council Hall, surrounding them with a ring of spears per Melai military tradition. His efforts to plunder what was left of Arludas and escape quickly faced two obstacles: gnomish undead, and a lack of fuel for his defiling magic, leaving him unable to breach Gallard's cave-in seal. The only possible source of fuel for his powers was the fungus growing wild in the gnomes' old underground farms, and that sector was firmly controlled by the city's former residents. Dodam was forced to depend on the odd fungus-infested gnomish undead as he and his Honor Guard fought a decades-long unwinnable guerrilla war with the city's former residents, growing increasingly impatient and frustrated and staying sane only by telling himself that if he escaped the city he could return to Gallard and finally be properly rewarded as he deserved.

Then came the day that boiling obsidian seeped from fissures in the caves, and Dodam felt a strange surge of power within himself. After some testing confirmed his Defiler magic suddenly no longer needed a life-source to function, he strode to the city gates and effortlessly blasted away Gallard's ancient seal, only to be horrified by the impenetrable wall of cooling obsidian that now sealed him inside. Things only grew worse when he returned to his power base, to find his Honor Guard scattered, and the formerly interred dead risen as some new type of undead. To his horror, Dodam realized these new "zhen" were too powerful for him to dominate; despite his assertions that he was the highest-ranking servant of Gallard present, the undead spies convinced their fellow zhen to drive off the "lesser undead": declaring themselves the 'Cairn-Born' and taking the former Council Chambers for themselves. Dodam and his wraith Honor Guard, deposed from their base, found themselves under assault from the gnomes who were now bolstered by their own newly risen undead.

Dodam's faction has reestablished themselves in the city's entrance area, slowly tunneling their way to the surface and have bolstered their numbers by raising comrades who did not reanimate during the Shining Tide, and the odd dominated undead gnome. Dodam has put these minions to work endlessly mining their way to the surface when he is not blasting his way through, and they have nearly broken through to the surface, despite regular attacks from both the gnomes and Cairn-Born. His relationship with the Cairn-Born is complicated: he considers them traitors with ambitions above their station, and they consider him an annoyance on their path to claiming their place as lords of the new obsidian-covered world. Nonetheless, the two groups have occasionally worked together to fight off the undead gnomes and fungus-things that crawl out of the deep mines.

Society

Dodam was an detached leader in life and still places little value on his servants, but he is fully aware that his Honor Guard are one of his few assets, and as such will not wantonly endanger them. He remains utterly transactional regarding potential allies and servants, and has no qualms about utilizing undead gnomes he manages to dominate. Dodam's laborers are also his primary *food* supply, and the fact that many of his lesser minions are stripped to bones should be a warning sign for any potential 'allies.' While his attempts to ally with or usurp the Cairn-Born have all failed, he has on occasion entered a temporary 'truce' with them to drive back the undead gnomes. Between

his ineffectual diplomacy and the arrogance of the zhen, these temporary lulls in hostilities usually collapsed as quickly as they formed.



Dodam's Honor Guard CR19

Male human Athasian wraith fighter 12

LE Medium undead (Incorporeal)

Init +11; **Senses** Listen +23, Search +18, Spot +23

Aura: -

Languages Melai, Gnomish, Sylvan, Ulyanese

AC 23; touch 23, flat-footed 16; **Dodge**, Incorporeal, Mobility

(+7 Dex, +6 Def)

hp 123 (19 HD; 19d12); **Fast Healing** 3

Immune Turning, Undead Traits; **Weakness** Vulnerability to Obsidian, Vulnerability to raise dead

Fort +10, **Ref** +13, **Will** +12

Speed Fly 60 ft. (good)

Melee Incorporeal Touch +24 (1d6+4 plus Str dmg)

Full Melee Incorporeal Touch +24/+19/+12 (1d6+4 plus Str dmg)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +15; **Grp**- (+20 when corporeal)

Combat Options Animate object (CL 19th), combat expertise, **Guilt Gaze** (DC 25), Heart grip (DC 25), possession (CL 19th, DC 27), spring attack, Strength damage (DC 25), **taint weapon** (DC 25), whirlwind attack.

Combat Gear -

Abilities Str -, Dex 24, Con -, Int 16, Wis 16, Cha 23

SQ **Ability damage** (Strength), darkvision 60 ft., Enduring Focus, **Fast Healing**, **Immunity to Turning**, Incorporeal Traits, necromant, temporary corporeality, undead traits, Vulnerability to Obsidian, vulnerability to raise dead.

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge ^B, Great Fortitude, Greater Weapon Focus (Touch) ^B, Greater Weapon Specialization (Touch) ^B, Improved Initiative, Improved Natural Attack (Touch), Mobility ^B, Spring Attack ^B, Weapon Focus (Touch) ^B, Weapon Specialization (Touch) ^B, Whirlwind Attack.

Skills Diplomacy +8, Hide +24, Intimidate +27, Listen +23, Search +18, Sense Motive +19, Spot +23.

Possessions none (-1 CR)

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

See next section for Appearance, Personality, Strategy and History

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Dodam's Footsoldiers CR13

Male human thinking zombie fighter 9

LE Medium undead (augmented humanoid)

Init +2; **Senses** darkvision 60ft.; Listen +11, Search +6, Spot +11

Languages Melai, Gnomish, Ulyanese

AC 24; touch 12, flat-footed 22

(+2 Dex, +4 natural, +5 armor, +3 shield)

hp 67 (9 HD; 9d12+9)

Resist Cold 10, Electricity 10; **Spell Turning** (1d4+6 spell levels)



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Immune Undead Traits; **Weakness** Vulnerability to Blessed Elements, **Vulnerability to Obsidian**
Fort +6, Ref +6, Will +7

Speed 30 ft.

Melee Spear +18 (1d6+9; 19-20/x2) or Dagger +18 (1d4+7; 19-20/x2) or Claw +15 (1d4+7) or Bite +15 (1d6+7) or Touch +15 (see Brand)

Full Melee Spear +18/+13 (1d6+9; 19-20/x2) and Shield Bash +12 (1d6+3; 20/x2) or 2x Claw +15 (1d4+7) and Bite +10 (1d6+3)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +9/+4; **Grp** +15

Combat Options Brand (3/day, 1d8 plus penalty), Combat Reflexes (4/round), Disease (DC 15), **Insanity (DC 15 or Confusion)**

Combat Gear *steel scale mail +1, steel spear +1 or steel dagger +1 (broken-off spearhead), heavy steel shield +1*

Abilities Str 24, Dex 16, Con -, Int 14, Wis 14, Cha 12

SQ darkvision 60 ft., **Enhanced Ability (+2 Str)**, Gray Toughness, **Rebuke Undead (4/day)**, Resistances, Skills, **Spell Turning**, Undead Traits, Vulnerability to Blessed Elements.

Feats Combat Reflexes, Implacable Defender, Improved Critical (Spear)^B, Improved Shield Bash, Iron Will, Shield Wall^B, Spear Wall^B, Weapon Focus (Dagger)^B, Weapon Focus (Spear)^B, Weapon Specialization (Spear)^B.

Skills Climb +13, Intimidate +11, Jump +13, Listen +11, Search +6, Sense Motive +11, Spot +11.

Possessions 12,000cp or combat gear plus: *belt of giant strength +2, gloves of dexterity +2.*

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Dodam's Footsoldiers still wear ancient Nibenese armor in various states of repair, consisting of a steel chainmail skirt with a crown-like steel helmet topped with a crown of horns. They wield long steel spears with a leaf-shaped blade, designed to be able to break off and be used in close combat. Despite being thinking zombies, many of the Footsoldiers have been reduced to near-skeletons.

The wraiths of the Honor Guard still show hints of being equipped with the same arms and armor as the Footsoldiers, within their swirling masses of black smoke.

Personality Notes

Fanatic, loyal, stubborn

These troops are as unswervingly loyal as they are contemptuous of the gnomes they've been fighting for millennia. The long years of entombment and constant conflict has done nothing to improve their attitudes towards outsiders either.

Strategy and Tactics

Dodam's Footsoldiers are well practiced at maintaining very tight shield wall formations while fighting with their spears. They trained extensively to fight gnomes, but the Cairn-Born have taken King's Ages to learn to fight effectively.

If the wraiths of the Honor Guard are not shadowing Dodam, they can be found directing small units of Footsoldiers on sorties.

History

The soldiers under Dodam's command came a long way from ancient Nibenay to kill gnomes, died, and have been trapped for long years with their commander in a gnomish mine filled with many unspeakable and powerful things. All they want is to escape the mines and retake their place in the armies of Gallard.

Society

While not remotely mindless, the Footsoldiers still obediently follow the orders of Dodam and his wraith lieutenants - if only to expedite their release from the caves.

Even if the Honor Guard wraiths wanted to leave Dodam behind and escape the mines on their own, they cannot: Dodam carries with him their Honor Guard badges. As symbols of rank and dedication in life, the badges are also the foci of the wraith's spirits.



Cairn-Born (24) CR22

Male human zhen psion (Telepath) 7 / wizard 5 / necromant 3 / Cerebremancer 5

CE Medium undead (augmented humanoid, human, Psionic)

Init +1; **Senses** Listen +12, Search +20, Spot +16

Aura: -

Languages Melai, Gnomish, Sylvan, Ulyanese

AC 31; touch 13, flat-footed 28

(+3 Dex, +10 natural, +8 armor)

hp 150 (20 HD; 20d12+20); Fast Healing 3

DR 5/magic

Immune Fear, Undead Traits; **Weakness** Stench, Vulnerability to Steel, Vulnerability to Mind-Affecting Effects

Fort +5, **Ref** +8, **Will** +18

Speed 30 ft.; obsidian climb

Melee Dagger +13 (1d4+5; 19-20/x2) or Slam +11 (1d8+3) or Touch +11 (by spell)

Full Melee Dagger +13/+8 (1d4+5; 19-20/x2) and Slam +6 (1d8+1)

Ranged Ranged Touch +11 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +8/+3; **Grp** +11

Combat Options Blinding Touch (DC 29), Greater Psionic Endowment (+2 DC), Psionic Focus (x2, Move action).

Combat Gear merciful psibane dagger +2

Spell-Like Abilities (CL = 21st):

1/day – *animate dead*, *create greater undead*, *create undead*;

Psi-Like Abilities (ML = 20; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Psion Powers (CL = 12th, PP: 180, DC 18 + power level):

7th — *energy wave*, *moment of prescience*, *personal mind blank*.

6th — *aura alteration*, *mass cloud mind*, *psionic disintegrate*, *mind switch*.

5th — *mind probe*, *psionic true seeing*, *psychic crush*, *shatter mind blank*.

4th — *empathic feedback*, *psionic dominate*, *psionic modify memory*, *schism*.

3rd — *danger sense*, *energy bolt*, *hostile empathic transfer*, *telekinetic thrust*.

2nd — *brain lock*, *concussion blast*, *psionic knock*, *read thoughts*.

1st — *attraction*, *call to mind*, *detect psionics*, *force screen*, *mindlink*.

Wizard Spells (CL = 13th, DC 18 + spell level):

7th — *delayed blast fireball*.

6th — *chain lightning*, *mislead*.

5th — *feeblemind*, *hold monster*, *prying eyes*.

4th — *fire shield*, *greater invisibility*, *screaming*, *stoneskin*, *wall of fire*.

3rd — *clairaudience/clairvoyance*, *dispel magic*, *haste*, *lightning bolt*, *vampiric touch*.

2nd — *acid arrow*, *detect thoughts*, *misdirection*, *scorching ray* x2.

1st — *alarm*, *expeditious retreat*, *jump*, *magic missile*, *mage armor*.

0 — *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook: (Clay tablets)

Abilities Str 16, Dex 16, Con –, Int 27, Wis 18, Cha 28

SQ Ambulatory Limbs, Create Undead, Damage Reduction, darkvision 60 ft., Fast Healing, Fear Immunity, Gray Casting, Gray Toughness, low-light vision, obsidian climb, Psicrystal (Liar), Psi-Like Abilities, Rebuke Undead (CL 20, 12 /day), Stench, Undead Presence, Undead Traits, Vulnerability to Obsidian, Vulnerability to Mind-Affecting Effects.

Feats Alertness ^B, Eschew Materials, Greater Psionic Endowment, Iron Will, Psicrystal Affinity, Psicrystal Containment, Psionic Endowment, Psionic Meditation, Psionic Mimicry, Quicken Power, Silent Spell, Scribe Scroll ^B, Still Spell ^B.

Skills Bluff +34, Concentration +32, Diplomacy +9, Gather Information +9, Knowledge (Arcana) +26, Knowledge (Psionics) +26, Knowledge (Religion) +12, Knowledge (The Planes) +11, Listen +12, Psicraft+26, Search +20, Sense Motive +36, Spellcraft +28, Spot +16.

Possessions 220,000cp or combat gear plus: *glammered bracers of armor* +8, *crystal mask of discernment*, *cloak of charisma* +6, *dorje of escape detection* (ml 5th, 13 charges), *eyes of the eagle*, *gloves of dexterity* +4, *headband of intelligence* +6, *periapt of wisdom* +4, *ring of protection* +2, *vest of resistance* +5; 75cp

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The sutler-agents of Gallard were some of his best-trained operatives, and no expense was wasted on outfitting them for infiltrating gnomish settlements. Their tattered clothing bears a strong resemblance to that still worn by the nobles and merchant-princes of modern Nibenay, such as decorative masks and loose, flowing cloaks of silk or fine linen. This finery was often powerful glamered magical or psionic gear designed to help them infiltrate and sabotage gnomish defenses from within.

Dodam and his wraiths interred the sutler-agents' remains along with the regular forces of Gallard's army, and after decades of burial under hastily-built rubble cairns, the remains had largely rotted away (or been consumed by vermin and the omni-presant fungi of the caves) by the time the Obsidian Tide occurred, but the Cairn-Born still somehow carry the putrid stench of rotting flesh. Their reanimation as zhen did nothing to restore their decayed bodies in a facsimile of their living forms, leaving many of the Cairn-Born as nearly skeletal caricatures of their living selves.

Personality Notes

Fanatic, loyal, determined

Gallard recruited his sutler-agents from among the merchant houses and noble families of Melai cities such as Nibenay, Kalidnay, Raam, and Yaramuke - specifically those well-versed in trade, diplomacy, and covert psionics or arcane magic. Answering only to Gallard and unknown to the mainstay forces within his Cleansing Army, they saw themselves as an elite cadre independent of the 'grunts' that formed the general army. When they were reanimated as zhen, they interpreted their new forms and powers as some sort of blessing befitting their status.

The Cairn-born see at the mass of obsidian leaking in from above as evidence that the surface world must have suffered some apocalyptic disaster, and as immortal beings of obsidian, they are perfectly suited to dominate that new world. The Cairn-born long ago grew bored with the prospect of ruling the ruins of Arludas and are wholly interested in escaping to the blackglass above to forge their own destiny. Unlike Dodam and his forces, they no longer care about Gallard and the Cleansing Wars - the undead gnomes are simply in the way, and if Dodam and his rabble will not submit to their obvious superiority, they will be destroyed as well.

Strategy and Tactics

Despite their primary role as infiltrators designed to gather intelligence and sabotage gnomish settlements, the Cairn-Born were powerful psions and defilers in life and have only grown more deadly after their reanimation as zhen. They will likely be aware of any intruders in their section of the ruins long before said intruders are aware of them, observing them from afar to gauge their motivations and weaknesses. If the Cairn-Born determine any outsiders could be useful in dealing with the other factions or escaping Arludas, they will send an envoy to meet with the outsiders, offering the riches of the Whitebeard's chambers or places of power in their new kingdom once they reach the surface, if need be. If this fails, the Cairn-Born will attempt to psionically dominate potential minions, only resorting to combat if they are forced to. If attacked, the zhen prefer to enact a staggered retreat to an area of Arludas where the obsidian breached through, to take advantage of their enhanced mobility upon obsidian.

History

The Champion Gallard always considered himself more of a scholar than a warlord and organized his Cleansing Army to deal with the gnomes of Athas in a more "professional" manner than his peers. More than any personal grievance or hatred, he hungered for the vast psionic and magical knowledge the gnomes had accumulated, with the extermination of their entire race a small price to pay. Gallard's Cleansing Army was thus planned with expediency and organization as a focus, drawing from the elite of Gallard's native culture, the Melai of the central Heartlands, whenever possible.

His "sutler-agents" were specifically handpicked from the ambitious members of Melia nobility and merchant-houses for their experience in dealing with demihumans. They were trained in infiltration tactics as well as psionics and magic, and placed among the civilian provisioners that handled the logistics of Gallard's Cleansing Army. Their existence was known only to Gallard and his top lieutenants, and, as independent agents, they did not answer to the regular chain of command.

Upon arriving in Ulyan, the merchants were sent to Arludas, supposedly to trade for supplies, but among them were Gallard's agents, who mapped out the city's outer defenses and strategies (though they were unable to enter the underground city proper). After the fall of Narvargos, the sutler-agents were sent back to Arludas with the army's vanguard — tasked with sabotaging

the city's outer defenses and assassinating prominent gnomes, and then withdrawing to safety when the vanguard launched its surprise attack. Due to errors in communication, some of sutler-agents were caught in the chaos on Arludas' outer farming terraces, killed either by errant battle-spells or by the gnomes themselves, and their bodies were forgotten among the dead as the chain of command faltered amidst the chaos. The dead were left behind and sealed within the ruins of Arludas by Gallard; the bodies were soon found by a reanimated Dodam Linass and buried in a makeshift cairn in the former Whitebeard Council Hall. When the Shining Tide flowed over Arludas, a fissure in the ruined ceiling allowed a tendril of molten obsidian to seep into the Council Chamber, and with it the strange necromantic energy of the obsidian. The sutler-agents rose along with the other zhen, and quickly asserted themselves as the leaders of the group, convinced that, if the obsidian had seeped this deep under the earth, surely nothing survived on the surface above, and that their nature as strange obsidian-infused undead made them the natural lords of this new world. Dodam's attempts to pull rank fell on deaf ears, and the so-called Cairn-Born demanded the pre-existing undead humans submit to their rule or be destroyed. Dodam and his followers fled, while the zhen took over the former chambers of the Whitebeards as their base from which to conquer the rest of the city and excavate a way to the surface. After centuries fighting Dodam's forces and the strange fungus-infested undead gnomes, the Cairn-Born have grown bored of the prospect of conquest and have focused their efforts on escaping Arludas.

Society

While the former sutler-agents hold the most influence, the Cairn-born operate more-or-less democratically. Though they are the most powerful of the zhen, the sutler-agents operated as they were independent agents with no chain of command in life; the Cairn-Born are united by their notions of their inherent supremacy and disdain for the other undead of Arludas. While the zhen consider Dodam and his undead inferior, they share a common enemy in the undead gnomes, and over the centuries the human undead have occasionally formed temporarily alliances to drive the gnomes back to their fungal garden-caverns. These temporary alliances usually immediately collapse, and the Cairn-born's powers have slowly tipped the balance of power in their favor over the centuries. The zhen's primary focus is escaping Arludas, and they have slowly been expanding the fissure in the roof of the Whitebeard

council chamber upward. This effort is slowed by their disdain for the labor - they would prefer to do it with dominated lesser undead, but they are the only ones who can climb the obsidian tunnel to chip their way upwards. They instead assign their dominated undead minions, harvested from the enemy factions or the non-reanimated comrades in the cairn, to defend their territory.



Creatures of the Deep Mines (Gu'as Fungus Zombies, Small) CR5

Small Gu'as Fungus Zombie

TN Small Plant

Init +7; **Senses** darkvision 60 ft, Tremorsense 60 ft; Listen +6, Spot +6

Languages Does not speak; understands: Gnomish, Ulyanese

AC 19, touch 14, flat-footed 15
(+1 size, +3 Dex, +5 natural)

hp 52 (8d8+16); Regeneration 5

Immune Plant Traits

Resist -; **PR** -, **SR** -

Fort +8, **Ref** +5, **Will** +3

Speed 30 ft. (6 squares)

Attack Slam +9 melee (1d4+3; 20x/2)

Full Melee 2x Slams +9 melee (1d4+3; 20/x)

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

Base Atk +6/+1; Grp +5

Combat Options Power Attack, Spore Cloud (DC 16)

Combat Gear -

Abilities Str 16, Dex 17, Con 14, Int 4, Wis 12, Cha 1

SQ Low-light Vision, Plant Traits, Regeneration 5, Tether-Vine, Tremorsense 60 ft, Vitality shield.

Feats Alertness, Improved Initiative, Power Attack

Skills Hide +9, Listen +6, Move Silently +6, Spot +6.

Possessions -

Environment: Underground

Organization: Solitary, pair, or gang (2-8)

Treasure: None

Alignment: Always neutral

Advancement: 8-16 HD (Small); 17-24 HD (Medium)

Level Adjustment: -

See next entry for full description



Creatures of the Deep Mines (Gu'as Fungus Zombies, Medium) CR9

Advanced Gu'as Fungus Zombie

TN Medium Plant

Init +7; **Senses** darkvision 60 ft, Tremorsense 60 ft;

Listen +6, Spot +6

Languages Does not speak; understands: Gnomish, Ulyanese

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 170 (20d8+80); Regeneration 5

Immune Plant Traits

Resist -; **PR** -, **SR** -

Fort +16, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)

Attack Slam +20 melee (1d8+5; 20x/2)

Full Melee 2x Slams +20 melee (1d8+5; 20/x2)

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

Base Atk +15; Grp +20

Combat Options Cleave, Power Attack, Spore Cloud (DC 24)

Combat Gear -

Abilities Str 21, Dex 16, Con 18, Int 4, Wis 12, Cha 1

SQ Low-light Vision, Plant Traits, Regeneration 5, Tether-Vine, Tremorsense 60 ft, Vitality shield.

Feats Alertness, Cleave, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Slam), Power Attack, Stealthy.

Skills Hide +11, Listen +10, Move Silently +12, Spot +10.

Possessions -

Environment: Underground

Organization: Solitary, pair, or gang (2-8)

Treasure: None

Alignment: Always neutral

Advancement: 8-16 HD (Small); 17-24 HD (Medium)

Level Adjustment: -

Special Qualities (descriptions)

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Spore Cloud (Ex): Three times per day, as a free action, a gu'as fungus zombie can breathe a cloud of greenish spores in a 5-foot cube directly in front of it. Any creature caught in the cloud must succeed on a Fortitude save (DC 10 + ½ HD + Con modifier) or be slowed (as the *slow* spell) for 6 rounds. One minute later, the creature must make another Fortitude save or take a penalty (1d3 points) to its Strength score and this penalty can even affect undead creatures. A creature reduced to 0 Strength cannot move at all and lies helpless on the ground.

A gu'as zombie must wait at least 1d4 rounds before releasing another spore cloud.

Tether-Vine (Ex): A gu'as fungus zombie is connected to the gu'as mother host that created it by a long sinewy vine. It is not known how far these vines can stretch, but the tether has proven no obstruction to the zombies travelling throughout the Beardpit Mines. The vine has AC 19 (touch 12) and has 10 hit points. Damaging or severing the vine deals no damage to the gu'as fungus zombie or the gu'as mother host itself, but if severed, the zombie loses its regeneration ability.

Once the vine is severed, it will rapidly reel itself back towards its original source at a speed of 50' per round.

Tremorsense (Ex): Gu'as fungus zombies can automatically sense the location of anything within 60 feet in any direction (including through solid dirt or stone), so long as it is touching the ground or walls.

Vitality Shield (Ex): Plant (or fungal) life would have no chance in the Dead Lands if it had not adapted to the life-draining effects of the undead. Gu'as fungus infestation grants immunity to negative energy and energy draining effects. For defiling purposes, the plant behaves like an animal with regards to providing energy for spells.

Appearance

Deep in the Beardpit Mines lurk zombies with deathly gray-green skin that were once humans and gnomes. Mildew and fungi grow upon their bodies and clothes,

and long, sinewy, greenish-brown nooses trail down the tunnels behind them. The creatures do not behave like normal zombies, hunting in groups in the darkness and dragging their undead prey screaming down into lower levels; these are gu'as fungus zombies.

Personality Notes

Gu'as fungus zombies show no spark of life in their eyes but are hardly mindless. They are not undead, though their name and appearance would suggest otherwise; they ignore attempts to turned/rebuke them and cannot controlled with undead-affecting abilities or magics.

Strategy and Tactics

When near the mother host, a cluster of gu'as fungus zombies will lie motionless, appearing dead. If any creatures come within 100 feet of a gu'as mother host, the zombies will rise and move to attack.

Gu'as fungus zombies prefer uneven odds that favor them, ganging up on a solitary individual whenever possible in battle. Defeated foes are dragged back to the gu'as mother host to be either devoured or transformed into a fungus zombie by the gu'as mother host to replace any losses in battle.



History

Gu'as fungus zombies are created from living or undead creatures slain by a gu'as mother host and transformed into minions of said creature. Only humanoids and giants can be transformed by a gu'as mother; other creatures are simply slain to nourish the fungal mass.

Gu'as fungus zombies serve no purpose other than to capture or kill prey for the gu'as mother host that created them. They sometimes retain vague memories of their former lives and these scenes sometimes manifest in the zombie's mind, causing them rage which they vent upon the nearest creature.

Society

There doesn't seem to be a maximum lifespan to fungus zombies - the fungal growth preserves the flesh quite well, repairing damage and wear. It is possible to tell how long a creature has been a fungus zombie by the amount of plant matter that has replaced its animal tissue.



Gu'as Mother Host CR13

TN Huge Plant

Init +5; **Senses** darkvision 60 ft, Tremorsense 360 ft; Listen +24, Spot +5

Languages Does not speak; understands: Gnomish, Ulyanese

AC 24, touch 9, flat-footed 23
(-2 size, +1 Dex, +15 natural)

hp 168 (16d8+96);

DR 10/Slashing and Magic

Immune Flanking, Plant Traits

Resistance: Fire 10; **PR** -, **SR** -

Fort +16, **Ref** +6, **Will** +8

Speed 10 ft. (2 squares), burrow 10 ft.

Attack Pseudopod +19 melee (2d6+10, 20/x2)

Full Melee 6x Pseudopod +19 melee (2d6+10, 20/x2)

Space 15 ft.; **Reach** 15 ft.

Base Atk +10; **Grp** +28

Combat Options Constrict (2d6+10 dmg), Create Spawn, Improved Grab

Combat Gear -

Abilities Str 30, Dex 12, Con 23, Int 10, Wis 16, Cha 6

SQ DR 10/Slashing and Magic, Dark Vision 60 ft., Fungal Body, Plant Traits, Resistance to Fire 10, Tremorsense 360 ft., Vitality shield.

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Pseudopod)

Skills Hide -7, Listen +24, Move Silently +20, Spot +5.

Possessions -

Environment: Underground

Organization: Solitary

Treasure: Standard

Alignment: Always neutral

Advancement 17-32 HD (Huge); 33-48 HD (Gargantuan)

Level Adjustment: -

See next entry for full description



Mother of the Deep Mines

CR19

Advanced Gu'as Mother Host

TN Gargantuan Plant

Init +5; **Senses** darkvision 60 ft, Tremorsense 360 ft; Listen +24, Spot +5

Languages Does not speak; understands: Gnomish, Ulyanese

AC 26, touch 8, flat-footed 25; Dodge, Mobility (-3 size, +1 Dex, +18 natural)

hp 486 (36d8+324);

DR 10/Slashing and Magic

Immune Flanking, Plant Traits

Resistance: Fire 10; **PR** -, **SR** -

Fort +31, **Ref** +14, **Will** +14

Speed 10 ft. (2 squares), burrow 10 ft.

Attack Pseudopod +39 melee (3d6+14, 20/x2)

Full Melee 6x Pseudopod +39 melee (3d6+14, 20/x2)

Space 15 ft.; **Reach** 15 ft.

Base Atk +27; **Grp** +53

Combat Options Combat Expertise, Combat Reflexes (2/round), Constrict (3d6+14 dmg), Create Spawn, Improved Grab, Improved Trip

Combat Gear -

Abilities Str 38, Dex 13, Con 28, Int 13, Wis 16, Cha 6

SQ DR 10/Slashing and Magic, Dark Vision 60 ft., Fungal Body, Plant Traits, Resistance to Fire 10, Tremorsense 360 ft., Vitality shield.

Feats Alertness, Cleave, Combat Expertise, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Great Cleave, Improved Initiative, Improved Trip, Power Attack, Stealthy, Weapon Focus (Pseudopod).

Skills Hide +12, Listen +35, Move Silently +33, Spot +15.

Possessions -

Environment: Underground

Organization: Solitary

Treasure: Standard

Alignment: Always neutral

Advancement 17-32 HD (Huge); 33-48 HD (Gargantuan)

Level Adjustment: -

Special Qualities (descriptions)

Constrict (Ex): With a successful grapple check, a gu'as mother host can crush a grabbed opponent, dealing damage equal to a pseudopod attack.

Create Spawn (Ex): When a living or undead creature is killed by a gu'as mother host, it instantly burrows the pseudopod into the creature's body. Any internal organs and fluids are absorbed by gu'as mother host and the corpse is infected with gu'as fungus. Over the next 1d4 days the fungus grows, replacing missing tissues, after which time the slain creature rises as a gu'as fungus zombie connected by the pseudopod - now transformed into a tether-vine - to the gu'as mother host that created it. Gu'as fungus zombies possess none of their former abilities.

Fungal Body: A gu'as mother host's body is composed of millions of hyphae, all entwined together. It has no clear front or back and no discernable anatomy, and is not subject to critical hits or flanking. A gu'as mother host is able to lash out with up to 6 pseudopods at a time (a max of 8 if Gargantuan) that deal bludgeoning damage. If a pseudopod is severed, it can extend a new one the following round. Unlike other creatures, a gu'as mother host is shapeable. It can occupy any combination of the appropriate number of contiguous squares.

Improved Grab (Ex): To use this ability, a gu'as mother host must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it

establishes a hold and deals slam damage each round the hold is maintained.

Tremorsense (Ex): A Gu'as mother host has tremendous sensitivity to the ground surrounding it. It can automatically sense the location of anything within 360 ft in any direction (including through solid dirt or stone), so long as it is touching the ground or walls.

Vitality Shield (Ex): Plant (or fungal) life would have no chance in the Dead Lands if it had not adapted to the life-draining effects of the undead. A Gu'as mother host has immunity to negative energy and energy draining effects. For defiling purposes, the plant behaves like an animal with regards to providing energy for spells.

Appearance

It is very difficult to discern what the Gu'as Mother Host actually looks like. It seldom reveals that much of its body at one time, unless facing a large group of enemies. Those who have encountered it describe it as a dark greyish-green mass with many pseudopods rising out of the top of it. It does not seem to have an identifiable front or back.

Strategy and Tactics

A Gu'as Mother Host will stay secluded in one secure location deep underground for as long as it can reasonably find nourishment. It sends out raiding parties of gu'as fungus zombies that bring back organic matter for nourishment and captured living or undead victims to create more gu'as fungus zombies. If a foe comes within 15 feet of a mother host itself, it lashes out with its pseudopods and attempts to grapple the foe. A grappled foe is then subjected to additional damage as the Gu'as Mother Host crushes it with its pseudopod. Occasionally a mother host works in concert with its zombies, grabbing a foe and holding it while its fungus zombies attack them en masse. Defeated creatures are either transformed into fungus zombies or used as nourishment, depending on the needs of the mother host.

Should a gu'as fungus zombie's tether-vine become detached, a Gu'as Mother Host will extend a pseudopod to reattach to it at the first opportunity. Whether the Mother Host actually thinks to reattach to severed fungus zombies or it simply attaches pseudopods to all nearby creatures remains to be seen.

History

It is possible that the Gu'as Mother Host is distantly related to the Green Age horror known as the Gallows Tree. If so, it has learned to adapt to living deep beneath a land smothered by a layer of obsidian and filled with the undead. The Gu'as Mother Host has learned to move to where the food is, to sense vibration through the ground at far greater distances than its ancestors ever imagined, and to hunt and draw in unliving prey. It is very possible this creature hasn't consumed anything but the dead and undead for centuries.

The Gu'as Mother Host and its gu'as fungus zombies seem to be related to the fungus which infests the gnomish undead of the Beardpit Mines. This perhaps explains some of the gnome's strange powers.

Society

The Gu'as Mother Host known as the Mother of the Deep Mines seems to rule the deep caves below the Beardpit Mines. Assumed to be a unique creature, there may in fact be several haunting the depths; it would all depend on the availability of dead organic matter and the reproductive cycle of Gu'as Mother Hosts, if any. It is also unknown how long a Gu'as Mother Host could last without consuming dead matter, or how far it could travel underground looking for sustenance if it needed to.

No Gu'as Mother Host or Gu'as Fungus Zombie has ever been seen on the surface of the obsidian. This may be because the Beardpit Mines have been sealed off under the obsidian since the Boiling Ruin, or for some other reason - perhaps one related to the nature of the gu'as fungus itself.





Whitebeards (Psion) CR 16

Male gnome thinking zombie psion (seer) 15

LE Small Undead (augmented humanoid, gnome, Psionic)

Init +0; **Senses** darkvision 60ft., low-light vision; Listen +25, Search +7, Spot +25

Languages Gnomish, Sylvan, Ulyanese Giant, Ulyanese

AC 15; touch 11, flat-footed 14 (+1 size, +0 Dex, +4 natural)

hp 132 (15 HD; 15d12+15+20)

DR 5/magic; **Resist** Cold 10, Electricity 10

Immune Turning, Undead Traits; **Weakness** Vulnerability to Blessed Elements

Fort +5, **Ref** +5, **Will** +12

Speed 20 ft.

Full Melee 2x Claw +9 (1d3+2) and Bite +5 (1d4+1)

Melee Claw +9 (1d3+2) or Bite +9 (1d4+2)

Ranged Touch +7 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +7/+2; **Grp** +5

Combat Options Disease (DC 19), Greater Psionic Endowment (+2 DC), Psionic Meditation (Move action)

Combat Gear -

Spell-Like Abilities

(CL = 15th; DCs are Charisma-based.)

At will - *alarm*, *cat's grace*, *magic missile*, *spike growth* (works on bare stone);

(CL = 1st; DC 10 + gnome's Cha modifier + spell level)

1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

1/day—*dancing lights*, *ghost sound*, *prestidigitation*.

Psion Powers (ML 15th, PP: 240, DC 16 + power level):

8th — *hypercognition*, *recall death*.

7th — *energy conversion*, *energy wave*, *evade burst*, *fate of one*, *ultrablast*.

6th — *greater precognition*, *psionic disintegrate*, *remote view trap*, *temporal acceleration*.

5th — *catapsi*, *ectoplasmic shambler*, *psionic true seeing*, *psychic crush*.

4th — *psionic dimension door*, *remote viewing*.

3rd — *body adjustment*, *mental barrier*, *telekinetic thrust*, *ubiquitous vision*.

2nd — *biofeedback*, *clairvoyant sense*, *detect hostile intent*, *swarm of crystals*.

1st — *energy ray*, *destiny dissonance*, *defensive precognition*, *inertial armor*, *mind thrust*, *offensive precognition*.

Abilities Str 14, Dex 10, Con —, Int 23, Wis 16, Cha 15

SQ **Change shape**, **Damage Resistance 5/magic**, **Enhanced Ability (+1 profane bonus on saving throws)**, gnome traits, gu'as fungal growth, gray toughness, **immunity to turning**, low-light vision, resistances, skills, undead traits, vulnerability to blessed elements.

Feats Craft Dorje, Craft Universal Item, Greater Psionic Endowment ^B, Overchannel, Psionic Body, Psionic Endowment ^B, Psionic Meditation, Quicken Power ^B, Talented, Unconditional Power.

Skills Concentration +20, Knowledge (Psionics) +24, Listen +25, Psicraft +24, Search +10, Sense Motive +7, Spot +25.

Possessions 59,000cp or combat gear plus: *cognizance crystal* (7 pp), *dorje of energy burst* (cl 5th, 22 charges), *headband of intelligence* +6, *potion-orb of cure light wounds* (cl 1st), *ring of protection* +1.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Gnome Traits:

- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

- **Spell-Like Abilities:** see above

Gu'as Fungal Growth (Ex): The gnomes of the Beardpit Mines have cultivated a special strain of gu'as fungus, nourishing it with their own undead bodies. The presence of this strain of gu'as fungus grants the gnomes immunity to Turn/Rebuke Undead effects, and in fact causes them to be healed by Positive Energy.

See next description for Appearance, Personality, Strategies, History and Society



Whitebeards (Cleric) CR 16

Male gnome thinking zombie cleric (magma) 15

LN Small Undead (augmented humanoid, gnome, Psionic)

Init +2; **Senses** darkvision 60ft., low-light vision; Listen +25, Search +7, Spot +25

Languages Gnomish, Sylvan, Terran, Ignan, Ulyanese Giant, Ulyanese

AC 23; touch 13, flat-footed 20
(+1 size, +2 Dex, +4 natural, +3+3 armor)

hp 112 (15 HD; 15d12+15)

DR 5/magic; **Resist** Cold 10, Electricity 10

Immune Turning, Undead Traits; **Weakness** Code of Honor, Vulnerability to Blessed Elements

Fort +12, **Ref** +10, **Will** +18

Speed 20 ft.

Melee Claw +13 (1d3+2) or Bite +13 (1d4+2) or gnome Hooked Hammer +16 (1d6+5; 20/x3)

Full Melee 2x Claw +13 (1d3+2) and Bite +9 (1d4+1) or gnome Hooked Hammer +16 (1d6+5; 20/x3) and Bite +9 (1d4+1)

Ranged Touch +9 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +11/+6/+1; **Grp** +9

Combat Options Disease (DC 19)

Combat Gear small MW steel gnome hooked hammer (+3), small MW studded leather armor (+3).

Spell-Like Abilities

(CL = 15th; DCs are Charisma-based.)

At will - *alarm*, *cat's grace*, *magic missile*, *spike growth* (works on bare stone);

(CL = 1st; DC 10 + gnome's Cha modifier + spell level)

1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

1/day—*dancing lights*, *ghost sound*, *prestidigitation*.

Cleric Spells (CL 15th, DC 16 + spell level):

8th — *Create Greater Undead*, *magma tunnel* (d).

7th — *earthquake* (d), *extended summon monster VI*, *greater scrying*.

6th — *gray beckoning* (d), *Heal*, *Create Undead*, *undeath to death*.

5th — *commune*, *elemental strike*, *augmented Animate Dead*, *quickened shield of faith*, *true seeing*, *unliving identity* (d).

4th — *Cure critical wounds*, *divination*, *divine power*, *extended prayer*, *spell immunity*, *vampiric touch* (d).

3rd — *bestow curse*, *dispel magic*, *extended silence*, *prayer*, *searing light x2*, *spike stones* (d), *Animate Dead*.

2nd — *aid*, *augury*, *heat metal* (d), *resist energy*, *return to earth*, *silence*, *speak with dead*, *spiritual weapon*.

1st — *bless*, *divine favor*, *hide from undead*, *magic stone* (d), *obscuring mist*, *sanctuary*, *shield of faith*, *cure light wounds*.

0 — *detect magic*, *create element*, *disrupt undead x2*, *mage hand*, *message*.

Abilities Str 14, Dex 14, Con –, Int 16, Wis 23, Cha 15

SQ **Change shape**, **damage resistance 5/magic**, clerical domains (**Dead Heart**, **Mountain's Fury**), **Enhanced Ability (+1 profane bonus on saving throws)**, gnome traits, gu'as fungal growth, gray toughness, **immunity to turning**, low-light vision, rebuke undead (8/day), resistances, skills, undead traits, vulnerability to blessed elements.

Feats Brew Potion, Craft Wondrous Item, Extend Spell, Extra Turning, Martial Weapon Proficiency (gnome Hooked Hammer), Quicken Spell.

Skills Concentration +20, Diplomacy +20, Heal +12, Knowledge (Arcana) +12, Knowledge (Religion) +21, Listen +7, Search +7, Sense Motive +7, Spellcraft +21, Spot +7.

Possessions 59,000cp or combat gear plus: *cloak of resistance* +2, *potion-orb of hide from undead* (cl 1st) x5, *potion-orb of magic circle against evil* (cl 3rd), *pearl of power* (4th), *peripat of wisdom* +6.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks

(such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.

- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Gnome Traits:

- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **Spell-Like Abilities:** see above

Gu'as Fungal Growth (Ex): The gnomes of the Beardpit Mines have cultivated a special strain of gu'as fungus, nourishing it with their own undead bodies. The presence of this strain of gu'as fungus grants the gnomes immunity to Turn/Rebuke Undead effects, and in fact causes them to be healed by Positive Energy.

Appearance

Although the millennia have not been kind to them, the Whitebeards are still clearly recognizable as gnomes: very short, pronounced features, and with a modest length beard under their strong chins and moustaches. The Whitebeard's heads still bear the shaved bald patch which was the signature of their faith, they wear the white and silvery-grey fractal patterned robes of their station, and they are richly appointed in crystalline jewellery. The priests wield fine steel hammers and all of their equipment features the signs of gnomish craftsmanship - fractal Voronoi patterns on the surface, with crystal accents and decorations.

A mesh of fine white fibers grows all over the gnomes' clothes, throughout their hair, and across their skin - this is the gu'as fungus. Occasionally, a spore-bearing body (a mushroom) will form, usually on a gnome's head or back. These growths look more like crumpled brown paper or cloth than a classic mushroom, but they are what the gnomes originally farmed in the mines for food. Now, the fungus and gnomes nourish each other.

Personality Notes

Jaded, Dedicated, Stoic

In life, each Whitebeard took their spiritual and political responsibilities very seriously as they tended to the needs of their followers. That same sense of duty still reigns over them in undeath, as they carefully consider every action taken. The bodies and very souls of their followers are at stake in confronting the dual threats of the human undead and the creatures of the deep mines.

Strategy and Tactics

The Whitebeards guide the overarching strategy and major tactical decisions of the community as a whole. In combat (a rare event), Whitebeard psions tend to hang towards the back, using their powers in artillery and support roles.

Whitebeard clerics usually directly support the combat efforts of their warriors, using healing and support spells on the front-line fighters as necessary. The Whitebeard clerics can directly attack and defend themselves if needed, but they will rarely engage individually unless cornered.

History

The Remaan re-colonization of the Pristine Continent was a great renaissance for the gnomes of the Heartland, and many flocked first to the Remaan coastal cities and then to the liberated Melai cities, developing small but prosperous enclaves beneath Giustenal and Bodach (home of the famed gnomish "Sliding Halls"). As trade between Remaan cities and Ulyan flourished, many gnomish caravans and settlers traveled south, shocked to find some of their kind already lived in harmony with the pixies of Vanarra and Small Home. These forest gnomes, derogatorily named "Brownies" by their arriving kin, were distant cousins that revered Earth through living in symbiosis with the forests. While they shared the same basic faith as the more "civilized" gnomes and bore each other no enmity, both groups found the other's customs and religious practices to be incompatibly different. And so the gnomish colony of Arludas was established in the hills east of Small Home as a compromise - staying close for mutual protection, but not so close as to actually have to interact with one another regularly.

Sizable gnome communities existed within several Ulyanese cities such as Nagavos and Olnak, usually

as prosperous craftsmen or other experts. When the Cleansing Armies struck Nagarvos, the gnomes had

Society

The Whitebeards are the spiritual and tactical leaders of the undead gnomes of the mines, and the Whitebeards take the responsibility very seriously. As time has worn on, with each new battle a few more undead gnomes are destroyed by the human undead, and they lose a little bit more of the mines to their killers. But, since their reanimation, the Whitebeards have taken to worshipping Paraelemental Magma, rather than their traditionally beloved Elemental Earth (the Elements reject undead clerics); with this change in faith came new enhanced over death and the reanimation of undead. If they wished, the Whitebeards could animate a host of dead gnomes as Thinking Zombies (and other types of undead) to defend their home and defeat their murderers; the only thing stopping them is their slowly waning faith in Elemental Earth. The gnome's first action upon reanimation was to bury their brethren that had found peace in death. As the battles rage on, the Whitebeards are faced with a quandary: do they leave the remaining dead to rest, at the risk of losing the battle for the Beardpit Mines, or do they reanimate all of their brethren, potentially cursing them as well to an eternity of unending frustration and war, for the chance to win the mines back and find rest for them all? The debate continues, growing ever more desperate with each lost battle.



Gnome Thinking Zombies

CR13

Male and female gnome thinking zombie fighter 9

NE Small Undead (augmented humanoid, gnome, Psionic)

Init +7; **Senses** darkvision 60ft., low-light vision; Listen +14, Search +5, Spot +12

Languages Gnomish, Sylvan, Ulyanese Giant, Ulyanese

AC 25; touch 14, flat-footed 22; **Dodge** Mobility (+1 size, +3 Dex, +4 natural, +4 armor, +3 shield)

hp 79 (9 HD; 9d12+9+12)

DR 5/magic; **Resist** Cold 10, Electricity 10

Immune Turning, Undead Traits; **Weakness** Vulnerability to Blessed Elements
Fort +8, **Ref** +8, **Will** +7

Speed 20 ft.

Melee Claw +15 (1d3+5; 20/x2) or Bite +15 (1d4+5; 20/x2) or Dagger +16 (1d3+5; 19-20/x2)

Full Melee Claw +15 (1d3+5; 20/x2) and Bite +10 (1d4+2; 20/x2)

Ranged Dagger +14 (1d3+5; range 10 ft; 19-20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +9/+4; **Grp** +10

Combat Options Combat Expertise, Disease (DC 14), Greater Psionic Fist (+4d6), Psionic Meditation (Move action), Unavoidable Strike.

Combat Gear MW small bone dagger, *small heavy shield* +1, *small studded leather armor* +1

Spell-Like Abilities

(CL = 9th; DCs are Charisma-based.)

At will - *alarm*, *cat's grace*, *magic missile*, *spike growth* (works on bare stone);

(CL = 1st; DC 10 + gnome's Cha modifier + spell level)

1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

1/day—*dancing lights*, *ghost sound*, *prestidigitation*.

Psionic Powers: (ML 1st, PP: 2, DC 11 + power level): *Destiny Dissonance*.

Abilities Str 20, Dex 16, Con –, Int 14, Wis 14, Cha 12

SQ **Change Shape**, **damage resistance** 5/magic, darkvision 60 ft., **Enhanced Ability** (+1 **profane bonus on saving throws**), gnome Traits, Gu's Fungal Growth, Gray Toughness, **Immunity to Turning**, low-light vision, Resistances, Skills, Undead Traits, Vulnerability to Blessed Elements.

Feats Combat Expertise, Dodge ^B, Greater Psionic Fist ^B, Hidden Talent, Improved Initiative, Mobility ^B, Psionic Body, Psionic Meditation, Psionic Fist ^B, Unavoidable Strike ^B.

Skills Climb +11, Hide +13, Jump +11, Listen +14, Search +5, Sense Motive +6, Spot +12.

Skills Climb +5+6, Craft (Alchemy) +0+0+2, Handle Animal +1+0, Hide +3+(12/2)+4, Intimidate +1+0, Jump +5+6, Listen +2+(12/2)+2+4, Ride +3+0, Search +1+0+4, Sense Motive +2+0+4, Spot +2+(12/2)+4.

Possessions 12,000cp or combat gear plus: *belt of giant's strength* +2, *gloves of dexterity* +2, *potion-orb of cure moderate wounds (cl 3rd)*, *potion-orb of hide from undead (cl 1st)* x2, *vest of resistance* +1.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Gnome Traits:

- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **Spell-Like Abilities:** see above

Gu'as Fungal Growth (Ex): The gnomes of the Beardpit Mines have cultivated a special strain of gu'as fungus, nourishing it with their own undead bodies. The presence of this strain of gu'as fungus grants the gnomes immunity to Turn/Rebuke Undead effects, and in fact causes them to be healed by Positive Energy.

See next section for Appearance, Personality, Strategy, History, and Society



Gnome Vengers CR14

Male and female gnome venger fighter 9

NE Small Undead (augmented humanoid, gnome, Psionic)

Init +6; **Senses** darkvision 60ft., low-light vision; **Listen** +3, **Search** +0, **Spot** +1

Languages Gnomish, Ulyanese

AC 18; touch 13, flat-footed 16; **Dodge**, **Mobility** (+1 size, +2 Dex, +2 natural, +3 armor)

hp 67 (9 HD; 9d12+9)

DR 5/magic

Immune Turning, Undead Traits; **Weakness** -

Fort +8, **Ref** +7, **Will** +6

Speed 20+10 ft.

Melee Slam +17 (1d8+8; 20/x2) or **Dagger** +17 (1d3+6; 19-20/x2)

Full Melee 2x Slam +17 (1d8+8; 20/x2) or **Dagger** +17/+12 (1d4+6; 19-20/x2) and Slam +12 (1d8+5; 20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +9/+4; **Grp** +12

Combat Options Flesh Detonation (30ft radius, 5d6 dmg, DC 16), Moan (DC 16), Power Attack, Reckless Offence (-4 AC, +2 to hit), Spring Attack

Combat Gear MW small bone dagger, *small studded leather armor* +1

Spell-Like Abilities

(CL = 9th; DCs are Charisma-based):

At will - *alarm*, *magic missile*, *spike growth* (works on bare stone);

(CL = 1st; DC 10 + gnome's Cha modifier + spell level)

1/day - *speak with animals* (burrowing mammal only, duration 1 minute).

1/day - *dancing lights*, *ghost sound*, *prestidigitation*.

Psi-Like Abilities (ML = 9th, DCs are Charisma-Based):

At will - *body equilibrium*, *inflict pain**;

1/day - *energy adaptation**, *recall agony**.

*Power can be augmented.

Abilities Str 22, Dex 14, Con -, Int 10, Wis 12, Cha 14

SQ **Change Shape**, **damage resistance** 5/magic, **darkvision** 60 ft., **Enhanced Ability** (+1 profane bonus on saving throws), **Enduring Focus**, **gnome Traits**, **Gu'as Fungal Growth**, **Gray Toughness**, **Immunity to Turning**, **low-light vision**, **Undead Traits**, **Vengeful Grasp**.

Feats Dodge ^B, Improved Initiative, Improved Natural Attack (Slam), **Mobility** ^B, Power Attack, Reckless Offence, Spring Attack ^B, **Weapon Focus** (Slam) ^B, **Weapon Specialization** (Slam) ^B.

Skills **Climb** +12, **Hide** +6, **Intimidate** +14, **Jump** +17, **Listen** +3.

Skills **Climb** +6+6, **Craft** (Alchemy) +0+0+2, **Handle Animal** +2+0, **Hide** +2+0+4, **Intimidate** +2+12, **Jump** +6+6+5, **Listen** +1+0+2, **Ride** +2+0.

Possessions 12,000cp or combat gear plus: *belt of giant's strength* +2, *boots of striding and springing*, *potion-orb of hide from undead*, *vest of resistance* +1.

Special Qualities (descriptions)

Venger Special Qualities: Refer to Appendix A for full list and descriptions.

Gnome Traits:

- +2 racial bonus on saving throws against illusions.

- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **Spell-Like Abilities:** see above

Gu'as Fungal Growth (Ex): The gnomes of the Beardpit Mines have cultivated a special strain of gu'as fungus, nourishing it with their own undead bodies. The presence of this strain of gu'as fungus grants the gnomes immunity to Turn/Rebuke Undead effects, and in fact causes them to be healed by Positive Energy.

Appearance

As with the other gnomes, the bodies of the warriors have clearly seen better days: the King's Ages of constant fighting have taken a toll. Fungal growths cover their bodies, but produce spore-bearing bodies (due to the rigors of combat).

The thinking zombies are all brutally damaged; the gu'as fungus has grown to fill-in many of the empty and missing areas however, causing them to look whole but giving them a strange patchy appearance.

The vengers are all in advanced stages of decay but it does not seem to hamper their combat abilities. While fungal strands crisscross their bodies, the constant destruction and rejuvenation of the vengers seems to hamper the growth of the gu'as fungus.

Personality Notes

The most telling differences between the gnomish warriors is in their personalities. The vengers are urgently obsessed with rejoining the fight as often and as soon as possible, focused as they are upon finding their killers and obtaining revenge.

Driven by a need to remove the enemy from their territory, however, the thinking zombies are more patient and flexible in their approach and tactics.

Strategy and Tactics

The gnome vengers are crazed berserkers in battle, heedless launching themselves into the fray. They know that there are only two possible outcomes to any battle for them: either they meet and kill their murderer, or they are destroyed and rise again. Vengers often sneak off while the Whitebeards are planning out an attack or defense strategy to



attempt to catch their murderers, using their abilities to change their appearance to sneak deep into enemy territory.

The thinking zombies are the staunch defenders of the gnomish forces: maintaining fortifications, guarding checkpoints and keeping the Whitebeards safe. They know that the only way to achieve their goals is through a group effort: a suicide assault on the human undead (while satisfying), would not liberate the Beardpit Mines.

History

The gnome vengers arose from those who felt betrayed at the moment of their death — mostly civilians. They remember in precise detail the moment of their death and their feelings at that moment, with their unending rage fueling their quest for vengeance.

The thinking zombies are largely remnants of the stalwart gnomes (warriors mostly) who defended Arludas during the siege by the Cleansing Army. Most of them only remember fragments of their former lives now, as their lives have revolved defending their homes and fellow for so long.

Society

The vengers and thinking zombies make up the bulk of the gnomish forces in the Beardpit Mines. While the Whitebeards provide support and strategy, it is the burning obsessions of the vengers and thinking zombies that keep the human undead from completely overrunning the gnomish territory. Unfortunately (for the other gnomes), some of the vengers find success with each raid, and each year, fewer and fewer vengers return from their kamikaze raids.



Gnome Racked Spirits CR14

Male and female gnome Racked Spirit fighter 9

NE Small Undead (augmented humanoid, gnome, Psionic)

Init +7; **Senses** darkvision 60ft., low-light vision; Listen +14, Search +7, Spot +14

Aura Fear (60 ft, <5 HD, DC 18)

Languages Gnomish, Ulyanese Giant, Ulyanese

AC 20; touch 18, flat-footed 16; Dodge, Incorporeal, Mobility

(+1 size, +3 Dex, +4 Def, +2 armor)

hp 67 (9 HD; 9d12+9)

Immune Undead Traits; **Weakness** Vulnerability to Raise Dead

Fort +6, **Ref** +6, **Will** +5

Speed Fly 50 ft. (perfect)

Melee Touch +13 (1d6+2 plus Cha dmg; 20/x2)

Full Melee Touch +13/+8 (1d6+2 plus Cha dmg; 20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +9/+4; **Grp**-

Combat Options Blinding Touch (DC 18), Charisma damage (DC 18 or 1d6 dmg), Energy Drain (DC 18), Psionic Fist (+2d6), Possession (DC 18), Spring Attack

Combat Gear -

Spell-Like Abilities (CL = 1st; DC 14 + spell level.)

1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

1/day—*dancing lights, ghost sound, prestidigitation*.

Psi-Like Abilities (ML = 14th. DC Charisma-based.)

At will—*aura sight**, *empathy**, *mindlink**, *psionic dominate**;

3/day—*recall agony**, *telekinetic force**.

*Power can be augmented.

Abilities Str -, Dex 16, Con -, Int 12, Wis 14, Cha 19

SQ darkvision 60 ft., Fast Healing, gnome Traits, Gray Toughness, low-light vision, Skills, Transmit Curse (DC 18), Undead Traits, Vulnerability to Raise Dead.

Feats Alertness, Dodge ^B, Improved Initiative, Improved Natural Attack (Touch), Mobility ^B, Psionic Fist, Spring Attack ^B, Weapon Focus (Touch) ^B, Weapon Specialization (Touch) ^B.

Skills Hide +13, Intimidate +16, Listen +14, Search +7, Sense Motive +8, Spot +14.

Possessions 12,000cp or combat gear plus: *cloak of charisma* +2, *bracers of armor* +2, *gloves of dexterity* +2.

Special Qualities (descriptions)

As per Racked Spirit Special Qualities list in Appendix A. In addition:

Gnome Traits:

- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

Appearance

The gnome racked spirits appear as grayish transparent versions of their living selves - small bearded warriors, most of whom sport grievous, mortal spear wounds. Their faces are twisted with grimaces of anguish and rage. They wear spectral copies of the same form-fitting studded leather armor as their corporeal kin, with fractal patterns etched into the leather, and crystal studs. They discarded their weapons and shields while fleeing Gallard's forces and rely on their spectral touch in melee.

Personality Notes

The gnome racked spirits continue to follow the dictates of the Whitebeards, but they are not truly part of the undead gnomeish community. They now wage a guerrilla war against the human undead - both Dodam Linass's forces and now the Cairn-Born as well. The racked spirits wander the tunnels, staying concealed within the passage walls, trying to drive the intruders out.

Strategy and Tactics

The gnome racked spirits strike out from hiding, attacking quickly and retreating back into the comforting walls. If they catch a large patrol unawares, they will *mindlink* with other racked spirits and attack en masse, all flitting into and out of the walls until the human undead are destroyed or driven off.

History

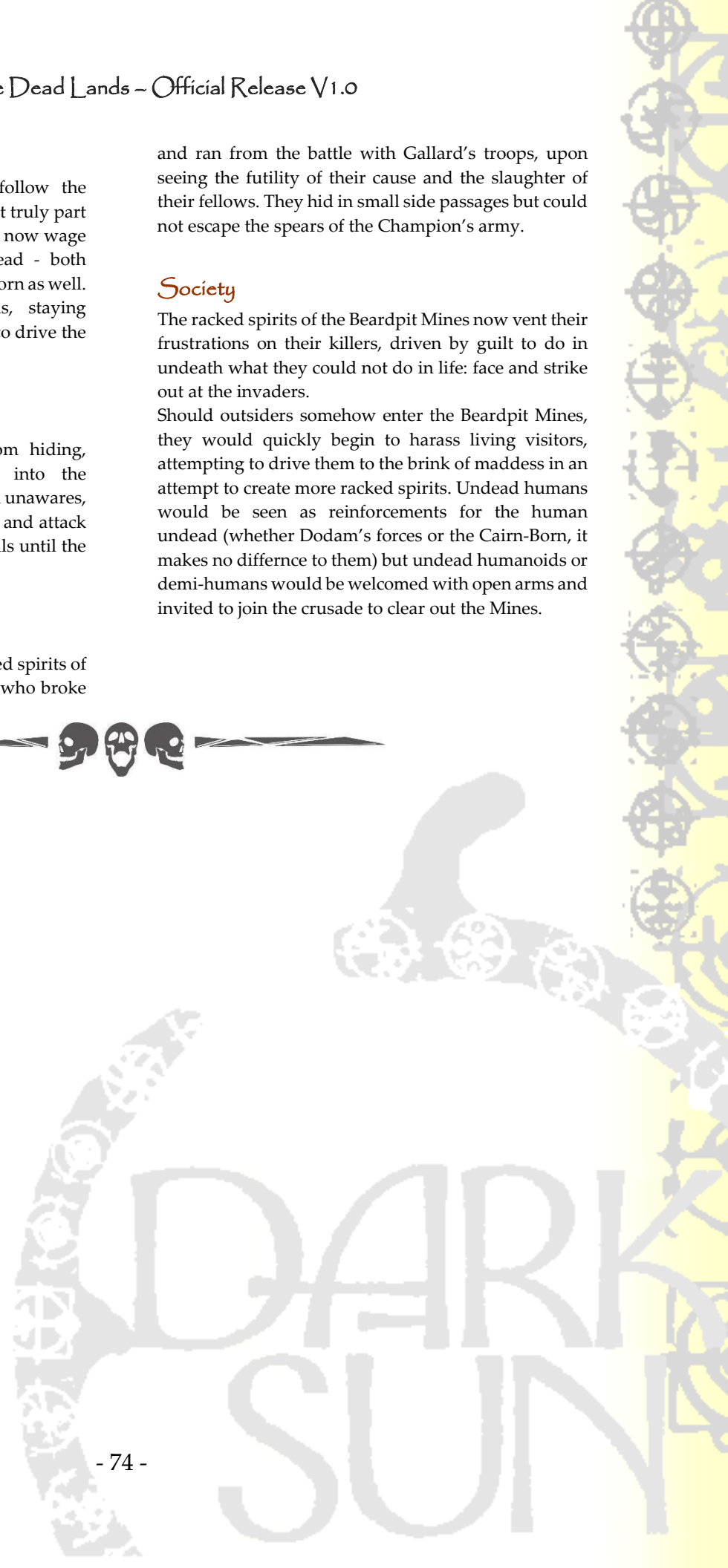
Guards and soldiers in life, the gnome racked spirits of the Beardpit Mines are composed of those who broke

and ran from the battle with Gallard's troops, upon seeing the futility of their cause and the slaughter of their fellows. They hid in small side passages but could not escape the spears of the Champion's army.

Society

The racked spirits of the Beardpit Mines now vent their frustrations on their killers, driven by guilt to do in undeath what they could not do in life: face and strike out at the invaders.

Should outsiders somehow enter the Beardpit Mines, they would quickly begin to harass living visitors, attempting to drive them to the brink of madness in an attempt to create more racked spirits. Undead humans would be seen as reinforcements for the human undead (whether Dodam's forces or the Cairn-Born, it makes no difference to them) but undead humanoids or demi-humans would be welcomed with open arms and invited to join the crusade to clear out the Mines.



Chapter 3 ~ The Naked Obsidian

The northern corridor of the Obsidian Plains between the Northern Cliffs and the Forbidden Mountains seems almost entirely featureless at first. There are no permanent settlements on the black glass above the area which used to be the Sparkling Gem Sea. This emptiness is deceptive, however— nomad tribes wander the surface, a dark and murky sea lurks under the blackglass waiting for unlucky travelers to fall through, and the ruins to the south conceal terrible secrets.

Across this naked obsidian, the most common undead type to encounter by far would be zhen, followed by thinking zombies and athasian wraiths. Mindless undead in this area are relatively rare, possibly because they keep getting caught or falling into the Fouled Sea.

The southern foothills, however, are a very different story. The sparse ruins of the cities may seem strangely uninhabited at first until you get the attention of their inhabitants and are dragged down into the endless caves or mountain passages...

The Lands of the Disciples

There is no permanent church for any of the Disciples' congregations. They each wander the obsidian wastes at night in large groups, stopping for worship each morning. The leader of each congregation has their own method of providing shelter for their flocks when they stop.

Beryessaa, for instance, sets up her *Cloak of Shelter* (equivalent of a *secure shelter* effect) at each stop, where her congregation holds their service and engages in arguments amongst themselves or with other wandering congregations via remote magical or psionic communication, until the sun sets again and they move along.

All of their shelters and robes bear their symbol, the reminder of the purifying act of the Obsidian Flood and the creation of their adored obsidian land.



A Note on Ranks

The entirety of the Lands of the Disciples run by the *Gleaming Tribunal* (an organization of mostly zhens and krag). The management of the lands is then divided into dioceses managed by *Mathargos* (mostly zhen, but there may be the occasional krag). The dioceses are then in turn divided into parishes with their own congregations headed by a *Narthguk* (which could be either zhen or krag). Within those there are Disciple followers (which could be any type of undead), or even occasionally a lower ranking krag (awarded the special title of marabout).

The Distinctive Magic of the Disciples

There are several clerical spells mentioned below which are unique to the Disciples, and serve essential roles in their religious practice. These are detailed at the end of the Emissary Adventure. **Each of these spells is marked in green.**

Likely Encounters

It's only a matter of time (25% non-cumulative chance per day) before a visitor encounters a congregation of 5d6 low-level Disciples of assorted classes (psion, cleric, or fighter), most likely either resting, worshipping, gathering shards from an glass storm, or maintaining the obsidian (depending on the time of day or circumstances).

When a visitor encounters a Disciples congregation, there is a 50% chance of also encountering their *Narthguk*. If they do encounter their *Narthguk*, there is a further 25% chance that the *Mathargos* is there as well on an inspection.

If visitors have not yet met a congregation yet, use the following list of encounters instead:

- 1 Krag with 1d6 kraglings
- 1 Obsidian Beast
- 1 wandering Dhaot
- 1 Narthguk holding a religious ceremony, with 14-40 (3d4+10) mindless skeletons and a random combination of 2-7 (1d6+1) Disciple Wizard, Psion, Clerics, Subordinate Krag Clerics, or Subordinate Warriors (20% for each, rolled individually))
- 1 Disciple Messenger
- 1 Mathargos Disciple with 6-12 (2d4+4) Disciple Wizard, Psion, Clerics, or Subordinate Warriors
- 1-3 Disciple missionary (Disciple Priest) with a retinue of 4-10 (2d4+2) Subordinate Warriors)
- 1 Marabout with 2-7 (1D6+1) Subordinate Warrior Disciples



Zhen Gleaming Tribunal Members CR27

**Male or female zhen cleric (magma) 16 / psion (seer)
5 / psychic Theurge 4**

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; Senses: Darkvision 60ft., Low-Light Vision; Listen +15, Search +18, Spot +21

Aura -

Languages: Aquan, Ignan, Ulyanese, Ulyanese Giant

AC 29; touch 11, flat-footed 28**

(+1 Dex, +10 Nat, +3 armor, +5 shield)

hp 187 (25 HD; 25d12+25); **Fast Healing** 6

DR 10/magic

Immune Spells (*cure moderate wounds, enthrall, sanctuary*), Undead Traits; **Weakness** Vulnerability to Mind-Affecting Effects, **Vulnerability to Iron**

Fort +13, **Ref** +9, **Will** +25

Speed 40 ft.; Obsidian Climb

Melee: Slam +21 (1d8+4) or Touch +21 (Brand or by spell)

Full Melee: 2x Slam +21 (1d8+4)

Space 5 ft.; Reach: 5 ft.

Base Atk +17/+12/+7; Grp +21

Combat Options **Brand** (3/day), Psionic Meditation (Move action)

Combat Gear *animated obsidian heavy shield* +3, *staff of obsidian storms* (see New Magic Items in Chapter 10), MW studded leather armor

Spell-Like Abilities (CL=25th):

1/day - *animate dead, create greater undead, create undead;*

Psi-Like Abilities (ML=25th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium, catfall**, *control light, elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Psion Powers (ML 9th, PP: 99, DC 16 + power level):

5th — *Baleful Teleport, Psionic Teleport*

4th — *Detect Remote Viewing, Psionic Dismissal, Psionic Fly, Trace Teleport*

3rd — *Astral Caravan, Dispel Psionics, Energy Bolt, Eradicate Invisibility*

2nd — *Cloud Mind, Dimension Swap, Psionic Levitation, Thought Shield*

1st — *Astral Traveler, Conceal Thoughts, Detect Teleportation, Mind Thrust, Sense Link*

Cleric Spells (CL 21st, DC 19 + spell level):

10 — *enlarged mass heal*

9th — *fissure (d), greater elemental chariot, heartseeker, implosion, mass harm, soul bind*

8th — *antimagic field, discern location, elemental storm, gray rift (d), maximized elemental strike, Create Greater Undead*

7th — *earthquake (d), elemental chariot, enlarged blade barrier, greater scrying, quickened dimensional anchor, sands of time*

6th — *braxatskin, flesh to stone (d), forbiddance, harm, ingathering the shards, word of recall;*

5th — *cleansing flame, elemental strike, commune, greater command, mass inflict moderate wounds, quickened shield of faith, unhallow, unliving identity (d);*

4th — *birthfurnace, elemental armor, elemental weapon, enlarged searing light x2, heightened hide from undead, inflict critical wounds, tongues, vampiric touch (d);*

- 3rd - *animate dead, bestow curse, deeper darkness, dispel magic, searing light, speak with dead, spike stones (d), wind wall;*
- 2nd - *desecrate, enthrall, heat metal (d), inflict moderate wounds, resist elements, **Return to the Earth**, silence, spiritual weapon.*
- 1st - *command x2, **curse element**, endure elements x2, **heat lash**, hide from undead, magical stone (d), shield of faith;*
- 0 - *detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;*

Abilities Str 18, Dex 12, Con —, Int 22, Wis 28, Cha 22

SQ Cleric Domains (Dead Heart, Mountain's Fury), **Create Undead**, **Damage Reduction**, Darkvision 60 ft., **Fast Healing**, Gray Toughness 1, Low-Light Vision, Obsidian Climb, Rebuke Undead (CL 25th, 12/day), Skills, **Spell Immunity (cure moderate wounds, enthrall, sanctuary)**, Undead Traits, Vulnerability to Mind-Affecting Effects, **Vulnerability to Iron**.

Feats Enlarge Spell, Extra Turning, Greater Power Penetration, Heighten Spell, Improved Spell Capacity (10), Inquisitor, Maximize Spell, Power Penetration, Psionic Meditation, Quicken Spell, Speed of Thought.

Skills Climb +4, Concentration +34, Intimidate +30, Knowledge (Psionics) +30, Knowledge (Religion) +34, Knowledge (The Planes) +22, Listen +15, Psicraft +30, Search +24, Sense Motive +15(+10), Spellcraft +30, Spot +21.

Possessions 350,000cp or Combat Gear plus: *Cloak of Charisma +6, Crystal Mask of Psionic Craft, Headband of Intelligence +6, Pearl of Power (6th), Periapt of Wisdom +6, Strand of Prayer Beads (Greater: Healing, Karma, Summons, Wind Walking), Vest of Resistance +5.*

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, you get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties

to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance

The Disciples, as an act of humility before their god, all share a common manner of dress, covering themselves in multilayered black robes and their feet in soft cloth, so as to not leave any imprint upon the sacred face of their god.

The clothing of the members of the Disciples leadership is usually in better shape than the rags worn by the congregation at large, usually scavenged silk from Bugdead or surviving Green Age cloth, dyed black, usually with charcoal. The sole indication of their rank is the black clerical stoles they wear, which are made of a smooth, silken, and shiny black material with the texture of unblemished obsidian. The exact nature of the material and process by which it is made is a closely guarded secret.

Personality Notes

Quixotic, Pious, Erudite

Several of the members of the Tribunal date back to the days shortly before the fall of the Sageocracy, and carry on the philosophical traditions of Nuubark with zeal, to the point that even the Trollish Warrior-Sages would have to work to keep up. While theoretically any of the devout could become a member of the Tribunal, only those most versed in its complex, ancient oral traditions and debates have any chance of joining their ranks. When not adjudicating the affairs of the Disciples' territory and those who impinge on holy law, Tribunal members are usually lost in esoteric discussions and dissections of doctrine. Debating them on their level would likely be impossible for even an ancient undead, let alone a living being, as after millennia of being lost in their own mysticism and logic, and even they have forgotten or misremembered the deepest nuances of their faith over the centuries.

Strategy and Tactics

It is almost unheard of for a member of the Gleaming Tribunal to be seen on their own: they are nearly always found among their peers, and only rarely leave under heavy escort by Mathargos or Narthguks. At any given time, seventeen members of the Gleaming Tribunal are holding council, engaged in theological



discourse or passing rulings on matters large and small. As such, they are not always prepared for hostile action; nonetheless, each member is an immensely ancient and powerful cleric, and directly attacking them in their holy grotto, surrounded by their peers and an army of powerful followers, would be taken as an attack on the entire Disciple faith.

History

Given they are among the oldest and most philosophically minded of the Disciples, it would be logical to think that members of the Gleaming Tribunal are the most knowledgeable when it comes to the history and intricacies of their religion. They are not keen, however, on sharing their history with outsiders, usually simply sharing the Story of the Black God (see *Secrets of the Dead Lands*) as the origin of the Disciples. Only they know whether they personally believe the story of a priest confronting an obsidian entity to have any truth or merely to be a metaphor. Nonetheless, scholars of Deshentu and other “secular” undead states familiar with the Disciples have reconstructed some of their history. It is believed that the origins of the Disciples most likely lie with the human survivors of the Sageocracy, specifically the local water-cults around the Sparkling Gem. The Brotherhood of the Mirror and local variant water cults seemed to share similarities in their religious structure, and these village-cults survived Myron’s Cleansing and were allowed to persist among those humans eking out a living out of the diminishing Sea. Deshentaru scholars point to the large population of magma Krags among the Disciples as supporting evidence. The Disciples missionaries of course vehemently deny these origin stories.

Society

The Gleaming Tribunal is the ultimate authority in the lands of the Disciples. The Tribunal itself is a congregation of the most experienced theological minds of their territory, brought together to enforce the law and pass judgment on those perceived as violating the sanctity of the obsidian. They also provide arbitration for disputes, anoint new Disciple priests, and carry out the rites of ascension to promote priests in their hierarchy. Despite their sacrosanct position, they are often distanced from the actual realities faced by their missionaries and congregations, with the Mathargoi and Narthguks usually managing the day-to-day affairs of the congregations. Checks on their power do exist — It is possible for a Gleaming Tribunal member to lose their status and be

demoted by a majority vote of their peers; such former masters are nearly always retasked as missionaries. There is a rumor that the founder of the Sovereign Rising sect was just such a disgraced Tribunal member, who had been sent away for being too eager in preaching the gospel of the Black God’s imminent return.



Krag Gleaming Tribunal Leaders CR34

Male or female magma Krag cleric (magma) 16 / psion (nomad) 5 / psychic Theurge 4

LE Medium Undead (Earth, Fire, Psionic)

Init +7; Senses: Darkvision 60ft.; Listen +28, Search +25, Spot +32

Aura -

Languages: Aquan, Ignan, Ulyanese, Ulyanese Giant

AC 27; touch 13, flat-footed 26**

(+3 Dex, +6 Nat, +3 armor, +5 shield)

hp 234 (36 HD; 36d12); **Fast Healing** 3

DR 5/magic; Turn Resistance: +2 (vs. Water, as 38 HD)

Immune Fire, Undead Traits; **Weakness** Turn Submission +2 (vs. Magma, as 38 HD), Vulnerability to Cold, **Vulnerability to Iron**

Fort +22, **Ref** +21, **Will** +37

Speed 40 ft.

Melee: Claw +22 (1d6+3) or Touch +22 (by spell)

Full Melee: 2x Claw +22 (1d6+3) and Bite +17 (2d6+1)

Ranged Range Touch +22 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +19/+14/+9; **Grp:** +22

Combat Options Combat Reflexes (4/round), Create Spawn, Elemental Blast (60 ft line, DC 36, 8d6 Fire dmg), Elemental Infusion (DC 36), **Guilt Gaze** (30 ft., DC 36), Multispell, Power Attack

Combat Gear *animated obsidian heavy shield* +3, *staff of obsidian storms* (see New Magic Items in Chapter 10), MW studded leather armor

Spell-Like Abilities (CL = 25th):

1/day - *animate dead, create greater undead, create undead;*

Psi-Like Abilities (ML=25th, DC= Charisma Based):

At will - *anchored navigation, clairvoyant sense, conceal thoughts, control light, inflict pain, mindlink, precognition, telekinetic thrust;*

1/day - precognition, ultrablast.

Psion Powers (ML 9th, PP: 103, DC 17 + power level):

5th — *Baleful Teleport, Psionic Teleport*

4th — *Detect Remote Viewing, Psionic Dismissal, Psionic Fly, Trace Teleport*

3rd — *Astral Caravan, Dispel Psionics, Energy Bolt, Eradicate Invisibility*

2nd — *Cloud Mind, Dimension Swap, Psionic Levitation, Thought Shield*

1st — *Astral Traveler, Conceal Thoughts, Detect Teleportation, Mind Thrust, Sense Link*

Cleric Spells (CL 20st, DC 22 + spell level):

11th — *heightened hide from undead, quickened mass cure critical wounds*

10 — *enlarged mass harm, quickened maximized elemental strike*

9th - *fissure (d), greater elemental chariot, heartseeker, implosion, quickened word of recall, soul bind*

8th - *antimagic field, Create Greater Undead, discern location, elemental storm, enlarged heightened blade barrier, gray rift (d), mass inflict critical wounds*

7th - *earthquake (d), elemental chariot, greater scrying, maximized elemental strike, quickened elemental armor, quickened elemental weapon, revulsion, sands of time*

6th - *braxatskin, create undead, flesh to stone (d), forbiddance, harm, ingathering the shards;*

5th - *cleansing flame, elemental strike, commune, greater command, mass inflict moderate wounds, spell resistance, unhallow, unliving identity (d);*

4th - *birthfurnace, dimensional anchor, elemental armor, elemental weapon, enlarged searing light x2, inflict critical wounds, tongues, vampiric touch (d);*

3rd - *animate dead, bestow curse, deeper darkness, dispel magic, searing light, speak with dead, spike stones (d), wind wall;*

2nd - *desecrate, enthrall, heat metal (d), inflict moderate wounds, resist elements, Return to the Earth, silence x2, spiritual weapon.*

1st - *command x2, curse element, endure elements x2, heat lash, hide from undead, magical stone (d), shield of faith;*

0 - *detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;*

Abilities Str 16, Dex 16, Con —, Int 24, Wis 34, Cha 26
SQ Cleric Domains (**Dead Heart, Mountain's Fury**), **Create Undead, Damage Reduction**, Darkvision 60 ft., **Elemental Bond, Fast Healing, Rebuke Undead** (CL 16th, 11/day), **Spirit Master**, Turn Resistance, Ubiquitous Vision, Undead Traits, **Vulnerability to Iron**.

Feats Alertness, Automatic Quicken Spell, Combat Reflexes, Enlarge Spell, Heighten Spell, Improved Initiative, Improved Metamagic, Improved Spell Capacity (10, 11th), Inquisitor, Maximize Spell, Multispell, Power Attack, Quicken Spell, Speed of Thought, Stealthy [®].

Skills Climb +17, Concentration +38, Hide +19, Intimidate +22, Knowledge (Psionics) +28, Knowledge (Religion) +37, Knowledge (The Planes) +36, Listen +28, Move Silently +19, Psicraft +38, Search +25, Sense Motive +26(+10), Spellcraft +37, Spot +32.

Possessions 350,000cp or combat gear plus: *cloak of charisma +6, crystal mask of psionic craft, headband of intelligence +6, pearl of power (6th), periapt of wisdom +6, strand of prayer beads (greater: healing, karma, summons, wind walking), vest of resistance +5.*

Special Qualities (descriptions)

Magma Krag Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance

Due to their features being largely obscured under multi layered black robes, the Krag members of the Gleaming Tribunal are difficult to differentiate from their peers on first glance. However, close observation reveals that their clerical vestments and exposed flesh are not smooth and glass-infused like the Zhen, but obsidian-encrusted and seemingly fused to their gaunt bodies. Underneath their robes, they are a grotesque sight: charred skeletons partially melted and covered in obsidian flecks, with bits of the seared remains of Green Age water-cleric vestments flash-fused to their bodies like strips of rotting flesh. However, there is an odd uniformity to their mangled forms, as if the seared bone, cloth, and cracked obsidian are merging into

obsidian flesh, which they interpret as favor from their God.

See previous description for Personality, Strategy, History and Society



Typical Mathargos Disciples CR24

Male or female zhen human wizard 5 / necromant 2 / cleric 14

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +0; Senses: Darkvision 60ft., Low-Light Vision; Listen +11, Search +15, Spot +17

Aura -

Languages: Ignan, Tamwar, Ulyanese, Ulyanese Giant

AC 25; touch 10, flat-footed 25**

(+0 Dex, +10 Nat, +5 Armor)

hp 157 (21 HD; 21d12+21); Fast Healing 6

DR: 10/magic

Immune Undead Traits; Weakness Distractible (those who destroy the obsidian), Vulnerability to Mind-Affecting Effects

Fort +14, Ref +10, Will +27

Speed 30 ft.; Obsidian Climb

Melee: Slam +13 (1d8+1) or Touch +13 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Melee: +13/+8/+3; Grp +13

Combat Options Blinding Touch (DC 23)

Combat Gear handwraps x2, staff of obsidian storms (see New Magic Items in Chapter 10), MW studded leather armor

Spell-Like Abilities (CL = 21st):

1/day - animate dead, create greater undead, create undead;

Psi-Like Abilities (ML = 21st, DC= Charisma Based):

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented

Cleric Spells (CL = 14th (+6 vs. SR), DC 18 + spell level):
7th - earthquake (d), elemental chariot, enlarged blade barrier, heightened heal.

6th - flesh to stone (d), harm, ingathering the shards, quickened spiritual weapon, word of recall;

5th - elemental strike, greater command, quickened shield of faith, unhallow, unliving identity (d);

4th - birthfurnace, elemental armor, enlarged searing light, greater magic weapon, heightened hide from undead, tongues, vampiric touch (d);

3rd - animate dead x2, bestow curse, deeper darkness, speak with dead, spike stones (d), wind wall;

2nd - desecrate, enthrall, heat metal (d), inflict moderate wounds, resist elements, silence x2, spiritual weapon.

1st - command, curse element, heat lash, hide from undead x3, magical stone (d), shield of faith;

0 - detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;

Wizard Spells (CL = 7th (+6 vs. SR), DC 16 + spell level):

Spells per day:

4th - Dimension Door, heightened command undead

3rd - halt undead, fireball, fly

2nd - command undead, enlarged magic missile, resist energy, scorching ray ^ε, see invisibility, web.

1st - burning hands ^ε, comprehend languages x2, detect undead, magic missile, shield

0 - detect magic, disrupt undead, mage hand, message.

Spellbook (scarring patterns on body):

Abilities Str 18, Dex 10, Con --, Int 23, Wis 26, Cha 20

SQ Cleric Domains (Dead Heart, Mountain's Fury), Create Undead, Damage Reduction, Darkvision 60 ft., Distractible, Enhanced Ability (Skill Points), Fast Healing, Fear Immunity, Gray Casting, Low-Light Vision, Rebuke Undead (CL 21st, 11/day), Skills, Undead traits, Vulnerability to Mind-Affecting Effects.

Feats Craft Wondrous Item ^ε, Enlarge Spell, Epic Spell Penetration, Eschew Materials, Extra Turning, Greater Spell Penetration, Heighten Spell, Iron Will, Quicken Spell, Scribe Scroll ^ε, Spell Penetration.

Skills Bluff +18, Concentration +29, Diplomacy +29, Knowledge (Arcana) +27, Knowledge (Religion) +27, Knowledge (The Planes) +27, Listen +11, Search +15, Sense Motive +11, Spellcraft +29, Spot +17.

Possessions 240,000cp or Combat Gear plus: Cloak of Charisma +6, Headband of Intelligence +6, Pearl of Power (4th), Periapt of Wisdom +6, Potion-Orb of Fly, Third Eye of Repudiate, Vest of Resistance +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance (Mathargos Diocese Administrator)

The Disciples, as an act of humility before their god, all share a common manner of dress, covering themselves in multilayered black robes and their feet in soft cloth, so as to not leave any imprint upon the sacred face of their god.

Barring the odd wandering missionary, the clothing of the Mathargoi is usually in better shape than the rags worn by the congregation, usually scavenged silk from Bugdead or surviving Green Age cloth, dyed black, usually with charcoal. The sole indicator of their rank are the black clerical stoles they wear, which feature shiny black vertical embroidery. The material that makes up their stoles, as well as the technique for the unique embroidery, is a closely guarded secret.

Mathargoi, like their Gleaming Tribunal superiors, tend to be among the oldest and most well-versed undead in the oral tradition of the Disciples.

Personality Notes

Fanatic, loyal, determined

Mathargoi are the religious leaders of entire Disciple communities, known as diocese, and as such have proven themselves effective leaders in practical matters as well as religious ones: they are the Disciple equivalent of Deshentu and Shadowmourn's governors and administrators, though the Disciples' state is far more decentralized and fractious. While the Gleaming Tribunal, isolated in its obsidian bubble, can afford to lose itself in the intricacies of doctrine, Mathargoi are their hands in the greater world, handling their diocese's internal affairs and

often traveling long distances across the northwestern blackglass on business, pilgrimage, and when hunting down blasphemers.

Strategy and Tactics

Due to the nomadic nature of the Disciple diocese and parishes, Mathargoi are usually on the move between the various local parishes within their own diocese. Because of this, they tend to be the most seasoned travelers among the Disciples, second only to the missionaries. Given the sheer size of Disciples territory its just as likely PC's will encounter them on the move as they would visiting a Narthguk's parish.

Despite their high status, most Mathargoi see themselves as protectors of their flock as well as the sacred obsidian beneath their feet and will usually leave the local Narthguk to handle their congregation while moving to personally deal with interlopers.

History

Deshentarm scholars believe the word Mathargos, much like Nargarvos, the ancient name for the City of a Thousand Dead, was a loanword from the Ulyanese Giant tongue that made its way into the Taynsh dialect spoken by the plains-folk humans of Ulyan, whose language eventually became the basis for Ulyanese. Its original context was secular, referring to something along the lines of "headman" or "governor" in the political structure of the Sageocracy. By the time of the Shining Tide, the Sageocracy had been in ruins for generations, but the term continued to be used by the surviving humans of the region to describe the "confiscation agents" from the Navel and Tru'azzar, as Rajaat's forces had more pressing issues than dissuading local farmers and fisherfolk from using old Troll terminology. The word found its way into the oral-based traditions and hierarchy of the Disciples, many of the first of whom were former residents of the area.

In the context of the Disciple's doctrine, it now means something more like "parent" or "shepherd." The Mathargoi were adopted by the fledgling Disciples as a caste of enforcers and proselytizers to tend to the many refugee communities and tribes occupying what became known as the Bone Lands, and by the time of the First Crusade, had become modified as the physical hands of the Gleaming Tribunal across the face of the great obsidian god.

Society

Mathargoi act as governor-bishops, serving primarily as the intermediaries between the secret refuge of the Gleaming Tribunal and the nomadic parishes across the Disciples' territory. Most Mathargoi start as Narthguks, and after a period of time ranging from several decades to several centuries, prove themselves sufficiently well versed in Disciples theology and governance that they warrant an audience with the Gleaming Tribunal, during which they are tested in manners of debate, eschatology, and so on.

Acting as the primary enforcers of the Tribunal's judgment and intermediaries between the Grotto and the Disciples' nomadic communities inevitably leaves the Mathargoi experienced wanderers of the Blackglass, and experts in spellcasting and psionics. Mathargoi act with absolute authority as the voice and hands of the Tribunal: while a Narthguk may hold sway over their own parish, they are subservient to any judgements from a Mathargos.



Itinerant Beryessaa, Nuncia of the Disciples CR20

Female human zhen cleric (magma) 18

LE Medium undead (augmented humanoid, human, Psionic)

Init +0; **Senses** darkvision 60ft., low-light vision; Listen +14, Search +14, Spot +20

Languages Ignan, Ulyanese

AC 25; touch 10, flat-footed 25*
(+0 Dex, +1+4 armor, +10 natural)

hp 135 (18d12+18); Fast Healing 3

DR 5/magic; Resistance: Fire 10

Immune Undead Traits; **Weakness** Distractible (threats to those sacred to her god), Vulnerability to Mind-Affecting Effects

Fort +16, **Ref** +12, **Will** +24; Evasion

Speed 30 ft.

Melee Spear +23 (1d8+9; 20/x3) or Slam +18 (1d8+5; 20/x2)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +13/+8/+3; **Grp** +18

Combat Options Create Spawn, Enhanced Spells (+1 dmg)

Combat Gear fire resistance leather armor +1 (+4), spear (+4).

Psi-Like Abilities (ML = 18th. DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**

*Power can be augmented.

Cleric Spells (CL = 18th, DC 18 + spell level):

9th — fissure (d), greater elemental chariot, heartseeker.

8th — antimagic field, elemental storm, gray rift (d), maximized elemental strike, summon monster VIII.

7th — earthquake (d), elemental chariot, enlarged blade barrier, quickened dimensional anchor, revulsion, sands of time.

6th — braxatskin, flesh to stone (d), forbiddance, harm, ingathering the shards, word of recall;

5th — cleansing flame, elemental strike, greater command, quickened shield of faith, unhallow, unliving identity (d);

4th — birthfurnace, elemental armor, enlarged searing light, heightened hide from undead, inflict critical wounds, tongues, vampiric touch (d);

3rd — animate dead, bestow curse, deeper darkness, searing light, speak with dead, spike stones (d), wind wall;

2nd — desecrate, enthral, heat metal (d), inflict moderate wounds, resist elements, silence x2, spiritual weapon.

1st — command, curse element, endure elements x2, heat lash, hide from undead, magical stone (d), shield of faith;

0 — detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;

Abilities Str 20, Dex 10, Con -, Int 14, Wis 26, Cha 20

SQ Create Spawn, Damage Reduction, Distractible, darkvision 60 ft., Enhanced Spells, Gray Toughness 1, low-light vision, Rebuke Undead (8/day), Skills, Undead Traits, Vulnerability to Iron.

Feats Enlarge Spell, Extra Turning, Forge Ring, Heighten Spell, Lightning Reflexes, Maximize Spell, Quicken Spell, Weapon Focus (Spear).

Skills Climb +5, Concentration +29, Diplomacy +29, Heal +15, Knowledge (Arcana) +9, Knowledge (Planes) +9, Knowledge (Religion) +23, Listen +14, Search +14, Sense Motive +14, Spellcraft +23, Spot +20.

Possessions 130,000cp or combat gear plus: circlet of persuasion, cloak of charisma +4, periapt of wisdom +6, ring of evasion, vest of resistance +5, wand of inflict serious wounds (cl 5th, 28 charges); 200cp.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance

Underneath her heavy and coarse black robes, which always seem to be in motion, Beryessaa is a typical zhen, looking like an aged, emaciated walking corpse about one and a half meters tall, with iridescent dark purple flesh, palm-suckers, and piercing solid black eyes. Like most Disciples, she long-ago removed any surviving hair on her head, and still wears the embroidered clerical stole of a Mathargos. She is immensely proud of her blessed nature as a zhen, openly displaying her purple-hued flesh and palm-suckers for all to see.

Personality Notes

Pragmatic, pious, determined
Beryessaa is a true believer in the doctrine of the Disciples, and is willing to become a Martyr if the Black God wills it. While earnest and dedicated to spreading her faith, she generally acts with honesty and reason: despite her ideals she is quite aware of the physical realities of the Dead Lands. She unapologetically works to advance the aims of her faith through action rather than word, and cannot by any means be convinced the Disciples' reverence of the blackglass is nothing more than a particularly unorthodox offshoot of the Paraelemental Cult of Magma.

Strategy and Tactics

A born persuader and manipulator, Beryessa prefers to push feelings of shame and guilt upon those blasphemous enough to threaten her, rather than fight. She is perfectly capable of defending herself, however, commanding undead and bringing her full psionic and

magical power on anyone who dares make her look small before her god.

History

Beryessaa was born into a family of subsistence farmers in northwestern Ulyan, several generations after Myron's Cleansing of the Sageocracy. She sometimes fished on the shores of Glass Lake, but was wary of the tales her friends told of haunted Nolak Island, and the evil Water spirits which consumed trespassers. Her trips to the Lake were few, however, as Beryessaa had responsibilities at home: they had to produce enough grain to meet the demands of the Navel's confiscation agents, and still somehow grow enough food for themselves; in cleansed Ulyan, life was hard for farmers tilling the defiled soil.

In her youth, Beryessaa knew little of the Navel, other than that its demands for her community's grain were both insatiable and undeniable. The tax collectors came, sometimes accompanied by warriors and fearsome robed strangers whose fingers spat fire and death when yields were particularly lean. Knowledge of magic was widespread, of course, but practitioners were few in northwestern Ulyan: Beryessaa came to hate the Navel and its defiling arts, which has forced her poverty-stricken family to scabble out a living in the ruined soil for generations.

On the fateful day when all life in Ulyan ended, Beryessaa was out in the fields, pulling tares from the rows and sifting the furrows for rocks. She had been working for three hours in the late afternoon, since the growing season in Ulyan was always short, and the daylight was needed for more pressing chores. Sge probably would not have noticed the silent wave of roiling black liquid from the east, had it not been for the sudden westward scattering of birds, which normally clustered over the fields, looking for stray seeds or grubs.

Beryessaa look east in the direction of the commotion, and saw a glittering line eclipsing the setting sun, along the horizon, stretching north to south across the plains of the old Sageocracy, as far as eye could see. The line grew closer and closer with what appeared to be tedious slowness, but in truth moved with hideous speed, soon becoming a deep black ribbon covering the eastern sky. Beryessaa yelled for her family, but her father and brothers were working other fields, while their mother and younger sister were making porridge for breakfast in the sod house.

The Shining Tide rose till it seemed to fill the sky, and Beryessaa screamed, and screamed again, running for the house, but was no more than halfway there when



the obsidian surged over her, the house, the fields, everything. Eventually Beryessaa returned to consciousness, believing that she had had a terrible dream: for in the humdrum life of post-cleansing Ulyan, such a fantastical disaster as the Shining Tide was simply incomprehensible. But she found she could not wake up from her nightmare, trapped as she was in a cyst of hissing blackglass.

Eventually Beryessaa was able to claw her way up out of the blackglass, and what she found confirmed her worst fears: there were no longer any farms or fields, and even Glass Lake was gone, all replaced by a slippery sea of shiny black glass. Likewise, she had also been changed, no less radically – her sun-reddened skin was now smooth and black, glittering in the harsh daylight, and her hands now bore mouthlike suction cups. As she noticed no breath escaped her lungs, she wished to simply drift back into unconsciousness and let the this nightmare go on without her. But deep down, she knew it was no dream.

Beryessaa wandered the Obsidian Plain for weeks before meeting another sapient being: Naswangg, formerly a tradesman from the town of Deshentarum, who had also become a zhen. From him she learned that the black glass that had overwhelmed their world was a mineral called obsidian. Together the two trekked across the plains, concluding that the obsidian had consumed everything, and were amazed when

they found an entire tribe of other undead camped out on the obsidian.

The strangers, nearly all zhen, had come to believe that the Shining Tide was an act of god – specifically an act of the Black God of elemental obsidian. At first, they had believed that this god's enormous power had swept over all of Athas, but survivors from farther north claimed that the blackglass had not reached over the cliffs of Ulyan, and that bare earth still cascaded down from the rim– to them, clearly the obsidian god's power had been bounded by the basin of Ulyan.

Beryessaa watched in awe, as the leaders among these zhen – undead who in life had been far more educated than the simple farm girl from east of Glass Lake – debated the meaning of these tidings. They christened themselves the "Gleaming Tribunal" and decided that clearly the obsidian god, whom they referred to as the Black God or Sleeping God, was in repose, that it had overwhelmed Ulyan as its chosen holy land, and that when the time was right, it would Awaken and consume the remainder of Athas in what they called the "Emergence." The Sleeping God's gift was undeath, perfect and eternal, and so they called themselves the "Perfected."

Hazy memories of the onrushing obsidian stretching across the horizon led Beryessaa to an inescapable conclusion: that indeed this had to be a divine event – nothing, not even the Navel's Defilers, could accomplish such a feat themselves. She embraced the

new religion, and became a novice of the fledgling faith, proudly adopting the moniker of "Disciple." For countless years, she simply helped her superiors scout out the northwestern region of what had been Ulyan, converting other undead she encountered there, and discovering a series of subvitrine caves formed by air pockets within the cooling obsidian, which the disciples took as their home. For a King's Age they were secreted away in their subvitrine grotto, consolidating their theology into its familiar form. Their lands and the other northwestern regions such as the Bone Lands were spared from the first Bugdead invasion: however, tens of thousands of humanoid undead from the Kingdoms of Gretch fled northwest to the relative safety of their territory. The Disciples sent numerous missions to these refugees' makeshift camps, but most refused to convert to their faith. Barring a few incidents involving overzealous Disciples, the cult did not press the issue: after all, was not one of the benefits of the Sleeping God's gift an eternity of unlife? To the Disciples, their wayward siblings had all the time in the world to accept the truth. After the first Bugdead invasion receded, most of the refugees abandoned their camps to return to the Kingdoms of Gretch and other ravaged territories: the Disciples' missionaries followed them to spread their faith to the other undead nations. The Gleaming Tribunal also sent missionaries south to contact the Bugdead's mysterious masters, but they never returned, leading the Tribunal to abandon such efforts within a King's Age. Beryessaa was fortunate enough to not be among those sent south- she realized the Bugdead had no interest in religion, and instead took assignments to the region that would become known as Deshentarum and Shadowmourn, preaching the faith to the tribal and warlords, including Yisia of the Unholy lands and Xaksiis Goldgleam of Ehessos. The ex-military leaders were not impressed, and repeatedly drove her and her peers out of their territory. Several King's Ages passed, during which Beryessaa was granted the role of Narthguk, overseeing various Parishes, until word from the south galvanized her and her fellow clerics: on the northern edge of Bigdead territory, at the place known as the Shale Land, a renegade lashbug was quarrying great mounds of God's flesh into idolatrous monuments and exposing the naked earth of ancient Ulyan. After the missionaries sent south never returned, the Disciples felt they had no other option but to launch a crusade to avenge the maiming of God's face and convert or bring true death to the Bugdead. Beryessaa heeded the call to arms, but between the seemingly inexhaustible supply of Bugdead and the Tribunal's less-than-sound grasp of military tactics, soon found herself in a rout. The

Mathargoi assigned to the crusade ordered fanatical charges that sent entire legions of Disciples to the true death, and Beryessaa found herself among a surviving battalion besieged atop a massive shale mound, surrounded by a sea of bugdead. Then, by the will of the Black God, the renegade Scarlet Warden, Anthyarka, granted them safe passage home, and proved true to its word. As she and her fellow survivors wandered back north past Small Home, she ruminated on the disaster and concluded that the Black God yet guided them in mysterious ways.

In the following King's Ages, Beryessaa was finally ascended to the role of a Mathargos: when the Gleaming Tribunal declared a second crusade, this time against the City of a Thousand Dead, she ferociously argued against it, and was subsequently censured and sequestered in her role as Mathargos. Unsurprisingly, the new Crusade crumbled against the power of the Sunflash, and the ascendancy of a reformist faction among the Gleaming Tribunal saw Beryessaa freed of her censure. She became a strong advocate of reform to avoid another wasteful crusade and was reinstated as a missionary to the northern Dead Lands. She enacted a great pilgrimage across the lands, tasked with surveying any damage to the face of God and serving as an ambassador between the Disciples and northern undead nations. On her journeys she uncovered many secrets, conveying them back to the Tribunal via the allies she made among the nations. She had long ago tempered her expectations for the Awakening and came to believe during her travels that the Black God might be deliberately delaying its emergence to allow its followers more time to convert the stubborn undead of the Dead Lands.

The one secret which Beryessaa did not pass on to her superiors was the presence of an undead troll of the Sageocracy in the cliffs north of Deshentu and Shadowmourn. Knor-morhen the troll had spared Beryessaa's life, on the condition of her sworn secrecy, and Beryessaa had no intention of breaking her word. However, the discovery of Imperfects from beyond the cliff rim has suddenly sparked Beryessaa's hopes that the Emergence might yet be imminent. In her fervor, she is willing to sacrifice anything and everything, including her own unlife, to hasten the Black God's awakening.

Society

Beryessaa is one of the most distinguished and longest serving missionaries of the Disciples, having traveled across the breadth of the Dead Lands to spread the gospel of the Black God. Over the centuries she has swayed many powerful thinking undead to join the

Disciples, or at very least hold them in goodwill. Her regular interaction with the nations of Deshentu, Shadowmourn, the City of 1,000 Dead, and beyond helped convince each to allow Disciples missionaries to proselytize within their borders: while an unorthodox diplomat, she can match any of the Vizier or Duchess' best schemers.



Typical Zhen Disciple NARTHGUK CR20

Male or female human zhen cleric (magma) 16

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; Senses: Darkvision 60ft., Low-Light Vision; Listen +14, Search +14, Spot +20

Aura -

Languages: Ignan, Tamwar, Ulyanese

AC 26; touch 14, flat-footed 25**

(+1 Dex, +10+1 Nat, +1 armor, +3 Def)

hp 120 (16 HD; 16d12+16); Fast Healing: 3

DR 5/magic; **Spell Resistance:** 27

Immune Undead Traits; **Weakness** **Vulnerability to Iron**, Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +8, **Will** +13

Speed 30 ft.; Obsidian Climb

Melee: Slam +15 (1d8+3) or Spear +15 (1d6+3) or Touch +15 (by spell)

Full Melee: 2x Slam +15 (1d8+3) or Spear +15/+10/+5 (1d6+3)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +12/+7/+2; **Grp** +15

Combat Options **Blinding Touch**, **Create Undead**,

Combat Gear leather armor, spear

Spell-Like Abilities (CL = 16th):

1/day - *animate dead*, *create greater undead*, *create undead*;

Psi-Like Abilities (ML = 16th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Cleric Spells (CL = 16th, DC 18 + spell level):

8th — *antimagic field*, *elemental storm*, *gray rift* (d), *maximized elemental strike*,

7th — *earthquake* (d), *elemental chariot*, *enlarged blade barrier* x2, *sands of time*.

6th — *braxatskin*, *flesh to stone* (d), *harm*, *ingathering the shards*, *word of recall*;

5th — *cleansing flame*, *elemental strike* x2, *greater command*, *unhallow*, *unliving identity* (d);

4th — *birthfurnace*, *elemental armor*, *elemental weapon*, *enlarged searing light*, *greater magic weapon*, *tongues*, *vampiric touch* (d);

3rd — *animate dead*, *bestow curse*, *deeper darkness*, *magic vestment*, *searing light*, *speak with dead*, *spike stones* (d), *wind wall*;

2nd — *desecrate*, *enthrall*, *heat metal* (d), *inflict moderate wounds*, *resist elements*, *silence* x2, *spiritual weapon*.

1st — *command* x2, *curse element*, *heat lash*, *hide from undead* x2, *magical stone* (d), *shield of faith*;

0 — *detect magic*, *guidance*, *inflict minor wounds*, *read magic*, *resistance*, *virtue*;

Abilities Str 16, Dex 13, Con --, Int 14, Wis 27, Cha 16

SQ Clerical Domains (**Dead Heart**, **Mountain's Fury**), **Create Undead**, **Damage Reduction**, Darkvision 60 ft., Fast Healing, Gray Toughness 1, Obsidian Climb, **Rebuke Undead** (CL 20, 6/day), Skills, **Spell Resistance**, Undead Traits, **Vulnerability to Iron**, Vulnerability to Mind-Affecting Effects.

Feats Alertness, Combat Reflexes, Enlarged Spell, Improved Initiative, Maximize Spell, Power Attack.

Skills Concentration +22, Heal +8, Knowledge (Arcana) +2, Diplomacy +22, Knowledge (Religion) +21, Knowledge (The Planes) +3, Listen +14, Search +14, Sense Motive +23, Spellcraft +21, Spot +20.

Possessions 77,000cp or combat gear plus: *amulet of natural armor* +1, *cloak of the black parishioner* (see New Magic Items in Chapter 10), *periapt of wisdom* +6, *ring of protection* +3, *vest of resistance* +3.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer

armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance (Narthguk Parish Leader)

The Disciples, as an act of humility before their god, all share a common manner of dress, covering themselves in multilayered black robes and their feet in soft cloth, so as to not leave any imprint upon the sacred face of their god.

The clothing of the members of the Disciples leadership is usually in better shape than the rags worn by the congregation at large, usually scavenged silk from Bugdead or surviving Green Age cloth, dyed black, usually with charcoal. The sole indication of their rank is the black clerical stoles they wear, which are made of a smooth, silken, and shiny black material with the texture of unblemished obsidian. The exact nature of the material and process by which it is made is a closely guarded secret.

Personality Notes

Fanatic, loyal, determined

Narthguks are generally inexperienced and less knowledgeable than their Mathargos and Gleaming Tribunal superiors. They tend to act with relative fervor and eagerness, both due to the expectations placed upon them because of their station, and a desire to prove themselves to their superiors and their god.

Strategy and Tactics

Much is expected of Narthguks: in addition to acting as religious leader and administrative head of their local parish community, they are expected to lead their followers in the defense of Disciples territory and serve as officers in the event of a crusade.

Most Narthguks have some spellcasting ability, typically as a priest of their Black God and usually take a support role in combat, directly their congregation and utilizing their magic to their best ability. While they will do their best to defend their flock, they are well aware that as the centers of their local communities, they cannot throw their lives away for the masses.

History

The word Narthguk, like Mathargos, likely originated from Ulyanese Giant. In the context of the Disciple's doctrine, it now means something more like "elder

sibling" or "shepherd." The Narthguks were adopted by the fledgling Disciples as a caste of embed missionaries and informants within the many refugee communities and tribes occupying what became known as the Bone Lands, and by the time of the First Crusade, had become the local leaders of Disciples communities, tending to each wandering flock under direction of the Mathargoi.

Society

Narthguks effectively act as a mix of local priest and chieftain or mayor, seeing to the religious and secular matters of the wandering Disciples communities that wander the blackglass. While they oversee their local unit of followers, known as a parish, they are subservient to the Mathargoi within whose diocese their parish exists and ultimately members of the Gleaming Tribunal.

Narthguks tend to come from a much wider background than the Tribunal members and their Mathargoi, as many have joined the Disciples long after their founding. Narthguks are drawn from the local congregations: any individual who displays long service, possesses an understanding of theology and rhetoric, and can uphold the expected duties can qualify. The most sacrosanct duty of a Narthguk, more so than even tending to their congregation, is ensuring the blackglass within their parish is unblemished, and punishing anyone responsible for damage. It is normally only after centuries of dutiful service that a Narthguk is considered for promotion into the ranks of the Mathargoi.



Typical Zhen Disciple Psion (Messengers) CR17

Male or female human zhen psion (nomad) 15

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +3 Senses: Darkvision 60ft.; Listen +8, Search +20, Spot +14

Aura -

Languages: Ignan, Tamwar, Ulyanese, Ulyanese Giant

AC 25; touch 15, flat-footed 22**

(+3 Dex, +10 Nat, +2 Def)

hp 134 (15 HD; 15d12+15+22); Fast Healing: 3

DR 10/magic

Immune Undead Traits; **Weakness** Vulnerability to Iron, Vulnerability to Mind-Affecting Effects
Fort +8, **Ref** +11, **Will** +15

Speed 30 ft.; Obsidian Climb

Attack: Spear +10/+5 (1d6+3/ x2) or Slam +10 (1d8+3) or Touch +10 (by spell)

Ranged Ranged Touch +10 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +7/+2; **Grp** +10

Combat Options Blinding Touch, Despair (DC 19), Psionic Meditation (Move action)

Combat Gear spear, leather armor

Spell-Like Abilities (CL = 15th):

1/day - animate dead, create greater undead, create undead;

Psi-Like Abilities (ML = 15th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium, catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Psion Powers (ML = 15th, PP: 195+60, DC 18 + power level):

8th — *Bend Reality, Mass Time Hop*

7th — *Energy Wave, Ethereal Jaunt, Personal Mind Blank, Ultrablast*

6th — *Mass Cloud Mind, Psionic Banishment, Psionic Disintegrate, Temporal Acceleration*

5th — *Baleful Teleport, Psionic Teleport, Psionic True Seeing, Tower of Iron Will*

4th — *Detect Remote Viewing, Dismissal Psionic, Psionic Fly, Trace Teleport*

3rd — *Astral Caravan, Dispel Psionics, Energy Bolt, Eradicate Invisibility*

2nd — *Cloud Mind, Dimension Swap, Psionic Levitation, Thought Shield*

1st — *Astral Traveler, Conceal Thoughts, Detect Teleportation, Force Shield, Inertial Armor, Mind Thrust, Sense Link*

Abilities Str 16, Dex 16, Con --, Int 26, Wis 14, Cha 15

SQ Create Undead, Damage Reduction, Darkvision 60 ft., Fast Healing, Gray Toughness 1, Immunity to Turning, Obsidian Climb, Rebuke Undead (CL 15th, 5/day), Skills, Undead Traits, Vulnerability to Iron, Vulnerability to Mind-Affecting Effects.

Feats Expanded Knowledge (Force Shield, Inertial Armor) x2, Greater Power Penetration, Power Penetration, Psicrystal Affinity, Psicrystal Containment, Psionic Body ⁸, Psionic Meditation ⁸,

Quicken Power ⁸, Speed of Thought, Unconditional Power ⁸.

Skills Climb +14, Concentration +20, Jump +14, Knowledge (Arcana) +26, Knowledge (Psionics) +26, Knowledge (Religion) +26, Knowledge (The Planes) +26, Listen +8, Psicraft +26, Search +20, Sense Motive +8, Spot +14, Survival +2.

Possessions 59,000cp or combat gear plus: *cloak of resistance* +3, *gloves of dexterity* +2, *handy haversack, headband of intelligence* +6, *ring of protection* +2.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Disciples, as an act of humility before their god, all share a common manner of dress, covering themselves in multilayered black robes and their feet in soft cloth so as to not leave any imprint upon the sacred face of their god.

The clothing of the members of the Disciples leadership is usually in better shape than the rags worn by the congregation at large, usually scavenged silk from Bugdead or surviving Green Age cloth, dyed black, usually with charcoal. The sole indication of their rank is the black clerical stoles they wear, which are made of a smooth, silken, and shiny black material with the texture of unblemished obsidian. The exact nature of the material and process by which it is made is a closely guarded secret.

Disciple Messengers usually prefer short black skirts that leave their legs bare, so they can run faster across the obsidian plains.

Disciple Wizards wear the same black robes as any other Disciple, though they additionally carry their spellbooks and components within the folds.

Personality Notes

Fanatic, loyal, dutiful

Most Disciples come across as oddly friendly for undead, especially to any living beings they encounter. This is usually a mix of genuine enthusiasm and manipulation, as they are quite aware a positive attitude increases their chances of converting other jaded undead. They will be a welcome, if mildly disturbing, encounter for any living travelers on the obsidian, acting as gracious hosts, defending their new mortal friends, and treating them with an uncomfortable amount of reverence, often asking intrusive questions like if they have partners and/or children. Any Disciple will take great offense to any

damage to the obsidian plains, usually demanding repentance or recompense, though they will not immediately turn hostile.

Strategy and Tactics

Disciples Messengers are exactly that: messengers. Their duties between communities rarely allow them time to interact with strangers on the blackglass, and if attacked, they will prefer to do what they do best – run. They will constantly retreat, harrying attackers with their psionics while attempting to lose their persuiers through speed or better knowledge of the terrain.

Disciples Wizards, while usually looked over in favor of clerics, are valuable members of any parish or diocese, especially if they are a necromancer. They are usually charged with defense of a parish and keeping the dwindling numbers of Subordinate Warriors from falling apart with grafts and necromantic magic, serving as support for the local Marabout.

History

The bulk of the Disciples are made up of zhen: while other undead are welcomed, zhen are viewed as the Black God's chosen children, and any undead who was not reborn as one must have done some act to offend the Black God or otherwise wandered astray to not be so blessed. Those who do not possess clerical training or a deep knowledge of Disciples theology make up the common parishioners of the faith, denied leadership positions but filling vital roles in the day-to-day society of the cult. Their ranks include both disaffected undead from other communities and those directly dug out of the Blackglass by the Disciples, many of whom were ignorant of their new nature and afraid of this new world, and therefore easily swayed into the Disciples' worldview. After centuries or millennia within the cult, it is all they have known in their undeath, and most are loath to leave that familiar existence.

Society

Many Disciples possess psionic mastery they had obtained in life, but without clerical training, they must often "take a back seat" to the priests. Many psions within the Disciples' ranks take on roles as messengers between the wandering communities on the blackglass, conveying information between each Parish and Diocese, as the Mathargois are usually too busy, and the Narthguks must stay with their Parishes.

As nearly all of the undead who populate the Dead Lands died during the Green Age or Cleansing Wars, they have no prejudices against wizards, and will face no persecution. Amongst the Disciples, their powers are seen as a blessing of the Black God.



Zhen Wizard Disciples CR20

Male or female human zhen wizard 10 / necromant 6
Lawful Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +9, Search +14, Spot +15

Aura -

Languages Classic Dwarven, Ignan, Ulyanese, Ulyanese Giant

AC 25, touch 15, flat-footed 22**
(+3 Dex, +10 Nat, +2 Def)

hp 120 (16 HD; 16d12+16); **Fast Healing:** 3

DR 5/magic

Immune Fear, Obsidian, Undead Traits; **Weakness** Vulnerability to Iron, Vulnerability to Mind-Affecting Effects

Resist -; **PR** -, **SR** -

Fort +7, **Ref** +10, **Will** +17

Speed 30 ft (6 squares); Obsidian Climb

Melee Slam +11 (1d8+3) or Touch +11 (by spell)

Ranged Ranged Touch +9 (by spell)



Space 5 ft.; Reach 5 ft.

Base Atk +8/+3; Grp +11

Combat Options Breath Weapon (15 ft. Cone of Obsidian Shards, DC 20, 20d6 piercing), Create Undead, Transmit Curse (Headband, DC 20)

Combat Gear wand of searing light (CL 6th, 48 charges)

Spell-Like Abilities (CL = 16th):

1/day - animate dead, create greater undead, create undead;

Psi-Like Abilities (ML = 16th. DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**

*Power can be augmented.

Wizard Spells (CL = 16th (+4 vs. SR), DC 18 + spell level):

8th — incendiary cloud, mind blank, sunburst

7th — control undead, greater teleport, spell turning, unliving identity

6th — chain lightning, disintegrate, forceful hand, widened fireball.

5th — cone of cold, empowered fireball, mage's faithful hound, quickened shield, widened eye of the storm

4th — Animate Dead, dimension door, fire shield, greater invisibility, resilient sphere, wall of fire

3rd — arcane sight, dispel magic, halt undead, fireball, nondetection, vampiric touch.

2nd — command undead x2, resist energy, scorching ray, see invisibility, web.

1st — Alarm, expeditious retreat, mage armor, magic missile x2, shield.

0 — detect magic, disrupt undead, mage hand, message.

Spellbook (scarring patterns on body):

Mathargos Disciples use the Nomad Wizard Saboteur Support list (See Spell Lists in Appendix).

Abilities Str 16, Dex 16, Con --, Int 26, Wis 16, Cha 14

SQ Create Undead, Damage Reduction, Darkvision 60 ft., Fast Healing 3, Fear Immunity, Gravespeaker,

Gray Casting, Gray Toughness 1, Immunity to Bane (obsidian), Low-Light Vision, Obsidian Climb, Rebuke Undead (CL 16th, 5 /day), Undead Traits, Vulnerability to Iron, Vulnerability to Mind-Affecting Effects

Feats Brew Potion, Craft Wand, Empower Spell [Ⓢ], Eschew Materials, Greater Spell Penetration, Iron Will, Quicken Spell [Ⓢ], Scribe Scroll [Ⓢ], Spell Penetration, Widen Spell.

Skills Bluff +21, Concentration +21, Knowledge (Arcana) +27, Knowledge (Psionics) +8, Knowledge (Religion) +27, Knowledge (The Planes) +27, Listen +9, Search +14, Sense Motive +9, Spellcraft +27, Spot +9.

Possessions 77,000 cp or combat gear plus: cloak of resistance +2, gloves of dexterity +4, headband of intellect +6, ring of protection +2.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

See Psion Disciple above for description of Appearance, Personality, Strategy, History, and Society.



Zhen Disciple Priest (Sovereign Rising Missionary) CR 19

Male or female human zhen cleric (magma) 16

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; Senses: Darkvision 60ft., Low-Light Vision; Listen +16, Search +14, Spot +22

Aura -

Languages: Ignan, Ulyanese, Ulyanese Giant



AC 24; touch 11, flat-footed 23

(+1 Dex, +3 armor, +10 Nat)

hp 136 (16 HD; 16d12+32); Fast Healing: 3

DR: 5/magic; SR 30; Resist -;

Immune Turning, Undead Traits; **Weakness**

Vulnerability to Iron, Vulnerability to Mind-Affecting Effects

Fort +10, **Ref** +6, **Will** +22

Speed 30 ft.; Obsidian Climb

Melee: Shortspear +18 (1d6+6; 20/x2) or Slam +16 (1d8+4) or Touch +16 (by spell)

Full Melee: Shortspear +18/+13/+8 (1d6+6; 20/x2) or 2x Slam +16 (1d8+4)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +12/+7/+2; **Grp** +16

Combat Options Combat Reflexes (2/round), **Create Undead**, **Paralysis (DC 21)**, Power Attack

Combat Gear shortspear +2, leather armor +1

Spell-Like Abilities (CL = 16th):

1/day - *animate dead*, *create greater undead*, *create undead*;

Psi-Like Abilities (ML = 16th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Cleric Spells (CL = 16th, DC 18 + spell level):

8th — *antimagic field*, *elemental storm*, *gray rift (d)*, *maximized elemental strike*,

7th — *earthquake (d)*, *elemental chariot*, *heightened blade barrier*, *quicken dimensional anchor*, *sands of time*.

6th — *braxatskin*, *flesh to stone (d)*, *harm*, *ingathering the shards*, *word of recall*;

5th — *cleansing flame*, *elemental strike*, *greater command*, *quicken shield of faith*, *unhallow*, *unliving identity (d)*;

4th — *air walk*, *birthfurnace*, *elemental armor*, *greater magic weapon*, *heightened hide from undead*, *tongues*, *vampiric touch (d)*;

3rd — *animate dead*, *bestow curse*, *deeper darkness*, *magic vestment*, *searing light*, *speak with dead*, *spike stones (d)*, *wind wall*;

2nd — *desecrate*, *enthrall*, *heat metal (d)*, *inflict moderate wounds*, *resist elements*, *silence x2*, *spiritual weapon*.

1st — *command*, *curse element*, *heat lash*, *hide from undead x2*, *magical stone (d)*, *shield of faith x2*;

0 — *detect magic*, *guidance*, *inflict minor wounds*, *read magic*, *resistance*, *virtue*;

Abilities Str 18, Dex 13, Con --, Int 14, Wis 27, Cha 16

SQ Clerical Domains (**Dead Heart**, **Mountain's Fury**),

Create Undead, Damage Reduction, Darkvision 60

ft., Domains, Fast Healing 3, Gray Toughness 2,

Immunity to Turning, Obsidian Climb, Rebuke

Undead (CL 16th, 6/day), Skills, Spell Resistance,

Undead Traits, **Vulnerability to Iron**, Vulnerability

to Mind-Affecting Effects.

Feats Alertness, Combat Reflexes, Heightened Spell,

Improved Initiative, Maximize Spell, Power Attack,

Quicken Spell.

Skills Concentration +22, Heal +16, Knowledge

(Arcana) +12, Diplomacy +13, Knowledge

(Religion) +21, Knowledge (The Planes) +21, Listen

+16, Search +14, Sense Motive +14, Spellcraft +12,

Spot +22.

Possessions 77,000cp or combat gear plus: *bag of*

holding (type 1), *belt of strength +2*, *crystal mask of*

mindarmor, *peripart of wisdom +6*, *potion-orb of*

protection from arrows, *rod of metamagic (enlarge)*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance (Sovereign Rising Missionary)

The Disciples, as an act of humility before their god, all share a common manner of dress, covering themselves in multilayered black robes and their feet in soft cloth, so as to not leave any imprint upon the sacred face of their god.

The clothing of the members of the Disciples leadership is usually in better shape than the rags worn by the congregation at large, usually scavenged silk from Bugdead or surviving Green Age cloth, dyed black, usually with charcoal. The sole indication of their rank is the black clerical stoles they wear, which are made of

a smooth, silken, and shiny black material with the texture of unblemished obsidian. The exact nature of the material and process by which it is made is a closely guarded secret.

Occasionally, members of the Sovereign Rising need to blend in with the undead throngs of the City of a Thousand Dead, so as to partake in covert maneuvers. Accordingly, they maintain additional sets of rags, more in keeping with the average undead of the Dead Lands, to avoid wearing their characteristic black multilayered robes at such times.

Personality Notes

Pious, Radicalized, Ruthless

The Sovereign Rising sect is extremely aggressive in its proselytizing and apocalyptic doctrine, and far less patient with non-believers than the average Disciple. Unlike orthodox Disciples, they frequently employ duplicity in advancing their faith's agenda - whether this is a response to the interfactional strife of the City or a result of the sect's desire to bring about the Emergence is unknown. Even if receiving aid from the sect, a nonbeliever could hardly be blamed for feeling as if they're just being used. Despite their separation from the orthodoxy, the sect remains fiercely involved in the politics of the Gleaming Tribunal: at least one representative Mathargos is present at any meeting, usually the one yelling the loudest.

Strategy and Tactics

Outnumbered even among the Disciples, much less among the various factions of the City 1000 Dead and the other undead of the Dead Lands, the Sovereign Rising sect has learned the value of fighting dirty over the centuries. Their missionary founders learned the hard way how disastrous an open crusade can be.

Their secret cells and embassy are heavily guarded by traps of all kinds, while their operatives resort to assassination, sabotage, kidnapping, and more to further their goals and defend their flock. Despite this, they only fight if they feel they have a decent chance of winning: if not, they will fall back on well-considered escape plans, assisted by networks of informants and local sympathizers.

History

The Sovereign Rising's origins are difficult to place, obfuscated as they are by countless disputes, revisions, and the less-than reliable memories of Tribunal members. Some believe one of their founders was a member of the Gleaming Tribunal cast out for

particularly militant and contentious beliefs, while others believe they have always been a part of the Disciple faith, drawing those souls with a desire to delve deeply into the secrets of their unlife.

What is commonly agreed upon is that their movement began with the Disciples' Second Crusade. When Disciples missionaries discovered the City 1000 Dead, the news could not be contained by the Gleaming Tribunal and the fervor over the perceived sacrilege was such that it unintentionally sparked the Second Crusade.

Later, after the Sovereign Rising had grown to a full-blown sect within the Disciples, their investigations discovered that the blessed Shining Tide had begun on the site of the City 1000 Dead. This caused the City to become a major focus of the Sovereign Rising's efforts. While the Disciples still look upon the City with no small amount of disgust, the Gleaming Tribunal has been more pragmatic in their approach to it. They believed more could be achieved from within the city through subterfuge than the Disciples could ever achieve with a direct assault. This was one of the major factors that led them to found an embassy within the City 1000 Dead.

Officially, the embassy is not taken very seriously by the Disciples and is seen as a token presence in the City, dedicated to turning the inhabitants away from their wickedness and towards the glory of the Black God.

Unofficially, however, the Sovereign Rising members stationed there know the embassy's mission is far more profound - they have the holy task of learning more regarding the origins of the Shining Tide and hastening the Emergence - through any means necessary. Should they discover the existence of the *Planar Gate*, they would stop at nothing to reopen it.

The embassy is a small, well defended compound on the edge of the ruined northern district in the City 1000 Dead, but most of the Sovereign Rising operatives and missionaries work in small cells all over the city. Centuries of interaction with the warring factions have taught them to especially avoid Volldrager's complex and the Descendants.

Society

The Gleaming Tribunal has always held divided opinions on the Sovereign Rising, complicated by them quite often forgetting their previous stances amid their endless debates and philosophizing. Officially, most tribunal members disavow such radicals, preaching that emulating the patience of the Sleeping God is a virtue, but some on the Tribunal secretly support the efforts to hasten the Emergence, even if they sometimes find the Sovereign Rising's tactics counterproductive.

Most of the factions within the City of a Thousand Dead are not aware of the sect's more aggressive and inquisitive actions. The few that are (such as the Defenders) mostly see them as just a nuisance.



Subordinate Krag Cleric Disciples (Marabouts) CR2 1

Male or female magma krag cleric (magma) 11

LE Medium Undead (Earth, Fire, Psionic)

Init +7; Senses: Darkvision 60ft.; Listen +23, Search +22, Spot +27

Aura -

Languages: Aquan, Ignan, Ulyanese, Ulyanese Giant

AC 24; touch 14, flat-footed 21*

(+3 Dex, +6+1 Nat, +3 armor, +1 Def)

hp 143 (22 HD; 22d12) Fast Healing 3

DR 5/magic

Turn Resistance: +2 (vs. Water, as 24 HD)

Immune Fire, Rebuke Undead, Undead Traits;

Weakness **Phobia (cold)**, Turn Submission +2 (vs. Magma, as 20 HD), Vulnerability to Cold

Fort +11, **Ref** +10, **Will** +24

Speed 30 ft.

Melee: Claw +15 (1d8+3)

Full Melee: 2x Claw +16 (1d8+3) and Bite +10 (2d6+1)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +12/+7/+2; **Gp** +15

Combat Options **Brand**, Combat Reflexes (4/round),

Create Spawn, Elemental Blast (60 ft line, DC 26, 8d6 Fire dmg), Elemental Infusion (DC 26), **Guilt Gaze**, Power Attack, **Rotting Touch**

Combat Gear *handwraps* x2, MW studded leather armor

Psi-Like Abilities (ML=20. DC Charisma-based):

At will - *anchored navigation, clairvoyant sense, conceal thoughts, control light, inflict pain, mindlink, precognition, telekinetic thrust;*

1/day - *ultrablast.*

*Power can be augmented.

Cleric Spells (CL 11th, DC 19 + spell level):

6th - *flesh to stone (d), ingathering the shards, word of recall*

5th - *elemental strike, extended greater magic weapon x2, quickened shield of faith, unliving identity (d);*

4th - *birthfurnace, extended magic vestment, heightened hide from undead, inflict critical wounds, tongues, vampiric touch (d);*

3rd - *animate dead, bestow curse, deeper darkness, searing light, speak with dead, spike stones (d), wind wall;*

2nd - *desecrate, enthrall, heat metal (d), inflict moderate wounds, resist elements, silence, spiritual weapon.*

1st - *command, curse element, darkness, heat lash, hide from undead x2, magical stone (d), shield of faith x2;*

0 - *detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;*

Abilities Str 16, Dex 16, Con —, Int 18, Wis 28, Cha 20

SQ **Damage Reduction**, Darkvision 60 ft., Elemental Bond, **Enhanced Ability** (feat - **Improved Natural Attack (Claw)**), **Fast Healing**, **Phobia (cold)**, Rebuke Undead (CL 11th, 8/day), Turn Resistance, Ubiquitous Vision, Undead Traits.

Feats Alertness, Cleave, Combat Reflexes, Extend Spell, Heighten Spell, Improved Initiative, Improved Natural Attack (Claw) ⁸, Power Attack, Quicken Spell, Stealthy ⁸

Skills Climb +17, Concentration +30, Hide +19, Intimidate +19, Knowledge (Psionics) +9, Knowledge (Religion) +29, Knowledge (The Planes) +29, Listen +23, Move Silently +19, Psicraft +9, Search +22, Sense Motive +21, Spellcraft +23, Spot +27.

Possessions 21,000cp or combat gear plus: *amulet of natural armor* +1, *cloak of resistance* +1, *periapt of wisdom* +4, *ring of protection* +1.

Special Qualities (descriptions)

Magma Krag Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance (Marabout)

Due to their features being largely obscured under multi-layered black robes, Marabouts are difficult to differentiate from other Disciples at first glance. However, close observation reveals that their clerical vestments and exposed flesh are not smooth and glass-infused like the Zhen, but obsidian-encrusted and seemingly fused to their gaunt bodies. Underneath their robes, they are a grotesque sight: charred skeletons partially melted and covered in obsidian flecks, with bits of the seared remains of Green Age water-cleric vestments flash-fused to their bodies like strips of rotting flesh. However, there is an odd uniformity to their mangled forms, as if the seared bone, cloth, and cracked obsidian are merging into obsidian flesh, which they interpret as favor from their God. Some have even carved and cut patterns into their rotted and burned cloth, bone and flesh, a unique pattern of interlocking lines denoting their "rank."

Personality Notes

Pugnacious, Fanatical, Single-minded

Most Marabouts are more than happy to have a focus for their natural rage - it seems that brutalizing those who will not listen to the beautiful message of the Disciples is good for the Marabouts' mental health. Provided a potential convert doesn't disagree with a Marabout on doctrine, they will only have to worry about how zealous and aggressive Marabouts can be. May the Black God help them should they disagree, however...

When in the presence of larger congregations, Marabouts are unusually quiet, generally content to not interact with strangers, though they praise the glory of the Black God with a subdued fanaticism if actually engaged in conversation. This is likely for the best, as any perceived differences in doctrinal interpretation or slights against their faith will usually incite Marabouts to bully or even become violent with offenders. Because of this, the Narthguk of any parish will usually keep Marabouts isolated away from potential converts, with strict orders not to interact with them.

Strategy and Tactics

Marabouts are almost always accompanied by a small squad of Subordinate Disciple Warriors, acting as field officers in the defense of their home parish. When offended, they can be unsubtle fighters, happily charging into the front lines to tear enemies apart with their claws and teeth. They are not mindless berserkers,

however, and will use their magic to support their minions.

Marabouts always attempt to reanimate any slain foes to "gain new converts" for the Black God, interpreting their conversion as penance for their sinfulness. The chance to spawn Kraglings from imperfect blasphemers is especially cherished.

History

The word Marabout, like Mathargos, likely originated from Ulyanese Giant. In its original context it translated to something along the lines of "acolyte," specifically referring to the junior priests of the villages along the Sparkling Gem and later Glass Lake.

As acolytes, the young folk were expected to render public service to the village, be it hauling fish, tending to the infirm, etc; this built goodwill with the local communities and taught acolytes the value of hard work, and the tradition survived the fall of the Sageocracy to be continued by the human communities eking out a living in the defiled land.

Many of the acolytes caught in the Shining Tide rose as Krag and, though less powerful than their masters who joined the Gleaming Tribunal, they were quickly re-incorporated into the Disciples. The Marabouts originally served as the bodyguards of the Tribunal and their secret grotto, but were later assigned to local Narthguks to act as lieutenants, commanding the undead warriors of each parish. Most secretly resent their "demotion" but stoically consider it the Black God's will.

Society

Violently fanatical and terrifying to behold, the Marabouts serve as the iron fist to Narthguks' velvet glove. A Marabout is assigned to each parish, though technically "on loan" from the Tribunal, and dutifully serves them as an enforcer, commanding the local garrison of Subordinate Warriors. They also serve as bodyguards for emissaries when necessary. In desperate times, such as the death of their Narthguk, a Marabout can perform all the traditional religious services, such as the ingathering of the shards, and will serve as temporary Narthguk of a parish until a new one is assigned.



Subordinate Warrior Disciple

CR16

Male or female human thinking skeleton fighter 15

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +7; Senses: Darkvision 60ft.; Listen +7, Search +5, Spot +7

Aura -

Languages: Ulyanese, Ignan

AC 29; touch 15, flat-footed 25

(+4 Dex, +6 armor, +4 Shield, +4 Nat, +1 Def)

hp 112 (15 HD; 15d12+15)

Resist Cold 10, Electricity 10

Immune Undead Traits; **Weakness:** Cast no Shadow, Vulnerability to Blessed Elements

Fort +13, **Ref** +13, **Will** +12

Speed 40 ft.

Melee Shortspear +25 (1d6+12; 20/x2) or Claw +20 (1d4+6) or Bite +20 (1d6+6)

Full Melee Shortspear +25/+20/+15 (1d6+12; 20/x2) or 2x Claw +20 (1d4+6) and Bite +15 (1d6+3)

Ranged Shortspear +23 (1d6+12; Range 20 ft.; 20/x2)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +15/+10/+5; **Grp** +21

Combat Options Brand, Combat Reflexes (5/round), Disease (DC 19), Great Cleave, Point Blank Shot, Power Attack, Precise Shot

Combat Gear returning shortspear +2, studded leather +3, heavy chitin shield +2

Abilities Str 22, Dex 18, Con --, Int 13, Wis 12, Cha 14

SQ Cast no Shadow, Darkvision 60 ft., Enhanced Ability (+10 base land speed), Enhanced Senses, Gray Toughness 1, Resistances, Skills, Vulnerability to Blessed Elements.

Feats Cleave, Combat Expertise ⁸, Combat Reflexes ⁸, Great Cleave, Greater Weapon Focus (Spear) ⁸, Greater Weapon Specialization (Spear) ⁸, Improved Disarm ⁸, Improved Trip ⁸, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (Spear) ⁸, Weapon Specialization (Spear) ⁸.

Skills Climb +15, Craft (armor) +19, Craft (weapons) +19, Handle Animal +1+0, Intimidate +19, Jump +15, Listen +6, Ride +2, Search +5, Sense Motive +5, Spot +7.

Possessions 59,000cp or combat gear plus: belt of strength +2, cloak of resistance +4, gloves of dexterity +2, potion-orb of resist energy (fire 10) x2, ring of protection +1.

Special Qualities (descriptions)

Thinking Skeleton Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance (Subordinate Warriors)

The Disciples' Subordinate Warriors were drawn from the wide variety of thinking undead that existed in the Dead Lands. After millennia of attrition and two disastrous Crusades, their ranks have been reduced down to only the most replaceable undead: thinking zombies. Created from mindless zombies whenever possible, Subordinate Warriors see quite a lot of wear and tear, and many bare countless wounds or proof of other repairs, such as grafted limbs, braces, or other such structural fixes to their bodies.

Originally, Subordinate Warriors wore the same multilayered black robes as all Disciples, but, even as hand-me-downs, most robes have worn out or been lost after king's ages of fighting and traveling, and those that retain them proudly hold onto the tattered cloth scraps that remain. Cloth is rare in the Dead Lands, and most the Disciples find goes to Disciples leadership, so most Subordinate Warriors do without.

Personality Notes

Reserved, Devoted, Ferocious

Though they might be mistaken as another horde of mindless undead used as fodder by the Disciples, the Subordinate Warriors are intelligent undead, and are capable of speech, though they usually don't talk much. Growing accustomed to their clerics doing the talking means they often prefer to follow orders devotedly and silently.

Strategy and Tactics

If they actually were warriors in life, the Subordinate Warriors certainly do not remember the tactics, and generally act in an unprofessional horde to beat opponents into submission. Their grasp of warfare is rudimentary at best, but they largely fight to drive back or force surrender, not kill.

History

The Subordinate Warriors are an eclectic mix of individuals from many different backgrounds: some were inanimate corpses recovered by the Disciples, others were former enemy soldiers dominated or persuaded to their side, and others were genuine converts to the faith. Some still have relatively intact

bodies, having been recently reanimated or had their spirit called back from the Gray (see the *unliving identity* spell), but others have had the flesh stripped from their bones by war and time.

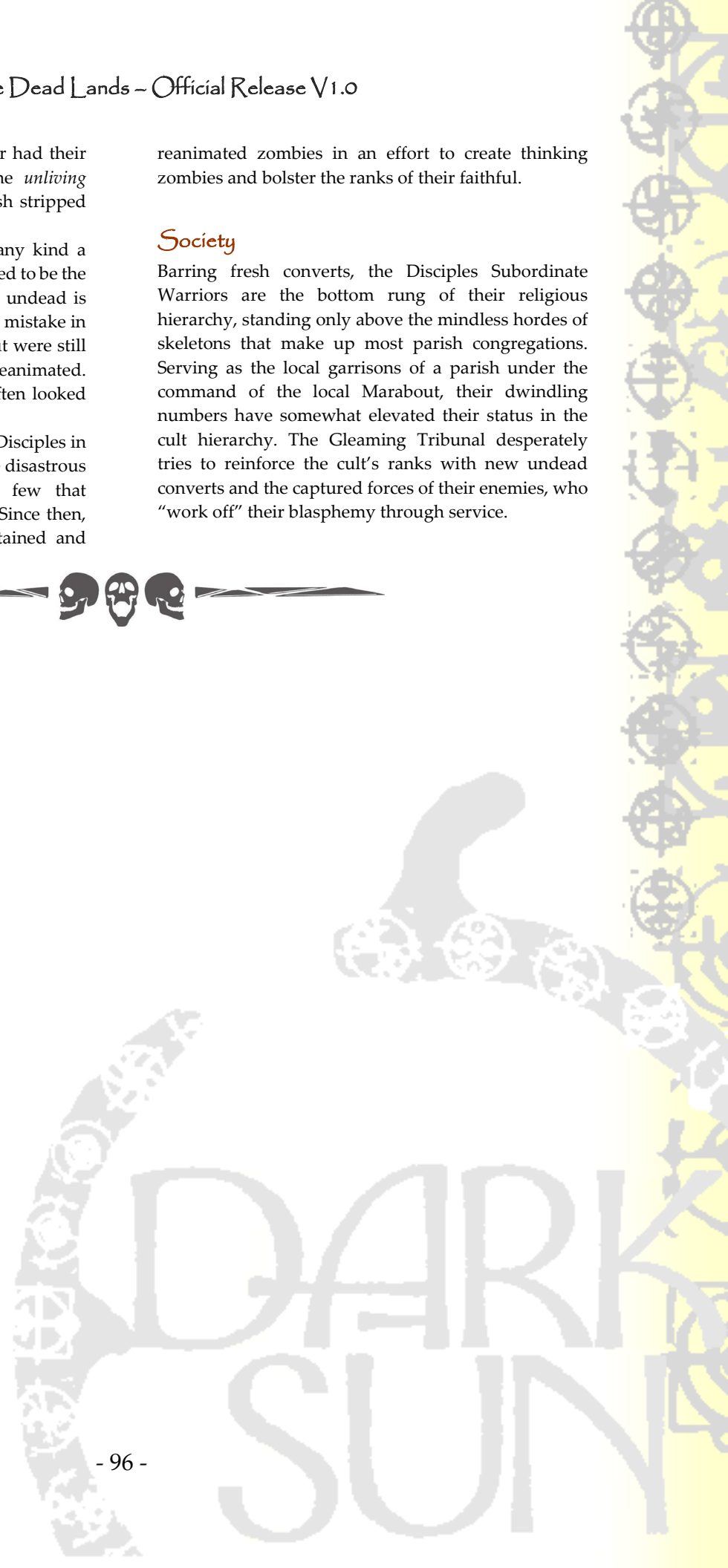
While the Disciples consider undeath of any kind a blessing of the Black God, zhen are considered to be the perfected children of their god. Any other undead is thought to have committed some offense or mistake in life that has left them in an inferior state but were still granted the Black God's mercy in being reanimated. The non-zhen adherents of the faith are often looked down upon by the majority of Disciples.

The vast hordes of undead who joined the Disciples in the early days were largely destroyed in the disastrous First and Second Crusades, and those few that survived came back battered and broken. Since then, Disciple necromancers have furiously obtained and

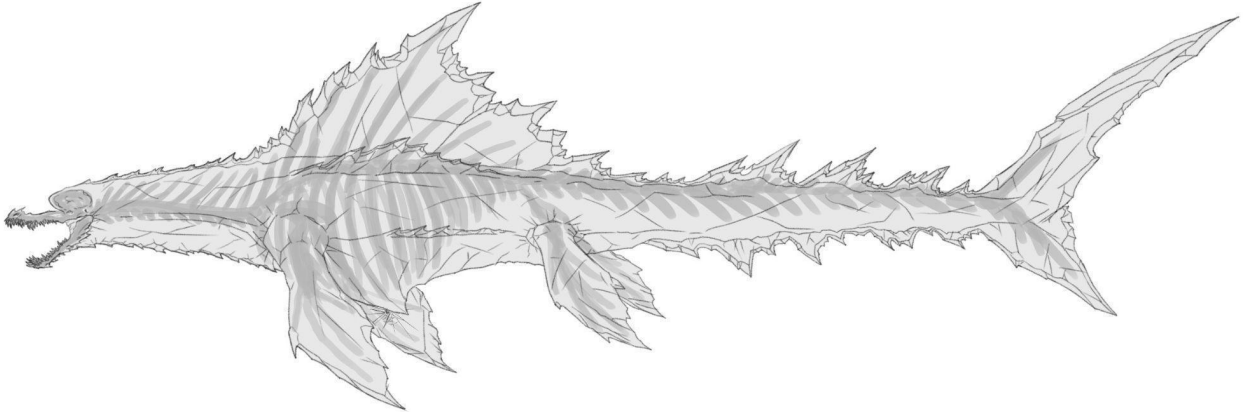
reanimated zombies in an effort to create thinking zombies and bolster the ranks of their faithful.

Society

Barring fresh converts, the Disciples Subordinate Warriors are the bottom rung of their religious hierarchy, standing only above the mindless hordes of skeletons that make up most parish congregations. Serving as the local garrisons of a parish under the command of the local Marabout, their dwindling numbers have somewhat elevated their status in the cult hierarchy. The Gleaming Tribunal desperately tries to reinforce the cult's ranks with new undead converts and the captured forces of their enemies, who "work off" their blasphemy through service.



Fouled Sea



Likely Encounters

For each 10 minutes spent walking above the Fouled Sea, there is a 30% chance of attracting the attention of 1d2 Undead Sea Monsters.

The Terrain here consists mostly of either Thin Obsidian, Crevasses, or Concealed Crevasses (see Chapter 2- Types of Obsidian Terrain). Anyone or anything that breaks through the obsidian will find themselves dropping into the fetid waters of the Fouled Sea below.



Firemouth (Undead Sea Monster) CR 15

Neutral Gargantuan zhen animal (fire undead sea monster)

Init +1 (Dex - size); **Senses** low-light vision, darkvision 60 ft; **Listen** +14; **Spot** +14

Aura: -

Languages: -

AC 20 touch 8 flat footed 18 (+1 Dex, +1 dodge, +12 natural, -4 size)

hp 115 (10d8+70); fast healing 3

DR 5/magic

Immune paralysis, sleep, fear

Resist -;

Fort +15, **Ref** +8, **Will** +4

Weakness delusion, mind affecting abilities, obsidian

Speed 20 ft. (4 squares), swim 50 ft..

Melee bite +15 (2d8 + 18 plus grab)

Space 15 ft.; **Reach** 15 ft.

Base Atk +7; **Grp** +27

Melee bite +15 (2d8 +18 plus grab)

Damage: bite +15 (2d8 +18 plus grab)

Special Attacks/Actions: swallow whole (2d6 +12 bludgeoning, AC 16, **hp** 10)

Psi-Like Abilities (ML = 10. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Abilities Str 34, Dex 13, Con 22, Int 2, Wis 13, Cha 9

Special Qualities: Swallow Whole, Damage Reduction 5/magic, darkvision 60 ft., fast healing 3, Gray toughness 1, Resistance to Acid 18 and cold 18,

Undead Traits, vulnerability to mind-affecting effects and obsidian

Feats Dodge, Cleave, Great Fortitude, Mobility, Power Attack

Skills Swim +20, Listen +14, and Spot +14

Advancement: 37-54 HD (Gargantuan)

Possessions -

Special Qualities (description)

Delusion: The firemouth still thinks it's alive, and still hunts and plays with its prey as if it was.

Immolating Stomach (Su): All creatures inside its stomach receive 3d6 points of fire damage per round. (Reflex save for half damage).

Swallow Whole (Ex): When a Firemouth begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bludgeoning damage (2d6+12). A swallowed creature can escape by doing 19 points of damage to the inside of the Tylosarus with a light slashing or piercing weapon (AC 26). A creature that escapes the pin while swallowed whole emerges from the Tylosarus's stomach, not its throat, where it may be grabbed and pinned again.

Appearance

The Firemouths (as they are referred to by the Brotherhood of the Mirror and the Disciples who have seen them), are unfathomably large fish with a long body and even longer jaws, able to swallow anything of thri-kreen size or smaller whole.

Personality Notes

Driven, Cruel

These monsters have been trapped in a buried lake that's only just large enough for them. They've been there so long, even fighting with each other has become

inconceivably boring. So they will relish at any chance for sport, and will lure any target they can reach psionically to come join them so they can toy with them.

Strategy and Tactics

In the dark water, the sea monsters have massive advantages of maneuverability versus nearly any invader, and they know it. They will toy with particularly lively or frightened acting prey before tearing them apart. They generally wait until the target is badly wounded and at least somewhat disabled before swallowing them whole.

History

These gargantuan sea monsters are not relics of the Green Age, they're relics of the Blue Age. Their species had been an apex predator of the open seas for as long as those seas lasted. The few that still exist under this trapped water are the last remnants of that ancient and alien ecosystem.

Society

They have a kind of symbiotic relationship with the Brotherhood of the Mirror. While this won't necessarily stop one of them from eating a brother that falls into their waters, they will not taunt or toy with them. They have even been seen to respond when Brothers are near the water and under threat.

Though much of Glass Lake's water was boiled away by the Obsidian Tide, the deeper water areas were protected by the flash-hardened blackglass and were preserved. Thus, there remains today a vast subvitrine lake, known as the Fouled Sea, over which linger pockets of putrid air that were trapped in the savage interplay of flash-cooled obsidian glaciers and the instantly-boiled seawater. The fetid water of the Fouled Sea is black and brackish, wholly unable to support life, but it does support many species of vicious undead.

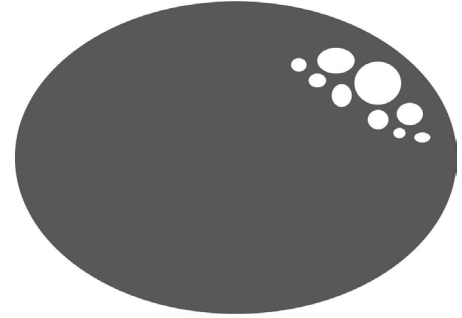


Nolak Island

Likely Encounters

Upon approaching the island, visitors will be met by 3-12 (3d4) Brothers, an even mix of humans and trolls.

Their reactions will be largely dependent on the visitors. Should the visitors prove not interested in disturbing the water or the creatures inside it, there is a fair chance of having a non-violent encounter with the Brotherhood.



Brotherhood of the Mirror (Troll) CR23

Male or female troll zhen cleric (rain) 16

NE Medium undead (augmented Giant, Psionic)

Init +3; **Senses** darkvision 60ft., low-light vision, Scent; Listen +22, Search +12, Spot +28

Languages Aquan, Ulyanese, Ulyanese Giant

AC 34; touch 12, flat-footed 31**

(-1 size, +3 Dex, +15 natural, +7 armor)

hp 187 (22 HD; 22d12+44); fast healing 6

DR 5/magic

Immune Undead Traits; **Weakness** Bound to Area, Stench (rotting fish), Vulnerability to Mind-Affecting Effects

Fort +21, **Ref** +21, **Will** +25

Speed 30 ft.; obsidian climb

Melee Slam +31 (1d8+16) or Claw +31 (1d6+16) or Bite +27 (1d6+12) or Touch +31 (by spell)

Full Melee Slam +31 (1d8+16) and Bite +22 (1d6+6) or 2x Claw +28 (1d6+16) and Bite +22 (1d6+6)

Ranged Ranged Touch +18 (by spell)

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

Base Atk +16/+11/+6; **Grp** +32

Combat Options Ability Drain (DC 21), Paralysis (DC 21), Rend (2d6+16)

Combat Gear large handwraps (+4 from greater magic weapon), large MW studded leather armor (+4 from greater magic weapon)

Psi-Like Abilities (ML=16th. DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**

*Power can be augmented.

Cleric Spells (CL = 16th (+6 vs. SR), DC 18 + spell level):

8th — Antimagic Field, Elemental Storm, Waterways (d)

7th — Destruction, Enlarged Undeath to Death, Greater Scribing, Whirlpool of Doom (d)

6th — Awaken water spirits (d), Extended Righteous Might, Harm, Heal, Word of Recall

5th — Elemental strike, Commune, Extended Greater Magic Weapon, Ragestorm, Scribing, Water Trap (d)

4th — Divine power, Divination, Elemental Weapon, Extended Magic Vestment, Freedom of Movement, Pact of water (d), Tongues

3rd — Bestow curse, Control tides (d), Dispel magic x2, Eye of the storm, Prayer, Searing Light, Speak With Dead

2nd — darkness, death knell, desecrate, Extended Divine Favor, Fog Cloud (d), Resist Elements, Return to the Earth, Silence

1st — Bless, Cause fear (d), Command, Curse Element, Deathwatch, Endure elements, Hide from undead, shield of faith

0 — Create Element, Detect Element, Detect Magic, Guidance, Resistance, Read Magic

Abilities Str 34, Dex 17, Con –, Int 10, Wis 25, Cha 12

SQ Bound to Area, Damage Reduction, darkvision 60 ft, Clerical Domains (Drowning Despair, Living Waters), Enhanced Ability (saves), Fast Healing, Gray Toughness 2, obsidian climb, Rebuke Undead (4/day), Scent, Skills, Stench, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Brew Potion, Craft Magic Arms and Armor, Enlarge Spell, Extend Spell, Epic Spell Penetration, Greater Spell Penetration, Spell Penetration, Widen Spell.

Skills Concentration +17, Heal +7, Knowledge (Religion) +8, Knowledge (The Planes) +10, Listen +22, Search +12, Sense Motive +13, Spot +28, Swim +12.

Possessions 265,000cp or combat gear plus: *belt of strength* +6, *cloak of resistance* +5, *greater strand of prayer beads (healing, karma, summons, wind walking)*, *horn of fog*, *pearl of power (2x, 6th lvl or lower)*, *periapt of wisdom* +6.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Drowning Despair:** Class Skill - Swim; Granted Power - Rebuke/command water creatures
- **Living Waters:** Class Skill - Swim; Granted Power - Stabilize all dying creatures in 60' radius once per day.

See next entry for Appearance, Personality Notes, Strategy and Tactics, History, and Society



Brotherhood of the Mirror (Human) CR21

Male or female human zhen cleric (rain) 16

NE Medium undead (augmented humanoid, human, Psionic)

Init +1; **Senses** darkvision 60ft., low-light vision; Listen +14, Search +14, Spot +20

Languages Aquan, Ulyanese, Ulyanese Giant

AC 28; touch 11, flat-footed 27**
(+1 Dex, +10 natural, +7 armor)

hp 136 (16 HD; 16d12+32); fast healing 6

DR 5/magic

Immune Undead Traits; **Weakness** Bound to Area, Stench (rotting fish), Vulnerability to Mind-Affecting Effects

Fort +16, **Ref** +11, **Will** +24

Speed 30 ft.; obsidian climb

Melee Slam +19 (1d8+7) or Touch +19 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +12/+7/+2; **Grp** +15

Combat Options Ability Drain (DC 21), Paralysis (DC 21)

Combat Gear handwraps (+4 from greater magic weapon), MW light chitin shield (not equipped yet), MW studded leather armor (+4 from greater magic weapon)

Psi-Like Abilities (ML = 16th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Cleric Spells (CL = 16th (+6 vs. SR), DC 18 + spell level):

8th — *Antimagic Field*, *Elemental Storm*, *Waterways* (d)

7th — *Destruction*, *Enlarged Undeath to Death*, *Greater Scrying*, *Whirlpool of Doom* (d)

6th — *Awaken water spirits* (d), *Extended Righteous Might*, *Harm*, *Heal*, *Word of Recall*

5th — *Elemental strike*, *Commune*, *Extended Greater Magic Weapon*, *Ragestorm*, *Scrying*, *Water Trap* (d)

4th — *Divine power*, *Divination*, *Elemental Weapon*, *Extended Magic Vestment*, *Freedom of Movement*, *Pact of water* (d), *Tongues*

3rd — *Bestow curse*, *Control tides* (d), *Dispel magic* x2, *Eye of the storm*, *Prayer*, *Searing Light*, *Speak With Dead*

2nd — *darkness*, *death knell*, *desecrate*, *Extended Divine Favor*, *Fog Cloud* (d), *Resist Elements*, *Return to the Earth*, *Silence*

1st — *Bless*, *Cause fear* (d), *Command*, *Curse Element*, *Deathwatch*, *Endure elements*, *Hide from undead*, *shield of faith*

0 — *Create Element*, *Detect Element*, *Detect Magic*, *Guidance*, *Resistance*, *Read Magic*

Abilities Str 16, Dex 13, Con –, Int 14, Wis 27, Cha 16

SQ Bound to Area, Damage Reduction, darkvision 60 ft, Domains, Enhanced Ability (saves), Fast Healing, Gray Toughness 2, obsidian climb, Rebuke Undead (CL 16th, 6/day), Skills, Stench, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Craft Wand, Craft Wondrous Item, Enlarge Spell, Extend Spell, Greater Spell Penetration, Spell Penetration, Widen Spell.

Skills Concentration +22, Heal +27, Knowledge (Arcana) +2, Diplomacy +3, Knowledge (Religion)

+21, Knowledge (The Planes) +21, Listen +14, Search +14, Sense Motive +14, Spellcraft +21, Spot +20.

Possessions 77,000cp or combat gear plus: *cloak of resistance* +5, *pearl of power (4th)*, *periapt of wisdom* +6.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Drowning Despair:** Class Skill - Swim; Granted Power - Rebuke/Command water creatures.
- **Living Waters:** Class Skill - Swim; Granted Power - Stabilize all dying creatures in 60' radius once per day.

Appearance

The clerics of the Brotherhood are oddly beautiful for undead. Rather than the glossy black or purple of most zhen, their glassy flesh and hair boasts a lustrous blue sheen, often scintillating with a rainbow pattern in bright light. While some still bear the signs of killing blows as light bruising or scarring on their glass flesh, many committed ritual suicide as Nolak Island was overrun, leaving their bodies with no obvious signs of death. Those that can still wear frayed, but well-cared for, Green Age attire common to water priests - beautiful grayish-teal robes of silk, printed with serpent and constellation patterns. Others go nearly naked, unconcerned and inured to what passes for Athasian weather.

Personality Notes

Members of the Brotherhood of the Mirror are quite reasonable despite their undead condition and will happily welcome any unfamiliar beings who respect their island and the Fouled Sea, offering what little aid they can. They interpret their undeath as a particularly ironic test by the elemental powers and take their self-appointed duty to protect the Mirror of the Ages with deadly seriousness. The Brotherhood is only dimly aware of what transpires on the surface but realizes that their Mirror would be an unfathomable treasure to any on the blasted world above and will sacrifice their unives to prevent any being from tampering with it. Despite this, they are eager for information about the world beyond, as they remain largely unaware of the scope of the Cleansing Wars or Shining Tide. They realize that the Fouled Sea is anoxic and will use their magic as a bargaining chip when dealing with living beings, offering to create a precious bubble of fresh air around their island. The Brotherhood, despite being

undead and no longer bound to Elemental Water, still deeply respect the fetid remnants of the Fouled Sea, particularly the Firemouths that dwell within, and will not tolerate any desecration of its black waters or undead wildlife.

Strategy and Tactics

The Brotherhood of the Mirror will always choose to parley first, when possible. Should someone approach their territory with clearly hostile intentions, they will no longer hesitate to defend themselves.

Pacifists in life, and isolated in their own little subvitrine world, the Brotherhood generally has little reason to be prepared for conflict. They have learned their lessons, however, and will respond to any obviously hostile intent with ferocity, turning the black waters of the Fouled Sea, and its residents, against foes and will fight to their destruction to protect the Mirror of the Ages. They will take advantage of their environment, attempt to dispel any magic or psionic used by living enemies to breathe, and scale the blackglass to assault invaders from safety. They will attempt to drive attackers into the waters of the Fouled Sea where the Firemouths and other undead creatures can finish them off.

History

The Brotherhood of the Mirror was founded early in the history of Ulyan by trollish water-clerics, who used the Sparkling Gem, and the sun and stars that it reflected, as a great cosmic lens through which to divine the mysteries of existence. They considered the ancient creatures that live in the sea, which they called "Firemouths," as powerful intermediaries of Water, and offered themselves as voice to these powerful water-spirits. Their greatest treasure, however, was the freshwater pool in the heart of the island, a masterpiece of psionics and elemental magic that allowed one to see and possibly even travel through the waters of time, which they named the *Mirror of the Ages*.

Over time, the trolls' religious traditions lost importance in favor of the study of psionics, but proved popular with the human herders, farmers, and fisherfolk of the Sageocracy, who relied on the divinations of the Brotherhood to guarantee rich catches and bountiful harvests. Many of Nuubark's best and brightest, however, still trained with the Brotherhood to delve into the Mirror's mysteries and learn to live in harmony with their human neighbors. One of these was Yorg-yanak, last Philosopher-King of Nuubark, who was specifically chosen for the position

due to his appeal with the Sageocracy's human citizens. By the Time of Magic, respect for the Brotherhood was so ingrained in the culture of the Sageocracy's humans that even those who believed Gretch's propaganda still reacted with horror when Halvaz Blackeye attacked the commune.

After breaking through the southern line of the Sageocracy's defenses, Halvaz tore into the rich farmlands and fishing communities surrounding the Sparkling Gem, intent on starving Nuubark out. He was also tasked with the capture or destruction of the Mirror of the Ages; Myron and his master had heard stories of the Mirror of the Ages on the island, and prioritized capturing or destroying it to prevent any opposition. Halvaz and Myron's elite troops launched a ferocious naval assault across the Sparkling Gem, losing many soldiers to the summoned Firemouths and Water-magic, but soon enough, the temples of Nolak Island were burning and its Brotherhood, whether human or troll, massacred to the last. The surviving fisherfolk eking out a living on the "Glass Sea" continued to venerate the ruins and avoided them until the coming of the Shining Tide, which covered half the island and trapped the rest with the remnants of Glass Lake beneath the obsidian.

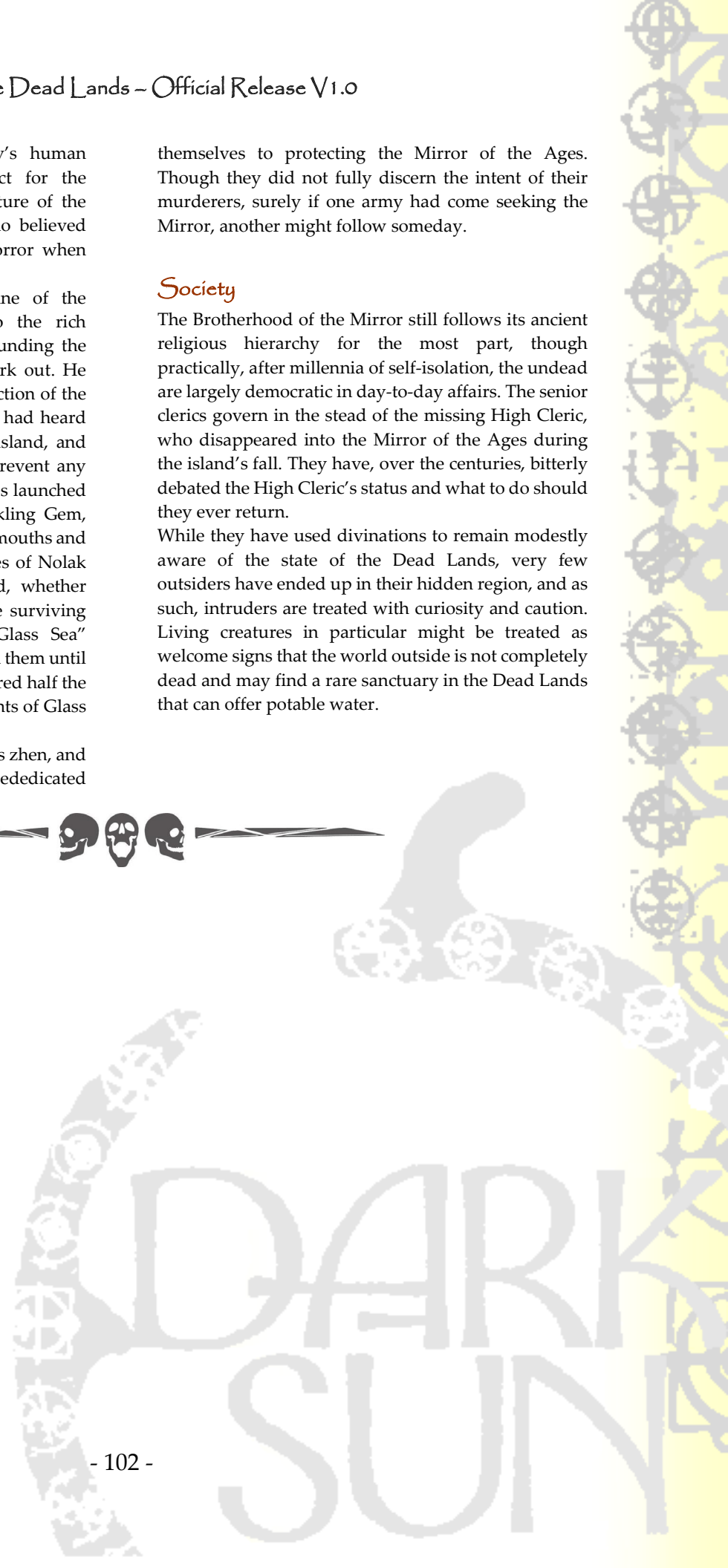
Much of the Brotherhood was reanimated as zhen, and after assessing their situation, they rededicated

themselves to protecting the Mirror of the Ages. Though they did not fully discern the intent of their murderers, surely if one army had come seeking the Mirror, another might follow someday.

Society

The Brotherhood of the Mirror still follows its ancient religious hierarchy for the most part, though practically, after millennia of self-isolation, the undead are largely democratic in day-to-day affairs. The senior clerics govern in the stead of the missing High Cleric, who disappeared into the Mirror of the Ages during the island's fall. They have, over the centuries, bitterly debated the High Cleric's status and what to do should they ever return.

While they have used divinations to remain modestly aware of the state of the Dead Lands, very few outsiders have ended up in their hidden region, and as such, intruders are treated with curiosity and caution. Living creatures in particular might be treated as welcome signs that the world outside is not completely dead and may find a rare sanctuary in the Dead Lands that can offer potable water.

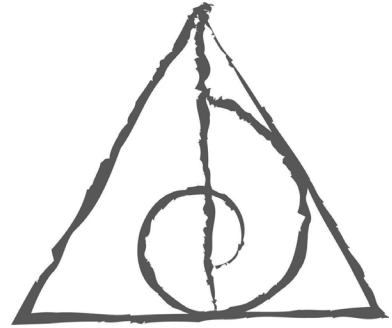


Nuubark of the Shadows

The former capital of the Sageocracy is a broken fragment of its former glory, but its inhabitants still fight to preserve what remains. They draw upon their walls a crude approximation of the emblem of the old Sageocracy, a symbol whose meaning has changed to reflect the cruel brutality of the new regime.

Likely Encounters

- A pack of 1d6 Troll Warrior-Sages
- Yorg-yanak will only be mobilized to action if one of his Troll Warrior-Sages reports back to him.



Yorg-yanak CR33

Male Troll Raaig Wilder 15 / Cleric (Silt) 3 / Psychic Theurge 7

CE Large Undead (Augmented Giant, Psionic)
Init +3; Senses: Darkvision 60ft., Low-Light Vision, Scent; Listen +16, Search +8, Spot +15
Languages: Aquan, Ulyanese, Ulyanese Giant

AC: 38; touch 30[or 19], flat-footed 38; Elude Touch, Incorporeal
 (-1 size, +3 Dex, [+18 Def or +18 Nat], +8 armor)
hp 263 (31 HD; 31d12+62); Fast Healing 3
Damage Reduction: 10/magic; Spell Resistance: 44
Immune: Undead Traits; **Weakness:** Bound to Area, Psychic Enervation
Fort +19, **Ref** +19, **Will** +25

Speed 30 ft. or Fly 50ft. (perfect)
Attack: Claw +26 (1d8+7) or Bite +26 (1d6+7) or Touch +26 (by spell)
Full Melee: 2x Claw +26 (1d8+7) and Bite +21 (1d6+7)
Ranged: Ranged Touch +22 (by spell)
Space: 10 ft.; Reach: 10 ft.
Base Melee: +20/+15/+10; Grp -- (+31)
Combat Options Ability Damage (DC 34, 1d6 Con dmg), Death Cry (2/day, 30ft radius, DC 34), Disease (DC 34), Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Greater Psionic Fist (+4d6), Psionic Meditation (Move action), Rend (3d6+10), Surging Euphoria (+2), Volatile Mind (3 PP), Wild Surge (+5)

Combat Gear handwraps

Spell-Like Abilities (CL 31st):
 At will – invisibility;

Cleric Spells (CL = 10, DC 15 + spell level):

- 5th – *Elemental Strike, Commune, Ragestorm, Unliving Identity (d)*
- 4th – *Black Tentacles (d), Elemental Armor, Elemental Weapon, Greater Magic Weapon, Tongues*
- 3rd – *Animate Dead (d), Bestow Curse, Deeper Darkness, Dispel Magic, Eye of the Storm*
- 2nd – *Darkness, Death Knell, Desecrate, Resist Energy, Return to the Earth, Speak with Dead (d)*
- 1st – *Bless, Comprehend Languages, Curse Element, Hide from Undead x2, Heat Lash, Ray of Enfeeblement (d)*
- 0 – *Create Element, Detect Magic x2, Guidance, Read Magic x2*

Wilder Powers (ML = 22nd, PP: 433, DC 19 + power level):

- 9th – *Affinity Field, Reality Revision*
- 8th – *Bend Reality*
- 7th – *Energy Conversion, Ultrablast*
- 6th – *Breath of the Black Dragon, Psionic Disintegrate*
- 5th – *Catapsi, Psionic True Seeing*
- 4th – *Death Urge, Psionic Dimension Door*
- 3rd – *Body Adjustment*
- 2nd – *Concussion Blast, Ego Whip*
- 1st – *Force Screen, Matter Agitation, Mind Thrust*

Abilities: Str -- (24), Dex 17, Con --, Int 14, Wis 20, Cha 28

SQ: Bound to Area, Damage Reduction, Darkvision 60 ft., Elude Touch, Fast Healing, Gray Toughness 2, Incorporeal, Low-Light Vision, Psychic Enervation, Rebuke Undead (CL 3rd, 12/day), Scent, Skills, Spell Resistance, Surging Euphoria, Temporary

Corporeality, Undead Traits, Volatile Mind, Vulnerability to Sunlight.

Feats: Empower Power, Epic Psionic Focus, Greater Power Penetration, Greater Psionic Fist, Power Knowledge (Concussion Blast, Energy Conversion, Force Screen, Psionic Dimension Door, Psionic Disintegrate, Psionic True Seeing), Power Penetration, Psionic Fist, Psionic Meditation, Quicken Power.

Skills: Climb +7, Concentration +43, Intimidate +9, Jump +7, Knowledge (Psionics) +12, Listen +16, Psicraft +13, Search +8, Sense Motive +11, Spot +15.

Possessions 350,000cp or combat gear plus: *bracers of armor* +8, *cloak of charisma* +6, *gloves of object reading*, *headband of intellect* +6, *periapt of wisdom* +6, *tome of leadership and influence* +4 (*already read*), *torc of power preservation*, *vest of resistance* +5.

Special Qualities (descriptions)

Raaig Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Dead Heart:** Class Skill Intimidate; Granted Power: +4 bonus on interaction skill checks with undead, and +4 bonus to rebuke undead
- **Soul Slayer:** Class Skill Tumble; Granted Power: Improved grapple with whip

Appearance

Yorg-yanak passed into undeath more gracefully than most as a Raaig by a mix of his faith and trust in his own philosophy. He appears as a spectral image of his living self, a tall and regal troll with his long, ropey hair woven into elaborate locks and knots, wearing a simple but fine pale green cloak, with two bracelets and a headband made of light blue gemstone beads. When corporeal, his death wounds manifest — bleeding, deep wounds seared by acid.

Personality Notes

Cruel, bitter, disillusioned

Before the Champions came, Yorg-yanak was a fair, wise, and tolerant ruler, tempered by realism. Knor'morhen had been close friends with Yorg-Yanak from an early age and their strengths complemented each other well. A famed troll logician, Knor'morhen embraced logic, while Yorg-yanak embraced stoicism, enduring the hardships of his rule with quiet contemplation. Yorg-yanak was well respected by his subjects - during his reign, he greatly expanded human representation within the Sageocracy and

Knor'morhen had even persuaded her king to broker a peace deal with the raiders nearby, securing peace and stability for the outlying farmlands and traders.

Since his death, Yorg-yanak has been bitter and despondent. He does not truly believe in the philosophy of "might makes right" that he espouses and his cruel displays of brutality are vain attempts to convince himself and others of that credo's truth. Long grown bored of torments, he now simply oversees them out of ritual, staring sullenly. The neglect of his city is another manifestation of this ennui: Yorg-yanak prefers to leave it shattered and broken, as a monument to overwhelming power and hopelessness. Those who irritate or anger the troll king, however, will shake him from his melancholy - offenders are usually violently torn limb from limb.

Strategy and Tactics

If Yorg-yanak's agents sense the presence of intruders, he is swift to order their destruction or capture. Any humans (living or undead) are in severe danger and will suffer a gruesome fate if captured in Nuubark. Yorg-yanak may acquiesce to talking with non-humans, however, as he craves conversation with outsiders. Those who intrude into or actually attack his royal hall will be attacked with ferocity.

History

Yorg-yanak was born in the 143rd King's Age, and in his youth was vigorously involved in academic circles of Nuubark - a student of the school of stoicism who became quick friends with a rising star among the school of logic named Knor'morhen. He eventually departed to study with the water priests of the Brotherhood of the Mirror on Nolak Island, and after spending years with the priests and fisherfolk of the Sparking Gem, he earned a healthy respect for the humans of the Sageocracy. As an elemental priest and powerful wild talent, he was chosen for his relationship with humans, a surprise candidate intended to help unite the Sageocracy's people. He accepted the position and led the Sageocracy with wisdom and restraint for over a half-century, expanding human representation and brokering a tentative "peace" with the nation's neighbors to stop their raids on the outlying farmlands.

In the year of Priest's Contemplation of the 144th King's Age, Rajaat's great armies marched south, through Celik and down the winding way toward Navargos. Yorg-yanak and his council had heard stories from the north of increasing human belligerence and violence and such great armies, composed entirely

of humans, surely had worse intentions than hunting down one rogue Preserver. Yorg-yanak rejected the reassurances of Rajaan's emissaries and turned his considerable skill with the Way to determining the intent of the invaders and potential futures; while he was unable to penetrate Rajaan's psionic defenses, Yorg-yanak foresaw that the armies represented a grave threat to all the people of Ulyan. The Council of the Learned swiftly barred the agents of Rajaan and Gretch from proselytizing within the Sageocracy, withdrew their border patrols, and began recruiting more soldiers from the populace. As the nearby orcs, goblins, and kobolds began emboldened raids on Sageocracy territory, Yorg-yanak sent representatives to them and all the other polities of Ulyan, encouraging the creation of a mutual defense league, but his offer was rejected by his suspicious neighbors. Then came the fall of Navargos; the Council of the Learned was able to discern that the city's population had been massacred and Yorg-yanak immediately prepared for war, despite the protests of Knor'morhen.

The armies of the Sageocracy, composed of both trolls and humans, met Myron's forces on the nation's eastern border, slowly falling back westward, but were heavily outnumbered and suffered terrible losses to the magic of Myron's defilers. Yet their sacrifice allowed the creation of a north-to-south line defending the capital. The line briefly held until its southern flank collapsed under an assault led by the Defiler-Warlord Halvaz Blackeye, who then swept west, torching the rich farmlands along the Sparking Gem and forcing the Sageocracy's armies to fall back to the capital. Yorg-yanak and the Council of the Learned knew that, even if their defenses held, with the fields and farms between Navargos and the Sparkling Gem burned, Myron would eventually starve them out. In desperation, a faction of the Council, led by Knor'morhen herself, demanded that Yorg-yanak offer surrender, to which he finally agreed. Yorg-yanak sent Knor'morhen herself to Myron's camp with an offer of conditional surrender: the Sageocracy would recognize Myron of Yorum as Suzerain, reject all claims of unjust invasion, and submit to an occupying garrison. Myron, always the most skeptical of the Champions, even considered the offer, but fearing the gaze of Rajaan, he set about to make a good initial example of the trolls of the Sageocracy and sent Knor'morhen back to her people as a shambling undead creature. Yorg-yanak had deduced Myron's nature long before his stunned Council and accepted the inevitable with detached stoicism.

As the Cleansing Army burned his city and butchered his people, Yorg-yanak simply sat upon his throne, philosophizing and contemplating his failures, not

moving or speaking even when Myron's elite troops burst into his hall and impaled him with acid-tipped spears. Not long after, the king of fallen Nuubark rose from his throne as a Raaig, for he had reached a conclusion: the ideals he and his people had held in life were flawed, and that there was a truth in the human's fanaticism and hate. And so he embraced the same fury he has seen burning in the eyes of the soldiers who killed him: any living or undead human, be they enemy or former subject, who enters his hall is torn apart, crushed, and then put back together so he can torture them again.

For decades Yorg-yanak preyed on the human undead of Nuubark or the odd Ulyanese settler attempting to loot the ruins of the city, and slowly reasserted his power over the now undead trolls. Then came the Shining Tide, which buried the city under blackglass but for its tallest towers. Many more undead, both troll and human, rose due to its influence as zhen, and initially challenged Yorg-yanak: he tore these rebellious undead limb from limb, backed by his newly-risen Warrior-Sages, whom had become as jaded and cruel as he, and the survivors fled to the surface. Yorg-yanak enslaved a cadre of these human zhen, former elites of Myron's army, as his personal servants with powerful psionics and magic. For centuries, the ruins of Nuubark have been a nightmare where screaming human undead are tormented for all eternity.

Society

Yorg-yanak is the leader of Nuubark of the Shadows. The undead kingdom is trapped in an aimless, dispassionate loop of violence, the human undead still trapped under the blackglass are tortured, torn apart, and reassembled until their bodies are ground to bits of rotting flesh and bone dust. Bound to his royal hall, Yorg-yanak is too lethargic to consider rebuilding his city or bother to send raiders up to the surface. Most of the time he contemplates his own misery, ignoring the perverse "debates" taking place before him. Any trollish undead who challenge his rule are swiftly smashed into twitching undead bits and any beings from beyond the city will swiftly attract his attention and ire.



Troll Warrior-Sages CR23

Male or female troll zhen psychic warrior 12

CE Large undead (augmented Giant, Psionic)

Init +2; **Senses** darkvision 60ft., low-light vision, Scent; Listen +21, Search +12, Spot +27

Languages Ulyanese, Ulyanese Giant

AC 32; touch 12, flat-footed 30; Dodge, Mobility (-1 size, +2 Dex, +15 natural, +5 armor, +1 Def)

hp 135 (18 HD; 18d12+18); fast healing 3

DR 5/magic; **SR** 34

Immune Undead Traits; **Weakness** Vulnerability to Mind-Affecting Effects, **Vulnerability to Sunlight**

Fort +14, **Ref** +9, **Will** +13

Speed 30 ft.; obsidian climb

Melee Slam +25 (3d6+12) or Claw +24 (1d6+12) or Bite +24 (1d6+12) or Touch +24 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 10 ft.; Reach: 10 ft.

Base Atk +13/+8/+3; **Grp** +29

Combat Options **Ability Damage** (DC 19, 1d6 Con dmg), **Combat Reflexes** (3/round), **Death Cry** (2/day, 30ft radius, DC 19), **Disease** (DC 19), **Great Cleave**, **Greater Psionic Fist** (+4d6), **Power Attack**, **Psionic Meditation** (Move action), **Rend** (2d6+18), **Spring Attack**.

Combat Gear *studded leather armor* +2

Spell-Like Abilities (CL = 18th):

At will - *chill metal*, *dimensional anchor*, *helping hand*, *magic circle against law*;

Psi-Like Abilities (ML = 18th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Psychic Warrior Powers (ML = 12th, PP: 43+36, DC 16 + power level):

4th — *energy adaption*, *psionic dimension door*, *steadfast perception*

3rd — *exhalation of the earth drake (black dragon)*, *greater concealing amorpha*, *mental barrier*.

2nd — *animal affinity*, *hustle*, *psionic lion's charge*

1st — *bite of the wolf*, *offensive precognition*, *thicken skin*

Abilities Str 34, Dex 14, Con –, Int 12, Wis 22, Cha 10

SQ Damage Reduction, darkvision 60 ft., Fast Healing, Gray Toughness 1, obsidian climb, Rebuke Undead (3/day), Scent, Skills, **Spell-Like Abilities**, **Spell**

Resistance, Undead Traits, Vulnerability to Mind-Affecting Effects, **Vulnerability to Sunlight**.

Feats Cleave, Combat Reflexes^B, Dodge, Great Cleave, Greater Psionic Fist^B, Improved Natural Attack (Slam), Mobility, Power Attack, Psionic Fist^B, Psionic Meditation^B, Spring Attack^B, Weapon Focus (Slam).

Skills Climb +12, Concentration +21, Jump +12, Knowledge (The Planes) +20, Listen +21, Search +12, Sense Motive +12, Spot +27.

Possessions 27,000cp or combat gear plus: *belt of giant's strength* +2, *periapt of wisdom* +4, *ring of protection* +1, *vest of resistance* +1.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Warrior-Sages of Nuubark still bear scars and bruises on their stony skin, from where Myron's troops hacked at and burned them. Locks of their long, ropey hair, now glassy, droop down over solemn stares and long, hooked noses. They still wear green scholar robes (now faded and tattered) over their armor, adorned with beaded jewelry made of crystal.

Personality Notes

Brutal, Cruel, bitter

The Sageocracy embraced the values of formal logic, believing all thinking beings, even in acts of great cruelty such as war, have an underlying rational reason. The Council of the Learned favored a policy of pacifism, tolerance, and deliberation, but the anger and hatred of the humans in the Cleansing Armies broke their faith. Over centuries of self-reflection, the best and brightest of Nuubark have concluded that their worldview was naive and doomed, and that the philosophy of their murderers, that of racial hatred and unjustified cruelty, was correct.

At first their motivation was simple revenge, but the cruelty has long since become rote. The trolls no longer feel any sense of justice from tearing apart human undead, it is now a warped matter of academic pride, following their new ideology just as staunchly as their previous.

Strategy and Tactics

The Warrior-Sages of Nuubark were more poet-monks than professional warriors, viewing strategy and physical discipline as aspects of philosophy, and spent

their lives honing their bodies and minds. They favored light armor for mobility and used their own form of unarmed martial arts augmented with the Way.

The Warrior-Sages have abandoned the pacifistic martial arts they once practiced in favor of brute force, savoring the feel of tearing another being apart with their bare claws. They are skilled combatants, and will focus on any enemies in melee range while supplementing their offense with psionics. They still remember the effectiveness of Myron's defilers and will target any obvious arcane spellcasters as a priority, followed by any fire priests. The Warrior-Sages take full advantage of their ability to climb upon Nuubark's obsidian-splashed towers, observing and ambushing intruders.

History

The Trolls of the Sageocracy traced their origins to early in the Green Age, with their oldest records coinciding with the arrival of humans in Ulyan, in the form of Tanysh chariot-people. The trolls of the Sageocracy had split with their northern cousins over some forgotten philosophical point, and settled the vast northwestern plains of the Ulyan Basin, where the people of the Sageocracy came to revere earth and water. The trolls turned to fine lenses of crystal and glass to observe the sun's rays, often constructing masterful arrays of mirrors and windows that filtered sunlight into their buildings.

The Ulyanese Trolls constructed one of the great trollish cities on Athas, named Nuubark of the Stone Spires, and connected it to the Sparkling Gem via a great canal. Nuubark was a city of tall granite towers and shaded roads, where ingenious windows let sunlight spill onto troll poets and thinkers in the streets they walked, even as the great towers blocked the view of the sky. While the Trolls of the north looked to the sun and stars for their enlightenment, the Trolls of Nuubark pursued logic, rhetoric, philosophy, and mastery of the Way. Through both diplomacy and

strength, they brought the chariot-peoples to heel, accepting many as citizens of their nation. Nuubark flourished as a center of learning and trade governed by wise Philosopher-Monarchs and their Council of the Learned, drawing scholars from the Heartland cities and encouraging the development of Navargos to the east. By the Age of Magic, the Sageocracy controlled most of northwestern Ulyan, defended by a mighty and enlightened army led by powerful "Warrior-Sages", pacifist psi-warriors who fought first with words then with fists.

After the fall of Navargos, these warrior-poets were called to lead the defense of the Sageocracy's eastern border, slowly falling back westward, as their discipline and psionic power paled to the power of Myron's defilers. They fought bravely to the end, slaying many times their number as they berserk-danced among the devastated ruins of their city. Nuubark's defenders proved terrifyingly hard to kill, until the defilers were brought in to burn everything. After rising in undeath, Yorg-yanak had the defenders' corpses interred with honor in the ruins of his palace, where they rested until the Shining Tide. Rising as zhen, the Warrior-Sages reaffirmed their fealty to their king, and came to share his hateful, cynical new worldview.

Society

For centuries, the subvitrine ruins of Nuubark have been a place of ennui and sadism, where the trolls torture any human undead trapped with them. The ruins remain largely unreclaimed from the blackglass, with only cramped tunnel-streets connecting the buried and ruined structures. Once Yorg-yanak's noble bodyguards and councilors, the Warrior-Sages have grown bored and dispassionate in their cruelty, merely going through the motions of endlessly torturing their victims. The presence of intruders, particularly living ones, would likely awake them from their torpor to engage in an enthusiastic new age of "debate."



Mazes of Scales

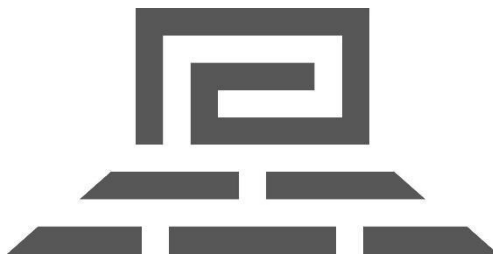
Likely Encounters

- A group of 2-12 (2d6) Bold of Sacha 'Stone Guard'
- A patrol of 2-12 (2d6) 'Black Guard'
- A patrol of 2-12 (2d6) 'White Guard'

When first visiting the Mazes of Scales, visitors are equally likely to encounter the Bold of Sacha, the White Viceregal Guard loyalists, or the Black Viceregal Guard rebels. Each group will immediately notify their leader of the presence of outsiders.

Only a major attack on the Mazes or the injury of a large group of kobolds can draw Ni-angh'akh's personal attention. For each individual kobold injured, there is a cumulative 1% chance of drawing Ni-angh'akh's attention. Each kobold killed adds 2% to the cumulative chance. A new check is made each round where any additional kobolds are injured or killed. This percentile chance for an encounter will not drop for several days after the attacks against kobolds cease.

(For example, if a party kills 10 kobolds and injures 8, they will have a 28% chance of drawing the attention (and likely wrath) of the Hermit Majesty. If they kill another kobold, the DM will roll again, this time with a 30% chance.)



Ni-angh'akh, The Hermit Majesty CR40

Male kobold meorty wilder, **Phrenic** augmented humanoid 30

LE Small Undead (augmented humanoid, Psionic, Reptilian)

Init +2; **Senses** darkvision 60ft.; Listen +31, Search +26, Spot +31

Aura: Fear (30ft radius, DC 38)

Languages Saurian, Ulyanese Giant, Ulyanese, Gnomish, Sylvan, Goblin

AC 34; touch 30, flat-footed 33; Elude Touch (+1 size, +2 Dex, +11+5 natural, +5 Def)

hp 255 (30 HD; 30d12+60)

DR 15/magic; Power Resistance: 40; SR 40

Immune Cold, Electricity, Undead Traits; **Weakness** Bound to Area, Broken Psyche, Light Sensitivity, Vulnerability to Mind-Affecting Effects

Fort +17, **Ref** +18, **Will** +29; Freedom of Movement

Speed 30 ft.

Melee Slam +21 (1d4+1)

Ranged Ranged Touch +22 (by power)

Space 5 ft.; Reach: 5 ft.

Base Atk +20/+15/+10; **Grp** +21

Combat Options Create Spawn, Disease (38), Elevation Mastery, Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Improved Metapsionics (-2 PSP), Psionic Meditation (Move action), Reflect Physical Attacks (1/round), Rebuke Undead (CL 34th, 16/day), Surging Euphoria (+4), Taint Weapon (DC 38), Wild Surge (+8)

Combat Gear -

Epic Powers: (ML = 30, 3/day):

Epic Mage Armor, Peripety, Spell Worm.

Psi-Like Abilities (ML = 30; DC Charisma-based)

At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

4/day - *body adjustment**;

3/day *CRisis of breath**, *defensive precognition*, *dissolving touch**, *empty mind*, *force screen*, *intellect fortress*, *mind thrust*, *psionic dimensional anchor*, *psionic teleport*;

1/day - *aversion*, *brain lock*, *energy current*, *fission*, *psionic blast*, *psionic dominate*, *psychic crush*, *tower of iron will*, *ultrablast*;

*Power can be augmented.

Wilder Powers (ML = 30, PP: 473, DC 23 + power level):

9th — *assimilate*, *tornado blast*, *reality revision*

8th — *hypercognition*, *recall death*

7th — *decerebrate*, *personal mind blank*

6th — *psionic disintegrate*

5th — *psychic crush, psionic true seeing*
 4th — *correspond, energy adaptation, remote viewing, schism*
 3rd — *dispel psionics, ectoplasmic cocoon*
 2nd — *concussion blast*
 1st — *astral construct, detect psionics, vigor*

Abilities Str 12, Dex 14, Con –, Int 18, Wis 23, Cha 36
SQ Bound to Area, Damage Reduction, darkvision 60 ft., **Enhanced Ability (saves)**, Elude Touch, Gray Toughness 2, Immunities, Light Sensitivity, Power Resistance, Psychic Enervation, **Rebuke Undead (CL 34th, 16/day)**, **Reflect Physical Attacks**, Skills, Spell Resistance, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Boost Construct, Burrowing Power, Craft Universal Item, Epic Expanded Knowledge (hypercognition, tornado blast, reality revision) ^B, Epic Manifesting (as Epic Spellcasting), Epic Psionic Focus, Expanded Knowledge (astral construct, ectoplasmic cocoon, remote viewing, schism) x4 ^B, Improved Metapsionics, Power Knowledge (correspond, psionic true seeing), Psionic Meditation, Quicken Power, Twin Power, Unconditional Power.

Skills Autohypnosis +39, Concentration +46, Craft (Trapmaking) +39, Intimidate +32, Listen +31, Knowledge (History) +19, Knowledge (Psionics) +42, Psicraft +37, Search +26, Sense Motive +31, Spot +31.

Possessions 570,000cp or combat gear plus: *amulet of natural armor* +5, *cloak of charisma* +6, *cognizance crystal (17 pp, crystal mask of knowledge (psionics), dorje of mind thirst (ml 13th, 50 charges), peripapt of wisdom* +6, *tome of leadership and influence* +4 (*already read*), *psicrown of the evader (400 psp)*, *psychoactive skin of fiery response*, *ring of freedom of movement*, *ring of protection* +5, *vest of resistance* +5.

Special Qualities (descriptions):

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Broken Psyche: Ni-angh'akh bears psychic scars from his telepathic battle with the War Bringer. He has trouble focusing and often spends months or years unaware of the passage of the world around him. In combat, he has a 50% chance each round to behave as if affected by the *Insanity* psionic power.

Enervation Mastery: When the Hermit Majesty suffers from Psychic Enervation, he only loses power points equal to one-half his manifester level (15 PP's) though

he is still dazed for one round. Additionally, he can choose to delay the effects of Psychic Enervation for one round, though he cannot use Wild Surge while delaying this way.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Appearance

Ni-angh'akh's appearance and behavior is quite a shocking and vexing sight to a modern Athasian, bringing to mind a diminutive copy of one of the Sorcerer-Kings or Dragon of Tyr. Mercifully, appearances can be quite deceiving, for the kobold meorty is one of the least malicious, if not necessarily benevolent, beings in the Dead Lands. Ni-angh'akh died in mental warfare with Rajaat, and as such his body quite well preserved: though his flesh has shriveled tight over his gaunt bones, the undead kobold still moves with an unearthly grace, his eyes blazing with green psionic energy. He wears a simple, tattered skirt of fine pale red ulyanese cloth with accompanying arm and leg-wraps, as well as a relatively plain copper amulet indicating his status as the Regent of Aagnikh.

Personality Notes

absent-minded, aloof, protective

"Aloof" would hardly describe Ni-angh'akh's attitude toward both the undead inhabitants of Aagnikh and any potential intruders. While his decayed body remains on Athas, his mind is usually elsewhere, lost in its own mysteries. Just rousing him from his seclusion would be a difficult task, and likely require some great disturbance to his tranquility, such as the cold civil war gripping Aagnikh quickly escalating. This detached state means Ni-angh'akh is likely to simply ignore the presence of intruders, be they living or dead, but, if he can somehow be roused out of his meditations and made to focus on the world around him, he will grant whatever aid he can if it means quieting Aagnikh's troubles and ensuring his continued isolation. Should said intruders prove to be a source of additional disturbances, he will not hesitate to dominate or obliterate them. Despite his damaged mind and desire to be left alone, Ni-angh'akh is an incredible source of psionic knowledge as well lore regarding Rajaat and his motivations - as he is perhaps the only being to ever see into the Warbringer's mind and walk away. Whatever knowledge could be gleaned is unknown even to Ni-angh'akh, as he has spent millennia combing through the jumble of thoughts and



memories he experienced, attempting to understand them to little success.

Strategy and Tactics

While unlikely to be drawn into combat (as he prefers to simply dominate annoyances), Ni-angh'akh is among the most dangerous beings on the face of Athas if angered, akin to drawing the wrath of a Sorcerer-King. Any major or existential threats to the remaining kobolds under his protection would be sufficient to rouse him.

In battle he wastes no time bringing the full might of his psionic power down on anything or anyone foolish enough to interrupt his precious solitude, intent on obliterating them.

History

Ni-angh'akh was born just as Rajaat first began teaching students in the ways of magic, during the 125th King's Age, almost 5,000 years ago. In that time, the kobolds of Ulyan were scattered among many tribes that inhabited the northwestern hills and cliff-face and were perennially smoked out of their holds by the Sageocracy and other powers, who saw them as pests and bandits. Ni-angh'akh was physically unimpressive, destined to never become a raider, but he and his family were clever and avoided the sacrificial fire-cult flames that failures were fed to. Nonetheless, Ni-angh'akh was relentlessly bullied by his peers, which awoke remarkable powers within him. This young kobold, born to a petty raider tribe in the distant south, proved to be the most powerful wild talent ever born among his kind, and possibly in the history of all of Athas.

Over time, with his mastery of the Way, Ni-angh'akh killed his childhood tormentors and rose to the rank of chieftain. Ni-angh'akh swiftly raised his tribe to ascendancy among their rivals, but he found earthly rule tedious, and so ordered his tribe to construct a new, secure warren in which he could safely study the mysteries of the Way undisturbed. To ensure his people's material needs would be met, Ni-angh'akh married the most prominent daughters of the other tribes, siring numerous children, and when his oldest male heir reached maturity, proclaimed him the Regent of Aagnikh. However, the unified kobold tribes of the hills rejected Ni-angh'akh's abdication, forcing him to retain his title of Regent while his son tended to daily affairs as Vice-Regent, serving as an intermediary between Ni-angh'akh and the people. For over two millennia under the rule of Ni-angh'akh's Vice-Regent descendants, Aagnikh flourished, drawing nearly

every kobold in Ulyan with its promise of safety, and extended ever outward from Ni-angh'akh like a web, further isolating him from the outside world behind tinnels and defensive mazes, to the point he became known as the Hermit Majesty. This suited Ni-angh'akh just fine, and through self-reflection and raw talent, he became one of the most powerful psionic beings on the face of Athas, extending his life by millennia and eventually rivalling the Mind Lords of Saragar and Rajaat himself. Ni-angh'akh's studies were only disturbed by the odd attack on Aagnikh by the Sageocracy, gnomes of Arludas, or Goblins of Gzhabak - usually in retaliation for the raids launched by his descendants. These interruptions greatly annoyed him, and Ni-angh'akh vented his frustration in the form of the deadly mental assaults and psionic defenses that always saved the warrens.

Eventually the armies of the Sageocracy and Aagnikh's other neighbors learned to simply drive the kobolds back to their warrens, and Ni-angh'akh was again allowed to reflect in solitude. It was during the rule of Gorl-ik, forty-eighth Vice-Regent of Aagnikh, that the Cleansing Armies came to Ulyan, and while Ni-angh'akh was perfectly aware of the invaders and their masters, he ignored them as they waged their petty wars on the surface. When Sacha of Arala marched upon Aagnikh intent on destroying the kobolds, Ni-angh'akh still saw the act as merely the buzzing of a particularly irksome fly, and set out to swat the Champion and his armies away. As Sacha's forces broke through Aagnikh's outer network of maze-like defensive tunnels, Ni-angh'akh destroyed them, then their scouts, then Sacha's Bold, and finally swatted away the Champion himself to run back to his master. But Ni-angh'akh knew that a greater threat would follow, and thus readied himself in meditation as his Vice-Regent rallied the surviving kobolds for another attack by the humans. And so came Rajaat himself, standing before Aagnikh's ruined gates. Ni-angh'akh's mindscape met that of the twisted Pyreen, and for two days they silently battled, sending psionic shockwaves across Ulyan and beyond. Ni-angh'akh glimpsed the memories of the Warbringer: images of a White Tower, of an ancient world covered in oceans inhabited by Halflings with strange living cities and vessels, and writhing through his mind, always, images of hate, of death, a world turned to dust and blood, until even the humans who served him were gone. Ni-angh'akh had little time to contemplate the meaning of these images as he battled the Warbringer's mind. On the second day, Ni-angh'akh seemed on the very cusp of victory, but then the Warbringer, even as blood dripped from his ears and nose, found his opening: the hissing of Ni-angh'akh's childhood tormentors, the blaze of a fire,

and in that momentary memory lapse, a piercing pain shot through Ni-angh'akh's brain and all went black. Slowly, detached from space and time, thoughts returned, a drawn out burst of memories and ideas both his own and not his own, and in response to his mental screams, withered flesh and bone strained back to life.

It took Ni-angh'akh's shattered mind an eternity to regain awareness and come to terms with his new undead state. And what he awoke to was noise, psionic and material, in the form of his undead subjects still carrying out their war with the equally undead humans. He commanded them to silence, tired of the mental anguish and anger, and he commanded the unrisen to be buried in accordance with the honored customs of their races. Those that resisted had their undead minds blasted apart, and soon quiet and stability returned to Aagnikh. Ni-angh'akh cared little for the dissension of the undead kobolds and humans who now served him, nor the terrible state of the warrens, as the tunnels and caverns had been severely damaged by fire and battle. The coming of the Shining Tide was of great annoyance, as the rumble and intrusion of the blackglass disturbed him from his meditation, and even worse, more undead rose who resisted his psionic commands. Ni-angh'akh treats these "zhen" as little more than an annoyance, even after his own descendant, the reanimated Gorl-ik, defected to their side. The pleas of his loyalists to destroy the marauding human zhen and bring their rebellious kin back into the fold have, so far, fallen on deaf ears, as Ni-angh'akh is far too focused on his psionic research.

Society

Ni-angh'akh is the undisputed ruler of Aagnikh, even if he does little to enforce this fact; should he turn his attention toward the zhen troublemakers, be they the Bold of Sacha or Gorl-ik's Black Guard, he could obliterate or dominate them in an instant. Thus, they are lucky that he has only grown more and more detached from the physical world over the millennia. While the White Guard fight in his name, and Black Guard challenge his rule, both sides effectively treat him as a nonentity, simultaneously frustrated with his inaction and terrified of his potential intervention.



Viceregal "White Guard" CR15

Male or female kobold fallen fighter 12

LE Medium undead (augmented humanoid, Fire, Psionic, Reptilian)

Init +8; **Senses** darkvision 60ft.; Listen +7, Search +9, Spot +7

Aura *Despair* (DC 17)

Languages Saurian, Ulyanese Giant, Ulyanese

AC 33; touch 17, flat-footed 29

(+1 size, +4 Dex, +7+1 natural, +7 armor, +1 shield, +2 Def)

hp 101 (12 HD; 12d12+24)

DR 5/magic

Immune Fire, Undead Traits; **Weakness** *Code of Honor*, Light Sensitivity, **Vulnerability to Cold**, **Vulnerability to Obsidian**

Fort +9, **Ref** +9, **Will** +6

Speed 30 ft.

Melee Throwing Axe +22(1d4+11; 20/x2) or Tongue +17 (1d3+5; 20/x2)

Full Melee Throwing Axe +20/+15/+10 (1d4+11; 20/x2) and Throwing Axe +17 (1d4+6; Range 20 ft; 20/x2) and Tongue +15 (1d3+2; 20/x2)

Ranged Throwing Axe +17 (1d4+9; Range 20 ft; 20/x2)

Full Ranged Throwing Axe +17/+12/+7 (1d4+9; Range 20 ft; 20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +12/+7/+2; **Grp** +13

Combat Options Combat Reflexes (5/round), Constrict, **Create Undead**, **Immolation** (1/day, 5 ft, 12d6 Fire dmg, 5 rounds, DC 17), Improved Grab, Point Blank Shot, **Tongue Attack**

Combat Gear *small bronze throwing axe* +2 (in primary hand, called via *call weaponry*), *small bronze chitin armor* +3, *small obsidian throwing axe* x9

Spell-Like Abilities (CL = 12th):

1/day - *animate dead*, *create undead*;

Psi-Like Abilities (ML=12th. DC Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**

1/day—*recall agony**

*Power can be augmented.

Abilities Str 20, Dex 18, Con –, Int 12, Wis 13, Cha 10

SQ *Code of Honor*, **Create Undead**, **Damage Reduction**, darkvision 60 ft., **Enhanced Ability (saves)**, Fire Immunity, Gray Toughness 2, Light Sensitivity, Skills, Undead Traits, **Vulnerability to Cold**, **Vulnerability to Obsidian**.

Feats Combat Reflexes, Far Shot, Greater Weapon Focus (Throwing Axe) ^B, Greater Weapon Specialization (Throwing Axe) ^B, Improved Initiative ^B, Point Blank Shot, Precise Shot, Quick Draw, Two-Weapon Defense ^B, Two-Weapon Fighting ^B, Weapon Focus (Throwing Axe) ^B, Weapon Specialization (Throwing Axe) ^B.

Skills Climb +10, Craft (Trapmaking) +12, Hide +7, Intimidate +15, Jump +10, Listen +7, Profession (Miner) +12, Search +9, Sense Motive +7, Spot +7.

Possessions 27,000cp or combat gear plus: *amulet of natural armor* +1, *belt of giant's strength* +2, *gloves of dexterity* +2, *ring of protection* +2.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Appearance

The term “White Guard” describes the allegiance of the loyalist forces (those still serving the Hermit Majesty) as much as their appearance. The scales of these fallen kobolds have lost their color in undeath and, like all fallen, their eyes glow a pale white. In life, the kobolds of Aagnikh were fiercely proud of their scaled skin, which was unique amongst the land-dwelling races of Ulyan, marking them as special (they chose to consider Lizardfolk as water-dwellers to maintain this self-aggrandizement), and they typically wore little, usually just a short red kilt, to leave as much of their scales exposed as possible.

In undeath these fallen are still proud of their scales and attempt to keep their hides supple and shining with any oils or other preservatives available, as well as painting them with elaborate designs. The White Guards use white ash left behind by the many fires that raged through the Warrens, to differentiate themselves from the obsidian-infused zhen of the Black Guard, and further associate themselves with their psion master (the color white was frequently associated with the Way in ancient times).

In battle the White Guards still prize the use of bronze axes, but now use the Way to summon powerful weapons. They have re-forged their ancient metal weapons into armor and keep a supply of obsidian throwing axes for hurling at their foes.

See next entry for Personality, Strategy, and History



Viceregal “Black Guard” CR 18

Male or female kobold zhen fighter 12

NE Medium undead (augmented humanoid, Fire, Psionic, Reptilian)

Init +8; **Senses** darkvision 60ft., low-light vision; Listen +12, Search +16, Spot +14

Languages Saurian, Ulyanese Giant, Ulyanese

AC 34; touch 17, flat-footed 30*

(+1 size, +4 Dex, +11+1 natural, +4 armor, +1 shield, +2 Def)

hp 89 (12 HD; 12d12+12); **Fast Healing** 3

DR 5/magic

Immune Fire, Turning, Undead Traits; **Weakness** Light Sensitivity, **Stench**, Vulnerability to Cold, Vulnerability to Mind-Affecting Effects

Fort +10, **Ref** +10, **Will** +8

Speed 30 ft.; obsidian climb

Melee Throwing Axe +23 (1d4+12; 20/x2) or Slam +18 (1d6+6; 20/x2) or Touch +18 (Taint Weapon)

Full Melee Throwing Axe +21/+16/+11 (1d4+12; 20/x2) and Throwing Axe +18 (1d4+7; Range 20 ft; 20/x2) and Tongue +16 (1d3+3; 20/x2)

Ranged Throwing Axe +17 (1d4+10; Range 20 ft; 20/x2)

Full Ranged Throwing Axe +17/+12/+7 (1d4+10; Range 20 ft; 20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +12/+7/+2; **Grp** +14

Combat Options Combat Reflexes (5/round), Constrict, **Create Undead**, **Immolation** (1/day, 5 ft, 12d6 Fire dmg, 5 rounds, DC 18), Improved Grab, **Paralyzing Gaze** (30ft, DC 18), Point Blank Shot, **Taint Weapon** (DC 18)

Combat Gear *small bronze throwing axe* +2 (in primary hand), *small studded leather armor* +1, *small obsidian throwing axe* x9

Spell-Like Abilities (CL = 12th):

1/day - *animate dead*, *create undead*;

Psi-Like Abilities (ML = 12th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Abilities Str 22, Dex 18, Con –, Int 14, Wis 15, Cha 12
SQ Code of Honor, **Create Undead**, Damage Reduction, darkvision 60 ft., **Enhanced Ability (saves)**, Fast Healing, Fire Immunity, Gray Toughness 1, **Immunity to Turning**, Light Sensitivity, obsidian climb, Rebuke Undead (3/day), Skills, **Stench (burnt flesh)**, Undead Traits, Vulnerability to Cold, Vulnerability to Mind-Affecting Effects.

Feats Combat Reflexes, Far Shot, Greater Weapon Focus (Throwing Axe) ^B, Greater Weapon Specialization (Throwing Axe) ^B, Improved Initiative ^B, Point Blank Shot, Precise Shot, Quick Draw, Two-Weapon Defense ^B, Two-Weapon Fighting ^B, Weapon Focus (Throwing Axe) ^B, Weapon Specialization (Throwing Axe) ^B.

Skills Climb +12, Craft (Trapmaking) +19, Hide +8, Intimidate +16, Jump +12, Listen +12, Profession (Miner) +14, Search +16, Sense Motive +8, Spot +14.

Possessions 27,000cp or combat gear plus: *amulet of natural armor* +1, *belt of giant's strength* +2, *gloves of dexterity* +2, *ring of protection* +2, *vest of resistance* +1.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Appearance

The zhen kobolds of the “Black Guard” might be the finest examples left on Athas of what their kind looked like in life. Despite the odd wicked scar or ‘bruising’ on their hardened flesh, they would appear to a modern observer as diminutive versions of Dragon of Tyr, covered in fine, glossy purple-black scales, their eyes featureless black voids. The kobolds of the Black Guard still take pride in their appearance, and in a mimicry of their living preening, still regularly tend to their glassy scales and cover themselves in elaborate charcoal or ash patterns, to match the black designs on their dark red kilts, all in celebration of their reptilian heritage and allegiance to the Viceregent.

While the Black Guard still use their prized bronze axe-knives from their mortal lives for hand-to-hand combat, they use obsidian for their thrown weapons. Members of the Black Guard frequently carry simple hand-mirrors made of blackglass, enjoying the

shininess and motion of their polished hides reflected back at them.

Personality Notes

Fanatic, loyal, determined

Despite their initial reservations about Ni-angh’akh’s discontinuing the conflict with their human murderers, many within Viceregal Guard eventually came to view the undead humans as “trouble kin” and as extensions of their clans. However, many fallen, most notably Viceregent Gori-ik, could not reconcile Ni-angh’akh’s commands with the evils committed upon them by the humans; they concealed their resentment and disappointment for centuries until the Shining Tide presented them the opportunity to rebel.

After centuries of unquestioned rule, and with Gori-ik bound to him by blood, Ni-angh’akh never imagined his descendant might rebel against his orders, which proved to be a mistake when the Viceregent and the most loyal members of his Guard defected to join with the newly-risen zhen kobolds. The zhen, disdainful of Ni-angh’akh’s orders and with the memories of screaming hatchlings still fresh in their minds, could not forgive the humans no matter what Ni-angh’akh said and they and the rebellious fallen joined forces to continue the war to destroy or drive out the humans from their home. The White Guard are those remaining loyalists who had best moved past their hatred and grief, trusting in the Hermit-Majesty’s wisdom.

Strategy and Tactics

The White Guard have cooperated with their human comrades for centuries, widening the tunnels of Aagnikh to accommodate the bigger folk, and fighting alongside the humans; they recognize their human allies as a vital asset in combating the more powerful zhen. The members of the White Guard know every tunnel and cavern of Aagnikh by memory, and use this knowledge to out maneuver their human enemies whenever possible.

The Black Guard recognize their greater maneuverability upon obsidian and thus preferentially stay near the collapsed caverns and tunnels where the Shining Tide infiltrated from above. Unfortunately, these areas are also haunted by the human zhen, leading the two groups to war with each other for territory.

While members of the Black Guard despise all humans and will attempt to destroy any regardless of loyalties, they still hold affection for their loyalist cousins, and will only destroy them if absolutely necessary. This sentiment is shared by the White Guard, who will often

attempt to avoid conflict when possible. As with the White Guard, members of the Black Guard know every tunnel and cavern of Aagnikh by memory, putting the two factions on even tactical footing.

History

The kobolds of Aagnikh traced their ancestry to the north, in what is now known as the Mellikot Mountains. Their ancient ancestors lived in the short mountains that rose from the middle of a vast lake, which connected to the Estuary of the Forked Tongue and eventually the Sunrise Sea. They lived there for millennia, mining the rich silver and gold veins and waging petty wars with the Melai and Goltish humans, and the orcs of the eastern marshlands. The kobolds even withstood the Tanysh conquest of the Heartland relatively unscathed, safe from the Tanysh chariots on their hilly islands. Their doom came when they raided a group of religious exiles from the Remaan colony of Guistenal, who went on to found the city of Bodach. The Bodachites never forgave the kobolds' raids, and desired the silver in their hills, eventually launching a concentrated campaign to destroy or drive out the kobolds. The surviving kobolds fled south, first finding refuge with their lizardfolk cousins, and eventually migrating to the thinly settled plains of northern Ulyan. For centuries the kobolds lived as ragged raiders scattered across the northern hills, perennially being driven from their holds by stronger neighbors. This continued until the birth of Ni-angh'akh, who gathered Ulyan's kobolds into a single, secure warren-city under the rule of his Vice-Regent descendants. The White Guard and Black Guard were, in life, all members of the Viceregal Guard, handpicked from the finest raiders and warriors of Aagnikh to protect the Hermit Majesty's bloodline. Armed with the metal pilfered from Sageocracy and Arludas caravans, they bravely served Gori-ik, the 48th Vice-Regent, when they fell in a last stand to protect the kobold nests and hatchlings from Sacha's warriors. Many members of the Viceregal Guard (and Gori-ik himself) rose soon after as fallen, haunted by their failure to protect their monarch and young charges. The undead Viceregent and his Guard briefly engaged in a ferocious war with the risen humans of Sacha, until Ni-angh'akh returned in undeath. With the return of their Hermit Majesty, most of the fallen enthusiastically swore fealty to Ni-angh'akh (including Gori-ik himself) and entered a tenuous peace with their human enemies. The unrisen kobolds and humans were interred with honor and for a time, peace reigned.

With the coming of the Shining Tide, many of the lovingly buried dead rose as zhen, and resisted Ni-

anigh'akh's control. These newly risen kobolds rejected Ni-anigh'akh's detached rule and his policy of working with their human murderers. Decrying him as an out of touch fool, they waged war on both the newly risen human zhen and Ni-anigh'akh's loyalists. The situation deteriorated even further when Gori-ik, dissatisfied with his ancestor's aloof demeanor, declared himself sole Viceregent, and defected to join with the zhen. He declared the zhen of the Viceregal Guard his "Black Guard" splitting the Guard in two and pushing those who remained loyal to The Hermit Majesty to call themselves the "White Guard".

Society

The undead kobolds of Aagnikh have been locked in a cold civil war for millennia, split between the White Guard, who remain loyal to Ni-anigh'akh, and the Black Guard, who swear nominal fealty to Gori-ik, forty-eighth Viceregent of Aagnikh. The White Guard view the rebel zhen as usurpers and misguided zealots blinded by hate; the Black Guard view the loyalist fallen as having "gone soft" on the humans who murdered their kin and see Ni-anigh'akh as an incompetent and uncaring leader lost in his psionic studies while his people suffer.

Over time, Ni-anigh'akh's hands-off rule and the constant skirmishes with the human zhen have led members of his White Guard to sympathize more and more with their rebel counterparts. While they wish no harm upon the human undead in their midst, the White Guard frequently avoid battles with the rebels, sometimes working with them to drive back the human zhen. The kobolds of both factions still love and respect their clanmates, but so long as humans, living or undead, walk the tunnels of Aagnikh, their civil war will continue. The kobold zhen do not necessarily consider Gori-ik to be their leader, he is a powerful symbolic challenge to Ni-anigh'akh's authority, and they will support him as Viceregent as long as they need to.



The Bold of Sacha - Bone Guard CR19

Male human fallen fighter 15

NE Medium undead (augmented humanoid, human, Psionic)

Init +7; **Senses** darkvision 60ft.; Listen +8, Search +6, Spot +8

Aura Despair (DC 18)

Languages Classic Tanysh, Saurian, Ulyanese

AC 31; touch 15, flat-footed 28; Dodge, Mobility (+3 Dex, +6+1 natural, +8 armor, +1 shield, +2 Def)

hp 127 (15 HD; 15d12+30)

DR 5/magic

Immune Undead Traits; **Weakness** Code of Honor, Vulnerability to Obsidian

Fort +13, **Ref** +12, **Will** +12

Speed 30 ft.

Melee Sickle +27 (1d6+14; 20/x2)

Full Melee Sickle +25/+20/+15 (1d6+14; 20/x2) and Sickle +25/+20 (1d6+14; 20/x2) or Sickle +27/+22/+17 (1d6+14; 20/x2)

Ranged Javelin +16 (1d6+7; Range 30 ft; 20/x2)

Space 5 ft.; Reach: 5 ft.

Base Atk +15/+10/+5; **Grp** +22

Combat Options Ability Drain (DC 18, 1d6 Intelligence drain), Blind-Fight, Combat Reflexes (4/round), Cornered Fighter, Create Spawn, Guilt Gaze (30 ft., DC 18), Greater Psionic Weapon (+4d6)

Combat Gear bronze sickles +3 (called via *call weaponry*) x2, bone javelin x2, bone scale mail +4, bone helmet

Psi-Like Abilities (ML = 15th. DC Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**

1/day—*recall agony**

*Power can be augmented.

Abilities Str 24, Dex 17, Con –, Int 10, Wis 16, Cha 12

SQ Code of Honor, Damage Reduction, despair, darkvision 60 ft., Enhanced Ability (saves), Gray Toughness, Skills, Undead Traits, Vulnerability to Obsidian.

Feats Blind-Fight ^B, Combat Reflexes, Cornered Fighter, Dodge ^B, Greater Psionic Weapon, Greater Weapon Focus (Sickle) ^B, Greater Weapon Specialization (Sickle) ^B, Improved Initiative, Improved Two-Weapon Fighting, Mobility ^B, Psionic Weapon, Two-Weapon Defense, Two-Weapon Fighting ^B, Weapon Focus (Sickle) ^B, Weapon Specialization (Sickle) ^B.

Skills Climb +12, Craft (armorsmithing) +9, Craft (Weaponsmithing) +9, Intimidate +19, Jump +12, Listen +9, Search +6, Speak Language (Kobold, Ulyanese), Spot +9.

Possessions 59,000cp or combat gear plus: *amulet of natural armor* +1, *belt of giant's strength* +4, *gloves of dexterity* +2, *periapt of wisdom* +2, *ring of protection* +2, *vest of resistance* +3.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The fallen of the Bone Guard display many grisly reminders of the vicious tunnel combat in which they died - their shriveled flesh bears many small bite or claw marks from desperate kobolds fought hand-to-hand, with lethal wounds piercing vulnerable points under their armor. Some of the Bone Guard bear scorched flesh and exposed bone from the fires that broke out in the caverns, while others feature fatal crushing wounds from the subsequent cave-ins.

The members of the Bone Guard have traded the armor they wore in life (often made from kobold flesh with helmets decorated with kobold teeth and claws) for scavenged bone, out of respect for their new leader and his people. All of them have placed dark charcoal patterns on their armor to match the dark red and black-patterned sashes they wear to represent their allegiance to the Viceregent.

See next entry for Personality, Strategy, and History



The Bold of Sacha - Stone Guard CR19

Male human zhen fighter 15

NE Medium undead (augmented humanoid, human, Psionic)

Init +7; **Senses** darkvision 60ft.; Listen +8, Search +13, Spot +14

Languages Classic Tanysh, Saurian, Ulyanese

AC 32; touch 15, flat-footed 30*; Dodge, Mobility (+3 Dex, +10+1 natural, +7 armor, +1 shield, +2 Def)

hp 112 (15 HD; 15d12+15); fast healing 3

DR 5/magic

Immune Turning, Undead Traits; **Weakness** Bound to Area, Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +12, **Will** +12

Speed 30 ft.; obsidian climb

Melee Sickle +27 (1d6+14; 20/x2) or Slam +23 (1d8+8; 20/x2) or Touch +23 (see Brand)

Full Melee Sickle +25/+20/+15 (1d6+14; 20/x2) and Sickle +24/+20 (1d6+13; 20/x2) or Sickle +27/+22/+17 (1d6+14; 20/x2) or 2x Slam +23 (1d8+8; 20/x2)

Ranged Javelin +16 (1d6+8; Range 30 ft; 20/x2)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +15/+10/+5; **Grp** +23

Combat Options **Ability Drain** (DC 19, 1d6 Intelligence drain), **Blind-Fight**, **Brand** (3/day, 1d8 dmg), **Combat Reflexes** (4/round), **Cornered Fighter**, **Create Spawn**, **Insanity** (DC 19), **Greater Psionic Weapon** (+4d6)

Combat Gear Bronze Sickle +2, Bronze Sickle +1, Obsidian Javelin x2, Stone Scale Mail +3, Stone Helmet

Psi-Like Abilities (ML = 15th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Abilities Str 26, Dex 17, Con –, Int 12, Wis 18, Cha 14

SQ **Bound to Area** (the Maze of Scales), **Damage Reduction**, **darkvision** 60 ft., **Enhanced Ability (saves)**, **Fast Healing**, **Gray Toughness 1**, **Immunity to Turning**, **Rebuke Undead** (6/day), **Skills**, **Undead Traits**.

Feats **Blind-Fight**^B, **Combat Reflexes**, **Cornered Fighter**, **Dodge**^B, **Greater Psionic Weapon**, **Greater Weapon Focus (Sickle)**^B, **Greater Weapon Specialization (Sickle)**^B, **Improved Initiative**, **Improved Two-Weapon Fighting**, **Mobility**^B, **Psionic Weapon**, **Two-Weapon Defense**, **Two-Weapon Fighting**^B, **Weapon Focus (Sickle)**^B, **Weapon Specialization (Sickle)**^B.

Skills **Climb** +13, **Craft (armorsmithing)** +19, **Craft (Weaponsmithing)** +19, **Intimidate** +20, **Jump** +13, **Listen** +9, **Search** +13, **Speak Language (Kobold, Uylanese)**, **Spot** +15.

Possessions 59,000cp or combat gear plus: *belt of giant's strength* +4, *gloves of dexterity* +2, *ring of protection* +2, *vest of resistance* +3; 400cp.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The zhen of the Stone Guard have fared much better in their appearance than their fallen brethren: the rebirth in the Obsidian Ruin left their skin as smooth and glossy as that of any zhen, but ages of constant combat have left their mark upon the Stone Guard's flesh.

Much of their ancient armor (often made from kobold flesh with helmets decorated with kobold teeth and claws) has been lost to battle and wear, so the Stone Guard have fashioned crude but effective armor from obsidian and rubble found throughout Aagnikh. All wear the pale red and copper motif of The Hermit Majesty as an armband over their armor.

Personality Notes

The fallen of the Stone Guard moved on from their bigotry and lingering grudges millennia ago, and now proudly serve as equal members of the undead society of Aagnikh. This was not always the case, but the Hermit Majesty's power is absolute, and over the centuries the fallen have come to respect and revere the undead kobold. Some of the Stone Guard see their hatred of kobolds as a mistake for which to seek penance, while others justify Ni-angh'akh's power compared to Sasha as making him a more fitting commander to serve under.

The zhen of the Stone Guard, meanwhile, retain their ancient hatred of kobolds, now extending it to their former human comrades, who they consider "race-traitors." They are liable to attack any non-humans, living or undead, they see on sight, but will be somewhat more cautious toward unknown humans, observing their actions and intent before engaging in hostilities.

Strategy and Tactics

Centuries of dwelling in the tunnels have made the members of the Bone Guard familiar with every nook and cranny of Aagnikh, helping to enlarge the tunnels and fighting alongside the kobolds. They fight in full cooperation with their kobold allies, rushing in with their dual-wielded sickles in hand-to-hand combat, while kobold fighters strike from flanks.

The zhen of the Stone Guard are significantly less familiar with the terrain, and back fall upon their inherent undead powers and traditional tactics to overwhelm their combined human and kobold enemies.

History

Sacha of Arala recruited heavily from his home city, the great northeastern port city of Arala. Arala was an ancient, proud city of the Kel Tas, located on the strait where the Sunrise Sea met the vast northern Sapphire Sea. Famed for its towers of gold and obsidian, the multiracial city was considered one of the great cultural and economic centers of the Green Age. In the late Time of Magic, a major earthquake struck the northern region of the Sunrise Sea, destroying Arala's primary trading partner, the city of Erosat to the west, and causing a regional economic collapse. Resentment built for the Lizardfolk of the Sunrise Sea, who continued to prey on Kel Tan fishing and shipping fleets, as well as their reptilian cousins, the kobolds and pterrans.

Many within Sacha's armies first joined during the Preserver Jihad, as the art of magic was still mistrusted in the east and were either mercenaries or adventurers seeking glory and plunder on the high seas, or were those seeking vengeance against the lizardfolk or pterrans. It was not easy to train an army to consider the diminutive kobolds a worthy foe, and even as Sacha's Bold marched south into Ulyan, many doubted their mission, but remained loyal to their Champion, the First Chosen of Rajaat. Even before the Siege of Nevargos, Sacha's forces began honing their kobold-killing skills by picking off raiding parties harassing the Sageocracy and Arludas, with a tactic that became commonplace later in the Cleansing Wars: disrupt the local economy, forcing the scrappy kobolds to resort to more violent means of survival, then offer their 'services' to local human or demihuman populations in dealing with the petty raids. Experience with lizardfolk pirates and mercenaries during the Jihad had already prepared them for war with scaled folk: the Bold of Sacha used vicious barbed sickles that they would gradually shorten for tunnel combat, designed to tear scaled flesh. Sacha expected his armies would make short work of the ragged kobolds of Aagnikh, and met with disaster; unused to cramped fighting conditions, they died en-mass, either in the vicious tunnel fighting or from the power of the Hermit Majesty.

Most of the Bold of Sacha who fell were never given a proper burial, unrecoverable or simply abandoned among the carnage and collapsed tunnels. They shortly rose as fallen and immediately resumed their attack on the reanimated kobolds, until Ni-angh'akh emerged to assert his authority. Many of Sacha's now-undead commanders refused to bow before a puny kobold, and were promptly obliterated - the rest, out of grudging respect and/or fear, swore fealty to the undead mindbender. They were surprised when he treated

them with respect and ordered the honorable burial of their comrades alongside unrisen kobolds.

In the following decades the fallen Bold of Sacha put aside their grudges with the kobolds, doing their best to make the warrens a comfortable home: tunnels were expanded to human height and the collapsed dens and walls were repaired. However, the Shining Tide undid much of their work, as the weakened ceilings of many caverns collapsed and the entry tunnels were plugged by cooled obsidian. Far worse, one of those caverns breached was the communal burial cavern, and its interred dead reanimated as zhen. These zhen rejected the Hermit Majesty's authority and largely resisted his control, immediately resuming their war with one another, and the non-zhen 'race-traitors.'

Society

The fallen of the Bold of Sacha are rare among undead Cleansing Army soldiers trapped in Green Age ruins; they have willingly put aside their living hatreds and attempted to dwell beside their former enemies. Over the centuries, they have come to see the kobolds as comrades, and will fight ferociously to defend their home and allies. They follow the Hermit Majesty in undeath as fanatically as they followed Sacha in life and view their zhen former comrades as misguided as best, and at worst as dangerous threats to their centuries of effort.

The zhen of the Bold of Sacha have few sympathies for their former comrades, viewing them as fools and puppets of the hated psionic lizard-king. They hope to put down the traitors and their kobold allies and rule the Mazes of Scales unopposed. Then, perhaps, they will dig their way to the surface someday, to see what remains of the world above.



Gorl-ik the Viceregent CR28

Male or female kobold venger wilder 15 / fighter 8

NE Medium undead (augmented Psionic humanoid, Reptilian)

Init +9; **Senses** darkvision 60ft.; Listen +9, Search +9, Spot +9

Languages Saurian, Ulyanese Giant, Ulyanese

AC 30; touch 26, flat-footed 28; **Elude Touch** (+1 size, +5 Dex, +3 natural, +8 armor, +3 Def)

hp 182 (23 HD; 23d12+33)

SR

Immune Undead Traits; **Weakness** Light Sensitivity, Psychic Enervation, **Stench**
Fort +14, **Ref** +16, **Will** +15

Speed 30 ft.

Melee **Claw** +31 (2d6+8) or **Touch** +29 (by spell) or **Tongue** +29 (1d3+6)

Full Melee 2x **Claws** +29 (2d6+8) and **Tongue** +24 (1d3+3)

Ranged Ranged **Touch** +27 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +18/+13/+8/+3; **Grp** +24

Combat Options **Combat Reflexes** (6/round), **Constrict**, **Death Gaze** (2/day, 30 ft, DC 28, 3d6+23), **Flesh Detonation** (30ft radius, 5d6 dmg, DC 28), **Greater Psionic Fist** (+4d6), **Improved Grab**, **Moan** (<23 HD, DC 28), **Psionic Meditation** (Move action), **Surging Euphoria** (+2), **Unavoidable Strike**, **Volatile Mind** (3 PP), **Wild Surge** (+5)

Combat Gear -

Spell-Like Abilities (CL = 23rd):

1/day - *animate dead*, *create greater undead*, *create undead*;

Psi-Like Abilities (ML = 23rd. DC Charisma-based):

At will—*body equilibrium*, *inflict pain**; 1/day - *energy adaptation**, *recall agony**.

*Power can be augmented.

Wilder Powers (ML = 15th, PP: 247, DC 17 + power level):

7th — *ultrablast*.

6th — *temporal acceleration*.

5th — *power resistance*.

4th — *empathic feedback*.

3rd — *dispel psionics*.

2nd — *concussion blast*.

1st — *empty mind*, *mind thrust*.

Abilities Str 22, Dex 21, Con –, Int 12, Wis 10, Cha 24

SQ **Claws**, **Create Undead**, **Damage Reduction**, **darkvision** 60 ft., **Elude Touch**, **Enduring Focus**, **Enhanced Ability (saves)**, **Gray Toughness**, **Light Sensitivity**, **Psychic Enervation**, **Skills**, **Spell Resistance**, **Stench**, **Surging Euphoria**, **Undead Traits**, **Volatile Mind**.

Feats **Combat Reflexes**^B, **Epic Prowess**, **Greater Psionic Fist**, **Greater Weapon Focus (Claws)**^B, **Improved Initiative**^B, **Improved Natural Attack (Claws)**, **Psionic Body**, **Psionic Fist**, **Psionic Meditation**, **Unavoidable Strike**, **Weapon Focus (Claws)**^B, **Weapon Specialization (Claws)**^B.

Skills **Balance** +11, **Climb** +12, **Concentration** +34, **Craft (Traps)** +3, **Escape Artist** +5, **Hide** +9, **Intimidate**

+34, **Jump** +12, **Knowledge (Psionics)** +7, **Listen** +9, **Profession (Miner)** +2, **Psicraft** +7, **Search** +9, **Sense Motive** +16, **Spot** +9, **Tumble** +13.

Possessions 290,000cp or combat gear plus: *belt of giant's strength* +6, *bracers of armor* +8, *cloak of charisma* +6, *dorje of force screen* (ml 1st, 13 charges), *dorje of offensive precognition* (ml 10, 25 charges), *dorje of offensive prescience* (ml 10, 25 charges), *dorje of psionic tongues* (ml 3rd, 8charges), *gloves of dexterity* +6, *psicrown of the cautious warrior* (450 charges), *skin of the hero*.

Special Qualities (descriptions)

Venger Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Gorl-ik is a sad and hideous creature, his scaled flesh burned and rotten from the fires that killed him. He is surrounded by the stench of burnt flesh and his sunken eye sockets burn with hateful psionic energy. Only his claws remain untouched by the fires: they are grotesque and elongated in undeath, eternally twitching of their own volition, eager to gouge Sacha of Arala's eyes from his skull, and tear out his throat. Gorl-ik has uncontrollable hissing fits, especially if he were to encounter living creatures. The hissing is a twisted mockery of the last thing he heard while alive: the frantic hisses of dying kobold children that were wonly drowned out by his own screams as he burned alive. Gorl-ik still wears the tattered remnants of his royal regalia: a fine dark red kilt with black patterns, and elaborate draconic headdress inset with rose and gold quartz crystals.

Personality Notes

Obsessive, Dedicated, Measured

Gorl-ik is an unusual venger - his command of the Way has offered him some measure of control over his need for vengeance. While stil vindictive and driven, Gorl-ik manages to focus on goals other than his burning need for revenge. His rebellion against Ni-angh'akh is a product of this control - otherwise, he would have burrowed up to the surface on his own long ago. Should he ever depose Ni-angh'akh, however, he will have his people excavate their way to the surface, upon which he would immediately subconsciously move north to destroy Sacha's decapitated head with his bare claws.

Gorl-ik was not privy to the mental battle between Rajaat and Ni-angh'akh; he therefore holds the commander of the invading humans, Sacha of Arala,

untimely responsible for his own death and the slaughter of his people (were Gori-ik ever to hunt down the Curse of Kobolds, he would be pleased to find his quest already half-finished). As Sacha is not at hand, Gori-ik's need for vengeance has been transferred to the Bold of Sacha; his hatred of the humans led him to resume the war against the humans upon his reanimation, it drove him to go against the Hermit Majesty's commands and join with the rebellious zhen kobolds when they defied his control, and it drives both his battles with the human zhen and the ongoing civil war with Ni-angh'akh's loyalists.

Gori-ik's relationship with Ni-angh'akh is complicated: he sees his ancestor as hopelessly detached from the world and having failed their people, but Gori-ik still holds strong affection and respect for him. He fully realizes that, even with every undead kobold in Aagnikh under his rule, he is no match for the Meorty, and would simply leave the Hermit-Majesty to meditate in seclusion if at all possible. He is fully aware that the zhen supporting his claim as Vice-Regent do not fully see him as their leader and will only play along while their interests align.

Strategy and Tactics

If forced into combat, Gori-ik fights with suicidal ferocity in a storm of close combat and psionic power, ordering his followers to stay back and support him, as he refuses to ever let another kobold die to his failure again. He will fight to the point of his own destruction, trying to take as many enemies with him as possible (via *flesh detonation*), as he knows that he will simply reform so long as Sacha lives.

Gori-ik only resorts to violence with intruders (undead or living) if absolutely necessary; however, their presence will pose an unexpected problem even he cannot anticipate: upon seeing outsiders Gori-ik will realize that a passage to the surface must now be open, and will experience an irresistible urge to escape the ruins of Aagnikh to hunt down Sacha, with all other priorities becoming forgotten. Should such a passageway be sealed or inaccessible, he will frantically attempt to persuade the intruders to help him leave through any means necessary, including forcing them to help. This perceived shirking of his duties would likely cause a cascading disaster as his zhen followers turned on him.

History

Gori-ik was born into a life of privilege and luxury, at least by kobold standards. The Forty-eighth Viceregent of Aagnikh, he was tasked with the hands-on affairs of

rule, serving as an intermediary between the people and Hermit Majesty. Centuries of living under the indomitable protection of his ancestor meant that Gori-ik was free to let his people raid with near-impunity; to the gnomes of Arludas and the armies of the Sageocracy, the odd caravan being picked off was a small price to pay compared to another disastrous attempt to drive out the kobolds.

Gori-ik grew up surrounded by the pillaged wealth of his hardened raiders, wielding ceremonial blades of fine bronze and draped in fine Navargos textiles that shimmered like his scales. He was an entitled, if competent, puppet king, and paid little heed to the invading Cleansing Armies: if anything, this war between the larger folk of Ulyan meant plentiful opportunities for plunder. His warriors ventured ever further afield as they raided supply lines, emboldened as patrols from the Sageocracy and Arludas withdrew to defend their homelands.

Yet as the siege of Narvagos drew on and its neighbors prepared for war, the trade caravans stopped coming and the caravans supplying the invaders were well-guarded and unusually thirsty for kobold blood. The kobolds were unprepared when Sacha's army marched on Aagnikh, but their formidable defenses and Ni-angh'akh's protection crushed the initial assaults, despite the loss of many of the kobold's best warriors. Gori-ik led his battered raiders and Viceregal Guard with bravery, hissing in triumph as the mighty Champion, Sacha of Arala himself, fled from their tunnels in humiliation. But then, after days locked in mental combat with an unknown enemy, the Hermit Majesty's mind went silent, and the humans flooded through the mazes into the inner warrens, butchering all they found. Shocked by the loss of his ancestor, Gori-ik could only fall back, finally making a last stand with his best surviving warriors in the nesting chambers. A fire broke out, and the last thing Gori-ik heard was the screams of hatchlings and popping of eggs as he was powerless to save them, and then the flames consumed him.

The trauma brought him back as a venger and he swiftly rallied his risen Viceregal Guard in a vicious counterattack against the humans that were rising as undead in turn. Yet for every undead human he drove his claws into, even the commander who had led the purge of the hatchlings, he felt empty: his claws desired to tear into the flesh of the Champion himself. Then emerged Ni-angh'akh, and peace was demanded of him. Gori-ik used the Way to keep his uncontrollable desire for vengeance in check, and it was only amid the chaos of the Shining Tide that his focus lapsed and his control diminished. Gori-ik hid these growing impulses from his ancestor, who assumed his Viceregent's

loyalty as he turned his attention to the newly risen zhen. When the zhen flaunted Ni-angh'akh's commands and largely resisted his mental control, Gori-ik determined that his best chance to cleanse his city of the human undead, and escape to enact vengeance on Sacha, was to side with these zhen who could resist his ancestor's power. He swiftly defected to the zhen's side; many of the zhen were former members of his Viceregal Guard and he found a warm welcome - old loyalties and the realization that Gori-ik was a powerful enough figurehead to challenge the Hermit-Majesty's authority, was enough to renew their fealty to the Viceregent.

Over the centuries, a mixture of growing discontent and Ni-angh'akh's waning influence has seen more and more kobold fallen grow sympathetic to Gori-ik and his Black Guard, who promise to once and for all destroy the marauding human zhen and then open a path to the surface, away from the Hermit Majesty's stagnant, uncaring rule.

Society

In life, Gori-ikt was a king in all but name, tasked with handling Aagnikh's daily affairs; this continued in undeath until he became a puppet king for the ambitions of the zhen. For now, he needs the support of the zhen, as they numerous enough to largely resist Ni-angh'akh's influence, and they need him as a symbol to challenge the Hermit-Majesty's authority. Gori-ik's Black Guard and the White Guard loyalists, while locked in a cold civil war, avoid each other whenever possible, preferring to focus on destroying or driving back the human zhen. The Black Guard and Stone Guard frequently war over the same territory, the battle-damaged regions Aagnikh in which the Shining Tide broke through, as the human zhen are bound to the obsidian.



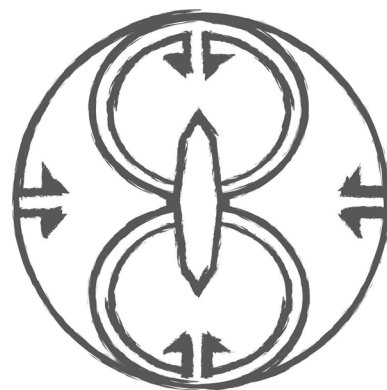
The Bone Lands

The Bone Lands do not have any fixed settlements. Rather, a nomadic peoples known as Musraaf's Chosen wander the smooth obsidian. The natural smoothness of the terrain allows for long distance visibility in most weather conditions, which increases the likelihood of an encounter.

Likely Encounters

Bone Lands Open Plains

- 1 Krag with 1d6 kraglings
- 1 Obsidian Beast
- 1 wandering Dhaot
- Scouting party consisting of 2-12 (2d6) Musraaf's Chosen Cavalry, with a 50% chance of being led by a Musraaf's Chosen Cavalry Commander
- Stumbling upon a temporary settlement, containing 4-24 (4d6) Musraaf's Chosen Spearmen, 1d4 Chosen Spearmen Commander, 4-24 (4d6) Cavalry, 1d4 Cavalry Commanders, and at least one of the leaders listed below.



Musraaf's Chosen

Musraaf's Chosen have led a primitive nomadic existence for millennia. The behavior of these last remnants echo the ancient ways of these tribes, even down to the complicated familial relations of the various warlords and their endless internecine wars.



Khasti Rasiim CR27

Male human zhen fighter 5 / barbarian 15

NE Medium undead (augmented humanoid, human, Psionic)

Init +7; **Senses** darkvision 60ft., low-light vision; Listen +31, Search +13, Spot +25

Languages Ulyanese, Ulyanese Giant

AC 38; touch 17, flat-footed 35**; Improved Uncanny Dodge

(+3 Dex, +10+2 natural, +9 armor, +4 Def)

hp 150 (20 HD; 20d12+20); fast healing 3

DR 5/magic or 3/-

Immune Spells (fireball, slow), Undead Traits;

Weakness Delusional (still alive), Vulnerability to Mind-Affecting Effects

Fort +18, **Ref** +11, **Will** +12

Speed 40 ft.; obsidian climb

Melee Greataxe +34 (1d12+20; 20/x3) or Slam +30 (1d8+10) or Touch +30 (Dehydrating Touch)

Full Melee Greataxe +34/+29/+24/+19 (1d12+20; 20/x3) or 2x Slam +30 (1d8+10)

Space 5 ft.; Reach: 5 ft.

Base Atk +20/+15/+10/+5; **Grp** +30

Combat Options **Dehydrating Touch** (27d6 dmg, DC 25), Great Cleave, Improved Sunder, Power Attack, Rage (4/day, +6 Str/+3 Will/-2 AC, 8 rounds), Ride-by Attack (2d6 slashing), **Taint Weapon** (DC 25)

Combat Gear "Burning Eclipse" (flaming burst steel greataxe +3), scale mail +5, ulyanese war chariot with scythe wheels (see Chapter 10)

Psi-Like Abilities (ML = 20. DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**

*Power can be augmented.

Abilities Str 30, Dex 16, Con –, Int 12, Wis 14, Cha 21
SQ Damage Reduction, darkvision 60 ft., Delusional, Fast Movement, Gray Toughness, Illiteracy, Improved Uncanny Dodge, Indomitable Will, low-light vision, obsidian climb, Rebuke Undead (CL 20, 9/day), **Spell Immunity** (fireball, slow), Trap Sense +5, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Cleave, Great Cleave, Improved Initiative, Improved Sunder, Mounted Combat, Power Attack^B, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Greataxe)^B, Weapon Specialization (Greataxe)^B.

Skills Climb +5, Craft +1, Handle Animal +27, Intimidate +27, Jump +5, Listen +31, Search +13, Sense Motive +20, Spot +25, Survival +17.

Possessions 220,000cp or combat gear plus: *amulet of natural armor* +2, *belt of strength* +6, *cloak of charisma* +6, *ring of mind shielding*, *ring of protection* +4, *vest of resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Khasti wears a fur cape, bronze scale mail, and feathered headdress of a Musraafi warlord, with the dried blood markings on his armor of a Burning Blood warrior (the name the Musraafi use to refer to barbarians).

Personality Notes

Proud, cunning, unscrupulous
In spite of all his past glories, Khasti is little more than a cynical opportunist. He is just as effective at playing people against each other off the battlefield as on it. Undeath has removed what little conscience he ever had, and he is not above manipulating even his closest friends.

Strategy and Tactics

In combat, Khasti's favored tactic is hit-and-run style combat – close quickly, strike hard, and then retreat. He is usually on the front lines with his cavalry, leaping from his mount into the fray.

Khasti is never encountered without a full platoon accompanying him. When attacked, Khasti Rasiim prefers to arrange his forces in a checkered line of archers supported by shield-bearing spearmen in turn

hiding his horsemen. The Spearmen would form either a shield wall to protect the archers or circular schiltrom formations behind the archers depending on the nature of the threat being faced. Once they were softened up, Khasti Rasiim would come charging out of the flanks.

History

The humans of Ulyan descended from the Zethir and Tamwar who had migrated down the Winding Way over many millennia to settle the Ulyanese plains. The already-present Sageocracy allowed these newcomers into the plains while preventing them from getting too ambitious with their territorial expansions, and over time these nomadic peoples eventually settled down a harmonious relationship with the Sageocracy.

While most Ulyanese humans eventually abandoned the old nomadic lifestyle for more sedentary agriculture and urbanized life, the herding clans led by the Neegas Musraaf stubbornly held onto the old ways, enjoying generous free passage through the outer borders of the Sageocracy on their seasonal routes. Long after all the other humans had settled into cities, the Musraafi continued their ancient ways of life: herding erdlu, crodlu, and horses, and mastering the strategies of cavalry and chariot warfare.

As the Cleansing Armies marched into Ulyan, the Sageocracy wisely banned their agents from propagandizing in its territory, forcing Myron to dispatch his agent, Halvaz Black-eye, to appeal to the forgotten plainsfolk directly. Since the Neegus had little love or loyalty for other humanoids, trolls, or even their own settled kin, Halvez found a receptive audience with the Musrafi. He bribed the Neegus and his clans with gifts of herd animals, trade goods, and fine steel weapons, personally gifting the Neegus with a blazing magical greataxe. In exchange, they would betray the Sageocracy and assault the southern defenses from behind, allowing Halvaz to break through and attack the Sageocracy's vulnerable agricultural belt around the Sparkling Gem.

The plan worked as Musraafi Chariots attacked the troll and human lines, and the Musraafi joined Halvaz in torching and looting the countryside, butchering their own sedentary cousins without abandon. For their service, the Musraafi were granted domain over all the lands of the Sageocracy for grazing, and dominion over the surviving settled humans as Myron's agents. So long as resources for the war effort flowed without interruption and quotas for the Navel were met, they were free to govern as they see fit.

Over the following thousand years, through various squabbles and marriages, the Musraafi became the de-facto rulers of the Ulyanese plainsfolk. Musraaf became

mythologized as an ancestral spirit, a bridge between his people and the demigod-like Champions. As the defiling took its toll and drought set in, crop yields and grazing land grew scarcer each year, and Musraaf's descendants squabbled over his legacy, eventually coming to call themselves "Musraaf's Chosen."

Khasti Rasiim was born almost thirteen hundred years after the Cleansing of Ulyan, growing up as a hunter for one of the five Musraafi tribes that still tried to eke out a living in Ulyan. Kastri's tribe wandered the dying grasslands between Glass Lake and Deshentarum, and as a youth he was watched over by his older cousin Hazzi, the most powerful psion among the tribes. In Khasti's thirtieth year, the chieftain of his tribe died, and at Hazzi's suggestion, he made a bid for power, becoming new chieftain, and Hazzi entrusted him with a precious treasure, the weapon of Musraaf himself, which the Inner Eye Warriors had kept out of the hands of the warlords for generations.

That year was host to a particularly bad drought and attacks from the haunted ruins of Small Home, leading a desperate Khasti to form a coalition with the other four tribes, raiding up the Winding Way into the plains of Zethir and the Tamwar. Khasti's raids proved successful, scoring major victories against their rivals, and seeing the tribe return down the cliffs with stolen herds and plunder. They traded off their goods to the merchants of Deshentarum as the drought finally ended with a particularly generous rainy season. As the rains came to an end, the most powerful of the five warlords, Neegas Achhed, died.

When his distant cousins-in-law, the Achhed brothers, came into conflict over which would succeed him, they were oblivious as a black ribbon appeared on the eastern horizon. Subsumed by the Boiling Ruin, Khasti and his tribe were first of their people to claw their way out of the blackglass. Once free of the hissing cyst that had entombed him, Khasti looked upon his new form and concluded he had been blessed by the Champion Myron with immortality and was destined to become Neegas of the tribes.

Society

All of the Musraaf's Chosen tribal leaders are related in some way. Khasti is Hazzi Shalil's cousin. Currently Tatia wages war against Inbed. Hazzi Shalil has joined forces with Inbed and with his wise guidance has proven to be more than a match for Tatia's tactical brilliance at times. Khasti, on the other hand, has joined forces with his cousin Bael Asiim to give moral support to Tatia with his current war against Inbed. Even if Inbed is eventually defeated, Khasti will bide his time and eventually turn on who

will become the next Neegas of the Musraaf's Chosen (with Bael at his side if he had his way).



Bael Asiim CR26

Female human zhen barbarian 24

CE Medium undead (augmented humanoid, human, Psionic)

Init +8; **Senses** darkvision 60ft., low-light vision; **Listen** +35, **Search** +13, **Spot** +25

Languages Ulyanese

AC 39; touch 20, flat-footed 34**; Improved Uncanny Dodge

(+5 Dex, +10 natural, +9 armor, +5 Def)

hp 180 (24 HD; 24d12+24); fast healing 3

DR 5/magic or 6/-

Immune Turning, Undead Traits; **Weakness** Delusional (still alive), Vulnerability to Mind-Affecting Effects

Fort +19, **Ref** +15, **Will** +16

Speed 50 ft.; obsidian climb

Melee Raging Shotel +39 (2d6+21; 17-20/x2) or Slam +33 (1d8+11)

Full

Space 5 ft.; Reach: 5 ft.

Base Atk +22/+17/+12/+7; **Grp** +33

Combat Options Dire Charge, Great Cleave, Power Attack, Rage (7/day, +8 Str/+4 Will/-2 AC, 8 rounds), Reflect Physical Attacks (1/round), Ride-by Attack (2d6 slashing), Terrifying Rage

Combat Gear "Burning Rage" (Keen Flaming Burst Greatsword +5), Scale Mail +5, Ulyanese War Chariot with Scythe Wheels (see Chapter 10)

Psi-Like Abilities (ML = 24th. DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**

*Power can be augmented.

Spell-Like Abilities (CL = 24th):

At will - Bestow Curse, Expeditious Retreat, Haste, Protection from Arrows;

Abilities Str 32, Dex 20, Con -, Int 11, Wis 16, Cha 21

SQ Damage Reduction, darkvision 60 ft., **Enhanced Ability (+10 base land speed)**, Fast Movement, Gray Toughness, Illiteracy, **Immunity to Turning**, Improved Uncanny Dodge, Indomitable Will, low-light vision, obsidian climb, Rebuke Undead (CL 24th, 5/day), Trap Sense +8, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Cleave, Combat Reflexes, Dire Charge, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Superior Initiative, Terrifying Rage ^B, Weapon Focus (Greatsword).

Skills Climb +10, Handle Animal +32, Intimidate +32, Jump +10, Listen +36, Ride +8, Search +11, Sense Motive +20, Spot +26, Survival +30.

Possessions 320,000cp or combat gear plus: *belt of strength* +6, *gloves of dexterity* +4, *periapt of wisdom* +2, *ring of protection* +5, *vest of resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Bael is tall, broad, and powerfully built, though still curvaceous, with a prominent aquiline nose and long, dark braided hair that reaches down to her waist. In undeath, her dark skin is now pitch black and glassy, and her eyes are black orbs that glitter with red sparkles. She wields a massive steel shotel with ease and is bedecked the traditional garb of a clan-chieftain: bronze scale mail with the red feathered cape and feather-crested bronze helmet of a Musraafi chieftain, covered with the dried blood markings of a Burning Blood warrior, the Musraafi's barbarians.

Personality Notes

cruel, callous, inhuman

When she was alive, Bael Asiim reveled in violence, terror, intimidation, raiding, heavy feasting and

drinking as well as other types of debauchery. She would hold contests of fire breathing, fire dancing and eating competitions of painfully spicy food for her entertainment and to allow her warriors to prove their worthiness. Even in undeath, she does few things in moderation.

Like any true psychopath, Bael does not display a normal range of emotional reactions and has no empathy for anyone else. She is aware that others have emotions and is willing to exploit them or the perceptions of others to her own gain.

Of all the Musraafi warriors who rose as zhen, Bael has taken the most favorably to undeath. She misses nothing about her mortal life and has found the gifts of undeath a blessing.

Strategy and Tactics

In hand-to-hand combat, Bael may well be the most dangerous fighter in the entire Bone Lands, and possibly one of the most dangerous in the entire Dead Lands. Her fury is matched only by the sheer speed and the intensity of her attacks.

She leads her troops by example, charging on foot with the cavalry and taking a small cabal of her best spearmen with her. She closes terrifyingly quickly with her enemies, cutting wide swaths through the enemy lines. Archers find she is tearing into their ranks before they even launch their first volley.

History

Bael Asiim was born to the union of the elder Achhed and the sister of another tribes' chieftain, Hazzi Shalil. As a result, she had to earn her title as chieftain through action rather than heritage. She formed an odd friendship with her half-brother Tatia, respecting the way that his cunning and skill made up for his weak stature.

During the great drought, when much of the Musraafi tribes' livestock perished, the chieftains: Inbed, Tatia, Hazzi, and the newly ascendant Khasti, were forced to



unite and march beyond the winding way to raid their Tamwar cousins above the cliff-rim. Many of the smaller Tamwar clans in the west appealed to the caravan city of Taurangis, the de-facto capital of the Tamwar, for aid, and a coalition of Tamwar tribes stormed out to push the Musraafi back down the cliffs. Two warlords, only known in Musraafi oral tradition as “The Feathered” and “The Scaled” warlords for the garb they and their riders wore, led the coalition from personal mekillots bristling with javelin-wielding soldiers. Bael was leading a small raiding group when she was caught by the riders of the Feathered. Rather than surrender, she personally led her charioteers and horsemen in a suicide-charge against their forces, disemboweling the warlord’s mekillot with her blade. Bael then scrambled onto the dying beast and engaged the Feathered in a duel, splitting his skull in half. Returning home with livestock and plunder from the Tamwar lands, she was elected Chieftain of her tribe. Bael’s night of victory was said to involve the ritual slaughter and devouring of a whole inix, riotous drinking and fighting, and a Burning Warrior orgy. She still considers that night the greatest of her mortal life. Bael loosely supported Tatia for the title of Neegas against Ichbed but grew bored when the two failed to come to a victor via diplomacy or skill. As the brothers prepared for war, Bael set up camp to support Tatia, and was drilling her warriors in unarmed combat when Achbed’s cries heralded a black ribbon on the horizon: the Shining Tide. Afterwards, Bael and many of her tribespeople ripped their way to the surface as zhen, emerging onto the blackglass. The early centuries of the Dead Lands, before the first bugdead invasion, saw the tribes forcibly united by exterior threat: Ylsia, the garrison commander of Deshentarum, was the first raaig to pulverize and transport their temple to become mobile and she gathered many undead under her banner into the Unholy Lands: an army of raiders and bandits that rivaled the Cholite Marauders in infamy. The Musraafi were besieged by the Unholy Lands for centuries until Kulrath destroyed Ylsia and re-founded Deshentarum.

During this period. Bael experienced some of the best times of her unlife, fighting (and even briefly joining) the Unholy Lands’ army. The rise of the Vizier brought a stifling “peace” to the region, and the Musraafi turned their conflicts inward, spurred by Kulrath’s meddling.

Bael pays lip service to Tatia in the resurgent conflict, but centuries of time to think have led her to believe she may be the one best suited to lead the Musraafi, and thus she has not committed any forces to help her half-brother.

Society

Bael is the half-sister of the warring brothers Inbed and Tatia.

Along with Khasti Rasiim, Bael is currently giving moral support (but no other aid) to Tatia in his current war with Inbed.

She absolutely rules her clan by fear. None of her followers know what to expect from her, and this is exactly the way Bael likes it. This dynamic has worked well for many centuries, perhaps simply because her tribe is used to it.



Tatia Achhed CR30

Male human zhen ranger 20 / wilder 5

NE Medium undead (augmented humanoid, human, Psionic)

Init +11; **Senses** darkvision 60ft., low-light vision; Listen +36, Search +14, Spot +42

Languages Ulyanese, Ulyanese Giant

AC 40; touch 27, flat-footed 33**; Elude Touch (+7 Dex, +10 natural, +8 armor, +5 Def)
hp 212 (25 HD; 25d12+50); fast healing 3
DR 5/magic



Immune Undead Traits; **Weakness** **Delusional** (still alive), Psychic Enervation (5%), Vulnerability to Mind-Affecting Effects, **Vulnerability to Wood**
Fort +19, **Ref** +26, **Will** +15; Evasion

Speed 30 ft.; obsidian climb, Woodland Stride
Melee Greatsword +32 (2d6+13; 19-20/x2) or Slam +31 (1d8+8)
Ranged Comp. Longbow +36 (1d8+13; Range 110 ft.; 20/x3)
Space 5 ft.; Reach: 5 ft.
Base Atk +23/+18/+13/+8; **Grp** +31
Combat Options **Death Gaze** (2/day, 30 ft, DC 27, 3d6+25), Favored Enemy (Giants +2, humans +2, Vermin +2, Undead +10), Favored Terrain (Obsidian Waste +2), **Reflect Physical Attacks** (1/round), Surging Euphoria, Wild Surge (+1)
Combat Gear *bronze greatsword* +1, "Arching Piercer" (shocking composite (+8) longbow +5)

Psi-Like Abilities (ML = 25th; DC Charisma-based)
 At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***
 *Power can be augmented.

Wilder Powers (CL = 5th, PP: 17+12, DC 15 + power level):
 2nd — *Thought Shield*
 1st — *Offensive Prescience*, *Psionic Grease*

Ranger Spells (CL = 10, DC 12 + spell level):
 4th — *Commune With Nature*, *Freedom of Movement*, *Nondetection*
 3rd — *Cure Moderate Wounds* x2, *Repel Vermin*
 2nd — *Cure Light Wounds* x2, *Spike Growth*, *Wind Wall*
 1st — *Longstrider*, *Pass Without Trace*, *Resist Energy* x2

Abilities Str 27, Dex 25, Con –, Int 12, Wis 14, Cha 21
SQ Animal Companion (10 lvl – Dire Bat), Camouflage, Combat Style Mastery (Ranged), Damage Reduction, darkvision 60 ft., **Delusional**, **Enhanced Ability (Skills)**, Evasion, **Gray Toughness 2**, Hide in Plain Sight, Improved Uncanny Dodge, low-light vision, obsidian climb, Psychic Enervation, Rebuke Undead (CL 25th, 5/day), Swift Tracker, Undead Traits, Vulnerability to Mind-Affecting Effects, Vulnerability to Wood, ~~Wild Empathy (1d20+2)~~, Wild Surge.

Feats Blighted Ranger ^B, Endurance ^B, Improved Initiative, Improved Precise Shot ^B, Manyshot ^B, Mounted Archery, Mounted Combat, Point Blank

Shot, Precise Shot, Rapid Shot ^B, Shot on the Run, Track ^B, Weapon Focus (Longbow).

Skills Climb +7, Concentration +33, Handle Animal +33, Hide +34, Intimidate +33, Jump +7, Listen +36, Move Silently +34, Ride +7, Search +14, Sense Motive +26, Spot +42, Survival +30.

Possessions 350,000cp or combat gear plus: *belt of strength* +6, *bracers of armor* +8, *cloak of charisma* +6, *gloves of dexterity* +6, *psicrown of the cautious warrior* (423 psp), *ring of protection* +5, *vest of resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Tati shares several features with his half-sister Bael: tall and lithe, with a prominent aquiline nose, and long braided hair. Despite his looks, he was strong enough in life to more than hold his own in battle. In undeath, he makes for quite the regal zhen, with glittering red-black eyes and long, delicate strands of hair sweeping back from his face. Tati only wears a short kilt, cape, and feather-crested bronze headdress, going barefoot and bare chested.

Personality Notes

Proud, cruel, wily
 Tatia is as close to a big-picture thinker as can be found among the unenlightened Musraafi leadership. He plans several moves ahead, considers multiple angles and the environment, and has demonstrated considerable amounts of patience even for an undead.

Strategy and Tactics

Tatia is not above fighting dirty, taking advantage of terrain and archery to secure his position. He will seldom strike without having advance knowledge of the battleground, and his tendency to flee when he has lost his advantage makes him an infuriating opponent to face.

He always prefers the use of his bow and distance attacks, hanging back with the archers and pinning down enemies for the spearmen of his clan to close and finish off.

History

Tatia was born to a Neegas Achhed, leader of the most powerful of the five Musraafi tribes, along with his younger brother Inbed and half-sister Bael. As a boy

Tatia was weak but fast and cunning, and displayed early signs of psionic power that saw him take the life-path of the Inner Eye rather than become a Burning Blood barbarian. He was close to his brother Inbed in those days, and the two jointly served as co-leaders to their aging father, as a great drought killed many of the tribes' herds and forced them to raid their cousins above the cliffs. Tatia was an excellent strategist and led pathfinder scouts to raid Tamwar camps and herds far ahead of the chariots and riders, growing emboldened by his successes. While not foolish enough to risk the wrath of the Cleansing Armies by targeting any caravans, he began probing the traders traveling past cleansed Celik to Kalidnay. Celik, though still home to a garrison and logistics division, had been thoroughly ravaged by Uyness, leaving much of the southern trade route open game for raiders.

Tatia's scouting led the Musraafi to learn of a rich dignitary caravan that was traveling from Kalidnay to Zethir, and at a collapsed bridge across the dying Celik river, the Musraafi struck the heavily-defended Melai column. Between Tatia's signal drummers and Inbed's chariots, the caravan's guard was overwhelmed, and a wealth of cargo, as well as several Kalidnese dignitaries, were captured. Tatia went north to ransom the captives back to Kalidnay for livestock and trade goods, earning the ire of his brother. Soon after, the death of their aging father sparked a rivalry between the two for the title of Neegas. Bael, close since childhood with Tatia, supported him, as did her cousin Khasti. Despite being favored as heir and being the older brother, Tatia failed to convince Inbed to acquiesce, and the two eventually prepared for war against one another. Tatia was practicing archery in his camp when a black ribbon appeared on the horizon, heralding the Shining Tide's engulfment of the Musraafi tribes.

Returning as a zhen, Tatia smashed his way out of the obsidian and quickly reunited with his reanimated tribesfolk. Tatia and Inbed were forced to put their mortal grudges aside in the early years, by the threat posed by Ylsia and her Unholy Lands raiders, but their old grudge has resurfaced since the rise of the Vizier. Tatia resents his brother for refusing to do the sensible thing and defer to his elder sibling's claim and blames him for keeping the Musraafi divided against external threats such as Deshentu. Despite their long friendship, Bael has only offered verbal support, and Tatia does not trust his cousin-in-law Khasti. As a result, he has reached out to the mad raaig, Harkor. Tatia knew Harkor in life as a priest tending to the eastern plainsfolk and hopes some lingering common sense of heritage might keep him as an ally.

Society

Tatia is the older brother of Inbed Achhed, with whom he's currently at war. Since Tatia has received nothing but verbal support from his half-sister Bael or Khasti, he has sought foreign aid from Harkor, who has committed a squadron of troops. Tatia would have defeated Inbed ages ago if it wasn't for the powers and cunning of his distant uncle Hazzi.



Inbed Achhed CR28

Male human zhen barbarian 24

CE Medium undead (augmented humanoid, human, Psionic)

Init +10; **Senses** darkvision 60ft., low-light vision; Listen +35, Search +13, Spot +27

Languages Ulyanese, Ulyanese Giant

AC 43; touch 17, flat-footed 41**; Improved Uncanny Dodge

(+2 Dex, +10 natural, +9 armor, +5 Def, +7 shield)

hp 204 (24 HD; 24d12+48); fast healing 3

DR 5/magic or 6/-

Immune Turning, Undead Traits; **Weakness** Delusional (still alive), Vulnerability to Mind-Affecting Effects

Fort +19, **Ref** +15, **Will** +15

Speed 70 ft.; obsidian climb

Melee Greataxe +38 (1d12+21; 20/x3) or Slam +33 (1d8+11)

Full Melee Greataxe +38/+33/+28+23 (1d12+21; 20/x3) or Slam +33 (1d8+11)

Ranged Javelin +24 (1d6+11; Range 30 ft.; 20/x2)

Space 5 ft.; Reach: 5 ft.

Base Atk +22/+17/+12/+7; **Grp** +33

Combat Options **Breath Weapon** (3/day, 28d6 Fire, DC 27), Dire Charge, Great Cleave, Power Attack, Rage (7/day, +8 Str/+4 Will/-2 AC, 8 rounds), **Reflect Physical Attacks** (1/round)

Combat Gear *animated heavy chitin shield* +5, *chitin armor* +5, "Solar Crescent Fan" (*fiery burst bronze greataxe* +5), obsidian javelin x5

Psi-Like Abilities (ML = 24th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Abilities Str 32, Dex 15, Con –, Int 12, Wis 14, Cha 21
SQ Damage Reduction, darkvision 60 ft., Delusional, Fast Movement, **Gray Toughness 2**, Illiteracy, **Immunity to Turning**, Improved Uncanny Dodge, Indomitable Will, low-light vision, obsidian climb, Rebuke Undead (CL 24th, 5/day), Trap Sense +8, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Cleave, Dire Charge, Epic Speed, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Run, Spirited Charge, Superior Initiative.

Skills Climb +10, Handle Animal +32, Intimidate +32, Jump +11, Listen +35, Ride +2, Search +13, Sense Motive +8, Spot +27, Survival +29.

Possessions 320,000cp or combat gear plus: *belt of strength* +6, *cloak of charisma* +6, *ring of protection* +5, *vest of resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Inbed Achhed is the physical opposite of his brother, burly and top-heavy, though nearly as tall. In life, he kept his long beard well-oiled and his braided black hair neatly worn back in a ponytail, highlighting his prominent aquiline nose. In undeath, he looks largely the same, though his black eyes sparkle with golden flecks. Much of his exposed body appears oddly scarred or burnt, the remnants of his ill-fated battle with Ylsia.

Inbed's traditional bronze-and iron scale armor was destroyed after a nearly fatal encounter with Ylsia, the ruler of the Unholy Lands. In life it was one of his pride and joys, made in the style of the imperial armor of old Tanys; he has replaced it with heavy bugdead chitin selected for its bronze-yellow color, which he polishes daily. Over it he wears the red feathered cape of a Musraafi chieftain and has added a crest of red feathers to his chitin helmet. He has marked his chitin armor with the sigils of a Burning Blood Warrior, the Musraafi barbarians.

Inbed wades into battle with a great axe of fine steel and marked with trollish runes, supposedly looted from Nuubark by his ancestors. He claims it was pried from the corpse of the troll king, but in truth, it was little more than a martial-arts training tool used by an old Warrior-Sage.

By far his most prized possession is his scythed chariot pulled by undead warhorses, covered in bronze imagery of hunting scenes and mounted warfare, and kept well-polished despite the slow creep of corrosion.

Personality Notes

Proud, temperamental, brutal

It is a common sentiment among the various Musraafi clans that Inbed joined the Burning Blood warriors because he already had their violent temper. He has always been quick to anger and speaking to him can make anyone feel like they are standing near a volcano ready to erupt. Undeath has done little to dim his fiery disposition. If anything, it has made him more reckless in battle.

Strategy and Tactics

Inbed is not afraid to start a fight, and between his swift temper and his keen reflexes, he nearly always launches the first strike. Indeed, Inbed loves nothing more than charging into battle swinging his great axe. This, however, does not mean he is foolhardy with his soldiers. Inbed is smart enough to plan out an engagement and carefully coordinate his forces, and he knows how to use his honor guard to **create a buffer between the enemy and himself, so he can set up opportunities to strike the killing blow.**

There have been times when his rage and arrogance have gotten the best of Inbed, provoking him to **act impetuously.** In particular, any favorable mention of his hated brother Tatia will spark his rage.

History

Inbed was born to the Neegas Achhed, ruler of the most powerful of the five Musraafi Tribes. In his youth, he looked up to and was close to his older brother Tatia, but he and his half-sister Bael commonly butted heads. The two brothers served as co-leaders to their aging father, as a great drought killed many of the tribes' herds and forced them to raid their Tamwar cousins above the cliff-rim. Ichbed lacked his brother's strategic mind, but his strength of personality and ferocity served him well in open battle against the Tamwar and Zethi.

Ichbed's resentment toward Tatia began early in the campaign after the Battle of the Broken Bridge: as Tatia and his warriors returned home with their loot from the ransom of Kalidnese nobles, they were caught by the Tamwar counterattack led by the "Scaled" and nearly driven off the Cliffs of Ulyan.

Inbed saved the day with a ferocious charge, crippling the Scaled's war mekillot with a ramming maneuver from his chariot. He finished the Tamwar chieftain by racing up the dying Mekillot and cleaving the woman's heart out with his axe. The attack saved his brother but saw many of Inbed's fellow Burning Blood barbarians and his Honor Guard slaughtered. To add further insult, Tatia, instead of chastisement, was met with triumph from the wealth he had secured in the ransom. It was the death of their father and the question of who would inherit his title of Neegas that turned the brothers against one another. Tatia, as the oldest brother, was the presumed heir, but the Inbed refused his brother's claim in a rage and threatened war.

Despite attempts to resolve the dispute, both hurtled toward war with one another, with everyone, including Inbed, being surprised when his cousin-in-law Hazzi Shalil supported his claim. Inbed was reviewing plants for battle when the Shining Tide, which had already consumed his brother's forces, fell upon his camp. He reanimated as a zhen and made his way through the blackglass to the surface, reuniting with his reanimated kin. Inbed was forced to put his hatred of Tatia aside soon after, due to the Musraafi suffering near-constant attacks from the raiders from the Unholy Lands. Inbed led many of his remaining Burning Blood Warriors into disaster with an attempted counterattack into the Unholy Lands, which saw many destroyed and himself nearly slain by the powerful Ylsia.

Inbed still resents how the Vizier denied him revenge on the raaig, however, the Vizier's "peace" has allowed him to return to unfinished business – setting his family dispute for good. He seemingly remembers none of the many shared triumphs the two had in life, only the many times he saved Tatia's ungrateful hide. Due to being outnumbered three tribes to two, Inbed has reached out to the tribes of Chol, particularly the Blacktooth Maw, whom he respects for their charioteering skills, despite being demihumans. So far, he has made little headway.

Society

Inbed is the last leader of the Burning Blood warriors. The brotherhood of barbarians is heavily depleted from its glory days, with only a small number of them still existing today.

He is also the younger brother of Tatia Achhed, with whom he's currently at war. Their uncle, Hazzi Shalil, has committed support to Inbed's efforts.

In an effort to seek additional troops and aid, Inbed has sent his own envoys as far as Chol and Shadowmourn, but neither has made any diplomatic overtures so far.

While his warriors do fear his wrath, they also respect Inbed for the value he places on their lives, and they would willingly follow him to the end of the world.



Hazzi Shalil CR27

Male human zhen fighter 5 / wilder 18

NE Medium Fire Undead (augmented humanoid, Fire, human, Psionic)

Init +7; **Senses** darkvision 60ft., low-light vision; **Listen** +33, **Search** +8, **Spot** +38

Languages Goblin, Ulyanese, Ulyanese Giant

AC 39; touch 29, flat-footed 32**; **Elude Touch** (+7 Dex, +10 natural, +7 shield, +5 Def)

hp 172 (23 HD; 23d12+23); fast healing 3

DR 5/magic; **Spell Turning**: 8 spell levels/day

Immune Fire, Undead Traits; **Weakness** **Cast No Shadow, Delusional (still alive) -1/3, Vulnerability to Cold, Vulnerability to Mind-Affecting Effects**

Fort +15, **Ref** +19, **Will** +17

Speed 30 ft.; obsidian climb

Melee Shotel +32 (1d4+14; 15-20/x2) or Slam +26 (1d8+7)

Ranged Ranged Touch +23 (by power)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +18/+13/+8/+3; **Grp** +22

Combat Options Combat Reflexes (8/round), Deep Impact, Greater Psionic Weapon (+4d6), **Immolation (1/day, 5 ft, 27d6 Fire dmg, 5 rounds, DC 27), Paralysis (DC 27), Psionic Meditation (Move action), Surging Euphoria +2, Volatile Mind (4 PP), Wild Surge (+5)**

Combat Gear bronze shotel (kukri) +5, heavy chitin shield +5

Psi-Like Abilities (ML = 23rd. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Psion Powers (CL = 18th, PP: 280+63, DC 20+ power level):

9th — Reality Revision

8th — Psionic Mindblank

7th — Ultrablast

6th — Psionic Disintegrate
 5th — Psionic True Seeing
 4th — Intellect Fortress
 3rd — Energy Burst
 2nd — Swarm of Crystals
 1st — Energy Ray, Inertial Armor

Abilities Str 25, Dex 25, Con –, Int 14, Wis 12, Cha 24
SQ **Cast No Shadow**, Damage Reduction, darkvision 60 ft., Delusional, Fire Immunity, Gray Toughness 1, low-light vision, obsidian climb, Rebuke Undead (CL 23, 10/day), **Spell Turning** (8 spell levels/day), Undead Traits, Vulnerability to Cold, Vulnerability to Mind-Affecting Effects.

Feats Combat Reflexes, Deep Impact, Epic Prowess, Greater Power Penetration, Greater Psionic Weapon, Improved Critical (Shotel)^B, Power Penetration, Psionic Meditation, Psionic Weapon, Quicken Power, Weapon Focus (Shotel)^B, Weapon Specialization (Shotel)^B.

Skills Balance +7, Bluff +7, Climb +7, Concentration +33, Escape Artist +7, Intimidate +33, Jump +7, Knowledge (Psionics) +28, Listen +33, Psicraft +28, Search +8, Sense Motive +33, Spot +39, Tumble +7.

Possessions 290,000cp or combat gear plus: *belt of strength* +6, *cloak of charisma* +6, *gloves of dexterity* +6, *psicrown of the beast* (60 pp), *ring of protection* +5, *tome of leadership and influence* +1, *vest of resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Hazzi was an older man before his undeath, with wizened but approachable features and long, greying braided hair. Even as a zhen, his Hazzi's flesh still bears age marks and wrinkles from his long life, now with utterly black, blank eyes. Like his cousin-in-law Tatia and other Musraafi, he rarely wears much beyond a short kilt and cape and a headdress made of rare white feathers. Hazzi is adorned with multiple necklaces of black crystal beads carved like eyes, the sign of a master of the Inner Eye Warriors.

Personality Notes

Proud, measured, patient
 Thanks in no small part to his background with one of the only psionic orders among the Musraafi, which believed in the promotion of scholarly learning of any sort, Hazzi is possibly the most intelligent leader

currently still residing in the Bone Lands. There was a time when Hazzi was seen as the patient voice of reason among the warlords. He is still patient, but the others no longer listen to his advice unless they need something from him.

Those who have interacted with him before know that Hazzi weighs his words carefully and tends to only say what is necessary; when he does speak, his people grow quiet and listen.

Hazzi has a very strong sense of tradition and ceremony, which can be frustrating for others to endure when they are in a hurry, and doubly so for outsiders who break rules that they did not know exist.

Strategy and Tactics

While not quite as skilled a tactician as most of the other tribal leaders, Hazzi is more than able to hold his own in battle. Hazzi generally prefers to fight in the back of formations, using his potent psionics to break morale and assault magic users and other psions.

History

Hazzi Shalil was born three decades before the younger Musraafi chieftains, and was the brother-in-law of the Neegas Achhed. His training among the Inner Eye Warriors meant he received more of a formal education than most other Musraafi, but he supplemented it with his own studies as well. As a result of both this extensive learning and his being so much older than all of the other tribal leaders, Hazzi was seen as the wisest of the Musraafi tribal leaders in the decades before the Obsidian Tide.

He watched the growth of his niece and her half-brothers, as well as his young cousin, Khasti, measuring their worth as future leaders. Initially, he saw Tatia had the most potential, and trained the boy in the basics of the Way. Why Hazzi never became (or even declared himself a candidate to become) Neegus is a frequently debated question for which none seem to have the answer. Some claim he didn't have the natural charm, others suggest he is too formal in his observance of ceremony, and still others point out he never achieved the kind of grand triumphs needed to inspire and unite the people.

In Musraafi memory, the closest Hazzi has come to proving himself in a great battle was while returning from one of the raiding expeditions with his young cousin Khasti, when a dust storm forced the party to travel uncomfortably close to the haunted ruins of Small Home. The Musraafi knew "evil spirits" haunted the hills, but initially believed the swarm in the sky amid the whirling dust was a horde of locusts. It wasn't

until the screams rang out and they could see that the “locusts” were tiny grinning, flying skulls that they realized what was happening. Hazzi and his Inner Eye Warriors stopped a potential massacre, driving off the little horrors with their psionics and rallying the archers to target the swarms, earning the gratitude of Khasti and the Burning Blood Warriors.

After his brother-in-law's death, Hazzi tried his best to mediate the succession dispute between Tatia and Inbed, but both were too proud for a reconciliation. Hazzi reluctantly threw his support behind Inbed, reasoning that if he could not stop the coming war, he could at least minimize the bloodshed by keeping Inbed's rash impulses in check. His tribe shared camp with Inbed as they prepared for war, and Hazzi was meditating when the Shining Tide struck. His death was met less by horror and more by puzzlement, as his contemplation gave way to searing pain and then darkness.

Hazzi, reanimated as a zhen, eventually working his way back to the surface and reuniting with Inbed and the remnants of their two tribes. He watched the young warlord's pride and fury only worsen in undeath and recommitted himself to keeping the Musraafi from destroying themselves. His hopes grew when the five tribes were forced to work together against the common threat of the raiding Unholy Lands, but now that the Vizier has removed that threat, and works to deepen the tribal divisions to protect his own borders, Hazzi has again committed himself to keep foolish Inbed from drawing their tribes into a war of mutual annihilation.

Society

Hazzi is the last leader of the Inner Eye Warriors, the Musraafi psionic order who had been responsible for the peace treaty with the Sageocracy. They had fallen far since the days of Musraaf's betrayal of Nuubark, and the current order consists of only a small number of wilders with modest amounts of training.

Hazzi Shalil is Bael Asiim's Uncle but bears no blood relation to Inbed or Tatia.

He has taken Inbed's side in his war with Tatia, never having trusted Bael's judgment and disappointed in Tatia's arrogance. Perhaps Hazzi believes Inbed will defer to his wisdom should he triumph.



Musraaf's Chosen Cavalry Commander CR18

Female human fael fighter 15

NE Medium undead (augmented humanoid, human)

Init +8; **Senses** darkvision 60ft.; Listen +5, Search +6, Spot +14

Languages Goblin, Ulyanese, Ulyanese Giant

AC 28; touch 16, flat-footed 24

(+4 Dex, +4+1 natural, +7 armor, +2 Def)

hp 127 (15d12+30)

DR 5/magic

Immune Undead Traits; **Weakness** Delusional (still alive), **Vulnerability to Acid**

Fort +9, **Ref** +9, **Will** +6

Speed 30 ft.

Melee Lance +24 (1d8+14; 20/x3) or Slam +21 (1d6+6) or Bite +21 (2d6+6; 18-20/x3)

Full Melee Lance +24/+19/+14 (1d8+14; 20/x3) or 2x Slam +21 (1d6+6) and Bite +16 (2d6+3; 18-20/x3)

Ranged Comp. Shortbow +22 (1d6+7; Range 70 ft.; 20/x3)

Full Ranged Comp. Shortbow +22/+17/+12 (1d6+7; Range 70 ft.; 20/x3)

Space 5 ft.; Reach: 5 ft.

Base Atk +15/+10/+5; **Grp** +21

Combat Options Ability Damage (1d6 Wis, DC 19), Taint Weapon (DC 19)

Combat Gear bone heavy mace +1, bone lance +1, chitin armor +3, composite (+6) shortbow +1, ulyanese war chariot (see Chapter 10)

Abilities Str 22, Dex 18, Con –, Int 14, Wis 12, Cha 14

SQ Damage Reduction, darkvision 60 ft., Delusional, Gray Toughness 2, Maw, Skills, Vulnerability to Acid.

Feats Greater Weapon Focus (Lance), Greater Weapon Focus (Shortbow), Greater Weapon Specialization (Lance), Greater Weapon Specialization (Shortbow), Improved Initiative, Mounted Archery^B, Mounted Combat^B, Ride-By Attack^B, Skill Focus (Ride), Spirited Charge^B, Trample^B, Weapon Focus (Lance)^B, Weapon Focus (Shortbow), Weapon Specialization (Lance)^B, Weapon Specialization (Shortbow)^B.

Skills Climb +14 Handle Animal +20, Intimidate +20, Jump +14, Listen +5, Ride +24, Search +6, Spot +14.

Possessions 59,000cp or combat gear plus: amulet of natural armor +1, belt of strength +4, gloves of dexterity +4, psionic tattoo of vigor (ml 16th — 80 hp), ring of protection +2.

Special Qualities (descriptions)

Fael Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Musraafi cavalry are a strange sight to behold for modern Athasians, undead riding skeletal mammals that bear a passing resemblance to modern sygra. These ancient creatures, called “horses”, were relatively rare even in the Green Age, and went extinct not long after the Cleansing Wars.

Musraafi cavalry members were generally too poor in life to wear metal armor like their chieftains and their original leather armor and weapons rotted away or wore out King's Ages ago, forcing them to scavenge bones and Bugdead chitin for their armor and weapons. Over this, they wear scavenged Bugdead wings in emulation of the feather capes that once marked status among the tribes.

The Musraafi cavalry still fight in the nearly fourteen-thousand-year-old Tanysh tradition, with mounted spear, lance, and bow.

Their Commanders are equipped and fight in generally the same way, though their gear is generally heavier and in better shape. Cavalry Commanders wear chitin helmets crested with erdlu feathers as an indicator of rank and ride in war-chariots pulled by two undead horses.

The Musraafi cavalry are uncharacteristically skinny for fael, a reflection of their centuries-long struggle for resources. This has only made them all the more ravenous – the skeletal appearance of their horses is not entirely due to decay.

Personality Notes

Commanding, arrogant, deluded

The Musraafi cavalry are arrogant and self-righteous people, under the delusion that they are mighty heroes from a bygone era. They revere the Champions and Musraaf himself as ancestral spirits and household gods.

Strategy and Tactics

In combat, the tattered appearance of the Musraafi cavalry may mislead visitors into thinking they're less capable than they really are. This is a mistake, as the Musraafi have been waging war almost continuously for over two millennia. They know when they are outclassed in combat and will retreat and regroup as necessary to regain the advantage. They will fight to

capture any enemy with any meat on their bones, hobbling them so they can strip them of flesh at their leisure.

The Musraafi horsemen fight on the move, peppering foes with obsidian arrow-fire from their shortbows and flanking them with lances. These tactics served them well on the plains of Ulyan and have continued to serve them on the obsidian plains. They will only fall back to their maces if knocked off their mounts or if they are too close to use their lances; in the latter case, their hunger will usually get the better of them and they will eschew their mace to devour foes with their bare hands.

History

The Musraafi people, unlike many Tanysh-descended peoples, retained many of the ancient traditions and technologies that helped forge the Tanysh Empire shortly after the Rebirth – bronze, mounts, and chariots. While such tactics were quaint by the late Green Age and Time of Magic, they proved surprisingly effective as the psionic weapons and defenses of the Green Age failed. The soldiers of the Sageocracy learned this the hard way as the scythed chariots of their Musraafi “allies” torn into the trollish lines from behind while peppering them with fire and acid-tipped arrows.

After Ulyan was cleansed and the Musraafi gained dominion over vast swaths of partially-defiled plains, their tactics grew more and more desperate and brutal as their herds had less grazing land each season and diseases ravaged the population. Many of the settled, urban humans of the south had died, fled, or been conscripted into Rajaat's armies' during the Cleansing, and the remaining agrarian villages and towns were dedicated solely to supporting the Navel - raiding them was certain to draw the Cleansing Armies' wrath. Thus, many of the nomadic peoples turned on each other, Ulyanese, Zethi, and Tamwar, all raiding one another, and, as circumstances grew more dire, even daring to raid the caravans and farms. When the Shining Tide inundated the Musraafi people, their minds were largely focused on providing food for their families, not the squabbling of the chieftains, and when they died, they reanimated as fael rather than zhen. The fael riders still treat every day as if starvation will come tomorrow.

Society

The cavalry generally form the elite of Musraaf society. It is far harder for them to launch raids now against their neighbors but that has not stopped them from

occasionally trying, testing their borders with one of the other power groups. One change which has come with undeath is their fear of the nearby ruins has disappeared.

When they are not fighting amongst themselves or trying to raid their neighbors, the Musraafi do engage in some limited trade with Deshentu, Nuubark, or even the City of a Thousand Dead. The Musraafi still engage in some of their favorite pastimes such as contests of strength, races, and so forth, but given their undead physiology much of this becomes a bizarre mockery of life.



Musraaf's Chosen Cavalry Lieutenants CR9

Male and female human fael fighter 8

NE Medium undead (augmented humanoid, human)

Init +5; **Senses** darkvision 60ft.; Listen +5, Search +6, Spot +5

Aura: -

Languages Goblin, Ulyanese, Ulyanese Giant

AC 20; touch 11, flat-footed 19

(+1 Dex, +4 natural, +5 armor)

hp 68 (8d12+16)

DR 5/magic

Immune Undead Traits; **Weakness** Delusional (still alive), Vulnerability to Acid

Fort +7, **Ref** +4, **Will** +3

Speed 30 ft.

Melee Lance +18 (1d8+7; 20/x3) or Slam +16 (1d6+4) or Bite +16 (2d6+4; 18-20/x3)

Full Melee Lance +18/+13/+8 (1d8+7; 20/x3) or 2x Slam +16 (1d6+4) and Bite +11 (2d6+2; 18-20/x3)

Ranged Comp. Shortbow +16 (1d6+4; Range 70 ft.; 20/x3)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +8/+3; **Grp** +12

Combat Options -

Combat Gear MW bone heavy mace, bone lance +1, chitin armor +1, composite (+4) shortbow +1

Abilities Str 18, Dex 12, Con -, Int 14, Wis 10, Cha 14

SQ Damage Reduction, darkvision 60 ft., Delusional, Enhanced Ability (+1 profane bonus on saving throws), Gray Toughness, Maw, Skills, Vulnerability to Acid.

Feats Improved Initiative, Mounted Archery ^B, Mounted Combat ^B, Ride-By Attack ^B, Spirited Charge, Weapon Focus (Lance) ^B, Weapon Focus (Shortbow) ^B, Weapon Specialization (Lance), Weapon Specialization (Shortbow).

Skills Climb +10, Craft (weaponsmithing) +8, Craft (armorer) +8, Handle Animal +13, Intimidate +13, Jump +10, Listen +5, Ride +14, Search +6, Spot +5.

Possessions 9,400cp or combat gear plus: cloak of resistance +1, ring of protection +1; warhorse skeleton

Special Qualities (descriptions)

Fael Special Qualities: Refer to Appendix A for full list and descriptions.

See previous entry for Appearance, Strategy and Tactics, History, and Society



Warhorse Skeleton, Light

NE Large undead

Init +6; **Senses:** Darkvision 60ft.; Listen +0, Spot +0

Aura: -

Languages: -

AC: 12; touch 10, flat-footed 11

(-1 size, +1 Dex, +2 Nat)

hp 19 (3d12)

DR: 5/bludgeoning

Immune: Cold, Undead Traits; **Weakness:** -

Fort +1, **Ref** +3, **Will** +3

Speed 60 ft.

Attack: Hoof +3 (1d4+3)

Full Melee: Hoof +3 (1d4+3) and Bite -2 (1d3+1)

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

Base Attack: +1; **Grp** +4

Attack Options: -

Combat Gear -

Abilities: Str 16, Dex 15, Con -, Int -, Wis 10, Cha 1

SQ: Damage Reduction, Darkvision 60 ft., Immunity to Cold, Undead Traits.

Feats: Improved Initiative.

Skills: -

Special Qualities (descriptions):

Carrying Capacity: These undead creatures seem to be every bit as strong as they once were in life. A light

load for a light warhorse skeleton is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse skeleton can drag 3,450 pounds.

Description

The strange skeletal creatures the Musraafi ride upon look nothing like kanks or crodlus, clearly having been mammalian in life, with long faces crowned by a pair of inward curving horns, and four slender legs ending in hoofs. On a few, a few wispy tufts of hair still remain, though their flesh was long ago lost.

For millennia, the Musraafi had a deep bond with their mounts in a way that few other peoples of Athas ever did. Even the Obsidian Flow could not destroy their connection, and their horses arose with them.

Each undead horse is bound to their rider and will almost universally refuse to be handled or ridden by any other being. If a skeleton horse's owner is destroyed, the horse will likely fly into a mad killing rage until it is also destroyed or powerful magics are used to bring it under control.



Musraaf's Chosen Spearmen Lieutenants CR9

Male and Female human fael psychic warrior 8

Neutral Evil Medium undead (augmented humanoid, human, Psionic)

Init +1; **Senses** darkvision 60 ft.; Listen +7, Search +4, Spot +7

Languages Ulyanese

AC 23, touch 11, flat-footed 22; Dodge, Mobility (+1 Dex, +4 natural, +5 armor, +3 shield)

hp 76 (8d12 +24); **fast healing** 3;

DR 5/magic; **Resistance** -; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Delusional (still alive), Turn Submission (as 4 HD)

Fort +6, **Ref** +3, **Will** +5

Speed 30 ft (6 squares)

Melee Shortspear +12 (1d6+5; 20/x2) or Slam +10 (1d6+4) or Bite +10 (2d6+4; 18-20/x3)

Full Melee Shortspear +12/+7 (1d6+5; 20/x2) or 2x Slam +10 (1d6+4) and Bite +5 (2d6+2; 18-20/x3)

Ranged Shortspear +8 (1d6+4; Range 20 ft.; 20/x2) or Longbow +8 (1d8; Range 100 ft.; 20/x3)

Full Ranged Shortspear +8/+3 (1d6+4; Range 20 ft.; 20/x2) or Longbow +8/+3 (1d8; Range 100 ft.; 20/x3)

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

Base Atk +6/+1; **Grp** +10

Combat Actions Cleave, Greater Psionic Weapon (+4d6), Power Attack, Psionic Meditation (Move action)

Combat Gear bone shortspear +1, bone shortspear x4, chitin armor +1, chitin heavy shield +1, longbow, obsidian arrows x20

Psychic Warrior Powers (ML = 8th, PSP: 19+12, DC 13 + power level):

3rd — *Ectoplasmic Form*, *Mental Barrier*

2nd — *Animal Affinity*, *Body Adjustment*, *Psionic Lion's Charge*

1st — *Defensive Precognition*, *Offensive Prescience*, *Skate*

Abilities Str 18, Dex 13, Con -, Int 10, Wis 16, Cha 14

SQ Damage Reduction, darkvision 60 ft., Delusional, **Fast Healing**, **Gray Toughness 3**, Maw, Skills, Turn Submission (-4), Undead Traits.

Feats Cleave, Dodge, Greater Psionic Weapon ^B, Mobility, Power Attack, Psionic Meditation ^B, Psionic Weapon ^B, Weapon Focus (Spear) ^B.

Skills Autohypnosis +14, Climb +3, Concentration +13, Knowledge (Psionics) +11, Listen +7, Search +4, Sense Motive +7, Spot +7.

Possessions 9400 cp or combat gear plus: *Belt of Strength* +2, *Psionic Tattoo of Concealing Amorpha* x2.

Special Qualities (descriptions)

Fael Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Musraafi spearmen (much like the Calvery members) were generally too poor in life to wear metal armor like their chieftains and their original leather armor and weapons rotted away or wore out King's Ages ago, forcing them to scavenge bones and Bugdead chitin for their armor and weapons. Over this, they wear scavenged Bugdead wings in emulation of the feather capes that were once status symbols among the tribes. The Musraafi still fight in the traditional way, with spear and bow.

Their Lieutenants are equipped and fight in generally the same way, though their gear is generally heavier and in better shape. Calvery Commanders wear chitin helmets crested with erdlu feathers as an indicator of rank.

The Musraafi infantry are uncharacteristically skinny for fael, a reflection of their centuries-long struggle for resources. This has only made them all the more ravenous.

Personality Notes

Proud, stubborn, cruel

Like their cavalry brethren, the Musraafi spearmen are still under the delusion that they are mighty heroes in a bygone era. They revere the Champions and Musraaf himself as something akin ancestral spirits or household gods. Unlike the cavalry members, having held such a low station for so long, they take pride in their resilience and the fact they have survived for so long doing what they do.

Strategy and Tactics

The Musraafi spearmen have had a long time to practice their shield walls and maneuvers, as well as their coordination with the horsemen. In spite of their appearance, they are solid and experienced fighters, peppering the enemy with spears and arrows from range to draw them in, and fighting in phalanx formation, so the cavalry can charge or harass foes. They will fight to capture any enemy with any meat on their bones, so they can strip them of flesh and their leisure. In close combat, their hunger will usually get the better of them and they will eschew their spears to devour foes with their bite and claws.

For mobility, Musraafi spearmen make use of wagons for transporting their platoons, usually made of the bones of large creatures or parts they've been able to unearth. These wagons are poorly suited for actual combat other than as a defensive blockade, however.

History

The Musraafi Spearmen were the lowest rung of their nomadic society: the guards, campfolk, and high-ranking slaves who never rode a mount. While most freemen were the fourth or fifth sons and daughters of Musraafi lines, many of the commoners were enslaved peoples from rival tribes, promised freedom as tribe members if they succeeded on several raids. Slaves were universally human: most Musraafi did not know of demihumans beyond old tales and would regard any they met with disgust and horror. The Spearmen's minds were largely focused on providing food for their families, not the squabbling of the chieftains, and when they died, this reanimated them as fael rather than zhen. The Spearmen treat every day as if starvation will come tomorrow.

Society

These warriors are the very bottom of Musraafi society, so poor that they could not own a mount in life or unlife. Instead, they ride on large wagons and form a wagon fort with their spears to act as a heavy defensive bulwark to stop cavalry and enemy charges.

Today, many of the Spearmen warriors are simply undead gathered from raiding other factions or tombs in the Deadlands and reanimated to act as expendable cannon fodder in battle.



Musraaf's Chosen Spearmen

CR8

Male or female human fael fighter 6

NE Medium undead (augmented humanoid, human, Psionic)

Init +6; **Senses** darkvision 60ft.; Listen +6, Search +4, Spot +6

Languages Ulyanese

AC 26, touch 12, flat-footed 24; Dodge, Mobility (+2 Dex, +6 natural, +5 armor, +3 shield)

hp 51 (6d12 +12); Fast Healing 3

DR 5/magic; **Resistance** -; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Delusional (still alive)

Fort +5, **Ref** +4, **Will** +4

Speed 30 ft.

Melee Shortspear +11 (1d6+4; 20/x2) or Slam +9 (1d6+3) or Bite +9 (2d6+3; 18-20/x3)

Full Melee Shortspear +11/+6 (1d6+4; 20/x2) or 2x Slam +9 (1d6+3) and Bite +4 (2d6+1; 18-20/x3)

Ranged Shortspear +8 (1d6+3; Range 20 ft.; 20/x2) or Longbow +8 (1d8; Range 100 ft.; 20/x3)

Full Ranged Shortspear +8 (1d6+3; Range 20 ft.; 20/x2) or Longbow +8 (1d8; Range 100 ft.; 20/x3)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +6/+1; **Grp** +9

Combat Options Combat Reflexes, Cleave, Dehydrating Touch (8d6), Power Attack, Spring Attack

Combat Gear bone shortspear +1, bone shortspear x4, chitin armor +1, chitin heavy shield +1, longbow, obsidian arrows x20

Abilities Str 16, Dex 14, Con -, Int 10, Wis 15, Cha 14

SQ Damage Reduction, darkvision 60 ft., **Delusional**, **Enhanced Ability** (+2 natural armor), **Fast Healing** (3), Gray Toughness 2, Maw, Skills, Undead Traits.

Feats Combat Reflexes, Cleave, Dodge ^B, Improved Initiative, Mobility ^B, Power Attack, Quick Draw ^B, Spring Attack ^B

Skills Climb +8, Craft (weaponsmithing) +6, Jump +8, Listen +6, Search +4, Spot +6.

Possessions 5600cp or combat gear plus: *cloak of resistance* +1.

Special Qualities (descriptions)

Fael Special Qualities: Refer to Appendix A for full list and descriptions.

See previous entry for Appearance, Strategy and Tactics, History, and Society



Gzhabakr

Likely Encounters

- 3-18 (3d6) Flesh Worms, with a 50% chance of being controlled by either an Ash Priest or a Goblin Noble
- 1d2 Daskinor's Dead

The Flesh Worms of Gzhabakr, infused with the power of the Gray, show some semblance of intelligence (like other types of mindless undead). While they will still attack living creatures enmass in an effort to absorb their forms, they may retreat against an obviously superior force - unless actively commanded by a khvakhas.



Priest-King Thuguch CR26

Male Goblin Khvakhas fighter 9 / psion (Kineticist) 4 / cleric ("Ash" - magma) 4 / psychic Theurge 5

CE Medium undead (augmented Psionic humanoid, Goblinoid)

Init +7; **Senses** darkvision 60ft.; Listen +7, Search +6, Spot +7

Languages Goblin, Ignan, Ulyanese Giant, Ulyanese, Saurian, Gnomish, Sylvan

AC 28; touch 16, flat-footed 25; Dodge, Mobility (+1 size, +3 Dex, +5 natural, +7 armor, +2 Def)

hp 143 (22 HD; 22d12)

DR 5/magic; **SR** 37

Immune Undead, Undead Traits; **Weakness** Bound to Area, Distractible, **Vulnerability to Wood**

Fort +18, **Ref** +14, **Will** +26

Speed 30 ft.

Melee Heartpick +24 (1d6+7; 20/x4) or Slam +21 (1d4+4) or **Fangs** +21 (1d3+4)

Full Melee Heartpick +24/+19/+14 (1d6+7; 20/x4) and Fangs +16 (1d3+2) or 2x Slam +21 (1d4+4) and Fangs +16 (1d3+2)

Ranged Poison Spit +20 (30ft, see below) or Ranged Touch +20 (by spell/power)

Space 5 ft.; Reach: 5 ft.

Base Atk +16/+11/+6; **Grp** +16

Combat Options Ambulatory Limbs, Despair (DC 27), Dire Charge, Elemental Might, Elemental

Vengeance, Greater Psionic Endowment (+2 DC, spend Focus), Poison Spit (3/day, DC 15, 1d6 Str/none), Power Attack, Psionic Meditation (Move action), Spring Attack

Combat Gear *small heartpick* +3, *small studded leather armor* +4

Psion Powers (CL = 9th, PP: 72+27, DC 16 + power level):

5th — *energy current, psychic crush.*

4th — *energy ball, inertial barrier, intellect fortress, psionic dimension door.*

3rd — *dispel psionics, energy cone, energy retort, ubiquitous vision.*

2nd — *concealing amorphia, concussion blast, energy missile, mass missive.*

1st — *call to mind, dissipating touch, energy ray, force screen.*

Cleric Spells (CL = 9th, DC 17 + spell level):

5th — *elemental strike, repel metal or wood (d), righteous might.*

4th — *cure critical wounds, elemental weapon, oil spray (d), summon monster IV.*

3rd — *cure serious wounds, dispel magic, magic vestment, prayer, sand spray (d), searing light.*

2nd — *aid, cure moderate wounds, heat metal (d), resist energy, sound burst, spiritual weapon, summon monster II.*

1st — *bless, detect undead, divine favor, hide from undead, magic stone (d), sanctuary, shield of faith.*

0 — *create element, detect magic, inflict minor wounds, mending, read magic.*

Abilities Str 18, Dex 16, Con –, Int 22, Wis 24, Cha 18
SQ **Damage Reduction**, darkvision 60 ft., Rebuke Undead (CL 26, 10/day), **Spell Resistance**, Undead Traits, **Vulnerability to Wood**.

Feats Ability Focus (Despair)^B, Craft Wondrous Item, Dire Charge (Epic), Dodge^B, Elemental Might, Elemental Vengeance, Extra Turning, Ghost Attack, Greater Psionic Endowment, Improved Initiative^B, Inquisitor, Mobility^B, Power Attack^B, Psionic Endowment^B, Psionic Meditation, Spring Attack^B.

Skills Climb +14, Concentration +37, Handle Animal +3, Hide +7, Intimidate +29, Jump +14, Knowledge (Dungeoneering) +13, Knowledge (Psionics) +21, Knowledge (Religion) +21, Move Silently +7, Psicraft +16, Ride +6, Sense Motive +7(+10), Spellcraft +16.

Possessions 265,000cp or combat gear plus: *amulet of natural armor* +5, *belt of gitant's strength* +6, *cloak of charisma* +6, *dorje of vigor* (ml 13th, 10 charges), *headband of intelligence* +6, *periapt of wisdom* +6, *third eye of concentrate*, *potion-orb of hide from undead*, *vest of resistance* +5.

Special Qualities (descriptions)

As per Khvakhas special qualities list in Appendix A.

Clerical Domains:

- **Broken Sands** - Class Skill: Survival; Weapon: Alak; Granted Power: You continually use pass without trace as the spell. This is a supernatural ability.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

For more details on the psychic *Theurge* prestige class go to: <http://archive.wizards.com/default.asp?x=dnd/psm/20040925b>

Appearance

Thuguch was unfortunate enough to get the “personal touch” from Daskinor and as a result is a particularly gruesome example of a khvakhas: the skin of his flayed face hangs from his cheeks and chin like a perverse beard. Despite attempts to remove the feature, the

rotted flesh regrows. His eyes were gouged out by Daskinor and the empty sockets glow with a dim blue-violet light and his exposed facial muscles and bones are crisscrossed with a complex pattern of tattoos and carvings representing status, religious iconography, and other significances known to the goblins of Gzhabakr. As a quirk of his undead status, the tattoos and carvings constantly heal, leading him to have developed a ritual of recarving them into his face from memory.

Personality Notes

bitter, patient, paranoid

The trauma of watching his people be flayed alive, followed by his own death, had a negative effect on Thuguch's sanity. His mindset is isolationistic - he has convinced his subjects that the Obsidian Tide was a divine punishment and he is willing to wait for the undead roaming the surface to be destroyed, so they can emerge. A factor in Thuguch 's mentality is a fear of the Bugdead on the surface - though no khvakhas can venture out of the ruins, they are aware of the undead insects.

Thuguch rules through fanaticism and fear, keeping the khvakhas nobles in line through his Ash Priests. Beneath his apocalyptic claims about the Shining Tide, he feels that the quasi-element of Ash has abandoned his people and that the obsidian is some cosmic joke; Thuguch remains bitter that despite their faith, his people have been forsaken. Thuguch recognizes the sky-rituals of Daskinor's army as a primitive form of Elemental Air worship, and will remain cordial, if unfriendly, to any obvious priests of Elemental Air. He will attack any servants of Daskinor, or anyone speaking Eldaarish, unless a convincing explanation can be quickly provided.

Strategy and Tactics

Thuguch is a patient and intelligent opponent, sending his subjects to harry enemies while he gauges their weaknesses. Against powerful undead he will throw caution to the wind if he determines his temporary destruction is worth the cost. Thuguch will use his cleric abilities to waylay any troublesome, but lesser, undead. Against a living opponent he will fight cautiously, switching to poison and his psionics. If forced into melee combat versus the living, he will take an action to coat his weapon with poison and detach one of his limbs to act as a distraction while he attempts to flank.

History

Goblins of the Tablelands, beginning with their mother city in the Ringing Mountains, Vherat, tended toward theocracy, dominated by the elemental cults of Earth and Ash; it was only in the northern city of Nidukhazi that mindbenders were respected and held positions of power. Although the title of Priest-King of Gzhabakr was usually held by a cleric of Earth, Thuguch was a cleric of Ash, and uniquely talented also in the Way.

Thuguch had no love for the other nations of Ulyan, seeing the arrival of Rajaat's army as an opportunity. He believed the marching armies solely held grievance with Nagarvos and was happy to offer his network of merchant-spies for Rajaat's use, oblivious to the disappearances of wandering goblin bands that attempted to trade with or swindle the Champions' forces.

When Daskinor's army finally came for Gzhabakr, Thuguch attempted to parlay, only to watch in horror as his emissaries were flayed alive in full sight of the city. Thuguch and his leaders were unable to defend their city, and were hung from the cavern ceilings, forced to watch all of their subjects flayed alive and tortured to death. Denied the traditional Ember-Burial, Thuguch's spirit rose as one of Athas' first known khvakhas. He set out to organize his undead subjects and they learned the basics of their unlives. Bound to the caverns and fearing a return of their slayers, they chose to bar the gates and endure an eternity of undeath.

their isolation spared them from the Obsidian Ruin, which entombed but did not flood the caverns. Though the Shining Tide did not breach their gates, its necromantic energies did, reanimating the human dead who had fallen in the siege of the city as wraiths; the Goblins, taken by surprise by the reappearance of their ancient enemies, are now embroiled in a centuries-long battle through the caverns, pushing them up into the roof of the cavern that once hosted the Ember-Burials. Unable to destroy each other, each side has been locked in an eternal struggle ever since.

Society

Thuguch still cares about his people, from his khvakhas lieutenants to the lowliest flesh rind oozing across the cavern floor. He supports the Ash Priests' pantomimes of living Gzhabakr culture as a way of keeping his remaining people focused and (relatively) sane. Thuguch would be content to spend eternity down in the subvitrine dark; while indifferent to the affairs of his undead neighbors or the living, he bears

them no malicious intent, and is willing to treat well any intelligent entity that intrudes in his city provided they are not servants of Daskinor.



Goblin Nobles (Fighters) CR 12

Male or female Goblin Khvakhas fighter 8

CE Medium undead (augmented Psionic humanoid, Goblinoid)

Init +9; **Senses** darkvision 60ft.; Listen +0, Search +2, Spot +0

Languages Goblin, Ulyanese Giant, Ulyanese

AC 23; touch 18, flat-footed 18; Dodge, Mobility (+1 size, +5 Dex, +0 natural, +2 Def, +4 armor, +1 shield)

hp 60 (8 HD; 8d12+8)

DR 5/magic

Immune Undead, Undead Traits; **Weakness** Bound to Area, Distractible

Fort +7, **Ref** +8, **Will** +3

Speed 30 ft.

Melee Alhulak +14 (1d4+5; 20/x3) or Slam +13 (1d4+4) or **Fangs** +13 (1d3+4)

Full Melee Alhulak +14/+9 (1d4+5; 20/x3) and **Fangs** +8 (1d3+2) or 2x Slam +13 (1d4+4) and **Fangs** +8 (1d3+2)

Ranged Poison Spit +14 (30ft, see below)

Space 5 ft.; Reach: 5 ft. (10ft w/ Alhulak)

Base Atk +8/+3; **Grp** +8

Combat Options Ambulatory Limbs, Combat Expertise, **Creat Spawn**, Despair (DC 16), Improved Disarm (+4+2), Poison Spit (3/day, DC 15, 1d6 Str/none), Spring Attack.

Combat Gear *alhulak* +1, MW small hide shield, *small studded leather armor* +1

Abilities Str 18, Dex 20, Con –, Int 14, Wis 10, Cha 14

SQ **Damage Reduction**, darkvision 60 ft., **Gray Toughness**, Rebuke Undead (CL 8, 5/day), Undead Traits.

Feats Combat Expertise, Dodge ^B, Improved Initiative ^B, Improved Disarm ^B, Mobility ^B, Skill Focus (Intimidate), Spring Attack ^B, Stealthy.

Skills Climb +10, Hide +16, Intimidate +16, Jump +10, Move Silently +16, Ride +10.

Possessions 9,400cp or combat gear plus: *cloak of charisma +2, gloves of dexterity +2, potion-orb of hide from undead, potion-orb of shield of faith (+5), vest of resistance +1.*

Special Qualities (descriptions)

As per Khvakhas special qualities list in Appendix A.

Appearance

The leaders of Gzhabakr are a hideous parody of their living selves: they were flayed, with nothing left but exposed muscle and bone, and their faces are permanently twisted into a grimace or sneer, with lidless eyes. Pairs of bleached tusks poke out from their decayed faces, and strips of torn flesh dangle off from various parts of their bodies (most often their skulls).

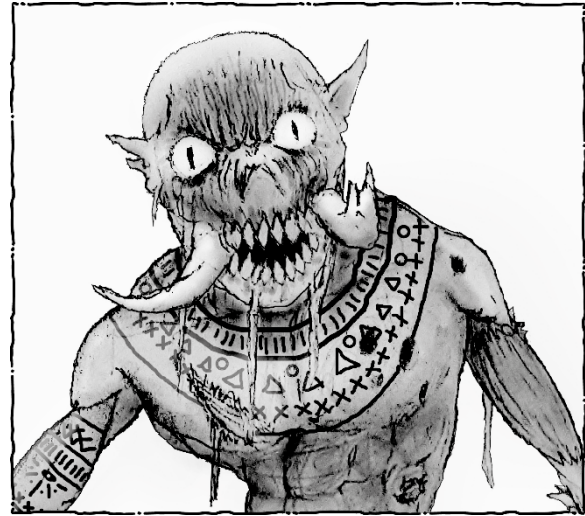
Like all khvakhas, the goblins of Gzhabakr possess a single, grotesque piercing wound on their throats, which oozes yellow phlegm: this was the killing blow inflicted by Daskinor's men, with a poisoned spear, after they were flayed alive.

Both male and female goblins of Gzhabakr, favored conservative dress: long gowns or dresses, with males wearing turbans and females tending towards shawls, both often wearing veils - these outfits were often dyed in deep shades of blue and violet. For adherents of Ash, ceremonial markings of ash around the eyes, forehead, and tusks was traditional, while adherents of Earth would often wear veils with an interlaced 'stalagmite' pattern in emulation of the caverns that gave them refuge. The goblins of Gzhabakr preferred heavy copper and silver jewelry; this finery was stripped from their mangled corpses by Daskinor's troops, but they still proudly wear the torn, rotting, bloodstained remnants as reminders of their mortal lives.

The Ash priests were stripped of their material wealth and elemental symbols by Daskinor's men and now, as a form of penance, refuse to wear any iconography of ash, instead simply smearing their exposed muscle tissue in obsidian dust. They still wear their tattered deep violet robes over bone studded-leather armor made from strips of discarded flesh.

Personality Notes

Khvakhas are creatures cursed by their own worst natures made manifest — self-serving, paranoid, and spiteful; fear is the only thing that can keep them from reverting to the squabbles and petty politicking that prevailed in goblin societies. The khvakhas of Gzhabakr are reasonably amiable to outsiders (living or undead), but are generally suspicious and miserly; living among and overseeing traders and comen in



their mortal lives, the nobles of Gzhabakr are willing to “negotiate” with living intruders. The goblin Nobles are prone to attack any humans, however, particularly if they speak Eldaarish, display any symbols of Daskinor, or openly practice rituals of the faith of Elemental Air.

Being denied their Ember-Burial (instead being tortured to death in a profane “sky burial”) has driven the Ash Priests insane. They are loyal to Thuguch and revere the Shining Tide as a “cleansing sent by Ash” and seek to emulate it by covering themselves in powdered obsidian. When left to their own devices they will typically extol the glory of Elemental Ash and the Shining Tide to the “masses” (the crawling masses of flesh worms infesting the caverns), believing their faith is what inspires some semblance of intelligence in the poor collection of undead tissue. Any displays of faith or symbols from Elemental Air will drive the Ash Priests into a frenzy as repressed trauma and hate surge forth, reminding them of their own deaths.

Strategies and Tactics

When forced into combat, the Goblin Nobles will always fight dirty, commanding the flesh worms to distract foes while assessing the situation, preferring to lure enemies into traps and choke-points while harassing them with guerilla attacks or poison globs. If pushed into melee combat, the Nobles will attempt to disarm foes, using their detachable limbs to gain any possible advantage.

Against Daskinor's Dead, the Ash Priests fight confidently, assured that the “blessings of Ash” will bring them back. They are more cautious when facing the living, liberally unleashing poison globs and spells from afar. Should they witness an ally be permanently destroyed by a living foe, they will fall back and

reassess the situation - shaken by such a new occurrence.

History

Gzhabakr was founded as a southern colony by goblins from Vharat, a city located north of what is now Walis in the southern Ringing Mountains, and the ruling nobles claimed descent from the goblin families who first settled the hills. The 'nobles' of Gzhabakr were paupers compared to the rulers of Vharat but proudly displayed their wealth in imitation of the styles of the north. Despite their status as petty nobility, the nobles of Gzhabakr were less contentious than those of the northern cities, 'united' by their relatively small population and the rule of the Priest-Kings and their Ash and Earth cults. The Ulyanese, however, were fair game, and no self-respecting Gzhabakr family lacked a side business of somehow separating their neighbors from their wealth, be it trade, gambling, raiding, etc. Compared to the infighting that would doom many later goblin cities, the nobility of Gzhabakr fought valiantly to the end, earning the dubious distinction of becoming Athas' first khvakhas; after being forced to watch their people flayed and tortured to death, they were themselves flayed alive and killed.

The Ash Cult of Gzhabakr enjoyed a rare cooperative relationship with the Cult of Earth, free of the politicking and inter-faith conflicts that dominated many northern Goblin cities. While Ash never enjoyed the popularity of its counterpart, the ascension of Thuguch allowed him to promote the Ash Cult, and it profited well off the raids and gifting brought in during Gzhabakr's last days. As Priest-King Thuguch prepared for the worst with news of the sacking of Navargos, the Ash Priests celebrated the "cleansing of the decadent Queen of Ulyan' to naught but ashes. When Daskinor's armies finally arrived at Gzhabakr's gates, the Ash Priests fought valiantly, but were forced to suffer the ultimate blasphemy when the Daskinor's men denied their bodies cremation into sacred Ash. Their profane deaths via "sky burial" led many Ash Priests to rise in undeath shortly afterward and they quickly restored order among the other khvakhas as the Priest-King's enforcers. They interpreted the Obsidian Tide as a blessing of Ash and promoted a "wait and see" attitude, abiding as long as necessary for the Obsidian to cleanse the surface for the goblins' return.

Society

Gzhabakr is stable for an undead Goblin hold, as the khvakhas of Gzhabakr are united by a combination of their fanatical Ash Priests and fear of perceived threats. The Ash Cult is the closest thing to a "society" in Gzhabakr - enforcing Thuguch's will, keeping the khavhkas nobles in line, and keeping the "common folk" from slithering away too far. The Ash Priests believe that the mindless masses of crawling flesh around them can still be "lifted up," and frequently hold festivals and sermons in an attempt to coax out some spark of intellect of the Flesh Worms.



Khvakhas Ash Priest CR6

See *Faces of the Forgotten North*, page 71

Flesh Worms CR2-6

See *Faces of the Forgotten North*, page 118



Daskinor's Dead CR23

Male Athasian wraith castaway fighter 15

NE Medium undead (Incorporeal)

Init +13; **Senses** Listen +21, Search +18, Spot +21

Aura: Fear (60 ft, < 22 HD, DC 28)

Languages Eldaarish, Goblin, Ulyanese; *Tongues*

AC 26; touch 26, flat-footed 17; Dodge, Incorporeal, Mobility

(+9 Dex, +7 Def)

hp 143 (22 HD; 22d12)

Immune Undead Traits; **Weakness** Bound to Area, Delusional (see below), **Vulnerability to Obsidian**, Vulnerability to *raise dead*

Fort +11, **Ref** +16, **Will** +13

Speed Fly 60 ft. (good)

Melee Incorporeal Touch +29 (as *chill touch* plus 1d6+4 plus see Combat Options)

Full Melee Incorporeal Touch +29/+24/+19/+14 (as *chill touch* plus 1d6+4 plus see Combat Options)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +18; **Grp**– (+23 when corporeal)

Combat Options **Ability** **Damage** (DC 28, 1d6 **Charisma**), **Animate Object** (CL 21th), **Combat Expertise**, **Combat Reflexes** (10/round), **Heart Grip** (DC 28), **Paralysis** (DC 28), **Possession** (CL 19th, DC 30), **Spring Attack**, **Stand Still**, **Strength Damage**, **Taint Weapon** (DC 28), **Whirlwind Attack**.

Combat Gear -

Abilities Str –, Dex 28, Con –, Int 16, Wis 16, Cha 24

Spell-Like Abilities (CL=15th):

At will - *cat's grace*, *chill touch*, *fire shield*, *flame arrow*;

1/day - *animate dead*, *create greater undead*, *create undead*;

SQ Bound to Area, darkvision 60 ft., Delusional, Enduring Focus, Incorporeal Traits, Necromant, Temporary Corporeality, Undead Traits, Tongues, Vulnerability to Obsidian, Vulnerability to *raise dead*.

Feats Alertness, Blind-Fight ^B, Combat Expertise, Combat Reflexes, **Create Undead**, Dodge ^B, Great Fortitude, Greater Weapon Focus (Touch) ^B, Greater Weapon Specialization (Touch) ^B, Improved Initiative, Improved Natural Attack (Touch), Mobility ^B, Negotiator, Spring Attack ^B, Stand Still ^B, Weapon Focus (Touch) ^B, Weapon Specialization (Touch) ^B, Whirlwind Attack.

Skills Diplomacy +11, Hide +27, Intimidate +30, Listen +22, Search +19, Sense Motive +23, Spot +22.

Possessions – (-1 CR)

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Bound to Area (Su): Castaways cannot leave their goblin city without weakening their connection to the Gray. Each day it is away, it gains a negative level. When its negative levels equal its HD, the castaway is destroyed. If it returns, it recovers 1 negative level per day.

Delusional (Ex): Castaways tend to presume that any humans they encounter are their allies, which provides a +8 interaction bonus to the party. If the humans are accompanied by non-human allies, the castaway must make a DC 15 Int check. If not successful, it will assume that the humans are captives of or captors of the non-humans.

Fear Aura (Su): Castaways generate a powerful aura of death and evil. Creatures within a radius of 60 feet are subject to the effect if they have fewer HD than the

castaway. A potentially affected creature that succeeds on a Will save (DC 10 + ½ HD + Cha modifier) remains immune to that castaway's aura 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Castaways ignore the aura of other castaways.

Tongues (Su): A castaway can speak and understand any language as the *Tongues* spell.

Appearance

Daskinor's Dead appear as airy shades of their living selves, wrapped in thick furs that billow in unfelt winds. An unnatural aura of winter cold surrounds them at all times.

Personality Notes

Fanatic, loyal, determined

These wraiths were "Mountain Men" in life - warriors from a distant land (the Jua Wall across the Sunrise Sea) who worshipped snow and wind, and believing that when they died, their spirits would rise to the highest peaks to be received by the Spirits of the Mountains. When Daskinor's Dead rose from the grave, they interpreted their status as some sort of punishment, sealed underground with the blasphemous Goblins, and believe they were judged to not have been loyal enough to Daskinor to be rewarded in the afterlife.

They quickly came to see the undead Goblins as some sort of test and have attempted to destroy the vile cave-dwellers to no success for millennia. The wraiths currently occupy the upper reaches of the cavern used for Ember Burial, appearing as an inexplicable vortex of cold winds - as the highest point in the caves, it is the closest they can get to their beloved skies. Daskinor's Dead utterly despise the khvakhas, particularly the Ash Priests, who have deliberately destroyed anything pointed in the city, from Daskinor's burial monuments to every single stalactite and stalagmite in the cavern complex.

Strategy and Tactics

Daskinor's Dead are driven solely by their desire to escape Gzhabakr and "ascend to the heavens", and in their delusional state will assume any living or undead humans are allies (particularly those speaking Eldaarish, which they will recognize as being a descendant of their tongue). While generally hostile to demihumans, they will be willing to temporarily put aside grievances if they appear to be enemies of the

khvakhas; any small humanoids will likely be misinterpreted as goblins and attacked.

In combat the wraiths attempt to 'purify' enemies with their chilly touch and buffet them (literally) with whirlwind attacks. Daskinor's Dead keep their spell-like abilities continuously active, and so are continuously surrounded by pale blue, violet and green flames.

Believing the caverns to be tainted by the presence of the undead Goblins, Daskinor's Dead will not willingly allow themselves to come into contact with the cavern walls, roof, or floors, even to phase through them. Unbeknownst to both the wraiths and the undead goblins, the wraiths' foci are the cavern walls themselves; empowered by the beliefs of Daskinor's Dead, the cavern walls and ceiling of Gzhabakr's main chamber (where the Wraiths now dwell) are what ties them to Athas. The goblins' attempts to destroy all that was pointed were not simply an attempt to snub the beliefs of "Mountain Men" but to destroy the wraiths' foci and allow their souls to move on to the Gray (not out of any sense of sympathy or respect on the part of the goblins, but simply to permanently remove their enemies from Gzhabakr).

History

Daskinor, like Tectuktlay, recruited many of his soldiers from across the Sunrise Sea, on the eastern equatorial continent known as Anattan. The people he swayed to his side were the mountain-dwelling folk of the Spiral Lands, who lived atop the peaks of the great mountains known as the Jua Wall. These "Mountain Men" revered elemental air in the form of the cold winds and snows that fell upon their homes, and

disliked the goblins that mined the mountain's roots as blasphemous and cruel Earth-worshippers. They marched south to the unknown lands of Ulyan with their Champion, flaying the goblins of Nagarnos alive, before marching with him to Gzhabakr.

These particular soldiers fell in battle to the goblins' elemental clerics and mindbenders. As Daskinor's forces looted Gzhabakr, the dead were stripped of all possessions and interred with honor in small cairns made from the rubble of the city (the traditional burial method of their people) the graves were topped by sharp-pointed stones - a stylized mountain or chevron guiding the spirit upward. The human dead rested peacefully for decades until the Shining Tide washed overhead and were reanimated as wraiths, with their focus being the large central burial-cavern itself by their desire to ascend to the heavens. Suddenly awakening deep within the caverns rather than experiencing their promised heavenly ascension did no favors for the wraith's sanity, and they immediately blamed the surprised undead goblins for their state. After centuries of fruitless battles, the khvakhas have managed to push the wraiths up into the cavern roof, but the two sides continue their conflict to this day.

Society

Despite the call of the Nameless Shaman above, Daskinor's Dead have not joined their ghostly brethren above in the Forbidden Mountains. Disdainful of the earthen walls of the caves and bound to caverns by ties of loyalty to Daskinor, the wraiths remain trapped in the caverns of Gzhabakr.



The Forbidden Mountains

In the Forbidden Mountains, the only thing less hospitable than the terrain are the residents.

Likely Encounters

- 1-2 Crimsons (lurking nearby in the Gray - they will not notice the PCs unless they are somehow active in the Gray)
- 3-18 (3d6) wraiths and shadows
- 1d4 Forbidden Mountain Wraiths
- 1 Bugdead aratha
- 1-3 Bugdead dragonflies

Additionally, for each hour spent here, there is a 10% non-cumulative chance of attracting the attention of the Nameless Shaman. Once his attention is attracted, he will plan his ambush carefully, using large numbers of wraiths (at least 2 for every intruder) to drive intruders into a tactically advantageous location before leading the ambush himself (flanked by 1d6 Forbidden Mountain Wraiths per opponent).



The Nameless Shaman CR26

Male Unique Huge Athasian wraith

NE Huge undead (Incorporeal)

Init +12; **Senses** darkvision 60ft.; **Listen** +34, **Search** +32, **Spot** +34

Aura Fear (30 ft. radius, DC 30)

Languages Ulyanese Giant, Tongues

AC 28; touch 26, flat-footed 20; **Dodge**, Incorporeal, **Mobility**

(-2 size, +8 Dex, +12 Def)

hp 230 (35 HD; 35d12+3); **Fast Healing** 3

Immune Undead Traits; **Weakness** Vulnerability to *Raise Dead*

Fort +14, **Ref** +22, **Will** +21

Speed Fly 60 ft. (good)

Melee Incorporeal Touch +23 (2d6 plus 1d4 Str dmg and energy drain)

Full Melee 2x Incorporeal Touch +23 (2d6 plus 1d4 Str dmg and energy drain)

Space 15 ft.; **Reach**: 15 ft.

Base Atk +15; **Grp** - (+38 when corporeal)

Combat Options Chilling Fog (4/day), Create Spawn, Combat Expertise, Combat Reflexes (7/round), Energy Drain, Heart Grip (DC 30), Spring Attack, Strength Damage (1d4), Whirlwind Attack.

Combat Gear -

Spell-Like Abilities (CL 20):

At will - *acid arrow, bane, create greater undead* (usually only Shadows & Athasian wraiths), *darkness, ray of enfeeblement, tongues*;

Abilities Str -, Dex 26, Con -, Int 16, Wis 16, Cha 26

SQ darkvision 60 ft., Enduring Focus, Incorporeal Traits, Necromant, Rebuke Undead (11/day, CL 20), Undead Traits, Vulnerability to Raise Dead

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Flyby Attack, Improved Initiative, Improved Natural Attack, Mobility, Spring Attack, Toughness, Whirlwind Attack.

Skills Hide +37, Intimidate +37, Knowledge (Arcana) +33, Knowledge (Religion) +33, Knowledge (The Planes) +33, Listen +34, Search +32, Sense Motive +33, Spot +34.

Possessions -

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Chilling Fog (Su): The Nameless Shaman can release his chilling fog upon his enemies. This cloud immediately spreads out to cover an area 100 feet long by 60 feet wide. Living creatures who come in contact with the fog suffer energy drain and strength damage as if struck by the Nameless Shaman's attacks.

Create Spawn (Su): Any humanoid slain by the Nameless Shaman's energy drain becomes an Athasian

wraith 1d4 days after death. Spawn are under the command of the Nameless Shaman and remain enslaved until death. At one time, the Nameless Shaman can have spawn with HD totaling twice its own.

Enduring Focus (Su): The Nameless Shaman's lifeforce is stored in a focus object called his phylactery. As long as this object is intact, he cannot be permanently killed. Unless his phylactery is located and destroyed, the Nameless Shaman will reform 1d100 days after his apparent death. If the Nameless Shaman is killed in the Gray, he will not return to life. The Nameless Shaman's phylactery is a simple wooden holy symbol, still clutched in his corpse's hands, buried far beneath the obsidian of the Forbidden Mountains. The holy symbol has a hardness of 5 and 30 hit points.

Energy Drain (Su): Living creatures hit by any of the Nameless Shaman's attacks gain two negative levels. For each negative level bestowed, the Nameless Shaman gains 5 temporary hit points.

Fear Aura (Su): The Nameless Shaman's connection to the Gray generates a powerful aura of fear. Creatures of less than 8 HD within 60 ft. who view him must make a Will save or be frightened for 5d4 rounds. A creature that successfully saves cannot be affected again by this aura for 24 hours. Creatures with 8 HD or more are immune to this aura.

Necromant (Ex): A wraith draws energy for arcane spells from the Gray instead of from plant life. This ability negates the defiling radius and terrain modifiers on spell DCs and caster level checks. It also allows the wraith to draw spell energy within the Gray.

Strength Damage (Su): In addition to the energy drain effect mentioned above, any creature (undead or living) hit by the Nameless Shaman's incorporeal touch attack suffers 1d4 points of temporary Strength damage in addition to the normal damage. On each such successful attack, the wraith gains 2 temporary hit points.

Vulnerability to Raise Dead (Ex): A spellcaster can target the Nameless Shaman with a raise dead spell, destroying it with a successful touch attack unless it makes a Will save. On a successful save, it still takes 6d6 points of damage.

Appearance

The Nameless Shaman is a terrifying sight to behold appearing as a massive semi-transparent skeletal being wrapped in tattered robes, wreathed in dull gray flames. Red fog swirls inside his empty skull and ribcage, as giant wraiths swarm around his form like billowing fog. The first sign of his presence is a numbing cold, following by creeping fog and shadows.

Personality Notes

Bitter, hateful, lonely

The Nameless Shaman is fiercely territorial of his people's ancestral lands, disdaining other intelligent beings, living or undead, as those who abandoned his tribe to starve to death. He hated the folk of Ulyan for succeeding where his people failed, though seeing them suffer in the Cleansing Wars and Shining Tide has satisfied him somewhat. Nonetheless, he cares little for the politics of the greater Dead Lands and will indiscriminately hunt any creatures foolish enough to enter the mountains.

It has been long enough since the living have entered his domain that any such intruders will pique his curiosity, and he will stave off his wraiths long enough to meet with such beings before ultimately devouring them. Anyone capable of speaking Ulyanese Giant may be able to parlay with him.

The Nameless Shaman does possess one weakness— an enduring love for his people. Should an intruder have knowledge regarding Athasian giants they might have a chance of avoiding violence.

Strategy and Tactics

The Nameless Shaman has been ambushing intruders for King's Ages. He has haunted these hills since before the Age of Magic, and knows every inch, even with it covered by blackglass. Almost every wraith in the region serves him and he knows how to direct them to best effect to herd intruders into ambushes. He will pick the ideal time to strike, allowing his wraiths to chase and corner intruders into a tactically awkward spot before unleashing his fury upon them. With the appropriate preparations, it might be possible to detect the ambush before it is sprung, but the Nameless Shaman will rarely choose to fight from a weaker tactical position and will most likely withdraw in such circumstances.

His most fearsome attack method is to rise up and open his folded arms, exposing his skeletal torso and releasing a chill grey fog, deadly and life-sapping. This is the essence of the Gray - a gift of his Crimson creator.



Those enshrouded in the cloying, deadly fog find their life-forces sapped and drained, to feed the Crimson in the Gray.

History

In the early Green Age, the giants were one of the first Rebirth Races to settle the draining Ulyan basin, with most venturing into the southwestern part of the basin to found the city of Aveg. Following them were trolls and ogres, who formed the early Sageocracy as a mutual defense pact. A smaller tribe of giants were driven from the southern Heartland plains by the Tanysh and their chariots, and settled in the hills south of the Sageocracy's land, as the trolls and ogres saw them as distant kin. Unlike the giants of Aveg, however, these giants did not practice agriculture or sustainable herding or hunting and turned to cannibalism, eating the odd sapient being and leading the Sageocracy and other settled peoples to shun them.

As humans settled the plains of Ulyan, the giants came into resource competition but also recognized the smaller folk's herds as a dependable food source, and entered a tributary arrangement with the early Ulyanese, receiving a tithe of livestock in exchange for peace. The giants were crafty enough to not raid the lands of the Sageocracy and for thousands of years, the arrangement worked, with the Ulyanese plainsfolk coming to view the hills and giants as taboo. However, the giant's population grew to the point that even the herds of the plainsfolk could not sustain them and many left for Aveg or other lands. The development of more and more settled, agricultural societies that could fend off their raids, and the integration of the Ulyanese plainsfolk, severely limited the giant's food supply and over the millennia the tribe grew smaller and more inbred, and their territory shrank, marked only by ancient cairns.

The tribe's last shaman was born when their clan had been reduced to less than a dozen, in the era when

Rajaat was just beginning to experiment with magic and recruit students. Rajaat's early attempts to harness the Gray as a source to power arcane magic would end in disaster and the death of his entire first generation of students, who were warped into powerful undead beings known as Crimsons. The Nameless Shaman, in distant Ulyan, tried his best to help his tribe using his paltry knowledge of medicine and magic but could not feed them or stop them from resorting to cannibalism in desperation. Eventually the shaman himself died alone of starvation, and his rage and sorrow drew one of the newborn Crimsons like a shark to blood. The creature bonded with the shaman instead of devouring his soul, reanimating the shaman as something similar to a wraith. From its influence, many of the souls of the shaman's tribe, both recent and ancient, were drawn from the Gray and reanimated as powerful wraiths. The Nameless Shaman and his wraiths haunted the hills for millennia, but due to the already existing taboos, only the foolhardy fell victim to the wraiths. During the Cleansing of Ulyan, some of Rajaat's foreign forces, unaware of or dismissive of local superstitions, tried to cross the hills and never left. The Shining Tide severely disrupted the wraiths for a time but they eventually adapted and began to haunt the new spires of broken blackglass. Many lesser wraiths and shadows, seeking shelter from the hated sun and drawn by the Crimson's presence, came to the Forbidden Mountains, but were easy prey for the Nameless Shaman and his kin and were enslaved or fed to the Crimson.

Society

The Nameless Shaman still considers the Forbidden Mountains giant land and does not suffer any intelligent trespassers, be they living or undead, humanoid or Bugdead, disdaining both humans and demihumans equally for shunning his people into extinction. He does, however, tolerate the presence of several varieties of unintelligent flying Bugdead in the eastern range, as they remind him of the creatures of Sagramog.



Wraiths of the Forbidden Mountains CR23

Male and female athasian wraith wizard 15
CE Medium undead (Incorporeal)

Init +10; **Senses** Listen +15, Search +16, Spot +15

Aura: -

Languages Ulyanese Giant

AC 25; touch 21, flat-footed 19; (Incorporeal)
(+6 Dex, +5 Def, +4 armor)

hp 143 (22 HD; 12d12)

Immune Spells (*Detect Thoughts*, *Hideous Laughter*),
Undead Traits; **Weakness** Distractible (see below),
Stench, Vulnerability to *raise dead*

Fort +7, **Ref** +13, **Will** +17

Speed Fly 60 ft. (good)

Melee Incorporeal Touch +16/+11 (1d4 plus 1 Str dmg)

Ranged Ranged Touch +16 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +10; **Grp**- (+15 when corporeal)

Combat Options *Ability Drain* (DC 28, 1d6 Charisma),
Animate Object (CL 22nd), *Heart Grip* (DC 26),
Possession (CL 22nd, DC 28), *Rotting Touch* (24d4
dmg vs plants), *Strength damage*, *Taint Weapon*
(DC 26)

Combat Gear -

Wizard Spells (CL = 15th, DC 16 + spell level):

8th — *maximized cone of cold*.

7th — *control undead*, *quicken vampiric touch*.

6th — *disintegrate*, *maximized lightning bolt*, *maximized vampiric touch*, *quicken command undead*.

5th — *cone of cold*, *maximized scorching ray*, *quicken magic missile x2*, *quicken shield*.

4th — *extended-halt undead*, *ice storm x2*, *maximized magic missile x2*.

3rd — *dispel magic*, *halt undead*, *lightning bolt*, *vampiric touch*.

2nd — *command undead x3*, ~~*extended mage armor*~~,
scorching ray x2.

1st — *magic missile x4*, *shield*, *ray of enfeeblement*.

0 — *detect magic*, *disrupt undead*, *mage hand*, *read magic*.

Spellbook:

As incorporeal creatures that tend to travel throughout the mountains, the Wraiths of the Forbidden Mountains prefer to utilize the spells they know by memory (as per the Spell Mastery feats below). But at the DMs option, the wraiths could also use wall carvings as their spellbook.

Abilities Str -, Dex 22, Con -, Int 22, Wis 16, Cha 20

SQ darkvision 60 ft., *Enduring Focus*, *Incorporeal Traits*, *Necromant*, *Spell Immunity* (*Detect Thoughts*, *Hideous Laughter*), *Temporary Corporeality*, *Undead Traits*, *Vulnerability to Raise Dead*.

Feats Alertness, Blind-Fight, Combat Reflexes, Eschew Materials, Extend Spell ^B, Improved Initiative, Maximize Spell, Scribe Scroll ^B, Spell Mastery (dispel magic, lightning bolt, scorching ray, shield, ray of enfeeblement), Spell Mastery (command undead, halt undead, mage armor, magic missile, vampiric touch; cone of cold, control undead, create undead, create greater undead, disintegrate, ice storm) ^B, Quicken Spell.

Skills Bluff +18, Diplomacy +17, Hide +16, Intimidate +16, Knowledge (Arcana) +31, Knowledge (Religion) +31, Knowledge (The Planes) +31, Listen +15, Search +16, Sense Motive +13, Spellcraft +31, Spot +15.

Possessions -

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Distractible (Ex): The awareness of the Wraiths of the Forbidden Mountains is divided between two planes of existence. In combat, the use of cross-planar effects between the Gray and the Material Plane (generally Force and Teleportation effects) will cause the Wraiths to focus all their attacks on the individual(s) that produced the effect, attacking until the target dies to the exclusion of any others.

Appearance

The Wraiths of the Forbidden Mountains usually appear as a dim gray mist burning with silvery flames that flicker in and out of existence, with dark, dull red glowing eyes. If they have possessed the nearby blackglass, they might be mistaken for attacking obsidian golems or elementals. The astute observers may notice grim, angry features similar to those of a desert giant amid the mist or reflected in the facets of the obsidian.

Personality notes:

Bitter, hateful, lonely

The Wraiths of the Forbidden Mountains are exceedingly territorial about their ancestral hills and will vent their resentment and sorrow at any intruders. They exist on both the Material Plane and the Gray, and if encountered in the Gray, they will be less hostile, wandering in a confused manner and seeking the companionship of their ancient tribe. They will likely notice any interplanar travel and swarm to the site like angry whezers. These greater wraiths feel a connection to their fellow giant-wraith kin but disdain the lesser undead haunting the mountains as pests and intruders and frequently will bully or destroy them out of boredom.

Strategy and Tactics

Individually, the wraiths are aggressive but uncoordinated, viewing any intrusion as a violation of their ancient territorial claims or burial taboos. The Crimson's influence has granted them formidable magical power, which they will use to hurl spells or possess the nearby blackglass to animate as crude golems and try to smash and tear apart foes. When so commanded by the Nameless Shaman, however, they function in a far more coordinated manner and will strategically use their magic to drive intruders into planned ambushes and overwhelm them with sheer numbers.

History

The Wraiths of the Forbidden Mountains are the greater wraiths among the many shadows, wraiths and other incorporeal undead who were either drawn to the Forbidden Mountains or were created from the Nameless Shaman's many victims. The first to reanimate were the Nameless Shaman's immediate kin, followed by the many generations of giants who had tried to live and died in the hills. The oldest of the giant clan's burials were in the ancient northern plains, and too old and distant to answer his call.



Society

These wraiths are still bound by ancient clan ties and fiercely loyal to one another even if some individually dislike the others, but have nothing but hostility for any other beings, be they living or undead. All of the greater wraiths are former giants, and they are the only ones who seem to have been granted arcane powers granted by the Crimson. Though they prefer proximity to the Nameless Shaman, Wraiths of the Forbidden Mountains are often scattered across the mountain range, guarding old giant territories and burials, in order to detect and harass invaders coming from any direction.

While innumerable wraiths call the Forbidden Mountains home, they are regarded as little more than potential food or cannon fodder, and despite his unending hunger for souls, the Nameless Shaman would never stoop to feeding one of his former kin to his master. The greater wraiths enjoy bullying and terrorizing the lesser undead, keeping them on the fringes of the range as a first line of defense against intruders. In lean times, when little prey enters the mountains, these lesser undead are used to feed the Crimson's unending hunger for souls.



Chapter 4 ~ The Dead Lords

The upper-middle kingdoms of the Dead Lords are the most populous, most developed, and arguably most actively contested areas of the Dead Lands. The three kingdoms of Deshentu, Shadowmourn, and Harkor are continuously vying against each other and their neighbors for military or political superiority.

While there is a high proportion of zhen in these domains, there are also representatives of nearly every other type of undead on Athas as well, including a few which are unlikely to be seen anywhere else (such as the Swiftwing Skeletons).

Deshentu

Deshentu bears a superficial resemblance to territory within the Tablelands, having well-worn "roads" indicating frequent paths of foot or chariot travel. However, nearly every inch of this terrain is littered with dangerous traps (known throughout the Dead Lands as the "Killing Grounds").

Likely Encounters

Deshentu Killing Grounds (anywhere within a 30 mile radius of Deshentarum)

See the Traps of the Killing Grounds section below for more information. There is also the possibility of running into patrols along the roads, which could be any of the following:

- 4-9 (1d6+3) Skeleton Swiftwings
- 3-6 (1d4+2) Ulyanese chariots manned by 2 Dwarf Zombie Hammer Bearers each

Deshentarum City

The city itself is crowded. Encountering mindless zombies going about their daily business is guaranteed, but they will not necessarily be hostile if visitors have taken precautions to disguise themselves.

With the city, there is a cumulative 10% chance per day of the Vizier discovering their presence either through one of his lieutenants, servants, or his *crystal ball*. He will most certainly have the visitors apprehended and brought to either one of his generals or himself (depending on how much of a threat they pose) for questioning.

- 1-2 Bone Golems standing by, observing and watching for trouble.
- 2-12 (2d6) Namech servants (as per Namech Servants entry in Shadowmourn section)
- 2-8 (2d4) Thinking zombies
- 1-4 Morg Priests
- 1-4 Morg Templars of the Vizier
- Deshenten Guards patrol consisting of 2-8 (2d4) Dwarf Zombie Hammer Bearers, with a 33% chance of being led by a Dwarf Zombie Leader
- Ohl-numash, accompanied by 1-2 Champions of Deshentu and 3-8 (1d6+2) Namech servants
- The High Wizard Rhokhan, surrounded by 2-8 (2d4) of her Zhen lieutenants



The Vizier CR28

Male human zhen wizard 16 / necromant 10

Lawful Evil Medium undead (augmented humanoid, human, Psionic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +8, Search +23, Spot +14

Aura: Fear (30 ft, DC 26)

Languages Classic Elven, Goblin, Kobold, Ulyanese Giant, Ulyanese

AC 33, touch 20, flat-footed 31*

(+2 Dex, +5 armor, +10+3 natural, +3 Def)

hp 195 (26 HD; 26d12+26); fast healing 3;

Damage Reduction 5/magic; **Resist** Fire 20, Spell 18; **PR** -, **SR** -

Immune Fear, Undead Traits; **Weakness** Delusional (paranoia), Vulnerability to Mind-Affecting Effects, Vulnerability to Wood

Fort +13, **Ref** +14, **Will** +23

Speed 30 ft (6 squares); obsidian climb

Melee Staff +16 (1d6+3) or Slam +16 (1d8+3) or Touch +16 (by spell)

Ranged Ranged Touch +15 (by spell)

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

Base Atk +13/+8; Grp +16

Combat Options Curse (DC 26), Transmit Curse (Robe of the Archmagi/Secure his kingdom, DC 26)

Combat Gear rod of absorption (25 charges)

Epic Spells: (CL = 26th, 2/day):

Epic Mage Armor, Spell Worm.

Psi-Like Abilities (ML = 26th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Wizard Spells (CL = 26th (+2 vs SR), DC 21 + spell level):

10 — *empowered clenched fist*, *Quicken Chain lightning*

9th — *dominate monster*, *Freedom, Gate*, *Open the Gray Gate*, *wish*

8th — *Binding*, *clenched fist*, *create greater undead*, *Limited Wish*, *Maze*

7th — *greater arcane sight*, *grasping hand*, *gray beckoning*, *greater teleport*, *quicken dispel magic*, *unliving identity*.

6th — *Awaken Undead*, *chain lightning*, *create undead*, *disintegrate*, *empowered cone of cold*, *forceful hand*,

5th — *cone of cold*, *empowered fireball x2*, *Mage's Private Sanctum*, *Magic Jar*, *quicken shield*.

4th — *bestow curse*, *empowered scorching ray*, *fire shield*, *greater invisibility*, *resilient sphere*, *shout*.

3rd — *dispel magic*, *fly*, *halt undead x2*, *lightning bolt*, *nondetection*, *vampiric touch*.

2nd — *boneharden*, *command undead x2*, *resist energy*, *scorching ray*, *web x2*.

1st — *Comprehend languages*, *obscuring mist*, *magic missile x3*, *reduce person*, *shield*

0 — *detect magic*, *disrupt undead*, *mage hand*, *message*

Spellbook (preserved leather scrolls):

Abilities Str 16, Dex 12, Con -, Int 26 (32), Wis 15, Cha 16

SQ Damage Reduction, darkvision 60 ft., Dead Lord, Delusional (paranoia), **Enhanced Ability (+1 skill point/HD)**, **Fear Aura**, Fast Healing, Fear Immunity, Gravespeaker, Gray Casting, Gray Toughness 1, low-light vision, obsidian climb, Rebuke Undead (CL 26th, 6/day), **Transmit Curse (Robe of the Archmagi/Secure his kingdom)**, Undead Traits, Vulnerability to Mind-Affecting Effects, **Vulnerability to Wood**.

Feats Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Eschew Materials, Improved Counterspell, Improved Spell Capacity (10), Iron Will, Scribe Scroll ^B, Epic Spellcasting, Empower Spell ^B, Maximize Spell ^B, Quicken Spell ^B, Still Spell.

Skills Bluff +32, Concentration +32, Diplomacy +5, Decipher Script +39, Knowledge (Arcana) +40, Knowledge (Religion) +40, Knowledge (The Planes) +34, Listen +8, Search +23, Sense Motive +22, Speak Language (4), Spellcraft +40, Spot +14.

Possessions 390,000 cp or combat gear plus: *amulet of natural armor* +3, *black robe of the archmagi*, *crystal ball with true seeing*, *headband of intellect* +6, *major ring of fire resistance*, *ring of protection* +3.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Kulrath was ancient even before the Obsidian Ruin occurred, kept alive long past his mortal lifespan by defiling magic. He appears as a particularly decrepit zhen, complete with stone age spots and moles, with what little hair he has left being a thin line of wispy,

gossamer obsidian threads. He conceals his stooped form under beautifully maintained black gold-trimmed robes and golden jewelry, many of which are magic items created for him by his High Wizard Rhokhan.

Personality Notes

Volcanic, greedy, driven

Despite his best efforts to extend his life beyond mortal years, the side-effects of Rajaat's pacification magics accelerated the creeping onset of Kulrath's dementia, and his reanimation as a zhen has forever trapped him in that state. Kulrath retains his tremendous intellect but is wracked by uncontrollable mood swings, shifting into periods of rampant paranoia or fits of rage. He is in strong denial about his undeath, and obsessively surrounds himself with material luxuries and comforts of the living to bolster this delusion. Anyone foolish enough to counter this fantasy is subject to his unforgiving wrath.

Despite having cocooned himself in the arguably strongest, richest, and safest city in the Dead Lands, Kulrath is a perpetually unhappy being. He sees enemies in every shadow, and is fanatically convinced his neighbors eternally plot to deprive him of his power and wealth. His fears will never be assuaged, even as his high wizard is utterly loyal to him, his generals are incapable of resisting his commands, his neighbors are kept vying with one another via his Negotiators, and his armies crush everything that threatens his kingdom's borders.

Strategy and Tactics

Despite his unpredictable episodes, Kulrath is patient, even for an undead being, and will seldom strike first. While he is not shy about reducing a target to dust with magic if necessary, his materialistic nature inclines him to target foes with precise, highly damaging spells as opposed to area-of-effect damage that could harm his works. Kulrath prefers to destroy his enemies as efficiently and quickly (within 3 rounds or less), as possible, and if he surmises that he cannot do so, will summon support before engaging.

History

Kulrath was a native-born Ulyanese human from the multicultural city of Deshentarum, a client town of Nagarvos that served as the primary trade hub between the Queen of Ulyan and the Sageocracy to the west. At the time, Deshentarum was a small but cultured and wealthy city along the upper Tforkatch



River, and Kulrath deeply loved the city if not the demihumans who were among its citizens. Kulrath proved an effective administrator and eventually rose to the rank of Vizier, and his policies strongly favored Ulyanese humans, though most were benevolent in nature, such as efforts to aid the impoverished plainsfolk and strengthen trade.

His interest in arcane magic was piqued when meeting a traveling preserver, but he never received an invitation to study under Rajaat, instead being largely self-taught. Kulrath was already an old man by the time Rajaat's armies marched on Nagarvos, and, as he faced his own mortality, had set to train Ylsia, the city's head water cleric, as his successor. He advised the city's rulers to cut all ties with its mother city and remain neutral in the "preserver spat." While Kulrath claims he does not remember the fate of Ulyan's nonhuman residents, he clearly, at best, sat aside as the city's human population slaughtered their neighbors in pogroms and Rajaat's troops hunted down the survivors.

After the fires died down and the bodies were pushed into mass graves, Kulrath took over as chief administrative ruler of Deshentarum, overseeing the logistics of the Cleansing of Ulyan (including founding a small defiler school, the Arcane Lyceum) and after the

Cleansing Wars moved on, he took up a position at the Navel, honing his skill with defiling magic to extend his life. He entrusted Ylsia, who had risen to lead the local Cleansing Army garrison, with running Deshentarum in his stead, and keeping the local elemental cults (particularly the eastern firebrand, Harkor) from each other's throat.

While an adept wizard, Kulrath's true genius was logistics and administration, and he soon found himself in the thankless but vital position of supplying the endless amounts of scrolls, potions, and other arcane paraphernalia needed by the Navel staff. He took the task, made ever more difficult as the trade routes dwindled and the land died, to heart. Kulrath was working on a mountain of paperwork in his office when the sounds of battle outside rose him" the attack of G'dravav and his Defenders on the Navel. Kulrath has barely stood up in anger as his office door exploded inward and he was injured in molten obsidian. He eventually regained consciousness and broke his way through the blackglass to the surface, where, in the blazing light of the crimson sun, he discovered his undead nature. Driven half-mad by his new undead state, Kulrath was dismissed by his undead former colleagues as anything more than a pawn in their schemes, and he exiled himself to the far south, away from the warring "Dead Lords" of the new world, locking himself away in a spire of blackglass with no entrance or exit, so he could repair and hone his shattered mind in safety and isolation, only keeping tabs on his fellow undead via scrying.

After decades of isolation and research, his undead form had become even more decrepit, but he emerged as a powerful necromant, and set out for his ancient home, which remained buried under a vast, hostile expanse of bare blackglass known as the Unholy Lands. Kulrath had observed the sorry state of Deshentarum for generations, and was particularly enraged when Ylsia, whom had risen as a raag during the Shining Tide, merely set about to become the warlord of a marauding army of undead whom used the Unholy Lands as a base to raid their neighbors such as Shadowmourn, Harkor, and the Bone Lands. As he returned north, Kulrath reunited with former assistant at the Navel, the wizard Rhokhan, and briefly paused his travels to help her restore her own mind, all too aware of the struggle to retain his mental faculties in undeath. Through scrying, Kulrath waited until Ylsia was away on a particularly destructive march through Shadowmourn and Harkor before making himself known in the Unholy Lands, picking off encampments to draw Ylsia back to the Unholy Lands. He confronted her forces alone, from a knoll of obsidian, and single-handedly destroyed first her advance patrol, then her

raiding army, then Ylsia herself, not even allowing her to utter a word of recognition.

Kulrath conscripted the surviving members of Ylsia's army as his own minions, and bolstered his ranks with the many demihuman corpses whom still lay undisturbed under the blackglass in mass graves as well as refugees from other Dead Thrones. He called Rohkan back to his side as his high wizard, and drew many of his former undead colleagues from the Navel, whom had once sneered at him, to serve in his court. What was once the most hostile stretch of the blackglass, the Unholy Lands, was now a reborn Deshentarum, and a mirror of the ancient buried green age city was hewn onto the surface, perfect in every remembered detail down to the worn grooves in the obsidian-brick cobbles.

Society

Kulrath's obsession to maintain the illusion that Deshentarum is a living, thriving city has given both himself and his subjects a driving focus for millennia, and assured Deshentu has the closest thing to an "economy" of any of the Dead Thrones. Be it material wealth, mock luxury goods, or new corpses and magic items to bolster its forces, whatever cannot be dug out of the ground or magically fabricated is recreated from obsidian and dead flesh. Yet Deshentu is a fortress-civilization haunted by unending paranoia- outside of the capital's streets and its ringing mines is a perpetual warzone covered in death-traps.



Ohl-numash, Deshentan Ambassador to Shadowmourn CR21

human Male t'liz wizard 18

Lawful Evil Medium Undead (Augmented Humanoid, Human)

Init +0; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Aura Fear (60 ft., < 5 HD, DC 25), Unnatural (30 ft.)

Languages Classic Dwarvish, Classic Elven, Ulyanese, Ulyanese Giant

AC 24, touch 13, flat-footed 24

(+6 bracers, +5 natural, +3 Def)

hp 153 (18d12 +36); fast healing 2; **DR** 15/magic

Immune Piercing; Undead Traits

Resist cold 10 electricity 10; **PR** -, **SR** -; **Weakness** **Cast No Shadow**, Light Blindness, Raise Dead
Fort +9, **Ref** +9, **Will** +16

Speed 30 ft (6 squares)

Melee Dagger +13 (1d4+3; 19-20/x2) or Slam +12 (1d6+3; 20/x2)

Full Melee Dagger +13/+8 (1d4+3; 19-20/x2) or Slam +12/+7 (1d6+3; 20/x2)

Ranged Ranged Touch +9 (by spell)

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

Base Atk +9/+4; Grp +12

Combat Options Create Spawn, Energy Drain (DC 25), **Guilt Gaze** (DC 25)

Combat Gear MW dagger,

Wizard Spells (CL = 18th (+2 vs. SR); DC 18 + spell level):

9th — *mage's disjunction, time stop.*

8th — *binding, demand, discern location, quickened dimensional door;*

7th — *control undead, greater teleport, heightened telekinesis, sequester;*

6th — *chain lightning, forceful hand, greater dispel magic, maximized lightning bolt, true seeing;*

5th — *empowered lightning bolt, prying eyes, quickened shield, teleport, wall of force;*

4th — *black tentacles, dimensional door, fire shield, greater invisibility, maximized magic missile, resilient sphere;*

3rd — *arcane sight, clairvoyance/clairaudience, halt undead x2, slow, tongues;*

2nd — *alter self, blur, command undead x2, mirror image, invisibility;*

1st — *comprehend languages, grease, hold portal, magic missile x2, shield;*

0 — *dancing lights, detect magic, ghost sound, mage hand;*

Spellbook (preserved leather scrolls)

Abilities Str 16, Dex 11, Con -, Int 26, Wis 15, Cha 23

SQ **Cast No Shadow**, **Craving (flesh)**, Damage Reduction, darkvision 60 ft., Degeneration, Energy Drain, Fast Healing 2, Gray Toughness 2, **Immunity to Bane (piercing)**, Light Blindness, **Nondetection**, **Phobia (molten glass)**, Rebuke Undead (7/day), Resistance to Cold 10 and Electricity 10, Skills, Undead Traits, Unnatural Aura, Vulnerability to Raise Dead

Feats Brew Potion ^B, Combat Casting, Craft Wondrous Item ^B, Empower Spell, Forge Ring, Greater Spell Penetration, Heighten Spell, Maximize Spell, Negotiator, Quicken Spell ^B, Scribe Scroll ^B, Spell Penetration.

Skills Bluff +27, Concentration +27(+4), Decipher Script +29, Diplomacy +18, Gather Information +16, Knowledge (Arcana) +29, Knowledge (Psionics) +29, Knowledge (Religion) +29, Listen +8, Move Silently +10, Search +14, Sense Motive +15, Spellcraft +31, Spot +8.

Possessions 130,000cp or combat gear plus *bracers of armor* +6, *cloak of charisma* +4, *headband of intelligence* +6, *potion-orb of inflict moderate wounds (cl 3rd)* x2, *ring of protection* +3, *third eye - gather*, *vest of resistance* +3, *wand of magic missile (cl 9th, 37 charges)*; 5p.

Special Qualities (descriptions)

T'liz Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Ohl-numash is a particularly handsome undead appearing nearly as he did while alive, (albeit rather pale and thin), with the exception of a nasty scar on his left temple, which he pointedly ignores. He is a shorter and compactly built man, with a shaved head, who smells of cloying, exotic oils. His face is almost always locked in an intense expression, as he dislikes showing his rotted yellow and black teeth, several of which have been replaced with gold. His robes are the usual black robes of a member of the Deshentarum court with gold brocade, though somewhat travel-worn. Ohl-numash moves with an uncanny, choreographed precision, as if he thinks about every action before taking it- when he does move, it is with economy and speed. Observant viewers will notice his movements make no sounds, and he casts no shadow.

Personality Notes

Duplicitous, conniving, cunning, ruthless.

Ohl-numash has been quintessential silver-tongued schemer since youth, learning to only rely upon himself. Despite his undeath, his natural charisma and millennia of experiencing among the undead courts of the Green Lands ensures he is convincing even to the living. Ultimately, he only cares about himself and ensuring he maintains the power and luxury he is accustomed to to maintain his delusions of mortal life. Ohl-numash is also an expert and deceiving even himself, and though he knows he is an undead in his heart, he has has millennia to convince himself that he and the people of Deshentarum are the only living people amid the Dead Lands. He despises acknowledging anything to the contrary, and anyone who forces him to admit his own undeath will surely be added to his list of ancient grudges.

He rose to the top of Deshantarum's diplomatic corps through centuries of politicking, alliances, and betrayals, and he has amassed a considerable network of spies and contacts across the northern Dead Lands, ensuring "accidents" befall any potential rivals or annoyances while he has a convenient alibi of being hundreds of miles away in Deshentu.

He enjoys the relatively cushy position as ambassador to Duchess Qwith of Shadowmourn and has no intention of letting anyone replace him: he spent too long becoming an indispensable asset to the Vizier by playing to the deluded old zhen's moods and fears. However, Ohl-numash isn't as clever as he thinks: over the centuries his small offenses and missteps have compounded, and his frequent distance from Deshentu has left blind spots in his knowledge of the court. One day, one of his missteps may incur the Vizier's wrath.

Strategy and Tactics

Ohl-numash prefers to talk his way out of trouble, but if wordplay doesn't work, he will attempt to escape from a conflict via *quicken dimension door* before returning to Deshentarum via *greater teleport*. He trusts in his ability to negotiate his way out of problems, and will only resort to combat if he cannot escape. If forced into a fight, he attempts to use *time stop* and cast *greater dispel magic* to remove enemy spellcasters as a threat, and then bombards enemies with offensive spells.

History

Ohl-numash was one of the rare children born in the Navel (complicated by the magics that reduced the researcher's will also affecting their libido) to a pair of defiler researchers, Dalru'as, (a defiler assigned to the Shimmerers) and Thikwasa (a powerful kineticist assigned to the Custodians of the Dark), and grew up in comparative privilege among the humans of Cleansed Ulyan. He never wanted for food or shelter, and was brought up with the finest available schooling in the arts of defiling and the Way.

However, Ohl-numash grew up neglected by his researcher parents, whom were too engrossed in their work to give him much heed, and had few other children as company. The lesser staff tasked with his care and education resented he and the other children as an unnecessary distraction, and thus the boy grew up lonely and resentful, with only himself as company. For unclear reasons, the dampening magic *Rajaat* placed upon the first generation researchers did not extend to their children, and each new generation grew to be deeply entitled, competitive, and resentful. He grew up to become a defiler like his parents, but

resented their lack of ambition: nonetheless, he managed to get himself assigned to the Shimmerers, working on magical conduits to the plane of air under the supervision of his father Dalru'as. He came to resent his aging father more and more with every day, as he perceived no warmth or affection, and arranged for the elder defiler to die in an "accident" involving bursting acidic reagent. Dalru'as' death saw his son promoted to his position, and after years of hard work and careful politicking, Ol-numash, who has no particular aptitude for the element of air, was reassigned to the *Gate* project overseen by Ruuknis, one of Qwith's senior subordinates. The process was not difficult but required numerous rare components to ensure the stability of the opened *Gate*, and Ohl-numash got himself assigned to overseeing the logistical mission.

One of these tasks took him south into the so-called "Kingdoms of Gretch," where he was captured by agents of Oskyar, and tortured, killed, and reanimated as a t'liz (one of the first on Athas.) Oskyar told Ohl-numash that their undead existences were merely an improvement upon mortal life, a mindset the t'liz internalized and still half-believes to this day. Ohl-numash clearly recognized his creator as demented, and used the excuse that he was expected to return to the Navel to get as much distance between himself and the Kingdoms of Gretch as possible. With his enhanced arcane and psionic power, he returned to the Navel, not so deluded that he believed his former peers would re-accept an undead among their ranks. He chose instead to unleash decades of resentment on his mother, ambushing and killing her in her chambers in a grueling psionic duel, then fled the Navel for fear of the murder's discovery.

Ohl-numash set up camp several hours from the Navel, and as dawn broke, he observed the flashes of light from G'dravav's attack, and was then injured by the Shining Tide as it flowed out of the Navel. The boiling obsidian failed to grant him the true death, but carried him for miles over several days until it began to harden, and he managed to claw his way to its cooling surface. Convinced his "improved life" had protected him, he set out to find the buried site of the Navel, keen on seizing whatever power had caused the disaster for himself. It took him over a year across the blackglass to arrive at the site of the Navel, where he was surprised to find a new city rising from the blackglass, and he did not recognize the strange demihuman undead laboring to rebuild Nagavos of old. For months, he lurked in the blackglass hills around the City of a Thousand Dead, until more refugee groups arrived outside the city's walls, fighting the Defenders for control. In the chaos, Ohl-numash recruited a small group of zhen

and seized a small neighborhood known as East Cuurhawi.

After six months, before the Champion's Daughters and Rajaat's Fugitives squeezed him out in their expansions. He might have continued vying to become onw of the city's lords, if one of the leaders who had emerged among the Descendants of the Chosen (specifically, the Custodians of the Dark) had not been his own mother. Already pressured by stronger forces, and fearing his mother, whom had only grown more powerful in undeath, Ohl-numash fled the City of a Thousand Dead, becoming one of the countless undead refugees wandering the northern Dead Lands.

For decades he dominated lesser undead while avoiding those more powerful than himself, while honing his necromant magic. He was forced to join the crush of refugees fleeing the first bugdead invasion, joining various groups before drifting away again, until he joined the Vizier's reborn Deshentarum. He proved effective with his first administrative task, overseeing some of the first corpse mines of Deshentu, "mining" several old field mass graves from the Cleansing Wars on time and under resource budget, and was swiftly promoted by the Vizier. Still remembering the East Cuurhawi, he turned down a role as general and became one of the Vizier's first roving diplomats, serving first as ambassador to Harkor and then the Disciples.

Ohl-numash is in many ways the model scheming spymaster ambassador through his greatest work: orchestrating the resurgence of the Musraafi's inter-clan dispute, and by extend preventing them from uniting as an organized threat to Deshentu's western border. To this day, the Msuraafi do not recognize his involvement in manipulating the brothers Tatia and Inbed into rekindling their ancient grudge. He has risen to among the top ranks in the Deshentarum court, ensuring any potential rivals suffer "accidents" or fall from grace, reveling in the delusion of "living" politics. Ohl-numash's current assigned is serving as ambassador to Shadowmourn, the most prestigious and important post in the diplomatic corps, as Shadowmourn is seen as the second-most "civilized" of the Dead Thrones. His last posting was to the Kingdoms of Gretch, during which he met Oskyar again: thankfully, the demented lord did not recognize him, which suited Ohl-numash just fine, as he had plots to destabilize his creator's kingdom. While said plots never bore fruit, Ohl-numash played an important role in keeping the southern kingdoms destabilized during his posting.

Society

Ohl-numash has historically been the Vizier's most effective negotiator and agent - though, in some ways, he has proven too good at his job. He has stoked his master's paranoia for his own ends for generations and helped ensure Deshentu's neighbors have been wracked by conflict and instability for King's Ages. Ohl-numash's stranglehold over the diplomatic corps has also ensured anyone competent he sees as a threat mysteriously dies or falls from influence before they could prove useful to Deshentarum.



Deshenten Negotiators CR20

Male or female human t'liz wizard 9 / necromant 8

NE Medium Undead (Augmented Humanoid, Human)

Init +0; Senses: Darkvision 60ft.; Listen +12, Search +11, Spot +12

Aura Fear (60ft, DC 23), Unnatural (30ft)

Languages: Classic Elven, Goblin, Kobold, Ulyanese Giant, Ulyanese

AC 22; touch 13, flat-footed 22

(+0 Dex, +4 armor, +5 natural, +3 def)

hp 144 (17 HD; 17d12+34); fast healing 2

DR 20/magic; **Resist** Cold 10, Electricity 10 **PR** 27

Immune Undead Traits; **Weakness** Degeneration, Light Blindness, **Turning Submission (-4 as 13 HD)**, **Vulnerability to Acid**, Vulnerability to Raise Dead, **Vulnerability to Stone**

Fort +8, **Ref** +8, **Will** +19

Speed 30 ft.

Melee Dagger +13 (1d4+4; 19-20/x2) or Slam +12 (1d6+4) or Touch +12 (by spell)

Full Melee Dagger +13/+8 (1d4+4; 19-20/x2) or 2x Slam +12 (1d6+4)

Ranged Ranged Touch +8 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +8/+3; **Grp** +12

Combat Options Create Spawn, Energy Drain (DC 23)

Combat Gear MW dagger, wand of lightning bolts (20 charges)

Spell-Like Abilities (CL 17th):

3/day - charm person;

At will - animate dead, command undead;

Wizard Spells (CL = 17th (+2 vs. SR), DC = 18 + spell level):

9th — *time stop*.

8th — *binding, demand*,

7th — *control undead, greater teleport, sequester*;

6th — *chain lightning, greater dispel magic, forceful hand, true seeing*;

5th — *empowered lightning bolt, prying eyes, telekinesis, wall of force teleport*;

4th — *black tentacles, dimensional door, fireshield, greater invisibility, resilient sphere*

3rd — *arcane sight, clairvoyance/clairaudience, halt undead, slow, tongues*;

2nd — *alter self, blur, command undead, mirror image, invisibility*,

1st — *comprehend languages, grease, hold portal, magic missile x2, shield*;

0 — *dancing lights, detect magic, ghost sound, mage hand*;

Spellbook (preserved leather scrolls)

Abilities Str 18, Dex 10, Con –, Int 26, Wis 14, Cha 20

SQ Command Undead, darkvision 60 ft., **Damage Reduction**, Degeneration, Dread Lord, **Enduring focus (service to the Vizier)**, Fast Healing, Fear Immunity, Gravespeaker, Gray Casting, Rebuke Undead (3/day), Resistances, Skills, **Turning Submission**, Undead traits, **Vulnerability to Acid**, Vulnerability to Raise Dead, **Vulnerability to Stone**

Feats Brew Potion ³, Combat Casting, Craft Wand, Empower Spell, Eschew Materials, Iron Will, Negotiator, Scribe Scroll ³, Spell Penetration.

Skills Bluff +25, Concentration +23, Diplomacy +7, Knowledge (Arcana) +27, Knowledge (Religion) +27, Knowledge (The Planes) +27, Listen +12, Move Silently +10, Search +11, Sense Motive +20, Spellcraft +27, Spot +12.

Possessions 100,000cp or combat gear plus: *bracers of armor* +4, *cloak of charisma* +4, *headband of intelligence* +6, *potion-orb of hide from undead (cl 1st)* x4, *ring of protection* +3, *vest of resistance* +3.

Special Qualities (descriptions)

T'liz Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The appearance of the Deshenten Negotiators varies greatly between individuals, though they share traits common to most t'lizes: pale, emaciated, moving stealthily, and casting no shadow. Most of them highly value their lifelike appearances, generously keeping

themselves covered in their protective oils. All of the Deshenten Negotiators wear the fine black robes decorated with gold brocade of the Deshentarum court, though the condition can vary based on the length and location of their posting: for example, the negotiator assigned to the Musraafi of the Bone Lands, an assignment generally much lower in priority than other kingdoms, wears much more worn and tattered robes than those of the ambassadors to Harkor or the Kingdoms of Gretch.

Personality Notes

Forceful, crafty, condescending

The Deshenten Negotiators are the Vizier's dedicated diplomatic corps and are among the most skilled schemers and politicians in the Dead Lands, if not all of Athas. Each of them has spent many mortal lifetimes working their way through the Vizier's court to earn their titles based on their intellect and skill. Nearly all of them have a superiority complex that traces back to their mortal lives as nobles of the city of Deshentarum. Each Deshenten Negotiator has their own style and attitude - some focus on long-built trust and make for true allies, while others are manipulative, backstabbing sociopaths. Even the most self-serving or ruthless Negotiator will never do anything that openly damages their reputation with their hosts, or more importantly, the Vizier.

Ohl-numash is simultaneously hated, feared, and respected among the Negotiator's ranks - as a non-Deshetan, he was initially shunned, but rose to the top through his own skill and by eliminating his detractors, one way or the other. Despite being the model of the corps' supposed meritocracy, Ohl-numash sits atop a pit of scheming vipers; half of the corps would sell their souls for his favor, while the other half would devour his in a moment. Even those nominally loyal to him wait for the right time and angle to supplant him, even if it takes King's Ages. Ohl-numash maintains that he is merely another servant of the Vizier; the fact that anyone who attempts to treat with him as an equal inevitably meets some social or mortal end is simply an "unfortunate accident."

Strategy and Tactics

All of the Vizier's Negotiators prefer to talk their way out of an incident, rather than fight and will always use their magic for manipulation or sabotage rather than direct combat if possible. They prefer to flee rather than fight, outmaneuvering their opponents or gathering reinforcements. If forced into combat, Deshenten

Negotiators will keep their distance and bombard foes with offensive magic.

History

Most of the Deshenten Negotiators are the former upper crust of the Green Age city of Deshentarum, which, after the destruction of Nagarvos and the Sageocracy, became the largest and wealthiest settlement in Cleansed Ulyan by default. With all the demihumans dead or driven away, and most of their neighbors being desperate nomadic plainsfolk, few challenged Deshentarum's assertions that they were cosmopolitan and civilized rulers. Many of the Negotiators have retained this characteristic veneer of sophistication and thinly-veiled arrogance. After the Vizier rebuilt Deshentarum, he invited many of its reanimated former residents to serve in his court, and the Negotiators did what they had done best in life: extend his influence and weaken his rivals through guile rather than through wasteful military solutions. The Negotiators love playing at politics, as it reminds them of their mortal lives and helps to reinforce the delusion that they are not undead. Much like a court of modern Athasian nobles, they tend to resent outsiders who join their ranks and will draw new faces into often-deadly schemes for King's Ages before grudgingly accepting those who manage to prove themselves and survive. Nonetheless, they are beholden to the Vizier's will and bow to his "wisdom" when he intervenes to directly appoint a new Negotiator based on merit.

Society

The Deshenten Negotiators are the Vizier's primary eyes and ears in lands outside Deshentu and are frequently in psionic communication with their master. The internal interactions between the Negotiators both within the court and abroad are an intricate and often deadly dance of sycophancy and betrayal: to those they perceive as outranking them, or that could help them advance, Negotiators are unfailingly polite and helpful (at least, to their faces). Anyone of lower rank or of no apparent use will experience betrayal and desertion at their most desperate moments - usually with no evidence tracing back to said Negotiator.

The Vizier may be mad, but he is not fool, and his most "exceptional" Negotiators are sent abroad precisely because they are his deadliest schemers, and he wants them as far away from his city as possible. Most of the Negotiators permanently at court are the administrators and apprentices, those without the ambition to consider betraying their master. Should any "exceptional" individuals return from their assignments, the Vizier is quick to send them far away to where they will busy destabilizing his rivals, as soon as possible.



The Deshentan Military

The Deshentan army is strong and well organized. The Vizier can count on six strong field armies plus a large contingent of auxiliary troops and reserves.

Each field army consists of 1,200 warriors. Of these, 800 are divided into four formations of mindless skeletons with pikes, generally deployed to the right, center, and left, with one held in reserve. There are also 200 skeleton or zombie archers deployed as skirmishers in front of the field army, plus 200 undead crodlu-mounted cavalry, divided into four squadrons for scouting and flanking. Each field army is led by a General; each pike formation, skirmisher group, and cavalry squadron is led by a fallen Champion.

Deshentan auxiliary troops come in many varieties, but the most common are Giant Skeleton Bombardiers, Dwarf Zombie Hammer-Bearers, and Elf Skeleton Swiftwings. Each of the auxiliary units numbers 10 - 100 (10d10) strong with a single leader for each unit.



Typical Kaisharga General of Deshentu (Thualath of Deshentarium) CR26

Thualath is presented as an example of a Deshentan General. The other Generals will vary as will vary in gender, appearance, and personality, but Thualath can be used to represent any of them with a few minor tweaks.

Female human kaisharga wizard 5 / necromant 8 / fighter 7

Lawful Evil Medium undead (augmented humanoid, human, Psionic)

Init +10; **Senses** darkvision 60 ft.; Listen +13, Search +17, Spot +18

Aura Fear (60ft, DC 26)

Languages Classic Elven, Classic Dwarven, Ulyanese, Ulyanese Giant

AC 31, touch 18, flat-footed 25

(+6 Dex, +5 natural, +8 armor, +2 Def)

hp 170 (20d12 +40)

DR 15/magic; **Resist** — ; **PR** -, **SR** 37;

Immune Cold, Electricity, Undead Traits; **Weakness** Vulnerability to Obsidian

Fort +13, **Ref** +16, **Will** +20

Speed 45 ft (6 squares)

Melee Guisarme +19 (2d4+9; 20/x3) or Touch +18 (1d10 Cold or by spell)

Full Melee Guisarme +19/+14/+9 (2d4+9; 20/x3)

Ranged Ranged Touch +18 (by spell)

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

Base Atk +13/+2; Grp +18

Combat Options Cleave, Create Spawn, Combat Expertise, Combat Reflexes (7/round), Despair (DC 26), Paralyzing Touch (DC 26), Trip (+4).

Combat Gear chitin ghost touch spell storing undead-bane guisarme +1, lesser metamagic rod of quicken (3/day, 1st - 3rd)

Spell-Like Abilities (CL = 13th):

1/day - animate dead, control undead;

Psi-Like Abilities (ML = 20. DC Charisma-based):

At will - aversion, conceal thoughts, control air, control object, detect psionics, dimension slide, mass missile, mindlink, psionic dimension door, psionic dimensional anchor, psionic levitate, psionic teleport, telekinetic force;
3/day - control body, dispel psionics, matter manipulation, psionic dominate, psionic mind blank, psychic crush;

*Power can be augmented.

Wizard Spells: (CL = 13th; DC = 17 + spell level):

7th — greater teleport, mage's sword

6th — chain lightning, empowered fire shield, undeath to death

5th — Empowered fireball, quickened magic missile, quickened shield, skyfire

4th — bestow curse x2, dimension door, greater invisibility, stonewall;

3rd — displacement, fireball, haste, invisibility sphere, vampiric touch, wind wall

2nd — acid arrow, command undead x3, invisibility, protection from arrows

1st — alarm, magic missile x2, shocking grasp x2, true strike;

0 — Mage hand, Detect magic, Disrupt Undead, ray of frost,

Spellbook (preserved leather scrolls)

Abilities Str 22, Dex 22, Con —, Int 25, Wis 16, Cha 20

SQ Animate Dead, Control Undead, Create Spawn, Damage Reduction, darkvision 60 ft., Dead Lord, Despair, Gray Casting, Grave Speaking, Gray Toughness 2, Immunities, Master's Voice, Rebuke Undead (CL 20, 8/day), Spell Resistance, Undead Traits, Vulnerability to Obsidian.

Feats Cleave, Combat Casting, Combat Expertise^B, Combat Reflexes^B, Craft Magic Arms and Armor, Empower Spell, Eschew Materials, Improved Initiative^B, Improved Trip^B, Iron Will, Power Attack, Quicken Spell^B, Scribe Scroll^B, Tactical Expertise.

Skills Bluff +8, Climb +13, Concentration +28(+4), Handle Animal +12, Intimidate +25, Jump +13, Knowledge (Arcana) +25, Knowledge (Religion) +22, Knowledge (The Planes) +22, Knowledge (Warcraft) +30, Listen +13, Ride +13, Search +17, Spellcraft +27, Sense Motive +13, Spot +18.

Possessions 220,000 cp or combat gear plus: dead of force, belt of strength +4, boots of skating, bracers of armor +8, cloak of charisma +2, eyes of the eagle, gloves of dexterity +4, headband of intelligence +2, pearl of power (1st), ring of protection +2, vest of resistance +5.

Special Qualities (descriptions)

Kaisharga Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Thualath, like the other Generals of Deshentu, is a kaisharga, and appears as an emaciated, skeletal being

with deathly gray skin and empty eye sockets that blaze with green fire. The wispy remnants of her long, black hair are secured by gold and obsidian beads and her dead flesh still bears intricate facial tattoos favored by common-born Deshenten soldiers as a mark of rank, tracing back to their origins as Tanysh chariot-people. Thualath still proudly wears them, often augmenting them with temporary psionic tattoos.

Though they once favored heavier metal armor, the soldiers of Deshentu were “rewarded” for their collaboration by having most of their metal weapons, be they steel, iron, or bronze, taken for the Cleansing Wars. The post-Cleansing Deshentarum forces, tasked mainly with defending the city and its farmlands and keeping supply routes to the Navel open, was forced to make do with leather and other readily available materials. With not much to work with from early Deshentarum vaults, Thualath elects to wear an armored skirt, leggings, and arm guards made of fine, ancient leather dyed black with gold brocade. Thualath's sole metal possession is a close-fitting bronze helmet similar in style to the footsoldiers of the Champions' Daughters. Its origin is a mystery, eliciting only an unsettling grin from its wearer. In battle Thualath wields a makeshift curved polearm made from the claw of a Scarlet Warden.

Personality Notes

Commanding, egotistical, loyal

Thualath is very much a case of the Vizier's more meritocratic decisions paying off - in both life and undeath she is a self-made woman, having followed the strange path from a common-born Deshenten soldier in post-Cleansing Ulyan to general of one of the Vizier's undead field armies. Growing up as a commoner in a land the Cleansing Wars had left behind, she received little in the way of formal military education, but after many lifetimes of self-taught experience, Thualath is as well-versed in tactics as any former noble commander or officer in a Champion's army. She is fiercely proud of her rise in both life and undeath, and values merit through action and martial skill over formal rank and training. Despite her common-born origins, Thualath is a self-taught grand strategist, and it is she who the Vizier turns to when he wants long-term military plans enacted. She prefers hands-on command, never happier than when she is leading her armies in person while bearing the polearm she fashioned herself. Thualath values the advice of the undead under her command, and tends to promote meritocratically, leaving her perhaps the most respected of Deshentu's six field generals. She is fiercely proud of her nation and tends to dismiss those

undead not from Deshentarum, though she will respect outsiders who serve Deshentu.

Thualath shares some of her master's paranoia, seeming to see threats in every shadow- given her experience, these instincts often prove right.

Strategy and Tactics

General Thualath, like all of Deshentu's generals, is a military genius. As someone who has lived not only a full mortal lifespan, but existed for many, many times that number of years in undeath, she is adept at tailoring her strategies and tactics to the task at hand.

If given time, Thualath will seek information on adversaries ahead of any confrontation. Not only does she rely upon reconnaissance specialists among her troops, she also often uses magic to spy on foes from afar. Unless she has orders to the contrary, she will often use maximum force on the enemy at the earliest opportunity, using her millennia of military and magical prowess, backed up by the raw power of a kaisharga when needed.

History

Deshentarum has always been cosmopolitan: before the Cleansing Wars, the position of general was a much sought-after career promotion, one of those unusual cases where a common soldier could work their way up to a kind of nobility. This meant that most generals had not only worked aggressively to earn their positions but had also likely come from a tough background where they had been fighting since a young age.

This was the case with Thualath — born into a poor family in the slums of the capital, she had few options in life. Enlisting in the army was the only option which afforded her the chance to improve her station. She swiftly rose through the junior ranks and her superiors took note of this skilled young woman, elevating her into the officer corps. Success after success ensured she rose to the highest levels of the army, marrying skill at arms with magical aptitude and a keen strategic mind. Thualath never forgot her humble origins, even when dining among the high-born aristocracy. When she became a General, she kept the tattoos of rank that she had accrued during her ascent. She also made a point of being a soldier's soldier, paying close attention to the needs of her troops, and therefore earning their everlasting respect. She never married or had children, devoting herself instead to the protection and betterment of her nation. Long dead when the Shining Tide engulfed Ulyan, Thualath had nevertheless been buried in a place of honor. She was therefore easily

identified by Kulrath's necromancers and animated as one of his chosen generals. The animation ritual which brought her to unlife bound her to the Vizier's will, although in truth Thualath would have followed him freely in any case, simply to be able to serve her people once more.

Since then, she has served loyally and efficiently enough to warrant trusting her with magical training at the Necrologium under Rhokhan herself.

Society

When she's not leading her forces in exercises or assaults, or crafting strategic plans for her liege, General Thualath walks among the nobility of Deshentarum's court with ease. A privilege of her rank is the right to bear weapons and armor even at court, so it's not uncommon for her to be armed and equipped when walking amongst a group of nobles. This means that there is always some armed protection at every level of society in Deshentarum.

Thualath has spent enough time around the Negotiators to appreciate their skills and talents. Thanks to the Negotiators, on many occasions Thualath and her fellow Generals have either deflected an attack that was weakened before it arrived or eradicated the remnants of foes who had 'inexplicably' turned on supposed allies. While she affords the Negotiators courtesy at court, she and her peers dislike the scheming, treacherous nature of their civilian counterparts. As such, the Generals tend to avoid social contact with the Negotiators (especially the junior ones at court) whenever they can: after all, a key tenet of military tactics is to not engage an enemy where he is strong.



Champions of Deshentu CR17

Male or female human fallen psychic warrior 14

Lawful Evil Medium undead (augmented humanoid, human, Psionic)

Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +18

Languages (Classic Elven or Classic Dwarven), Ulyanese, Ulyanese Giant

Aura Despair (10 ft, DC 19), **Fear** (60 ft, DC 19)

AC 26, touch 14, flat-footed 22; Dodge, Mobility (+4 Dex, +6 armor, +6 natural)

hp 133 (14 HD; 14d12+42)

DR 5/magic; **Resist** -; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Code of Honor, Craving (flesh), Stench (stagnant water)
Fort +11, **Ref** +10, **Will** +10

Speed 30 ft (6 squares)

Melee Lance +20 (2d4+12; 20/x3) or Falchion +19 (2d4+12; 18-20/x2) or Touch +16 (by Brand or power)

Full Melee Lance +20/+15 (2d4+12; 20/x3) or Falchion +19/+14 (2d4+12; 18-20/x2)

Ranged Javelin +14 (1d6+6; Range 30 ft.; 20/x2)

Full Ranged Javelin +14/+8 (1d6+6; Range 30 ft.; 20/x2)

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

Base Atk +10/+5; **Grp** +16

Combat Options Brand (3/day), Combat Reflexes (3/round), Create Spawn, Deep Impact, Disease (DC 19), Ghost Attack, Guilt Gaze (30 ft, DC 19), Mounted Combat, Psionic Meditation (Move action), Greater Psionic Weapon (+4d6), Rideby Attack, Spirited Charge

Combat Gear chitin armor +2, falchion +3 (from call weaponry), lance +3 (from call weaponry), javelin x6, zombie crodlu.

Psi-Like Abilities (ML = 14th. DC Charisma-based)

At will—call weaponry*, death knell, deathwatch, mindlink*

1/day—recall agony*

*Power can be augmented.

Psychic Warrior Powers: (ML = 14th, PP 59+28)

5th — Oak Body, Psychofeedback

4th — Psionic Dimension Door, Energy Adaptation, Weapon of Energy

3rd — Hostile Empathic transfer, Mental Barrier, Vampiric Blade

2nd — Dimensional Swap, Hustle, Prowess

1st — Defensive Precognition, Force Screen, Offensive Precognition

Abilities Str 22, Dex 18, Con -, Int 15, Wis 18, Cha 15

SQ Code of Honor, Craving, Damage Reduction, Gray Toughness 1, Skills, Stench.

Feats Combat Reflexes, Deep Impact [Ⓢ], Dodge, Ghost Attack [Ⓢ], Mobility, Mounted Combat, Psionic Meditation [Ⓢ], Psionic Weapon [Ⓢ], Greater Psionic Weapon [Ⓢ], Rideby Attack, Spirited Charge, Weapon Focus (Lance) [Ⓢ].

Skills Autohypnosis +14, Climb +5, Concentration +20, Jump +8, Knowledge (Psionics) +16, Listen +10, Ride +4+17-1, Search +18+6, Sense Motive +10, Spot +18.

Possessions 45,000 cp or combat gear plus: *belt of strength +4, cloak of resistance +2, gloves of dexterity +4, necklace of fireballs (type 3: 7d6 x1, 5d6 x2, 3d6 x4), potion-orb of inflict light wounds (cl 1st), x4.*

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Champions of Deshentu were clearly mighty warriors in life. Even now, they have an imposing presence, from their well-managed weapons and armor to their distinctive gold-decorated helmets and black velvet capes. The Champions themselves are in far better physical condition than most other fallen.

Personality Notes

Loyal, reflective, cruel

The Champions of Deshentu are a proud few, selected by the Vizier for their loyalty to himself and Deshentu, and are rewarded for their devotion with some of the best equipment in the kingdom. They are proud, headstrong, and privileged elite warriors, often given leeway even the Generals would not receive. They always seem on duty, looking out for potential threats.

Strategy and Tactics

When faced with a threat, the Champions do not attack immediately. Instead, they prepare defensive psionics and await their opponent's first action, and then apply the appropriate counter. Since they are nearly always accompanied by warriors or leaders of various types, they will use their forces to soften up their opponents before engaging directly themselves.

Society

Champions serve as squadron leaders in the Deshenten army, but they are also occasionally asked to be

involved in courtly affairs. The most common reason to see a Champion in the Vizier's court is a major security threat to the city. Whenever the Vizier is meeting individuals from outside the kingdom, there is always at least one Champion nearby.



Giant Skeleton Leaders CR17

Desert Giant fallen fighter 4

NE Huge undead (augmented Giant, Psionic)

Init +7; Senses: darkvision 60ft., low-light vision; Listen +13, Search +6, Spot +13

Aura Despair (10ft, Will DC 19)

Languages: Ulyanese Giant

AC 39; touch 17, flat-footed 32

(-2 size, +4 armor, +7 Dex, +18 natural, +2 Def)

hp 171 (18d12+54); fast healing 3

DR 5/magic; Power Resistance: 19

Immune Spell Turning (1d4+6 lvls), Undead Traits;

Weakness Code of Honor, **Craving (flesh)**

Fort +16, **Ref** +15, **Will** +10

Speed 40 ft.

Melee Spear +32 (3d6+25; 20/x3) or Slam +27 (1d8+15)

Full Melee Spear +32/+27/+22 (3d6+25; 20/x3) or 2x Slam +27 (1d8+15)

Ranged Rock +20 (2d8+17; Range 140 ft; 20/x2)

Full Ranged Rock +18/+18/+13/+8 (2d8+17; Range 140 ft; 20/x2)

Space 15 ft.; **Reach:** 15 ft.

Base Atk +14/+9/+4; **Grp** +37

Combat Options Combat Reflexes (8/round), Create Spawn, Great Cleave, Point Blank Shot, Power Attack, Rapid Shot, Rock Throwing, **Taint Weapon (DC 19).**



Combat Gear *huge spear* +4 (from *call weaponry*), *huge padded armor* +3, *rocks* x20

Psi-Like Abilities (ML = 4th. DC Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**

1/day—*recall agony**

*Power can be augmented.

Abilities Str 41, Dex 24, Con -, Int 10, Wis 14, Cha 11

SQ Code of Honor, Craving, Damage Reduction, darkvision 60 ft., **Fast Healing**, **Gray Toughness 3**, low-light vision, Skills, **Spell Turning**, Undead traits.

Feats Cleave, Combat Reflexes, Great Cleave, Point Blank Shot, Power Attack, Rapid Shot, Quick Draw, Weapon Focus (Rock) ⁸, Weapon Focus (Spear), Weapon Specialization (Rock) ⁸.

Skills Climb +18, Jump +18, Listen +13, Search +6, Spot +13, Survival +7

Possessions 59,000cp or combat gear plus: *belt of strength* +4, *cloak of resistance* +3, *gloves of dexterity* +4, *potion-orb of displacement (cl 3rd)*, *psionic tattoo of force screen (ml 1st)* x2, *ring of protection* +2.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Deshentu's Giant Skeleton Bombardiers are the animated skeletons of long dead giants, given collections of rocks to throw. Unless an opponent is able to command them or manages to close to melee range, that's the best most will ever see of them.

Unlike many of the giants they command, the Giant Skeleton Leaders are usually dressed like a real soldier, with proportionally-sized armor and weapons. They can make for a strange sight at a distance, as they

appear as oversized and oddly proportioned skeleton light infantry.

Personality Notes

Reserved, Aggressive, Pragmatic

Giant Skeleton Leaders don't talk much, especially to outsiders. While they do work well with other troops and the generals, the Giant Skeleton Leaders show particular respect to each other, and to the mindless giant skeletons they lead.

Strategy and Tactics

Giant Skeleton Leaders often stand out amongst their unarmored bombardiers because they are not afraid to step in front of their troops to engage the enemy directly, keeping them busy with long reaching heavy strikes while their troops flank the enemy.

Giant Skeleton Leaders will spot for and direct the bombardiers to concentrate and make the most effective use of their boulder throwing and joining in the bombardment themselves until the enemies close. Bombardiers themselves will generally avoid hand to hand combat, preferring to move further back and find more ammunition (which is often plentiful in the Killing Grounds). They will only strike with bare hands when cornered. For this reason, Deshentu doesn't usually bother armoring their bombardiers.

History

These giant skeletons are indicative of the presence of giants in Ulyan going back to at least the Green Age, near what is now the Forbidden Mountains. Given there is no record of these giants serving in the Deshenten military before the Obsidian Flow, these giants were surely excavated and raised from an ancient burial site. Only the most powerful and intact were raised as fallen.

When they were first unearthed, the fallen giants were strangely quiet and generally unwilling to speak with



the smaller races - this has led them to be an enigma within the Deshenten military. They follow orders well and without question, but they clearly are not as devoted to the army as some other troops.

Society

Giant Skeleton Leaders never leave their troops, and never spend any time within the city.

The closest any of the giant skeletons will ever get to the city is when they man the city walls, on those few sections wide and strong enough to bear their weight. Otherwise, they are nearly always in the field.

It is clear the undead giants prefer each other's company to the company of the smaller races. There are some small indications that they still recall and practice fragments of their own ancient culture, but as they never discuss this with others, none know for sure.



Giant Skeleton Bombardiers CR6

Desert Giant Skeletons

Neutral Evil Huge undead

Initiative: +7; **Senses:** darkvision 60 ft., Listen +0, and Spot +0

Aura: -

Languages: (understands Uylanese Giant)

AC 14; touch 11, flat-footed 11
(+3 Dex, +3 natural, -2 size)

hp 112 (14 HD; 14d12+14); fast healing 3

DR: 5/Bludgeoning.

Resist Undead Traits; **Weakness** Vulnerability to Mind-Affecting Effects

Fort +4, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares)

Melee Claw +13 (1d8+8) or Slam +13 (1d8+8)

Full Melee 2x Claw +13 (1d8+8) or 2x Slam +13 (1d8+8)

Ranged Rocks +8 (2d8+8; 140 ft range; 20/x2)

Full Ranged Rocks +8 (2d8+8; 140 ft range; 20/x2)

Space 15 ft.; **Reach** 15 ft.

Base Attack +7/+2; Grapple +21

Special Attacks/Actions: Rock Throwing

Combat Gear boulder x6

Abilities Str 27, Dex 17, Con -, Int -, Wis 10, Cha 1

Special Qualities: Fast Healing, Gray Toughness 1, Immunity to Cold, Undead traits, Vulnerability to Mind-Affecting Effects.

Feats Improved Initiative

Skills none

Possessions -

See previous entry for Appearance, Personality Notes, Strategy and Tactics, History, and Society



Dwarf Zombie Leader CR17

Male dwarf thinking zombie fighter 14

NE Medium undead (augmented humanoid, dwarf)

Init +3; **Senses:** darkvision 60ft.; Listen +8, Search +10, Spot +12

Languages: Classic Dwarven, Uylanese, Uylanese Giant

AC 29; touch 15, flat-footed 26**; Dodge, Mobility (+3 Dex, +6 armor, +4 shield, +4 natural, +2 Def)

hp 105 (14 HD; 14d12+14)

Resist Cold 10, Electricity 10

Immune Undead Traits; **Weakness** Phobia (fire), Vulnerability to Blessed Elements, Vulnerability to Cold

Fort +11, **Ref** +9, **Will** +8

Speed 20 ft.

Melee Warhammer +24 (1d8+12; 20/x3) or Claw +20 (1d4+6) or Bite +20 (1d6+6) or Tongue +20 (1d4+6)

Full Melee Warhammer +24/+19/+14 (1d8+12; 20/x3) and Tongue +18 (1d4+3) or 2x Claw +20 (1d4+6) and Bite +18 (1d6+3) and Tongue +18 (1d4+3)

Ranged Light Hammer +18 (1d4+6, Range 20ft; 20/x2)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +14/+9/+4; **Grp** +20

Combat Options Ability Damage (DC 17, 1d6 Cha dmg), Constrict, Disease (DC 17), Improved Grab, Power Attack, Tongue Attack

Combat Gear returning light hammer +1, warhammer +2, scale mail +2, chitin heavy shield +2

Spell-Like Abilities (CL = 14th):

3/day - transformation;

Abilities Str 22, Dex 16, Con -, Int 12, Wis 15, Cha 14

SQ Ability Damage (charisma), Darkvision 60 ft., Gray Toughness 1, **Phobia**, Resistances, Skills, **Tap the Grey, Tongue attack**, Undead traits, Vulnerability to Blessed Elements, **Vulnerability to Cold**.

Feats Combat Reflexes ⁸, Dodge ⁸, Greater Weapon Focus (Warhammer) ⁸, Greater Weapon Specialization (Warhammer) ⁸, Implacable Defender, Mobility ⁸, Multiattack, Power Attack, Quick Draw, Tactical Expertise, Weapon Focus (Light Hammer) ⁸, Weapon Focus (Warhammer) ⁸, Weapon Specialization (Warhammer) ⁸.

Skills Climb +7, Craft (weaponsmithing) +11, Intimidate +7, Jump +6, Knowledge (Warcraft) +7, Listen +8, Search +10, Sense Motive +10, Spot +12.

Possessions 45,000cp or combat gear plus: *belt of strength* +2, *cloak of resistance* +2, *eyes of expanded vision***⁸, *potion-orb of expeditious retreat (cl 1st)* x4, *potion-orb of inflict moderate wounds (cl 3rd)* x3, *ring of protection* +2.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Underneath their impressively made and beautifully decorated scale mail, the Hammer Bearers are quite haggard looking zombies. They have clearly seen a lot of action and given that a thinking zombie's surface injuries do not heal, it's unsurprising their faces and bodies have become quite crushed and tattered.

The dwarf Zombie Leaders very much resemble their troops, wearing impressively made and intricately decorated scale mail. On the battlefield, the only obvious difference between them and their troops are the gold cloak pins over their left breasts that fasten their dark cloaks.

Outside of battle, with their helmets removed, it's apparent that most of the officers have fewer grievous injuries than their soldiers (likely due to their superior fighting ability and better equipment). As such, when out and about in Deshentarum, the dwarf Zombie Leaders are more likely to eschew the dress masks their troops typically wear.

Personality Notes

Stubborn, Cunning, Focused

The Hammer Bearers exist to fight. When they are set a task, they will complete that task even if it literally kills them.

The dwarf Zombie Leaders are typically stoic dwarves, but they are also experienced soldiers that understand

the value of cunning and adaptable tactics. Respectful of the Deshentan generals, they generally follow their orders without question. The dwarf Zombie Leaders are acutely aware of their status as some of the rare non-human undead in the armies of Deshentu, however.

Strategy and Tactics

The Hammer Bearers function as a tightly knit unit. They will seek to close with the enemy as quickly as possible, engaging their foes at range with their thrown hammers, staggering their throws so as to create a continuous rain of hammers upon their targets. When they reach the enemy, they will focus as a group on the largest targets or gravest threats first.

The dwarf Zombie Leaders are typically found with their troops, leading them from the front and engaging in combat with great enthusiasm. Forming part of the dwarven battlelines, the officers are not readily distinguishable from the rank-and-file dwarves.

History

After the Boiling Ruin, Deshentu was the first of the Dead Lord kingdoms to actively dig for bodies to stock its army, stumbling upon the mass graves of several old dwarven infantry formations from Nagarvos just north of the Tforkatch River. The Deshentan necromancers animated the formations wholesale and once the dwarves adjusted to their undead state they were incorporated into Deshentu's armies. What ruin was visited upon the dwarves is lost to memory, even that of the dwarves themselves - or so they claim.

Society

It is not uncommon to see an occasional squad of Hammer Bearers in the city of Deshentarum itself, where they will don their dress masks to make themselves more presentable.

The dwarven officers are fully integrated into Deshentan society as respected junior commanders in the armies. When not leading their troops in battle, they will either be conducting training drills or spending time in the capital (as they know how to comport themselves in Deshentarum). It is not uncommon to see dwarf Zombie Leaders involved in courtly activities, or even seen at Osseous stadium.



Dwarf Zombie Hammer-Bearers

CR13

Male or female dwarf thinking zombie fighter 10

NE Medium undead (augmented humanoid, dwarf)

Init +3; Senses: darkvision 60ft.; Listen +7, Search +10, Spot +10

Languages: Classic Dwarven, Ulyanese, Ulyanese Giant

AC 28; touch 14, flat-footed 25; Dodge, Mobility (+3 Dex, +6 armor, +3 shield, +4+1 natural, +1 Def)

hp 85 (10d12+20)

Resist Cold 10, Electricity 10

Immune Undead Traits; **Weakness** **Phobia (fire)**, Vulnerability to Blessed Elements

Fort +8, **Ref** +7, **Will** +5

Speed 20 ft.

Melee Warhammer +18 (1d8+8; 20/x3) or Claw +15 (1d4+5; 20/x2) or **Bite +15 (1d8+5; 20/x2)**

Full Melee Warhammer +18/+13 (1d8+8; 20/x3) and **Bite +12 (1d8+2; 20/x2)** or 2x Claw +15 (1d4+5; 20/x2) and **Bite +12 (1d8+5; 20/x2)**

Ranged Light Hammer +14 (1d4+5, Range 20ft; 20/x2)

Space 5 ft.; Reach: 5 ft.

Base Atk +10/+5; **Grp** +15

Combat Options **Ability Drain (DC 16)**, Combat Reflexes (4/round), **Disease (DC 16)**,

Combat Gear *chitin heavy shield +1, mw obsidian light hammer x4, scale mail +1, obsidian warhammer +1.*

Abilities Str 21, Dex 16, Con –, Int 12, Wis 13, Cha 12

SQ darkvision 60 ft., **Gray Toughness 2**, **Nondetection (DC 20)**, **Phobia (fire)**, Resistances, Skills, Undead traits, Vulnerability to Blessed Elements.

Feats Combat Reflexes [Ⓢ], Dodge [Ⓢ], Greater Weapon Focus (Warhammer) [Ⓢ], Implacable Defender, Mobility [Ⓢ], Multiattack, Power Attack, Weapon Focus (Light Hammer), Weapon Focus (Warhammer) [Ⓢ], Weapon Specialization (Warhammer) [Ⓢ].

Skills Climb +11, Craft (weaponsmithing) +11, Intimidate +6, Jump +10, Listen +7, Search +10, Sense Motive +9, Spot +10.

Possessions 16,000cp or combat gear plus: *amulet of natural armor +1, belt of strength +2, cloak of resistance +1, crawling tattoo of mind thrust (ml 1st) x2, psionic tattoo of biofeedback (ml 1st) x2, ring of protection +1.*

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

See previous entry for **Personality Notes, Strategy and Tactics, History, and Society**



Swiftwing Leader CR16

Male or female elf fallen fighter 14

LE Medium undead (augmented humanoid, Psionic)

Init +8; Senses: darkvision 60ft., low-light vision; Listen +18, Search +10, Spot +18

Aura Despair (10 ft, DC 17), **Fear (60 ft, DC 17)**

Languages: Classic Elven, Ulyanese, Ulyanese Giant

AC 29; touch 17, flat-footed 25; Dodge, Mobility (+4 Dex, +6 natural, +6 armor, +3 Def)

hp 119 (14 HD; 14d12+28)

DR 10/magic

Immune Undead Traits; **Weakness** Code of Honor, **Death Wish**

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

Speed 30 ft. (6 squares), Fly 60 ft. (Good)

Melee Falchion +26 (2d4+17; 18-20/x2) or **Claws +20 (1d6+6)**

Full Melee Falchion +26/+21/+16 (2d4+17; 18-20/x2) or 2x **Claws +20 (1d6+6)**

Space 5 ft.; Reach: 5 ft.

Base Atk +14/+9/+4; **Grp** +20

Combat Options Create Spawn, Flyby Attack,

Combat Gear *falchion +4 (from call weaponry), studded leather armor +3*

Psi-Like Abilities (ML = 14th. DC Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**

1/day—*recall agony**

*Power can be augmented.

Abilities Str 22, Dex 19, Con –, Int 12, Wis 14, Cha 10

SQ Code of Honor, **Damage Reduction**, darkvision 60 ft., **Gray Toughness 3**, low-light vision, Skills, Undead Traits.

Feats Dodge, Flyby Attack, Greater Weapon Focus (Falchion) [Ⓢ], Greater Weapon Specialization (Falchion) [Ⓢ], Hover, Improved Initiative [Ⓢ], Mobility,

Power Attack 8, Weapon Focus (Falchion) 8, Weapon Specialization (Falchion) 8, Wingover.

Skills Climb +6, Intimidate +17, Jump +6, Listen +18, Search +10, Sense Motive +8, Spot +18.

Possessions 45,000cp or Combat Gear plus: Belt of Strength +2, Gloves of Dexterity +2, Potion-Orb of Haste (CL 5th), Potion-Orb of Shield (CL 1st) x2, Ring of Protection +3, Vest of Resistance +3.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

These strange undead were assembled out of the bones from the skeletons of a short elf-like humanoid (only 6 feet in height) and strange bat-like creatures, both found in a mass grave at the edge of the Bone Lands. Instead of arms, the Swiftwings have bat-like wings covered with stretched leather, and their feet are taloned claws that allow them to grip objects and creatures. Although these undead horrors walk in a humanoid manner, the movement of their upper limbs is disconcertingly uncoordinated with the remainder of the skeleton, suggesting their unnatural status as hybrid creations.

The Swiftwing Leaders have nearly the same physical appearance as their troop squadrons, but have a pair of humanoid arms as well as skeletal wings and are more fluid in their movements. They are equipped with well-made gear befitting their station.

Personality Notes

officious, formal, malevolent

The Swiftwings have, in general, shown very little intellect or personality since being raised into undeath. This is likely a mercy, as if they did retain their living personalities, they would have likely gone insane long ago. The Swiftwings do, however, have enough intelligence to understand and follow orders, enabling them to be effectively employed as a military force.

The Swiftwing Leaders are a cut above the nearly mindless troops they lead. Some of the elven dead had reanimated after the Obsidian Tide as fallen and the Deshentan necromancers were, after proper subjugation, able to modify the physical forms of the fallen in a similar manner as their fellows. While they resulted in officers with a higher level of intelligence and capability than their subordinates, they're also possessed of a malevolent cruelty that even other undead find unnerving.

Strategy and Tactics

The Deshentan Swiftwings, despite their unorthodox creation and appearance, have proven quite effective at carrying soldiers (such as other skeleton or zombie infantry), or rocks to drop on the heads of enemy soldiers. They have also proven an excellent counter to the glider warriors from the various Cholite tribes. While not as adaptive or strong as the Cholite gliders, they are more maneuverable in mid-air than Cholite gliders, and there are more Swiftwings than Cholite gliders. If they run out of rocks, the Swiftwings can also execute hit and run diving strikes, raking foes with their especially sharp foot-claws.

The Swiftwing Leaders coordinate the attacks of their swiftwing troops from both the ground and the air. While they do not drop rocks, they do join in with the diving attacks as needed. Given the chance, Swiftwing Leaders will sometimes recklessly assault powerful enemies, desperate to end their horrible existences.

History

As the Cleansing Armies passed through the lands to the West of Deshentu, they left behind unimaginable carnage, and the responsibility for burying the dead often fell upon the residents. This may well be how the Bone Lands earned its name.

Sometimes, when mass graves were later unearthed, the Deshenten army would find strange combinations of bones. In the particular case of the Swiftwings, they unearthed a mass grave on the northern edge of the Bone Lands filled with the bones of some mysterious bat-like creature alongside the bones of humanoid undead with elf-like features and build, slightly shorter in stature than humans. In a fit of inspiration, the Deshentan necromancers elected to merge the skeletal remains of both creatures into one unnatural abomination. They managed to not only animate these fused creations but enable them to fly with the addition of stretched skin membranes across the wings.

The Swiftwing Leaders came from the same mass grave as the Swiftwings. Whether they had been officers or simply possessed especially strong personalities in life, the resulting abominations are natural leaders of the Swiftwings. That they're also malevolent sadists who revel in inflicting pain and destruction upon the Vizier's enemies is an added benefit for Deshentu.

Society

The Swiftwings are tools of the Deshentan military. When not out on aerial patrol or attacking enemies from above, they can be found perched on the highest towers of Deshentarum's wall.

The Swiftwing Leaders are capable of thought and conversation. Despite this, they seldom say much, other than to acknowledge the orders of their superiors. In battle they manage their squadrons with ruthless efficiency, often screaming out curses at their foes.

Swiftwings CR5

NE Medium undead

Initiative: +7; **Senses:** darkvision 60 ft., Listen +0, and Spot +0

Aura: -

Languages: - (understands Classic Elven)

AC 15; touch 13, flat-footed 12

(+3 Dex, +2 natural)

hp 28 (4 HD; 4d12)

DR: 5/Bludgeoning; **SR** 15

Immunities: Cold, Undead Traits; **Weakness -**
Fort +1, Ref +4, Will +4

Speed 30 ft. (6 squares), Fly 60 ft. (Good)

Melee Claw +4 (1d8+2)

Full Melee 2x Claw +4 (1d8+2)

Ranged Rocks +5 (1d6+2; 20/x2)

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

Base Attack +2; Grapple +4

Special Attacks/Actions: Drop Rocks

Combat Gear Rocks x6

Abilities Str 14, Dex 16, Con -, Int -, Wis 10, Cha 1

SQ: Immunity to Cold, Undead Traits.

Feats Improved Initiative

Skills none

Possessions -

*See previous entry for Personality Notes,
Strategy and Tactics, History, and Society*



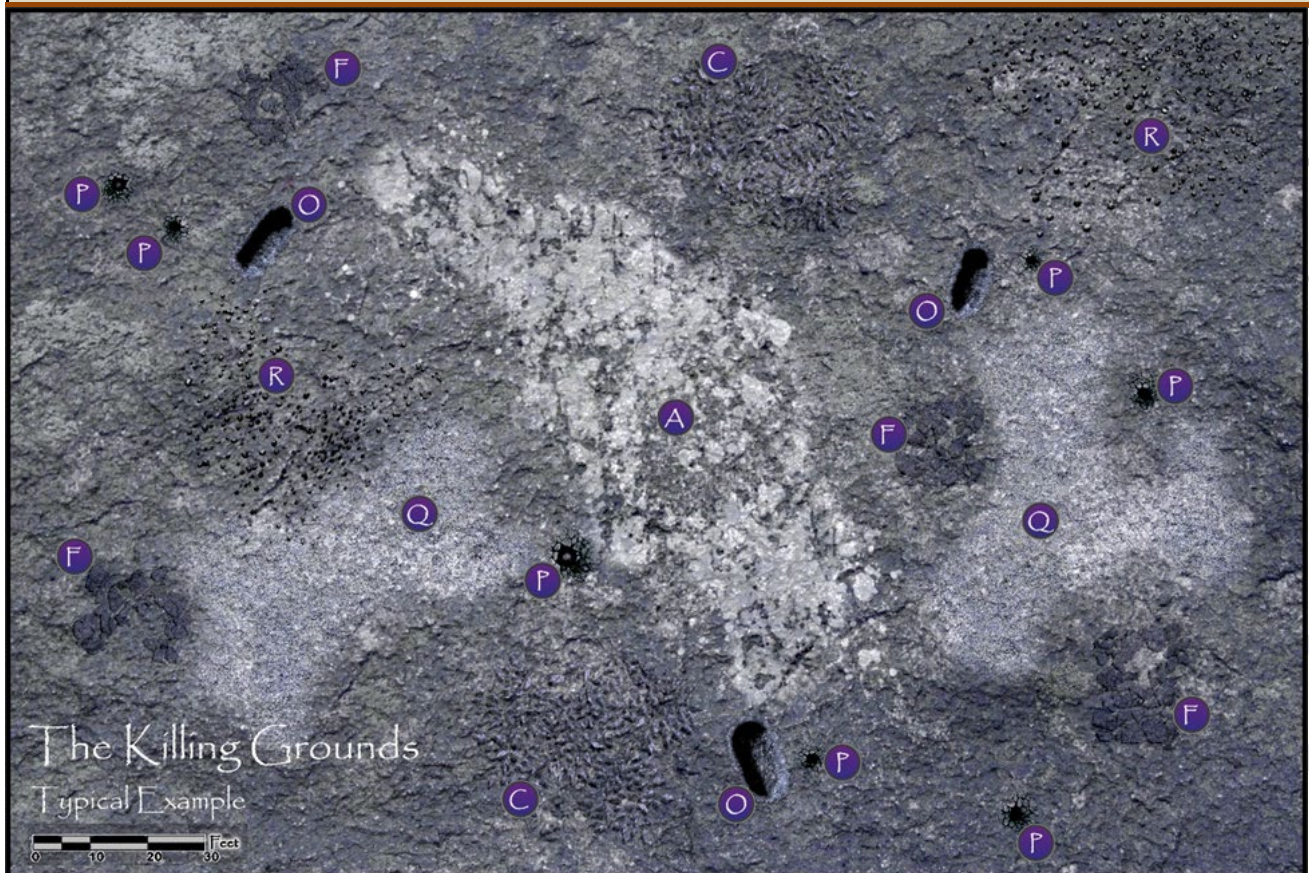
Traps of The Killing Grounds of Deshentu

Random Traps - DM's option

For every 100 feet traveled along the road, there is a non-cumulative 25% chance of stumbling upon one of the following traps. When traveling off-road, the probability increases to a 50% chance. Only the Leaders of the Deshenten Military know how to identify these traps from a distance and avoid them; PCs might learn to identify such traps after encountering them.

Roll D12 and consult the following table:

1. Proximity Spell Traps: Cavalry Charge Programmed Illusion (one for every PC)
2. Proximity Spell Traps: Obsidian Elementals (one for every two PCs)
3. Proximity Spell Traps: Swarm of Meteors
4. Proximity Spell Traps: Lightning Storm
5. Proximity Spell Traps: Massive Trench
6. Proximity Spell Traps: Quick-Obsidian
7. Invisible Caltrops
8. Pit Traps
9. Occupied Pit Traps
10. Proximity Fireballs
11. DM's choice
12. DM's choice



As depicted on the map in *Secrets of the Dead Lands*, there are many different traps lying across the landscape anywhere within 30 miles of Deshentarum.

DMs can either use the encounter map on the previous page to determine what kinds of traps the PC's encounter, or they can roll randomly as detailed below.

In addition to traps, the following are all likely to be encountered as well:

- 1-3 Swiftwings in an airborne patrol, led by a Swiftwing Leader, and supported by 4-16 (4d4) mindless skeletons with pikes.
- Deshenten army patrol consisting of 4-16 (4d4) dwarf Zombie Hammer Bearers, led by a dwarf Zombie Leader
- Deshenten army patrol consisting of 2-12 (2d6) Giant skeleton Bombardiers led by a Giant Skeleton Leader
- Deshenten war party consisting of all of the above, led by 1-2 Champions of Deshentu

See the previous section on Deshentu for details on the NPC's and monsters for these encounters.

Proximity rune trap stats are below. *See Killing Grounds section in Secrets of the Dead Lands Chapter 4* for information on the other traps.

R - Proximity Rune Traps

These spell traps are placed onto small pebbles lying on the surface of the obsidian. Any one of the six different magical effects activates when a creature passes within 10 feet of a pebble. The traps are magically disguised, so a group of intruders will not know which of the six effects will occur before triggering.

Proximity Spell Trap: CR10; magic device; proximity trigger (*alarm*); automatic reset; spell-like effect (varies, 18th level wizard); [Search DC 34](#); [Disable Device DC 34](#).

One of the following creatures will be generated by the Proximity Spell Trap:

1. Cavalry Charge Programmed Illusion (1d4+1 Thinking Skeleton Lancer Cavalry)
2. Obsidian Elementals (1d4+1)
3. Swarm of Meteors
4. Lightning Storm
5. Massive Trench
6. Quick-Obsidian

1 - Programmed Illusion - Thinking Skeleton Lancer Cavalry CR9

human thinking skeleton fighter 8

NE Medium undead (augmented humanoid, human)

Init +8; **Senses** darkvision 60ft.; Listen +3, Search +0, Spot +9

Aura: -

Languages Uylanese

AC 24; touch 14, flat-footed 20
(+4 Dex, +4 natural, +4 armor, +2 shield)

hp 52 (8 HD; 8d12)

DR 10/magic and bludgeoning; **SR** 21

Immune Undead Traits; **Weakness** -

Fort +6, **Ref** +6, **Will** +5

Speed 30 ft. (50 ft. while mounted)

Melee Lance +16 (1d8+7; 20/x3) or Claw +13 (1d6+5) or Shield Bash +13 (1d4+5)

Full Melee Lance +16/+11 (1d8+7; 20/x3) or Claw +13 (1d6+5) and Shield Bash +8 (1d4+2)

Ranged Javelin +12 (1d6+5; Range 30 ft.; 20/x3)

Full Ranged Javelin +12/+2 (1d6+5; Range 30 ft.; 20/x3)

Space 5 ft.; **Reach:** 5 ft. (10 ft. w/ Lance)

Base Atk +8/+3; **Grp** +15

Combat Options Improved Shield Bash, Power Attack

Combat Gear MW Chitin Armor, MW Chitin Heavy Shield, MW Obsidian Lance, Obsidian Javelin x3, Skeleton Crodlu Mount

Abilities Str 20, Dex 18, Con -, Int 10, Wis 16, Cha 14

SQ Damage Reduction, darkvision 60 ft., Skills.

Feats Greater Weapon Focus (Lance) ^B, Improved Initiative, Improved Shield Bash ^B, Mounted

Combat ^B, Power Attack, Ride-By Attack, Spirited

Charge, Weapon Focus (Lance)^B, Weapon Specialization (Lance)^B.
Skills Climb +10, Intimidate +20, Jump +10, Listen +3, Ride +14, Sense Motive +9, Spot +9.
Possessions none (-1 CR)

Special Qualities (descriptions)

Thinking Skeleton Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

These Crodlu-riding skeletons have the carriage of a trained warrior. They do not speak beyond roars and disturbing laughter but seem to communicate with one another through some unspoken understanding between them.

Strategy and Tactics

More intelligent than normal skeletons, the Lancers are formed from the skeletons of powerful warriors who died in battle.

Thinking skeletons still behave like soldiers on the battlefield and are just as capable of devising tactics, and planning ambushes and other tricks to attack the enemy as any other intelligent undead.

These undead will attack with their lances while mounted, performing Ride-By Attacks and Spirited Charges as appropriate. Should they be dismounted or lose use of their lances, they will attack with their claws and shields. Ranged attacks with javelins will be used as necessary.



2- Programmed Illusion ~ Huge Obsidian Quasi-Elemental CR7

TN Huge Elemental (Earth, Extraplanar, Fire)
Init -1; **Senses** darkvision 60 ft.; Listen +10, Spot +9
Aura: -
Languages Ignan, Terran

AC 18; touch 7, flat-footed 18
 (-2 size, -1 Dex, +11 nat)

Hit Dice: 152 hp (16 HD; 16d8+80)
DR 5/-

Immune Elemental Traits, Fire; **Weakness**
 Vulnerability to Cold
Fort +15, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares), Obsidian Glide
Melee Claw +19 (2d10+9)
Full Melee 2x Claws +19 (2d10+9)
Space 15 ft.; **Reach** 15 ft.
Base Atk +12; **Grp** +29
Special Attacks/Actions: Constrict, Improved Grab

Abilities Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11
SQ Elemental Traits, Fast Healing, Fire Immunity, Obsidian Glide, Vulnerability to Cold
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack.
Skills Listen +10, Spot +9
Advancement: 17-20 HD (Huge)
Possessions none

Special Qualities (descriptions)

Constrict (Ex): An obsidian quasi-elemental's body is a continuously shifting arrangement of razor sharp obsidian chunks. On a successful **Grp**check, an obsidian quasi-elemental will deal continuous claw damage each round.

Elemental Traits (Ex): An obsidian elemental has the following relevant features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

Improved Grab (Ex): To use this ability, an obsidian quasi-elemental must hit with a claw attack. It can then attempt to start a **Grp**as a free action without provoking an attack of opportunity. If it wins the **Grp**check, it establishes a hold and can constrict.

Obsidian Glide (Ex): An obsidian quasi-elemental can glide through obsidian as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an obsidian quasi-elemental flings it back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Description

Within the Paraelemental Plane of magma, there exists a pocket plane known as the Demiplane of Obsidian: a planer expanse of molten blackglass. When summoned to Athas, creatures native to this plane quickly cool and appear formed from blackened obsidian with jagged, serrated, or clear-cut angles and edges. Some have barbed spikes adorning their elemental forms.

Obsidian quasi-elementals are usually encountered on their home pocket plane or in the greater Paraelemental Plane of Magma. Occasionally, some can be found on the Elemental Planes of Fire or Earth, assisting with the

conquest of the Elemental planes. Most, however, prefer the comfort that the Demiplane of Obsidian offers, and thus they rarely venture forth unless summoned.

Obsidian quasi-elementals are deadly combatants and strike with their sharpened claws, ripping and tearing at their opponents. They are relentless in their attacks and never give quarter.



Deshentarium

Likely Encounters

- 1-2 Vizier's Monks, with an escort of 1-8 namech or thinking zombie servants.
- A patrol of 2d6 dwarf Zombie Hammer Bearers, with 1 dwarf Zombie Leader
- A group of 2-8 (2d4) mindless zombies or skeletons going about their daily business



The Vizier's Priests CR21

Male and female morg templar 18

LN Medium undead (augmented humanoid, human)

Init +5; **Senses** darkvision 60ft.; Listen +8, Search +11, Spot +29

Aura Fear (60ft, DC 27)

Languages Classic Elven, Orcish, Ulyanese

AC 24; touch 14, flat-footed 23

(+1 Dex, +4 natural, +6 armor, +3 Def)

hp 156 (18 HD; 18d12+39); fast healing 1

DR 10/magic; **Resist** Cold 10; Spell Turning (8 levels)

Immune Undead Traits; **Weakness** Code of Honor, Craving, Light Sensitivity

Fort +17, **Ref** +13, **Will** +26

Speed 30 ft.

Melee Falchion +17 (2d4+5) or Tongue +16 (1d4+3) or Touch +16 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +13/+8/+3; **Grp** +16

Combat Options Constrict, Create Spawn, Energy Drain (DC 27), Improved Grab.

Combat Gear falchion +1, shell armor +1

Spell-Like Abilities (CL = 18th)

11/day (total) - *arcane mark*, *purify food and drink*, *slave scent*;

Templar Spells (CL = 18th, DC 18 + spell level):

9th — *Energy Drain*, *Gray Rift*, *Mage's Disjunction* (D), *Soul Bind*

8th — *Antipathy*, *Create Greater Undead* (D), *Discern Location* x2, *Maximized Elemental Strike* x2, *Symbol of Death*

7th — *Confessor's Flame*, *Crusade*, *Maximized Inflict Critical Wounds* x2, *Refuge*, *Greater Scrying* x2, *Spell Turning* (D)

6th — *Create Undead* (D), *Greater Dispel Magic* x2, *Forbiddance*, *Greater Glyph of Warding*, *Maximized Lightning Bolt*, *Wisdom of the Sorcerer-King*, *Word of Recall*,

5th — *Air Lens*, *Break Enchantment*, *Elemental Strike* x2, *Klar's Heart*, *Mark of Justice*, *Spell Resistance* (D), *True Seeing*

4th — *Freedom of Movement*, *Geas Lesser*, *Greater Command*, *Imbue with Spell Ability* (D), *Sending*, *Status*, *Tongues*, *Wrath of the Sorcerer-King* x2

- 3rd — *Animate Dead (D)*, *Dispel Magic*, *Glyph of Warding*, *Lightning Bolt x2*, *Locate Object*, *Protection from Energy*, *Speak with Dead*, *Wind Wall*
- 2nd — *Footsteps of the Quarry*, *Identify (D)*, *Resist Energy x2*, *Restoration Lesser*, *Silence x3*, *Zone of Truth*
- 1st — *Black Cairn*, *Comprehend Languages*, *Deathwatch*, *Detect Undead*, *Divine Favor*, *Doom*, *Hand of the Sorcerer-King*, *Hide From Undead*, *Nystul's Magic Aura (D)*
- 0 — *Detect Magic*, *Guidance*, *Inflict Minor Wounds*, *Mending*, *Read Magic*, *Resistance*

Abilities Str 16, Dex 13, Con –, Int 16, Wis 21, Cha 26
SQ Assume Domain (Death & Magic), **Code of Honor**, **Craving (blood)**, Damage Reduction, Darkvision 60 ft., **Enhanced Ability (+1 profane bonus to saves)**, Fast Healing, Gray Toughness 2, Light Sensitivity, Rebuke Undead (8/day), Resistances, Sigil, Skills, **Spell Turning (8 levels)**, Undead Traits.

Feats Maximize Spell, Combat Casting, Extra Turning, Improved Turning, Investigator, Persuasive, Improved Initiative, Toughness

Skills Bluff +7, Concentration +29, Diplomacy +29, Gather Information +10, Intimidate +10, Knowledge (Arcana) +24, Knowledge (Psionics) +24, Knowledge (Religion) +24, Listen +8, Move Silently +11, Search +11, Sense Motive +29, Spellcraft +24, Spot +29.

Possessions 130,000cp or combat gear plus: *cloak of charisma* +6, *crystal mask of mindarmor*, *periapt of wisdom* +6, *psionic tattoo of concealing amorphia (ml 3rd)* x2, *ring of protection* +3, *vest of resistance* +5.

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Death** — Death Touch 1/day
- **Magic:** Use Scrolls, Wands and other devices as wizard half your level

Appearance

The Vizier's priests are best recognized by the red, black and gold brocaded ceremonial robes with purple stoles they proudly wear. The robes bear a golden version of the holy symbol of Deshentu— the fractured 4-sided diamond.

All cover their faces in the ceremonial masks of Deshentu.



Personality Notes

Dedicated, Obsessive, Pious

Those called to serve as priests of the Vizier are naturally inclined to believe in miracles and rewards for the faithful. Their deep faith and efforts to understand the source of their power form a kind of contagious naivete.

The Vizier's priests are forever contemplating the mystery and source of their power. Because they do not know where it originates, they have spun themselves ever more complicated explanations for the Vizier's divine blessings. This can make conversations with them rather maddening. The magic and services they provide to Deshentu is so valuable that the army and the citizens of Deshenturum tolerate this, and in some cases have come to believe it themselves.

Strategy and Tactics

A priest of the Vizir is never caught without at least a few of his or her faithful (mindless zombies or nameches), who will rush to their aid when faced with aggressors. The main focus of their magic is to protect, restore, and augment the other inhabitants of Deshentu, or in the case of combat, their defenders.

History

Like the other Dead Lords, after the Boiling Ruin, the Vizier dabbled in creating a religious cult of personality. The reasons for this varied by Dead Lord but was usually some variation on their followers seeing their unlife as a gift from a divine leader, and the

Dead Lords saw this devotion as politically convenient. True to form, the Vizier's religious cult was assembled efficiently and with highly practical functions. Some of the clergy were set the task of managing the flock through devotion and preaching, while others were asked to manage the flock through law and force.

In the case of the Vizier, however, fate played a trick on him. Several centuries after Deshentarum was rebuilt, the life vortex of a dying sorcerer monarch attached itself to the Vizier somehow. Since then, the Vizier's faithful priests have found themselves in the possession of divine powers.

Society

Every day the Priests and Monks follow their complex rituals, following well-worn paths across the obsidian floors of their temples, shuffling from icon to icon. Their complicated chants and liturgies are so difficult to decipher as to seem like gibberish and they show no tolerance for disruption of their holy practices. Once every 10 days, the Vizier himself joins them in their services.

There are several periods each day when the undead of the city or army may approach to ask for their services. On rare occasions, the Vizier himself orders the templars and monks to leave the temple to provide spellcasting at the barracks or another part of the city.



The Vizier's Monks CR24

Male and female morg templar 13 / psion (Telepath)
7

LE Medium undead (augmented Psionic humanoid, human)

Init +1; **Senses** darkvision 60ft.; Listen +8, Search +12, Spot +27

Aura Fear (60ft, DC 29)

Languages Classic Elven, Classic Dwarven, Orcish, Ulyanese, Ulyanese Giant

AC 20; touch 16, flat-footed 19
(+1 Dex, +4 natural, +5 Def)

hp 170 (20 HD; 20d12+40); fast healing 1

DR 10/magic; **Resist** Cold 10; Spell Turning (8 levels)

Immune Undead Traits; **Weakness** Light Sensitivity.

Fort +15, **Ref** +12, **Will** +20

Speed 30 ft.

Melee Tongue +15 (1d4+3) or Touch +15 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +12/+7/+2; **Grp** +15

Combat Options Constrict, Create Spawn, Energy Drain (DC 29), Improved Grab, Psionic Meditation (Move action).

Combat Gear -

Spell-Like Abilities (CL = 13th)

12/day (total) - *arcane mark, purify food and drink, and slave scent*;

Psion Powers (ML = 7th, PP: 46+21, DC 16 + power level):

4th — *Psionic Dominate, Trace Teleport*

3rd — *Body Adjustment, Dismiss Ectoplasm, Dispel Psionics, Hostile Empathic Transfer*

2nd — *Brain Lock, Read Thoughts, Psionic Suggestion, Thought Shield*

1st — *Energy Ray, Entangling Ectoplasm, Far Hand, Mindlink, Mind Thrust*

Templar Spells (CL = 13th (+4 vs. SR), DC 19 + spell level):

6th — *Antimagic Field (D), Forbiddance, Greater Dispel Magic, Maximized Lightning Bolt, Wisdom of the Sorcerer-King,*

5th — *Air Lens, Break Enchantment, Elemental Strike x2, Klar's Heart, Mark of Justice, Spell Resistance (D), True Seeing*

4th — *Animate Dead (D), Greater Command, Freedom of Movement, Lesser Geas, Sending, Status, Tongues, Wrath of the Sorcerer-King*

3rd — *Dispel Magic (D), Glyph of Warding, Lightning Bolt x2, Locate Object, Protection from Energy, Speak with Dead, Wind Wall*

2nd — *Footsteps of the Quarry, Identify (D), Resist Energy x2, Silence x2, Zone of Truth x2*

1st — *Black Cairn, Comprehend Languages, Deathwatch, Detect Undead, Divine Favor, Hand of the Sorcerer-King, Hide From Undead, Inflict Light Wounds, Nystul's Magic Aura (D)*

0 — *Detect Magic, Guidance, Inflict Minor Wounds, Mending, Read Magic, Resistance*

Abilities Str 16, Dex 13, Con -, Int 22, Wis 20, Cha 28

SQ Assume Domain (Death & Magic), **Craving (blood)**, Damage Reduction, darkvision 60 ft., **Distractable (laughter)**, Fast Healing, Gray Toughness, Light Sensitivity, Rebuke Undead (4/day), Resistances, Sigil, Skills, **Spell Turning (8 levels)**, Undead Traits.

Feats Craft Universal Item, Craft Wondrous Item, Greater Psionic Endowment, Greater Spell

Penetration, Maximize Spell, Psionic Endowment, Psionic Meditation, Spell Penetration.

Skills Concentration +28, Diplomacy +28, Knowledge (Arcana) +24, Knowledge (Psionics) +25, Knowledge (Religion) +25, Knowledge (The Planes) +6, Listen +8, Move Silently +11, Psicraft +25, Search +12, Sense Motive +27, Spellcraft +25, Spot +27.

Possessions 220,000cp or combat gear plus: *cloak of charisma* +6, *headband of intelligence* +6, *periapt of wisdom* +6, *psicrown of the discerning watcher* (323 pp), *ring of protection* +5, *vest of resistance* +5.

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Death** — Death Touch 1/day
- **Magic:** Use Scrolls, Wands and other devices as wizard half your level

Appearance

The Vizier's Monks wear a slightly different version of the red, black and gold brocaded ceremonial robes than his Priests; rather than a stole, they wear a braid gold belt from which hangs their holy symbol - the fractured 4-sided diamond of Deshentu.

All cover their faces in the ceremonial masks of Deshentu. Unlike the priests, however, their masks do not have the attached headdress.

Personality Notes

Reverent, intense, cruel

Those recruited to serve as monks of the Vizier have faith in their sovereign, but that faith is tempered with the self-confidence and discipline that come from training in the Way, along with a heavy dose of contempt for those who do not abide by the law.

Unlike the Priests, the Monks wander the temple compound and the city at large, carrying out necessary errands for the Priests, and handling security for the temple itself.

The Monks are notoriously impatient arbiters of the law within their jurisdiction. Intelligent undead think twice before getting their attention, let alone stepping out of line around them.

Strategy and Tactics

The Vizier's monks will generally give one warning before attacking with the intent to subdue - they will

only respond with deadly force if their opponents do so first. They know the city and each other's tactics well and they coordinate effectively in small teams and make full use of the environment to their advantage.

History

Before the Boiling Ruin, the Vizier had plenty of use for a city police force, although their skillset was less magical and more martial. When the nature of his population changed after the city was reestablished, the Vizier saw both a threat and an opportunity – his enemies possessed far greater powers than ever before, but he also had discovered many undead deep beneath the obsidian who were quite powerful and disciplined themselves. So, he set about building a law-enforcement arm within his clergy, consisting of skilled psions unearthed from his corpse mines.

While the Monks were eventually granted the same divine power as the Priests, their reactions were quite different. The Monks did not waste time contemplating the nature of their providence. Rather, they set about their task of bringing the Vizier's order to the city with renewed vigor, bullying intelligent and unintelligent undead alike into compliance.

Society

Such is their zealotry in upholding the law that even the Champions of Deshentu have been known to give the Monks a wide berth.

The Monks effectively serve as a kind of police force for the city. They do not involve themselves in conflicts outside of the city walls of Deshentarum and they prefer to let the Champions handle disciplinary matters within the military.



The High Wizard Rhokhan

CR26

Female human zhen wizard 17 / necromant 7

Lawful Evil Medium undead (augmented humanoid, human, Psionic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +8, Search +21, Spot +14

Aura: Fear (60 ft., DC 24)

Languages Classic Elven, Classic Dwarven, Orcish, Ulyanese, Ulyanese Giant

AC 36, touch 18, flat-footed 35**
 (+1 Dex, +10 natural, +8 armor, +5 Def, +2 luck)
hp 180 (24 HD; 24d12+24); fast healing 3
DR 5/magic
Immune Undead Traits; **Weakness** Code of Honor,
 Vulnerability to Mind-Affecting Effects
Fort +20, **Ref** +22, **Will** +30

Speed 30 ft (6 squares)
Melee Dagger +17 (1d4+5; 19-20/x2) or Slam +15
 (1d8+3) or Touch +15 (by spell)
Ranged Ranged Touch +14 (by spell)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12/+6; **Grp** +15
Combat Options **Ability Drain (DC 24 or 1d6 Wisdom)**
Combat Gear *obsidian dagger* +2, *staff of power* (13
 charges)

Psi-Like Abilities (ML = 24th. DC Charisma-based)
 At will—*aura sight**, *body adjustment**, *body equilibrium*,
*catfall**, *control light*, *elfsight***, *false sensory input**, *psionic*
*charm**, *psionic daze**, *psionic suggestion**, *ubiquitous*
*vision***
 *Power can be augmented.

Wizard Spells: (CL = 24th (+4 vs. SR); DC = 20 + spell
 level)
 11th — *quicken control undead*
 10 — *empowered horrid wilting*, *extended time stop*
 9th — *disjunction*, *empowered quickened fireball*, *quicken*
feblemind, *time stop*, *wish*.
 8th — *discern location*, *extended control undead*, *horrid*
wilting, *iron body*, *quicken dimensional door*;
 7th — *control undead*, *empowered cone of cold*, *extended*
true seeing, *quicken fireball*, *sequester*;
 6th — *chain lightning*, *greater dispelling*, *mislead*,
quicken see invisibility, *quicken spectral hand*, *true*
seeing;
 5th — *empowered lightning bolt*, *sending*, *prying eyes*,
quicken magic missile, *telekinesis*, *wall of force*;
 4th — *dimensional anchor*, *dimensional door*, *extended halt*
undead, *fire shield*, *screaming*, *stoneskin*;
 3rd — *clairvoyance/clairaudience*, *empowered magic*
missile, *gust of wind*, *halt undead*, *protection from*
elements, *tongues*;
 2nd — *darkness*, *extended floating disk*, *extended shield*,
obscure object, *see invisibility*, *shatter*, *spectral hand*;
 1st — *comprehend languages*, *grease*, *hold portal*, *identify*,
magic missile, *floating disk*, *shield*;
 0 — *dancing lights*, *detect magic*, *ghost sound*, *mage hand*;

Spellbook (*blessed book*)

Abilities Str 16, Dex 14, Con -, Int 30, Wis 14, Cha 14

SQ **Code of Honor**, Damage Reduction, darkvision 60
 ft., Dead Lord, Fast Healing, Fear Immunity, Gray
 Casting, Gray Toughness 1, low-light vision,
 obsidian climb, **Rebuke Undead (CL 28th, 5/day)**,
 Undead Traits, Vulnerability to Mind-Affecting
 Effects.

Feats Craft Wondrous Item, Craft Magic Arms and
 Armor ^B, Empower Spell ^B, Eschew Materials,
 Extend Spell, Forge Ring ^B, Greater Spell
 Penetration, Improved Spell Capacity (10, 11th),
 Iron Will, Quicken Spell, Scribe Scroll ^B, Spell
 Penetration.

Skills Bluff +27, Concentration +29, Diplomacy +4,
 Knowledge (Arcana) +36, Knowledge (Warcraft)
 +36, Knowledge (The Planes) +36, Listen +8, Search
 +21, Sense Motive +21, Spellcraft +38, Spot +14.

Possessions 320,000cp or combat gear plus: *blessed book*,
bracers of armor +8, *cloak of resistance* +5, *headband of*
intellect +6, *psionic tattoo of thicken skin (ml 16th, +6*
natural ac) x3, *ring of protection* +5, *ring of x-ray vision*,
rod of absorption (50 charges), *torc of free will*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full
 list and descriptions.

Appearance

Rhokhan is a bookish magical scholar and definitely
 looks the part. She normally wears thick, golden
 ceremonial robes with black embroidery (the signature
 dress of the Necrologium) and is attended by a number
 of lesser t'liz and morgs. Beyond her robes, she looks
 like a typical zhen, although when discussing her
 passions - magic and its practical applications, the
 scarlet fire in her eyes blazes more intensely.

Personality Notes

Loyal, thoughtful, committed
 Rhokhan is utterly engrossed in her work, the very
 definition of the erudite, learned researcher. She is
 utterly committed to the Vizier and the plan they
 developed to continue Rajaat's research, even if
 progress is ponderously slow. The work she was a part
 of before the Shining Tide remains her passion and it
 consumes her every moment. She expects the best from
 her subordinates and that cannot keep up are swiftly
 reassigned to roles more in keeping with their skills.

Strategy and Tactics

Rhokhan is almost never alone. She will usually be
 accompanied by at least two or three assistants who

will rush to her aid should she be attacked. Rhokhan, however, definitely knows how to defend herself. She has spent many years studying how magic items can be best used in battle and she knows how to most effectively deploy both her arsenal of magic items as well as her and her assistants' magic to best strategic effect.

If forced into a fight, Rhokhan will aim to obliterate opponents in the quickest possible way, so as to minimize the disruption to her work. She often opens with a powerful salvo of destructive spells to weaken enemies, but if she spies unusual or unique magical items she's not encountered before, she will use caution so that she can recover the item and study it later.

History

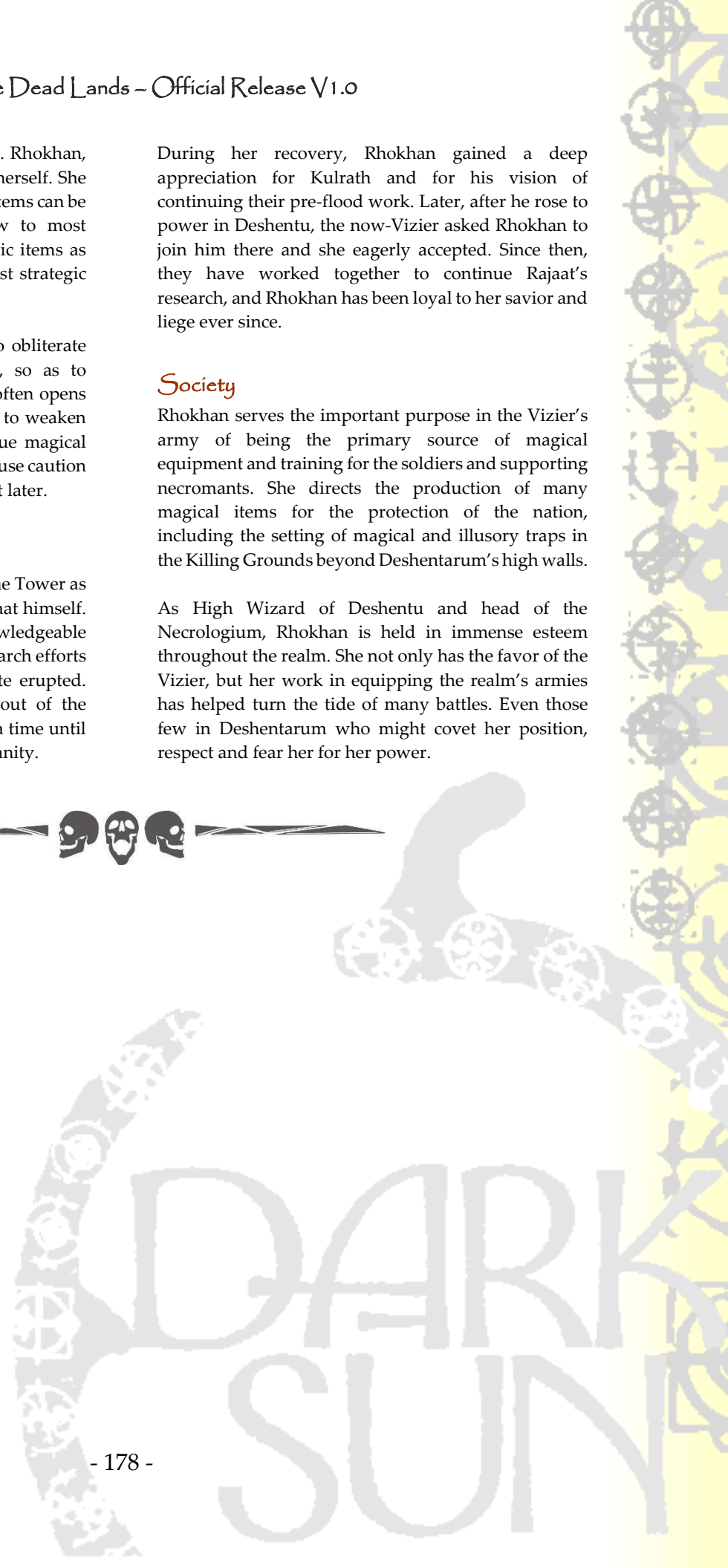
Rhokhan distinguished herself at the Pristine Tower as a skilled scribe and sage serving under Rajaat himself. As one of the First Sorcerer's most knowledgeable assistants, she was assigned to Qwith's research efforts at the Navel and died there when the gate erupted. After the Boiling Ruin, she dug herself out of the cooling obsidian but was left confused for a time until Kulrath found her and helped restore her sanity.

During her recovery, Rhokhan gained a deep appreciation for Kulrath and for his vision of continuing their pre-flood work. Later, after he rose to power in Deshentu, the now-Vizier asked Rhokhan to join him there and she eagerly accepted. Since then, they have worked together to continue Rajaat's research, and Rhokhan has been loyal to her savior and liege ever since.

Society

Rhokhan serves the important purpose in the Vizier's army of being the primary source of magical equipment and training for the soldiers and supporting necromants. She directs the production of many magical items for the protection of the nation, including the setting of magical and illusory traps in the Killing Grounds beyond Deshentarum's high walls.

As High Wizard of Deshentu and head of the Necrologium, Rhokhan is held in immense esteem throughout the realm. She not only has the favor of the Vizier, but her work in equipping the realm's armies has helped turn the tide of many battles. Even those few in Deshentarum who might covet her position, respect and fear her for her power.



Tectuktitlay's Stair

The stair itself remains in disrepair but it is not entirely impassable. Carved into the very cliffs themselves, Tec's Stair (as it is sometimes called by those aware of it) is a narrow way that spirals its way straight up through the cliffs of what is now northern Deshentu. The Stair is just large enough for chariots to pass through without difficulty, with a suitably shallow slope to ensure this was actually possible, but its many shallow equestrian-style steps are difficult for wagons. When he was finished using it to ascend the cliffs, Tectuktitlay sealed the Stair with a granite slab and abandoned it.

Likely Encounters

Traffic in this area is almost nonexistent. But for each 10 minutes spent on the Stair, there is a 10% chance of attracting either Knor'morhen or Tlatnaloc's attention. From there, they may choose to interact with the visitors or not.



Knor'morhen CR28

Female troll kaisharga psion (seer) 14 / expert 5

CN Large undead (Augmented Giant)

Init +15; **Senses** darkvision 60ft., low-light vision, Scent; Listen +43, Search +19, Spot +43

Aura Fear (60 ft, DC 22)

Languages Classic Dwarven, Orcish, Ulyanese, Ulyanese Giant

AC 37; touch 19, flat-footed 31

(-1 size, +7 Dex, +10 natural, +8 armor, +3 Def)

hp 212 (25 HD; 25d12+50); Fast Healing 3

DR 15/magic; **SR** 30

Immune Cold, Electricity, Undead Traits; **Weakness**

Code of honor

Fort +14, **Ref** +18, **Will** +21; Evasion

Speed 40 ft.

Melee Claw +26 (1d6+10) or Bite +26 (1d6+10) or Touch +26 (1d10 Cold or by power and Paralyzing Touch)

Ranged Ranged Touch +23 (by power)

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

Base Atk +14/+9/+4; **Grp** +28

Combat Options Create Spawn, Greater Psionic Fist (4d6), **Insanity (DC 22)**, Paralyzing Touch, Psionic Meditation (Move action), Rend (2d6+15).

Combat Gear -

Spell-Like Abilities (CL = 19th; DC Charisma-based):

At Will - *Hold Undead*;

Psi-Like Abilities (ML = 19th, DC Charisma-based):

At will—*aversion, conceal thoughts, control air, control object, detect psionics, dimension slide, mass missile, mindlink, psionic dimension door, psionic dimensional anchor, psionic levitate, psionic teleport, telekinetic force*; 3/day—*control body, dispel psionics, matter manipulation, psionic dominate, psionic mind blank, psychic crush*; *Power can be augmented.

Psion Powers (ML = 14th, PP: 170+63, DC 19 + power level):

7th — *energy conversion, psionic moment of prescience, ultrablast.*

6th — *greater precognition, psionic contingency, temporal acceleration.*

5th — *clairtangent hand, second chance, power resistance, psionic true seeing.*

4th — *aura sight, remote viewing, trace teleport.*

3rd — *body adjustment, dispel psionics, escape detection, telekinetic force, telekinetic thrust.*

2nd — *clairvoyant sense, cloud mind, concussion blast, psionic tongues.*

1st — *defensive precognition, destiny dissonance, missile, psionic daze, precognition.*

Abilities Str 30, Dex 24, Con -, Int 28, Wis 16, Cha 10

SQ **Code of Honor**, Damage Reduction, darkvision 60 ft., **Fast Healing**, Fear Aura, Gray Toughness 2, Immunity to Cold & Electricity, low-light vision, Master's Voice, **Nondetection (DC 30)**, Scent, Skills, Spell Resistance, Undead Traits.

Feats Alertness, Combat Manifestation, Craft Dorje, Greater Psionic Fist, Improved Initiative, Iron Will, Maximize Power, Psionic Fist ^B, Psionic Meditation ^B, Quicken Power ^B, Superior Initiative (Epic).

Skills Climb +12, Concentration +28(+4), Diplomacy +5, Gather Information +26, Hide +3, Jump +10, Knowledge (Psionics) +37, Listen +43, Psicraft +37, Search +19, Sense Motive +15, Spot +43.

Possessions 265,000cp or Combat Gear plus: Bracers of Armor +8, Dorje of Body Adjustment (ML 5th, 33 charges), Headband of Intellect +6, Ring of Evasion, Ring of Invisibility, Skin of the Hero, Third Eye Gather, Tome of Clear Thought +2 (already read), Torc of Power Preservation; 75cp

Special Qualities (descriptions)

Kaisharga Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Knor'morhen is not what you'd expect from first Appearance. Her ragged robes and grim but nonaggressive manner juxtapose oddly with her monstrous and intimidating frame. She is a nihilistic ancient philosopher brought back to life in the body of an undead troll.

Personality Notes

Pessimistic, erudite, sullen

Even after the Boiling Ruin, centuries of wandering, and living hidden under Tekutitlay's Stair, Knor'morhen carries with her the pain of watching her entire people die at the hands of the Champions and the guilt of believing her actions hastened the destruction of her people.

She has spent millennia refining her philosophy of inevitable death and decay. While she has a compassionate streak quite uncharacteristic for the Dead Lands, she is hardly what anyone would call cheerful company.

If living PCs encounter Knor'morhen, they will find her helpful and polite, willing to assist them on whatever their quest might be – but any information she provides them will be colored with gloom and prophecies of certain doom and failure.

The only thing that will get a rise out of her is her fear of discovery by the Dead Lords. Strong as she may be, Knor'morhen knows she is no match for any of the Dead Lords' armies, and they would register her as a sufficient threat to respond in force.



Strategy and Tactics

Knor'morhen will only fight to defend herself. Even then, she will always take steps to outwit an aggressor rather than physically fight them outright. She usually sees most aggressors coming from a long ways away, and will either be nowhere to be found when they arrive, or will have set a series of traps to frustrate their approach to her cave (cave-ins, impassible slopes, etc.)

History

Knor'morhen was a member of the Council of the Learned in Nuubark of the Stone Spires, during the years leading up to the arrival of Rajaat and his Champions in Ulyan. She was a devoted logician, firmly committed to the concepts of reason and understanding that made the Sagocracy such a stable and tolerant society. When her peers reported that the Champions' armies had massacred the entire population of conquered Nagarvos', Knor'morhen could not believe it – even the most savage conquerors kept their captives alive, as slave laborers if nothing else. Surely if such massacres had occurred, they were a specific and unique event, related to something that had occurred in the Siege of Nagarvos'. She simply

could not accept that massacre was a deliberate policy – Rajaat was far too educated to be capable of such barbarism!

Knor'morhen argued against the strengthening of the Sagocracy's borders, seeing such preparations as a provocation to the Champions. When the army of Myron of Yorum attacked, Knor'morhen led the faction in the Council of the Learned that urged the philosopher-king Yorg-yanak to negotiate. She reasoned that the Sagocracy had in some way offended Myron or Rajaat, and that by changing some policy or paying some weregild the Champion could be appeased. Yorg-yanak rejected such an approach, and the invaders pressed on to defile and devastate the Sagocracy. Knor'morhen continued to pressure the king to negotiate, and finally to offer terms of surrender.

Finally, as Nuubark's defenses reached their lowest ebb, the king relented and appointed Knor'morhen to lead a delegation to beg for peace, on any terms. But as the king had foreseen Myron was uninterested in the trolls' surrender. He laughed in Knor'morhen's face and had the entire delegation tortured to death in front of the horrified leader. Knor'morhen was killed in turn and raised to undeath as well, so Myron could enjoy the spectacle of sending Yorg-yanak's ambassadors back to him with his answer eloquently expressed in the corpse-like shuffle of the undead.

Knor'morhen finally understood that she and her people were dealing with unremitting hatred and that no act of submission would placate the invaders. Back in the court of Yorg-yanak, she volunteered to fight, using her undead strength in the hopeless resistance. The king permitted her this and the formerly pacifistic sage became a ferocious defender of the city. But Nuubark had only weeks left before the inevitable conquest and cleansing, and Knor'morhen could not prevent events from taking their course.

After the destruction of Nuubark, Knor'morhen spent years brooding among the ruins, seeking to understand why and how her people had come to this disastrous pass. She had gained powers in the transformation to undeath, powers which Myron's defilers had perhaps not even known they were providing her with, and which did not fully manifest until years afterwards. She avoided the restored king Yorg-yanak, until after some years her presence was no longer tolerated, and she was forced to depart the city of her birth.

Knor'morhen wandered over nearly every land of Ulyan, as far south as the Hoarwall, not seeking the mighty rulers but passing quietly among the living and undead, gathering her thoughts on the (early) events of the Cleansing Wars and the hatreds which spawned them. She finally came to rest in the far north, west of

the ruins of her home city, where she discovered Tectuktitlay's Stair and chose this secret and forgotten place as her home. When the Black Tide swept over the land, Knor'morhen was one of few beings to regard it with indifference.

After a few years, Knor'morhen dug herself a tunnel to the surface of the Obsidian Plain. She was disappointed by the destruction, but not really surprised – her travels had convinced her that evil was ascendant everywhere and the Obsidian Tide seemed like just one more desecration in a land already polluted and defiled. She remains in seclusion, refining her grim philosophy of the inevitable death and ruin of all.

Society

Knor'morhen has lived alone for a long time, watching the events of surrounding areas through scrying. She has participated little in current events except to interact with non-threatening passers-by on Tetuktitlay's Stair.



Tlatnoloc, Guardian of the Perished CR6

Male human Athasian (7 HD) Wraith

CE Medium Undead (Incorporeal)

Init +8; **Senses:** Darkvision 60 ft.; Listen +12, Search +10, Spot +10

Languages: Classic Tanysh, Wemic, Ulyanese

AC 18; touch 14, flat-footed 14

(+4 Dex, +4 Def)

hp 45 (7d12)

Immune Undead Traits; **Weakness** Vulnerability to *raise dead*

Fort +2, **Ref** +6, **Will** +7

Speed Fly 60 ft. (good)

Attack: Incorporeal Touch +7 (1d4 plus 1 Str dmg)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +6; **Grp** +6

Attack Options: Animate Object, Heart Grip (DC 17), Possession (DC 19), Strength damage, Taint Weapon (DC 17)

Combat Gear –

Abilities: Str -, Dex 18, Con -, Int 14, Wis 14, Cha 18

SQ: Darkvision 60 ft., enduring focus, Incorporeal Traits, Necromant, Temporary Corporeality, Undead Traits, vulnerability to *raise dead*

Feats: Alertness, Combat Reflexes, Improved Initiative.

Skills: Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14

Possessions –

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The ghostly form of Tlatnaloc still betrays some elements of a warrior in service to Tectuktitlay. He appears to wear armor and a headdress that a modern Athasian might identify as originating from Draj. He also still seems to wield a spear, even appearing to attack with it in combat.

Personality Notes

Fanatic, Loyal, Determined

If the **PCs** talk to Tlatnaloc, he will pump them for news on the modern world and will be particularly delighted with descriptions of the glories of Draj. However, he will not believe anything they have to say concerning the existence and power of other city-states, nor will he accept any ill spoken of Tectuktitlay. Despite his own enforced servitude in undeath, Tlatnaloc remains absolutely loyal to his former master.

Strategy and Tactics

Tlatnaloc was never one to shy away from a fight in life and is just as willing to fight back in undeath. He has, however, had the time to adapt his tactics to suit his current state. He will take full advantage of his abilities as a wraith to get close and fight dirty.

History

Tlatnaloc was born far to the north of the Dead Lands, on the northern edge of the Tablelands, in a small village near what is now Troll Grave Chasm. He was the third and youngest son of a well-to-do farmer, but though he loved his family dearly he stood to inherit none of his father's land. So, though he had no particular grievance against any race or nation, human or nonhuman, he eagerly listened to the recruiter's glib lines and sought excitement and adventure in the gathering forces of Tectuktitlay.

The Champion's training camps were brutally tough, and many of Tlatnaloc's fellow recruits perished or were so maimed or disfigured that they had to be dismissed. Tlatnaloc was a sturdy farm boy, however, and knew how to take a beating and persevere. He was amazed by the powers of Tectuktitlay's mindbenders and defilers – there were no psionics in his small village, and even at the end of the Time of Magic defiling remained a hidden and secret art. Tlatnaloc yearned to possess such powers for himself but his position was too lowly and his talent too meager, and in any case the arduous training regimen allowed no such dreams to be fulfilled.

Tlatnaloc survived the training camps and became a warrior in the army of Tectuktitlay. He was present in the grand muster at the Pristine Tower, where half the Champions gathered with their armies before the march southwards. Here he saw for the first time the pageantry and power of the Champions, and by observing their obeisance before Rajaat, he acquired a worshiper's reverence for the enigmatic First Sorcerer. Tlatnaloc knew little of the purposes of the Champions but clearly both excitement and adventure were his.

During the march southwards, Tlatnaloc learned that the goal of their vast expedition was to conquer a magnificent city, named Nagarvos', in a secluded region known as Ulyan. Few of his fellow soldiers had heard of Ulyan, and fewer still of Nagarvos', but they understood well that the rulers of this city were harboring an egregious criminal: a renegade wizard who had betrayed the great master Rajaat. As the other Champions and their armies – Lalali-Puy, Keltis, Gallard and Dregoth – joined the march, Tlatnaloc's heart swelled – surely no city on Athas, however grand, could keep the faithless Pandruj from their mighty arms!

The armies passed the city of Celik, with its strange gray monolith, and then reached the cliffs of Ulyan. The ogres on guard in the fort atop the cliffs let them pass – not that they could have barred the road to such a huge host – and Tlatnaloc proudly marched down the smooth Winding Way, through its switchbacks and tunnels, down the cliffs to the floor of the basin of Ulyan. It took weeks for the armies to complete their descent, by which time the lead elements were already far to the east.

The green plains of Ulyan offered the army many opportunities to maneuver as they marched east, and Tlatnaloc participated in many such training exercises. On several occasions the exercises became real, such as when kobold raiders struck at Tlatnaloc's small encampment or goblin nomads cheated his sergeant at dice – Tlatnaloc found that blood felt good

running down his spear and over his hand. The young man was no longer a raw recruit when the armies reached the Grey Tower and bivouacked together.

A flood of new recruits arrived during the months-long bivouac at the Grey Tower, and Tlatnaloc found himself promoted to assist in training them. His pride was genuine – if even the human natives of this southern land flocked to Rajaat’s banner, surely their cause was just and surely they would be crowned with the laurels of victory! He drilled his new soldiers no less savagely than he 183ith183lff had been treated, regretting those who were too weak to survive, but convinced that Rajaat’s needs, the needs of justice, and the needs of the army demanded that sacrifices be made.

When the time came, and the Champions’ armies charged across Tforkatch River to strike the forward army of Nagarvos’, Tlatnaloc spurred his new chariot furiously into the fray. He fought bravely, was wounded twice, and found himself in one of the flying columns that pursued the defeated enemy east to the city walls of Nagarvos’. After the rest of the army – for many of the Champions’ forces were lowly footsloggers, not mounted like those of the mighty Tectuktitlay – reached the walls of Nagarvos’ and encamped, Tlatnaloc proudly received his second promotion.

There his dreams of immediate further glory faltered. There was little for the chariots of Tectuktitlay to do in the Siege of Nagarvos’ – they could not storm walls, and digging trenches was a job for the newest and lowest ranking of troops. Tlatnaloc kept his chariot and drew duty on the fringes of the Siege, hunting the goblin traders, orcish bands, and any other raiders or spies that might be lurking beyond the outer rings of the siegeworks. It was occasionally entertaining duty – riding down the goblins’ wagons was great sport – but frequently dull, as the interlopers became fewer and wiser through the long months of the Siege.

When the Siege broke into the city, and the slaughter and sack of Nagarvos’ began, Tlatnaloc desperately wanted to join in the fun – and the looting. But he and his men were as far as they could have been from the chance to get inside, and their officers insisted that someone remain on duty to protect the armies’ rear during what could have been a dangerous time. Tlatnaloc has never forgiven his officers, or “the system” in general, for the indignity he suffered that day.

Tlatnaloc was initially not impressed when his superiors tried to channel his and his fellow soldiers’ anger into a new indoctrination to kill wemics. Tlatnaloc was in fact obliged to explain to the

recruits from Ulyan what a “wemic” was, since no such creatures lived in Ulyan. But Tectuktitlay’s officers explained that the wemics of Athas were accomplices in the perfidy of Pandruj, members of the conspiracy he had headed to destroy Rajaat and indeed all humans. Tlatnaloc had seen his fellow farmers killed in wemic raids in his youth and was willing enough to believe that these creatures were his new enemies.

The dispersal of the Champions and their armies removed from Tlatnaloc’s sight those he blamed for the humiliation of not being permitted to help plunder Nagarvos’ – the troops of Lalali-Puy and Myron of Yorum in particular, as these had profited hugely in the looting. Tlatnaloc supported Tectuktitlay’s decision to march straight northwest from Nagarvos’, seeing in their forced marches the speediest way to reach the wemics of the Tablelands, where new opportunities for glory and booty would be forthcoming.

Tlatnaloc’s disappointment when he saw where Tectuktitlay had led them – a sheer wall at the base of the cliffs of Ulyan – became even more dreary when he was ordered to descent from his chariot, the symbol of his power as a warrior and his authority as a sergeant, and begin to dig. He despised the work of digging, but faced it as simply one more, and hopefully last, hurdle on the road back to the Tablelands, where wemics waited to die on his spear blade. If only because it would speed his return to battle, Tlatnaloc came to view the digging of Tectuktitlay’s Stair as a noble effort.

Tlatnaloc and his fellow charioteers were appointed as overseers, as the common spearmen and archers were put to digging. Originally, Tectuktitlay simply cast the corpses of those who died in the spoil pits, but the troops disliked seeing their dead comrades treated thusly, so the Champion had a catacomb dug in the lower levels of the Stair. After that there was much ceremony around the interment of the fallen and Tlatnaloc found himself once again impressed with the powers of the defilers and mindbenders who served as the ranking officers and commissars in the army.

It was from his admiration for the supernatural powers of these leaders that Tlatnaloc’s own death sprung. A high officer saw how impressed Tlatnaloc was with even simple psionic and arcane effects and began to tutor the young warrior in the arts. He tricked Tlatnaloc into agreeing to serve in any capacity which would afford him a chance to develop such powers, and then had the young man killed and reanimated as an undead guardian to protect the catacombs of the dead. Tlatnaloc was bound to serve in this role until Tectuktitlay’s final conquest of the world.

Tlatnaloc was convinced that he would regain his life, and advanced additional powers, once the inevitable

world conquest of Tectuktitlay was complete. He imagined that this would occur within only a few lifetimes and was profoundly disturbed to find that King's Ages passed before any significant event occurred in the sealed up musty passages of Tectuktitlay's Stair. This event was the Shining Tide, the flood of boiling obsidian which clogged the lower levels of the Stair and left obsidian spattered all along it.

The surprising wash of molten obsidian was to Tlatnaloc a certain sign that Tectuktitlay's victory was complete – when it was not Tectuktitlay, but instead the crotchety troll kaisharga Knor'morhen who came to clean out the passage, Tlatnaloc was shocked. Tlatnaloc, however, has proven himself eminently adaptable over his life and unlife, and he has

once again concluded that Tectuktitlay must be still at war, somewhere out there in the Tablelands or beyond. No doubt the Shining Tide was just one more triumph on the way to his eventual certain victory.

Society

Tlatnaloc has been guarding the crypt for king's ages. He and the other wraiths guarding the vault do not interact much with each other, much less others on the Stair, satisfied with simply standing guard in stoic loyalty. His fanaticism sustains him, but his deluded and out-of-touch worldview can make him difficult to have a reasonable conversation with.



The Grand Duchy of Shadowmourn

Because it has been so well-patrolled for so long, the lands of Shadowmourn are relatively quiet and make for easy travel by standards of the Dead lands, at least until travelers are noticed by one of Shadowmourn's patrols.

Likely Encounters

Shadowmourn Lands

- Shadowmourn army patrol, consisting of several mindless zombie soldiers commanded by 2-8 (2d4) Centurions

Kushtan

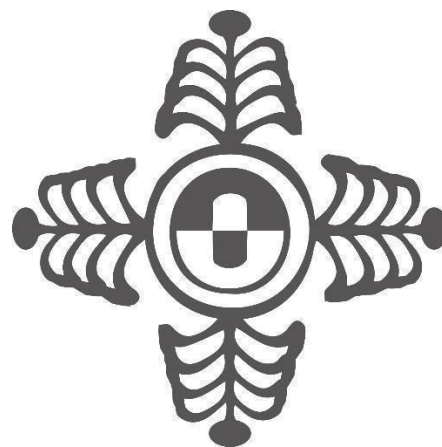
- 2-12 (2d6) namech servants
- Guard patrol consisting of 1-2 Thinking Zombie Squad-Leaders (CR6, see *The Emissary*) and 12-30 (2d10+10) Human Skeletons (MMI pg 227)
- Troll infantry patrol consisting of 7-16 (3d4+4) Troll Skeletons (CR3, MMI, pg 227)
- Ogre infantry patrol consisting of 7-16 (3d4+4) Ogre Zombies (CR3, MMI, pg 267)
- Shadowmourn Guard patrol consisting of 2-8 (2d4) Shadowmourn Centurions
- Ghonnnsin and an escort of 3 Centurions and 0-5 (1d6-1) Namech servants.

Castle Krujar

- 2-12 (2d6) namech servants
- Guard patrol consisting of 1-2 Thinking Zombie Squad-Leaders (CR6, see *The Emissary*) and 12-30 (2d10+10) Human Skeletons (MMI pg 227)
- Troll infantry patrol consisting of 7-16 (3d4+4) Troll Skeletons (CR3, MMI, pg 227)
- Ogre infantry patrol consisting of 7-16 (3d4+4) Ogre Zombies (CR3, MMI, pg 267)
- Shadowmourn Guard patrol consisting of 2-8 (2d4) Shadowmourn Centurions
- Ghonnnsin and an escort of 3 Centurions and 0-5 (1d6-1) Namech servants.

The Border Wall and the Desolation

- 9-24 (3d6+6) Mindless zombie workers and 1-2 Thinking Zombie Squad-Leaders
- Shadowmourn Army patrol, consisting of 13-40 (3d10+10) mindless zombie soldiers commanded by 7-16 (3d4+4) Shadowmourn Centurions and a single Praetor



Qwith, Grand Duchess of Shadowmourn CR33

Female zhen wizard 20 / necromant 10

NE Medium undead (augmented humanoid, Psionic)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +19
Languages Classic Halfling, Goltish, Kurnan, Melai, Remaan, Ulyanese,

AC 35; touch 17; flat-footed 33**
 (+2 Dex, +10 natural, +8 armor, +5 Def)
hp 225 (30 HD; 30d12+30); **fast healing** 3; **DR** 5/Magic
Immune paralysis, sleep, fear
PR -, **SR** 35 (when using Greater Spell Resistance);
Weakness mind-affecting effects, obsidian
Fort +19, **Ref** +19, **Will** +28

Speed 30 ft.; obsidian climb
Melee Slam +18 (1d8+3) or Touch +18 (by spell)
Ranged Ranged Touch +17 (by spell)
Space 5 ft.; Reach: 5 ft.
Base Atk +15/+10; **Grp** +18
Combat Options Automatic Quicken Spell (1st – 6th), fast raze
Combat Gear *steel dagger* +5,

Epic Spells/Day 4; Epic Spells Known (CL = 30):
Epic Mage Armor, Greater Spell Resistance, Mummy Dust, Let Go of Me

Spell-Like Abilities (CL = 30)
 1/day – *animate dead, command undead* (DC 17);

Wizard Spells (CL = 30 or CL 31st * (+2 vs SR), DC 20 + spell level):
 10 – *empowered polar ray* *, *maximized delayed blast fireball* *.
 9th – *crushing hand* *, *maximized groundflame* *, *pact of darkness* *, *time stop, wish*.
 8th – *create greater undead, demand, empowered disintegrate, incendiary cloud, mindblank*.
 7th – *control undead* *, *empowered cone of cold* *, *greater teleport, summon undead VII* *, *limited wish*.
 6th – *chain lightning* *, *greater dispel magic, flesh to stone, maximized fireball, undeath to death* *.
 5th – *empowered fireball* *, *dismissal, interposing hand* *, *mage's faithful hound, magic jar* *, *passwall, telepathic bond, teleport, transmute rock to mud, wall of force* *.
 4th – *animate dead* *, *arcane eye, black tentacles, resilient sphere* *, *phantasmal killer, touch of the black* *.
 3rd – *displacement, dispel magic, halt undead* *, *non-detection, summon undead III* *, *vampiric touch* *.

2nd – *command undead* * x2, *invisibility, scorching ray* *, *see invisibility, spectral hand* *, *summon undead II* *.
 1st – *detect undead, identify, mage armor, magic missile* *, *obscuring mist, shield, summon undead I* *.
 0 – *detect magic, disrupt undead, mage hand, read magic*.

Spellbook (scarring patterns on her body)

Psi-Like Abilities (ML = 30. DC Charisma-based)
 At will—*aura sight**, *body adjustment**, *body equilibrium, catfall**, *control light, elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***
 *Power can be augmented.

Abilities Str 16, Dex 14, Con -, Int 30, Wis 20, Cha 14
SQ Animate Dead, Dead Lord, Climb 30ft, **Code of Honor**, Control Undead, **Enduring Focus (Find the Dark Lens)**, **Enhanced Ability (saves)**, Fast healing 3, Fear Immunity, Gray Casting, Gravespeaker, **Immunity to Turning**, Negative Energy Immunity, **Rebuke Undead**, Spell Resistance 35 (with Greater Spell Resistance)

Feats Automatic Quicken Spell (1st – 3rd), Automatic Quicken Spell (4th – 6th), Craft Wondrous Item ^B, Empower Spell ^B, Eschew Materials, Great Fortitude, Greater Spell Penetration, Improved Initiative, Improved Spell Capacity (10), Iron Will, Maximize Spell ^B, Multispell E, Path Sinister, Quicken Spell ^B, Scribe Scroll ^B, Skill Focus (Knowledge: Planes), Spell Penetration.

Skills Bluff +35, Concentration +35, Diplomacy +4, Decipher Script +20, Knowledge (Arcana) +43, Knowledge (Religion) +43, Knowledge (The Planes) +46, Listen +11, Search +24, Sense Motive +32, Spellcraft +45, Spot +19.

Possessions 570,000 or combat gear plus *bracers of armor* +8, *cloak of resistance* +5, *greater black obsidian orbs* x2; *greater metamagic rod of extend, headband of intellect* +6, *mantle of spell resistance, obsidian orb (worth 1,000 gp), periapt of wisdom* +6, *ring of epic wizardry (v)*, *ring of protection* +5, *tome of clear thought* +1 (*already read*); 81,000 in assorted spell scrolls, wands, etc.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Though not tall, the former defiler Qwith is absolutely striking in appearance. She is a zhen, with shiny black skin and grotesque sucker-holes in her hands. Her hair is long and always well styled, and the fine features of her face are usually adorned with gem-set gold or copper jewelry. Her form-fitting and fashionable clothing usually incorporates the deep purple and black emblem of Shadowmourn, although her fashions vary quite widely from day to day. Though she well knows that she is undead, Qwith prefers to hide this fact from herself and others as much as possible, and thus she still mimics the routines of daily life as much as possible.

As she was in her youth, Qwith remains haughty and proud, overcoming the magics Rajaat used to restrain her and limit her emotions before the Shining Tide. She is extremely orderly and usually very organized, but she dislikes deviating from established plans and rarely improvises well. She is easily startled and does not recover quickly, though once angered she is a dedicated, fearsome opponent.

In particular, Qwith deeply fears believable threats to her unlife and what is left of her beauty, despite her hardened obsidian skin. She reacts defensively when threatened, going on the attack once she regains her poise.

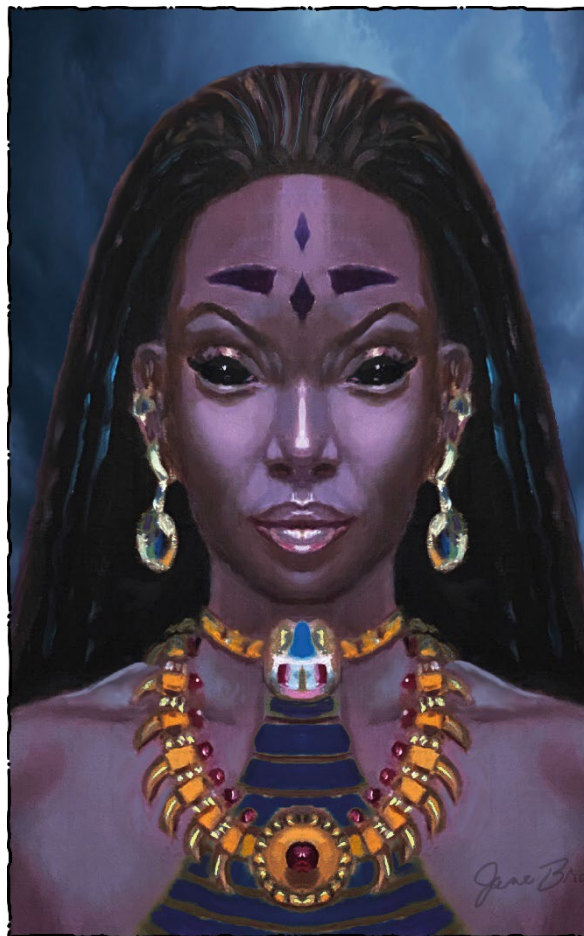
Personality Notes

Intelligent, Driven, Self-serving

Qwith sees power as a goal unto itself. She learned patience from her centuries of passionless service to Rajaat, and with her emotions now restored, Qwith is a force to be reckoned with. She is not incredibly persuasive, instead luring others into her service with power and building loyalty with rewards for service. She is an organized, orderly woman, who follows a schedule and a set routine.

While she is adaptable, she is also cautious. Qwith hates surprises and cannot respond to truly unexpected problems without spending some time collecting herself. In situations where she expects chaotic conditions, like battlefields and experiments with unknown forces, she is not affected nearly as badly as when dealing with the truly unexpected.

Qwith's violent death after centuries of peace and calm has given her a deep fear of being harmed or her appearance being further damaged. She leads from the back, using magic to direct her commanders and provide support, with a cadre of bodyguards to defend her. However, she prefers to leave battles to her right hand, Ghonnsin.



Strategy and Tactics

Qwith is a wizard, not a soldier. She understands warfare to a degree, but she is better at planning strategies than directing tactics. She uses support groups of defilers and psions to scatter enemy formations and leaves the rest to her commanders.

In personal combat, Qwith focuses on defense, reflexively protecting herself and striking from a distance. She can remain cool and collected if she expects a battle or doesn't see an attacker as more than a nuisance, and she will try to arrange for as many favorable conditions as possible if she can plan the encounter. If she is ambushed or surprised, she will spend several turns using spells and powers to defend herself and flee, only returning once she has collected herself. She will target foes where she believes they are weakest.

History

In the dim past of the Time of Magic, Qwith was born in the small but exalted city of Aweeas, located on the coast of the Sunrise Sea southeast of Raam. She felt confined by the strict social mores of her home city,

however, and was enticed by a traveling preserver named Loraas. At this time, there were many such journeymen preservers crossing the Tablelands, fanning out from the Pristine Tower to seek new talent for Rajaat's academy. Qwith had the gift, and bearing the token of Loraas she broke with her family and went west to the Tower to seek her fortune.

Loraas's token won Qwith passage beyond the dangerous creatures which guarded the Pristine Tower, but it was her native ability and urgent, lustful ambition which earned her a place in the First Sorcerer's demanding school. Qwith progressed rapidly as both wizard and a psion, though her gifts seemed more inclined to the former. Soon she achieved the rare status of a favored student and was receiving education alongside such illustrious pupils as Irikos, Halvaz Blackeye, and Sassrik the Unfriendly.

Qwith's rapid success was her downfall, however, for she was unprepared for the pressures of Rajaat's brutally intensive teaching regimen. She had just learned the secret power of defiling and was struggling to master it when she was befriended by a senior student named Kalid-Ma. The bold, swaggering Kalid-Ma had been practicing defiling for decades, and his tutoring provided a great advantage for the young Qwith. Soon Qwith fell for her brash and confident senior, and the illicit romance brought her great joy and ever-increasing power for two years.

Then Rajaat found out about the romance and demanded that they end this unnecessary distraction. Qwith didn't know what to do, but Kalid-Ma hesitated not a moment and savagely renounced Qwith, scarring her deeply. Rajaat had considered Qwith as a potential candidate for Championhood, but her apparent fragility convinced him that she could not fill that role. However, her talents were impressive, so the First Sorcerer found another way to utilize them.

What Rajaat did was to employ powerful psionics and magicks, restoring Qwith's shattered ego by excising the emotional attachments that had made her so vulnerable, but the process also suppressed her formerly fierce ambitions. Qwith was little aware of this, however, and accepted without question Rajaat's assurances that she was no longer in her accustomed class because she had a higher purpose. In fact, she was now a personal servant of Rajaat's, progressing only slightly more slowly than the Champions in her arcane studies, but segregated from them and in fact uninterested in the tough competition which had once so energized her.

Qwith was aware only dimly of the momentous events which surrounded the transformation of some of her fellow students into Champions – she knew her master prized the artifact he called the Dark Lens but was not

privy to its secrets. Not even the strange visitor Raherna, apparently an old friend of the First Sorcerer, could enlighten her concerning the strange black relic. When they left to gather their armies, she remained, uncomplaining, pursuing the magical tasks set her by Rajaat. His faith in her had increased over the years, as he had given her ever-more-demanding responsibilities; though Qwith lacked the spark of ambition, she did occasionally show the sudden insights for which he had originally kept her.

Years later, Qwith found herself one of few leading defilers and psions left in the Tower, as Rajaat and his personal coterie of spellcasters and psions left to march with the Champions and their armies southwards to commence the Cleansing Wars. She wasn't technically in charge, but the strange dark-robed halflings who slipped like shadowed ghosts through the Tower allowed her to believe she was. Qwith did not even seem to notice her first great taste of power.

That was just the response Rajaat had been hoping for. Once Nagarvos' fell and he dispatched his Champions to begin their individual cleansing missions, he summoned Qwith and her small staff. Qwith was moderately pleased with the task Rajaat gave her – she wasn't interested in power or gain, but there was a certain intellectual challenge in tapping the power of the planes for arcane use. She appreciated the responsibility but was irked by the First Sorcerer's requirement that she include a large number of clerics among her enlarged team.

Qwith allowed herself to be mollified, however, by the special efforts Rajaat made to create for her a suitable research complex. The fine buildings were constructed, in a curious organic-looking style, upon what had been the site of the Arkolak of Nagarvos'. Thick walls and shielded experimentation chambers were artfully and artistically arranged among sunlit arcades and comfortable living quarters.

Over it all fell the luxurious shade of the seven Trees of Life that were to power the defilers' efforts – especially the largest, in the center of the compound, the Seventh Tree that Rajaat himself had created. Crews of laborers were already expanding their efforts, clearing away the smoldering rubble of the ruined city all around the marvelous new construction and hauling away the mutilated corpses.

Delighted with her new home, Qwith named the complex the Navel, by which she meant the navel or point of convergence for the planes. Her task was to tap the energies of the elemental planes and she intended to do that, making her fine compound the nexus of their energies. She was pleased as well by the freedom she would have to perform her research, unhindered by any of her previous peers, reporting to Rajaat

himself, and then only infrequently. Her closest rival was the curiously morbid Gretch, whose Gray Tower lay not far to the west, but Rajaat told them both – in no uncertain terms - that he was not to interfere in any way with her.

Before even the last shacks for housing her supporting staff of conscripted farmers and guards were completed, Qwith was already engaging her researchers on the task of penetrating the planes. The elemental priests whom Rajaat had foisted on her soon proved their worth, for their access to the planes was far greater than that of the psions Qwith preferred. The clerics' powers offered the defilers an opportunity to see the planes, and operate there, though they could not themselves access the power directly. Indeed, the clerics were a critical component of the research effort, though many of them were openly scornful of the defilers' efforts and remained so.

Qwith's magically reduced lack of emotions and ambition meant that years of stubborn failure annoyed her not at all. Rajaat had foreseen this possibility and made sure to "bless" her researchers with the same gifts of emotional detachment and indifference to failure that Qwith herself possessed. He also provided them all with life-extending magicks, to keep them laboring on his project for as long as the job required. Lest there be any interference, he deliberately misinformed his Champions about the nature of the Navel, or even of its existence, but Kalid-Ma knew Qwith was there and he did not keep the knowledge entirely to himself.

Nonetheless, the lack of progress at the Navel, and its remote location, combined to keep the Champions from paying more than scant attention. Even Rajaat seemed to lose interest in Qwith's work. Only once in a King's Age would Qwith root out a spy from one of the Champions among her compound's guards or settlers; far more frequent were magical probes or spies from Gretch. Qwith found the shackles of her mental neutering slowly fading as she pondered just what kind of wizard her inquisitive neighbor was. Slowly, with Rajaat too distracted by the Wars to renew his magicks, Qwith began to relearn the selfish focus she'd lost at the Pristine Tower.

Qwith and her defilers did actually make some progress, though the obstacles were huge and the pace glacial. They discovered how to open gates to the elemental planes and learned that it was through similar channels that elemental clerics drew the power for their spells. The gates the defilers created were difficult to control, more or less so depending on the plane reached, but attaining greater stability eluded the defilers. Many of the Navel's priests found the

elaborate planar charts calculated by their defiler colleagues a source of endless amusement.

Rajaat's specific task, however, was for them to discover a way in which defilers could tap the energies of the elemental planes themselves for arcane magic, as opposed to the elemental sources of clerical magic. When Rajaat returned to discover how little progress had been made Rajaat dismissed Qwith as research leader in a fit of rage without ever naming a replacement.

Officially leaderless, some of the defilers proposed bold (or desperate) solutions to the problems that confronted them, a sure sign that the ambition-hampering magicks were fading. Qwith, however, remained at the Navel, mostly secluded in her personal compound. After Rajaat's departure, Qwith was left unsure of what to do for the first time in many centuries. She even considered retaking control of the Navel, or personally experimenting with controlling the planar gates (as centuries old habits die hard). Qwith was still sulking in her personal compound when disaster struck.

Clanging metal and shouts disturbed her meditation. She had never been in or even near a battle before, and it took her several moments to realize that the sounds of clashing bronze and steel were weapons and the shouts were those of her staff, fighting for their lives. She ran out to see what was happening, immediately suspecting that her jealous rival Gretch was somehow involved.

A howling tornado, 3' tall, met Qwith in her doorway. The bearded, armored warrior lashed out at her with psionics and a heavy steel hammer, but he clearly had underestimated Qwith. She parried the dwarf meorty's weapons and psionic attacks alike, and smote him down. Beyond him in the main yard of the Navel, her staff was having less success against what appeared to be hundreds of raging meorty warriors. Psionic energies seared the mindscape, and blasting evocations flared back and forth across the compound.

Dozens of her people were already dead, their carcasses twitching pathetically in the sun, as the battle raged over them. Few of the attackers had fallen, and in fact suddenly another group of undead appeared to fight alongside them. Spells sizzled furiously, and more researchers fell. as the first building began to burn, Qwith was vaguely aware that some of the original attackers were now fighting against the latecomers, but despite her inexperience she could see that her people were still being slain left and right.

Even Qwith does not fully recall the exact circumstances when she ordered her subordinates to use the Gate to summon elementals to fend off the overwhelming invaders. All she does remember is

when the Nayalas building exploded, or more properly erupted.

Gouts of shiny black liquid burst from the Nayalas, knocking its walls outwards as they heaved off the rough domed roof. Quicker than thought, the molten rock rolled over the courtyards, enveloping combatants of all three groups indifferently. Qwith saw it all as if in slow motion, like a raging and rolling tide, rushing forward yet rising all in the same place, as it swept insatiably forward to consume all before it. Buildings were inundated, people swept away, the sun blotted out by its searing shroud of death.

Qwith awoke to find herself conscious and moving, slowly, sloshing even, deep within a bath of molten black obsidian. She did not immediately seek release, however, but in her normal orderly way carefully analyzed her situation and considered what seemed to have happened. At first, she imagined that she was somehow still alive, despite the terrible boiling magma all around her. She swam to the surface still convinced of this and broke the surface on a new world. All around her, as far as her eyes could see, lay an endless undulating plain of glistening obsidian, slowly hardening.

It was not until Qwith saw herself in the glass and recognized that her skin had changed color to a glossy black, and that there were disgusting suction-cup-like holes in the palms of her hands, that she realized she must be undead. She was revolted! She had always prized the life-extending magicks which Rajaat had provided her and considered his aura of undeath to be one of Gretch's least attractive features.

Qwith retreated to seclusion to consider her position. She was near the northernmost cliffs of the Ulyan basin and was able to take shelter in a cave in the cliffside. For years she debated with herself what future she might have, undead in a world consumed by blackglass. She was not consciously aware of the final fading of Rajaat's ambition-inhibiting magicks, but her thoughts began to be increasingly dominated by thoughts of returning to the Navel and rebuilding it, restoring her rule there and reclaiming the power that was her birthright.

Though the ambition-suppressing effects faded, Qwith retained other habits formed during the long years of Rajaat's tutelage. She remained extremely orderly, for example, as her approach to regaining power was to show—slowly she learned on her own the secrets of drawing on the Gray to power her magic. She had observed the passage of other undead out on the blackglass before and below her cave entrance and made it her habit to spy on them. As she grew more confident, she began to capture them, interrogating her prisoners for days or weeks until she was certain she'd

learned everything they knew about the Obsidian Plain.

For years Qwith amassed information in her cave, but she was not confident enough to venture forth. When she captured her former servant, a psion and defiler named Ghonnsin, she found his quick and sincere obedience reassuring. Ghonnsin's lack of ambition was compounded by his intense personal loyalty to Qwith and he was eager to assist his old mistress with their former research. Ghonnsin provided extensive information on the newly rebuilt City of a Thousand Dead and what had happened to her other researchers, but such horror colored his account that Qwith decided against reconquering the site. Ghonnsin held up a hand missing two fingers, punctuating his point about the vicious internecine violence between the petty factions within the city.

Qwith plotted with Ghonnsin, planning to assert control over a region of the Obsidian Plain near the City of a Thousand Dead, establishing a kingdom she could use to march upon the City of 1000 Dead and restore her Navel. The lands just to the south of her cave were held by a warlord, Xaksiis Goldgleam, a zhen warrior who had commanded the Navel's outpost garrison town of Ehessos in life. Xaksiis' and his rabble fought well, but his skeletons and fallen could not match the defiler's spells, with Qwith and Ghonnsin bathing the black plane with fire. After a single fierce battle, the routed "squatters" fled. Qwith planted her flag amid the settling carnage, declaring her realm the grandiloquently named Grand Duchy of Shadowmourn.

Xaksiis survived the battle. A tough and dogged opponent, he pursued a guerrilla war with his surviving troops for more than seven years, his forces striking at the edges of Qwith's small kingdom, ambushing patrols and work details. Once, the old general even raided Qwith's unfinished capital of Kushtan. Qwith, fearful of melee combat since her death at the Naval, delegated the hunt for Xaksiis to her inexperienced lieutenants.

Luck, it seemed, ended Xaksiis' threat, with bugdead invaders swarming out of the deep south and invading territories held by the humanoid undead. Under constant alert for Xaksiis's raids, Qwith's Shadowmourn troops mobilized quickly to counter the assault. Terrified of attack and despising surprises, Qwith left managing the battle to Ghonnsin, whose years trying to match wits with Xaksiis proved pivotal as his queen sheltered in her half-built capital to resist the onslaught.

Despite constant assaults, Kushtan's quickly built fortifications held the bugdead at bay for weeks, until the tide turned. When the last bugdead fell atop a pile

of its fellows, Qwith felt a deep relief, and their own losses forced the Scarlet Warden commanders to shift troops from Shadowmourn to the south east, easing the pressure on Qwith's forces.

With the army removed from her doorstep, Qwith overcame her shock and fear, steeling herself to lead Kushtan's counter offense. Rallying her troops, Qwith fought fiercely, forcing the bugdead away from her walls by the end of the month, forcing them south and southeast. The bugdead who retreated into the Forbidden Mountains never emerged, while others perished at the hands of her powerful magic. Xaksiis did not return in the ensuing years.

While she understood that both fortune and her loyal lieutenant contributed greatly to her victory, Qwith publicly claimed credit for the victory, using the war as the founding epic of Shadowmourn, a challenge far greater and more successfully defeated than Xaksiis' hit-and-run attacks. Ghonnsin accepted his place in the background, ever ready to serve his queen.

In the aftermath, Shadowmourn hungered for labor to satisfy the grand scope of Qwith's vision. Qwith sent her commanders on raids, kidnapping undead from neighboring lands and swelling Shadowmourn's population. Qwith restricted her raids to the weaker western lands after the greatest of Cholite chieftains, the raaig Harkor, led a devastating reprisal into Shadowmourn, inflicting significant losses. Harkor founded his own kingdom, its large, well organized population a rival near Shadowmourn's southeastern border, and a continual threat to Qwith's plans.

Shadowmourn's troops battled Harkor's forces regularly, battles which demanded too much of Qwith's time and effort. So long as the western and northern lands remained disorganized, Qwith could hold Harkor off, but once the powerful Vizier established Deshentu, Qwith's circumstances changed. Instead of the legendary yearly battle between the two kingdoms, Qwith began sending Harkor a tribute of metal and the occasional enchanted trinket, easing the pressure on her southern border and allowing her to devise a new plan.

When the Disciples fought her forces enroute to the City of a Thousand Dead, the Disciples blindly charged into the City's traps and hidden fortifications. With realized that a huge trench filled with spikes and traps - The Desolation - could serve admirably as a border defense against all of her enemies - the Harkorese, the Cholites and the periodic assaults from surviving bugdead. Qwith personally oversees the digging of the Desolation, using her magic to hide the work and enslaved elementals to speed it. Imagined as a vast pit scairng the Obsidian Plain, once complete, the Desolation will stretch from Shadowmourn's

southeastern corner (near Castle Krojar) north and west to connect all her border forts into an impenetrable barrier. With such a defense, Qwith can repel any of her neighboring kingdoms with a fraction of her forces.

Concerns of the throne and the business of war occupy most of Qwith's attention since her conquest of the Grand Duchy, but her true passion is still magical research. She developed a number of potent spells for use against her undead enemies over the years and a small cadre of defilers and psions in Kushtan labor day and night on such projects. In addition, after the Shining Tide, Qwith remembered the obsidian lens her instructor Rajaat treasured so deeply back at the Pristine Tower - the Dark Lens. To this day she still dispatches agents intermittently to locate it: sooner or later, she will discover the secrets of Rajaat's treasures.

Society

In times of relative calm, Shadowmourn maintains the nine Border Battalions and seven Field Legions, each roughly 1,000 strong. A praetor commands each Field Legion; each Cohort (10 per Field Legion) and Border Battalion is led by a centurion. There are few civilians in Shadowmourn and those who exist are generally devoted to research and equipping Qwith's armies.



Ghonnsin, Chamberlain of Qwith CR23

Male human zhen psion (Kineticist) 12 / wizard 6/ necromant 1

NE Medium undead (augmented humanoid, human, Psionic)

Init +3; **Senses** darkvision 60ft., low-light vision; **Listen** +9, **Search** +20, **Spot** +18

Languages Classic Halfling, Melai, Remaan, Ulyanese

AC 22; **touch** 13, **flat-footed** 19**

(+3 Dex, +8 armor, +10+1 natural)

hp 162 (19d12+19+20); **Fast Healing** 3

DR 5/magic

Immune Undead Traits; **Weakness** Code of honor, Vulnerability to Mind-Affecting Effects, Vulnerability to Obsidian

Fort +10, **Ref** +14, **Will** +23

Speed 40 ft.; obsidian climb
Melee Slam +12 (1d8+3; 20/x2) or Dagger +13 (1d4+3; 19-20/x2) or Touch +12 (by spell/power)
Ranged Ranged Touch +12 (by spell/power)
Space 5 ft.; Reach: 5 ft.
Base Atk +9/+4; **Grp** +12
Combat Options Create Spawn, Greater Psionic Endowment (+2 DC, spend Psionic Focus), Psicrystal Containment (2x Psionic Foci), Psionic Meditation (Move action)
Combat Gear MW Dagger.

Spell-Like Abilities (CL = 19th)
 3/day - globe of invulnerability, transformation;

Psi-Like Abilities (ML=19th. DC Charisma-based)
 At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**
 *Power can be augmented.

Psion Powers (CL = 12th, PP: 126+48, DC 18 (or 19 for *) + power level):
 6th — dispelling buffer*, psionic disintegrate.
 5th — energy current*, psionic crush.
 4th — control body*, death urge, energy ball*, inertial barrier*, intellect fortress.
 3rd — dispel psionics, energy bolt*, energy cone*, mental barrier, psionic blast.
 2nd — concealing amorpha, control air*, energy missile*, psionic tongues.
 1st — control object*, crystal shard, detect psionics, distract, far hand*, missive.

Wizard Spells (CL = 7th, 4/4+2/3+2/2+2/1+2, DC 18 + spell level):
 4th — animate dead, greater invisibility, scrying.
 3rd — dispel magic, death whip, halt undead, haste.
 2nd — backlash, blur, command undead, shatter, mirror image.
 1st — burning hands, color spray, comprehend languages, magic missile, shield, ray of enfeeblement.
 0 — detect magic, disrupt undead, mage hand, message.

Abilities Str 16, Dex 16, Con -, Int 26, Wis 16, Cha 16
SQ Code of Honor, Damage Reduction, darkvision 60 ft., Enhanced Ability (+10 ft speed), Gray Toughness 1, Low-light vision, Psicrystal (ML 12th, Observant; holds a Psionic Focus), Rebuke Undead (6/day), Tap the Grey, Vulnerability to Mind-Affecting Effects, Vulnerability to Obsidian.
Feats Craft Dorje ^B, Greater Psionic Endowment, Imprint Stone ^B, Maximize Power ^B, Psicrystal

Affinity, Psicrystal Containment, Psionic Body, Psionic Endowment, Psionic Meditation, Scribe Scroll ^B, Skill Focus (Concentration), Still Spell ^B, Quicken Power.

Skills Autohypnosis +15, Bluff +21, Concentration +28, Diplomacy +3, Intimidate +21, Knowledge (Arcana) +26, Knowledge (Psionics) +26, Knowledge (Religion) +13, Listen +9, Profession +18, Psicraft +26, Search +20, Sense Motive +9, Spellcraft +19, Spot +18.

Possessions 170,000cp or combat gear plus: amulet of natural armor +1, bracers of armor +8, cloak of resistance +5, gloves of dexterity +4, headband of intellect +6, psionatrix of psychokinesis, psicrown of evader; 200cp.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Psicrown of Evader: 400 PP; it allows use of the following powers: Catfall, Hustle, Psionic Fly, Psionic Freedom of Movement, Wall Walker.

Appearance

A human zhen, Ghonnsin stands at 5'9", with perfectly maintained short hair, and the typical glossy obsidian-sheened skin of a zhen. He is perfectly dressed as a courtesan of Shadowmourn, wearing the jewelry befitting his station. He is always careful to be following the current court fashion with his clothing, usually being seen in the bold colored patterned robes typical of Shadowmourn's nobility. He also has three jagged bands of putrescent, luminous flesh encircling his body, the uppermost sliding down from his left shoulder across his chest and under his right arm, and the other two parallel below it, like claw marks of a fearsome beast. The semi-translucent, phosphorescent bands occasionally reveal unwelcome glimpses of the charred flesh beneath the obsidian coating. Ghonnsin suspects this difference is due to Ulyyachk's spells, cast at Ruusar-agak. The markings follow the pattern of the wounds he suffered at Small Home, which should have faded. Despite his skin and the rings of flesh around him, Ghonnsin still cuts a fairly dashing figure, marred only by two missing fingers from his right hand. Well-spoken and very circumspect, Ghonnsin has an uncanny ability to measure people in a conversation, to more easily ingratiate himself with them.

Strategy and Tactics

Ghonnsin is primarily a psion and uses telepathic powers to control the minds of enemies susceptible to his influence, and other powers to pummel foes who are not. An experienced soldier, Ghonnsin enjoys the thrill of personal combat, but will not put personal enjoyment above victory - he did so once, and it cost him dearly. Unless the situation demands it, he will hang back and use his psionic powers to support the other troops with him, thinking tactically and targeting enemy casters or other specialists, but will flush enemies out of cover, bolster a flank, or exploit an opportunity to make a cluster of enemy troops pay for their formation. Similarly, Ghonnsin will order tactical retreats to minimize losses and will prevent his troops from chasing enemies too far, unless he can verify that they won't run into a trap or get themselves flanked. Ghonnsin's magic is a back-up to him, something he falls back on when his psionics do not offer a suitable solution or they are exhausted. While he's interested in learning more, he has no real combat experience with his magic, and tends to use it for more utilitarian needs, as he did as a researcher in the Navel.

History

Born into a well-to-do family in the city of Celik during the Time of Magic, Ghonnsin's parents spent a significant sum of their family wealth on their child's education. While he enjoyed the life his family's wealth afforded, Ghonnsin felt greater loyalty to his academic peers than the family he rarely saw. Even with the rights his station afforded him, Ghonnsin desired faster advancement and recognition, impatient with the slow pace of Celik's Society.

Ghonnsin poured himself into the mysteries of the Way, quickly developing his mindbending talents. Despite his skill, Celik's customs and laws stymied Ghonnsin's ambitions - family patriarchs received rewards, not younger talents, even if the youth did all the work. When the armies of the Champions marched south toward Ulyan, Ghonnsin acted, repudiating his family and joining Champion Wyan of Bodach. It was after Ghonnsin received his commission as an officer that he first witnessed the terrible power of defiling magic.

Ghonnsin spent months learning defiling magic and listening to Wyan's propaganda in the long Gray Tower bivouac. An apt pupil, his experience with Celik's politics made him a valuable advisor, and the senior officers remarked on his talents and promised him the advancement he craved. At the time, Celik knew next to nothing of Rajaat, much less the genocidal



goals the First Sorcerer schemed, imagining only the sanitized picture of prosperity and authority Wyan promised under human rule.

Like other low-ranking officers, the assault at Tforkatch River took Ghonnsin by surprise, as he was busy honing his talents against Evriapoasos (a trusted friend). Ghonnsin raced to battle alongside the other students, eager and determined, arriving at the fight well after the first assaults. Among the last of Wyan's officers to reach combat, Ghonnsin distinguished himself as he waded into a fierce melee with several ogres.

After Tforkatch, Wyan's army marched eastwards, Ghonnsin along with it. Nagarvos awaited, and Ghonnsin volunteered to lead the assault on its well-defended walls, eager for experience and recognition. Determined to outshine fellow officers such as Ryalas and Aszhaki, Ghonnsin discovered enthusiasm was a poor weapon against spans of thick stone, suffering heavy casualties as waves of attackers broke against a veritable mountain. Despite his failure, none of Wyan's assaults proved sufficient, so Ghonnsin's punishment was relatively lenient. Ultimately, the ineffectiveness of frontal assaults led Rajaat to order a siege.

Ghonnsin seized many opportunities for glory during the Siege of Nagarvos, more than redeeming his earlier

humiliation in his superior's eyes. Receiving commendations from his commander Evriapoasos on multiple occasions, Ghonnsin was honored with Wyan's personal congratulations. Treasuring this memory like few others, Ghonnsin will guard the bronze medal the Champion awarded him with his (un)life, if he can ever find it, a search that uses up most of his tiny amount of spare time.

When the Champions' armies finally breached Nagarvos, Ghonnsin joined the first wave of troops sacking the city. He followed his orders eagerly, pitilessly massacring all within – men, women, and children. Unlike the more bloodthirsty soldiers, Ghonnsin focused as much on pillage as slaughter, ducking from house to house, seizing a considerable number of valuables, including psionic and magical items.

Ghonnsin continued leveraging his position for plunder during days after the initial conquest. Deputized by Evriapoasos, Ghonnsin commanded a section of Wyan's territory in the ruin, hunting down hiding inhabitants and continuing the search for plunder. Ghonnsin marched back west considerably richer than when he arrived, setting out the day after the Champions and Rajaat finished their conference in the smoking ruins.

Unmitigated violence marked Wyan's march west. With their true purpose revealed, the army murdered any non-humans it swept over. Wyan sacked Small Home, not even deviating from the main trade road on his march to the hilltop of his victims' town. When he left, thick plumes from smoking trees marked his passing, as his soldiers torched the orchards left after his defiler's glut, leaving the God-Trees and farms reduced to cinders and ash.

Unlike Nagarvos, Small Home's citizens expected no mercy. Fleeing behind fortification walls, Wyan expected an easy victory after the fortress, but the town's defenders sold their lives dearly, knowing what awaited their families if they failed. Expecting a slaughter, Wyan's troops met a fierce and desperate defense, and what began as a route devolved into bloody urban battle, the invaders falling to ambushes, misdirection, and traps set on unfamiliar streets and ominous buildings hiding unfriendly eyes. None of this deterred Ghonnsin, eager as ever for glory. Leading his men forward with growing recklessness, he cleaned out several houses and burned one of the beloved God-Trees, before stumbling into a disastrous ambush which cost him most of his force. Seriously injured himself, only Ryalas' arrival, with a large number of troops, saved Ghonnsin from an excruciating execution that day. One of Ghonnsin's rivals, Ryalas locked the wounded Ghonnsin and his

remaining men under guard in a small house, under the pretense of "healing", while Ryalas claimed glory of his own.

After lingering on in intense pain for two days, Ghonnsin finally reached Wyan's camp. The delay nearly cost Ghonnsin his life, the festering wounds demanding considerable recuperation. Forced to watch his loathsome rival Ryalas receive commendations for saving his life, Ghonnsin developed sheer hatred for the man as Wyan led the army westward, up the Winding Way, without him. Left behind, Ghonnsin joined the small number of men deemed valuable enough to leave recuperating in Ruusar-agak, north of the Gray Tower's hills.

A number of the healers also served the wizard, Gretch, as senior lieutenants. Ghonnsin only knew the curious-looking wizard by his reputation for necromancy, but Ghonnsin paid little heed to rumors, and spared little thought for the spells a healer named Ulyyachk cast to speed his recovery. Battle, revenge, and plunder dominated Ghonnsin's thoughts, unconcerned of the magic which would manifest in years to come. With Wyan's armies many miles from Ulyan by the time Ghonnsin healed, he was stuck in Ulyan, abandoned, and forced to focus on the work offered in the tower. Ghonnsin would find another way to win glory, on or off the battlefield.

Fortunately, recruiters canvassing Ulyan needed psionics and defilers, and Ghonnsin was always ready to seize a new opportunity. A new research compound under construction, on the Arkolak of Nagarvos, needed mindbenders and wizards. The compound, called the Navel, offered operations which reported directly to Rajaat, and Ghonnsin quickly accepted an offer for defiler training.

For a time, Ghonnsin's service at the Navel pleased him. Access to superb defiling training and an orchard of Trees of Life to power spells, gave him plenty of opportunity to excel. Ghonnsin focused on rapidly climbing up the ladder of the Navel's hierarchy, supported by his rapidly growing magical talents. The life extension magic, while novel, seemed of little consequence, but a useful perk. If Ghonnsin could not outshine and humiliate Ryalas, he would outlive him. By the time Ghonnsin could begin to notice the ambition-neutering magics Rajaat wove over the Navel's administrators and top researchers, it was too late. Subject to the same will-sapping magic shackling Qwith, Ghonnsin also lost interest in advancement and power, transformed into a blindly loyal devoted servant of Qwith.

Ghonnsin's various duties included procuring rare spell components; originally part of Kulrath's duties, it fell to Ghonnsin when an especially harsh winter

distracted the elder defiler's attention with the base logistics of food. The distraction of the abnormally long, bone-chilling winter actually seemed to irritate the researchers a little, but they adapted. Even after the famine, Ghonnsin retained responsibility for organizing annual caravans from the farthest corners of Ulyan, delivering the rarest herbs and reagents.

Ghonnsin had just finished saddling his kank near the head of one such caravan when a bright red gleam pulsed sinisterly against the orange predawn. Looking to catch the sun's first rays, his eastern view instead caught a red glow growing across the ground. Even as he waved for his men to mount up, the red glow rushed towards them. Ghonnsin realized the danger far too late; with nowhere to run and no way to flee the Obsidian Tide, Ghonnsin had only a few terrified moments of reflection before the flesh-melting heat and crushing tide claimed him in a second of agony.

Consciousness returned slowly, with black glass entombing Ghonnsin. Providentially buried near the surface, shimmering purplish-black swirls of obsidian-tinged sunlight pierced the black glass. Clawing to the surface, he emerged onto undulating hills of black glass where grass and trees once stood. Horrified by his glassy black skin and sucker-pierced palms, Ghonnsin realized he was undead. A feeling he'd lost for decades returned - determination to return to the Navel and seek out his mistress Qwith.

The long eastward journey to the Navel proved arduous, as Ghonnsin slowly learned how undead flesh moved. Even if he had some knowledge of necromancy or undead, his obsidian rebirth as a zhen defied the knowledge of the Green Age. However, Ghonnsin is unusual, even for a zhen.

Specifically, three jagged bands of putrescent, luminous flesh encircle his body: the uppermost sliding down from his left shoulder across his chest and under his right arm, and the other two parallel below it, like claw marks of a fearsome beast. The semi-translucent, phosphorescent bands occasionally reveal unwelcome glimpses of the charred flesh beneath the obsidian coating. Ghonnsin suspects this difference is due to Ulyyachk's spells, cast at Ruusar-agak. The markings follow the pattern of the wounds he suffered at Small Home, which should have faded.

Originally a serious concern for him - Ghonnsin hated the mocking name "Scarskin" - until he discovered their unique advantage. The bands power a sphere of invulnerability several times per day, requiring only a few moments of concentration from Ghonnsin himself. With no other outlet for his deep hatred of Ryalas, those who'd mocked "Scarskin" either ended up in true death or employed very far away.

Before these revelations and revenge, Ghonnsin first arrived to find Nagarvos reborn where the Navel once stood. While the cyclopean city walls were now built with massive obsidian blocks, not granite, in all other respects the city looked exactly like the Wonder of the South he'd sacked so many years ago. With wide-open gates, Ghonnsin slipped quietly inside, looking for any leads on Qwith or remnants of the Navel. Sneaking through the crudely rebuilt city harrowed Ghonnsin, who felt a growing sense of dread, a sense he was unwelcome and the city itself might turn on him at any moment.

Finding evidence of neither Qwith nor the Navel anywhere amid the jumble of competing and unplanned quarters and compounds, Ghonnsin avoided the meorty bands and other patrolling undead. The Arkolak had been partially rebuilt, and a few other large buildings loomed over him, but different factions of undead controlled each city section. The meorties mostly seemed interested in rebuilding the city, regarding the other groups as irritating interlopers impeding their work. Eventually, the former defiler discovered that he couldn't avoid attracting notice forever, running afoul of a different undead faction, the Champions' Daughters.

The all-female zhen, marked by self-mutilation in life, wore masks similar to those they wore during the original siege and sacking of the city. After capturing Ghonnsin, they tortured him, demanding information about the other undead running amok in what was rapidly becoming known as the City of a Thousand Dead.

Ghonnsin knew nothing of "Pandruj" or "G'dranav", and the Daughters gave him nothing about Qwith. They demanded answers about the other factions' plans, and where his deformities came from, rewarding his ignorance with fresh pain, but Ghonnsin knew nothing about either. The Daughters severed two fingers before he could trick the Daughters into giving him an opportunity to use wizardry. Thinking him only a psion, the Daughters were unprepared for the subsequent magics, giving Ghonnsin an opportunity to make good his escape.

After several years, Ghonnsin found Qwith and resumed his service to her. Her unquestioning acceptance, despite his deformities, only deepened his loyalty to her. Since then, Ghonnsin has served as a field commander in 195ith's wars following Shadowmourn's founding and against the savage bugdead invaders threatening to overwhelm the new state. Ghonnsin now serves as Qwith's chamberlain and is her right hand in all things.

Society

As the Chamberlain of Shadowmourn, Ghonnsin is Qwith's right-hand man, her second in command and general. Since there is little need for the basic sundries living creatures require, a much larger portion of Shadowmourn's population is devoted to fighting, but that is hardly unique. Overseeing the city's defense,

Ghonnsin puts the tactics he learned as an officer in Wyan's army to good use, delighting in the familiar rush of war, though the thrill of slaughtering other undead is less satisfying, somehow.



Armies of Shadowmourn



Praetors of Shadowmourn

CR24

Male or female human zhen psychic warrior 22 (4 female, 3 male)

Neutral Evil Medium undead

Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +13, Search +22; Spot +22

Languages Classic Halfling, Kurnan, Melai, Remaan, Tamwar, Ulyanese

AC 35, touch 18, flat-footed 30

(+5 Dex, +5 armor, +3 Def, +10+2 Nat)

hp 165 (22d12+22); fast healing 3;

DR 5/magic; **Resist** -; **PR** -, **SR** -;

Immune **Turning**, Undead Traits; **Weakness** **Cast no Shadow**, Vulnerability to mind-affecting effects, vulnerability to stone

Fort +18, **Ref** +16, **Will** +18

Speed 55 ft (11 squares); Obsidian Climb

Melee Greatsword +28 (2d6+16; 19-20/x2) or Slam +25 (1d8+9; 20/x2)

Full Melee Greatsword +28/+23/+18 (2d6+16; 19-20/x2) or 2x Slam +25 (1d8+9; 20/x2)

Ranged Composite Longbow +22 (1d8+10; Range 110 ft.; 20/x3)

Full Ranged Composite Longbow +22/+17/+12 (1d8+10; Range 110 ft.; 20/x3)

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

Base Atk +16/+11/+6; **Grp** +25

Combat Options Combat Expertise, Deep Impact, **Deeper Darkness**, Epic Psionic Focus, Focused Sunder, **Gaseous Form**, Ghost Attack, Great Cleave, Greater Psionic Weapon (+4d6), Improved Sunder, Power Attack, Psicrystal Containment, Psionic Meditation (Move action)

Combat Gear composite longbow (str +9) +1, dancing metal greatsword +3, iron arrows x40, studded leather armor +3

Psi-Like Abilities (ML = 22nd, DC Charisma-based):

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic*

*charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Psychic Warrior Powers (ML = 22nd, PP: 127+70+19, DC 17 + power level):

6th — *Dispelling Buffer*, *Exhalation of the Earth Drake (breath of the black dragon)*, *Form of Doom*, *Personal Mind Blank*

5th — *Catapsi*

4th — *Energy Adaptation*, *Psionic Dimension Door*, *Psionic Freedom of Movement*, *Weapon of Energy*

3rd — *Dimension Slide*, *Hostile Empathic Transfer*, *Mental Barrier*

2nd — *Dimensional Swap*, *Dissolving Weapon*, *Psionic Levitate*, *Prowess*

1st — *Expansion*, *Force screen*, *Metaphysical claw*, *vigor*

Abilities Str 28, Dex 21, Con -, Int 18, Wis 24, Cha 12

SQ **Cast no shadow**, Damage Reduction 5/magic, Darkvision 60 ft., Fast Healing, Gray Toughness 1, **Immunity to Turning**, Obsidian Climb, Psicrystal (Observant), Undead Traits, vulnerability to mind-affecting effects, **vulnerability to stone**

Feats Cleave, Combat Expertise, Deep Impact [Ⓢ], Epic Psionic Focus, Extend Power, Focused Sunder, Ghost Attack, Great Cleave, Greater Psionic Weapon [Ⓢ], Improved Manifestation, Improved Sunder, Power Attack, Psicrystal Affinity [Ⓢ], Psicrystal Containment [Ⓢ], Psionic Meditation [Ⓢ], Psionic Weapon [Ⓢ], Quicken Power [Ⓢ], Speed of Thought [Ⓢ].

Skills Autohypnosis +22, Climb +24, Concentration +26, Intimidate +13, Jump +24, Knowledge (psionics) +29, Listen +13, Psicraft +16, Ride +20, Search +22, Spot +22.

Possessions 265,000 cp or combat gear plus: *amulet of natural armor* +2, *belt of strength* +4, *boots of skating*, *cloak of resistance* +5, *gloves of dexterity* +6, *periapt of wisdom* +6, *ring of protection* +3, *third eye of powerthieve*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Clad in ornate, magical or psionically enhanced armor, their faces obscured by tooled leather masks, the Praetors of Shadowmourn present an impersonal air of authority when commanding the masses and a menacing vanguard for Ghonnsin and Qwith. Medals and ribbons denote their particular rank, identity, and accomplishments, along with ceremonial weapons custom designed for each Praetor. The black and purple emblem of Shadowmourn is always prominently displayed somewhere on their armor or person.

Personality Notes

Qwith and Ghonnsin promote Praetors based on their loyalty, leadership, and lethality. Most enjoy bloodshed and warfare, either the personal thrill of cutting flesh and bone or the swell of pride after a successfully executed strategy. Many of the Praetors are cruel, and all of them are willing to sacrifice soldiers for victory, but few place their personal desires above their orders. Part of their promotion includes willing submitting to a *geas*-like effect, permanently binding their will to Qwith personally.

Strategy and Tactics

Praetors are experts of military strategy and tactics. They drive their soldiers forward to victory and are more than willing to sacrifice units to achieve victory. However, they keep the ultimate goal of the battle in mind; as shrewd generals, the Praetors spend their troops as they see fit, but wasteful Praetors rarely remain in their positions for long. Each Praetor is an expert in their own style of warfare.

Praetors tend to lead from behind, protecting themselves from direct attack and driving their troops forward. Undead rarely succumb to fear or cowardice, but battlefield executions are dispensed as necessary when motivation is demanded. Some Praetors take to the front, seeking the glory of personal combat, but even in these instances they rarely throw themselves fully into the fray.

History

The rank of Praetor hails from one of the Ulyanese cities that fell during the Cleansing Wars. Ghonnsin adapted the rank to Shadowmourn's military soon after he took command of it, and Praetors have served as the army's top commanders ever since.

Society

Praetors rank near the top of Shadowmourn's society. As the highest-ranking officers in Shadowmourn's military structure, Praetors may command any citizen, but generally only issue orders to their direct subordinates. Praetors meet with Ghonnsin and Qwith directly, providing military advice at regular meetings. They are given broad directives, and have broad discretion in executing those directives, as long as they are successful.



Centurions of Shadowmourn

CR16

Male or female human zhen wizard 10 / necromant 2

Neutral Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +9, Search +13, Spot +15

Languages Melai, Classic Halfling, Remaan, Ulyanese

AC 22; touch 12, flat-footed 21*

(+1 Dex, +10 Nat, +1 Def)

hp 90 (12 HD; 12d12+12); fast healing 3; **DR** 5/magic

DR 5/magic; **Resist** -; **PR** -, **SR** 27;

Immune Fear, Undead Traits; **Weakness** Vulnerability to Mind-Affecting Effects

Fort +6, **Ref** +7, **Will** +13

Speed 30 ft (6 squares); Obsidian Climb

Melee Quarterstaff +9 (1d6+3; 20/x2) or Slam +9 (1d8+3) or Touch +9 (by spell)

Full Melee Quarterstaff +9/+4 (1d6+3; 20/x2) or 2x Slam +9 (1d8+3)

Ranged Sling +7 (1d4; Range 50 ft; 20/x2) or Ranged touch +7 (by spell)

Full Ranged Sling +7/+2 (1d4; Range 50 ft; 20/x2)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +6/+1; Grp +9

Combat Options Paralysis (DC 18)

Combat Gear obsidian quarterstaff, sling

Spell-Like Abilities (CL = 25th):

1/day – *animate dead*, *command undead* (DC 19).

Psi-Like Abilities (ML = 25th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic*

*charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Wizard Spells (CL = 12th (+4 vs SR), DC 17 + spell level):

6th — *chain lightning*, *empowered fire shield*, *flesh to stone*

5th — *baleful polymorph*, *empowered fireball*, *mage's private sanctum*, *magic jar*

4th — *dimension door*, *fire shield*, *greater invisibility*, *scrying*

3rd — *blink*, *dispel magic*, *empowered magic missile*, *fireball*, *gaseous form*, *halt undead*

2nd — *command undead*, *extended mage armor*, *mirror image*, *resist energy*, *web*.

1st — *expeditious retreat*, *magic missile x2*, *shield*, *shocking grasp*, *true strike*.

0 — *detect magic*, *disrupt undead*, *flare*, *mage hand*

Spellbook (scarring patterns on his body)

Abilities Str 16, Dex 13, Con --, Int 24, Wis 16, Cha 14

SQ Damage Reduction, Darkvision 60 ft., **Distractible** (laughter), **Enhanced Senses**, Fast Healing, Fear Immunity, Gray Casting, Gray Toughness 1, Low-Light Vision, Obsidian Climb, Rebuke Undead (CL 12th, 5/day), **Spell Resistance**, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats: Craft Wondrous Item, Empower Spell ⁸, Eschew Materials, Extend Spell ⁸, Greater Spell Penetration, Improved Initiative, Iron Will, Scribe Scroll ⁸, Spell Penetration

Skills Bluff +17, Concentration +17, Knowledge (Arcana) +22, Knowledge (Psionics) +19, Knowledge (Religion) +22, Knowledge (Warcraft) +22, Listen +9, Search +13, Sense Motive +9, Spellcraft +24, Spot +15.

Possessions 27,000gp or combat gear plus: *cloak of resistance* +3, *headband of intellect* +4, *ring of protection* +1.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

As Shadowmourn's top field commanders, Centurions are provided with finely crafted equipment, though they lack the masks of the Praetors. The signature item of their rank is their beautifully balanced knobkerrie style staves. Much like the Praetors, they wear the purple and black symbol of Shadowmourn on a medallion.

Personality Notes

Not as tightly bound to Qwith's will as the Praetors, the Centurions have descended into decadence over the centuries. As long as they complete their assignments, the Praetors give it little heed, as long as the Praetors' excesses have little consequence on their effectiveness. Subordinates who cater to their Centurion's vices tend to advance and avoid the most dangerous assignments, while those who earn their Centurion's ire end up regretting it and dying quickly.

Strategy and Tactics

Centurions are capable tacticians and must be able to keep strategic goals and the needs of the overall engagement in mind. Excesses on and off the battlefield are tolerated by the Praetors only so long as the Centurions obey orders and achieve their goals. They muster their considerable military experience when called on.

History

Much like the Praetor, the rank of Centurion originates in one of Ulyan's eradicated cities, and was adopted by Ghonnsein early in Shadowmourn's history.

Society

The Centurions are the backbone of Shadowmourn's officers corps, performing whatever tasks are necessary to keep the legions in line. Subordinates generally hate or love their Centurions, depending on whether or not they can get on the Centurion's good side, as Centurion's word is law over their legions and they wield it with little regard or remorse.



Namech Servant CR7

Male or female namech human fighter 5

LE Medium undead (augmented humanoid, human, Psionic)

Init +2; **Senses** darkvision 60 ft.; Listen +16, Search +13, Spot +13

Aura Revulsion (30 ft, DC 12 or nauseated)

Languages Ulyanese

AC 16; touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 32 (5 HD; 5d12)
DR 5/magic; **SR** 19
Immune Undead Traits; **Weakness** Turn Submission -4 (as 1 HD)
Fort +4, **Ref** 3, **Will** +2

Speed 30 ft.
Melee Claw +10 (1d6+5) or Bite +10 (1d4+5) or Dagger +10 (1d4+5; 19-20/x2)
Ranged Dagger +7 (1d4+5; 19-20/x2)
Space 5 ft.; **Reach**: 5 ft.
Base Atk +5; **Grp** +10
Combat Options **Blinding Touch** (DC 12 or Blinded), **Rotting Touch** (DC 12)
Combat Gear *obsidian dagger*

Psi-Like Abilities (ML = 5th):
1/day - *precognition*;

Abilities Str 20, Dex 14, Con –, Int 12, Wis 13, Cha 10
SQ Damage Reduction, darkvision 60 ft., Revulsion, Spell Resistance, **Spirit Master**, Turn Submission (-4).
Feats Alertness, Improved Initiative ^B, Negotiator, Skill Focus (Listen), Weapon Focus (Dagger) ^B, Weapon Specialization (Dagger) ^B.
Skills Climb +5, Diplomacy +3, Jump +5, Listen +16, Search +11, Sense Motive +13, Spot +13.
Possessions none (-1 CR).

Special Qualities (descriptions)

Namech Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Namech Servants vary widely in appearance and race, but they all look like very pallid starved versions of their living selves. All are dressed as servants, given just enough quality of dress and clothing to not be unsightly in their respective courts.

Personality Notes

The majority of Namech Servants have grown so resigned to their fates that they obey their master's orders even without being compelled to do so. Indeed, most have long since learned that there are advantages to willingly obeying orders.

Strategy and Tactics

Namech have never been common in the Dead Lands, and they have only grown more rare with time. Nearly all of the still existing Namech Servants had wandered onto the newly-formed obsidian while still alive and were captured and transformed.

History

While every individual's story differs in the details, the background story of any namech likely involves their capture and death at the hands of a powerful undead, sometime just after the Boiling Ruin had swept the land, and their awakening feeling compelled to do his/her bidding. They have all served various undead masters ever since.

Society

In Dead Lands society, Namech are perceived as excellent personal servants. Since they are far more sentient and capable of complex tasks than the "mindless undead" and are compelled to do their masters' bidding, they are reserved primarily for the menial but essential tasks which keep the undead kingdoms functioning. While hundreds of years experience with mundane tasks makes them at best mediocre combatants, it makes them essential for the management of their kingdoms. Most leaders are loath to destroy Namech Servants outright. Instead, they are routinely captured and ransomed during the factions' various wars and negotiations.



Harkor

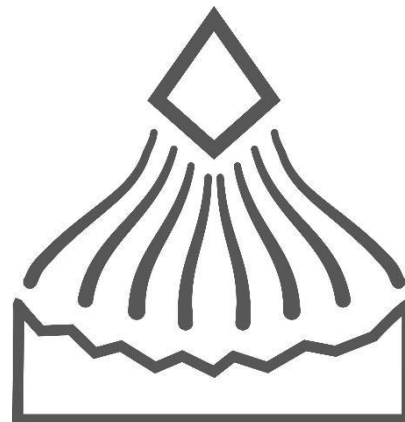
Due to unending attempts by Harkor's followers to curry the favor of their supposed god-king, this small domain has been overdeveloped into a nearly endless necropolis. Every region of Harkor will feature the same encounters except for Harkor's main temple.

Likely Encounters

Harkor's Necropolis

Each terrain type in the necropolis carries its own specific encounter:

- Octagonal Tomb: Zombie Masons
- Sunken Graves: Skeleton Champions
- Sea of Urns: Servants of Harkor
- Pits of Sorrow: Harkor's Tormented and their Wraith Taskmasters
- The Pyres: Harkor's Hands
- Wandering the Streets: Sentinels of Death



Harkor's Temple

- 1d3 Sentinels of Death, with a 33% chance of being led by a Harkor's Hand
- Ioramh servants
- Namech servants
- Naghak, surrounded by an escort of 1d3 Sentinels of Death and a 1d6 namech servants



Harkor ("The Reborn") CR29

Male human raaig wizard 14 / necromant 10

NE Medium undead (augmented humanoid, human, Incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +8, Search+14, Spot+8

Languages Goltish, Ignan, Tamwar, Terran, Remaan, Ulyanese; *Tongues*

AC 38; touch 30, flat-footed 35; Incorporeal (+3 Dex, +12+5 Def, +8 armor)

hp 204 (24 HD; 24d12+48); **DR** 10/magic; **SR** 40

Immune Turning, Undead Traits; **Weakness** Bound to Area, **Stench** (charred flesh), **Vulnerability to Cold**
Fort +13, **Ref** +16, **Will** +23

Speed Fly 50 ft (perfect)

Melee Claw +14 (1d6+2) or Touch +14 (by spell)

Ranged Ranged Touch +15 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +12/+7; **Grp**- (+14)

Combat Options Disease (DC 28), **Despair** (DC 28), **Paralysis** (DC 28), Temporary Corporeality.

Combat Gear *staff of fire* (16 charges)

Spell-Like Abilities (CL = 24th)

At will - *invisibility*;

3/day - *quicken invisibility*;

1/day - *animate dead, control undead*;

Wizard Spells (CL = 24th (+4 vs SR), DC 19 + spell level):

11th - *Empowered Meteor Swarm*.

10 - *Empowered Incendiary Cloud*

9th - *Crushing Hand, Imprisonment, quickened Chain Lightning, Time Stop, Wish*

8th - *Create Greater Undead, empowered Chain Lightning, Heightened Halt undead, Temporal Stasis, Trap the Soul*

7th - *Control Undead, Delayed Blast Fireball, Greater Scrying, Gray Beckoning, Limited Wish*

6th - *Chain lightning, Create Undead, Disintegrate, Forceful Hand, True seeing*

- 5th — *Cone of cold, Cerulean hail, Empowered Fireball, quickened shield, Transmute Rock to Mud, Wall of Stone*
 4th — *Arcane eye, Empowered scorching ray, fire shield, greater invisibility, resilient sphere, shout*
 3rd — *Clairaudience/Clairvoyance, Dispel magic, Fireball, Halt undead, lightning bolt, Nondetecton.*
 2nd — *command undead x2, resist energy, scorching ray, see invisibility, web.*
 1st — *burning hands, comprehend languages, mage armor, magic missile x2, shield, unseen servant*
 0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (preserved leather spellbook)

Abilities Str – (14), Dex 16, Con –, Int 28, Wis 14, Cha 22

SQ Bound to Area, Damage Reduction 10/magic, darkvision 60 ft., **Enduring Focus (revenge on the elements)**, Gravespeaker, Gray Casting, Gray Toughness 2, **Immunity to Turning**, *Invisibility*, Skills, **Spell Resistance**, **Stench (charred flesh)**, *Tongues*, Undead Traits, **Vulnerability to cold**

Feats Craft Wondrous Item, Empower Spell, Eschew Materials, Greater Spell Penetration, Heighten Spell ^B, Improved Initiative, Improved Spell Capacity (10, 11th), Iron Will, Quicken Spell ^B, Quicken Spell-Like Ability (*Invisibility*), Scribe Scroll ^B, Spell Penetration.

Skills Bluff +33, Concentration +33, Knowledge (Arcana) +36, Knowledge (Architecture and Engineering) +21, Knowledge (Religion) +36, Knowledge (The Planes) +36, Listen +8, Search +15, Spellcraft +36, Sense Motive +8, Spot +8.

Possessions 320,000cp or combat gear plus: *bracers of armor +8, gloves of dexterity +6, cloak of charisma +6, headband of intellect +6, ring of protection +5, tome of clear thought +2 (already read), vest of resistance +5.*

Special Qualities (descriptions)

Raaig Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Appearing as a middle-aged man with piercing, determined eyes and a charismatic, dignified presence, Harkor's countenance alternates between a hateful scowl and malicious mirth. When he manifests a corporeal form he has pale, almost translucent white flesh and a head of wispy white hair.

His attire consists of luxurious ash white robes with bronzed trim and a matching miter over the defaced vestments of his ancient religion. His robes are



festooned with gaudy jewelry in the form of desecrated elemental symbols and cover ancient, rusted ceremonial weapons.

Personality Notes

Once a humble, devoted man, Harkor is now an embittered, hateful sadist who abuses and manipulates everyone. He would pose a great threat to neighboring realms but for his fanatical obsession with avenging himself upon the elements that abandoned him. Though previously austere and ascetic, Harkor now covets metals, gems and other symbols of conspicuous wealth and luxury, even though he allows most of it to sit in vaults and crumble over the centuries. Although open to bribery, no bargain is sacred to a being that now entirely rejects sanctity.

Harkor sees the death and reanimation of life into undeath as an integral part of profaning the elements and dominating the paraelements. However, as a millennia old being Harkor has developed patience. If challenged by a group of powerful, living adventurers, he would lie and cheat to convince them to attack his rivals or help secure the City of a Thousand Dead before taking the opportunity to 'gift' them with undeath. Clerics are an exception however. While Harkor can tolerate a paraelemental cleric for a time,

servants of the elements drive him into a murderous rage. If he learns of an elemental cleric in his land, every undead he can muster will be unleashed against the reminder of his former life.

Strategy and Tactics

Nothing pleases Harkor more than reducing his enemies to ash with a variety of spells. He leverages his incorporeality and invisibility against those incapable of dealing with either, and will use his legions of enslaved undead to destroy opponents as necessary. More adept at politics than strategy, Harkor uses threats, magic and rivalries among his own forces to ensure their compliance, if not their loyalty.

Harkor is ruthlessly pragmatic when executing a course of action. He will eradicate or dominate foes completely. Thinking in decades or centuries, Harkor doesn't act until he is completely prepared, or unless an emergency demands a prompt response. Harkor's sadism and avarice present exploitable weaknesses, delaying executions for torture and focusing on glittering prizes which have little importance to his overall plans. Rivalries among his officers are a bigger issue. Bitter and resentful from their servitude and abuse, if Harkor were to lose control over one of them, they would betray him in an instant. Each is as unreliable as Harkor himself, but can be relied on to wait until an agreement is fulfilled before turning on their erstwhile allies.

History

The scion of a lineage of priests who tended one of the few permanent temples of the plains tribes, Harkor's devotion and wisdom gained him respect and authority across the clans. Already a repository for the remains of skilled and renowned warriors, Harkor's renown drew even more, seeking spiritual guidance and the interment of their dead, until rows and rows of alcoves filled up with urns and remembrances of the dead.

As the Cleansing Wars raged across Ulyan, Harkor chafed against his passive temple service, yearning for battle and wanting to aid the cleansing of non-humans across the land. Instead of battle, his family sent him to the Navel, to provide funerary blessings of Fire and spiritual counsel.

Unfamiliar with city life, or the academic disciplines of research and experimentation, the Navel tested Harkor's faith. Although he tried to guide the researchers in the mysteries of Fire, they instead sought an academic understanding of his sacred element. Although repulsed by the wholly alien, sterile

approach of the Navel's wizards and psions, Harkor clung to his duty and holy obligations. As the years passed, Harkor cleaved ever more to elemental Fire, even as his passions dimmed and the rituals he presided over became ever more empty.

When the Navel was assaulted, Harkor called upon the full fury of Fire, fending off the blasphemous undead, inhuman attackers. When the Gate was breached, burying everything beneath a Boiling Tide, Harkor was terrified and ran, thinking only of home, family and his temple.

Harkor returned to consciousness as a ghostly figure on the steps of his temple, now buried beneath a sheet of black glass. Nothing remained of Ulyan except sterile stone and death. Death without rebirth or renewal. As a raaig, one of the undead, his very existence was now anathema to the elemental powers of Fire and he was left abandoned by the forces he had pledged his existence to.

Enraged by his abandonment, Harkor profaned everything he'd held sacred in life. Magma sang for Harkor's devotion, but he vowed never to entrust faith in anything again. Harkor coveted the stolen power Rajaat's wizards had wielded. Looting the crypts he'd once watched over, Harkor bought and extorted tutelage in sorcery, learning to use the Gray to empower his spells. Armed with magic he controlled, Harkor profaned his temple. Every symbol was defaced and blasphemous images adorned the walls. He committed the ultimate blasphemy by reanimating the entombed dead, binding their undead forms to his will.

With his newly raised force, Harkor swept across the obsidian plain, parlaying his priestly renown to manipulate the undead clans he encountered. Perverting the old beliefs they had both held, he used them to ravage the land. He amassed recruits from the dead buried across the north, extorted tribute from Qwith, led the signing of the Bugdead Accords, and carried off untold riches from the realms under the black glass. The riches sit corroding away in ruined crypts, while the undead beside them sit unmoving until called to action by their Master.

Once established as a potentate, Harkor had his minions pulverize his temple and sprinkle the ground residue across the entirety of the Dead Lands. Free to roam and conquer wherever he wishes, keeps jars of the sand on standby should he discover new lands to subjugate. Above all, Harkor currently covets a foothold in the City of a Thousand Dead.

Harkor has three grand ambitions to fulfill in his eternity of unlife: Firstly he seeks to destroy the elemental powers by ruining their corresponding substances on Athas. Second, he wants domination

over the paraelements through Rajaan's twisted magicks. Finally he seeks the extinction of life on Athas. In Harkor's twisted mind, the key to all three is the Gate in the City of a Thousand Dead. Open that and his plans would advance along with the fresh Obsidian Tide as it covers the planet.

Society

Harkor runs his society like a cult. All must obey their superiors without question, and Harkor above all. Guided by ruthlessness and cruelty, Harkor sways those he cannot dominate with blandishments and riches, and destroys those who will not serve. He encourages rivalries and hatred between his officers, to ensure they do not rise against him. Betraying rivals is encouraged to a point, but any who rebel against Harkor suffer agonizing, soul-burning executions. The society of Harkor's realm is bound in malice and magic and dominated by one being's singular will.



Zombie Masons of the Octagonal Tomb CR6

Male human thinking zombie fighter 5

Lawful Evil Medium Undead (Augmented Humanoid, Human)

Init +2; **Senses** darkvision 60 ft; Listen +5, Spot +5

Languages Ignan, Tamwar, Ulyanese

AC 19, touch 12, flat-footed 17

(+2 dex, +4 Nat, +3 armor)

hp 37 (5d12+5);

DR -; **Resist** Cold and Electricity 10; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Vulnerability to Blessed Elements

Fort +4, **Ref** +3, **Will** +2

Speed 30 ft (6 squares)

Melee Giant Razor +15 (2d6+15; 17-20/x2) or Claw +13 (1d4+8) or Bite +13 (1d6+8)

Full Melee Giant Razor +15 (2d6+15; 17-20/x2) and Bite +8 (1d6+4) or 2x Claw +13 (1d4+8) and Bite +8 (1d6+4)

Space 5 ft.; **Reach**: 5 ft.

Base Attack +5; **Grp** +13

Combat Options Curse (DC 13), Disease (DC 13)

Combat Gear giant razor (*steel keen greatsword* +1), MW studded leather armor,

Abilities Str 26, Dex 14, Con --, Int 15, Wis 12, Cha 12
SQ **Damage Reduction**, Darkvision 60 ft., Gray Toughness 1, Resistances, Skills, Vulnerability to Blessed Elements

Feats: Cleave, Great Cleave, Power Attack ³, Weapon Focus ³, Weapon Specialization (Greatsword) ³, Skill Focus (masonry)

Skills Climb +16, Craft (Masonry) +13, Craft (Stone Carving) +10, Jump +16, Listen +5, Search +10, Sense Motive +5, Spot +5.

Possessions 4300 cp or combat gear plus: *belt of giant strength* +6, *50' rope (extra possessions, +1 CR)*.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Harkor's Zombie Masons are dressed in simple worker's clothes in various states of rot, topped with leathers fitted with bits of bone and obsidian. Nearly all of them have withered, decaying features that give them a mummified appearance. They carry mason's tools and a psionically enhanced iron razor, their primary tool in shaving and shaping obsidian.

Personality Notes

Focused, industrious, proud, fearful

The Zombie Masons have varied personalities, but are generally hard-working, industrious sorts. They rest in their tombs until Harkor calls them to work, for Harkor's terror rules them and they will not risk his torturous punishments for defying his will, though their fear is well-hidden behind a mask of loyal patriotism for their dread lord. The Masons will not act against Harkor, but may guide adventurer's towards their lord, if convinced of the PCs willingness to serve.

Strategy and Tactics

Each zombie mason has a smooth steel razor in its crypt that it uses to carve obsidian blocks. The blades are enchanted to be unnaturally sharp and to never dull. Harkor's Masons are used as laborers, not soldiers. While generally capable of doing so, they will not fight unless provoked. When they do fight, they strike with direct, brutal blows, hefting their giant razors with uncanny skill. A few may move to attack the same target, but they otherwise have little tactical experience. If captured and compelled to turn against

Harkor, they can provide significant logistical insight into the layout of important facilities and the operations of Harkor's undead armies. This information could be invaluable to anyone seeking to plan an assault within Harkor's territory. Once discovered, such a kidnapping will raise Harkor's ire against those who've stolen his slaves.

History

There is little in common that binds Harkor's Masons, other than their skill with stone crafting. Having left behind the prejudices of his life, Harkor claims any master craftsfolk his armies may capture and bend to Harkor's service - usually undead, but if they encountered a living master, slaying and reanimating them into Harkor's service would be second nature. While most of the Masons are human, some of the zombies in Harkor's service would seem alien to present-day Athasians, being reanimated orcs, gnomes, and other extinct races. However, the fear and adoration of Harkor has overridden any past rivalries and hatreds.

Society

Harkor's masons have no real rank, but are outside the political structure in a way. Sent to quarry obsidian blocks, build fortifications, and raise his kingdom, his masons are either given direct orders by their master or delegated to his generals in battalions who provide logistical support for Harkor's armies. They craft and obey, but are not beholden to the treachery and betrayal which govern Harkor's military. Instead, fear chains them - the masons know that they could easily be dispatched by Harkor's soldiers for nearly any infraction.

While battlefield works may demand haste, Harkor is patient, and prefers quality when he orders construction. Unless need demands otherwise, Harkor's masons will take their time to provide long-lasting and sturdy results, producing masterful fortifications, and adorning them with grim and

fearsome iconography to clearly indicate that only death and terror dwell within.

Like many of his minion's, Harkor traps his masons in torpor when they are not directly acting in his service. Often these are tombs of their own creation, octagons representing some mystic symbol or number, and honor given to them by Harkor himself. If these tombs serve some greater purpose than resting places for his workers, only Harkor knows for certain.



Skeleton Champions of the Sunken Graves CR10

Male and Female Human Thinking Skeleton Fighter 8

Lawful Evil Medium Undead (Augmented Humanoid, Human)

Init +8; **Senses** darkvision 60 ft; Listen +3, Spot +9

Aura: Fear (30 ft., DC 13)

Languages Tamwar, Ulyanese

AC 24, touch 14, flat-footed 20

(+4 Dex, +4 Nat, +5 armor, +1 shield)

hp 60 (8d12+8)

DR 15/magic & bludgeoning; **Resist Spell** 23 **PR** -, **SR** -

Immune Undead Traits; **Weakness** Bound to Area, Death Wish, Turn Submission (-4; as 4 HD)

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

Speed 30 ft (6 squares)

Melee: Small Macahuitl +17 (1d6+9, 19-20/x2) or Slam +14 (1d6+6)

Full Melee: Small Macahuitl +15/+10 (1d6+9, 19-20/x2) and Small Macahuitl +15/+10 (1d6+5, 19-20/x2) or 2x Slam +14 (1d6+6)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +8/+3; **Grp** +14



Combat Options Combat Reflexes (5/round), Reckless Offense, **Reflect Physical Attacks** (1/round)

Combat Gear *chitin armor +1, MW small macahuitl, small macahuitl +1.*

Abilities Str 22, Dex 18, Con --, Int 12, Wis 16, Cha 12
SQ **Bound to Area**, Damage Reduction, Darkvision 60 ft., Death Wish, Focal Circlet, **Gray Toughness 1**, Skills, Spell Resistance, **Turn Submission**.

Feats : Combat Reflexes, Improved Initiative, Two-Weapon Fighting [®], Two-Weapon Defense, Improved Two-Weapon Fighting [®], Reckless Offense, Weapon Focus (Small Macahuitl) [®], Weapon Specialization (Small Macahuitl) [®], Greater Weapon Focus (Small Macahuitl) [®].

Skills Climb +12, Craft (weaponsmithing) +12, Craft (armorers) +12, Intimidate +19, Jump +6, Sense Motive +9, Spot +9.

Possessions 9400cp or combat gear plus: *belt of strength +2, cloak of resistance +1, psionic tattoo of offensive precognition (ml 13th).*

Special Qualities (descriptions):

Thinking Skeleton Special Qualities: Refer to Appendix A for full list and descriptions.

Tremorsense (Ex): All undead interred within the special obsidian dust of the Sunken Graves here gain Tremorsense 60 ft, for as long as they are submerged.

Appearance

The Skeletal Champions' bleached bones are stained black with obsidian dust. Clad in chitin armor and carrying brutal weapons made of obsidian shards mounted into a length of bone, they are dark, fearsome creatures of an almost unnaturally black hue.

Personality Notes

Harkor's Skeleton Champions are deeply resentful but absolutely obedient and loyal. Skilled warriors in life who were reanimated against their will, the Skeleton Champions cannot be permanently destroyed but

desperately wish to be. Instead, they scheme against their superiors, hoping to take their place. Cruel to one another, they all happily turn their malice towards their designated enemies. Without necromantic magic, diplomacy with a Skeleton Champion is nigh impossible, unless an offer to retrieve their Focal Circlet is made, that is.

Strategy and Tactics

Rising from the obsidian and attacking in well coordinated strikes, Harkor's Skeletal Champions rise from their shallow graves to assault intruders enmasse. If their numbers are insufficient, they will not retreat, fighting until destroyed while sending one of their number to raise the alarm and marshaling further forces against intruders.

History

Much like Harkor's masons, his Skeletal Champions were members of all races, but most are human, largely from amongst the plainsfolk. Harkor's irresistible commands override any bigotry that might remain from their living days.

Society

The Skeletal Champions often act as sergeants to mindless rank-and-file of Harkor's armies, resting in shallow obsidian-sand graves when not in service. They often plot against their commanders, waiting decades or centuries for an opportunity to murder their superior and claim the vacant post.



Sentinels of Death CR25

Male human and female Athasian wraith wizard 10 / necromant 7



Neutral Evil Medium Undead (Augmented Humanoid, Human, Incorporeal, Psionic)

Init +10; **Senses** Darkvision 60 ft.; Listen +17, Search+16, Spot+17

Languages Goltish, Ignan, Tamwar, Terran, Remaan, Ulyanese;

AC 25; touch 21, flat-footed 19; Incorporeal (+6 Dex, +5 Def, +4 armor)

hp 156 (24 HD; 24d12)

Resist -; **PR** -, **SR** -;

Immune **Spells** (*lightning bolt*), Undead Traits;

Weakness **Vulnerability to Fire**, **Vulnerability to Raise Dead**

Fort +8, **Ref** +14, **Will** +22

Speed Fly 60 ft (perfect)

Melee: Incorporeal Touch +17 (1d4 plus 1 Str dmg) or Claw (1d4+5)

Full Melee: Incorporeal Touch +17 (1d4 plus 1 Str dmg) or 2x Claw (1d4+5)

Ranged: Ranged Touch +17 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +11; **Grp** -- (+16 when corporeal)

Attack Options: Animate object, Combat Reflexes (7/round), **Guilt Gaze** (DC 27), heart grip (DC 27), possession (DC 29), **Putrefying Touch** (DC 27), **Spell Turning**, Strength damage, taint weapon (DC 27).

Combat Gear -

Spell-Like Abilities (CL = 17th):

1/day – *animate dead*;

Wizard Spells (CL = 17th (+6 vs. SR), DC 18 + spell level):

9th – *Wish*

8th – *Binding, extended Control Undead, maze*

7th – *Control Undead, heightened chain lightning, Limited Wish, Phase Door*

6th – *chain lightning, disintegrate, flesh to stone, forceful hand, heightened cone of cold*

5th – *cone of cold, cerulean hail, heightened fireball, teleport, transmute rock to mud*

4th – *fire shield, dimension door x2, greater invisibility, resilient sphere, shout*

3rd – *dispel magic, extended command undead, fireball, halt undead x2, vampiric touch.*

2nd – *acid arrow, command undead, ~~extended mage armor~~, resist energy, see invisibility, web.*

1st – *grease, magic missile x3, shield, true strike.*

0 – *detect magic, disrupt undead, mage hand, message.*

Spellbook (carvings on mausoleum walls)

Abilities: Str – (20), Dex 22, Con –, Int 27, Wis 16, Cha 20

SQ: Darkvision 60 ft., enduring focus, Enhanced Senses, Gravespeaker, incorporeal traits, necromant, **Spell Immunity** (*lightning bolt*), temporary corporeality, undead traits, **Vulnerability to Fire**, **vulnerability to raise dead.**

Feats: Alertness, Combat Casting, Combat Reflexes, Epic Spell Penetration, Extend Spell [Ⓢ], Greater Spell Penetration, Heighten spell [Ⓢ], Eschew Materials, Improved Initiative, Iron Will, Scribe Scroll [Ⓢ], Spell Penetration.

Skills: Bluff +21, Concentration +30, Diplomacy +17, Hide +16, Intimidate +16, Knowledge (Arcana) +23, Knowledge (Psionics) +11, Knowledge (Religion) +23, Knowledge (The Planes) +23, Listen +17, Search +16, Sense Motive +13, Spellcraft +33, Spot +17.

Possessions 100,000cp or combat gear plus: *tome of clear thought* +4 (*already read*).

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

While incorporeal, the fine pale clothes of the Sentinels of Death bleed into the swirling mists that surround their form, and all that can be seen of their heads is glowing eyes and their signature white hats. When corporeal, they are dressed in rich attire.

Surprisingly, few of Harkor's Sentinels of Death were human in life, and fewer are plainsfolk. His generals speculate that Harkor chose demihumans to ensure his secret police would be despised by his soldiers, and indeed they are. Should one ever break free of Harkor's control, they would find no allies within the army with whom to scheme.

Personality Notes

Enslaved to Harkor with necromantic magic, a Sentinel of Death's loyalty is absolute. Unlike his generals, Harkor's Sentinels are extensions of his will and act in his name, policing his citizens and striking out at or bargaining with outsiders to serve Harkor's will. Their personalities vary, but all have the kind of professionalism and flexible morality demanded of a successful investigator, spy, assassin, and diplomat.

Strategy and Tactics

Primarily acting as police, the Sentinels of Death tend to avoid direct combat, and rely on their magic for infiltration and espionage. When engaged in battle, they will engage from a safe distance, and use spells to disable or hobble their foes, and then unleash spells to destroy them.

If encountered in the field, they will rely on their spells to gather information, black mail, bribe, or extort compliance from their targets. Most Sentinels of Death are hesitant to flee difficult situations before they complete a mission, preferring to trick enemies into believing they've been driven off and approaching the mission from a different direction rather than return to Harkor with a report of failure and receive the inevitable punishments.

History

Created by Harkor during his rise to power, the Sentinels of Death are internal police and spies, required by any serious tyrant. Harkor chose demihumans that the undead plainsfolk would naturally despise and raised them to a position of power, to ensure the Sentinels have little political power beyond what he bestows upon them. Enslaved with nigh-permanent necromancies, they are Harkor's hands. Despite their unflinching loyalty and devotion to their master, rumors still linger, whispering of Sentinels who've managed to break free and flee to other kingdoms of the dead. Such rumors must be lies, for any Sentinel of Death appearing to escape Harkor's control truly remains in his service, playing a long and deep game at their master's behest.

Society

The Sentinels of Death, Harkor's internal police force, are hated by his soldiers, but none dare act against them - they are considered as sacrosanct as Harkor himself. They have an exalted place at Harkor's left hand, but are enslaved to his will and easily discarded if they do not please their master. All of Harkor's citizens will obey a Sentinel's orders and they frequently spy on lesser ranked members of Harkor's military to gauge loyalty and uncover any plots brewing, and decide whether or not they should intervene. With the power of destruction over most soldiers, few are willing to risk their ire. The mere mention of the Sentinels causes paranoia to run freely among the troops, fueling displays of loyalty and devotion of Harkor.

Outside of Harkor, the Sentinels act as spies, assassins, saboteurs, and occasional even diplomats. Harkor is

not a fool and is not petty with his chosen instruments, selecting those who are well skilled for tasks. Sentinels recruit informants in other kingdoms, provide key advantages before battles even begin, gauge other kingdoms' willingness to fight, and determine who the key members of their military and security are, often to be targeted for assassination at key moments.



Servants of Harkor (in the Sea of Urns) CR16

Male and female human raaig wizard 10 / necromant 2

Neutral Evil Medium Undead (Augmented Humanoid, Human, Incorporeal)

Init +7; **Darkvision** 60 ft.; **Senses** Listen +7, Search+11, Spot+7

Languages Ignan, Tamwar, Ulyanese; *Tongues*

AC 26, touch 22, flat-footed 23; **Incorporeal** (+3 Dex, +4 armor, +8+1 Def)

hp 102 (12 HD; 12d12+24);

DR 10/magic; **Resist** -; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Bound to Area, **Code of Honor**

Fort +4, **Ref** +7, **Will** +13

Speed Fly 70 ft (perfect)

Melee Claw +7 (1d6+1) or Touch +7 (by spell)

Ranged Ranged Touch +9 (by spell)

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

Base Attack +6/+1; **Grp** - (+7)

Combat Options **Dehydrating Touch** (DC 20, 16d6 dmg), **Disease** (DC 20), **Obsidian Greatclub**, **Temporary Corporeality**

Combat Gear -

Spell-Like Abilities (CL = 12th):

At will - invisibility; 3/day - transformation, 1/day - animate dead, create undead;

Wizard Spells (CL = 12th (+4 vs SR), DC 15 + spell level):

6th - *Chain Lightning*, *Forceful Hand*

5th - *Cerulean hail*, *empowered fireball*, *Quietstorm*, *Skyfire*

4th - *fire shield*, *greater invisibility*, *polymorph*, *stoneskin*

3rd - *dispel magic*, *displacement*, *extended command* *undead*, *halt undead*, *haste*

- 2nd — *Acid arrow, extended mage armor, resist energy, scorching ray, web.*
1st — *Burning Hands, Magic Missile x2, ray of enfeeblement, Shield, shocking grasp.*
0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (carvings on mausoleum walls)

Abilities: Str – (12), Dex 16, Con –, Int 21, Wis 12, Cha 18

SQ: Bound to Area (urns), **Code of Honor**, **Create Undead**, Damage Reduction, Darkvision 60 ft., **Enhanced Ability (+10 speed)**, Gray Casting, Gray Toughness 2, **Invisibility**, Skills, **Tap the Gray**, **Tongues**, Undead Traits.

Feats: Combat Reflexes, Empower Spell [Ⓢ], Eschew Materials, Extend Spell [Ⓢ], Greater Spell Penetration, Improved Initiative, Iron Will, Scribe Scroll [Ⓢ], Spell Penetration.

Skills: Bluff +5, Concentration +19, Knowledge (Arcana) +20, Knowledge (Religion) +12, Knowledge (The Planes) +12, Listen +7, Search +11, Sense Motive +7, Spellcraft +22, Spot +7.

Possessions 27,000cp or Combat Gear plus: Cloak of Charisma +2, Gloves of Dexterity +2, Headband of Intellect +4, Ring of Protection +1, Vest of Resistance +1.

Special Qualities (descriptions)

Raaig Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Harkor's "favored" servants appear much as they did in life, human plainsfolk who eventually marched to war and fell in Rajaat's Cleansing Armies and whose ashes were returned to sealed alcoves and places of honor.

Personality Notes

Twisted by Harkor's magic and ritual defilement, the Servants of Harkor rose into undeath as blasphemous and hateful creatures. The Servants of Harkor's bitter hate drives ambitions of overthrowing their master. Jealous and arrogant, they refuse to work with their fellows, seeing only reflections of their own debased state. Individuals may favor other strategies, but they fight amongst themselves in subtle ways, undermining any chance any one of them may have of replacing their master.

The Servants' malevolence demands an outlet, and living creatures offer the best victims. Despite this, they are willing to form alliances against the most hated Harkor, and will delay their own sadism long enough to listen to any bargain. If a serious offer with a realistic plan is presented, they will work with anyone who can destroy their master. Afterwards, they will likely attack their allies, but if isolated and calmed they might peacefully part ways with their former allies.

Strategy and Tactics

Forced to rely on wizardry to replace their lost elemental power, these raaigs tend to stand behind others, providing magical support from behind the lines. Harkor demands they survive, lest they take reckless risks to end their own pain.

History

Generations of human plainsfolk tended the sacred Fire temple Harkor led during his life, their ashes contained in blessed urns and laid to rest in alcoves, along with their prized possessions. Dedicated and faithful shamans, they spread Fire's blessing among their people, their teachings offering balance and purity to their nomadic lives.

That passed with the red-hot Obsidian Tide which defiled Ulyan, searing away its people and raising them into undeath. When Harkor returned, he completed the defilement, ritually debasing every room and chamber of his temple. Once he reached the alcoves of the dead priests, he unleashed sadistic genius on his predecessors. Reanimated as raaigs, he spent years sealing the priests' ashes in enchanted urns, and bound them to his will.

Now, these former priests rest unquietly, awash in tormented dreams, their souls crawling with the stink and profanity of undeath, until they are finally called upon to act as slaves of their hated master's wrath. Too bitter to cooperate with each other, too weak to destroy him alone, the Servants of Harkor are well and truly damned.

Society

The Servants of Harkor are their master's vengeance against Fire made manifest. Tormented and dominated far more than any of Harkor's other minions, the Servants are weapons, kept bottled and sealed until their master unleashes them. Twisted until they match their master's malevolence, these Servants of Harkor are more overtly vicious than their master and only refrain from destroying Harkor's other minions by

strict order of their master. Traveling quickly to and from battlefields, they technically can issue orders to anyone other than Harkor's Generals, their immediate subordinates and staff, and the Sentinels of Death, but rarely do so unless so commanded by Harkor. They delight in sowing misery and do little other than unleash their magic to rain down on Harkor's enemies. They are avatars of Harkor's horror - beyond their utility on the battlefield, they remind all Harkor's servants of the price of his displeasure.



Harkor's Tormented (in the Pits of Sorrow)

See Tormented in Terrors of the Dead Lands, Page 37

Appearance

Wispy, ethereal creatures almost impossible to see, Harkor's Tormented have no real appearance to speak of. Those who can perceive invisible things see vaguely humanoid outlines marking their presence, though they are jumbled together and confusing when stacking in the pits that serve as their cells in the Pits of Sorrow.

Personality Notes

Harkor's Tormented have displeased their master in some way, and suffer in bodiless silence for as long as Harkor will it. The disobedient and insubordinate who haven't been broken by Harkor's torments are few - most who somehow escape the pits early are eager to avoid an extended, or even crueler punishment, and will likely attack and kill any intruders they cannot identify as a servant of their master. However, some truly stubborn, willful, or vengeful souls may make bargains with the living, offering to aid them in exchange for a body and a willingness to strike back against their hated master.

Strategy and Tactics

Harkor's Tormented have little tactical sense - they are tortured, lonely spirits, and will swarm with their cell mates over any living targets. They have no coordination, and will easily choose separate targets to attack and consume the life energy from. If one of

Harkor's Tormented manages to kill a creature, they will fight one another over rights to the body.

Society

Criminals in Harkor's empire, Harkor's Tormented are the lowest of the low. They interact with almost no one other than the Sentinels of Death, who imprison and release them on Harkor's orders. Should another one of Harkor's minions encounter one who escaped from their prison, they would likely subdue the convict or report them to a superior. None wish to risk a similar fate.

History

The Pits of Sorrow are a harsh and often-prolonged prison of solitude and despair which requires little further effort or maintenance - souls are ripped from bodies and imprisoned. When released, most stumble from the Pits and back into a body, spreading word of their torment to spread fear among the citizens of Harkor. Especially displeasing criminals who avoid execution may be tortured further, periodically pulled from the Pits by the Sentinels of Death for torment.



Wraith Taskmasters of Harkor CR21

Male and female human Athasian wraith fighter 12

Neutral Evil Medium Undead (Fire, Incorporeal)

Init +11; **Senses** Listen +21, Search+18, Spot+21

Languages Ulyanese

AC 23, touch 23, flat-footed 16; Dodge, Incorporeal, Mobility

(+7 Dex, +6 Def)

hp 123 (19d12);

DR X/-; **Resist** -; **PR** -, **SR** 32;

Immune Cold, Fire, Turning, Undead Traits;

Weakness Code of Honor, Stench (burnt flesh),

Vulnerability to Raise Dead

Fort +10, **Ref** +13, **Will** +12

Speed Fly 60 ft (good)

Attack: Incorporeal Touch +24 (1d6+4 plus 1 Str dmg)

Full Melee: Incorporeal Touch +24/+19/+12 (1d6+4 plus 1 Str dmg)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +15; **Grp** -- (+20 when corporeal)

Combat Options Animate object, combat expertise, heart grip (DC 25), **Immolation** (1/day, DC 25, 21d6 fire), possession (CL 19th, DC 27), **Putrefying Touch** (DC 25), spring attack, Strength damage, taint weapon (DC 25), whirlwind attack.

Combat Gear -

Abilities: Str --, Dex 24, Con --, Int 16, Wis 16, Cha 23

SQ: **Code of Honor**, Darkvision 60 ft., enduring focus, **Immunity to Cold**, **Immunity to Turning**, incorporeal traits, necromant, **Spell Resistance**, **Stench (burnt flesh)**, temporary corporeality, undead traits, vulnerability to raise dead.

Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge [®], Great Fortitude, Greater Weapon Focus (Touch) [®], Greater Weapon Specialization (Touch) [®], Improved Initiative, Improved Natural Attack (Touch), Mobility [®], Spring Attack [®], Weapon Focus (Touch) [®], Weapon Specialization (Touch) [®], Whirlwind Attack.

Skills: Diplomacy +8, Hide +24, Intimidate +27, Listen +21, Search +18, Sense Motive +19, Spot +21.

Possessions -

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Taskmasters appear as smokey translucent versions of themselves in life, albeit crawling with colorless flames.

Personality Notes

The cruel centuries have twisted these creatures, leaving them cruel and malevolent. Harkor sets his menial troops against one another - those who display initiative and cruelty are stripped of flesh and raised above their brethren, as these traits are encouraged by Harkor. They frequently deploy the lash against workers who show a moment's pause, and so long as they don't rob Harkor of useful bodies, such torments win rewards. Harkor's taskmasters care little for circumstance or reason - the thought of returning to the faceless throng, stripped of authority and subject to their former victims' wrath drives their actions, such is their fate if they fail their master.

Strategy and Tactics

Taskmasters are opportunistic and political by nature (those who aren't never rise to the post) and are

constantly wary of laborers who might plan to usurp them. They readily make deals with Harkor's soldiers, who may need the use of their workers for some project or another. In exchange, taskmasters get access to critical spells and psionics to speed the most time-consuming work.

When necessary, Taskmasters make capable, if uninspired, combat leaders. They throw themselves at intruders if necessary, rarely fleeing a battle if the tide turns against them, driving their laborers before them in battle. However, their first priority is raising Harkor's cities and seeing to his works, so they will generally ignore peaceful intruders, surreptitiously dispatching a messenger to alert the Sentinels of Death rather than risking workers and a loss of productivity.

History

Originally, Harkor simply delegated one low-ranked undead as the gang-leader of a throng, but such interchangeable, weak undead proved too easily dispatched by angry subordinates. Even obliterating the entire throng frequently proved only moderately effective as a deterrent, when any member of the group could simply pose as their leader for quite some time. Harkor considered allowing these workers to adopt this solution, but productivity flagged without the lash touching their backs - undead have few needs and drives and little else motivates them.

Harkor instead appointed the cruelest, most driven souls and set them above their counterparts. Insulated from attack by their incorporeal nature and driven by a desperate need to please Harkor's demands, the Taskmasters keep his laborers working day and night. Quashing intermittent strikes and riots took a few decades, but after imprisoning, torturing, and sundering enough souls, the survivors fell in line, and kept their peers in line to avoid a ghastly fate.

Society

Treated only modestly better than the undead they oversee, Harkor's Taskmasters unleash their frustration and fear on their minions. They have absolute control over their workers, so long as they accomplish Harkor's tasks, and rule them ruthlessly. Harkor favors such cruel masters, as the need to retain their post demands constant vigilance and focus, and the threat of demotion motivates Taskmasters to serve with consistency and skill. Unlike most of Harkor's other minions raised to positions of authority, taskmasters, despised from below and scorned from above, often work together to avoid demotion, and have a tight-knit alliance - their master turns a blind

eye to their collaboration, so long as it speeds he projects.



Namash-Te and Hekeyla, the Hands of Harkor (kaisharga lieutenants) CR28

Male and female human kaisharga wizard 5 / necromant 2 / psion 9 (nomad) / Cerebremancer 5

Lawful Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** darkvision 60 ft.; Listen +13, Search +20, Spot +13

Aura Fear (60ft, DC 23)

Languages Goltish, Ignan, Orcish, Tamwar, Terran, Ulyanese

AC 33, touch 20, flat-footed 28
(+5 Dex, +8 armor, +5 Nat, +5 Def)

hp 178 (21 HD; 21d12+42);

Damage Reduction: 15/magic; **Resist** -; **PR** -, **SR** 26

Immune Cold, Electricity, Undead Traits; **Weakness**

Cast no shadow, Vulnerability to Acid

Fort +10, **Ref** +15, **Will** +23

Speed 30 ft (6 squares)

Melee Touch +13 (1d10 cold or by spell/power) or Quarterstaff +9 (1d6+6; 20/x2)

Ranged Ranged Touch +14 (by spell/power)

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

Base Atk +9/+4; **Grp** +12

Combat Actions **Ability Drain** (DC 23, 1d6 Strength), Paralyzing Touch (DC 25)

Combat Gear *staff of transmutation (50 charges)*

Spell-Like Abilities (CL = 21st)

1/day - transformation;

Psi-Like Abilities (ML = 21st, DCs are Charisma-based):

At will—aversion, conceal thoughts, control air, control object, detect psionics, dimension slide, mass missive, mindlink, psionic dimension door, psionic dimensional anchor, psionic levitate, psionic teleport, telekinetic force; 3/day—control body, dispel psionics, matter manipulation, psionic dominate, psionic mind blank, psychic crush;

Psionic Powers (CL = 14th, PP: 170+100, DC 20 + power level):

7th — *Energy Wave, Psionic Ethereal Jaunt*

6th — *Breath of the Black Dragon, Psionic Disintegrate, Psionic Banishment, Temporal Acceleration*

5th — *Baleful Teleport, Psionic Teleport, Psionic True Seeing, Teleport Trigger*

4th — *Psionic Dimension Door, Psionic Dimensional Anchor, Psionic Dismissal, Psionic Fly,*

3rd — *Dispel Psionics, Energy Bolt, Energy Wall, Time Hop*

2nd — *Dimension Swap, Energy Adaptation (Specified), Psionic Levitate, Recall Agony*

1st — *Detect Psionics, Defensive Precognition, Detect Teleportation, Energy Ray, Force Screen*

Wizard Spells (CL = 12th (+6 vs SR), DC 20 + spell level):

8th — *Create Greater Undead, greater shout, Polymorph Any Object*

7th — *Control Undead, enlarged acid fog, Limited Wish, Unliving Identity*

6th — *chain lightning, disintegrate, enlarged Wall of Stone, forceful hand, True Seeing*

5th — *cone of cold, **Cerulean Hail**, enlarged Locate creature, enlarged Resilient sphere, teleport, transmute rock to mud*

4th — *Arcane Eye, enlarged fireball, Fire shield, Greater invisibility, Shout, stonkskin.*

3rd — *Animate Dead, blink, dispel magic, halt undead, lightning bolt, tongues*

2nd — *Acid arrow, command undead, resist energy, scorching ray x2, see invisibility, web.*

1st — *expeditious retreat, mage armor, magic missile x3, shield, true strike.*

0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (carvings on mausoleum walls)

Abilities Str 16, Dex 20, Con --, Int 30, Wis 16, Cha 17

SQ Damage Reduction, Darkvision 60 ft., **Enhanced Ability** (bonus feat - **Ability Focus: Paralyzing Touch**), Gray Casting, Gray Toughness 2, Immunities, Master's Voice, Skills, Spell Resistance, **Tap the Gray**, Undead Traits, Vulnerability to Acid.

Feats: Ability Focus (Paralyzing Touch) ⁸, Enlarge Power, Enlarge Spell ⁸, Epic Spell Penetration, Eschew Materials, Greater Power Penetration, Greater Spell Penetration, Inquisitor, Iron Will, Power Penetration, Psionic Meditation ⁸, Quicken Power ⁸, Scribe Scroll ⁸, Spell Penetration.

Bluff +21, **Concentration** +22, **Knowledge (Arcana)** +31, **Knowledge (Psionics)** +31, **Knowledge (Religion)** +19, **Knowledge (The Planes)** +19, **Listen** +13,

Psicraft +31, Search +20, Sense Motive +25(+10), Spellcraft +33, Spot +13.

Possessions 240,000cp or combat gear plus: *bracers of armor +8, cloak of resistance +5, headband of intellect +6, ring of protection +5.*

Special Qualities (descriptions)

Kaisharga Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Harkor's chief lieutenants serve to excite the crowds of undead in his name. To that end, both wear artfully forged iron masks bearing Harkor's visage and dress in rich silks and velvets, their bright clean whiteness a contrast to the endless fields of black stone. Fine jewels and works of gold and silver adorn them head to toe. The message is clear - Harkor is a grand king, and these proxies speak with Harkor's voice and carry out Harkor's will. All praise Harkor!

Personality Notes

Loyal, arrogant, cruel

The orcish caravans from the eastern maritime coast were forceful merchants who bargained as much with threats and shouting as with diplomacy and guile, and Namash-Te learned her trade from them starting from an early age. Harkor's plainsfolk helped exterminate her people, and she despises him for it. But she can do little with Harkor's magicks firmly enthraling her. Once a proud merchant who hawked her people's wares with gusto and boasted the achievements of her clan, Namash now weaves enchanting tales of Harkor's greatness as ruined body parts are consigned to the flame, speaking of the great sacrifice of every citizen and the triumph of Harkor's people. If his control were somehow removed from Namash-Te, she would gladly turn against her "master" with any force, living or dead, that would oppose him. In the meantime, she bides her time and endures her suffering, struggling with all her might to remember and honor the ways of her people in her own small ways.

Hekelya served as Harkor's most trusted companion for decades. Even when dispatched to the Cleansing Wars, he rushed back to serve his friend, and followed him to the Naval when the Harkor's elders dispatched him thence. A true believer, he fanatically supported the Cleansing Wars, and saw his time in the Naval as a secretary and cataloguer as another burden to bear for the cause. Buried beneath the obsidian at the Navel, Harkor was forced to leave Hekelya trapped in the blackglass for several centuries after the Boiling Ruin.

Eventually, Harkor was able to mount a diversionary attack on the City of 1000 Dead, which gave his minions time to surreptitiously exhume Hekelya. Harkor's erstwhile companion, still encased in a block of obsidian, was spirited westward, to the realm Harkor had claimed and, released from his obsidian tomb, Hekelya was restored to Harkor's service. Slow to change his attitudes, Hekelya is a rigid, stubborn man, torn between the old ways and his new situation, and fiery in all things. Serving alongside a hated 'demihuman', in an army of the hated dead amid fields of hated blackglass, Hekelya nonetheless devotes himself to Harkor's cause with fervor undimmed by the passage of time, with the Cleansing Wars replaced by Harkor's crusades. Truth be told, he simply cannot admit his failures or mistakes, and will take them to his final destruction. It would be nigh-impossible to convince Hekelya to betray Harkor, and the enterprise would demand years, if not decades of masterful and insidious erosion. None of Harkor's undead enemies are even close to turning him, and it is unlikely that any living agent would have the time, inclination, or power to maintain such a ruse for long enough time.

Strategy and Tactics

Harkor's Hands remain close to him at all times, unless he specifically needs one of his proxies to represent his will in the field. They are not military specialists, but use their spells and powers intelligently, from behind the front lines. Like many undead casters facing other undead, they rely on pure damage to put down weaker undead and use necromancy to try and control their commanders or specialists who seem of weaker will.

History

Raised by her half-orc mother and never knowing her human father, Namash-Te lived as a high merchant among the orcish caravans from the eastern maritime coast beyond Nowhaer's Ladder, traveling from Biga-Fe-Tye along the length and breadth of Ulyan, trading and bargaining, often relying on belligerence and strength to seal deals as much as anything else. The orcs often competed with the plainsfolk economically but were generally peaceful, preferring to bluster and make deals over warfare. As relations between humans and demihumans soured, circumstances forced the orcs towards militancy and their once carefree caravans turned into armed convoys, avoiding human settlements and remaining vigilant against ambushes and raids. When the Cleansing Wars struck, the divided caravans made a desperate bid to unite, but they remained more merchants than warriors, and

inevitably perished against Uyness' onslaught and potent magic, the last survivors holding out on the coast before the Obsidian Tide scoured away all life.

Namash-Te was slain early in the Cleansing Wars and was reanimated as one of Qwith's creatures, pried from an obsidian tomb, until Harkor captured the talented wizard and psion. Sensing her spirit and power, he bound her to his will with powerful rituals, and made her his chief servant.

As the Cleansing Wars raged, Hekelya led the plainsfolk in raids against the corrupt demihumans, bolstering his fellow's spirits with the righteousness of their cause. A war leader himself, his fierce devotion to Fire ignited zeal in all who served with him, and he spent years traveling between Harkor's fire temple and the battlefield during the Cleansing Wars, filling Harkor with jealousy and admiration. When Harkor was sent to the Navel to counsel the researchers there in the glories of Elemental Fire, Hekelya followed him. He swiftly fell into disgusted despondency, when he saw how his prophet's proselytization was ignored by the facility's personnel. He shared Harkor's repulsion at the clinical, academic approach they had towards Fire, but deferred to Harkor's judgment when he said that eventually their colleagues would see the true way, settling into a role as a secretary and cataloguer - until the Shining Tide came. Awakening long after the blackglass had cooled solid, Hekelya found himself entombed in obsidian, unable to claw his way out. Finally freed from the obsidian during a raid on the City of the Dead after hundreds of years, Hekelya has rejoined Harkor, now torn between the old ways he honored and his new, hated reality.

Society

Harkor's Hands sit next to their lord at the pinnacle of his kingdom, his chief slaves amid a nation of slaves. They speak with his voice, and only his own commands override them. However, they are not seen as individuals in their own right, but rather as proxies of their master - their authority evaporates without the mask and robes of office. Within their purview, though, they wield unquestioned power, and none dare cross them or incur their wrath any more than they would incur Harkor's own ire.



Naghak, Harkorese Ambassador to Shadowmourn CR22

Male human zhen barbarian 3/cleric 16 (magma)

NE Medium undead (augmented humanoid, human, Psionic)

Init -1; **Senses** darkvision 60ft., low-light vision; Listen +6, Search +6, Spot +6

Languages Ignan, Ulyanese, *Tongues*

AC 27; touch 9, flat-footed 27; **Uncanny Dodge** (-1 Dex, +4+4 armor, +10 natural)

hp 142 (19d12+19); **Fast Healing** 3

DR 5/magic

Immune Undead Traits; **Weakness** **Cast No Shadow, Deterioration**, Vulnerability to Mind-Affecting Effects

Fort +10, **Ref** +14, **Will** +25

Speed 40 ft.

Melee Great Club +28 (1d10+16 plus *see below; 20/x2) or Slam +19 (1d8+8; 20/x2)

Full Melee Great Club +28/+23/+18 (1d10+16 plus *see below; 20/x2) or Slam +19/+14/+9 (1d8+8; 20/x2)

Ranged Comp. Longbow +11 (1d8+8; 20/x3)

Full Ranged Comp. Longbow +11/+6 (1d8+8; 20/x3)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +11/+6/+1; **Grp** +19

Combat Options Cleave, Power Attack, Rage (1/day, +4 Str/+2 Will/-2 AC, 7 rounds), **Taint Weapon (DC 23)**

Combat Gear MW chitin armor (+4), * *flaming frost shock psychokinetic great club* +1 (+4), MW composite (+8) longbow.

Spell-Like Abilities (CL = 19th):

3/day - *charm person*;

1/day - *animate dead, create greater undead, create undead*;

Psi-Like Abilities (ML = 19th. DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium, catfall**, *control light, elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***

*Power can be augmented.

Cleric Spells (CL = 16th, DC 17 + spell level):

8th — *antimagic field, elemental storm, magma tunnel (d)*.

7th — *destruction, earthquake, mass inflict serious wounds, poison gale (d), unliving identity*.

6th — *acid fog (d), blade barrier, braxatskin, summon monster IV, word of recall*;

- 5th — *cloudkill (d), elemental strike, greater command, righteous might, unhallow;*
- 4th — *dimensional anchor, discern lies, freedom of movement, oil spray (d), tongues;*
- 3rd — *bestow curse, breeze lore (d), cure serious wounds x2, dispel magic, glyph of warding, obscure object, protection from energy;*
- 2nd — *desecrate, enthrall, heat metal (d), inflict moderate wounds, silence x2, spiritual weapon, zone of truth;*
- 1st — *bane, channel stench (d), command, curse element, entropic shield, invisibility from undead, magical stone, shield of faith;*
- 0 — *detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;*

Abilities Str 26, Dex 8, Con -, Int 11, Wis 25, Cha 18

SQ **Cast No Shadow**, Damage Reduction, **Deterioration**, Darkvision 60 ft., Gray Toughness, low-light vision, Rebuke Undead (7/day), Skills, Uncanny Dodge, Undead Traits.

Feats Cleave, Combat Casting, Extend Spell, Power Attack, Silent Spell, Still Spell, Weapon Focus (Great Club).

Skills Climb +13, Concentration +23(+4), Diplomacy +26, Heal +9, Intimidate +12, Jump +7, Knowledge (Arcana) +4, Knowledge (Planes) +5, Knowledge (Religion) 10, Listen +18, Search +12, Sense Motive +23, Spellcraft +7, Spot +19.

Possessions 170,000cp or combat gear plus: *belt of giant strength +6, circlet of persuasion, cloak of charisma +4, crystal mask of discernment, potion-orb of inflict moderate wounds (cl 3rd) x5, periapt of wisdom +6, vest of resistance +5.*

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Ill Winds** - Class Skill: Craft (alchemy); Weapon: Splashbow; Granted Power: You get a +4 bonus to Fortitude saves against poison.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric would rebuke undead.

Appearance

Naghak is a zhen, a child of the Shining Tide whose shiny black skin seems to glisten in the light. He is

casually graceful, moving quickly without appearing to do so. His hands are marked with the curious suction cups which all zhen wear and his eyes are bright. Naghak typically wears finely crafted chitin armor and excellent weapons, all of which are always kept spotlessly clean and polished. His usually polite speech is occasionally marred by crude and pithy mannerisms more appropriate to barracks than political negotiations.

Aside from Naghak's imposingly taurine face – surprisingly noble even twisted in undeath – his most striking feature is his left arm. In fact the burly arm, notably more muscular than his correctly - proportioned right arm, is not Naghak's own. It was grafted onto him after he lost his left arm in the first bugdead invasion, and he has never quite mastered its quirks. Frequently, Naghak wears garments with several small hooks along his left sleeve, thereby securing his occasionally wayward arm to his jacket. He pretends to not notice its uncontrollable twitches. He bears a medallion of bronze with white enamel which bears the crest of Harkor.

Personality Notes

Resolute, composed, driven

Naghak was born a fighter. He believes everything in his existence (including his own life) he has only earned at the point of a sword. Having personally engaged in more combat than nearly any other serving diplomat in the Dead Lands, he is nearly impossible to intimidate. His combat experience means he is also quite difficult to enrage. Perhaps this is why Harkor trusts him.

He wears his role as the voice of Harkor in diplomacy with great pride. His adoration for his master is sincere and profound, and he will never willingly conduct himself in a way that would tarnish the name of Harkor.

Strategy and Tactics

Naghak a cold and dangerous fighter when provoked. In close combat, he is easily able to bring his surprising strength to bear with his great club, tearing into the strongest magic-wielding target he can reach. If cornered or surrounded, he will draw upon his barbarian rage.

From a distance, he resourcefully uses his ranged attack spells and other clerical magic to control the flow of the battle.

History

In life, Naghak was a warrior serving on the caravan routes from the Navel to Glass Lake in the west. He was born in cleansed Ulyan and grew up considering the occasional burnt ruin or heap of bleached bones a common feature of life. Creatures other than humans were a fable, monsters of legend, whose remains he used as toys. His family was attached to Qwith's research effort at the Navel but was not important enough to be stationed at the Navel itself. Instead, Naghak grew up in a small village, on the caravan route west, just north of the eastern edge of the hills which have since become the Forbidden Mountains.

Naghak grew up a tough child in a tough world: his family scabbled out a bare subsistence farming their small plot and the young man sought to escape this life by enlisting more directly in the service of the Navel – he enrolled as a guard on the caravans Qwith sent west, enforcing the Navel's demands for foodstuffs, goods, and slave labor on the villages that lined the route from the Navel to Glass Lake in far northwestern Ulyan. Naghak was an apt pupil, and he soon rose in the ranks, but he failed to reach the rank he felt his increased skills entitled him to. He blamed his background as a farmer's son rather than his attitude.

Late in life, as a senior sergeant in Qwith's service, Naghak met the charismatic priest Harkor, and became enamored of the cleric's forthright honesty and apparent care for the people in his charge. He moved his family to the town of Ehessos, where Harkor occasionally preached, and became a faithful follower of Fire. Moreover, from Harkor's connections to the researchers at the Navel, Naghak learned more about the actual purpose of the labors there. He sought to enlist in the Navel itself to join their research efforts but was rejected for undisclosed reasons. Naghak instead began to devote himself to the study of magic with the clerics in Ehessos and Harkor arranged for the sergeant to become an initiate of Fire.

Naghak was overwhelmed by the Obsidian Wave and entombed in the cooling obsidian. He initially thought that he had somehow not died, but once he clawed his way to the new surface, he realized that he had indeed changed, and surmised that he was undead. Naghak was never able to find his wife and children after the Shining Tide, though he searched desperately. In misery he returned to the environs of Ehessos and there renewed his allegiance to Harkor. At the time, Harkor was rallying the newly reborn undead and seeking to establish a nation, and Naghak became one of his most reliable lieutenants.

However, Harkor found that his link to elemental Fireto earth had failed to survive the transition to

undeath, and in rage he ordered the temples and icons that he had dedicated to Fire be cast down and smashed. Naghak was no less furious than Harkor at the apparent betrayal of the elements, but at least he had his military skills to fall back on. In Harkor's name, he undertook the arduous journey to where the Navel had stood in search of answers.

What Naghak found amazed him. Massive walls, built of cyclopean blocks of obsidian, encircled an area much larger than the Navel had ever been. Hundreds of meorties contended in the half-finished streets with zhen, t'liz, and many other forms of undead for mastery in what was already becoming known as the City of a Thousand Dead. Naghak witnessed Pandruj discussing with his Fugitives the story of the birth of the Obsidian Wave. While it seemed far-fetched to Naghak, he dutifully recorded the tale for Harkor's benefit nevertheless.

Naghak had not traveled homeward more than four miles from the City of a Thousand Dead when the bugdead came. At first, he only heard a thundering sound and felt the glass throbbing. It was like a stampeding caravan larger than any he had ever seen coming from the south. Tens of thousands of black, glittering insectoid monstrosities appeared over the shiny glass, swarming north. Naghak and his company were swept apart in the massive assault, and Naghak found himself fighting for his life against the onslaught.

The warrior survived only because the bugdead swarm was on the move and left the combatants engaged as they swept on in search of more prey. Naghak battled for his life against the scarlet warden who had intercepted him, only just emerging victorious – but without his left arm. After he slew the monster, Naghak pried open the pedipalps and found his arm inside. Rushed into pulp. He staggered westwards, determined to reach his master Harkor and warn him of the threat.

It took Naghak almost a month to find Harkor – the bugdead hordes had overrun everything in their path, leaving nothing but bone splinters and indigestible bits of metal in their wake. The news from the City of a Thousand Dead was all but forgotten as Naghak fought alongside Harkor and his remaining bodyguards against marauding bands of voracious bugdead. Twice he personally rescued Harkor from the fearsome pedipalps and lashing whips of the insatiable bugs, earning the raaig's appreciation.

Naghak survived the first bugdead invasion, with the lasting loyalty of his sovereign and without his left arm. Harkor, however, could do something about Naghak's missing arm. He had his men root through the heaps of carcasses for the remains of other great

champions and grafted onto Naghak's shoulder the left arm of a heroic bodyguard named Kehgi. Naghak had never liked Kehgi, and the graft was, though a precise physical match (Kehgi was about Naghak's size, and of course human), imprecisely performed. The art of melding reanimated remains together, so well-developed in the Dead Lands today, was then in its infancy.

At first Naghak was impressed with his replacement limb – it was strong, and quicker even than his natural limbs. Kehgi may have been an obnoxious rival, but he had always been fast with a blade. Too fast, in fact, as it turned out. The new left arm had an annoying habit of drawing a sword or dagger and lashing out at passersby. Eventually, through harsh mental conditioning, Naghak gained near-complete control over the limb, but even today, after King's Age upon King's Age, it will twitch or jerk for no reason, and has been known to strike those nearby. The small hook fasteners that Naghak uses to keep his arm in check are strong enough to restrain its twitches, but weak enough to allow him to tear the arm free immediately should he need to fight.

Naghak has remained, in the King's Ages since the Shining Tide and the first bugdead assault, a close confidant of Harkor himself. He has served as his ruler's personal representative on many important missions, from leading armies in battle to overseeing the construction of many of the most impressive tomb monuments in the land. He rarely leaves the territory of Harkor for long, and usually stays close to the person of his master.

The most important mission Naghak ever undertook, in his own opinion at least, and the task which took him away from his master's side for the longest time, was the delivery of the obsidian block on which Harkor scratched the final text of the Bugdead Accords from

one humanoid ruler to another, collecting their signatures. Naghak and his replacement arm were a visual reminder to the other humanoid undead rulers, as if any were required, of the hideous and unrelenting threat the bugdead posed, and he considered it an honor and a privilege to supervise the transportation of the Accords from court to court. Naghak actually believes in the spirit of the Accords, ignoring the many instances of violations (even by Harkor himself) to concentrate on the essential fact that the humanoid undead must unite in the face of the terrifying hordes of invading insects.

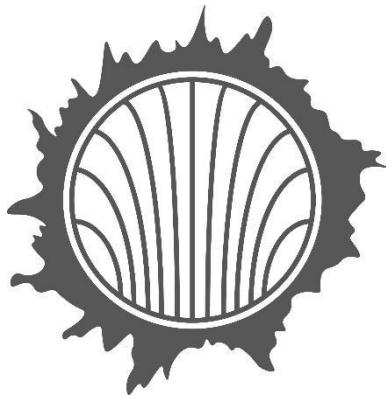
The discovery of living creatures from abroad has prompted Naghak's most recent mission. When Harkor heard of the amazing and quite frankly unbelievable appearance of living beings in the Dead Lands, he immediately dispatched Naghak to fill the vacant ambassador's post in Shadowmourn, at least for as long as the living creatures were on display. Naghak considers it his sworn duty not only to report every fact he can uncover about the mysterious strangers to his master, but to procure one or more of them for Harkor to interrogate at leisure. He also has a personal concern – perhaps the living beings can tell him something about his wife and children, who vanished in the Shining Tide and have never been seen since.

Society

Naghak holds pride of place as a rare confidant of Harkor himself, a position he has earned through the King's Ages. He remains unwaveringly loyal (and ever enterprising and scheming) on behalf of his master.



Chapter 5 - The City of 1000 Dead



Built atop the ruins of both Nagarvos and the Navel, what is now known as The City of 1000 Dead is an idealized recreation of Nagarvos (drawn from the collective memory of its undead inhabitants), a massive, fortified stronghold safe from the continuous invasions of bugdead and nearby raiders, and a stylized caricature of what was once the most diverse and technologically advanced metropolis of the Green Age.

Even without any surrounding villages or farmlands, The City 1000 Dead easily matches the entire population of the largest City States to the north. This is largely due to the fact the city itself has two distinct levels (the fortified surface level, and the extensive catacombs below).

The sheer size of this high-walled metropolis speaks to the power and technical knowledge that made such a massive architectural creation possible. Such fortifications are how the city has managed to survive under nearly continuous

assaults through the centuries since its reconstruction.

For new visitors, the City can feel imposing and unapproachable – the entrances to the city pass through heavily fortified gates into underground “kill zone” passages before emerging into the city proper. Once inside the city, a visitor encounters a dizzying array of undead - nearly every type of undead Athas has to offer - most of whom exist as part of one of the City’s many factions.

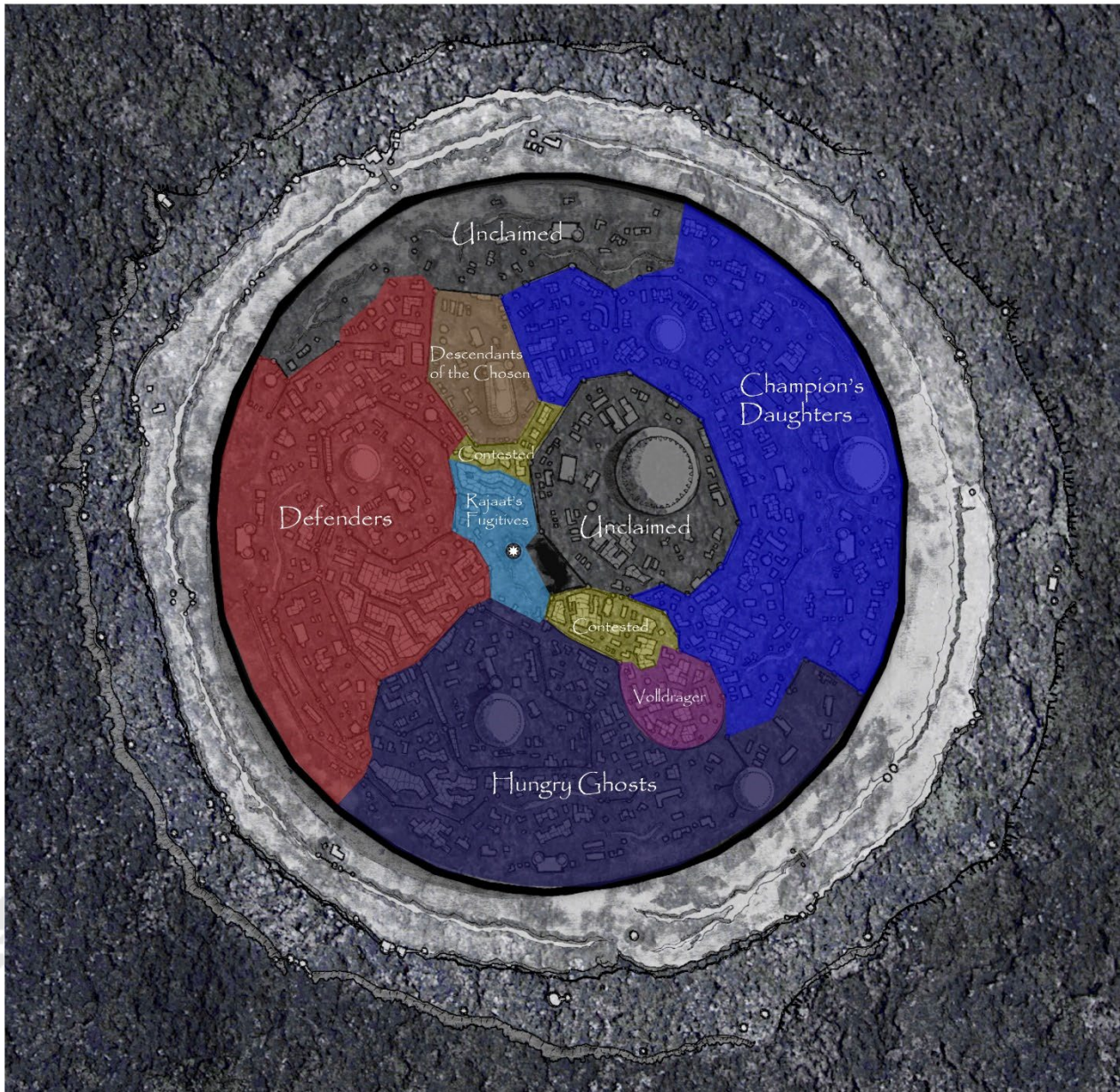
While the City itself bears its own emblem (a modification of the original city seal of Nagarvos), that emblem does not represent any single faction as no one controls the city on their own. Many factions fight for control over the city and its considerable resources but the disparate factions unite so regularly to face common enemies such as the Bugdead (and occasionally other Dead Lords), that they have learned to cooperate when the old flag of Nagarvos flies.

Likely Encounters

Street Encounters in the City of 1000 Dead.

The following map indicates which faction (if any) dominates the surface level of the City:

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City of 1000 Dead Faction Territories



See each individual faction's section for more information on likely encounters in that particular area. All of the Catacombs will have the same possible list of likely encounters as the Unclaimed Areas list below.

Encounters in Unclaimed or Contested Areas

Unclaimed or Contested areas and the Catacombs could potentially feature encounters with any of the major factions. In Contested areas it is likely (25% chance) to encounter two factions in conflict with each other.

- Undead City residents going about their business. This could be 1-3 Racked Spirits, 3-8 (1d6+2) Thinking zombies, or 7-25 (2d10+5) Mindless zombies or skeletons (in any combination)
- 1-4 servants (kraglings or morgs) running errands for the Descendants of the Chosen
- 2-8 (2d4) Dwarven Defenders and 2-8 (2d4) Ogre Defenders
- 3-12 (3d4) Infantry and 1-4 Lieutenants from the Champions Daughters

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- 13-40 (3d10+10) mindless undead (zombies and/or skeletons) accompanied by one Hungry Ghost lieutenant (unless it is Redsmile Rog, in which case he would not be visible - likely in a sniping position).
- 1-3 Sovereign Rising Disciples (See Chapter 3) running an errand for their “embassy”
- One of the Other Undead (except for Volldrager, who almost never leaves his compound)

If a visitor enters the domain of one of the three Guardians of Nargavos, that guardian will quickly become aware of their presence, and will begin observing their actions. See each guardian’s respective description to determine if and how they would choose to interact with the visitors.

For each 30 minutes spent in one of the other districts, there is a 50% (non-cumulative) chance of attracting the attention of that district’s respective leadership, who will then decide whether or not to bring the visitors to their headquarters for interaction. Entering the headquarters of any faction draws the immediate attention of that faction’s leadership.

Where are the “Other Undead”? – Encountering the Independent Entities in the City

There are many entities in the Other Undead and Free Agents sections later in this chapter who have been intentionally not placed on any of the maps for the City of 1000 Dead (with the exception of Volldrager). This was done intentionally to give the DM flexibility in using their special encounters in their own campaigns.

In these cases, there is a very good reason for their either not having a fixed position, or their location being a secret. See the individual NPC entries for more details.

Descendants of the Chosen

The Navel’s former researchers have long been divided into 5 different factions, each with their own organization, emblem, and colors. They spend much of their time fighting amongst themselves, but still band together when faced with outside threats (under the old banner of the Navel itself).

The old symbol of The Navel contained the symbols for each faction (or “departments” as they were once known). The Navel’s emblem can still be found on and in many of their buildings and books, and the outermost doors of the Descendants’ complex.



Likely Encounters

Almost every encounter within the Descendants’ territory will be a unique one.

Given the relatively small size of the Descendants’ current campus, it is almost inevitable visitors to the complex will encounter at least one of the high-ranking Descendants and their retinue of 2-8 (2d4) scholars (for each 5 minutes spent on site, the chance of encountering a Descendant and/or their scholars increases by 10%).

The reaction of the group to visitors will depend on which of the Descendants it is but generally most visitors will only have a short amount of time to state their business before they are considered a threat.



(Typical) Descendant of the Chosen Scholar CR20

All minor scholars of the various Navel factions have similar stats.

Male or Female Human Zhen Psion (Shaper) 15

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +4; **Senses** Darkvision 60ft.; **Listen** +11, **Search** +16, **Spot** +17

Aura -

Languages Ulyanese, Classic Halfling, +2 other Green Age human languages (see Ch1)

AC 27; touch 17, flat-footed 23

(+4 Dex, +10 Nat, +3 Def)

hp 130 (15 HD; 15d12+15+18); **Fast Healing** 1

DR 15/magic; **SR** -; **PR** -; **Resist** -;

Immune Undead Traits; **Weakness** Delusional (still employed at/by the Navel), Vulnerability to Mind-Affecting Effects

Fort +9, **Ref** +13, **Will** +15

Speed 30+10 ft.; Obsidian Climb

Melee Slam +11 (1d8+4) or Touch +11 (by power)

Full Melee 2x Slam +11/+6 (1d8+4)

Ranged Light Crossbow +13 (1d8+2; 19-20/x2) or Ranged Touch +9 (by power)

Full Ranged Light Crossbow +13/+8 (1d8+2; 19-20/x2)

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

Base Atk +7/+2; **Grp** +11

Combat Options: **Dehydrating Touch** (CRd6, DC 18), Greater Psionic Fist (+4d6), **Paralysis** (DC 18), Point Blank Shot, Precise Shot, Psionic Meditation (Move action), Unavoidable Strike

Combat Gear Crossbow Bolts x20, Light Crossbow x2

Spell-Like Abilities (CL 15th):

At will - *cat's grace*, *cure light wounds*, *protection from chaos*.

Psi-Like Abilities: (ML 15th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (ML 15th, Power Points 195+60, DC 17 + power level):

8th — *astral seed*, *bend reality*

7th — *divert teleport*, *energy wave*, *mass ectoplasmic cocoon*, *phase door psionic*

6th — *crystallize*, *psionic disintegrate*, *psionic greater fabricate*, *temporal acceleration*

5th — *hail of crystals*, *psionic major creation*, *psionic plane shift*, *psionic true seeing*

4th — *psionic dimension door*, *psionic fabricate*, *quintessence*, *wall of ectoplasm*

3rd — *greater concealing amorpha*, *dispel psionics*, *dismiss ectoplasm*, *ectoplasmic cocoon*

2nd — *psionic identify*, *psionic lock*, *psionic repair damage*, *thought shield*

1st — *astral construct*, *astral traveler*, *energy ray*, *far hand*, *inertial armor*

Abilities Str 19, Dex 18, Con --, Int 24, Wis 14, Cha 12

SQ **Damage Reduction**, Darkvision 60 ft., **Enhanced Ability (saves)**, Fast Healing, Gray Toughness 1, Obsidian Climb, Rebuke Undead (CL 15th, 4/day), Skills, **Spell Like Abilities**, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Boost Construct ^B, Chain Power, Empower Power, Greater Psionic Fist ^B, Point Blank Shot, Precise Shot, Psionic Body ^B, Psionic Fist ^B, Psionic Meditation, Speed of Thought, Unavoidable Strike.

Skills Autohypnosis +20, Bluff +7, Concentration +19, Craft (stonemasonry) +24, Knowledge (Arcana) +14, Knowledge (Psionics) +24, Knowledge (The Planes) +10, Listen +10, Psicraft +24, Search +16, Sense Motive +7, Spot +17, Use Psionic Device +19.

Possessions 59,000cp or Combat Gear plus: *Cloak of Resistance* +3, *Headband of Intellect* +4, *Potion-Orb of Inflict Critical Wounds* x2, *Ring of Protection* +3.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Descendants Scholars all have the glistening purple-black flesh typical of zhen. They appear dressed in the robes favored by psionic scholars in the Time of Magic (cut short and allowing for maximum freedom of motion). This and their concealed crossbows are the only indicators they are more than just scholarly assistants.

Personality Notes

The Scholars serving the Descendants of the Chosen were raised, like many generations before them, as assistants to their seemingly immortal leaders - the

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chief researchers at the Navel. Conditioned to be utterly dedicated to their superiors, the Scholars are fanatically devoted to their leaders and become extremely aggressive when their former supervisors are slighted or threatened.

The dissonance of being asked to fight some of their honored leaders somehow has yet to fully register with the Scholars. This might be because they have seen the destruction of at least two such leaders within the past few King's Ages (such as the leader of the Marooned Galzu-Rach), or because their mental conditioning was especially effective.

The Scholars are under the delusion that they are alive and working at the Navel. They view the City 1000 Dead as a greatly expanded Navel (it's growth mysteriously having happened while they were unconscious after the Obsidian Tide) and the other undead as laborers, local farmers, or bandits as appropriate.

Strategy and Tactics

At the Navel, the program of mental conditioning included guided meditation sessions and basic tutoring in the Way for all researchers (mental resilience and focus were seen as assets for the research work, and emotional outbursts could prove to be extremely disruptive), but the Scholar psions assisting the lead researchers received additional training. Schooled in obscure monastic traditions, the Scholar assistants were trained to physically defend their superiors in the event of an emergency. Over the centuries, the Scholars have honed this training to become quite adept at unarmed combat. (See Cheltagthwo's entry below.)

In combat, the Scholars' primary focus will be to create astral constructs - to be used offensively or defensively, as necessary. Once they have manifested a sufficient number of astral constructs, Scholars will make use of their psionics to otherwise control the combat environment: blocking or distracting ranged attackers while forcing their opponents close, so as to inflict maximum damage with their hand-to-hand attacks.

It is quite common to see Scholars working with assistants, either thinking zombies, kraglings, morgs, or mindless skeletons and zombies. If they are attacked while supported by their retinue, then they will try to make use of them as best they can to protect and support themselves. The Scholars aren't particularly known for their tactical brilliance, however.

History

The Navel research center was built atop the ruins of Nagarvos. Shortly after the Siege of Nagarvos ended and the city fell, Rajaan appointed Qwith the overseer of what would become the Navel. Tasked with finishing the research into extraplanar sources of power that Rajaan himself had abandoned, they would need much assistance; at the time, Qwith only had a few lieutenants and defilers (recently graduated from the Pristine Tower) with which to work.

They found this assistance in the survivors of Nagarvos - scattered human children who had been hidden amongst the rubble and in cellars. Qwith and her lieutenants brought the children back to the surface, claiming to be rescuers. They trained the children for various tasks according to ability, hand picking the most promising wild talents to train as psions. Those students' skills grew over time and they eventually came to directly assist with the research at the Navel.

As the generations wore on, the children, grandchildren, and great grandchildren of those survivors began to see selection for service in the Navel as an honor. The destruction of the city was forgotten, and the mighty achievements of the Navel became all that mattered.

Everything changed the night of the Obsidian Ruin: suddenly assaulted from several sides by screaming hordes of undead attackers, confusion reigned. Before anyone knew what was going on, the Navel exploded in an outflowing of burning black death. None remember what happened next or how long they were buried before they awakened again, trapped within a slowly-cooling sheet of pure obsidian.

Society

The Scholars are used as messengers, go-betweens, and front-line lieutenants for the internal conflicts between the various Descendants factions. The faction leaders value the Scholars' abilities and contributions, but they would not hesitate to sacrifice one of them if necessary. The Scholars also oversee the 'lesser' undead in each faction - coordinating activities and general defense.



Custodians of the Dark

Thikwasa CR32

Female Human Zhen Psion (Kineticist) 26

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Darkvision 60ft.; Listen +9, Search +21, Spot +15

Aura -

Languages Remaan, Classic Halfling, Ulyanese +1

AC 34; touch 16, flat-footed 33

(+1 Dex, +10 Nat, +8 armor, +5 Def)

hp 227 (26 HD; 26d12+26+32); **Fast Healing** 6

DR 5/magic

Immune Undead Traits; **Weakness** Vulnerability to Cold, Vulnerability to Mind-Affecting Effects

Fort +14, **Ref** +15, **Will** +23; Evasion

Speed 30 ft., Fly 60 ft. (good); Obsidian Climb

Melee Slam +16 (1d8+3) or Touch +16 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +13/+8; **Grp** +16

Combat Options: **Ability Drain** (DC 26 or 1d6 Con drain), **Disease** (DC 26), Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Greater Psionic Endowment (+2 DC), **Paralysis** (DC 28), Psionic Meditation (Move action),

Combat Gear -

Psi-Like Abilities: (ML 26th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (ML 26th (+2 vs. PR), Power Points 343+90+61, DC 19 + power level):

9th — *Affinity Field*, *Apopsi*, *Tornado Blast*, *Reality Revision*, *Timeless Body*

8th — *Bend Reality*, *Psionic Mind Blank*, *Recall Death*, *Psionic Telekinetic Sphere*, *Shadow Body*

7th — *Energy Conversion*, *Energy Wave*, *Evade Burst*, *Reddopsi*

6th — *Dispelling Buffer*, *Null Psionics Field*, *Psionic Disintegrate*

5th — *Adapt body*, *Power Resistance*, *Energy Current*, *Fery Discorporation*

4th — *Energy Adaptation*, *Energy Ball*, *Inertial Barrier*, *Intellect Fortress*, *Psionic Dimension Door*

3rd — *Body Purification*, *Dispel Psionics*, *Energy Cone*, *Energy Retort*

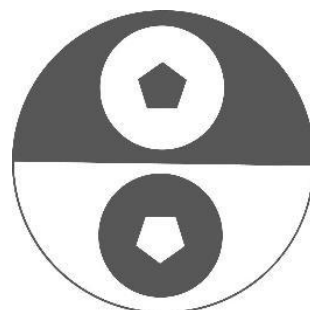
2nd — *Control Air*, *Energy Missile*, *Energy Adaptation (Specified)*, *Psionic Tongues*

1st — *Control Object*, *Decelerate*, *Disable*, *Dissipating Touch*, *Mind Thrust*

Abilities Str 16, Dex 12, Con --, Int 28, Wis 16, Cha 16

SQ Damage Reduction, Darkvision 60 ft., **Fast Healing**, **Flight**, Gray Toughness, Obsidian Climb, Rebuke Undead (CL 26th, 6/day), Skills, Undead Traits, Vulnerability to Cold, Vulnerability to Mind-Affecting Effects.

Feats Ability Focus (Paralysis)^B, Craft Psicrown, Craft Psionic Arms and Armor, Craft Universal Item, Epic Psionic Focus, Greater Power Penetration,



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Greater Psionic Endowment ^B, Improved Manifestation (x3), Maximize Power ^B, Power Penetration, Psionic Body, Psionic Endowment ^B, Psionic Meditation, Quicken Power ^B, Skill Focus (Knowledge: Psionics), Widen Power ^B.

Skills Concentration +32, Diplomacy +17, Intimidate +32, Knowledge (Psionics) +38, Knowledge (Religion) +38, Knowledge (The Planes) +38, Listen +9, Psicraft +38, Search +21, Sense Motive +33, Spot +15.

Possessions 390,000cp or **Combat Gear** plus: *Bracers of Armor* +8, *Cloak of Resistance* +5, *Cognizance Crystal* (17/17 PSP), *Dorje of Energy Wave* (ML 13th, 21 charges), *Hand of Glory*, *Headband of Intelligence* +6, *Psicrown of the Evader* (383 PSP), *Ring of Evasion*, *Ring of Freedom of Movement*, *Ring of Protection* +5, *Third Eye* (Aware).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Thikwasa is a thin, middle-aged, round-faced woman with short hair and padded cheekbones. The almond shape of her eyes identifies her as Remaan in origin (to those in the know). Thikwasa's flesh resembles dark porcelain and is still unmarred, even after all these centuries.

Personality Notes

Even now that all her fellow researchers have fallen into factional infighting, Thikwasa has managed to remain level-headed, pragmatism and calm. She knows she must make the best of the current situation and knows what is at stake if the Heart of Negchar falls into the wrong hands.

Recently Thikwasa has been attempting to investigate the nature of the Heart of Negchar's connection to the obsidian and the enormous amounts of necromantic energy that reside within it. Progress has been slow,

however, because of the continuous infighting within the Descendants.

Strategy and Tactics

It can be very difficult to land an attack on Thikwasa: between her control over energy and her ability to manipulate the kinetic energy of opponents, most foes never even get close to her. When expecting combat, Thikwasa will use her innate flight ability to remain approximately 15ft off the ground (high enough to avoid most melee attacks, but low enough to keep from becoming an obvious target).

When forced into combat, Thikwasa will do everything in her power to drive her opponents away, including drawing upon Scholars around her to protect her. If she is sufficiently threatened, she will simply teleport away.

History

Originally from the coast of the Sunrise Sea east of Nowhaer's Ladder, Thikwasa grew up the daughter of a Remaan trader. Her family's travels took her into Nagarvos on numerous occasions before she was sent away for schooling in psionics in the city of Ebe. When she returned, she had acquired a keen mind and great skill in the Way, but found that she could not bring herself to return to the life of a trader.

Searching for her own path in life, Thikwasa made her way to Nagarvos, intent on selling her services as a mindbender; there, she first encountered whispers of Gretch's propaganda. Thikwasa had no particular animosity for the other races, but she was intrigued by Gretch's call for skilled psionicists.

Gretch's call eventually lead to Thikwasa's enlistment in the Cleansing armies and while she did not particularly distinguish herself on the battlefield, Thikwasa did draw the attention of Qwith, who (impressed with her knowledge and understanding of psionic theory) invited her to join her special project after the fall of Nagarvos.

Thikwasa's grasp of psychokinetics and its planar applications were nearly unmatched among the Navel



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scholars, and centuries of research only served to sharpen her skills. By the time the Boiling Ruin struck, Thikwasa possessed a profound understanding and ability to control energy sources with the Way, as well as how to imbue that energy into psionically active items.

Thikwasa's skills and experience made her a natural choice to contribute in the creation of the Heart of Negchar, some nine King's Ages ago. In light of her vast experience and knowledge, Negchar elevated Thikwasa to be his number two, and since his recent disappearance (after an assassination attempt targeting Negchar), Thikwasa has acted as leader of the Custodians.

Society

Thikwasa currently serves as the leader of the Custodians of the Dark in Negchar's absence. She suspects that Traleev-eso's perennial favor-mongering is part of some scheme to overthrow her, but she is confident in her leadership abilities and power base.

The Custodians of the Dark are the faction currently in control of the part of campus known as "the Domed Den" - the structure which houses the Heart of Negchar. They maintain this control through a network of alliances and truce agreements with the other Descendants factions.

Thikwasa is the mother of Ohl-Numash (the Deshentan Ambassador), whom she had with another researcher king's ages ago. They had a distant relationship in life and have not spoken since Ohl-Numash left the Navel compound.



Traleev-eso CR26

Male Human Zhen Wizard 12 / Necromant 10

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +7; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +9, Search +22, Spot +15

Aura: Fear (60 ft. radius, DC 23)

Languages Carsys, Classic Halfling, Ulyanese +1

AC 33; touch 15, flat-footed 30*
(+3 Dex, +10 Nat, +8 armor, +2 Def)

hp 165 (22 HD; 22d12+22); **Fast Healing** 3

DR 5/magic;

Immune Fear, Undead Traits; **Weakness:** Deterioration, Turn Submission (-4; as 18 HD), Vulnerability to Mind-Affecting Effects
Fort +9, **Ref** +12, **Will** +20

Speed 30 ft.; Obsidian Climb

Melee Slam +14 (1d8+3) or Touch +14 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +11/+6; **Grp** +14

Combat Options: Paralyzing Gaze (30 ft., DC 23), Slam, Taint Weapon (DC 23).

Combat Gear Rod of Absorption, Rod of Quicken Metamagic

Psi-Like Abilities: (ML 22nd; DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented.

Spell-Like Abilities (CL 22nd):

1/day - animate dead, command dead;

Wizard Spells (CL 22nd (+1*), DC 18 (+3 for Necromancy spells ^N) + spell level):

9th — astral projection ^{*N}, gray rift.

8th — gray beckening ^{*N}, quickened dimension door, summon monster VIII, sunburst*.

7th — grasping hand*, project image, quickened dispel magic, summon monster VI.

6th — antimagic field, contingency*, greater dispel magic, summon monster VI, undeath to death ^{*N}.

5th — cone of cold*, magic jar ^{*N}, interposing hand*, quickened shield, summon monster V.

4th — animate dead*, bestow curse ^{*N}, dimension door, dimensional anchor, scrying, summon monster IV.

3rd — arcane sight, daylight, dispel magic, halt undead ^{*N}, vampiric touch ^{*N}, summon monster III.

2nd — command undead x2 ^{*N}, false life ^N, scorching ray*, rope trick, see invisibility.

1st — alarm, disguise self, magic missile*, ray of enfeeblement x2 ^{*N}, shield.

0 — detect magic, disrupt undead, mage hand, message.

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 16, Con --, Int 27, Wis 16, Cha 14
SQ Animate Dead, Control Undead, Damage Reduction, Darkvision 60 ft., Dead Lord, Fast Healing, Fear Aura, Fear Immunity, Gravespeaker, Gray Casting, Gray Toughness, Low-Light Vision, Obsidian Climb, Psi-Like Abilities, Rebuke Undead (CL

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22nd, 5 /day), **Spirit Master**, **Turn Submission**, **Transmit Curse (DC 23)**, Undead Presence, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Augment Summoning, Craft Rod ^B, Epic Spell Focus (Necromancy), Eschew Materials, Greater Spell Focus (Necromancy), Improved Initiative, Iron Will, Path Sinister ^{*}, Quicken Spell ^B, Scribe Scroll ^B, Spell Focus (Conjuration), Spell Focus (Necromancy).

Skills Bluff +21, Concentration +27, Knowledge (Arcana) +33, Knowledge (Psionics) +18, Knowledge (Religion) +33, Knowledge (The Planes) +33, Listen +9, Search +22, Sense Motive +9, Spellcraft +35, Spot +15.

Possessions 265,000cp or **Combat Gear** plus: *Bracers of Armor* +6, *Cloak of Resistance* +2, *Gloves of Dexterity* +4, *Headband of Intellect* +6, *Ring of Protection* +2; 1,500cp statuette (for contingency spell).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

In life, Traleev-eso was pale and thin, and often looked quite ghoulish. If anything, the transition to undeath as a zhen has made him look more life-like, reducing the pallor of his skin and deemphasizing his sunken eyes and gaunt features.

Traleev-eso finds his need for preserving oils to maintain his undead flesh distasteful and embarrassing and takes every effort to hide the entire affair from his compatriots.

Personality Notes

Intense, animated, twitchy

Traleev-eso's seemingly frail appearance belies the intense frenetic activity of his personality. He is seemingly always moving and when he moves, he moves quickly. Traleev-eso never seems to blink, often casting side-long glances as if he sees something out of the corner of his eye.

Traleev-eso is surprisingly helpful to his allies and easy to work with. Ever the amiable sort, he craves interpersonal connections, and has always been more than happy to assist a fellow researcher with a project or to defend an ally.

Strategy and Tactics

Traleev-eso prefers combat spells that snuffs the life (or unlife) out of his targets. He also favors spells to cancel

the magics of others (having long ago learned how disruptive magical surprises can be in a combat situation), which makes his few enemies loathe to fight him.

Traleev-eso is happy to seemingly fight to the death, confident in his contingency plans to prevent his actual destruction. Indeed, Traleev-eso is not averse to triggering an especially destructive magical effect with himself inside the blast radius, if necessary.

History

As a child in Carsys, Traleev-eso lost both his mother and brothers in a horrible boating accident. He was the only survivor, and the trauma left him with a twitch and stutter that took decades to master. The experience also caused him to become obsessed with making contact with the dead.

Traleev-eso was not a difficult recruit to Rajaat's cause, as it was an elven ship which had crashed into his family's boat. All it took was the right propaganda and a charming recruiter for Traleev-eso to join up with the mustering Cleansing Armies.

Traleev-eso was one of the first mages to dedicate his life to understanding the Gray and the use of that source of negative energy. While he was not the first to develop the concept of greycasting (that distinction goes to Gretch), he was likely the second, teaching himself to channel the power of the Gray to cast arcane spells after the Boiling Ruin and helping the remaining former Navel researchers to regain their access to arcane power.

Because of his specialty, Traleev-eso was chosen by Qwith for a team working to develop stable methods of transmitting dimensional energy, alongside representatives from each of the other research divisions: Ebliriok, Kakraz the Putrid, Ulariss, and the late Sabinatu. After many unsuccessful attempts (the most disastrous of which killed Sabinatu and nearly killed Ulariss), the team was able to build a stable conduit to the so-called "demi-plane of obsidian" within the paraelemental plane of Magma. This would prove to be Traleev-eso's greatest achievement, and his greatest regret.

During the battle at the Navel, while under the control of two apprentice researchers, this gate failed somehow, unleashing untold amounts of paraelemental obsidian that submerged the land, and created the Dead Lands.

Society

Traleev-eso seems to have friends in every faction and he is still on especially good terms with the other

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members of the dimensional conduit development group. If Traleev-eso were more ambitious, he might easily have been able to take over his own faction and perhaps even unite most of the former personnel from the Navel behind him, but such things do not interest him; Traleev-eso is interested in relationships, not power. This lack of interest has not stopped Thikwasa from suspecting him of repeatedly and unsuccessfully attempting to gain leadership of the Custodians.

Traleev-eso serves a secret master, though even he does not know the master's identity. The Obsidian Tide carried Traleev-eso far from the ruined site of the Navel and when he awoke, Traleev-eso had already been captured and placed under the control of a shadowed figure. He was sent back from whence he came with instructions to make friends and keep his eyes and ears open. Traleev-eso is occasionally contacted by this mysterious liege for updates on current events, but has never learned anything more about his master; he fears it might be Gretch, but dares not voice such thoughts.



Magnwag CR19

Female Human Zhen Wizard 15 / Necromant 1

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +11, Search +20, Spot +17

Languages Classic Halfling, Classic Tanysh, Remaan, Ulyanese

AC 29; touch 15, flat-footed 28*
(+1 Dex, +10 Nat, +4 armor, +4 Def)

hp 120 (16 HD; 16d12+16); **Fast Healing**: 3

DR 5/magic; **SR** 30

Immune Turning, Undead Traits; **Weakness**: **Death Wish**, **Distractable**, Vulnerability to Mind-Affecting Effects

Fort +6, **Ref** +7, **Will** +15

Speed 30 ft.; Obsidian Climb

Melee Slam +10 (1d8) or Touch +10 (by spell)

Ranged Ranged Touch +8 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +7/+2; **Grp** +10

Combat Options Slam

Combat Gear -

Psi-Like Abilities: (ML 16th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 16th or 17th *, DC 18 (or 20^E or N) + spell level):

8th – *clenched fist*^E, *maximized cone of cold*^E, *quicken crushing despair*.

7th – *control undead*^N, *mage's sword*^E, *quicken lightning bolt*^E, *quicken vampiric touch*^N, *spell turning*.

6th – *chain lightning*^E, *disintegrate*, *undeath to death*^N x2.

5th – *cone of cold*^E, *magic jar*^N, *quicken shield*, *teleport*, *wall of force*^E.

4th – *bestow curse*^N x2, *crushing despair* x2, *resilient sphere*^E x2.

3rd – *dispel magic*, *halt undead*^N x2, *lightning bolt*^E, *vampiric touch*^N x2.

2nd – *command undead*^N x3, *spectral hand*^N, *touch of idiocy* x2.

1st – *chill touch*^N, *mage armor* x2, *magic missile* x2, *shield*, *shocking touch*^E.

0 – *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (embroidery on sash)

Abilities Str 16, Dex 12, Con --, Int 26, Wis 16, Cha 14

SQ Damage Reduction, Darkvision 60 ft., **Enhanced Senses**, Fast Healing, Gray Casting, Gray Toughness 1, **Immunity to Turning**, Low-Light Vision, Obsidian Climb, Rebuke Undead (CL 20, 5/day), Skills, **Spell Resistance**, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Controlled Rze, Eschew Materials, Greater Spell Focus (Evocation), Greater Spell Focus (Necromancy), Iron Will, Maximize Spell^B, Path Sinister^B, Quicken Spell^B, Scribe Scroll^B, Spell Focus (Evocation), Spell Focus (Necromancy).

Skills Bluff +13, Concentration +21, Diplomacy +4, Knowledge (Arcana) +27, Knowledge (Nature) +27, Knowledge (The Planes) +27, Listen +11, Search +20, Sense Motive +18, Spellcraft +29, Spot +17.

Possessions 77,000cp or **Combat Gear** plus: *Cloak of Resistance* +1, *Headband of Intellect* +6, *Ring of Protection* +4.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions. In addition:

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Path Sinister (feat): Choose two spells at every spell level. These spells must be selected from the evocation and/or necromancy schools. You gain +1 caster level when casting the chosen spells. *

Appearance

Magnwag is a Remaan like Thikwasa. She shares similar features (padded cheekbones, round face), but she is shorter and dowdier, almost matronly in her appearance.

Personality Notes

Miserable, dour, bitter

Of all the Navel researchers, few have lost more access to their original area of interest than Magnwag. Being an expert in the collection and use of arcane energy, and therefore in the interplay and differences between defiling and preserving magic, the changes brought on by the Boiling Ruin meant Magnwag had no more subjects to study. She has taken to studying the way arcane energy can be taken from the undead, but this is a poor substitute for her.

If faced with living plants or animals (most probably living people), Magnwag would grow quite excited at the chance to study her old specialty once more; living beings should beware of her for this reason.

Strategy and Tactics

In combat, Magnwag strikes hard and fast. Against the living, she usually fights to capture, as new subjects for her experiments are not easy to come by, going to great lengths to avoid killing a living target. When facing her fellow undead, however, Magnwag has no compunction about destroying them utterly.

Magnwag hurls herself into combat when the opportunity arises, throwing caution to the wind. Her fellows have begun to grow concerned with her behavior, having had to rescue her from potentially lethal situations several times recently - they now monitor her closely in battle, as they see no reason to allow such a valuable researcher to destroy herself for no gain.

History

While she was originally a defiler by training, Magnwag more often cast spells like a preserver - the better to study the process through which arcane energy was drawn from plant life, her research specialty. The death of every living thing in Ulyan forced the switch to greycasting to power arcane magic

and was an especially difficult transition for Magnwag; she would abandon greycasting instantly, if given a chance.

Magnwag was part of the group which created the Heart of Negchar about nine King's Ages ago. Her expertise in channeling and controlling the flow of energies for arcane spellcasting was an asset, even if the work fell outside her preferred area of study.

Society

Since the Boiling Ruin, Magnwag has thrown in her lot with Traleev-eso and his research, and she has proven a useful aide to him. Magnwag's research skills were always strong, and even though she is not working in her field of specialty anymore, she has been vital to the group's efforts to unlock how the Heart of Negchar interacts with the negative energy inherent in the obsidian.



Negchar CR31

Male Human Zhen Wizard 15 / Necromant 1 / Cleric (Magma) 3 / Mystic Theurge 10

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Listen +14, Search +21, Spot +20

Languages Classic Halfling, Ignan, Terran, Ulyanese

AC 38; touch 16, flat-footed 37 *

(+1 Dex, +10+4 Nat, +5 Def, +8 Armor)

hp 217 (29 HD; 29d12+29); **Fast Healing:** 3

DR 5/magic;

Immune Turning, Undead Traits; **Weakness:** Phobia, Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +14, **Will** +28; Force of Will

Speed 30 ft.; Obsidian Climb

Melee Slam +19 (1d8+4) or Touch +19 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +15/+10/+5; **Grp** +18

Combat Options: Automatic Quicken Spell (1st to 3rd), **Disease** (DC 26), Multispell (2/round).

Combat Gear Staff of Frost (37 charges)

Spell-Like Abilities (CL 29th):

3/day - transformation;

1/day - animate dead, create greater undead, create undead;

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Psi-Like Abilities: (ML 29th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Cleric Spells (CL 13th, DC 18 (or 20 for ^N) + spell level):

- 7th – *earthquake (d)*, *mass cure serious wounds*, *repulsion*.
6th – *blade barrier*, *heal*, *flesh to stone (d)*, *gray beckoning*, *undeath to death ^N*.
5th – *cleansing flame*, *elemental strike*, *spell resistance*, *unhallow*, *unliving identity (d) ^N*.
4th – *divination*, *divine power*, *elemental armor*, *elemental weapon*, *greater magic weapon*, *tongues*, *vampiric touch (d) ^N*.
3rd – *animate dead (d) ^N*, *bestow curse ^N*, *glyph of warding*, *magic circle against evil*, *magic vestment*, *protection from energy*, *searing light*.
2nd – *augury*, *cure moderate wounds*, *desecrate*, *silence*, *speak with dead (d) ^N*, *spiritual weapon*, *zone of truth*.
1st – *curse element*, *death knell (d) ^N*, *detect undead*, *divine favor x2*, *hide from undead x2*, *shield of faith*.
0 – *detect magic x2*, *light x2*, *read magic x2*.

Wizard Spells (CL 26th, DC 19 (or 21 for ^N) + spell level):

- 10 – *extended time stop*, *quicken greater dispel magic*.
9th – *gray rift ^N*, *imprisonment*, *pact of darkness ^N*, *time stop*.
8th – *extended control undead ^N*, *mind blank*, *moment of prescience*, *polar ray*, *sunburst*.
7th – *control undead ^N*, *greater scrying*, *gray beckoning ^N*, *heightened halt undead ^N*, *prismatic spray*, *project image*.
6th – *disintegrate*, *greater dispel magic*, *greater heroism*, *shroud of darkness ^N*, *true seeing*, *undeath to death ^N*.
5th – *cone of cold*, *contact other plane*, *dismissal*, *transmute mud to rock*, *transmute rock to mud*, *teleport*.
4th – *bestow curse ^N*, *detect scrying*, *fire shield*, *greater invisibility*, *polymorph*, *touch the black ^N*.
3rd – *arcane sight*, *clairaudience/clairvoyance*, *dispel magic x2*, *explosive runes*, *fly*, *halt undead ^N x2*, *lightning bolt*, *vampiric touch ^N x2*.
2nd – *command undead ^N*, *invisibility*, *misdirection*, *rope trick*, *scorching ray*, *see invisibility*, *spectral hand ^N*.
1st – *chill touch ^N*, *detect undead*, *expeditious retreat*, *magic missile*, *ray of enfeeblement ^N*, *shield*, *shocking grasp*.
0 – *detect magic*, *disrupt undead ^N*, *mage hand*, *message*.

Spellbook (embroidery on his sash)

Abilities Str 18, Dex 12, Con --, Int 32, Wis 26, Cha 14
SQ **Create Undead**, Damage Reduction, Darkvision 60 ft., Domains, **Enhanced Ability (Strength +2)**, Fast Healing, Gray Toughness 1, Immunity to Turning,

Low-Light Vision, **Nondetection** (DC 26), Obsidian Climb, **Phobia (extraplanar creatures)**, Rebuke Undead (CL 29th, 5/day), Skills, **Tap the Gray**, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Automatic Quicken Spell (1st to 3rd), Brew Potion ^B, Craft Magic Arms & Armor ^B, Craft Wondrous Item ^B, Eschew Materials, Extend Spell, Force of Will, Greater Spell Focus (Necromancy), Improved Spell Capacity (10), Heighten Spell, Iron Will, Multispell, Quicken Spell, Scribe Scroll ^B, Spell Focus (Necromancy).

Skills Bluff +25, Concentration +34, Diplomacy +34, Knowledge (Arcana) +36, Knowledge (Religion) +38, Knowledge (The Planes) +41, Listen +14, Search +21, Sense Motive +24, Spellcraft +43, Spot +20.

Possessions 570,000 plus Combat Gear or *Bracers of Armor +8*, *Cloak of Resistance +2*, *Headband of Intellect +6*, *Periapt of Wisdom +6*, *Ring of Protection +5*, *Ring of Wizardry (III)*, *Skin of the Defender*, *Third Eye (Repudiate)*, *Tome of Clear Thought +4 (already read)*, *Tome of Understanding +3 (already read)*; 675cp in gems.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions. In addition:

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric rebukes undead.

Appearance

Negchar is tall and thin, gangly even, with matted hair and a long beard. His flight has left him haggard-looking, with ragged clothes and a twitchy demeanor.

Personality Notes

Over-cautious, distrustful, obsessive

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Negchar always imagined he was meant to be an academic and a craftsman. Never proficient in a fight, he fully expected to enjoy a quiet life of solitary research. That was before he died; in undeath, Negchar's powers increased dramatically and he finally had a need to defend himself and his holding with violence (when necessary).

Negchar has fled the Descendants' compound after the recent attempt on his life. He has been on the run since, only pausing occasionally to indulge in some field research to study the obsidian's inherent negative energy.

Strategy and Tactics

At the first sign of trouble, Negchar will lash out with multiple spells per round, both powerful damaging spells and protective magics. He will only lash out strongly if cornered, using various spells to contain his assailants before teleporting away. Negchar's preference will always be to either get away from the attackers, or to get the attackers to withdraw.

Should he be recognised or spotted, Negchar will attempt to escape at the first opportunity.

History

Negchar was an odd recruit for the Pristine Tower, attending in the last years before the Cleansing Armies were mustered. A novice fire cleric, Negchar was fascinated with magic of all kinds and sought to learn arcane magic. His interest in magic was matched only by his talents and as time went on, Negchar proved to have a singular flair for the creation of magical items. When the Cleansing Armies began to muster, Negchar joined up more out of personal loyalty to his instructors than out of any personal hatred of other races. Never one for actual combat, he was made a low-ranking officer and assigned to the quartermastery division; placed in charge of the production and maintenance of magical items, Negchar found the work satisfying and engaging.

When Qwith was instructed to found her secret project which would be eventually known as the Navel, Negchar was one of the first to volunteer his talents to the cause. He quickly earned the respect of his peers and even Qwith herself as a reliable and effective artificer.

During his tenure as a senior researcher, Negchar worked on many incredible magical items and effects; he even worked alongside Qwith herself as part of the team that constructed the Gate.

After the Shining Tide and the destruction of the Navel, Negchar rose to a more prominent position of leadership amongst the former researchers, assembling the Custodians of the Dark to study the negative energy that caused the reanimation of inhabitants of the Dead Lands and he personally led the group that created the powerful *Heart of Negchar*.

Society

Perhaps it was inevitable that one of Negchar's subordinates would eventually prove jealous enough to attempt to murder him. Since the failed assassination attempt, no one has been able to locate Negchar.

Many rumors have circulated over the years about Negchar since his disappearance. Some say he died facing the Bugdead in the south, or that he has established a subvitrine lair along one of the northern cliff-edges of the Obsidian Plain, or that he rules a canyon-valley somewhere in the Forbidden Mountains. Others allege that Negchar has learned to communicate with the mysterious Great One and soon he will be able to command the obsidian itself! There are claims that he's figured out how to control the Gate, opening and closing it at will - and soon he will return at the head of an army of obsidian paraelementals.

Regardless of the veracity of these rumors, Negchar's location remains unknown, and this makes him a potentially dangerous wild card in the Dead Lands.



Ac'nac'wo CR32

Male Human Zhen Wizard 8 / Necromant 6 / Psion 5 (Shaper) / Cerebremancer 10

CE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +3; **Senses** Darkvision 60ft., Low-Light Vision; Listen +8, Search +21, Spot +14

Languages Classic Halfling, Classic Tanysh, Remaan, Ulyanese

AC 36; touch 18, flat-footed 33*

(+3 Dex, +10 Nat, +8 armor, +5 Def)

hp 217 (29 HD; 29d12+29); **Fast Healing** 3

DR 5/magic

Immune Fear, Turning, Undead Traits; **Weakness** **Cast No Shadow**, Vulnerability to Mind-Affecting Effects, **Vulnerability to Wood**

Fort +15, **Ref** +18, **Will** +28

Speed 30 ft.; Obsidian Climb

Melee Dagger +21 (1d4+8; 19-20/x2) or Slam +16 (1d8+3) or Touch +16 (by spell)

Full Melee Dagger +21/+16/+11 (1d4+8; 19-20/x2)

Ranged Ranged Touch +16 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +13/+8/+3; **Grp** +16

Combat Options: **Paralyzing Gaze (30 ft., DC 30)**, Psionic Meditation (Move action, 2x Foci),

Combat Gear Undead Bane Obsidian Dagger +5

Spell-Like Abilities (CL 29th):

At will – *animate dead, command undead, deeper darkness*

Psi-Like Abilities: (ML 29th; DC Charisma-based):

At will—*aura sight**, *body adjustment**, *body equilibrium, catfall**, *control light, elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (CL 15th, Power Points 195+67, DC 19 + power level):

8th – *Astral Seed, Bend Reality*

7th – *Energy Wave, Evade Burst, Mass Ectoplasmic Cocoon, Ultrablaster*

6th – *Crystallize, Fuse Flesh, Psionic Contingency, Psionic Disintegrate*

5th – *Ectoplasmic Shambler, Hail of Crystals, Incarnate, Psionic Major Creation*

4th – *Psionic Fabricate, Psionic Dimension Door, Quintessence, Wall of Ectoplasm*

3rd – *Greater Concealing Amorpha, Dispel Psionics, Ectoplasmic Cocoon, Solicit Psicrystal*

2nd – *Energy Adaptation (Specified), Psionic Levitate, Psionic Repair Damage, Thought Shield*

1st – *Astral Construct, Energy Ray, Matter Agitation, Psionic Minor Creation*

Wizard Spells (CL 24th; DC 22 + spell level):

12th – *maximized meteor swarm, widened meteor swarm.*

11th – *maximized widened cone of cold, widened sunburst.*

10 – *extended time stop, widened delayed blast fireball.*

9th – *foresight, magma tunnel, maximized chain lightning, shapechange, weird.*

8th – *discern location, extended control undead, greater shout, incendiary cloud, maze, protection from spells.*

7th – *extended antimagic field, greater arcane sight, greater teleport, mage's sword, prismatic spray, widened black tentacles*

6th – *antimagic field, disintegrate, greater dispel magic, globe of invulnerability, true seeing, widened fireball.*

5th – *contact other plane, mage's faithful hound, passwall, wall of stone, wall of force, widened web.*

4th – *arcane eye, black tentacles, dimension door, extended halt undead, fire shield, maximized magic missile, stonewalk.*

3rd – *clairaudience/ clairvoyance, dispel magic, extended acid arrow, fly, halt undead, haste, protection from energy.*

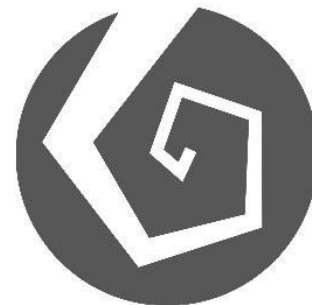
2nd – *acid arrow, command undead, extended mage armor, extended shield, invisibility, levitate, mirror image.*

1st – *chill touch, comprehend languages, detect undead, expeditious retreat, magic missile x2, true strike.*

0 – *detect magic, disrupt undead, mage hand, message.*

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 16, Con --, Int 34, Wis 14, Cha 22
SQ Animate Dead, Damage Reduction, Darkvision 60 ft., **Deeper Darkness, Enhanced Ability (Skills)**, Fast



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Healing, Fear Immunity, Gravespeaker, Gray Casting, Gray Toughness, Immunity to Turning, Obsidian Climb, Psicrystal (Liar), Rebuke Undead (CL 29th, 9/day), Skills, undead traits, Vulnerability to Mind-Affecting Effects, Vulnerability to Wood.

Feats Boost Construct^B, Craft Magic Arms and Armor, Eschew Materials, Extend Spell, Improved Spell Capacity (10, 11th, 12th), Iron Will, Maximize Spell^B, Psicrystal Affinity, Psicrystal Containment, Psionic Meditation, Quicken Power^B, Scribe Scroll^B, Unconditional Power, Widen Spell.

Skills Bluff +41, Concentration +38, Knowledge (Arcana) +44, Knowledge (Psionics) +44, Knowledge (Religion) +31, Knowledge (The Planes) +31, Listen +8, Psicraft +44, Search +24, Sense Motive +24, Spellcraft +44, Spot +14.

Possessions 520,000cp or **Combat Gear** plus: *Bracers of Armor* +8, *Cloak of Charisma* +6, *Cognizance Crystal* (16 PSP), *Eyes of Vampiric Power Leech*, *Gloves of Dexterity* +4, *Headband of Intellect* +6, *Ring of Protection* +5, *Tome of Clear Thought* +5 (already read), *Vest of Resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

A hawkish looking man with sharp facial features (even for a zhen), Ac'nac'wo has tightly-managed hair in straight braids and a round face with padded cheekbones. He wears old but well-maintained robes.

Personality Notes

Paranoid, ambitious, obsessive

Unlike many of his colleagues, Ac'nac'wo is quite politically savvy: whereas many of his colleagues conducted research to gain knowledge or further a greater cause, Ac'nac'wo has always been motivated by the drive to improve his status in life. This ambition made him perhaps too aggressive for the internal politics of the Navel but has served him well in the City of 1000 Dead.

Ac'nac'wo never planned to betray Negchar, but after the creation of the Heart, he could not abide the possibility of his colleague gaining total control over the inhabitants of the Dead Lands. But, perhaps if he gained such power for himself....

Strategy and Tactics

Ac'nac'wo is surprisingly combat-ready for a former academic and can handle himself rather well in combat. Ever since his failed assassination attempt, he knows he's made himself a target with the other Descendants, and so he must always be ready to defend himself. Always expecting a fight, Ac'nac'wo has become very difficult to surprise. His personal section of the compound is warded and alarmed exceptionally well.

History

Ac'nac'wo was born years after the Navel was established. An intelligent and conniving child, Qwith found his ambition both impressive and obnoxious, but ultimately selected him for training in both defiling and the Way.

Once his training was complete, Ac'nac'wo was assigned as a research assistant under the magma priest Sabinatu, who was working to identify and categorize sub-regions of the planes. Ac'nac'wo and Sabinatu were the first to identify and describe the region of paraelemental Obsidian, and Ac'nac'wo's experience allowed him to advance to the position of researcher when Sabinatu died in a magical accident while they were trying to conjure the first paraelemental obsidian.

After the Obsidian Boil, Ac'nac'wo's expertise proved beneficial. As an expert in paraelemental Obsidian, he was able to parlay his knowledge into a leadership position amongst the newly risen zhen.

About nine King's Ages ago, Ac'nac'wo joined a group of top Navel researchers in an effort to harness the negative energies inherent in the obsidian, culminating in the creation of the Heart of Negchar. Once the artifact was completed, Ac'nac'wo made his move: he had carefully planned an assassination attempt, using an obsidian weapon (of his own creation) designed to wither away any undead tissue it struck.

Immediately after Negchar declared the Heart complete, Ac'nac'wo struck...and missed. His blade struck Djelj in the arm instead; in the chaos, Negchar disappeared and was never seen again. The resulting arguments between the factions escalated into violence, and the war between the Descendants factions began.

Society

Shortly after the assassination attempt, Ac'nac'wo used his newfound notoriety to stage a coup in the Stoneborers, overthrowing leader Zaprurus No-iim.

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None of Ac'nac'wo's colleagues particularly like him, but he has leveraged his social skills and understanding of obsidian to great effect, maneuvering himself into a leadership role. However, Ac'nac'wo's paranoia has proven immensely useful in defense, keeping the other Descendant factions off balance and the Stoneborers well-protected.



Munavar CR24

Male Human Zhen Cleric (Magma) 21

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Darkvision 60ft., Low-Light Vision; Listen +16, Search +14, Spot +22

Languages Ulyanese, Classic Halfling, Terran, Ignan

AC 40; touch 16, flat-footed 39*

(+1 Dex, +10 Nat, +9 armor, +5 Def, +5 shield)

hp 178 (21 HD; 21d12+42); **Fast Healing** 3

DR 5/magic; **SR** 35

Immune Undead Traits; **Weakness** Code of Honor, Vulnerability to Mind-Affecting Effects, Vulnerability to Sunlight

Fort +17, **Ref** +11, **Will** +27

Speed 30 ft.; Obsidian Climb

Melee Impaler +24 (1d6+8; 20/x4) or Claw +19 (2d6+3) or Touch +19 (by spell)

Ranged Ranged Touch +17 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +16/+11/+6; **Grp** +19

Combat Options Claws, Disease (DC 26),

Combat Gear MW Chitin Light Shield +4, MW Impaler +5 (from Greater Magic Weapon), MW Shell armor +5 (from Magic Vestment)

Psi-Like Abilities: (ML 21st; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Cleric Spells (CL 21st (+4 vs SR), DC 20 + spell level):

10 — *heightened mass heal*, *quicken blade barrier*.

9th — *gate*, *implosion*, *mass heal*, *miracle*, *quicken righteous might*, *wind trap* (d).

8th — *antimagic field*, *discern location*, *elemental storm*, *incendiary cloud* (d), *quicken divine power*, *quicken freedom of movement*.

7th — *blink*, *dispel magic*, *finger of death* (d), *greater scrying*, *quicken dispel magic*, *repulsion*, *summon monster VII*.

6th — *acid fog* (d), *greater dispel magic*, *harm*, *heal*, *heightened elemental strike*, *quicken searing light*, *quicken silence*, *undeath to death*.

5th — *commune*, *disrupting weapon*, *extended divine power*, *extended greater magic weapon*, *greater command*, *righteous might*, *unliving identity* (d), *wall of stone*.

4th — *dimensional anchor*, *divination*, *extended magic vestment*, *extended prayer*, *extended protection from energy*, *freedom of movement*, *sending*, *vampiric touch* (d).

3rd — *breeze lore* (d), *extended spiritual weapon*, *invisibility purge*, *locate object*, *magic circle against evil*, *meld into stone*, *searing light*, *stone shape*.

2nd — *augury*, *enthrall*, *extended divine favor*, *find traps*, *make whole*, *silence*, *speak with dead* (d), *spiritual weapon*, *status*.

1st — *channel stench* (d), *command*, *detect undead*, *divine favor*, *entropic shield*, *magic stone*, *sanctuary*, *shield of faith*, *summon monster I*.

0 — *detect magic* x2, *light*, *mending*, *read magic* x2.

Abilities Str 16, Dex 13, Con --, Int 14, Wis 30, Cha 22

SQ Change Shape, Code of Honor, Damage Reduction, Darkvision 60 ft., Fast Healing, Gray Toughness, Obsidian Climb, Rebuke Undead (6/day), Skills, Spell Resistance, Undead Traits, Vulnerability to Mind-Affecting Effects, Vulnerability to Sunlight.

Feats Extend Spell, Heighten Spell, Inquisitor, Greater Spell Penetration, Improved Natural Attack (Claw)^B, Improved Spell Capacity (10), Negotiator, Quicken Spell, Skill Focus (Diplomacy), Spell Penetration.

Skills Concentration +30, Diplomacy +35, Heal +10, Knowledge (Religion) +26, Knowledge (The Planes) +26, Listen +16, Search +10, Sense Motive +18(+10), Spellcraft +26, Spot +22.

Possessions 240,000cp or **Combat Gear** plus: Cloak of Charisma +6, Periapt of Wisdom +6, Ring of Protection +5, Strand of Prayer Beads (Karma), Tome of Understanding +2 (already read), Vest of Resistance +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions. In addition:

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Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Ill Winds** - Class Skill: Craft (alchemy); Weapon: Splashbow; Granted Power: You get a +4 bonus to Fortitude saves against poison.

Appearance

Munavar is heavy-set, square-jawed, flat-nosed, and broad-shouldered: if not for his tightly-braided hair, he could easily be mistaken for a dwarf at first glance. Munavar's hair and long goatee reflect ancient fashions from before the Boiling Ruin. He still wears an academic variation on the robes of a high priest of earth, now adorned with the symbol of his faction.

Personality Notes

Calm, Charming, Shrewd

Even in undeath, Munavar still displays an unexpected and disarming warmth, and a charming smile. His knowledge and favors never come for free, but his associates always come away feeling that they received the better end of the bargain.

Munavar knows the value of the powers he possesses, and for centuries he has been using these to ensure his personal safety and his position within the Descendants.

Munavar's ambitions keep his focus squarely on the Descendants compound itself – because of the Heart of Negchar's link to the obsidian-smothered land, Munavar very badly wants to get his hands on it for study; with it, there is no telling what he could do with it.

Strategy and Tactics

Munavar rarely enters combat - his magic is far too valuable to risk him in a territorial dispute, and most Descendants would not be so foolish to attack him. Those who are foolhardy enough to attack him discover that Munavar is hardly defenseless. He usually prepares several defensive spells each day, just in case combat becomes unavoidable.

History

Munavar served as a healer and support cleric (of elemental Earth) during the Siege of Nagarnos. His charm made him popular with the soldiers and his intelligence made him an ideal candidate for Qwith to recruit for her Navel project. Munavar's lack of scruples made him a surprisingly canny political player when factions began to form between the various former Navel researchers.

Cognizant of the danger Volldrager's rebellion would have brought down upon the other clerics of the Navel, Munavar was swift to denounce Volldrager and his criticisms of defilers' tapping the elemental planes. Munavar even went so far as to assist in the capture and imprisonment of Volldrager, for which Volldrager has never forgiven him.

After seeing the factional conflict result in the destruction of water priest Galzu-Rach (former leader of the Marooned), Munavar decided he would be too much of a target in any kind of leadership role, and so he has worked hard to maintain his role as a second-in-command of the Stoneborers.

Society

Munavar was the head of research into elemental Earth at the Navel and is also the most powerful surviving divine spellcaster left among the Descendants. This grants him respect that crosses factional loyalties, as even the most powerful of the Descendants factions will grant him favors in exchange for access to his divine magics.

Ac'Nac'Wo is intensely jealous of how well-liked Munavar is, but he also knows he is untouchable. So instead Ac'Nac'Wo relies on Munavar as a counterbalance to his own unpopularity.



Cheltagthwo CR21

Female Human Zhen Psion (Shaper) 17

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60ft., Low-Light Vision; Listen +15, Search +20, Spot +21

Languages Ulyanese, Classic Halfling

AC 25; touch 15, flat-footed 23*
(+2 Dex, +10 Nat, Def +3)

hp 166 (17 HD; 17d12+34+22); **Fast Healing** 6

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DR 5/magic; SR 32

Immune Undead Traits; **Weakness** Vulnerability to Acid, Vulnerability to Mind-Affecting Effects

Fort +10, **Ref** +12, **Will** +17

Speed 40(+10) ft.; Obsidian Climb

Melee Slam +14 (1d8+6) or Touch +14 (by spell)

Ranged Ranged Touch +10 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +8/+3; **Grp** +13

Combat Options: **Deeper Darkness**, Ghost Attack, Gloves of Titan's Grip (3/day, +8 to Grapple), Greater Psionic Fist (+4d6), Psionic Meditation (Move action), Unavoidable Strike.

Combat Gear -

Spell-Like Abilities (CL 17th):

At will - *deeper darkness*;

Psi-Like Abilities: (ML 17th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (ML 17th, Power Points 250+76, DC 18 + power level):

9th — *Timeless Body*.

8th — *Astral Seed*, *Bend Reality*, *Psionic Iron Body*, *Psionic Mind Blank*

7th — *Divert Teleport*, *Energy Wave*, *Mass Ectoplasmic Cocoon*, *Psionic Phase Door*

6th — *Crystallize*, *Greater Psionic Fabricate*, *Psionic Disintegrate*, *Temporal Acceleration*

5th — *Hail of Crystals*, *Psionic Major Creation*, *Psionic Plane Shift*, *Psionic True Seeing*

4th — *Psionic Dimension Door*, *Psionic Fabricate*, *Quintessence*, *Wall of Ectoplasm*

3rd — *Greater Concealing Amorpha*, *Dispel Psionics*, *Dismiss Ectoplasm*, *Ectoplasmic Cocoon*

2nd — *Psionic Lock*, *Psionic Repair Damage*, *Thought Shield*

1st — *Astral Construct*, *Ecto Protection*, *Energy Ray*, *Force Screen*, *Inertial Armor*, *Psionic Minor Creation*

Abilities Str 20, Dex 14, Con --, Int 26, Wis 14, Cha 12

SQ Damage Reduction, Darkvision 60 ft., **Enhanced Ability** (+10 base land speed), **Fast Healing** +3, Gray Toughness, Obsidian Climb, Rebuke Undead (4/day), **Spell Resistance**, Undead Traits, Vulnerability to Acid, Vulnerability to Mind-Affecting Effects.

Feats Boost Construct ^B, Combat Manifestation, Empower Power, Ghost Attack, Psionic Body ^B, Psionic Fist ^B, Greater Psionic Fist ^B, Psionic Meditation, Quicken Power, Speed of Thought, Unavoidable Strike.

Skills Bluff +21, Concentration +21(+4), Knowledge (Arcana) +26, Knowledge (Psionics) +28, Knowledge (The Planes) +28, Listen +15, Psicraft +28, Search +20, Sense Motive +8, Spot +21.

Possessions 100,000cp or **Combat Gear** plus: *Amulet of Mighty Fists* +1, *Cloak of Resistance* +5, *Gloves of Titan's Grip*, *Headband of Intelligence* +6, *Potion-Orb of Protection from Energy*, *Psionic Tattoo of Empty Mind* x5, *Ring of Protection* +3.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Cheltagthwo wears a uniform quite similar to the assistant Disciples Scholars but made from better materials and with fine embroidery. Her hair is bound in a long complex braid which hangs down her back. Cheltagthwo has the features of a Remaan: almond eyes, gracefully round face, delicate features. Her body is in excellent physical shape from her continuous physical training in life.

Personality Notes

strict, disciplined, intense

Cheltagthwo has a cold demeanor and hard, taskmaster-like attitude, behaving more like a combat trainer than a scholar or teacher. She pushes her students hard and has no time for nonsense when dealing with colleagues or enemies. If she perceives a threat, she will not waste any time with words before engaging.

Strategy and Tactics

Cheltagthwo fights bare-handed in much the same way as the Disciples Scholars. Indeed, they all use her fighting style, as she trained them in it.

Cheltagthwo combines these unarmed combat techniques with control over ectoplasmic manifestations, allowing her to control the battlefield, misdirect foes, or inflict damage from a distance.

History

At the Navel, Cheltagthwo served as the majordomo, overseeing supplies and defense. Cheltagthwo oversaw training and directing the facility's staff (including the research assistants with skill in the Way), delegating the more mundane aspects of defense to watch captains and patrol leaders. She also oversaw procurement; while most supplies and magical components were gathered or stolen from the surrounding area, more complex devices and equipment were often manifested directly from ectoplasm on the spot by Cheltagthwo and her staff to meet a researcher's needs.

The most enduring legacy of Cheltagthwo's work were the generations of fanatical and highly capable servants she personally trained for the Navel, many of whom still serve the Descendants today.

Society

Cheltagthwo trained the Navel's Scholar assistants who now work and fight on behalf of the Descendants. The Scholars all look upon her as mentor and master: some of them are terrified of fighting her, others see it as the greatest of challenges. None have ever beaten her in combat.

The other Descendants don't really understand Cheltagthwo, seeing physical combat as for lackeys and servants. They respect Cheltagthwo for her skill and contributions, but they see her as somewhat inferior to themselves.



Zaprarus No-íim CR26

Male Human Zhen Wizard 18 / Necromant 5

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +8, Search +22, Spot +14

Languages Ulyanese, Classic Halfling +2

AC 35; touch 17, flat-footed 33*

(+2 Dex, +10 Nat, +8 armor, +5 Def)

hp 172 (23 HD; 23d12+23); **Fast Healing**: 3

DR 5/magic;

Immune Fear, **Spells** (Slow), Undead Traits;

Weakness: Turn Submission (as 19 HD),

Vulnerability to Mind-Affecting Effects

Fort +12, **Ref** +16, **Will** +22; Evasion

Speed 30 ft., Fly 60 ft (good); Obsidian Climb

Melee Slam +15 (1d8) or Touch +15 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +12/+7; **Grp** +15

Combat Options: Ambulatory Limbs.

Combat Gear -

Spell-Like Abilities (CL 23rd):

1/day – *animate dead*;

Psi-Like Abilities: (ML 23rd; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 23rd (+4 vs. SR), DC 20 + spell level):

10 – *quicken disintegrate*, *quicken forceful hand*

9th – *freedom*, *heightened maze*, *magma tunnel*, *meteor swarm*, *shapechange*

8th – *clenched fist*, *iron body*, *prismatic wall*, *quicken stilled fireball*, *widened cone of cold*.

7th – *control undead x2*, *greater teleport*, *reverse gravity*, *statue*

6th – *chain lightning*, *disintegrate*, *forceful hand*, *flesh to stone*, *globe of invulnerability*, *quicken command undead*.

5th – *cone of cold*, *quicken magic missile*, *quicken shield*, *transmute mud to rock*, *transmute rock to mud*, *wall of stone*

4th – *black tentacles x2*, *fire shield*, *heightened lightning bolt*, *resilient sphere*, *stoneskin*

3rd – *dispel magic*, *halt undead*, *haste*, *invisibility sphere*, *lightning bolt*, *protection from energy*,

2nd – *boneharden*, *command undead x2*, *flaming sphere*, *shatter*, *spectral hand*, *web*.

1st – *enlarge person*, *mage armor*, *magic missile x2*, *shield*, *shocking grasp*, *unseen servant*

0 – *detect magic*, *read magic*, *mage hand*, *resistance*

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 14, Con --, Int 30, Wis 14, Cha 14

SQ **Ambulatory Limbs**, **Bound to Area (City 1000 Dead)**, **Damage Reduction**, **Darkvision 60 ft.**, **Distractable (Extraplanar Creatures)**, **Enduring Focus (secure an inner-planar energy source for arcane magic)**, **Fast Healing**, **Fear Immunity**, **Flight**, **Gray Casting**, **Gray Toughness 1**, **Low-Light Vision**, **Obsidian Climb**, **Rebuke Undead (CL 23rd, 3 /day)**, **Spell Immunity (Slow)**, **Turn Submission (-4)**,

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Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Craft Wondrous Item, Eschew Materials, Forge Ring, Greater Spell Penetration, Heighten Spell ^B, Improved Spell Capacity (10) ^E, Iron Will, Lightning Reflexes, Quicken Spell ^B, Scribe Scroll ^B, Spell Penetration, Still Spell, Widen Spell ^B.

Skills Bluff +19, Concentration +28, Diplomacy +4, Knowledge (Arcana) +36, Knowledge (Religion) +36, Knowledge (The Planes) +36, Listen +8, Search +22, Sense Motive +20, Spellcraft +38, Spot +14.

Possessions 290,000cp or **Combat Gear** plus: *Bag of Holding (type III)*, *Bracers of Armor +8*, *Cloak of Resistance +5*, *Headband of Intellect +6*, *Ring of Evasion*, *Ring of Protection +5*, *Tome of Clear Thought +3 (already read)*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Zaprarus is portly and hairless, with a flat nose. He still wears well-maintained faded scholarly robes adorned with the badge of his faction.

Personality Notes

Resigned, Patient, Icy

Zaprarus is still deeply guided by his principles: he believed that an extra-dimensional power source for arcane magic could make Athas a better place, just as he believed that the eradication of the humanoid races would make the world a better place. This zealous (if misguided) idealism is perhaps why he didn't last as a leader.

Strategy and Tactics

Zaprarus can defend himself fairly well, but he's not a killer. He will usually take actions to immobilize or banish attackers rather than killing them outright, trusting his flight to keep him safe from most attackers

and secure in the knowledge that, even if slain, he will return the next evening.

Zaprarus' speciality at the Navel was earth spells, and he is quite skilled at manipulating the environment around him to his advantage.

Ever since his reanimation as a zhen, Zaprarus has been unable to leave the former site of the Navel facility; fortunately, the City of 1000 Dead was built atop the ruins of the Navel, and he has had few reasons to leave the city since. He has also noticed a disturbing tendency to be distracted by extraplanar creatures - always a favored subject of study, Zaprarus now finds he must obsessively secure such creatures for later examination before dealing with other threats.

History

Zaprarus was an early recruit of Qwith for her secret Navel project. He had distinguished himself fighting on the front-lines of the Siege of Nagarvos, and was among those who assisted in the creation of the Trees of Life which powered the Navel.

After the assassination attempt on Negchar, Ac'nac'wo began to aggressively jockey to be leader of the Stoneborers, and Zaprarus felt he had no choice but to step down; Ac'nac'wo had become quite violent and Zaprarus had never been much of a fighter. All he wanted was to continue his research, but he knew even a mage of his skills wouldn't last long without a faction to support him. Zaprarus' acceptance of his situation does not necessarily make him happy about it, though. Politics aside, Zaprarus longs for the day when he can once again focus on research without the continual conflict.

Society

While his colleagues find him more likeable than their current leader (Ac'nac'wo), none of them want to see Zaprarus return to leading the Stoneborers: they believe him to be too much of a sheltered academic, poorly adapted to the cruel and violent world of the Dead Lands.



Radiant Descendants

Djelj CR30

Male Human Zhen Psion (Kineticist) 25

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +3; **Senses** Darkvision 60ft., Low-Light Vision; Listen +9, Search +21, Spot +15

Languages Remaan, Classic Halfling, Ulyanese+1

AC 36; touch 18, flat-footed 33*

(+3 Dex, +10 Nat, +8 armor, +5 Dex)

hp 212 (25 HD; 25d12+50); **Fast Healing** 3

DR 5/magic

Immune Undead Traits, Wood; **Weakness** Vulnerability to Mind-Affecting Effects, **Vulnerable to Stone**

Fort +13, **Ref** +16, **Will** +25; Force of Will

Speed 30 ft.; Obsidian Climb

Melee Slam +17 (1d8+3) or Touch +17 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +13/+8; **Grp** +17

Combat Options: **Breath Weapon** (3/day, 15ft Cone, DC 25, 30d6 fire), **Dehydrating Touch** (DC 25, 30d6), Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Greater Power Penetration, Psionic Meditation (Move action).

Combat Gear -

Psi-Like Abilities: (ML 25th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (ML 25th, Power Points 343+90, DC 19 + power level):

9th — *Affinity Field*, *Reality Revision*, *Timeless Body*, *Tornado Blast*

8th — *Bend Reality*, *Psionic Mind Blank*, *Psionic Telekinetic Sphere*, *Recall Death*, *True Metabolism*

7th — *Energy Conversion*, *Energy Wave*, *Evade Burst*, *Reddopsi*, *Ultrablast*

6th — *Dispelling Buffer*, *Dimensional Screen*, *Psionic Disintegrate*, *Psionic Overland Flight*

5th — *Energy Current*, *Fiery Discorporation*, *Psionic Plane Shift*, *Tower of Iron Will*,

4th — *Energy Ball*,

Intellect Fortress,

Detonate, *Psionic*

Freedom of Movement

3rd — *Dispel Psionics*,

Energy Cone, *Energy*

Wall, *Mind Trap*

2nd — *Energy Push*,

Thought Shield,

Psionic Tongues,

Sever the tie

1st — *Control Flames*,

Control Light, *Energy Ray*, *Matter Agitation*, *Mind*

Thrust



Abilities Str 18, Dex 16, Con --, Int 28, Wis 16, Cha 16

SQ Damage Reduction, Darkvision 60 ft., Fast Healing, Gray Toughness, **Immunity to Bane (Wood)**, Obsidian Climb, Rebuke Undead (CL 25th, 7/day), Skills, Undead Traits, Vulnerability to Mind-Affecting Effects, **Vulnerable to Stone**.

Feats Additional Magic Item Space (Head), Burrowing Power ^B, Chain Power ^B, Craft Psicrown ^B, Craft Universal Item ^B, Empower Power ^B, Epic Psionic Focus ^B, Force of Will, Greater Power Penetration, Greater Psionic Endowment, Improved Manifestation, Iron Will, Power Penetration, Psionic Endowment, Psionic Meditation, Quicken Power.

Skills Concentration +31, Intimidate +31, Knowledge (Arcana) +20, Knowledge (Psionics) +37, Knowledge (The Planes) +37, Knowledge (Warcraft) +37, Listen +9, Psicraft +37, Search +21, Sense Motive +23, Spot +15.

Possessions 350,000cp or **Combat Gear** plus: *Bracers of Armor* +8, *Cloak of Resistance* +5, *Dorje of Control Sound* (15 charges), *Gloves of Dexterity* +6, *Headband of Intelligence* +6, *Psicrown of Fiery Ruin* (750/750 PSP), *Ring of Protection* +5, *Silver Horn of Valhalla*, *Vampiric Eyes of Power Leech*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

In life, Djelj was tall with chiseled features and light blonde curly hair. After his rebirth, he is one of the few zhen to have hair lighter than his skin.

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During Ac'nac'wo's assassination attempt on Negchar, Djelj arm was hit by the missed attack, and he never fully recovered. He is missing his left arm below the elbow.

Personality Notes

resilient, focused, calloused

The study of psionics requires discipline and understanding the limits of mind and body; in life, Djelj took his regime almost to the point of self-torture. As a result, he developed an extraordinary pain threshold and ability to take abuse.

Djelj has spent a very long time learning to master himself and as a result, has absolute control over his emotions and impulses. This control causes him to exude a calm and confidence that effuses every interaction he has with others - the members of his faction naturally gravitated to Djelj for this reason.

Strategy and Tactics

Powered solely by the mind, Djelj is still quite capable of working powerful psionics even with only one functional hand. Even to the undead, facing Djelj for prolonged periods of time in combat is a painful experience. Djelj can cause nearly anything to burn with enough time and focus, and if he can't burn an enemy's body, he will burn their mind.

History

Djelj didn't always turn his energies and efforts towards research and creation: he was once a rebellious son of a blacksmith in Tyraad (located just south of what is now Altaruk), and as a child was already known for his fiery temper and tendency to get into fights. His father pushed him into learning the Way as a means to teach Djelj some self-control. The training did work, but not in the way his father intended - it seemed that Djelj was naturally inclined towards psychokinesis, and his psionics made him more destructive than ever before. His father had no choice but to ship him off to the military.

After three tours of duty, Djelj found he had grown accustomed to the discipline (and the men) in the army, so he became a mercenary after his discharge. When he heard of the massive army marching south towards Ulyan, Djelj left to join what he believed would be the biggest conflict the world had ever seen; he had no idea how right he was until the Siege of Nagarnos began.

When the time came for Qwith to form the Navel, Djelj seemed like a natural choice for a leadership role – his intense personality was well balanced against his

military discipline. Djelj had good reason to join the Navel: Sinker Kasgat. Already romantically involved, the two of them became founding members of the departments responsible for investigations into Elemental Fire and Paraelemental Magma.

Djelj's skills and knowledge eventually put him on the team that created the Heart of Negchar. Afterwards, Djelj found himself standing in the wrong place when Ac'nac'wo attempted to assassinate Negchar and missed. The failed attack maimed Djelj and began the infighting which has threatened to tear the Descendants apart ever since.

Society

Djelj has led the members of the Radiant Descendants since they were researchers at the Navel. While not all of them are necessarily fond of his military-style insistence on order and discipline, they have come to rely on the stability of his leadership.



Sinker Kasgat CR27

Male Human Zhen Wizard 20 / Necromant 4

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +9, Search +22, Spot +15

Aura Fear (60ft, DC 24)

Languages Melai, Classic Halfling, Ulyanese +1

AC 34; touch 16, flat-footed 33**

(+1 Dex, +10 Nat, +8 armor, +5 Def)

hp 179 (24 HD; 24d12+24); **Fast Healing**: 3

DR 5/magic,

Immune Fear, Undead Traits; **Weakness**: Bound to Area (City 1000 Dead), Cast No Shadow, Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +14, **Will** +25

Speed 30 ft.; Obsidian Climb

Melee Slam +15 (1d8+3) or Touch +15 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +12/+7; **Grp** +15

Combat Options: Brand (3/day), Breath Weapon (3/day, 15ft Cone, DC 26, 27d6 piercing),

Combat Gear Greater Metamagic Rod of Silent Spell, Staff of Fire

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Psi-Like Abilities: (ML 24th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 24th*, DC 20 or 22 ^{EN} + spell level):

10 – *quicken chain lightning* ^E, *quicken widened fireball* ^E.

9th – *crushing hand* x2 ^{E*}, *meteor swarm* ^{E*}, *time stop*, *wish*

8th – *binding*, *quicken cone of cold* ^{E*}, *incendiary cloud*, *mind blank*, *prismatic wall*.

7th – *control undead* ^{N*}, *quicken dispel magic*, *quicken fireball* ^{E*}, *mage's sword* ^E, *widen ice storm* ^{E*}.

6th – *chain lightning* ^{E*} x2, *disintegrate*, *forceful hand* ^E, *quicken command undead* ^{N*}, *quicken scorching ray* ^{E*}.

5th – *cone of cold* ^{E*}, *empowered fireball*, *quicken magic missile* ^{E*}, *quicken shield*, *silent dimension door*, *widen web*.

4th – *dimension door*, *fire shield*, *greater invisibility*, *resilient sphere* ^E, *shout* ^E, *widen burning hands* ^E.

3rd – *blink*, *dispel magic*, *fireball* ^{E*}, *flame arrow*, *halt undead*, *vampiric touch*.

2nd – *command undead* ^{N*}, *flaming sphere*, *mirror image*, *resist energy*, *scorching ray* ^{E*}, *see invisibility*, *web*.

1st – *burning hands* x2, *magic missile* ^{E*} x2, *reduce person*, *shield*, *true strike*

0 – *detect magic*, *disrupt undead*, *flare*, *mage hand*.

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 12, Con --, Int 30, Wis 16, Cha 14

SQ **Bound to Area**, **Cast No Shadow**, **Damage Reduction**, **Darkvision** 60 ft., **Enhanced Ability (feat - Ability Focus: Breath Weapon)**, **Fast Healing**, **Fear Immunity**, **Gravespeaker**, **Gray Casting**, **Gray Toughness** 1, **Low-Light Vision**, **Obsidian Climb**, **Rebuke Undead** (CL 24th, 5 /day), **Skills**, **undead traits**, **Vulnerability to Mind-Affecting Effects**.

Feats **Ability Focus (Breath Weapon)** ^B, **Empower Spell**, **Eschew Materials**, **Greater Spell Focus (Evocation)**, **Greater Spell Focus (Necromancy)**, **Improved Initiative**, **Improved Spell Capacity** (10) ^E, **Iron Will**, **Multispell** ^E, **Path Sinister**, **Quicken Spell** ^B, **Scribe Scroll** ^B, **Silent Spell** ^B, **Spell Focus (Evocation)**, **Spell Focus (Necromancy)**, **Widen Spell** ^B.

Skills **Bluff** +28, **Concentration** +29, **Diplomacy** +4, **Knowledge (Arcana)** +37, **Knowledge (Religion)** +37, **Knowledge (The Planes)** +37, **Listen** +9, **Search** +22, **Sense Motive** +21, **Spellcraft** +39, **Spot** +15.

Possessions 350,000cp or **Combat Gear** plus: *Bracers of Armor* +8, *Cloak of Resistance* +5, *Headband of Intellect*

+6, *Ring of Protection* +5, *Small Steel Soulbreaker Light Flail* +3, *Tome of Clear Thought* +2 (*read*), *Wand of Cat's Grace* (CL 3rd, 40 charges), *Wand of Searing Light* (CL 6th, 6 charges).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Sinker is a thin, sinewy man with sharp features and dark, slightly-wavy hair that hangs just below his ears in an Classic fashion once popular in Ebe. He wears a well-maintained tunic covered in embroidery and a great deal of jewelry.

Personality Notes

Passionate, hot-tempered, pugnacious
Sinker is well known among his colleagues for having a bad temper: it has always been easy to start an argument with him, and arguments could quickly escalate if Djelj was not around to diffuse the situation. Ever since the factional infighting began, Sinker has become quite the attack dog - loyal to his own faction but quick to respond with anger or lash out when faced with outsiders.

Strategy and Tactics

Sinker is happy to strike first in any engagement. He will, however, be smart about his application of attack spells: while he does prefer fire magics, he is not opposed to using other spells as the situation demands.

History

Sinker was born the son of a gemstone miner. Raised in Codesh within sight of the Smoking Crown Mountains (near what is now Urik), he grew up with a fascination for the power of fire and magma, which stayed with him all his life.

Intelligent, but lacking talent in the Way, Sinker jumped at the opportunity to study a new type of magic that was being taught at the Pristine Tower. Rajaat was just rallying the armies of his Champions for their march south to Ulyan when Sinker was completing his studies, so he of course volunteered - eager for the opportunity to test his skills. It was along the journey to Ulyan that he met Djelj, and the two fell in love.

When the Navel was founded and Djelj was appointed in charge of one of the research departments, he

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insisted Sinker (as the most knowledgeable fire mage available) join him. Sinker worked with Djelj in researching Elemental Fire for a time before being chosen to lead research into Paraelemental Magma.

As time went on they began to search out energy sources among the elemental and paraelemental planes. This was where Sinker first encountered Ac'nac'wo; for a time they worked together, until Ac'nac'wo claimed credit for the discovery of regions of positive and negative energy in elemental and paraelemental planes. Sinker never forgave Ac'nac'wo for that, and he certainly has not forgiven him for nearly killing Djelj with his botched assassination attempt on Negchar.

Society

Sinker is Djelj's second in command in the Radiant Descendants and serves as his enforcer. Their long-standing love affair was once one of the worst kept secrets in the Navel, but though the King's Ages have cooled their affections, Sinker remains very loyal to and protective of his old partner.

Sinker has many reasons to hate Ac'nac'wo: his stealing the credit from their research, his betrayal of the team which created the Heart of Negchar, and most of all the attack which crippled his partner. To this day Sinker attacks Ac'nac'woon sight unless he has been specifically instructed to hold back.



Ulariss CR26

Female Human Zhen Wizard 17 / Necromant 5

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +8, Search +20, Spot +14

Languages Melai, Classic Halfling, Ulyanese

AC 29; touch 10, flat-footed 28*
(+1 Dex, +10 Nat, +8 armor)

hp 165 (22 HD; 22d12+22); **Fast Healing**: 3

DR 5/magic;

Immune Fear, Fire, Undead Traits; **Weakness**: **Cast No Shadow**, **Stench (burnt flesh)**, Vulnerability to Mind-Affecting Effects

Fort +12, **Ref** +14, **Will** +22

Speed 30 ft.; Obsidian Climb

Melee Slam +14 (1d8+3) or Touch +14 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +11/+6; **Grp** +14

Combat Options: **Guilt Gaze (30 ft., DC 23)**,

Combat Gear Staff of Evocation.

Spell-Like Abilities (CL 22nd):

3/day - *transformation*;

1/day - *animate dead*;

Psi-Like Abilities: (ML 22nd; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 22nd * (+4 vs SR), DC 19 (or 20^N or 21^E) + spell level):

10 - *quicken freezing sphere* *^E.

9th - *gate*, *meteor swarm* *^E, *summon monster IX*, *time stop* x2.

8th - *create greater undead* *^N, *polar ray* ^E, *quicken greater invisibility*, *sunburst* *^E, *summon monster VIII*.

7th - *banishment*, *control undead* *^N, *delayed blast fireball* *^E, *plane shift*, *quicken fireball* *^E, *summon monster VII*.

6th - *chain lightning* ^E, *disintegrate*, *freezing sphere* *^E, *undeath to death* *^N, *summon monster VI*.

5th - *cone of cold* *^E, *dismissal*, *quicken magic missile* *^E x2 *quicken shield*, *summon monster V*.

4th - *fire shield* *^E, *ice storm* ^E, *greater invisibility*, *resilient sphere* *^E, *shout* ^E, *summon monster IV*.

3rd - *dispel magic*, *displacement*, *fireball* *^E x2, *halt undead* *^N x2.

2nd - *command undead* x2 *, *resist energy*, *scorching ray* *^E, *see invisibility*, *summon monster II*.

1st - *burning hands* ^E x2, *mage armor*, *magic missile* x3 *^E, *shield*.

0 - *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (embroidery on her sash)

Abilities Str 16, Dex 14, Con --, Int 28, Wis 14, Cha 14
SQ **Cast No Shadow**, Damage Reduction, Darkvision 60 ft., Fast Healing, Fear Immunity, Gray Casting, Gray Toughness 1, **Immunity to Bane (Fire)**, Low-Light Vision, Obsidian Climb, Rebuke Undead (CL 22nd, 5/day), **Stench**, **Tap the Grey**, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Craft Wondrous Item ^B, Eschew Materials, Greater Spell Focus (Evocation), Greater Spell Penetration, Improved Spell Capacity (10) ^E, Iron Will, Path Sinister ^B, Quicken Spell ^B, Scribe Scroll ^B,

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Spell Focus (Evocation), Spell Focus (Necromancy), Spell Penetration.

Skills Bluff +19, Concentration +27, Diplomacy +4, Knowledge (Arcana) +33, Knowledge (Religion) +33, Knowledge (The Planes) +33, Listen +8, Search +20, Sense Motive +19, Spellcraft +35, Spot +14.

Possessions 265,000cp or **Combat Gear** plus: *Amulet of Levitation (as Boots)*, *Bracers of Armor +8*, *Cloak of Resistance +5*, *Headband of Intellect +6*, *Ioun Stone (Lavender and Green)*, *Tome of Clear Thought +1 (already read)*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Ulariss is blind in one eye and covered in intense burn scars on her head and across much of her body. She is missing a leg and relies on her *Amulet of Levitation* to allow her to move about.

Personality Notes

Resilient, dour, focused

Even before the accident which nearly destroyed her, Ulariss was more focused on her books than on people. After the accident, she has retreated even further into herself. Ulariss now only speaks with others when she has to, otherwise mostly keeping to herself.

Strategy and Tactics

Appearances can be deceiving: despite her injuries, Ulariss is still a capable and highly dangerous mage. She blames her accident on her own carelessness and underestimation of the power she was up against, and has not become afraid of fire in any way - indeed, Ulariss has survived the worst it could possibly do.

With her continued combat focus on the destructive power of fire and concentrated sunlight, Ulariss can be a very intimidating opponent.

History

Ulariss came to the Pristine Tower from Codesh, seemingly seeking to master arcane power for its own sake. Ulariss was a dedicated student and a talented mage trained under Qwith's tutelage a generation after the Navel was founded.

Because of her preference for sun and fire magics, Ulariss was assigned to the Navel after the fall of Nagarnos, and was named the head of paraelemental Sun research.

Once the Gate was completed, paraelemental Sun was one of the first choices for investigation; when they opened the Gate, Ulariss became the first researcher at the Navel to attempt to channel energy from an elemental plane. Due to inadequate precautions, the attempt came very close to killing her. Her team managed to shut the Gate down after only a few seconds and did their best to save her from a horrible burning death. Ever since then Ulariss remained maimed and has needed to use an *Amulet of Levitation* to move around.

Society

While everyone respects her knowledge and abilities, after the accident, many of her colleagues felt sorry for her. This unwelcome pity resulted in distance forming between her and most of her colleagues, with the exception of Traleev-eso and Sinker Kasgat, who both understood her more than most. The transition to undeath has changed this dynamic somewhat - dramatic scars and missing limbs are far more common now and less limiting.

Because of her frequent crossover work at the Navel, Ulariss still maintains close connections to the head researchers of the Shimmerers (especially Ruknis, with whom she worked quite frequently). These connections and their frequent cooperation have made Djelj suspect that Ulariss wishes to defect to the Shimmerers, but Ulariss is satisfied with her current situation.



Ruknis CR28

Male Human Zhen Wizard 23 / Necromant 3

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +8, Search +31, Spot +14

Languages Ulyanese, Classic Halfling +2

AC 35; touch 17, flat-footed 33**

(+2 Dex, +10 Nat, +8 armor, +5 Def)

hp 195 (26 HD; 26d12+26); **Fast Healing** 3

DR 5/magic; Resistances: Lightning 30; SR 21

Immune Fear, Undead Traits; **Weakness** **Cast No Shadow**, **Deterioration**, Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +15, **Will** +24

Speed 30 ft.; Obsidian Climb

Melee Slam +17 (1d8+3) or Touch +17 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +14/+9; **Grp** +17

Combat Options: **Brand** (3/day), **Curse** (DC 26), **Enhanced Spells** (+1 dmg/die), **Reflect Physical Attacks** (1/round), **Teleport Victim** (DC 26)

Combat Gear -

Psi-Like Abilities: (ML 26th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 26th; DC 20 or DC 24^E + spell level):

11th—*empowered meteor swarm^E*, *quickened spell turning*.

10—*extended time stop*, *quickened chain lightning^E*.

9th—*disjunction*, *freedom*, *meteor swarm^E*, *tempest*, *time stop*

8th—*ghostform*, *incendiary cloud*, *greater shout^E*, *polar ray*, *sunburst*

7th—*control undead*, *empowered extended fire shield*, *mass invisibility*, *maximized cone of cold^E*, *reverse gravity*, *spell turning*

6th—*acid fog*, *chain lightning^E*, *disintegrate*, *extended mind fog*, *freezing sphere^E*, *widened fireball^E*.

5th—*cone of cold^E*, *empowered fireball*, *empowered lightning bolt*, *extended greater invisibility*, *teleport*, *wall of force*

4th—*arcane eye*, *fire shield*, *ice storm^E*, *maximized magic missile^E*, *resilient sphere^E*, *solid fog*

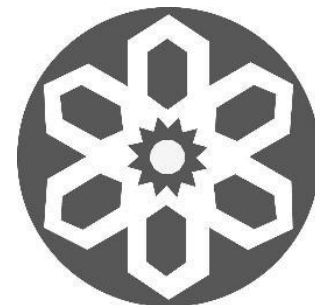
3rd—*dispel magic*, *fly*, *gaseous form*, *halt undead*, *lightning bolt^E x2*, *sleet storm*

2nd—*blur*, *command undead*, *extended shield*, *fog cloud*,

resist energy, *eye of the storm*, *see invisibility*

1st—*burning hands^E*, *expeditious retreat*, *magic missile x3*, *shocking grasp*, *true strike*

0—*dancing lights*, *detect magic*, *disrupt undead*, *mage hand*



Spellbook (embroidery on his sash)

Abilities Str 14, Dex 13, Con --, Int 32, Wis 14, Cha 17

SQ **Cast No Shadow**, Damage Reduction, Darkvision 60 ft., **Deterioration**, Fast Healing, Fear Immunity, Gray Casting, Gray Toughness 1, Low-Light Vision, Obsidian Climb, Rebuke Undead (CL 26th, 6/day), Skills, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Automatic Quicken Spell^B, Brew Potion^B, Empower Spell, Eschew Materials, Extend Spell^B, Greater Spell Focus (Evocation), Improved Spell Capacity (10, 11th), Inquisitor, Iron Will, Maximize Spell^B, Negotiator, Quicken Spell^B, Scribe Scroll^B, Spell Focus (Evocation), Widen Spell.

Skills Bluff +23, Concentration +32, Decipher Script +13, Diplomacy +19, Knowledge (Arcana) +40, Knowledge (Religion) +40, Knowledge (The Planes) +40, Listen +8, Search +33, Sense Motive +8(+10), Spellcraft +42, Spot +14.

Possessions 470,000 plus **Combat Gear** or: *Bracers of Armor* +8, *Cloak of Resistance* +5, *Crystal Mask of Detection*, *Greater Ring of Lightning Resistance*, *Headband of Intellect* +6, *Mantle of Spell Resistance*, *Ring of Protection* +5, *Tome of Clear Thought* +4 (*already read*), *Vibrant Purple Ioun Stone (Lightning Bolt, CL 26th)*, *Wand of Wall of Ice* (11 charges).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Ruknis is a tall, heavy-set, middle-aged man with a short mop of dark curly hair. The transformation into a zhen has made him look a bit older, due to the addition of several battle scars and cracks on his glossy black skin.

Personality Notes

charming, pragmatic, cynical

Ruknis was easily the most well-spoken and charming department head of the Navel, and that charm has survived undeath quite well. Since he has always been more interested in collaboration than competition, Ruknis desires to bring harmony and democracy to groups he is involved with. To those used to more aggressive leadership, this is sometimes mistaken as ingratiating weakness.

Strategy and Tactics

Over the King's Ages, Ruknis translated his strong delegation skills into becoming an excellent tactician. His faction has managed to hold its own against the other stronger factions purely based upon his working so well with his team - allowing each of them to fully contribute to the group's efforts.

History

Ruknis was a sailor before he started training with the Pristine Tower. Rumor suggested that he had been a pirate and that he wanted to learn arcane magic to build his personal power, but this did not seem to dissuade his teachers. Ruknis showed talent for leadership during the training exercises before the army started marching south, and his commanders noticed.

Qwith appointed him as leader of a research division based on his talent for organizing and managing his troops and his strong knowledge of elemental Air.

Society

Unlike most of the Descendants factions, the Shimmerers work quite cooperatively as a group, sharing authority and ideas efficiently between its senior members. On account of Ruknis' natural charisma and leadership skills, however, they often defer to him.

Ohl-numash was one of Ruknis' subordinates at the Navel. Were he to hear of his erstwhile subordinate again, Ruknis would be gratified to hear he still 'lives'.



Ebliriok CR24

Male Human Zhen Wizard 17 / Necromant 4

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Languages Remaan, Classic Halfling, Ulyanese

AC 26; touch 11, flat-footed 25*

(+1 Dex, +10 Nat, +5 armor)

hp 157 (21 HD; 21d12+21); Fast Healing: 3

DR 5/magic; Resistance: Fire 10; SR 18

Immune Fear, Undead Traits; Weakness: No

Reflection, Vulnerability to Mind-Affecting Effects,

Vulnerability to Wood

Fort +10, Ref +11, Will +21

Speed 30 ft.; Obsidian Climb

Melee Slam +14 (1d8+3) or Bite (1d4+3) or Touch +14 (by spell)

Ranged Ranged Touch +12 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +11/+6; Grp +14

Combat Options: Gaseous Form, Guilt Gaze (30 ft., DC 22),

Combat Gear Brooch of Shielding (101 charges), Greater Metamagic Rod of Extend

Psi-Like Abilities: (ML 21st; DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented.

Wizard Spells (CL 21st (+4 vs SR), DC 18 or 20^c + spell level):

10th—widened reverse gravity.

9th—gate^c, quickened transmute rock to mud, summon monster IX^c, time stop.

8th—incendiary cloud^c, maze^c, quickened black tentacles^c, quickened dimension door, summon monster VIII^c.

7th—mage's sword, quickened sleet storm^c, reverse gravity, summon monster VII^c, widened black tentacles^c.

6th—acid fog^c, greater dispel magic, quickened command undead, summon monster VI^c, widened fireball.

5th—dismissal, transmute rock to mud, quickened shield, summon monster V, widened web.

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4th – *black tentacles* ^C x3, *dimension door* x2, *widened burning hands* ^E.

3rd – *fireball*, *halt undead* x2, *haste*, *sleet storm* ^C x2, *vampiric touch*.

2nd – *acid arrow* ^C, *command undead* x2, *glitterdust* ^C, *resist energy*, *scorching ray*.

1st – *burning hands* ^E, *magic missile* x3, *shield*, *true strike*.

0 – *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 12, Con --, Int 27, Wis 16, Cha 14

SQ Damage Reduction, Darkvision 60 ft., Fast Healing, Fear Immunity, Gray Casting, Gray Toughness 1, Low-Light Vision, **No Reflection**, Obsidian Climb, Rebuke Undead (CL 21st, 5/day), Undead Traits, Vulnerability to Mind-Affecting Effects, **Vulnerability to Wood**.

Feats Augment Summoning, Brew Potion, Craft Wondrous Item ^B, Eschew Materials, Greater Spell Focus (Conjuration), Greater Spell Penetration, Improved Initiative, Improved Spell Capacity (10) ^E, Iron Will, Quicken Spell ^B, Scribe Scroll ^B, Spell Focus (Conjuration), Spell Penetration, Widen Spell ^B.

Skills Bluff +19, Concentration +26, Diplomacy +4, Knowledge (Arcana) +31, Knowledge (Religion) +31, Knowledge (The Planes) +31, Listen +9, Search +19, Sense Motive +19, Spellcraft +33, Spot +15.

Possessions 240,000cp or **Combat Gear** plus: *Black Robe of the Archmagi*, *Glove of Storing*, *Headband of Intellect* +6, *Minor Ring of Fire Resistance*, *Pearl of Power* (9th).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Ebliriok is sallow-cheeked, with big sunken eyes, and has a gaping mouth, with thick lips and wicked sharp teeth. He usually wears pale tan robes.

Personality Notes

Macabre, Callous, Reserved

There was always something ghoulish about Ebliriok, even when he was alive. As he isn't very talkative, few know much about him, but it's a fair guess that Ebliriok was a solitary figure from a young age, obsessed with death and decay.

Ebliriok does not dislike people, he simply does not understand them, and few truly understand him. He

does, however, see value in the assistance of others, and will move to protect his scholars and underlings when necessary.

Strategy and Tactics

Many of his preferred spells aren't particularly effective on undead, so Ebliriok makes do with destructive mainstays like *Disintegrate*, with various metamagic enhancements, as well as spells which help his own underlings or hamper his attackers.

While Ebliriok is very good at understanding the tactical applications of his spells, he often has difficulty coordinating his forces when faced with a threat.

History

As an orphaned child, Ebliriok was adopted by a mortician in the Bodachite port of Tredach. Always a quiet child, he never fit in well with the other children around him. But he was a fast learner and absorbed much of death and decay in his adopted father's morgue.

Ebliriok was soon recruited for study at the Pristine Tower, brought in at a young age because he showed real aptitude for learning. He proved to have a natural talent as a defiler and advanced through his studies quickly, largely because he was seldom distracted from his studies.

When Qwith was selecting individuals for the Navel, Ebliriok was a newly-trained defiler: Quith saw promise in the young man's extreme focus and attention to detail. On account of his antisocial personality, Ebliriok was never particularly popular with the other researchers: they mostly left him alone to focus on his research, which suited him just fine.

Eventually, Ebliriok was chosen to lead a department researching paraelemental Silt, as it rose in prominence. As Silt slowly replaced the seas, Ebliriok and his team worked to understand the origin and properties of Silt, hoping to find a way to draw more energy out of the drained ashen remains of defiled life.

Society

Since the Obsidian Tide, Ebliriok has worked to protect his research and his staff from destruction, contributing when necessary to the defense of the Shimmerers.

Ironically, undeath has actually helped his relationships with his faction mates. His ghoulishness doesn't particularly stand out once everyone is undead.



Wasagar CR28

Female Human Zhen Wizard 6 / Necromant 1 / Psion 7 (Nomad) / Cerebremancer 10

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Darkvision 60ft., Low-Light Vision; Listen +9, Search +21, Spot +15

Languages Ulyanese, Classic Halfling +2

AC 26; touch 16, flat-footed 25*

(+1 Dex, +10 Nat, +5 Def)

hp 180 (24 HD; 24d12+24); **Fast Healing** 3

DR 5/magic; **SR** 21

Immune Fear, Turning, Undead Traits; **Weakness** Death Wish, Phobia (acid), Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +14, **Will** +27

Speed 30 ft., **Fly** 60ft (good); Obsidian Climb

Melee Slam +13 (1d8+3) or **Tongue** +13 (1d4+3) or Touch +13 (by spell)

Ranged Ranged Touch +11 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +10; **Grp** +13

Combat Options: Constrict, Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Improved Grab, Psicrystal Containment (2 Foci), Psicrystal Power (15 PSP, Bend Reality), Psionic Meditation (Move action)

Combat Gear -

Psi-Like Abilities: (ML 24th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (CL 17th, Power Points 250+76, DC 19 + power level):

9th — *Psionic Teleportation Circle*, *Time Regression*

8th — *Bend Reality*, *Greater Psionic Teleport*, *Mass Time Hop*, *Psionic Mind Blank*

7th — *Divert Teleport*, *Dream Travel*, *Psionic Ethereal Jaunt*, *Psionic Phase Door*

6th — *Breath of the Black Dragon*, *Psionic Banishment*, *Retrieve*, *Temporal Acceleration*

5th — *Baleful Teleport*, *Psionic Plane Shift*, *Psionic Teleport*, *Teleport Trigger*

4th — *Correspond*, *Psionic Dimensional Anchor*, *Psionic Dismissal*, *Psionic Fly*

3rd — *Astral Caravan*, *Dispel Psionics*, *Energy Burst*, *Time Hop*

2nd — *Dimension Swap*, *Psionic Levitate*, *Swarm of Crystals*, *Thought Shield*

1st — *Burst*, *Detect Teleportation*, *Force Screen*, *Inertial Armor*, *Know Direction and Location*

Wizard Spells (CL 17th, DC 19 + spell level):

8th — *incendiary cloud*, *quicken fire shield*, *sunburst*

7th — *control undead*, *greater teleport*, *quicken fireball* ^E, *prismatic spray* ^E.

6th — *chain lightning* ^E, *disintegrate*, *forceful hand* ^E, *quicken resist energy*.

5th — *cone of cold* ^E, *quicken magic missile* ^E, *quicken shield*, *stilled shout* ^E, *summon monster V*, *widened web*.

4th — *fire shield*, *greater invisibility*, *resilient sphere* ^E, *shout* ^E, *solid fog* x2

3rd — *blink*, *dispel magic*, *halt undead*, *lightning bolt* ^E, *protection from energy*, *sleet storm*

2nd — *command undead*, *fog cloud*, *resist energy*, *scorching ray* ^E, *see invisibility*, *web*.

1st — *burning hands* ^E, *mage armor*, *magic missile* x3, *shield*, *true strike*.

0 — *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 12, Con --, Int 28, Wis 16, Cha 14

SQ Damage Reduction, Darkvision 60 ft., **Death Wish**, **Fast Healing**, **Flight**, **Gray Casting**, **Gray Toughness**, **Immunity to Turning**, **Obsidian Climb**, **Phobia (acid)**, **Psicrystal** (Single-minded), **Rebuke Undead** (CL 24th, 5/day), **Tongue Attack**, **Undead Traits**, **Vulnerability to Mind-Affecting Effects**.

Feats Epic Psionic Focus, Eschew Materials, Extend Power, Iron Will, Maximize Power, Psicrystal Affinity, Psicrystal Containment, Psicrystal Power, Psionic Meditation ^B, Quicken Power, Quicken Spell ^B, Scribe Scroll ^B, Still Spell, Widen Power.

Skills Bluff +29, Concentration+28+3, Knowledge (Arcana) +36, Knowledge (Psionics) +36, Knowledge (Religion)+21, Knowledge (The Planes)+21, Listen +9, Psicraft +36, Search +21, Sense Motive +9, Spellcraft +38, Spot +15.

Possessions 320,000cp or **Combat Gear** plus: *Chime of Opening*, *Cloak of Resistance* +5, *Crystal Anchor (Ghost)*, *Headband of Intellect* +6, *Mantle of Spell Resistance*, *Ring of Mind Shielding*, *Ring of Protection* +5, *Skin of Fiery Response*.

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Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Wasagar is a tall, skinny, thin shouldered woman with a long neck and straight, well-maintained hair running down her back. She has delicate beautiful facial features and wide eyes, and her skin is as dark now as it was before her zhen transformation.

She walks lightly and carries herself such that she almost glides along the ground as she walks. This effect is enhanced by the diaphanous layers of blue clothing and scarves she wears (if not her innate ability to fly).

Personality Notes

bitter, surly, passionate

Wasagar was once a great advocate of the research work the Navel was undertaking, believing there to be tremendous potential in the exploration of the inner planes. Over time, however, this changed as first her own research was canceled, then her husband betrayed her, then the world ended in an obsidian apocalypse, and then what remained of their research team devolved into endless factional warfare.

Wasagar has tried to channel her frustration and disappointment into repelling Bugdead attacks or the territorial disputes with the other inhabitants of the City of 100 Dead, but to no avail - she continues to feel that there is nothing left in this dead world for her.

Strategy and Tactics

Wasagar is quite resourceful with the use of her psionics and magic in combat. Over time the other factions have learned her fighting style is as violent and destructive as the storms she preferred to study.

At the first sign of an emerging conflict, Wasagar will not hesitate to lash out with destructive magic or psionics. She does not seem to care about collateral damage, so long as she can destroy her main objective.

Wasagar is desperately afraid of acid, a phobia she somehow acquired in her transition to undeath. The possibility of being burned by it is likely to drive her away from a conflict, but given the chance, she will strike back at anyone or anything that has threatened her with acid with a vengeance.

History

At the Navel, Wasagar was an expert on paraelemental Rain; when Qwith discovered that Wasagar's research

was not going to produce results towards the Navel's ultimate goal, her department was defunded and largely ignored.

Then her husband Hashbru changed departments, moving from Rain to Silt, which Wasagar saw as a personal betrayal, leading to their separation. They have been at odds ever since.

Society

Wasagar has developed a strange friendship with her neurotic colleague Pwiskathi: they both see their opposite in the other's personalities and demeanors, and have discovered they work quite well together. When dealing with Wasagar, it is common for Pwiskathi to be there as well.

With each passing century, Wasagar has grown more despondent and world-weary. The other Shimmerers have noticed, however, and Ruuknis has ensured that Wasagar's faction-mates are there to support her, as they do not wish to lose a valuable ally.



Pwiskathi Bone-Eyes CR27

Female Human Zhen Psion (Seer) 21

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +9; **Senses** Darkvision 60ft., Low-Light Vision; Listen +31, Search +20, Spot +37

Languages Ulyanese, Classic Halfling +2

AC 38; touch 20, flat-footed 33**

(+5 Dex, +10 Nat, +8 armor, +5 Def)

hp 178 (21 HD; 21d12+42); **Fast Healing** 6

DR 5/magic

Immune Undead Traits; **Weakness** Phobia (water),

Vulnerability to Mind-Affecting Effects

Fort +11, **Ref** +16, **Will** +20; Force of Will

Speed 30 ft, **Fly** 60 (good); Obsidian Climb

Melee Slam +14 (1d8+3) or Touch +14 (by spell)

Ranged Ranged Touch +11 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +11/+6; **Grp** +14

Combat Options: Death Gaze (2/day, 30 ft, DC 22),

Greater Power Penetration (+8 ML vs. PR, spend focus), Psionic Meditation (Move action)

Combat Gear -

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Psi-Like Abilities: (ML 21st; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (ML 21st, Power Points 343+76+19, DC 18 + power level):

9th — *Affinity Field*, *Apopsi*, *Metafaculty*, *Microcosm*, *Reality Revision*, *Timeless Body*

8th — *Bend Reality*, *Hypercognition*, *Recall Death*

7th — *Energy Conversion*, *Fate of One*, *Psionic Phase Door*

6th — *Greater Precognition*, *Mass Cloud Mind*, *Psionic Disintegrate*

5th — *Clairtangent Hand*, *Leech Field*, *Power Resistance*, *Second Chance*

4th — *Intellect Fortress*, *Personality Parasite*, *Psionic Freedom of Movement*, *Remote Viewing*.

3rd — *Dispel Psionics*, *Escape Detection*, *Fate Link*, *Mind Trap*

2nd — *Clairvoyant Sense*, *Mental Disruption*, *Object Reading*, *Sensitivity to Psychic Impressions*

1st — *Destiny Dissonance*, *Precognition*, *Call to Mind*, *Precognition Defensive*, *Conceal Thoughts*

Abilities Str 16, Dex 20, Con --, Int 26, Wis 17, Cha 14
SQ Bone Eyes, Damage Reduction, Darkvision 60 ft., **Fast Healing +3**, **Flight**, Gray Toughness, Low-Light Vision, Obsidian Climb, **Phobia (water)**, Rebuke Undead (CL 21, 5/day), Skills, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Burrowing Power, Chain Power, Extend Power ^B, Force of Will, Greater Psionic Endowment, Greater Power Penetration ^B, Improved Initiative, Improved Manifestation, Power Penetration ^B, Psionic Endowment, Psionic Meditation, Quicken Power ^B, Twin Power ^B, Unconditional Power.

Skills Concentration +25, Knowledge (Geography) +32, Knowledge (Psionics) +32, Knowledge (The Planes) +32, Listen +31, Psicraft +32, Search +20, Sense Motive +8, Spot +37.

Possessions 240,000cp or **Combat Gear** plus: *Bracers of Armor* +8, *Cloak of Resistance* +5, *Dorje of Danger Sense* (ML 5th, 22 charges), *Gloves of Dexterity* +6, *Headband of Intelligence* +6, *Ring of Protection* +5, *Third Eye (Sense)*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Bone Eyes: Pwiskathi's eyes have been afflicted with an unusual curse for most of her adulthood - she sees creatures around her in terms of their souls and how strong the connection is to their bodies. This functions as a permanent *deathwatch* spell which is always in effect.

Appearance

Pwiskathi's eyes lack pupils in undeath as they did in life (hence her appellation). Pwiskathi wears diaphanous pale robes that contrast well with her lean stony features (like faded black porcelain), to create an overall effect that makes her look like a dusky statue draped in sheets. Combined with the rarity with which her feet touch the ground, Pwiskathi can have a very surreal presence.

Personality Notes

Neurotic, pessimistic, insistent

Whenever Pwiskathi has had a vision or noticed something, she has always pushed very hard to ensure her message is heard. Having foreseen the Boiling Ruin and been powerless to stop it, Pwiskathi is now even more driven to communicate what she discovers, much to the occasional chagrin of her compatriots.

Strategy and Tactics

It's rare for anyone to get close enough to Pwiskathi to actually hurt her. She sees most threats coming, and usually either avoids them or arranges events in such a way that attacking her becomes impractical or impossible.

In the rare instances where Pwiskathi might actually be cornered (or allow herself to get involved in a battle), things have a tendency to work out in her favor. It is never clear what Pwiskathi is doing to manipulate what is transpiring around her, but she does seem to be affecting the outcome.

Since her return as an undead, Pwiskathi has had a pathological fear of water. While it is usually not a problem, there have been a few occasions where a foe surprised Pwiskathi with a spell or power that threatened her with water, which precipitated an extreme response on her part.

History

Pwiskathi was the risk management specialist at the Navel and she was incredibly good at anticipating trouble before it happened. Her secondary duties were in researching Silt, where she assisted Ebliriok in

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investigating the paraelemental plane of Silt's growing power, and the shrinking seas.

Pwiskathi foresaw the Boiling Ruin just hours before the incident happened, but was powerless to do anything to stop the accident with the Gate.

Society

The Shimmerers value Pwiskathi despite her sometimes fearful predictions because she has so often

proven correct. She has proven an immensely valuable asset to their common defense.

Pwiskathi has a strange friendship with her bitter colleague Wasagar: they both see their opposite in the other's personalities and demeanors, and have discovered they work quite well together. When dealing with Pwiskathi, it is common for Wasagar to be there as well.



DARK
SUN

Abak-Enawi CR30

Male Human Zhen Psion (Egoist) 24

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60ft.; Listen +20, Search +21, Spot +26

Languages Melai, Classic Halfling, Ulyanese +1

AC 40; touch 17, flat-footed 38

(+2 Dex, +10+5 Nat, +8 armor, +5 Def)

hp 236 (24 HD; 24d12+48+32); **Fast Healing** 3

DR 10/magic

Immune Undead Traits; **Weakness** Vulnerability to Metal, Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +15, **Will** +23

Speed 30 ft.; Obsidian Climb

Melee Slam +15 (1d8+3) or Touch +15 (by spell)

Ranged Ranged Touch +12 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +12/+7; **Gp** +15

Combat Options: Gloves of Titan's Grip (+8 to Grapple, 3/day, lasts 7 rounds), Ghost Strike, Greater Psionic Fist (+4d6), **Paralyzing Gaze** (60ft., DC 24, 2d6 rounds), Psionic Meditation (Move action), Reflect Physical Attacks (1/day), Unavoidable Strike

Combat Gear -

Spell-Like Abilities (CL 24th):

3/day - transformation;

Psi-Like Abilities: (ML 24th; DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented.

Psionic Powers (ML 24th, Power Points 343+90+19, DC 19+ power level):

9th — Assimilate, Greater Metamorphosis, Reality Revision, Timeless Body

8th — Bend Reality, Fusion, Psionic Iron Body, Recall Death, Shadow Body

7th — Complete

Healing, Energy

Conversion, Fission,

Ultrablast

6th — Breath of the Black

Dragon,

Disintegrate, Fuse

Flesh, Psionic

Restoration

5th — Adapt Body,

Psionic Revivify,

Psychofeedback,

Restore Extremity

4th — Energy Adaptation, Psionic Freedom of Movement,

Metamorphosis, Psychic Vampire

3rd — Body Purification, Danger Sense, Ectoplasmic Form,

Hustle

2nd — Animal Affinity, Chameleon, Empathic Transfer,

Thought Shield

1st — Catfall, Deceleration, Precognition Defensive,

Thicken Skin, Skate



Abilities Str 16, Dex 14, Con --, Int 28, Wis 16, Cha 14

SQ **Damage Reduction** +5, Darkvision 60 ft., Fast Healing, Gray Toughness, Obsidian Climb, Rebuke Undead (CL 24th, 5/day), **Reflect Physical Attacks**, Skills, **Tap the Gray**, Undead Traits, **Vulnerability to Metal**, Vulnerability to Mind-Affecting Effects.

Feats Craft Dorje ^B, Craft Universal Item ^B, Extend Power, Ghost Strike, Greater Psionic Fist, Imprint Power Stone ^B, Improved Manifestation, Overchannel, Power Knowledge (Disintegrate, Ultrablast) ^B, Psionic Body, Psionic Fist, Psionic Meditation, Quicken Power ^B, Talented, Unavoidable Strike, Unconditional Power ^B.

Skills Balance +29, Concentration +28, Heal +12, Knowledge (Psionics) +36, Knowledge (The Planes) +36, Listen +20, Psicraft +36, Search +21, Sense Motive +7, Spot +26.

Possessions 320,000cp or **Combat Gear** plus: Amulet of Natural Armor +5, Bracers of Armor +8, Cloak of Resistance +5, Dorje of Force Screen (ML 17th (+8 AC), 50 charges), Dorje of Metaphysical Claw (ML 17th (+5 to hit/dmg), 50 charges), Gloves of Titan's Grip, Headband of Intelligence +6, Moderate Fortification Small Heavy Steel Shield +3, Ring of Protection +5, Rod of the Viper.

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Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

A rare example of a zhen with a full beard, Abak-Enawik's ruggedly handsome features are indicative of a man who has spent a large portion of his life living outdoors and surviving off the land.

Abak-Enawik still eschews the academic robes one would have normally seen from a scholar of his rank in the Green Age. Instead, he dresses in travel attire – breeches, sandals, a shirt and a leather jerkin.

Personality Notes

Loyal, Determined, Worried

Abak-Enawi never wanted the responsibility of leadership. He regularly feels out of his depth but is still determined to do what he can to protect his faction.

Strategy and Tactics

Combat seems to be one of the areas where Abak-Enawi always appears quite confident. His understanding of bodily functions lends itself naturally to both offensive and defensive psionic powers., and his seasoned understanding of tidal movements fits well with his understanding of the applications of telekinesis. Abak-Enawik's ability to lead by example is likely the reason he still leads the Marooned.

History

Abak-Enawi originally came from the Melai town of Othand (east of what is now Silver Spring) and was trained as an ascetic student of the Way. One of the few lead researchers who had not served in the Cleansing Wars, Abak-Enawi was secretly contacted and invited to join the Navel by none other than Volldrager, who had been a childhood friend.

It is perhaps fitting that Abak-Enawi's speciality is survival considering how many abandoned or lost projects and leaders he's served under. While Volldrager was still an assistant researcher at the Navel, Abak-Enawi led a short-lived research project that focused on increasing a human's ability to withstand defiling magic - to little avail. After Volldrager's preempted rebellion and imprisonment, Abak-Enawi assisted the priest Galzu-Rach in investigating elemental Water. Abak-Enawi also oversaw his department's sideline research into the receding seas during the Cleansing Wars, and its

implications for humanity's future. This gave him a greater understanding of what happened to the rest of Athas since the beginning of the Cleansing Wars, but the research proved to be unhelpful to the Navel's primary goals and was also subsequently abandoned.

Society

Abak-Enawi still personally hates Djelj for killing his former supervisor and friend Galzu-Rach two King's Ages ago. Being the former lieutenant of Galzu-Rach, Abak-Enawi became the new leader of the Marooned by default. He has not done badly in the role but faced little opposition from his fellow water researchers: Kakraz has no leadership skills, and Hashbru's attention was too divided to lead.

Abak-enawi has always seen something in Kakraz, beyond his antisocial habits and poor manners, and the two have long been friends. If one of them is in real danger the other will come to help.



Kakraz the Putrid CR29

Male Human Zhen Wizard 6 / Necromant 4 / Psion 6 (Shaper) / Cerebremancer 9

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60ft., Low-Light Vision; Listen +8, Search +13, Spot +8

Languages Ulyanese, Classic Halfling +2

AC 35; touch 17, flat-footed 33**

(+2 Dex, +10 Nat, +8 armor, +5 Def)

hp 187 (25 HD; 25d12+25); **Fast Healing** 3

DR 5/magic; **SR** 36

Immune Undead Traits; **Weakness** Stench (decaying flesh), Vulnerability to Mind-Affecting Effects

Fort +12, **Ref** +14, **Will** +26

Speed 30 ft.; Obsidian Climb

Melee Slam +15 (1d8) or **Tongue** +15 (1d4+3) or Touch +15 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +12/+7; **Grp** +15

Combat Options: Constrict, Improved Grab

Combat Gear -

Spell-Like Abilities (CL 25th):

3/day - charm person;

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Psi-Like Abilities: (ML 25th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (CL 15th, Power Points 195+82, DC 19 + power level):

8th — *Astral Seed*, *Bend Reality*

7th — *Energy Conversion*, *Mass Ectoplasmic Cocoon*, *Personal Mind Blank*

6th — *Crystallize*, *Psionic Contingency*, *Psionic Greater Fabricate*

5th — *Ectoplasmic Shambler*, *Leech Field*, *Hail of Crystals*, *Psionic True Seeing*

4th — *Correspond*, *Psionic Fabricate*, *Intellect Fortress*, *Quintessence*

3rd — *Body Purification*, *Dismiss Ectoplasm*, *Ectoplasmic Cocoon*, *Greater Concealing Amorpha*

2nd — *Ego Whip*, *Energy Push*, *Psionic Levitate*, *Psionic Repair Damage*

1st — *Astral Construct*, *Call to Mind*, *Ecto Protection*, *Energy Ray*, *Psionic Minor Creation*

Wizard Spells (CL 19th (+2 vs. SR), DC 19 + spell level):

11th — *maximized polar ray*, *maximized Prismatic Wall*

10 — *silent Wish*, *stilled Time Stop*

9th — *Crushing Hand*, *Imprisonment*, *Time Stop*, *Wish*

8th — *Create Greater Undead*, *empowered maximized lightning bolt*, *polar ray*, *Prismatic Wall*

7th — *Control Undead*, *Greater Teleport*, *Limited Wish*, *maximized ice storm*, *Prismatic Spray*, *silent Chain Lightning*

6th — *Chain Lightning*, *Create Undead*, *Disintegrate*, *empowered fire shield*, *Freezing Sphere*, *Undeath to Death*

5th — *maximized acid arrow*, *cone of cold* ^E, *cerulean hail*, *empowered lightning bolt*, *quietstorm*, *teleport*.

4th — *animate dead*, *arcane eye*, *fire shield*, *ice storm*, *locate creature*, *resilient sphere* ^E,

3rd — *dispel magic*, *displacement*, *fireball*, *halt undead*, *lightning bolt* ^E, *silent acid arrow*, *vampiric touch*.

2nd — *acid arrow*, *command undead* x2, *resist energy*, *see invisibility*, *stilled mage armor*, *web*.

1st — *burning hands* ^E, *magic missile* x2, *obscuring mist*, *protection from evil*, *shield*, *true strike*.

0 — *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 14, Con --, Int 32, Wis 16, Cha 12

SQ Damage Reduction, Darkvision 60 ft., Fast Healing, Gray Casting, Gray Toughness, **Immunity to Turning**, Obsidian Climb, Rebuke Undead (CL 25th, 4/day), **Spell Resistance**, **Stench**, **Tongue Attack**, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Boost Construct ^B, Empower Spell, Eschew Materials, Extend Power, Improved Spell Capacity (10, 11th), Iron Will, Maximize Spell, Psionic Meditation, Quicken Power ^B, Scribe Scroll ^B, Silent Spell, Spell Penetration, Still Spell ^B.

Skills Bluff +30, Concentration+30, Knowledge (Arcana) +39, Knowledge (Psionics) +39, Knowledge (Religion)+23, Knowledge (The Planes) +23, Listen +8, Psicraft +39, Search +17, Sense Motive +8, Spellcraft +41, Spot +8.

Possessions 350,000cp or **Combat Gear** plus: *Bracers of Armor* +8, *Boots of Temporal Acceleration*, *Cloak of Resistance* +5, *Crystal Mask of Psionic Craft*, *Glove of Storing*, *Headband of Intellect* +6, *Power Stone of Force Screen & Inertial Armor* (ML 17th) x2, *Ring of Protection* +5, *Tome of Clear Thought* +4 (*already read*).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Even before his transition to undeath, Kakraz wasn't the most sociable individual, spending long hours in his obsessive devotion to research, at the expense of even his hygiene.

Since undeath has taken him, however, his body has developed the foul stench of decaying flesh. This reek is inherent to his person, as no amount of scrubbing with powdered obsidian, sand or even water (when he could obtain it) would clean the odor away. Of course, this is less of an issue since all of his colleagues are undead as well.

Personality Notes

Reserved, obsessive, focused

Whether by necessity or natural inclination, Kakraz has focused his entire existence on his studies. His social skills are rusty and unpracticed, but with time he is capable of making friends and remaining loyal to them, as he did with Traleev-eso's group, and to a lesser extent with Abak-enawi.

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Strategy and Tactics

As with his research, Kakraz has spent a great deal of time researching and perfecting his magic and psionics. Kakraz has made it his personal goal to experiment with optimizing his powers and spells, trying new combinations and employing them to devastating effect in battle.

History

Kakraz researched elemental Water: he was the first to identify and report pockets of ice and ooze within the elemental plane of Water. He is credited with developing the Navel's theory of planar cosmology, which he formulated while working with Traleev-eso to develop dimensional conduits.

Society

Kakraz still remains one of the strongest researchers from the Navel's staff, and his obsessive hunt for knowledge combined with his exceptional memory also make him perhaps the most knowledgeable scholar amongst the Descendants. These traits are occasionally offset by his odor and antisocial demeanor, but the Marooned happily tolerate him for his skills.

For some reason, Abak-enawi always went out of his way to befriend Kakraz and the two have long been friends. If one of them is in real danger the other will come to help.



Hashbru E'abriz CR27

Male Human Zhen Wizard 19 / Necromant 3

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Darkvision 60ft., Low-Light Vision; Listen +8, Search +17, Spot +14

Aura *Despair*

Languages Ulyanese, Classic Halfling +2

AC 34; touch 16, flat-footed 33**

(+1 Dex, +10 Nat, +8 armor, +5 Def)

hp 165 (22 HD; 22d12+22); **Fast Healing** 3

DR 5/magic; **Spell Turning**

Immune Fear, Undead Traits; **Weakness** *Distractable* (metal armor), Vulnerability to Mind-Affecting Effects

Fort +12, **Ref** +13, **Will** +21

Speed 30 ft.; Obsidian Climb

Melee Slam +13 (1d8+3) or Touch +13 (by spell)

Ranged Ranged Touch +11 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +10/+5; **Grp** +13

Combat Options: *Despair* (DC 27), *Reflect Physical Attacks* (1/day),

Combat Gear -

Psi-Like Abilities: (ML 22nd; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 22nd (+4 vs SR); DC 20 + spell level):

10 – *Extended Time Stop*, *Quickened Disintegrate*

9th – *Crushing Hand*, *Pact of Darkness*, *quickened cone of cold* ^E, *Time Stop*, *Wish*

8th – *Binding*, *Polar Ray*, *Polymorph Any Object*, *quickened greater invisibility*, *Temporal stasis*

7th – *control undead*, *grey beckoning*, *limited wish*, *greater teleport*, *quickened slow*

6th – *chain lightning* ^E, *disintegrate*, *empowered fire shield*, *forceful hand* ^E, *guards and wards*, *quickened see invisibility*

5th – *baleful polymorph*, *cone of cold* ^E, *empowered lightning bolt*, *enlarged dimension door*, *Mage's Private Sanctum*, *quickened shield*

4th – *dimension door*, *extended displacement*, *fire shield*, *greater invisibility*, *resilient sphere* ^E, *touch of the black*

3rd – *dispel magic*, *displacement*, *enlarged Acid arrow*, *halt undead*, *lightning bolt* ^E, *vampiric touch*.

2nd – *Acid arrow*, *command undead x2*, *extended obscuring mist*, *resist energy*, *see invisibility*, *web*.

1st – *magic missile x2*, *obscuring mist*, *shield*, *true strike x2*.

0 – *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (embroidery on his sash)

Abilities Str 16, Dex 12, Con --, Int 30, Wis 14, Cha 22

SQ Damage Reduction, Darkvision 60 ft., *Despair*, *Distractable* (metal armor), Fast Healing, Fear Immunity, Gray Toughness 1, Low-Light Vision, Obsidian Climb, rebuke undead (CL 22nd, 9/day), *Reflect Physical Attacks* (fire), Skills, *Spell Turning*, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Brew Potion ^B, Craft Staff ^B, Eschew Materials, Empower Spell, Enlarge Spell, Extend Spell ^B, Greater Spell Penetration, Improved Spell Capacity

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(10) ^E, Iron Will, Quicken Spell, Scribe Scroll ^B, Skill Focus (Bluff), Spell Penetration.

Skills Bluff +34, Concentration +31, Diplomacy +5, Knowledge (Arcana) +30, Knowledge (Religion) +30, Knowledge (The Planes) +30, Listen +8, Search +17, Sense Motive +18, Spellcraft +32, Spot +14.

Possessions 265,000 cp or **Combat Gear** plus: *Bracers of Armor* +8, *Cloak of Charisma* +6, *Headband of Intellect* +6, *Tome of Clear Thought* +3 (*already read*), *Ring of Protection* +3, *Vest of Resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Hashbru is a balding, middle-aged, short-haired man with a goatee. He seems to have a permanent smarmy grin attached to his face. Hashbru wears expensive quality blue-green robes that have withstood the test of time and combat rather well.

Personality Notes

Self-serving, cynical, smarmy

Anyone who speaks with Hashbru long enough will understand what Wasagar might have seen in him - Hashbru is extremely charming when he wants to be. So charming, in fact, that it's difficult to not think he's trying to manipulate you with every exchange.

Strategy and Tactics

Hashbru will often try to get his way through persuasion before resorting to violence. He can and will defend himself with magic if he must, however, and his instincts for defending himself have become quite acute after many violent encounters with his former wife and her associates.

If Hashbru feels he is in true danger, he will not hesitate to use his subordinates to create a distraction or stall enemies to allow himself to escape.

History

Hashbru and his wife Wasagar were late arrivals to the Navel, the couple having joined the Navel from the ranks of the Cleansing armies to the north. No one has ever been able to discover why they left the north, nor why they came to the Navel, but it never mattered as they proved to be valuable assets to the research team. Hashbru's research focus was originally in the paraelement of Rain, but after the department was defunded, he transferred to researching Water, greatly angering his then wife Wasagar.

Because of his research, he has had dealings in the past with Volldrager. Rumor has it that the two still communicate, but no one seems to have any proof. Abak-Enawi sincerely hopes these rumors of Hashbru reaching out to Volldrager are untrue, given Volldrager's disruptive history with the Navel and the Marooned.

Society

Wasagar is Hashbru's former wife; since he abandoned the Rain research department and moved to research Water, they have been quite hostile to each other.

Hashbru does not resent Abak-Enawi's leadership of the Marooned, but he does secretly believe that their faction does not stand a chance of long-term survival, much less attaining dominance over the other faction, without additional support. Consequently, Hashbru has been searching for outside aid for a potential bid at leadership of the Marooned.



Rajaat's Fugitives

The smallest claimed district in the center of the city belongs to Rajaat's Fugitives. Within this district, however, lies possibly the single most crucial artifact to the City's defense - the Sunflash (the Sunflash Tower is marked with a star on the map shown at the beginning of this chapter)

Likely Encounters

The Sunflash Tower and its surrounding buildings are very difficult to approach unnoticed. It is all but guaranteed the Tetrarchs and the Fugitive psions will detect visitors before they can even cross into the district, and will meet them long before they can enter any critical buildings within the complex.

Since they are forewarned, there will be a sufficient number of Fugitives in the reception group to match the party (enough to match their encounter level if possible). In the case of extremely powerful visitors, Pandruj himself and/or the Tetrarchs will make their presence known.



Pandruj CR31

Male Human Kaisharga Wizard 15 / Necromant 10

Neutral Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +13

Aura: Fear Aura (60ft., DC 28)

Languages Melai, Classic Halfling, Classic Dwarven, Ulyanese

AC 37; touch 19, flat-footed 33
(+4 Dex, +5+5 Nat, +8 armor, +5 Def)
hp 212 (25d12+50); **Fast Healing** 3
DR 15/magic; **SR** 30

Immune cold, electricity, fear, Undead Traits;
Weaknesses: Bound to Area, **Vulnerability to Mind-affecting Effects**

Fort +13, **Ref** +17, **Will** +23

Speed 30 ft (6 squares)

Melee Touch +15 (1d10 Cold) or Touch +15 (by spell)

Ranged Ranged touch +16 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +12/+7; **Grp** +15

Combat Options Create Spawn, Enhanced Spells (+1 dmg/die), **Paralyzing Gaze** (30ft; DC 26), Paralyzing Touch (DC 26)

Combat Gear Staff of Passage (25 charges)

Epic Spells/Day 3; **Epic Spells Known** (CL 25th):
Let Go of Me, Safe Time, Soul Scry

Spell-Like Abilities (CL 25th.):
1/day – *animate dead, command undead* (DC 19);

Psi-Like Abilities: (ML 25th; DC Charisma-based)
At will - *aversion, conceal thoughts, control air, control object, detect psionics, dimension slide, mass missile, mindlink, psionic dimension door, psionic dimensional anchor, psionic levitate, psionic teleport, telekinetic force;*
3/day - *control body, dispel psionics, matter manipulation, psionic dominate, psionic mind blank, psychic crush.*

Wizard Spells (CL 25th):
10 – *extended time stop, quickened undeath to death*
9th—*foresight, freedom, heightened Control Undead, mage's disjunction, weird*
8th—*ghostform, incendiary cloud, moment of prescience, quickened greater teleport, quickened greater invisibility*
7th—*Control Undead, extended analyze dweomer, greater teleport, greater arcane sight, heightened Disintegrate*
6th—*chain lightning, disintegrate, forceful hand, greater dispel magic x2, undeath to death*
5th—*cone of cold, empowered fireball, quietstorm, quickened mage armor, teleport, telepathic bond*
4th—*animate dead, empowered scorching ray, fire shield, greater invisibility, maximized magic missile, shout,*
3rd—*dispel magic, extended command undead, fireball, halt undead, lightning bolt, nondetection*

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2nd—*acid arrow, backlash, command undead, invisibility, scorching ray, Shatter, web*
1st—*burning hands, endure elements, magic missile x2, shield, true strike, detect undead*
0—*detect magic, disrupt undead, Ray of Frost, Resistance*

Spellbook (blessed book)

Abilities Str 16, Dex 18, Con -, Int 30, Wis 16, Cha 18
SQ Bound to Area, Command Undead, Damage Reduction, Darkvision 60 ft., Dead Lord, **Enhanced Spells**, **Enduring Focus** (discover the fate of his family), **Fear Aura** (enhanced), Fear Immunity, Gravespeaker, Gray Casting, Gray Toughness 2, Immunities, Master's Voice, Skills, Spell Resistance, Undead Traits, **Vulnerability to Mind-affecting Effects**.

Feats Ability Focus (Fear Aura) ^B, Brew Potion, Craft Wondrous Item, Craft Staff, Empower Spell ^B, Epic Spellcasting, Eschew Materials, Extend Spell, Great Fortitude, Heighten Spell, Improved Spell Capacity (10), Iron Will, Maximize Spell ^B, Quicken Spell ^B, Scribe Scroll ^B.

Skills Bluff +32, Concentration +32, Diplomacy +20, Knowledge (Arcana) +38, Knowledge (Religion) +38, Knowledge (The Planes) +24, Listen +13, Search +20, Sense Motive +27, Spellcraft +40, Spot +13.

Possessions 350,000cp or **Combat Gear**, plus: *Amulet of Natural Armor* +5, *Blessed Book*, *Bracers of Armor* +8, *Cloak of Resistance* +5, *Headband of Intellect* +6, *Ring of Protection* +5, *Robe of Scintillating Colors*.

Special Qualities (descriptions)

Kaisharga Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

A skeletal figure with empty eye sockets, Pandruj wears regal navy velvet robes beneath a gray tabard – a variation on the Tetrarchs' formal robes.

Personality Notes

Angry, Intense, Driven
Although generally difficult to read, Pandruj seethes every moment of every day. As his anger builds, he paces, then punctuates words with quick stabbing motions and finally engages in small acts of destruction that leave little doubt as to his emotional state. Only when engaged in spell research does a measure of calm descend on him. If presented with information about his family, he devotes all his attention to that,

straddling a fine line between hope and fury. Pandruj's **enduring focus** is to be reunited with his wife and children and even death will not stay him from that.

Strategy and Tactics

Pandruj avoids melee combat, preferring to engage other spellcasters, particularly defilers, with his magicks. He will attempt to hold attackers at a distance, while raining destruction down upon groups of enemies, or picking off high profile targets.

History

Born in Nibenay, Pandruj was a dedicated and energetic child. He possessed a keen intellect suited to solving puzzles, riddles, and other problems. Although not wealthy, his parents' connections secured a position for Pandruj as a student of Rajaat at the Pristine Tower, where his thirst for knowledge attracted the approval of his tutors and the envy of his classmates. Pandruj was so engrossed in his studies that he never noticed how few non-humans studied at the Tower. Mistaking his passion for ambition, his tutors advanced him to the senior classes which were tutored by the First Sorcerer himself.

It soon became clear to Rajaat that although Pandruj was capable and driven, he lacked the ambition and thirst for power his other senior students shared. He preferred to improve himself rather than hold grudges against his bullying classmates. As a test, Rajaat left notes on defiling for Pandruj to find. Rather than embrace the potential power they offered, the young wizard displayed concern and anger towards the subject and its practitioners. From that point Pandruj was kept at arm's length. Rajaat kept him as a senior student for appearance's sake, but focused his tuition on those students who showed the aptitude and willingness to defile.

Despite this, Rajaat underestimated Pandruj's observational skills, for he saw the increase in messengers and strangers coming and going from the Tower. His suspicions grew as he noticed the increasing number of defiling 'accidents' and the reduction in the (already small) number of non-human students at the Tower. Eventually Pandruj learned that Rajaat's favorites were being taught defiling magic by the First Sorcerer. He learned why when he overheard Dregoth and Tectuktitlay gleefully discuss the upcoming Cleansing Wars.

Knowing he was surrounded by enemies, Pandruj fled the Tower. He sought audiences with the great and the good of the land, so he could share the terrible secret he held. Rajaat's tentacles were already deeply

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embedded in the rulers' courts however, and Pandruj was turned away every time. Eventually Rajaat noticed and sent his enforcers to pursue Pandruj, branding him a defiler and laying all of his own crimes at his erstwhile student's feet.

After months on the run, Pandruj fled to Ulyan, hitherto largely unaffected by Rajaat's growing political power and influence. Pandruj learnt about the region's kingdoms and power players, seeking leaders who would join him in resisting Rajaat's plans. Intent on his mission, Pandruj saw only the barest of hints of the poison sowed in the region by Rajaat's agents. He determined that the cosmopolitan metropolis of Nagarvos would be the key to forming an alliance against the First Sorcerer.

Presenting himself to the Tetrarchs Pandruj was swiftly arrested, tried, and ultimately acquitted of the crimes levelled against him by Rajaat's agents. Despite this the Tetrarchs refused to believe the claims made against the First Sorcerer. Undaunted, Pandruj remained steadfast, telling any who would listen in Nagarvos of Rajaat's treachery. Whether in the city itself, or in the surrounding towns and villages, most dismissed Pandruj as a mad foreign doomsayer, scoffing at his tales of imminent destruction.

Some, however, heard his words. Over many years Pandruj assembled a following who wished to learn preserving magic. Knowing that each extra preserver would be valuable when war came, he obliged them, building a small preserver school. In time Pandruj earned the respect of the Head Seminarian of the Psionic Temple, and eventually that of the Tetrarchs. By the time Rajaat's messengers arrived, Pandruj had a family including his wife Elwiese (a dwarven psion from the Psionic Temple), his daughter Kalia, and a second unborn child. Rajaat's emissaries demanded Pandruj be remanded to the First Sorcerer's custody, but were rebuffed by the Tetrarchs, who dispatched messengers seeking a negotiated peace with Rajaat.

Finally, the Tetrarchs sought Pandruj's advice, who counselled them to call for help and to avoid being besieged. The situation became clear when the Tetrarchs' messengers never returned and their psionic messages were blocked. Now the Tetrarchs realized Rajaat wanted war. Offering his magic to combat the encircling armies, Pandruj was once more rebuffed by the Tetrarchs. After the disastrous Battle of Tforkatch the Tetrarchs changed their minds. Although despairing at the situation, Pandruj resolved to defend the city and his family.

Imagining the cruelties Rajaat's armies would inflict on "mongrels", Pandruj warded his wife and children with the best protections he could invoke and arranged for them to be among the earliest evacuees from the

city. He then gathered his followers and once more offered his services to the Tetrarchs, who finally accepted.

Standing with the dwarves and ogres of the Defenders, Pandruj rained destruction upon the Champions' besieging forces. When the walls were breached, Pandruj joined the Tetrarchs and the Defenders for a final stand on the Arkolak. Despite exacting a ruinous price on the enemy, Pandruj and his allies couldn't counter Rajaat's sheer numbers, nor could his magicks and those of his remaining preservers counter the defiling power of Rajaat's Champions.

Pandruj was captured while battling the Champion's Daughters as they breached the Arkolak's walls. Dragged alive before the Warbringer, Rajaat gloated over his foolish former student, before handing Pandruj over to Daskinor's torturers. Faith that his family escaped bored Pandruj through all the agonies Daskinor and his forces inflicted upon him. Daskinor taunted Pandruj with the burnt husk of a dwarven woman, and the mutilated corpse of a child that could not have been Kalia. Tiring of his 'sport', Daskinor eventually used Pandruj for an experiment in undeath. As necromantic agonies wracked his body, Pandruj felt a weightless sensation in the last moments before death claimed him.

As his bones reassembled in a mass grave, Pandruj returned to consciousness as though awakening from a nightmare. Although physical pain was a fast-receding memory, the drive to find Elwiese and Kalia occupied his every thought. He spent years searching the mass grave for his family, but to no avail. His desperate search aroused a cold fury within him. Pandruj decided that those who had fought at the Arkolak with him would make the best allies, so he tapped into the Gray to raise the Tetrarchs. They chafed at his control, but the desire for vengeance was more important to them. Pandruj was filled with contempt when he saw Rajaat's followers had built their own compound atop the Arkolak.

Pandruj mustered his own forces for an attack on the Navel. Even though the Tetrarchs assured him the Defenders would ignore grudges in favor of an alliance, Pandruj kept his distance. He scryed from afar, watching for the right moment to strike. Even after he had assembled his forces the Tetrarchs, who had uncovered the Defenders own attack plans, advised delaying, so as to use the chaos unleashed by the Defenders' assault to gain the advantage against Qwith and her forces. When the Defenders attacked, Pandruj and his forces assaulted Qwith's forces from behind.

The attack on the Navel's rear-guard went well, with Qwith's forces battered by spells and psionics.

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However, the battle quickly devolved into chaos, as the Defenders, not recognizing Pandruj's forces, assumed they were part of the Navel and attacked them too. The resulting three-way melee led to the chaos which breached the Gate. Pandruj's last thoughts were of his family, barely noticing the boiling glass engulfing him and his forces.

Surviving the Boiling Ruin, Pandruj and the Tetrarchs were trapped within obsidian tombs. Eventually breaking free, Pandruj had little time to absorb the obsidian replica of Nagavos he found himself in before the Defenders found him. Recriminations and accusations were traded as the Defenders blamed Pandruj and his interference for the Obsidian Tide. G'dranav and Pandruj argued fiercely, each blaming the other for the failure of the assault on the Navel. Restraining themselves from attacking one another, their mutual contempt was nevertheless clear. As the Defenders stomped away, the Tetrarchs levelled their own accusations against their onetime follower. Only Pandruj's fierce resolve enabled him to reassert control over his unwilling subordinates.

Consumed by anger, Pandruj and his followers (now calling themselves Rajaat's Fugitives) pillaged the ruins of the Navel to reconstruct their own desperate research from the time of Nagavos' fall. As the other undead factions appeared and fought, Pandruj secured a high tower and its surroundings near the city center. With the slow, deliberate attitude of the undead, the Fugitives' anger drove their research and enabled the creation of the ultimate weapon against Rajaat's orphaned forces: the *Sunflash*. Channelling the power of the sun itself, the artifact was mounted atop the high tower claimed by Pandruj. However, the Tetrarchs counselled caution in its use: unleashing the weapon would turn every faction in the City against them.

Ultimately, it was the first bugdead invasion which forced the Fugitives' desperate triggering of the *Sunflash*. As the bugdead swarmed over the outer walls, the city and its surrounds were bathed with burning, blinding light. The bugdead were incinerated, while the other factions hid. After the swarms were routed, the weapon was closed down.

Society

For King's Ages now, the City has remained in a kind of stalemate. Pandruj and his Fugitives signal when they will unleash *Sunflash* against bugdead invaders, and the other factions take shelter. However, many believe this situation cannot last forever; even with the bugdead menace, the *Sunflash's* power fires ambition and inspires dread. The Champion's Daughters and those of their ilk do not trust Pandruj will not use it on

them, but they are blocked from seizing the artifact by the Defenders and other factions. Powerful wards keep all other factions at bay, while Rajaat's Fugitives have already begun unlocking more powerful magics. If they assemble another artifact of similar power, Rajaat's Fugitives could come to dominate the City of 1000 Dead.

Pandruj still controls the Tetrarchs, which they greatly resent. Most days they are resigned and willing to work together, but they occasionally openly criticize and blame Pandruj and his clumsy strategies for the mishap that caused the Obsidian Flow. Nonetheless, all of Rajaat's Fugitives have strong incentives to work together to protect the City of 1000 Dead from both external invaders and the warring factions within, and so the power structure holds.



The Tetrarchs CR25

Male or Female Human* Morg Psion (Telepath) 22

LN Medium Undead (Augmented Humanoid, Human, Psionic)

Init +0; **Senses** Darkvision 60ft.; Listen +8, Search +17, Spot +8

Aura Fear (60ft, DC 28)

Languages Ulyanese, Ulyanese Giant, Classic Elven (Siduri), Gnomish (Sagil), Sylvan (Sagil)

AC 24; touch 15, flat-footed 24*

(+0 Dex, +4+5 Nat, +5 Def)

hp 187 (22 HD; 22d12+44); **Fast Healing** 1

DR 10/magic; Resistances: Cold 10

Immune Spells (Fire Shield, Grease, Shocking Grasp, Wall of Fire), Undead Traits; **Weakness** Craving, Delusional, Light Sensitivity.

Fort +12, **Ref** +12, **Will** +20

Speed 30 ft.

Melee Bite +15 (1d4+4) or Tongue +15 (1d4+4) or Touch +15 (by power)

Ranged Ranged Touch +11 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +11/+6; **Grp** +15

Combat Options: Constrict, Create Spawn, Energy Drain (DC 28), Improved Grab, **Insanity** (DC 28).

Combat Gear -

Psionic Powers (ML 22nd, Power Points 343+90+19, DC 19 (+5 for Telepathy) + power level):

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9th — *Affinity Field, Apopsi, Psychic Surgery, Reality Revision, Timeless Body*
8th — *Bend Reality, Greater Psionic Teleport, Recall Death*
7th — *Energy Wave, Psionic Phase Door, Ultrablast*
6th — *Co-Opt Concentration, Mind Switch, Psionic Disintegrate, Retrieve*
5th — *Metaconcert, Mind Probe, Psychic Crush, Psionic True Seeing*
4th — *Psionic Dimension Door, Psionic Modify Memory, Schism, Thieving Mindlink*
3rd — *Energy Bolt, Energy wall, False Sensory Input, Hostile Empathic Transfer*
2nd — *Body Adjustment, Brain Lock, Forced Sense Link, Read Thoughts*
1st — *Inertial Armor, Mindlink, Mind Thrust, Missive, Psionic Charm*

Abilities Str 18, Dex 10, Con --, Int 28, Wis 15, Cha 22
SQ **Craving (flesh)**, Damage Reduction, Darkvision 60 ft., **Delusional (still alive)**, Fast Healing, Gray Toughness, Light Sensitivity, Resistances, Skills, **Spell Immunity (Fire Shield, Grease, Shocking Grasp, Wall of Fire)**, Undead Traits.

Feats Chain Power ^B, Craft Universal Item, Improved Manifestation, Extend Power ^B, Greater Power Penetration, Greater Psionic Endowment, Opportunity Power, Oer Channel, Power Penetration, Psionic Endowment, Quicken Power ^B, Talented, Twin Power ^B, Unconditional Power ^B.

Skills Bluff +31, Concentration +31, Diplomacy +30, Knowledge (any 2) +34, Knowledge (Psionics) +34, Listen +8, Move Silently +10, Psicraft +34, Search +17, Sense Motive +33, Spot +8.

Possessions 265,000cp or **Combat Gear** plus: *Belt of Natural Armor* +5, *Cloak of Charisma* +6, *Dorje of Psionic Disintegrate (ML 9th, 22 charges)*, *Eyes of Expanded Vision**, *Headband of Intelligence* +6, *Psionatrix of Telepathy* +5, *Ring of Protection* +5, *Vest of Resistance* +5.

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Note that the stats provided above are for the two human Tetrarchs. For the half-elf and gnome, add their racial abilities as described in the Player's Handbook.

Appearance

The four Tetrarchs still wear the rich ceremonial robes of their positions in leadership, as well as the

distinctive tall hats and floor-length stoles featuring the old symbol of Nagarvos. They are:

- Siduri, a dowdy, matronly middle-aged female half-elf with large wide-set eyes and decorated braids.
- Yahurum, a weathered Male Human in his early 50's. He has a receding hairline of graying, tightly curled hair.
- Delondra, a Female in her late 30's with sharp features and long straight hair.
- Sagil, an older hirsute male gnome with a wide-set face framed by sideburns connecting into a mustache.

Personality Notes

Resentful, orderly, insecure

The Tetrarchs all still remember their lofty positions and the mighty center of innovation and tolerance over which they used to preside, and they are painfully aware of how far they've fallen. They still feel honor-bound to protect what is left of their city from being overrun by the monstrous bugdead and other invaders, but they often feel this is a thankless job.

The Tetrarchs are very much still in the thrall and service of Pandruj, but he allows them a measure of autonomy as long as their interests remain aligned.

Strategy and Tactics

The Tetrarchs have more important things to do than to fight petty aggressors. They will seek to neutralize opponents as quickly as possible, whether that means controlling them, sending them chasing after delusions, or killing them outright.

The Tetrarchs will find ways to disengage from opponents as quickly as possible or lead them on a wild goose chase to deter pursuers. They will never lead anyone who follows them back to the Sunflash or betray the security of that building.

History

In the late Green Age, psions from across the continent were drawn to an unusual agricultural trade city at the end of the Tforkatch River. Located in eastern Ulyan, it was a rare place in the known lands where many of the Rebirth Races freely mingled and traded. Indeed, ancient records showed the dwarves and gnomes had long declared the city "neutral territory" from their religious feuds. (See the Small Homer Brownie descriptions in Chapter 2).

It was only a matter of time before a school of psionic study was founded in the city. Located in the noble

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district atop the nearby hills, and just above the river's fork, this compound of psionic scholars freely conversed and shared space with the local elemental clerics. After a time, the cluster of buildings became formally known as the Psionic Temple, and it would become the defining feature of the Arkolak hill upon which sat the rulers of Nagarvos - the Tetrarchs.

These Tetrarchs were each elected by their respective psionic academy (one within each of the four towers, each also including a clerical seminary for one of the divine elements), based on a candidate's experience, decision-making ability, political skills, and psionic skill; there were occasional stories of Tetrarchs winning their position through bribery, but they never lasted long in the role. While their chosen disciplines would vary, the majority of the Tetrarchs throughout history were either seers or telepaths. Nearly every Rebirth Race had been represented by at least one Tetrarch in the long millennia of the city's history, including even one halfling female.

Regardless of their racial makeup or chosen disciplines, the role of the Tetrarchs was always directing the affairs of Nagarvos. The running of the four colleges of the Psionic Temple was ultimately overseen by the Head Seminarian, who delegated authority to each of four Masters to manage the day-to-day affairs within the towers.

By some trick of fate, the four Tetrarchs in power were all telepaths when the Cleansing Armies came. This left them relatively ill-prepared for battle when the Siege of Nagarvos began. In spite of this, they did not fall until their last stand at the Psionic Temple.

Society

After he arose in undeath, Pandruj was powerful enough to animate the Tetrarchs as his undead servants. They deeply resent this, but due to their shared goals and common hatred of Rajaat and his works, they seldom challenge his control of them.

As the Tetrarchs were once nothing less than the leaders of Nagarvos, their transformation from the pinnacle of political power to magically controlled servants of one faction in the City 1000 Dead was quite the fall from grace. Their allies (such as Rajaat's Fugitives and those Defenders that will still speak with them) avoid talking about the past unless they feel a need to put them in their place. Even their hated enemies now look upon them with some degree of pity.



Rajaat's Fugitives (Cleric)

CR20

Male or Female Human Zhen Cleric 16 (Sun)

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +1; **Senses** Darkvision 60ft., Low-Light Vision; Listen +14, Search +14, Spot +39

Languages Ulyanese, Classic Halfling, Ignan, *Tongues*

AC 36; touch 13, flat-footed 35**

(+1 Dex, +12 Nat, +4+4 armor, +1+4 shield)

hp 136 (16 HD; 16d12+32); **Fast Healing** 3

DR 5/magic; Resistance: Fire 16;

Immune Undead Traits; **Weakness** Vulnerability to Cold, Vulnerability to Mind-Affecting Effects

Fort +13, **Ref** +9, **Will** +21

Speed 30 ft.; Obsidian Climb

Melee Slam +21 (1d8+9) or Touch +21 (by spell)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +12/+7/+2; **Grp** +17

Combat Options Death Gaze (2/day, 30 ft, DC 22, 3d6+16)

Combat Gear Hand Wraps (+4 from Greater Magic Weapon), MW Chitin Armor (+4 from Magic Vestment), MW Small Chitin Shield (+4 from Magic Vestment)

Psi-Like Abilities: (ML 16th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elksight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Cleric Spells (CL 16th (+4 vs SR), DC 18 + spell level):

8th — *Elemental Storm*, maximized *Elemental Strike*, *Mass Cure Critical Wounds*, *Sunburst* (d)

7th — *Destruction*, *Elemental Chariot*, *Flame harvest* (d), *Heightened Undeath to Death*, *Mass inflict Serious Wounds*

6th — *Create Undead*, *Extended Righteous Might*, *Harm*, *Sunbeam* (d), *Word of Recall*

5th — *Air Lens* (d), *Cleansing Flame*, *Elemental Strike*, *Extended Greater Magic Weapon*, *Ragestorm*, *Scrying*

4th — *Divination*, *Elemental Weapon*, *Extended Magic Vestment* x2, *Freedom of Movement*, *Tongues*, *Rainbow Pattern* (d)

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- 3rd — *Animate dead, Bestow curse, Dispel magic, Eye of the storm, Heightened Heat Lash, Locate Object, Searing Light (d), Speak With Dead*
- 2nd — *darkness, daylight (d), death knell, desecrate, Extended Shield of Faith, Resist Elements, Return to the Earth, Silence*
- 1st — *Bless, Burning Hands (d), Command, Curse Element, Deathwatch, Endure elements, Hide from undead, Heat Lash*
- 0 — *Create Element, Detect Element, Detect Magic, Guidance, Resistance, Read Magic*

Abilities Str 20, Dex 13, Con --, Int 14, Wis 27, Cha 18
SQ **Change Shape**, Damage Reduction, Darkvision 60 ft, Domains, **Enhanced Ability (+2 Nat AC)**, Fast Healing, Fire Resistance, Gray Toughness, Obsidian Climb, Rebuke Undead (CL 16th, 10/day), Skills, Undead Traits, **Vulnerability to Cold**, Vulnerability to Mind-Affecting Effects.

Feats Combat Casting, Extend Spell, Extra Turning, Greater Spell Penetration, Heighten Spell, Maximize Spell, Spell Penetration.

Skills Concentration +23(+4), Heal +8, Diplomacy +4, Intimidate +23, Knowledge (Religion) +21, Knowledge (The Planes) +21, Listen +14, Search +14, Sense Motive +14, Spot +39.

Possessions 77,000cp or **Combat Gear** plus: *Belt of Giant's Strength +4, Cloak of Charisma +2, Pearl of Power (3rd lvl), Periapt of Wisdom +6, Vest of Resistance +3, Wand of Searing Light (CL 8th, 7 charges).*

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Fiery Wrath** — Class Skill Intimidate; Granted Power: Fire resistance equal to cleric level
- **Sun Flare** - Class Skill Spot; Granted Power: You automatically succeed on Fortitude saves against heat caused by natural weather; your water consumption is treated as if you were continually in the shade.

See **Rajaat's Fugitives (Preserver)** below for Appearance, Personality, Strategy, History, and Society



Rajaat's Fugitives (Psion) CR 18

Male or Female Human Zhen Psion (Nomad) 15
NE Medium Undead (Augmented Psionic Humanoid, Human)
Init +2; **Senses** Darkvision 60ft.; Listen +19, Search +22, Spot +25

Languages Ulyanese, Classic Halfling

AC 24; touch 14, flat-footed 22**
(+2 Dex, +10 Nat, +2 Def)
hp 112 (15 HD; 15d12+15); **Fast Healing** 1
DR 10/magic
Immune Undead Traits; **Weakness** **Stench (burnt flesh)**, **Vulnerability to Cold**, Vulnerability to Mind-Affecting Effects
Fort +7, **Ref** +9, **Will** +13

Speed 30+10 ft.; Obsidian Climb
Melee Slam +11 (1d8+3) or Touch +11 (by spell)
Ranged Ranged Touch +8 (by spell)
Space 5 ft.; Reach: 5 ft.
Base Atk +7/+2; **Grp** +11
Combat Options: **Blinding Touch (DC 19)**, **Enhanced Powers (+1 dmg/die)**, Psionic Meditation (Move action),
Combat Gear -

Psi-Like Abilities: (ML 15th; DC Charisma-based)
At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.
*Power can be augmented.

Psionic Powers (ML 15th, Power Points 195+60, DC 18 + power level):
8th — *Bend Reality*
7th — *Energy Wave, Evade Burst, Personal Mind Blank*
6th — *Dimensional Screen, Psionic Disintegrate, Temporal Acceleration*
5th — *Baleful Teleport, Psionic Teleport, Teleport Trigger, Psionic True Seeing*
4th — *Correspond, Detonate, Magnetize, Psionic Fly*
3rd — *Astral Caravan, Psionic Blink, Danger Sense, Energy Bolt*
2nd — *Dimension Swap, Ego Whip, Psionic Levitate, Thought Shield*
1st — *Burst, Far Hand, Inertial Armor, Know Direction and Location, Missive*

Abilities Str 16, Dex 14, Con --, Int 26, Wis 15, Cha 14

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SQ Damage Reduction, Darkvision 60 ft., **Enhanced Ability** (+1 profane bonus on attack rolls), **Enhanced Spells Powers**, Enhanced Senses, Fast Healing, Gray Toughness, Obsidian Climb, Rebuke Undead (3/day), Skills, **Stench** (burnt flesh), **Transmit Curse** (Crystal Mask of Knowledge; Destroy the defilers of the Navel), Undead Traits, Vulnerability to Cold, Vulnerability to Mind-Affecting Effects.

Feats Burrowing Power, Empower Power, Enlarge Power, Greater Power Penetration, Greater Psionic Endowment ^B, Power Penetration, Psionic Endowment ^B, Psionic Meditation, Quicken Power ^B, Speed of Thought ^B, Split Psionic Ray.

Skills Climb +21, Concentration +20, Jump +21, Knowledge (Psionics) +31, Listen +19, Psicraft +26, Search +22, Sense Motive +8, Spot +25.

Possessions 59,000cp or **Combat Gear** plus: *Cloak of Resistance* +2, *Crystal Mask of Knowledge* (Psionics), *Dorje of Energy Bolt* (ML 5th, 16 charges), *Headband of Intelligence* +6, *Ring of Protection* +2.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

See *Rajaat's Fugitives (Preserver)* below for Appearance, Personality, Strategy, History, and Society



Rajaat's Fugitives (Preserver)

CR21

Male or Female Human Morg Wizard 15 / Necromant 1

NE Medium Undead (Augmented Humanoid, Human)

Init +1; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +9, Search +22, Spot +15

Aura Fear (60 ft, DC 20)

Languages Ulyanese, Classic Halfling

AC 33; touch 15, flat-footed 32

(+1 Dex, +4 Nat +4 armor, +4 Def)

hp 136 (16 HD; 16d12+32); **Fast Healing:** 1

DR 10/magic; **Resistances:** Cold 10

Immune Spells (Burning Hands), Undead Traits;

Weakness: Light Sensitivity, **Vulnerability to Fire**

Fort +6, **Ref** +7, **Will** +15

Speed 30 ft.

Melee Tongue +10 (1d4+3) or Touch +10 (by spell)

Ranged Ranged Touch +8 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +7/+2; **Grp** +10

Combat Options: Constrict, Create Spawn, Energy Drain (DC 20), Improved Grab

Combat Gear -

Spell-Like Abilities (CL 16th):

At will - Finger of Death, Mage's Private Sanctum;

Wizard Spells (CL 16th, DC 18 (or 20 ^E or ^N) + spell level):

8th - clenched fist ^E, maximized cone of cold ^E, quickened crushing despair.

7th - control undead ^N, mage's sword ^E, quickened lightning bolt ^E, spell turning.

6th - chain lightning ^E, disintegrate, undeath to death ^N x2.

5th - cone of cold ^E, magic jar ^N, quickened shield, teleport, wall of force ^E.

4th - bestow curse ^N x2, crushing despair x2, resilient sphere ^E x2.

3rd - dispel magic, halt undead ^N x2, lightning bolt ^E, vampiric touch ^N x2.

2nd - command undead ^N x3, spectral hand ^N, touch of idiocy x2.

1st - chill touch ^N, mage armor $\times 2$, magic missile x2, shield, shocking grasp ^E.

0 - detect magic, disrupt undead, mage hand, message.

Spellbook (leather scrolls)

Abilities Str 16, Dex 12, Con --, Int 26, Wis 16, Cha 14

SQ Damage Reduction, Darkvision 60 ft., **Enduring Focus** (the Sunflash), Fast Healing, Gray Casting, Gray Toughness 2, **Rebuke Undead** (CL 16th, 5/day), Resistances, Skills, **Spell Immunity** (Burning Hands), **Spirit Master**, Undead Traits, **Vulnerability to Fire**.

Feats Brew Potion, Craft Wand, Eschew Materials, Greater Spell Focus (Evocation), Greater Spell Focus (Necromancy), Iron Will, Maximize Spell ^B, Quicken Spell ^B, Scribe Scroll ^B, Spell Focus (Evocation), Spell Focus (Necromancy).

Skills Bluff +13, Concentration +21, Diplomacy +4, Knowledge (Arcana) +27, Knowledge (Religion) +27, Knowledge (The Planes) +27, Listen +9, Move Silently +11, Search +20, Sense Motive +18, Spellcraft +29, Spot +15.

Possessions 77,000cp or **Combat Gear** plus: *Cloak of Resistance* +1, *Headband of Intellect* +6, *Ring of Protection* +4.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Rajaat's Fugitives wear variations of the travel attire of the mages, mindbenders, and clerics of Uylan - sandals over wrapped leggings, embroidered cotton tunics, and protective headscarves. The choices of equipment and armor worn serves as the main differentiation between the various subgroups

Personality Notes

Resourceful, Cautious, Distrustful

Due to the blame and recriminations placed upon their mentor and general Pandruj, knowing whom to trust has always proven a problem for the members of the Fugitives. They are aware Pandruj is on their side, but question the allegiance and motivations of all others. This suspiciousness has done them few favors with building alliances with other factions in the City 1000 Dead.

Strategy and Tactics

Long ago, these mages, clerics, and psions were those students and allies of Pandruj who stood against the Cleansing Armies as they marched on Nagarvos, and time has not dulled their combat training or coordination.

The psions largely focus on detecting threats, and facilitating communications and movement, while the mages mainly provide offensive power. The clerics provide protection and support, serving on the front-lines or casting long-range offensive spells as necessary.

While the Fugitives may be relatively few in number, they are armed with a wide array of powerful magics and psionic powers. They have also heavily fortified their compound with traps and magical wards around

the Sunflash Tower. It would take a full-on siege to break into their compound.

History

Rajaat's Fugitives are a combination of journeyman students of the Psionic Temple, elemental clerics native to or trapped within Nagarvos, preservers who once studied under Pandruj himself, and other unaffiliated preservers who had moved to the city in the late Age of Magic. Rallied by Pandruj and the Tetrarchs when the Siege of Nagarvos began, they fought bravely in defense of the city, but fell just before G'dranav's final stand at the Arkolak.

After the destruction of the Boiling Ruin, Pandruj awakened and called them to his side again. They rose and joined him, swearing to oppose and destroy any remaining servants of Rajaat. Together with the Tetrarchs, they worked at rebuilding their power base, entering into a kind of arms race against the Descendants of the Chosen. All of this changed, however, with the first bugdead invasion: with the whole city facing a threat to its very existence, the various factions were forced to work together against the common threat. This was the first time the Sunflash's power was unleashed, and the resulting destruction came as a surprise to the factions and bugdead alike.

Since the first Bugdead invasion, the Descendants have been in a kind of cold war with Rajaat's Fugitives - while they are not openly hostile to each other and work together to defend the City 1000 Dead, they also actively undermine each other's power and influence within the city.

Society

Rajaat's Fugitives would be one of the weakest factions in the city if it were not for the powerful artifacts at their disposal, not least of which is the Sunflash itself. The other factions grudgingly admit they need the Fugitives' support in defending the city, hence they continue to be tolerated.



The Defenders

While the Defenders were the ones responsible for leading the rebuilding efforts of the City 1000 Dead as it is seen now, they ceded quite a lot of territory to usurper factions like the Champions Daughters and Hungry Ghosts. This is why the Defenders' territory (referred to as their "district") is only the second largest in the city.

There is still regular fighting over territory, but the borders as they are seen now have been fairly stable for King's Ages.

Likely Encounters

Defenders squads patrol all over their district as well as the unclaimed areas of the City.

For each 30 minutes spent in their district, there is a 50% chance of encountering one of the Defenders patrols or being sensed by G'dranav (DM's choice). However, they will be most likely be indifferent to visitors unless they are making a nuisance of themselves.



G'dranav CR35

Male Ogre Meorty Psion (Shaper) 26

NE Large Undead (Augmented Giant, Fire, Psionic)
Init: +3; Senses: Darkvision 60ft.; Listen +20, Search +18,
Spot +21

Aura Fear (60 ft., DC 30)

Languages: All (Polyglot)

AC 32; touch 17, flat-footed 29

(-1 size, +3 Dex, +15 Nat +5 Def)

hp 255 (30 HD; 30d12+60); **Fast Healing** 3

DR 15/magic; **SR** 40

Immune Fire, Cold, Electricity, Undead Traits;

Weakness Bound to Area (City 1000 Dead), Phobia (claustrophobia), Vulnerability to acid

Fort +19, **Ref** +19, **Will** +23

Speed 40 ft.

Melee Slam +32 (1d8+16) or Touch +32 (by power)

Full Melee 2x Slam +32 (1d8+16)

Ranged Ranged Touch +19 (by power)

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

Base Attack +16/+11/+6; **Grp** +31

Combat Options: Cleave, Create Spawn, Ghost Attack, Greater Psionic Fist (+4d6), Immolation (1/day, DC 30, 35d6 fire dmg), Power Attack, Unavoidable Strike

Combat Gear Amulet of Mighty Fists +5

Psi-Like Abilities: (ML 26th; DC Charisma-based)

At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

3/day - *body adjustment**, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*.

*Power can be augmented.

Psicrown Abilities *Catfall*, *Hustle*, *Psionic Fly*, *Psionic Freedom of Movement*, *Wall Walker*

Psionic Powers (CL 26th, Power Points 343+40, DC 14 + power level):

9th — *Affinity Field*, *Reality Revision*, *Timeless Body*, *True Creation*

8th — *Astral Seed*, *Bend Reality*, *Matter Manipulation*, *Recall Death*

7th — *Energy Wave*, *Insanity*, *Mass Ectoplasmic Cocoon*, *Psionic Phase Door*, *Ultrablast*

6th — *Breath of the Black Dragon*, *Crystallize*, *Greater Psionic Fabricate*, *Psionic Disintegrate*, *Temporal Acceleration*

5th — *Hail of Crystals*, *Pocket dimension*, *Power Resistance*, *Psionic Major Creation*, *Psionic True Seeing*, *Psychic Crush*

4th — *Psionic Dimension Door*, *Psionic Fabricate*, *Psychic Reformation*, *Wall of Ectoplasm*

3rd — *Dismiss Ectoplasm*, *Dispel Psionics*, *Ectoplasmic Cocoon*, *Eradicate Invisibility*, *Greater Concealing Amorpha*

2nd — *Mental Disruption*, *Psionic Levitate*, *Psionic Repair Damage*, *Swarm of Crystals*

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1st — *Astral Construct, Ecto Protection, Energy Ray, Inertial Armor, Psionic Minor Creation*

Abilities Str 32, Dex 16, Con --, Int 26, Wis 15, Cha 20
SQ Bound to Area, Damage Reduction, Darkvision 60 ft., **Enhanced Ability (+2 Charisma, Skill points), Fast Healing**, Gray Toughness 2, **Immunity to Cold and Electricity, Phobia (claustrophobia)**, Psicrystal (Friendly, Liar), Rebuke Undead (CL 30, 8/day), Skills, Spell Resistance, Undead Traits, Vulnerability to acid.

Feats Burrowing Power, Cleave, Epic Psionic Focus ♫, Ghost Attack, Great Intelligence, Greater Psionic Fist ♫, Improved Psicrystal ♫, Improved Metapsionics ♫, Polyglot, Power Attack, Psicrystal Affinity ♫, Psicrystal Containment, Psionic Fist ♫, Psionic Meditation ♫, Quicken Power, Unavoidable Strike, Unconditional Power, Widen Power.

Skills Bluff +41, Climb +18, Concentration +35, Diplomacy +9, Jump +18, Knowledge (Arcana) +12, Knowledge (Religion) +28, Knowledge (Psionics) +41, Listen +20, Psicraft +41, Sense Motive +13, Search +18, Spot +20.

Possessions 570,000cp or Combat Gear plus: *Belt of Strength +6, Dorje of Energy Current, Dorje of Schism, Evader Psicrown (400 power points), Eyes of Expanded Vision**, Gloves of Dexterity +6, Headband of Intellect +6, Mantle of the Psionic Temple, Psionic Tattoo of Greater Concealing Amorpha (ML 5th), Third Eye - Penetrate, Torc of Power Preservation.*

Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

G'dranav is an elderly ogre with many battle scars from both before and after his undeath. He has the physique and physical bearing of a retired craftsman and old soldier, scaled up to the size of an ogre. He is entirely bald on his head, his left lower jaw tusk is heavily chipped, and there is a large burn scar where his left ear used to be.

He wears on his head a diadem featuring a falcon-wing insignia indicating his rank as commanding officer of the Defenders, and his gray and red robes mark him as a head seminarian at the Psionic Temple.

Personality Notes

Forceful, Intense, Determined

Millennia of undeath have done nothing to diminish G'dranav's forceful personality and presence. At times it can feel as if his sheer force of will could bend reality around him...maybe it can. When he speaks, G'dranav's booming and dignified voice demands silence.

Strategy and Tactics

G'dranav is nearly always accompanied by a retinue of ogre and dwarven Defenders. While he will endeavor to resolve a situation peacefully before it escalates into violence, this is usually for the protection of the attacker rather than himself. Even on his own, G'dranav is a highly dangerous and resourceful combatant - he has been fighting all his life, and is very difficult to overwhelm or intimidate.

If he thinks he can get away with it, G'dranav will occasionally lead a charge with his men, trusting his abilities and psionics to let him engage enemies in close quarters combat.

G'dranav will fight to the death if necessary, but this is quite unlikely. More often, he will be the last to flinch in a confrontation, even if it becomes lethal.

History

G'dranav was born in Shumash, the son of stonemasons. He showed strong natural psionic talents at an early age, and was put forward as a pupil for the Psionic Temple as soon as he came of age. His incredible control and learned intuition with sculpture and form drew praise from his teachers in the college, and G'dranav advanced quickly. The force of his personality did the rest, as he variously charmed or intimidated his way through his training.

G'dranav would prove to be the final Head Seminarian of the Psionic Temple, appointed some 40 years before the Siege of Nagarvos. Under his watch he trained a great many psychic warriors (including Ramlichivli), and had helped to create the two most recent (and final) Undying Guardians.

After the Champions' armies defeated the army of Nagarvos at the Battle of the Tforkatch River, G'dranav was called upon by the Tetrarchs to assist the city's Defenders in a more direct way, and given command of Defenders in general and a regiment, which included many of his former students, to lead personally.

When the walls of Nagarvos finally failed, the powerful master psion G'dranav was the last of the Defenders to fall to the final assault by Rajaat's forces. During his last stand at the Arkolak, he, through sheer force of will, created a chasm underneath both him and

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his foes, swallowing up all of them along with his dead allies. As fell, G'dranav transformed himself into a meorty.

Underground, he reanimated his former soldiers as meorties one by one, biding his time and preparing for an assault: for above, remnants of Rajaat's army had taken up residence and built a research compound.

Society

G'dranav uses his forceful personality to assist and protect his Defenders, and they know it. Ramlichivli and his men respect the former leader greatly, and still willingly take his orders. At times he does ask a lot of the Defenders, however – they are surrounded by factions made up of the former forces of Rajaat, and they frequently overcommit themselves in attempts to push them out of their occupied districts in the city.



Ramlichivli CR30

Male Ogre Meorty Psi-Warrior 20

NE Large Undead (Augmented Giant, Psionic)

Init +8; **Senses** Darkvision 60ft.; **Listen** +24, **Search** +16, **Spot** +18

Languages Ulyanese Giant, Ulyanese, Orcish, Classic Dwarven

AC 44; touch 17, flat-footed 40

(-1 size, +4 Dex, +9 armor, +18 Nat, +4 Def)

hp 204 (24 HD; 24d12+48); **Fast Healing** 3

DR 15/magic; **SR** 39

Immune Cold, Electricity, Undead Traits; **Weakness**

Bound to Area (the Dead Lands), **Code of honor**

Fort +20, **Ref** +16, **Will** +20

Speed 50 ft.

Melee Greatsword +34 (3d6+23; 19-20/x2) or Slam +29 (1d8+13) or Touch +29 (by power)

Full Melee Greatsword +34/+29/+24 (3d6+23; 19-20/x2) or 2x Slam +29 (1d8+13)

Ranged Comp. Longbow +29 (2d6+19; 110 ft; 19-20/x3)

Full Ranged Comp. Longbow +29/+24/+19 (2d6+19; 110 ft; 19-20/x3)

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

Base Atk +17/+12/+7; **Grp** +34

Combat Options: Cleave, Create Spawn, Deep Impact* (as Melee Touch), **Dehydrating Touch** (DC 22, 30d6), Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Fell Shot* (as Ranged Touch), **Guilt Gaze** (30

ft, DC 22), **Haste** (10 rounds/day), Point Blank Shot (+1 to hit @ < 30ft), Power Attack, Psionic Charge* (Charge w/ turn), Psionic Meditation (Psionically Focused as Move action), Psionic Shot* (+2d6 dmg), Psionic Weapon* (+2d6 dmg). * Requires expending Psionic Focus.

Combat Gear Large Chain Shirt +5 (25,450cp), Large Greatsword +4 (32,350cp), Large Composite (+13) Longbow +5 (51,650cp)

Psi-Like Abilities: (ML 20; DC Charisma-based)

At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

3/day - *body adjustment**, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*.

*Power can be augmented.

Psi-Warrior Powers (CL 16th, Power Points 266, DC 18 + power level):

6th — *breath of the black dragon*, *form of doom*.

5th — *metaconcert*.

4th — *immovability*, *psionic dimension door*, *weapon of energy*.

3rd — *danger sense*, *evade burst*, *greater concealing amorpha*, *vampiric blade*.

2nd — *animal affinity*, *body adjustment*, *hustle*, *psionic lion's charge*, *wall walker*.

1st — *call weaponry*, *defensive precognition*, *detect psionics*, *force screen*, *offensive precognition*.

Abilities Str 36, Dex 19, Con --, Int 10, Wis 26, Cha 8

SQ Bound to Area, Code of Honor, Damage Reduction, Darkvision 60 ft., **Enhanced Senses**, **Fast healing**, Gray Toughness, Rebuke Undead (2/day), Skills, **Spell Resistance**, Undead Traits.

Feats Cleave, Deep Impact^B, Epic Psionic Focus (epic), Fell Shot^B, Improved Critical (Longbow)^B, Improved Initiative, Improved Manifestation (epic), Point Blank Shot, Power Attack, Precise Shot, Psionic Charge^B, Psionic Meditation^B, Psionic Shot^B, Psionic Weapon^B, Speed of Thought^B, Weapon Focus (Longbow).

Skills Autohypnosis +11, Climb +18, Concentration 26, Jump +18, Listen +26, Search +16, Sense Motive +18, Spot +22.

Possessions 320,000cp or **Combat Gear** plus: *Amulet of Natural Armor* +3, *Belt of Strength* +6, *Boots of Speed*, *Gloves of Dexterity* +6, *Greater Bracers of Archery*, *Periapert of Wisdom* +6, *Psionic Tattoo of Psionic Keen Edge* (ML 5th) x 5, *Ring of Protection* +4, *Vest of Resistance* +4; 250cp

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Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

More than 14' tall, dark-skinned with tangled dreadlocks of sable hair, and carrying himself with the ramrod correctness and confidence of a lifelong professional soldier, Ramlichivli the Defender commands respect in any company. His flesh recovered surprisingly well from the Obsidian Boil, but the fact is difficult to note as the meorty is always dressed impeccably in black armor, a crisply-cut mantle, and potent magical and psionic weapons.

Personality Notes

Strict, Imperious, Unpredictable

Ramlichivli carries a natural air of authority about him. He has forgotten more about military discipline than most would ever learn in several lifetimes. This manifests as a wily look in his eyes, as he is very good at making strategic moves which his opponent (or even conversation partner) would not expect, such as bluntly getting to the point after several minutes of evasions just to unbalance the other side.

Strategy and Tactics

Ramlichivli is a highly skilled tactician. He knows how to effectively deploy the troops under his command (and he is nearly always surrounded by a retinue of both dwarf and ogre Defenders). He is also seasoned enough in battle to be able to anticipate common actions and responses. This manifests in combat as his intimidating tendency to just stand there and wait for the opponent to make their foolish action, only to counter it and riposte at the last moment.

History

In life, Ramlichivli was one of the Defenders, the elite cadre of guards devoted to the protection of the Tetrarchs of Nagarnos', the greatest metropolis of Green Age Ulyan. He was a devoted warrior, with considerable psionic skills in addition to his abilities in ranged and melee combat. He was one of the few Defenders detached from the main force of the unit and dispatched with the Tetrarchs' delegates to the negotiations with Rajaat and his Champions at the Obsidian Tower. He fought in the Battle of Tforkatch River, when Rajaat declared that the ruse of negotiations had gone on long enough.

Ramlichivli found himself in the right wing of the army of Nagarnos', but near enough the center to see Dregoth's awe-inspiring first charge. As the Champions' forces began to attrit and overwhelm the foot soldiers in front of him, Ramlichivli did not retreat but moved to the center of the line, expending all his arrows and then fighting with his massive bronze blade until he was bodily driven back by the press of the enemy. The ogre was severely wounded in the battle, saving two of the Tetrarchs' plenipotentiaries from the irresistible assault of Dregoth's legions, but fortunately he was able to keep up with the retreating survivors fleeing east to the walls of the Queen of Ulyan.

The armies of the Champions pursued, and following a number of brief skirmishes they besieged the city. During the Siege of Nagarnos' Ramlichivli fought bravely in defense of his city. He believed passionately in the amalgam of races and peoples which populated Nagarnos', and felt personally affronted by the treacherous attack at Tforkatch River; the very name of Rajaat was as dust in his mouth.

When the walls were at last breached and the invaders pressed into the Wonder of the South, Ramlichivli was at the right hand of the commander of the Defenders, the powerful mindbender G'dranav. He helped cover the unit's withdrawal toward the Arkolak, his bow singing as the Champions' armies poured in, burning everything in their path, massacring every resident they saw. Many of the attackers were killed in the savage house-to-house retreat, but their numbers were inexhaustible and they freely used the great firepower of their defilers to flatten the most stoutly-defended buildings and city blocks.

Ramlichivli had killed scores of the Champions' troops by the time when he and his band had reached the Arkolak, where the temples and palaces of the Tetrarchs stood atop the city's highest hill. The Defenders lined the walls of the Arkolak and repelled – hour after hour – the legions of the Champions. At first few of the invaders reached the Arkolak's hallowed walls, but then more and more of them arrived, the fires leaping higher in the city behind them. Ramlichivli was wounded again and again with fighting growing ever more desperate, while behind him the Tetrarchs and other powerful mindbenders, in conjunction with the most skilled preservers and clerics in the city, struggled to develop some means to rescue their people.

The effort had failed, or at least had not yet succeeded, when at last the attacks broke through the Arkolak's hallowed walls. G'dranav led a desperate counterattack, and Ramlichivli was in the front-line, filling the breach in the wall with his own body. He was

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overborne by the press, pierced by a dozen pikes and trodden under by the surging attackers. Five or six more he killed, pulling them down by the ankles as they ran over his body, and crushing their throats in his massive hands, but in the end the mighty ogre's eyes closed for the last time.

When Ramlichavi once again opened his green eyes and looked out upon the world, it had changed beyond recognition. The ogre saw above him the face of his commander G'dranav, who had just raised him to unlife as a meorty. For many years thereafter, Ramlichavi aided his mentor in raising to unlife the hundreds of other fallen Defenders whom G'dranav had brought down with him into the chasm below the Arkolak. Revenge was their watchword, and they prepared constantly for the day they would return to the surface and sate their hatred on the minions of Rajaat who had lived there since the fall of Nagarvos'. On the great day of their vengeance, Ramlichavi was in the forefront, one of the cohort commanders, leading his fellow undead Defenders through the hidden passages they had cut leading up to the research compound. Surprise was complete – the neutered and blinkered defilers in what Qwith called the Navel (on the same hill where the Arkolak had once stood) were blissfully unaware until their foes were among them, cursing and killing. Ramlichavi was scorched and lacerated by the flurry of spells released by the cornered defilers and clerics, but many fell before him. The Defenders did not discriminate between spellcasters and the hundreds of support staff that maintained the Navel, but killed every human they encountered above ground, for any human there was by definition usurping the land of Nagarvos'.

The melee was even more confused than that, however, for a second group of undead was fighting alongside the Defenders against Qwith and her people. Ramlichavi recognized among them several of the Tetrarchs from the city's last days, as well as at least one preserver who had been working with the Tetrarchs during the final assault – Pandruj. The original pretext for Rajaat's invasion of Ulyan and assault upon Nagarvos' had been the surrender of his "renegade student" Pandruj, and many among the Defenders – Ramlichavi among them – blamed the preserver for the ruin which overtook their city.

G'dranav cursed the preserver and those with him, but even as the two groups of undead were beginning to battle one another as well as the living humans who served Qwith, and the elementals *gated* in by the defilers, the world exploded. From one of the summoning buildings, already set afire by the furiously cast spells and lashing psionics of the battle, came an ominous rumble, followed faster than thought

by the shattering from within of the building's massive and heavily barred doors. Ramlichavi was standing across the compound, the body of one of Pandruj's undead broken at his feet, when he saw the eruption.

The molten obsidian, glittering black, boiled out of the building like an avalanche. Ramlichavi was overborne by the first roiling wave, lifted and hurled over the compound's wall and backwards out of the Navel entirely. His undead flesh cooked and boiled, but he did not die – perversely, in his undeath he could be hurt but not killed in this way. Before he was carried too far to see, Ramlichavi observed that his fellow Defenders, the cadre of undead with Pandruj, and Qwith's usurping humans were alike being carried away in the Boiling Wave.

It was weeks before the ogre meorty was able to fight his way out of the quickly cooling obsidian. He knew his duty, however, and moved as quickly as he was able back to the site of the Navel (and of the Arkolak as well), where indeed the other Defenders were gathering as quickly as they could. He found the place by instinct – for the "land" he traversed was nothing but an undulating plain of smooth black glass. G'dranav greeted his lieutenant and then, with Ramlichavi by his side, gave the meorty warriors a rousing speech – within the day they began the work of rebuilding the city of Nagarvos'.

All the Defenders had been absolutely dedicated to Nagarvos', the Queen of Ulyan, and many of them believed that the Obsidian Wave was divine retribution upon Qwith and her defilers, or alternately upon Pandruj and the undead he led. They had the site of the city all to themselves for the moment, and they took the opportunity to reconstruct it, reproducing in obsidian the exact structures which had stood through the Green Age, until Rajaat came – starting with the city walls. They quarried massive obsidian blocks from the new land surface, delving an enormous fosse around the ever-rising walls.

Ramlichavi led one of the working parties, contributing hugely to the reconstruction of the walls. The walls were complete, and work was just beginning on the interior buildings, when the other undead came. Pandruj and his followers, now proudly calling themselves "Rajaat's Fugitives", were the first, followed by undead creatures that had once been servants of the Champions that overcame the Defenders during the final battle of the Siege of Nagarvos', and undead avatars of Qwith's research team. The Defenders were unable to prevent these and other groups from claiming sections within the new city walls, and thus Nagarvos' was reborn as the City of 1000 Dead.

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For a King's Age thereafter the undead in the City fought amongst themselves, delineating their boundaries and sharpening their mutual hatreds. Many were disintegrated, incinerated, or mutilated beyond reanimation – even the new creations of the obsidian, the zhen, proved mortal in undeath. Ramlichavi fought as furiously as any of his fellow Defenders in these battles and cursed bitterly as he watched the other undead erect buildings of obsidian in their zones, buildings unlike those which the Defenders recalled from the days of Nagarvos'.

How the battles within the City would have ended, had they continued, is a subject Ramlichavi prefers not to consider. The matter became academic, however, when the bugdead hordes appeared at the City about a King's Age after the Shining Tide. All the humanoid undead in the City fought together to repel the attacking bugdead, but even so the City might have fallen had not Pandruj created a devastating magical artifact called the *Sunflash*. Over and above the fact that Pandruj made it, Ramlichavi hates the *Sunflash* because this powerful item makes it impossible for the undead to venture forth in daylight in the City or its environs. Grudgingly, the meorty acknowledges that only with its aid could the first bugdead assault have been defeated.

In the King's Ages since the first bugdead attack, Ramlichavi has served his commander G'dranav in many roles. He has led cohorts in battles against the bugdead, and against humanoid undead invaders (such as the Cholites, or armies from Harkor, Shadowmourn, or the Kingdoms of Gretch), and against the other humanoid undead dwelling in the City. During the last three King's Ages, Ramlichavi has also served increasingly as one of G'dranav's most well-traveled ambassadors. In this capacity he has visited all the important courts of the northern Dead Lands, and met all the great rulers. He has learned to hold his tongue in their company, but he has never moderated his opinions – in Ramlichavi's view, all things ill in Ulyan spring from wizardry.

Ramlichavi, like his father before him, gave his loyalty to the psionic Tetrarchs of Nagarvos'. He viewed preservers like Pandruj, no matter how loyal they appeared, as dangerous and untrustworthy, a prejudice that Rajaat's demands only intensified. Ramlichavi believes that it was only through the hideous power of defiling magic that Nagarvos' was overcome, despite more objective considerations such as the vast superiority of numbers the invaders enjoyed, and he believes the Shining Tide to be simply one more example of the incredible destruction and abuse that wizardry inflicts on land and people alike.

Society

Ramlichavi is often sent out on external missions and envoy tasks where G'dranav cannot go on account of his curse.

As strict a disciplinarian as Ramlichavi can be, he doesn't enforce any rule that he isn't willing to follow himself, and his soldiers respect him for it.

Because they participated (however tangentially) in the destruction of Nagarvos', Ramlichavi dislikes Gretch and his minions, as well as Qwith and the Vizier. Other rulers fall afoul of his general antipathy to wizardry, while he considers the Disciples to be muddle-headed fools who confuse the ruin of defiling magic with some sort of divine intervention. The only ruler that he actually respects, aside from G'dranav and the other leading officers of the Defenders, is Harkor. Harkor lived after the destruction of Nagarvos', and was in life a cleric and not a wizard – and if Harkor errs in exalting undeath, at least he respects (and practices) the military virtues that are near and dear to every Defender's heart.



Dwarven Defenders CR25

Male or Female Dwarf Meorty Fighter 5 / Psionic Warrior 14

Lawful Evil Medium Undead (Augmented Humanoid, Dwarf, Psionic)

Init +4; **Senses** Darkvision 60 ft. Listen +18, Spot +18

Languages: Classic Dwarven, Ulyanese, Ulyanese Giant

Aura -

AC 40, touch 18, flat-footed 36; Dodge, Mobility (+4 Dex, +7 armor, +5 shield, +10 Nat, +4 Def)

hp 177 (19d12+38+16); Fast Healing 3;

DR 20/magic; **Resist** -; **PR** -, **SR** 30;

Immune Cold, Electricity, Undead Traits; **Weakness** Bound to Area, **Cast No Shadow**, **Vulnerability to Acid**

Fort +18, **Ref** +10, **Will** +18

Speed 20+10 ft (4 squares)

Melee Warhammer +26 (1d8+12; 20/x3) or Slam +22 (1d6+7)

Full Melee Warhammer +26/+21/+16 (1d8+12; 20/x3) or 2x Slam +22 (1d6+7)

Ranged Light Hammer +19 (1d4+8; Range 20 ft.; 20/x2)

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

Base Atk +15/+10/+5; **Grp** +22

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Combat Options Combat Reflexes (5/round), Create Spawn, Curse (DC 20), Deep Impact, Ghost Attack, Greater Psionic Weapon (+4d6), Power Attack, Psionic Charge, Psionic Meditation (Move action), Reflect Physical Attacks (1/round), **Transmit Curse** (perapt, DC 20)

Combat Gear *Returning Obsidian Light Hammer* +1, *Chitin Armor* +3, *Obsidian Warhammer* +3, *Heavy Chitin Shield* +3.

Psi-Like Abilities: (ML 19th; DC Charisma-based)

At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

3/day - *body adjustment**, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*.

*Power can be augmented.

Psionic Powers (CL 14th, Power Points 59+14, DC 12 + power level):

5th — -

4th — *Energy Adaptation*, *Immovability*, *Psionic Freedom of Movement*

3rd — *Greater Concealing Amorpha*, *Ubiquitous Vision*, *Vampiric Blade*

2nd — *Dimensional Swap*, *Dissolving Weapon*, *Hustle*, *Psionic Lion's Charge*

1st — *Expansion*, *Defensive Precognition*, *Offensive Precognition*, *Vigor*

Abilities Str 24, Dex 18, Con -, Int 12, Wis 26, Cha 12

SQ Bound to area, **Cast no Shadow**, Damage Reduction, **Fast healing**, Gray toughness 2, Immunities, Rebuke Undead (CL 20, 4/day), Skills, Spell Resistance, **Vulnerable to acid**

Feats Cleave [Ⓢ], Combat Reflexes, Deep Impact, Dodge, Ghost Attack, Greater Psionic Weapon [Ⓢ], Mobility, Power Attack [Ⓢ], Psionic Body, Psionic Charge [Ⓢ], Psionic Meditation [Ⓢ], Psionic Weapon [Ⓢ], Speed of Thought [Ⓢ], Stand Still, Weapon Focus (Greatsword) [Ⓢ], Weapon Specialization (Greatsword) [Ⓢ].

Skills Climb +10, Concentration +20, Craft (weaponsmith) +11, Craft (armorer) +11, Jump +9, Knowledge (psionics) +11, Listen+18, Search +11, Speak Language (1), Spot +18.

Possessions 170,000 cp or combat gear plus: *Belt of Strength* +4, *Cloak of Resistance* +5, *Gloves of Dexterity* +4, *Periapt of Wisdom* +6, *Ring of Protection* +4.

Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

See Next Entry for Appearance, Personality, Strategy, History, and Society



Ogre Defenders CR25

Male or Female Ogre Meorty Psi-Warrior 16

NE Large Undead (Augmented Giant, Psionic)

Init +3; **Senses** Darkvision 60ft.; Listen +19, Search +10, Spot +19

Languages: Ulyanese Giant, Ulyanese, Classic Dwarven

AC 45; touch 18, flat-footed 42

(-1 size, +3 Dex, +8 Armor, +15 Nat, +5 Def, +4 Shield)

hp 170 (20 HD; 20d12+40)

DR 20/magic; **SR** 30

Immune Cold, Electricity, Undead Traits; **Weakness** Bound to Area, **Stench** (sour milk), **Vulnerability to Acid**

Fort +19, Ref +14, Will +20

Speed 50+10 ft.

Melee Maul +32 (3d6+24; 20/x2) or Slam +28 (1d8+13; 20/x2)

Full Melee Maul +32/+27/+22 (3d6+24; 20/x2) or 2x Slam +28 (1d8+13; 20/x2)

Ranged Javelin +18 (1d8+13; 20/x2)

Space 10 ft.; Reach: 10 ft.

Base Attack +15/+10/+5; **Grp** +32

Combat Options: **Curse** (DC 19), **Transmit Curse** (perapt, DC 19), Create Spawn, Deep Impact, Focused Sunder, Ghost Attack, Greater Psionic Weapon (+4d6), Improved Sunder, Power Attack, Psionic Charge, Psionic Meditation (Move action), **Reflect Physical Attacks (1/round)**

Large Combat Gear: *Large Animated Chitin Shield* +2, *Large Chitin Breastplate* +3, *Large Obsidian Javelins* x6, *Large Obsidian Maul* +3

Psi-Like Abilities: (ML 16th; DC Charisma-based)

At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

3/day - *body adjustment**, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*.

*Power can be augmented.

Psionic Powers (CL 16th, Power Points 79+16, DC 12 + power level):

6th — *Breath of the Black Dragon*

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- 5th — *Oak Body, Psychofeedback*
4th — *Psionic Dimension Door, Psionic Freedom of Movement, Weapon of Energy*
3rd — *Dimension Slide, Exhalation of the Black Dragon, hostile Empathic transfer, Vampiric Blade*
2nd — *Hustle, Psionic Lion's Charge, Wall Walker*
1st — *Precognition Defensive, Precognition Offensive, Thicken Skin*

Abilities Str 36, Dex 17, Con --, Int 10, Wis 28, Cha 8
SQ Bound to Area, **Damage Reduction**, Darkvision 60 ft., **Fast Healing**, Gray Toughness 2, Immunities, Rebuke Undead (CL 20, 2/day), Skills, Spell Resistance, **Stench (sour milk)**, Undead Traits, **Vulnerability to Acid**.

Feats Cleave, Deep Impact, Focused Sunder, Ghost Attack, Greater Psionic Weapon, Improved Sunder, Power Attack, Psionic Charge », Psionic Meditation », Psionic Weapon », Speed of Thought », Weapon Focus (Maul) », Weapon Specialization (Maul) ».

Skills Climb +12, Concentration 19, Craft (weaponsmith) +9, Craft (armorer) +9, Jump +17, Listen +19, Search +10, Sense Motive +19, Speak Language (2), Spot +19.

Possessions 240,000cp or combat gear plus: *Belt of Strength* +6, *Boots of Striding and Springing*, *Cloak of Resistance* +5, *Dorje of Vigor (ML 20, 25 charges)*, *Gloves of Dexterity* +6, *Periapt of Wisdom* +6, *Ring of Protection* +5.

Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Defenders are comprised of stocky, tough, swarthy dwarves and mighty, burly ogres, both with dark greasy hair. The menfolk favor dark, wispy moustaches and goatees, which show out from under their helmets and headscarves. All of the Defenders

have spent untold millennia caring for their equipment, and it remains in beautiful condition no matter the materials of construction.

Personality Notes

Fanatic, wrathful, cautious

In life, the Defenders of Nagarvos' were fanatically loyal to the great city and its ideals, and that loyalty has only intensified since G'dranav raised them as meorties. If the Defenders had their way, every road, tower and brick of Nagarvos' would be restored to its precise state before Rajaat came.

Despite this zeal for the bygone city, the Defenders know that while they are powerful, they are also few in number to restore their beloved city as it once was. The Champions Daughters, Rajaat's Fugitives and the other factions of the city are too many, too well equipped and too organized for the Defenders to decisively defeat. While their attitudes towards many of the city's factions range from barely veiled hostility to mere disdain, the one faction the Defenders hate more than any is the Champions Daughters. Even the mention of their ancestral enemies is enough to incite a searing wrath within members of the Defenders. When combat with the Daughters occurs, the fury of the Defenders is enough to disrupt even the famed fighting formations of their opponents. In any confrontation between these two factions, no quarter will be asked or given by either side.

When the city is faced by a bugdead assault, the Defenders will, reluctantly, put aside their enmities with their rivals in order to defend the city from the hordes of undead insects. Woe betide any Daughter who ventures too close to the Defender's lines during the melee, bugdead assault or not.

The dwarves within the Defenders' ranks are typically more reserved and stoic than the ogre Defenders, who are more likely to act impulsively and with greater abandon.



Strategy and Tactics

While the Champion's Daughters fight in uniformly equipped, highly disciplined ranks, the Defenders battle in looser, more flexible formations. If alerted to an opponent's presence, the dwarven meorties will often soften foes up with a volley from their hammers. This will be swiftly followed by a rush of dwarven Defenders with warhammers and shields.

Meanwhile, the ogre Defenders will close with the enemies as quickly as possible, sometimes literally leaping into combat. The ogres serve as the offensive hammer to the dwarves' immovable anvil.

History

The Defenders are the ancient guardians of Nagarvos', having served the Tetrarchs in life as an elite guard during the Green Age. When Rajaat's final assault on the city came, each and every Defender fought bravely, furiously, and ultimately futilely. They gave their lives in defense of the Tetrarchs and the city they had sworn to serve. But as in much of ancient Ulyan, death didn't mean an end to their service.

Over many decades, G'dranav raised his former comrades as meorties, assembling a small army underneath the ruined city of Nagarvos'. It was the initial assault of the Defenders upon Qwith and her researchers that caused the flood of obsidian, as the

desperate occupiers sought to defend against the attack.

After the Defenders dug their way out of the cooled black glass, the first thing they did was reconstitute the walls of their city as they had been before the attack of the Champions. It was as they completed the magnificent cyclopean walls and fortifications that the other undead factions of the city arose, stealing territory and final victory from the Defenders. The dwarven and ogre meorties of the Defenders remain committed to eventually restoring their great city as the Wonder of Ulyan, even if it takes centuries or millennia to achieve.

Society

The Defenders are bound to the City - they cannot move beyond the shadows of its outermost walls for more than a few days. There are hundreds of dwarf and ogre meorties who wander the city. Their arch enemies are the Champion's Daughters, against whom they have waged a most savage war over the centuries. However, the Defenders despise all the groups within the city, and battle any who cross their path. The Defenders also challenge any who attempt to enter the city, demanding obedience to "the great city, queen of Ulyan" - any who bow down and repeat the sacred oath will be allowed to pass.



The Champions Daughters

The Champions Daughters maintain the largest district in the City of 1000 Dead. While their faction has regular quarrels with the Defenders and Hungry Ghosts, they unite quickly when faced with external threats.

Likely Encounters

The Daughters patrol quite regularly and aggressively their district and the unclaimed areas of City of 1000 Dead in strict adherence to their military doctrine. The smallest unit, a file, consists of four zhen, one of whom is an officer. Five files make up a rank, which holds an additional officer. The largest maneuver unit is a cohort, made up of five ranks with still one more officer, or 75 zhen with 31 officers.

For each 30 minutes visitors spend in their district, there is a non-cumulative 50% chance of encountering a group of Daughters soldiers either on patrol or executing military exercises. When encountering the Daughters, roll 1d6; on a 1-3 the encounter is with a single file, on a 4-5 it is with a rank, and a 6 it is with an entire cohort.

Ironically, the larger the group, the less likely they are to be aggressive to visitors. Ranks and Cohorts are usually too busy drilling and maintaining their forces to pay much attention to visitors, unless the visitors draw attention to themselves.



“The Commander” CR28

Female Human Zhen Psionic Warrior 24

Lawful Evil Medium Undead

Init +4; **Senses** darkvision 60 ft., low-light vision;

Listen +6, Spot +6

Aura Fear (60ft)

Languages Goltish, Ulyanese

AC 42, touch 14, flat-footed 38**; **Dodge**, **Mobility**
(+4 Dex, +8 armor, +5 shield, +10+5 natural)

hp 204 (24d12+24+24); **Fast Healing** 3;

DR 5/magic; **Resist** -; **PR** -, **SR** -;

Immune Undead traits; **Weakness** Bound to Area, Vulnerability to Electricity, Vulnerability to mind-affecting effects

Fort +19, **Ref** +17, **Will** +20; **Evasion**

Speed 40+10 ft; **Obsidian Climb**

Melee Longsword +31 (1d8+4+7; 17-20/x2) or **Slam** +26 (1d8+7) or **Touch** +26 (by power)

Full Melee Longsword +29/+24/+19 (1d8+4+7; 17-20/x2) and **Shield Bash** +25 (1d4+8; 20/x2) or **Slam** +24/+19/+14 (1d8+7; 20/x2) and **Shield Bash** +25 (1d4+8; 20/x2)

Ranged Comp. Longbow +23 (1d8+8 plus 1d6 Fire; Range 110 ft.; 20/x3)

Full Ranged Comp. Longbow +23 (1d8+8 plus 1d6 Fire; Range 110 ft.; 20/x3)

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

Base Atk +17/+12/+7; **Grp** +24

Combat Actions: **Brand** (3/day), **Deep Impact**, **Epic Psionic Focus**, **Ghost Attack**, **Guilt Gaze** (30 ft, DC 24), **Greater Psionic Weapon** (+4d6), **Paralysis** (DC 24), **Psicrystal Containment**, **Psionic Charge**, **Psionic Meditation** (Move action), **Spring Attack**

Combat Gear *Chitin Armor* +4, *Flaming Composite* (+7) *Longbow* +1, *Keen Metal Longsword* +4, *Obsidian Arrows* x50, *Spiked* (+1) *Light Chitin Shield* +4

Psi-Like Abilities: (ML 24th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (CL 24th, PP: 127+70, DC 17 + power level):

Level 6: *Breath of the Black Dragon*, *Dispelling Buffer*, *Form of Doom*, *Mind Blank Personal*

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Level 5: *Catapsi, Oak Body*

Level 4: *Psionic Dimension Door, Energy Adaptation, Psionic Freedom of Movement, Weapon of Energy*

Level 3: *Dimension Slide, hostile, Empathic transfer, Mental Barrier*

Level 2: *Dimensional Swap, Hustle, Prowess, Psionic Lion's Charge, Thought Shield*

Level 1: *Defensive Precognition, Expansion, Metaphysical Claw, Offensive Precognition*

Abilities Str 24, Dex 18, Con -, Int 12, Wis 24, Cha 16

SQ **Bound to area**, Damage Reduction 5/magic, Darkvision 60 ft., fast healing 3, Gray toughness 1, Obsidian Climb, Psicrystal (Resolved), Undead Traits, **Vulnerability to Electricity**, vulnerability to mind-affecting effects

Feats Deep Impact ⁸, Dodge, Epic Psionic Focus ⁸, Epic Prowess x2, Ghost Attack ⁸, Greater Psionic Weapon ⁸, Improved Shield Bash, Mobility, Power Knowledge (Energy Adaptation, Thought Shield) ⁸, Psicrystal Affinity ⁸, Psicrystal Containment ⁸, Psionic Body, Psionic Charge, Psionic Meditation ⁸, Psionic Weapon ⁸, Quicken Power, Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword) ⁸.

Skills Autohypnosis +17, Climb +10, Concentration +30, Intimidate +29, Jump +15, Knowledge (psionics) +26, Listen +13, Sense Motive +13, Search +17, Spot +19.

Possessions 320,000cp or combat gear plus: *Amulet of Natural Armor* +5, *Belt of Giant Strength* +6, *Cloak of Resistance* +5, *Boots of Striding and Springing*, *Dorje of Concealing Amorpha* (ML 5th, 50 charges), *Gloves of Dexterity* +6, *Periapt of Wisdom* +6, *Power Stone of Vigor* (ML 20, 100 hp) x4, *Psionic Tattoo of Detect Psionics* (ML 1st) x2, *Ring of Evasion*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The leader of the Champion's Daughters (known only as "The Commander" or merely "her") is nameless and faceless, always wearing a mask to disguise her identity; perhaps even the warriors among the Daughters no longer recall her name. No one has seen her face in centuries. In spite of all this, her voice (on the occasions she does speak) commands silence, and her presence demands respect.

Personality Notes

Proud, Ruthless, Single-Minded, Reserved

The Commander is always listening to those around her, but speaks only when necessary. Her helmet lends her an air of inscrutability, which combined with her seemingly unfazeable temper and cold demeanor, makes for a very intimidating presence.

The Commander is open to negotiation, and will listen to and entertain all reasonable proposals, even from living PCs should she encounter them.

Strategy and Tactics

In combat, The Commander is a veritable engine of destruction. Her first move will always be to close with the enemies as quickly as possible, but it will never be the same approach twice, using her psionics and other abilities to vary the route.

History

While the Commander does not talk about her past, it is easy to educated guesses at her origin. The Champions Daughters were recruited from the lands surrounding the Pristine Tower for both their combat prowess and perfect physical condition - the Daughters were selected by Rajaan himself to display the pinnacle of human perfection and function as some of the most dangerous warriors Athas had ever seen.

As Rajaan personally led the Cleansing Armies into Ulyan, the Daughters answered directly to him, acting as his enforcers and honor guard. They would also occasionally be assigned to one Champion or another, assisting in their tasks as necessary.

On the final days of the Siege of Nagarvos, the Daughters were the elite warriors sent to neutralize G'dranav and the Defenders on the Arkolak, and many of them fell to G'dranav's last stand. While not all members of the Daughters fell taking Nagarvos, those that did were buried outside the city in ground "unsullied by the blood of other races".

After their reanimation, the Champions Daughters were able to claim a defensible portion of the city as it was being rebuilt by the Defenders. While they still remain proud of their original burial site, they know its location outside the city walls is indefensible.

While they've rarely been able to recruit more warriors to their cause, the Daughters have never stopped training, and continue their harassment of nearly all the other factions in the City. Only when faced with a major external threat will they temporarily set aside their campaigns against the Defenders and other traitors, and work to defend the city.

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Society

The Commander has led the Daughters for at least two king's ages. She is truly the most skilled of the sisterhood, and while there are several would-be pretenders for leadership amongst the group, none to date have been able to defeat her in combat.



Champion's Daughters Lieutenants CR22

Female Human Zhen Psychic Warrior 19

Lawful Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +19

Aura Fear (60ft, DC 22)

Languages Goltish, Ulyanese

AC 36, touch 13, flat-footed 33**; Dodge, Mobility (+3 Dex, +7 armor, +4 shield, +10+2 natural)

hp 160 (19d12+19+18); Fast Healing 3;

DR 5/magic; **Resist** -; **PR** -, **SR** -;

Immune Undead traits; **Weakness** Bound to Area (City 1000 Dead), Vulnerability to Electricity, Vulnerability to mind-affecting effects

Fort +16, **Ref** +14, **Will** +18

Speed 40+10 ft; Obsidian Climb

Melee Longsword +23 (1d8+8; 19-20/x2) or Slam +19 (1d8+5) or Touch +19 (by power)

Full Melee Longsword +21/+16/+11 (1d8+8; 19-20/x2) and Shield Bash +17 (1d4+3; 20/x2) or Slam +17/+12/+7 (1d8+5; 20/x2) and Shield Bash +18 (1d4+3; 20/x2)

Ranged Comp. Longbow +18 (1d8+6 plus 1d6 Fire; Range 110 ft.; 20/x3)

Full Ranged Comp. Longbow +18/+13/+8 (1d8+6 plus 1d6 Fire; Range 110 ft.; 20/x3)

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

Base Atk +14/+9/+4; **Grp** +19

Combat Actions: Deep Impact, Guilt Gaze (30 ft, DC 22), Greater Psionic Weapon (+4d6), Paralysis (DC 22), Psycrystal Containment, Psionic Charge, Psionic Meditation (Move action), Rotting Touch (DC 22), Spring Attack

Combat Gear Chitin Armor +3, Flaming Composite (+5) Longbow +1, Metal Longsword +3, Obsidian Arrows x50, Spiked (+1) Light Wooden Shield +3

Psi-Like Abilities (ML 19th, DC Charisma-based):

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented.

Psionic Powers (CL 19th, PP: 115+66, DC 17 + power level):

Level 6: *Breath of the Black Dragon, Form of Doom, Mind Blank Personal*

Level 5: *Catapsi*

Level 4: *Energy Adaptation, Psionic Dimension Door, Psionic Freedom of Movement, Weapon of Energy*

Level 3: *Dimension Slide, hostile Empathic transfer, Mental Barrier*

Level 2: *Dimensional Swap, Hustle, Psionic Lion's Charge, Thought Shield*

Level 1: *Defensive Precognition, Expansion, Metaphysical Claw, Offensive Precognition*

Abilities Str 21, Dex 16, Con -, Int 12, Wis 24, Cha 16

SQ Bound to area, Damage Reduction 5/magic, Darkvision 60 ft., fast healing 3, Gray toughness 1, Obsidian Climb, Psycrystal (Resolved), Undead Traits, Vulnerability to Electricity, vulnerability to mind-affecting effects

Feats Deep Impact [Ⓢ], Dodge, Greater Psionic Weapon [Ⓢ], Improved Shield Bash, Mobility, Psycrystal Affinity [Ⓢ], Psycrystal Containment [Ⓢ], Psionic Body, Psionic Charge, Psionic Meditation [Ⓢ], Psionic Weapon [Ⓢ], Quicken Power, Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword) [Ⓢ].

Skills Autohypnosis +11, Climb +8, Concentration +25, Intimidate +25, Jump +13, Knowledge (psionics) +21, Listen +13, Sense Motive +13, Search +12, Spot +19.

Possessions 170,000cp or combat gear plus: *Amulet of Natural Armor* +2, *Belt of Giant Strength* +4, *Cloak of Resistance* +5, *Boots of Striding and Springing*, *Dorje of Concealing Amorpha* (ML 5th, 28 charges), *Gloves of Dexterity* +4, *Periapt of Wisdom* +6, *Power Stone of Vigor* (ML 20, 100 hp) x4, *Psionic Tattoo of Detect Psionics* (ML 1st) x5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

See next entry for description.



Champion's Daughters Infantry

CR17

Female Human Zhen Psionic Warrior 14

Lawful Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +18

Aura Fear (60ft, DC 20)

Languages Goltish, Ulyanese

AC 29, touch 12, flat-footed 27**; Dodge, Mobility (+2 Dex, +5 armor, +2 shield, +10 natural)

hp 105 (14d12+14); Fast Healing 3;

DR 5/magic; **Resist** -; **PR** -, **SR** -;

Immune Undead traits; **Weakness** Bound to Area (City 1000 Dead), Vulnerability to Electricity, Vulnerability to mind-affecting effects

Fort +12, **Ref** +9, **Will** +13

Speed 30+10 ft; Obsidian Climb

Melee Longsword +16 (1d8+5; 19-20/x2) or Slam +14 (1d8+4) or Touch +14 (by power)

Full Melee Longsword +14/+9 (1d8+5; 19-20/x2) and Shield Bash +13 (1d4+3; 20/x2) or Slam +12/+7 (1d8+4; 20/x2) and Shield Bash +13 (1d4+3; 20/x2)

Ranged Comp. Longbow +13 (1d8+4; Range 110 ft.; 20/x3)

Full Ranged Comp. Longbow +13/+8 (1d8+4; Range 110 ft.; 20/x3)

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

Base Atk +10/+5; **Grp** +14

Combat Actions: **Guilt Gaze** (30 ft, DC 20), Greater Psionic Weapon (+4d6), **Paralysis** (DC 20), Psicrystal Containment, Psionic Meditation (Move action), **Rotting Touch** (DC 20), Spring Attack

Combat Gear Chitin Armor +1, MW Composite (+4) Longbow, Obsidian Longsword +2, Obsidian Arrows x50, Spiked (MW) Light Wooden Shield +1

Psi-Like Abilities (ML 14th, DC Charisma-based):

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (CL 14th, PP: 59+49, DC 16 + power level):

Level 5: *Catapsi*

Level 4: *Psionic Dimension Door*, *Psionic Freedom of Movement*, *Weapon of Energy*

Level 3: *Dimension Slide*, *hostile Empathic transfer*, *Mental Barrier*

Level 2: *Dimensional Swap*, *Hustle*, *Psionic Lion's Charge*

Level 1: *Defensive Precognition*, *Expansion*, *Metaphysical Claw*, *Offensive Precognition*

Abilities Str 18, Dex 14, Con -, Int 12, Wis 22, Cha 16

SQ Bound to area, Damage Reduction 5/magic, Darkvision 60 ft., fast healing 3, Gray toughness 1, Obsidian Climb, Psicrystal (Resolved), Undead Traits, **Vulnerability to Electricity**, vulnerability to mind-affecting effects

Feats Dodge, Greater Psionic Weapon ⁸, Improved Shield Bash, Mobility, Psicrystal Affinity ⁸, Psicrystal Containment ⁸, Psionic Meditation, Psionic Weapon ⁸, Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword) ⁸.

Skills Autohypnosis +7, Climb +7, Concentration +20, Intimidate +18, Jump +7, Knowledge (psionics) +11, Listen +12, Sense Motive +12, Search +12, Spot +18.

Possessions 45,000cp or combat gear plus: *Belt of Giant Strength* +2, *Cloak of Resistance* +3, *Gloves of Dexterity* +2, *Periap of Wisdom* +4, *Power Stone of Vigor* (ML 4th, 20 hp) x4.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Champion's Daughters were selected from the finest examples of humanity for their beauty, stature and physical ability. The average height of a Daughter is 6', although individuals may be a few inches taller or shorter. Arising as zhen has resulted in each Daughter having a uniformly glossy black skin and glowing red eyes. Their uniform appearance is heightened by their identical armor and equipment.

Each Daughter, whether officer or soldier, wears a gleaming chitin armor, a close-fitting bronze helmet and bears a bronze-banded wooden shield. The only visible difference between an officer and a soldier of the Daughters' is the more ornate detailing and gilding of the officers' armament.

Personality Notes

The Daughters are a supremely disciplined force, with a justifiable pride as the chosen elite of the Warbringer: in their day, they were some of the finest warriors on Athas. While they present a unified front to outsiders,

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internally the Daughters jockey and jostle for advancement within their ranks.

The Daughters retain not only their pride, but their original mission: to cleanse the world of the non-human Rebirth races. Since their rise into undeath, however, their genocidal impetus has become warped. Process and form has become more important than results; the Daughters might balk at an attack on the Defenders not because it might fail, but because it was planned and suggested by a junior officer, instead of one of her superiors.

Any Female warriors encountered by the Daughters will be accorded professional respect and courtesy from the rank and file. If they prove themselves to be exceptionally skilled warriors however, they would be the subject of jealous stares and more from the officers.

Strategy and Tactics

The Daughters are a tightly organized and well-coordinated fighting force, experts at using sword and shield to maximum, devastating effect. When not using their shields to present an unbreakable wall, the Daughter's use them to strike at opponents while delivering devastating sword strikes, augmented by their psionic abilities.

History

At the outset of the Cleansing Wars, the Daughters were the warrior elite of Rajaat. Their fighting skills honed to perfection and representing some of the most capable warriors on Athas, these human women were the living embodiment of the Warbringer's plans for the future of humanity.

vTrained to destroy the other Rebirth races of Athas, the Daughter's fought with such ferocity and effectiveness in the final assault on Nagarnos' that Rajaat honored them with a splendid tomb, within the marble halls of which they were buried with full honors and their equipment.

When the Burning Tide erupted across Ulyan, the Daughters were raised from their long sleep of death, arising as zhen. With their typical military discipline and efficiency, they organized and dug their way up through the cooling obsidian, rising just in time to be

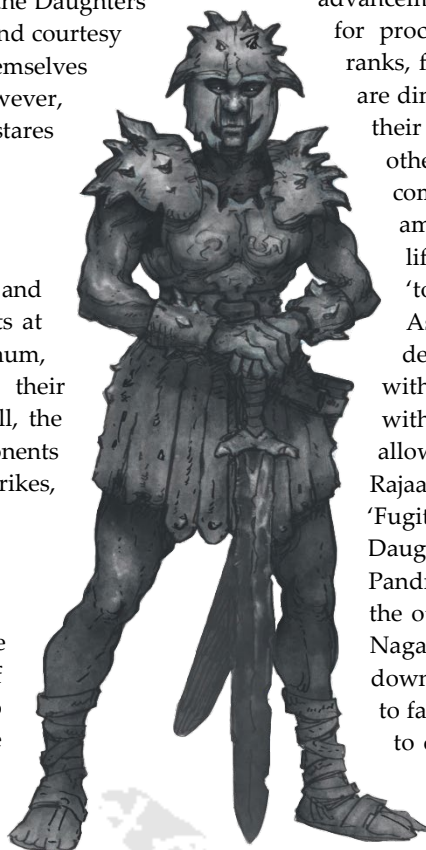
the first to seize restored sections of Nagarnos' from the Defenders.

Society

A highly disciplined military unit first and foremost, the Daughters conduct themselves accordingly. All respect (and secretly wish to replace) their leader, known only as "The Commander". They also respect (and not so secretly seek to supplant) their senior officers. While each Daughter is ambitious for advancement, their innate discipline and respect for process has stifled treachery within the ranks, for all know and understand that they are diminished as a group when even one of their number is destroyed. Honor duels and other such tests of martial skill are common ways of resolving disputes among the Daughters, just as they were in life, even though as zhen the concept of 'to first blood' has lost its meaning.

As a rule, the Champion's Daughters despise and disdain the other factions within the City. They loathe the Defenders with as much passion as their undead state allows, seeing them as abominations to Rajaat's 'perfect future'. Pandruj and his 'Fugitives' both amuse and anger the Daughters: on the one hand, they hate how Pandruj has taken Rajaat's name in vain; on the other hand, they view Pandruj and his Nagarnos loyalists with contempt. "We cast down the Tetrachs once before, if they want to fall before us a second time, who are we to complain?" is a common view among the Daughters.

The Daughters acknowledge the Descendants and Hungry Ghosts as fellow humans and could entertain the idea of working with them, but only in extreme circumstances and even then for a price. They scorn the Ghosts for their 'dishonorable' (albeit often effective) tactics, while the Descendants are mocked as failures and fools who were inadequate to the tasks Rajaat assigned to them. No alliance between the Daughters and either of their undead fellow human factions ever lasts more than a few nights.



The Hungry Ghosts

The Hungry Ghosts have capitalized on their unusually strong skill at commanding other undead to cement their place as one of the main military factions in the City. Through clever deployment strategies and resourceful use of misdirection and confusion, they have proven impressively strong defenders against both the bugdead armies as well as the infighting between the various city factions. This explains why their district is the third largest in the City, and the one whose entrance faces the most frequent bugdead attacks.

In addition to the leader Nukra-dzif (whose true identity is unknown to the other city factions) and the lieutenants, there are several original Hungry Ghost hunters (use Strider Warriors from the Viscera for stats) as well as a small legion of mindless undead.



Likely Encounters

Within the Hungry Ghosts' district can be found the largest concentrations of mindless undead in the city, especially near their entrance gate.

If the Hungry Ghosts have business with someone in the City, they will find them and contact them wherever they may be, whether inside or outside of their district.

Visitors to their district will be covertly watched by a Hungry Ghost lieutenant from the moment they enter, but will be left undisturbed unless they make a nuisance or threat of themselves. They don't seem to patrol their streets so much as conduct surveillance on them.



Nukra-dzif CR34

Male Human Zhen Wilder 15 / Rogue 15

CE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** Darkvision 60ft.; Listen +36, Search +36, Spot +35

Languages Tamwar, Remaan, Tari, Ulyanese

AC 37; touch 30, flat-footed 32**; Dodge, Elude Touch, Improved Uncanny Dodge, Mobility (+5 Dex, +7 armor, +10 Nat, +5 Def)

hp 225 (30 HD; 30d12+30); **Fast Healing** 3

DR 10/magic; **SR** 13; Turn Resistance (+4, as 34 HD)

Immune Undead Traits; **Weakness** Cursed (defend the city!), Psychic Enervation, Vulnerability to Mind-Affecting Effects, **Vulnerability to Wood**.

Saves: Fort +16, Ref +25, Will +22; Improved Evasion

Speed 30 ft.; Obsidian Climb

Melee Short Sword +28 (1d6+7 plus 1d4; 17-20/x2) or Dagger +25 (1d4+4; 19-20/x2) or Slam +22 (1d8+3)

Full Melee Short Sword +26/+21/+16 (1d6+7 plus 1d4; 17-20/x2) and Dagger +23 (1d4+2; 19-20/x2) or 2x Slam +22 (1d8+3)

Ranged Dagger +25 (1d4+4; Range 10 ft.; 19-20/x2) or Short Bow +29 (1d6+8; 19-20/x2)

Full Ranged Short Bow +29/+24/+19 (1d6+8; 19-20/x2)

Space 5 ft.; Reach: 5 ft.

Base Atk +19/+14/+9; **Grp** +22

Combat Options: Combat Reflexes (6/round), Greater Power Penetration, Opportunist, Psionic Meditation (Move action), Sneak Attack (+8d6), Sneak Attack of Opportunity, Spellcasting Harrier, Spring Attack, Surging Euphoria (+2), Volatile Mind (3 PP), Wild Surge (+5)

Combat Gear: Composite (+3) Shortbow +5, Keen Psychokinetic Short Sword of Subtlety +4 (+4 hit & dmg on Sneak Attack), Nukra-dzif's Leather Jerkin (See Ch10 - New Magic Items), Obsidian Arrows x50, Returning Dagger +1

Spell-Like Abilities (CL 30):

3/day - charm person, transformation

Psi-Like Abilities (ML 30; DC Charisma-based):

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented.

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Wilder Powers (ML 15th, PP 195+67, DC 19 + power level):

Level 7: *Energy Conversion*

Level 6: *Psionic Disintegrate*

Level 5: *Ectoplasmic Shambler, Power Resistance*

Level 4: *Psionic Dimension Door, Psionic Freedom of Movement*

Level 3: *Energy Retort*

Level 2: *Concealing Amorpha*

Level 1: *Entangling Ectoplasm, Force Screen*

Abilities Str 16, Dex 20, Con --, Int 21, Wis 14, Cha 28

SQ **Change Shape, Cursed (Defend the City!!!), Damage Reduction**, Darkvision 60 ft., Elude Touch, Evasion, Gray Toughness 1, Improved Evasion, Improved Uncanny Dodge, Obsidian Climb, Opportunist, Psychic Elevation, Rebuke Undead (CL 30, 12/day), Skills, Surging Euphoria, **Tap the Gray**, Turn Resistance (+4), **Transmit Curse (DC 32, his jerkin)**, Trapfinding, Trap Sense (+5), Uncanny Dodge, Undead Traits, Volatile Mind, Vulnerability to Mind-Affecting Effects, **Vulnerability to Wood**.

Feats Combat Reflexes, Dodge, Greater Power Penetration, Mobility, Expanded Knowledge (x2; Power Resistance, Psionic Dimension Door), Power Penetration, Psionic Meditation, Sneak Attack of Opportunity, Spellcasting Harrier, Spring Attack, Two Weapon Fighting, Weapon Finesse.

Skills Appraise +5, Balance +5, Bluff +34, Climb +3, Concentration +39, Decipher Script +5, Diplomacy +40, Disable Device +25, Disguise +43(+10), Escape Artist +15, Forgery +5, Gather Information +34, Hide +38, Intimidate +36, Jump +3, Knowledge (local) +15, Knowledge (Psionics) +15, Listen +36, Move Silently +38, Open Lock +25, Psicraft +17, Search +36, Sense Motive +41, Sleight of Hand +18, Spot +35, Tumble +5, Use Magic Device +10, Use Rope +5.

Possessions 570,000cp or Combat Gear plus: *Amulet of Undead Awe (See Ch10 - New Magic Items), Cloak of Charisma +6, Crystal Mask of Insightful Detection, Eyes of Power Leech, Gloves of Dexterity +6, Psionic Tattoo of Vigor (ML 2nd), Ring of Invisibility, Ring of Protection +5, Shard +9, Third Eye of Sense, Tome of Leadership and Influence +4 (already read), Vest of Resistance +5.*

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Upon first meeting Nukra-dzif, many see a lean, swarthy, rakishly handsome, and confident middle-aged man wearing a scarf and turban which covers much of his head, revealing only a pencil-thin goatee. Should they blink, however, he will be gone. Nukra-dzif changes his appearance so often that it is nearly impossible to know what he really looks like.

Personality Notes

Cunning, resourceful, conniving

Those who deal with Nukra-dzif never know exactly where they stand with him. While there are definitely more intelligent individuals in the city, few are as skilled at manipulating and playing forces against each other. His mind is always at work, coming up with schemes to play individuals against each other. If it were not for his curse forcing him to defend the City, he would be a terribly disruptive influence on the various factions.

Even amongst his own lieutenants, he is continually switching the title of favored lieutenant.

Strategy and Tactics

In life, Nukra-dzif was both a skilled hunter and a seasoned manipulator and misdirector. He has quite a sizable army of undead at his command, which he uses to defend the Ghosts' territory. Extremely proficient at sneaking into, out of, amidst battles undetected, Nukra-dzif is perfectly comfortable surrounded by the chaos of battle.

History

Nukra-dzif was raised as a hunter in the area south of the Estuary of the Forked Tongue, training by his father's side to hunt large and very cunning game. During a run-in with a particularly troublesome group of tari, his father was killed by one of their traps. This was when Nukra-dzif learned both to hate the tari and the importance of misdirection and deception when fighting an enemy.

It wasn't long before his tactical skills came to the attention of Kalid-ma when he was recruiting for his Cleansing Army. Nukra-dzif volunteered before even being asked. When Kalid-ma called upon his tari hunters to engage in rotating shifts as infiltrators into Nagarnos, Nukra-dzif was one of the first to infiltrate the city, and later became an instructor for Kalid-ma's troops: the mind-games he would play on the other soldiers resulted in them going to great lengths to win his favor.

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Nukra-dzif met his end (alongside Quansak) in the first stages of the final assault on Nagarvos, caught in a rain of spells cast on top of him and his men while they were surrounded by the Defenders. The others in his cabal fell not long after. He and his men were buried alongside the rest of Kalid-ma's soldiers in their camp west of the city.

Nukra-dzif was one of the first zhen to claw out of the obsidian after the Boiling Ruin brought him back. As two of his lieutenants, Quansak and Jishassagar, found their way to the surface, they did what they did best – they infiltrated the City 1000 Dead as the defenders worked to rebuild it. They were often the first to plunder many of the treasures excavated from beneath the blackglass.

It was within one of these caches that they stumbled upon a trio of powerful amulets - the amulets of undead awe. Little did they know they had stumbled upon the destroyed remains of one of the powerful Guardians of Nargavos. With the amulets came a curse – to take up the cause of the now destroyed meorte and defend the city at all costs.

Nukra-dzif initially brushed off the curse as superstitious nonsense, until the first assault on the city by the bugdead. Suddenly he and his lieutenants found themselves magically compelled to risk their lives for the city!

Society

Nukra-dzif has been very skilled at keeping his actual identity secret from the other factions. He never meets with any of the factions directly, and regularly changes his name in any correspondence.

Ever since the first bugdead attack on the City 1000 Dead, Nukra-dzif has done everything he can to protect his own skin. He has aggressively built and fortified his position in both the former South



Cuurhawi district of the catacombs (see map), as well as the surface buildings directly above it. He knows both he and his two lieutenants are trapped by the Guardian's curse, but he has never revealed the truth of his situation to anyone else for fear they might use this knowledge against them - instead, he makes it look as if defending the city is to his own selfish advantage. Centuries of working together has taught Nukra-dzif what to expect from all of his lieutenants and soldiers. He knows precisely how to push and manipulate them.



Quansak One-Ear CR23

Male Human Zhen Rogue 7 / Fighter 14

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +9; **Senses** Darkvision 60ft., Low-Light Vision; Listen +28, Search +35, Spot +33

Aura -

Languages Ulyanese, Classic Dwarven, Remaan, Tari

AC 41; touch 17, flat-footed 36**; Dodge, Enhanced Senses, Mobility, Uncanny Dodge (+5 Dex, +10+2 Nat, +8 armor, +4 shield, +2 Def)

hp 157 (21 HD; 21d12+21); **Fast Healing** 3

DR 10/magic;

Immune Slashing, Undead Traits; **Weakness** Cursed (Defend the City!), Vulnerability to Mind-Affecting Effects, **Vulnerability to Stone**

Saves Fort +15, **Ref** +19, **Will** +17; Evasion

Speed 30 ft.; Obsidian Climb

Melee Short Sword +32 (1d6+12; 19-20/x2) or Slam +29 (1d8+9) or Touch +29 (by spell)

Full Melee Short Sword +30/+25/+20/+15 (1d6+12; 19-20/x2) and Slam +27/+22/+17/+12 (1d8+9)

Ranged Comp. Longbow +24 (1d8+10; 110 ft.; 20/x3) or Ranged Touch +23 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +20/+15/+10/+5; **Grp** +29

Combat Options Ability Drain (DC 21, 1d6 Str), Combat Reflexes (6/round), Feint (Move action), Sneak Attack (+4d6), **Teleport Victim** (3/day, DC 21)

Combat Gear Animated Heavy Wooden Shield +2, Comp. (+9 Str) Longbow +1, Short Sword of Subtlety +3 (+4 hit & dmg on Sneak Attack)

Psi-Like Abilities: (ML 21st; DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*,

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*psionic charm**, *psionic daze**, *psionic suggestion**,
*ubiquitous vision***.

*Power can be augmented.

Abilities Str 29, Dex 20, Con --, Int 18, Wis 14, Cha 12
SQ **Cursed (Defend the City!)**, **Damage Reduction**,
Darkvision 60 ft., Evasion, Gray Toughness,
Immunity to Bane (slashing), Low-Light Vision,
Obsidian Climb, Rebuke Undead (CL 25, 4/day),
Skills, Turn Resistance (+4), **Turn Submission (-4)**,
Trap Sense (+2), Trapfinding, Uncanny Dodge,
Undead Traits, Vulnerability to Mind-Affecting
Effects, **Vulnerability to Stone**.

Feats Cleave ♫, Combat Expertise ♫, Combat Reflexes,
Dodge, Ghost Attack, Greater Two-Weapon
Fighting ♫, Improved Feint ♫, Improved Initiative ♫,
Improved Trip, Improved Two-Weapon Fighting ♫,
Mobility, Perfect Two-Weapon Fighting (epic),
Power Attack ♫, Spring Attack, Two-Weapon
Fighting ♫, Whirlwind Attack.

Skills Climb +29, Hide +25, Intimidate +21, Jump +29,
Knowledge (local) +9, Knowledge (Warcraft) +19,
Listen +28, Move Silently +25, Search +35, Sense
Motive +28, Spot +33, Tumble +22.

Possessions 240,000cp or **Combat Gear** plus: *Amulet of
Undead Awe*, *Ring of Natural Armor +2*, *Bag of Holding
(type I)*, *Belt of Giant's Strength +6*, *Bracers of Armor
+8*, *Crystal Mask of Mind Armor*, *Gloves of Dexterity
+6*, *Ring of Protection +2*, *Vest of Resistance +5*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full
list and descriptions.

Appearance

Quansak is a short man, with skinny, impish features—
a hook-nosed, dark beady eyes, and short spiky hair.
The transformation to zhen has made these features a
bit more chiseled, but he still gives the same air of
shiftiness he did in life.

He wears a head covering to draw attention away from
his missing ear (lost in the fight that killed him during
the siege of Nagarvos).

Personality Notes

Loyal, Ruthless, Cunning

Being a good soldier within a troupe of spies and
rogues requires an interesting mix of seemingly
contradictory traits. Quansak serves his own faithfully,
but has no qualms about deceiving or betraying
anyone else. He still follows his old chain of command

while being fully aware that people both above and
below him might betray him at any given moment.

In this respect, the Guardian's curse which binds both
himself and Nukra-dzif and Jishssagar works in his
favor. While they all remain cursed, he knows he can
trust the chain of command in all manners concerning
the City, and he will remain a mighty commander
within the Hungry Ghosts alongside his long-time
comrades. This perhaps explains why he is actually in
favor of maintaining the curse.

Strategy and Tactics

Quansak is a highly skilled guerrilla fighter and
tactician. Combined with his almost unmatched
understanding of the dark alleyways and streets of the
City 1000 Dead, this makes him a very dangerous and
unpredictable opponent inside the City.

He will use any and every terrain advantage he can
muster for his hit and run tactics, deploying the
undead under his control as decoys as the situation
demands.

History

Quansak was actually originally born in Ulyan many
centuries ago. Growing up a guttersnipe in Shumash,
he was never treated well in any city he lived in. He
moved to Nagarvos at his first opportunity to join a
thieves guild. It was there he experienced the persistent
bullying which taught him to hate the other humanoid
races (especially the tari) and also where he first heard
Gretch's propaganda. Quansak left Ulyan with a
human recruiter who took him to the encampment of
Kalid-ma's army, where he was trained in the
fundamentals of war. In spite of his malnourished
frame, he proved to have a real talent for both
bloodshed and stealth — in the cause of the Cleansing
Army, he had found his calling in life.

When he first interacted with Nukra-dzif, Quansak
instantly liked him (as many often do). Nukra-dzif also
appreciated Quansak's paradoxical mix of
guilelessness and bloodlust. While he enjoyed toying
with all of his subordinates to keep them on guard,
Nukra-dzif found manipulating Quansak to be so easy
as to be practically pointless. Quansak was simply too
eager and useful to bother toying with.

Kalid-ma immediately found Quansak's local
knowledge of Ulyan in general, and of Nagarvos
specifically, immensely useful when he began sending
infiltrators into the city. Quansak ended up leading
more such missions than any other lieutenant.
Eventually he was cornered and killed when Kalid-ma

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overcommitted his infiltrators on scouting missions just before the final push to take Nagarvos began.

Society

Quansak knows he shares the same curse as Nukradzif and Jishassagar. He also knows how dangerous it would be for others to have that knowledge. So, both out of loyalty to the others, and simple self-preservation, he remains silent on the subject.

Quansak is usually seen by his commander's side unless he is out on a mission. Jishassagar considers him an annoying 'boot lick' (just as Quansak knows she is unreliable), but she finds his knowledge and skills useful nonetheless.



Jishassagar No-Footfall CR28

Female Human Zhen Rogue 22

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +9; **Senses** Darkvision 60ft., Low-Light Vision; Listen +32, Search +43, Spot +38

Languages Melai, Tari, Remaan, Ulyanese

AC 36; touch 18, flat-footed 31*; **Dodge**, Improved Uncanny Dodge, Mobility

(+5 Dex, +10 Nat, +8 armor, +3 Def)

hp 165 (22 HD; 22d12+22); **Fast Healing** 3

DR 5/magic; **SR** 39

Immune Undead Traits; **Weakness** **Cursed (Defend the City!!!)**, **Distractable (anyone who notices her valuables or magic items)**, Vulnerability to Mind-Affecting Effects,

Saves Fort +12, **Ref** +23, **Will** +13; Improved Evasion, Slippery Mind

Speed 40 ft.; Obsidian Climb

Melee Quietus Stiletto +24 (1d4+8; 15-20/x2) or Slam +23 (1d8+7) or Touch +23 (by spell)

Full Melee Quietus Stiletto +24/+19/+14 (1d4+8; 15-20/x2)

Ranged Comp. Shortbow +23 (1d6+9; 60 ft.; 20/x3) or Ranged Touch +21 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +16/+11/+6; **Grp** +23

Combat Options **Ambulatory Limbs**, Boots of Speed (haste, 10 rounds), **Breath Weapon** (3/day, 15ft Cone obsidian shards, DC 26, 24d6 piercing dmg), **Combat Expertise**, **Combat Reflexes** (6/round, as

Sneak Attacks), **Feint** (Move action), **Opportunist** (1/day), **Sneak Attack** (+11d6), **Spring Attack**, **Tap the Gray**, **Transmit Curse** (her bracers/jewelry, DC 26).

Combat Gear *Composite (+7 Str) Shortbow +2*, "Quietus Stiletto" *Keen Kukri of Subtlety +1 (+4 hit & dmg on Sneak Attack)*

Psi-Like Abilities: (ML 22nd; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Abilities Str 25, Dex 20, Con --, Int 22, Wis 12, Cha 20

SQ **Cursed (Defend the City!!!)**, **Damage Reduction**, **Darkvision** 60 ft., **Distractable (anyone who notices her valuables or magic items)**, **Evasion**, **Gray Toughness**, **Improved Evasion**, **Improved Uncanny Dodge**, **Low-Light Vision**, **Obsidian Climb**, **Rebuke Undead** (8/day), **Skill Mastery**, **Skills**, **Slippery Mind**, **Spell Resistance**, **Tap the Gray**, **Trap Sense** (+7), **Trapfinding**, **Uncanny Dodge**, **Undead Traits**, **Vulnerability to Mind-Affecting Effects**

Feats **Combat Expertise**, **Combat Reflexes**, **Dodge**, **Improved Feint**, **Improved Initiative**, **Mobility**, **Sneak Attack of Opportunity (Epic)**, **Speed of Thought**, **Spring Attack**.

Skills **Bluff** +30, **Climb** +12, **Disable Device** +31, **Disguise** +30, **Escape Artist** +9, **Gather Information** +9, **Hide** +30, **Jump** +12, **Listen** +32, **Move Silently** +30, **Open Lock** +30, **Search** +43, **Sense Motive** +32, **Spot** +38, **Tumble** +9.

Possessions 265,000cp or **Combat Gear** plus: **Amulet of Undead Awe**, **Belt of Giant's Strength** +6, **Boots of Speed**, **Bracers of Armor** +8, **Cloak of Charisma** +6, **Gloves of Dexterity** +6, **Ring of Protection** +3, **Vest of Resistance** +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

In life, Jishassagar was a stunningly attractive young woman; the zhen transformation has made her literally statuesque. Most people only get to see glimpses of her, however, as she is always wearing billowing robes and her headscarf.

Personality Notes

Conniving, Self-serving, Cynical
Jishassagar does not care about anyone but herself. The only thing she was ever concerned about was treasure, and it no longer has the same value in the City 1000 Dead. That being said, she still enjoys collecting well-made magical items and jewels.

Strategy and Tactics

Unlike her fellow Hungry Ghosts, Jishassagar is purely focused on her rogue skills, and is a master of controlling the battlefield through tracking the enemies movements and using traps. She can skillfully wield her blade and bow in a pinch though.

If she has any time to prepare at all for an assault, Jishassagar's enemies will be in for a frustrating time, as she will ruthlessly rig traps, snares, and anything else she can do to soften up her opponents for her allies to finish off.

History

Jishassagar was a master thief from what is now called Kalidnay. The illegitimate daughter of an escort, she grew up with absolute contempt for anyone and everyone. She quickly learned to use her natural dexterity and good looks to her advantage in order to survive and get what she wanted.

Jishassagar joined Kalid-ma's army during the early years of recruitment simply because they offered her the best-paying steady job. While she made a tremendously skilled and charismatic scout and spy, subordinates entrusted to her had an unfortunate tendency of being abandoned or killed. This led to her never rising further than lieutenant in Kalid-ma's army.

Jishassagar and Nukra-dzif met while en route to Ulyan. Right from the beginning, each saw the other for what they were – cynical manipulator with no real sense of loyalty. Nevertheless, they had a job to do and their skills were useful to each other.

During the Siege of Nagarnos, Jishassagar was one of the last of Kalid-ma's spies to die, caught in the massive firefights which erupted as the walls were breached. Mistaking her evasive survival instincts for heroism, she was buried prominently as a hero in Kalid-ma's graveyard (a fact she still finds endlessly funny, and still enjoys throwing in the face of her colleagues).

When she and the other Hungry Ghosts reanimated and started hunting again, it was her idea to start looting the City 1000 Dead's catacombs. This would prove to be the biggest mistake of her unlife when they



discovered the meorty's remains and the *Amulets of Undead Awe*. Ever since, she has been forced into defending the city.

Society

Jishassagar makes regular shows of loyalty to Nukra-dzhif, but he knows she would betray him in an instant if there were a chance to escape their curse. This ruse of a stable command chain has worked well for a king's ages.

Of all the Hungry Ghost lieutenants, Jishassagar is the one most frustrated with the Guardian's curse. It has kept her bound to the city, and to this troupe of 'fools'. Jishassagar has long since stopped dreaming of escape, but she would take any opportunity she could find to stab her erstwhile commander in the back and leave. She does, however, enjoy working with Redsmile Rog on occasion and they do owe each other several favors.



Redsmile Rog CR25

Male Human Zhen Rogue 7 / Psychic Warrior 13

Neutral Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +37, Spot +43

Languages Ulyanese, Remaan, Tari,

AC 37, touch 20, flat-footed 31**; **Uncanny Dodge** (+6 Dex, +7 armor, +10 Nat, +4 Def)

hp 170 (20d12+40); fast healing 3;

DR 5/magic; **Resist** -; **PR** -, **SR** -;

Immune turning, undead traits; **Weakness** **cast no shadow**, mind-affecting effects, **phobia (water)**

Fort +15, **Ref** +20, **Will** +19; **Evasion**

Speed 30 ft (6 squares)

Melee Slam +20 (1d8+3; 20/x2)

Full Melee 2x Slam +20 (1d8+3; 20/x2)

Ranged Composite Longbow +26 (1d8+8; Range 440 ft.; 20/x3)

Full Ranged Composite Longbow +26/+21/+16 (1d8+8; Range 440 ft.; 20/x3)

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

Base Atk +14/+9/+4; **Gp** +17

Combat Options: **Death Gaze** (2/day, DC 22), **Paralyzing Gaze** (DC 22), **Sneak Attack** (+4d6)

Combat Gear *Composite (+3) Longbow of Distance +4, Metal Arrows x40, Leather Armor of Shadows and Silent Moves +5*

Psi-Like Abilities: (ML 20; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionic Powers (ML 13⁺; PP 51+52; DC 18 + power level):

Level 5: -

Level 4: *Greater Concealing Amorpha*, *Inertial Barrier*, *Psionic Dimension Door*, *Weapon of Energy*

Level 3: *Dimension Slide*, *Escape Detection*, *Psionic Edge*

Level 2: *Dissolving Weapon*, *Hustle*

Level 1: *Call Weaponry*, *Cast Missile*, *Chameleon*, *Empty Mind*

Abilities Str 16, Dex 22, Con -, Int 14, Wis 26, Cha 15

SQ **Cast no Shadow**, **Damage Reduction** 5/magic, **Darkvision** 60 ft., **Enhanced Senses**, **Evasion**, **Fast Healing** 3, **Gray toughness** 2, **Immunity to Turning**, **Nondetection** (DC 30), **Obsidian Climb**, **Phobia (water)**, **Trapfinding**, **Trap Sense** (+2), **Uncanny Dodge**, **Undead Traits**, **Vulnerability** to mind-affecting effects

Feats **Dodge**, **Far Shot**, **Fell Shot**, **Greater Psionic Shot**, **Improved Precise Shot**, **Mobility**, **Point Blank Shot**, **Precise Shot**, **Psionic Meditation**, **Psionic Shot**, **Return Shot**, **Shot on the Run**, **Weapon Finesse**.

Skills **Balance** +16, **Climb** +26, **Concentration** +25, **Hide** +34, **Jump** +6, **Knowledge (psionics)** +22, **Listen** +37, **Move Silently** +34, **Search** +14, **Sense Motive** +14, **Spot** +43, **Use Rope** +10.

Possessions 220,000cp or **Combat Gear** plus: *Cloak of Resistance* +5, *Gloves of Dexterity* +6, *Greater Bracers of Archery*, *Periapt of Wisdom* +6, *Potion-Orb of Haste*, *Ring of Protection* +4.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Redsmile Rog has earned his name from the prominent scar that cuts across his neck. It is clear that at some point during his life he nearly had his throat slit. Now, he only speaks in whispers.

His facial features indicate he is Remaan in origin, and the topknot he still wears in his hair is indicative of service in their military.

Personality Notes

Calm, cold, inhuman

Redsmile Rog likes to watch people die, especially from a distance. He is obsessed with both his bow and anatomical structure (which he looks at the way most people might examine a detailed mosaic). It is unclear whether his psychopathy existed before he died.

Strategy and Tactics

Rog might be one of the best snipers in all the Dead Lands. Between his magical longbow and his incredible powers of perception and his sniper training he is terrifyingly accurate at extremely long distances for a bow, and has several psionic powers that can be used to amplify his abilities further. Most of his opponents never know where the killing arrows came from.

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History

Even considering his whispering voice, Rog is not at all talkative. He never talks to anyone about his past.

Rog approached Kalid-ma's hunters at their training camp about a year before the army marched south to Ulyan, and volunteered to join their army. The only explanation he gave was a desire to kill humanoids.

Very quickly he proved to be one of the best marksmen in the Cleansing Army, and served as valuable fire support during the initial stages of the Siege of Nagarvos. The precognitive abilities of the Nagarvos leaders proved a match for his assassination skills, however.

Kalid-ma's decision to deploy Rog alongside his infiltrators within Nagarvos itself proved to be a stroke of genius, as he proved invaluable at protecting the other infiltrators and eliminating key city defenders.

He met his end in the final stages of the Siege, when a group of water clerics discovered his position, overwhelmed him, and executed him on the spot. Rog rose as an undead shortly after Jishassagar had clawed her way to the surface, and she (perhaps uncharacteristically) helped him to the surface. Since then, they have been regularly helping each other.

Society

Unlike the other Hungry Ghosts, Rog is not bound by the Guardian's curse. Instead, he spends his days taking long sniper shots at bugdead and anyone else he is asked to kill, purely for the fun of it.

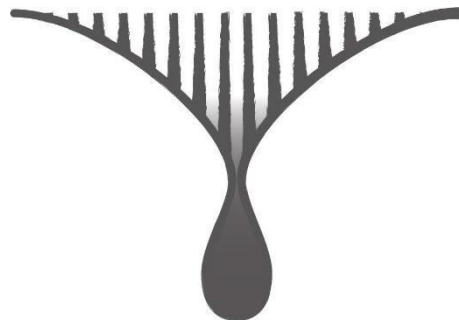
The others know he has nothing binding him to the Hungry Ghosts, nor any other interests than killing for the simple pleasure of it, so they always ensure he has a steady supply of targets to eliminate.



DARK
SUN

Volldrager's Compound

The Volldrager temple complex consists of several buildings which resemble both water and rain temples from the Age of Magic. Since he departed from the Navel and claimed a sizeable compound in the southern sections of the city, he and his faithful have remade his complex to suit his own tastes.



Likely Encounters

Small bands of Volldrager's Faithful regularly patrol his compound.

- 2d4 Volldragers faithful, with a 25% chance one of them is either a Psion (use stats for Rajaat's Fugitives Psion) or a Mage (use stats for Rajaat's Fugitives Preserver).
- 1d6 Namech Servants

If any of Volldrager's assistants spot visitors and manage to get away, then Volldrager will know about their presence in his compound, and will react accordingly.



Volldrager

See "Terrors of the Dead Lands", page 76



Ranged Touch +11 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Attack +9/+4; **Grp** +12

Combat Options **Curse** (DC 18)

Combat Gear: *Obsidian Heavy Mace* +3 (from greater magic weapon), *Chitin Armor* +3 (from magic vestment), MW Heavy Shield

Psi-Like Abilities: (ML 12th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Cleric Spells Prepared (CL 12th (+1 vs. SR), DC 17 + spell level):

6th — *cerulean hail* (d), *extended righteous might*, *symbol of command*

5th — *Cone of cold* (D), *elemental strike*, ~~*extended greater magic weapon*~~, *spell resistance*

4th — *divine power*, ~~*extended magic vestment*~~, *extended prayer*, *Ice Storm* (D)

3rd — *animate dead*, *cure serious wounds*, *dispel magic*, *invisibility purge*, *searing light*, *Sleet Storm* (D)

2nd — *aid*, *cure moderate wounds*, *darkness*, *desecrate*, *Eye of the Storm* (D), *resist energy*, *spiritual weapon*

1st — *Comprehend Languages*, *cure light wounds*, *detect undead*, *hide from undead*, *Heat Lash*, *Gust of Wind* (d), *shield of faith*.

Volldrager's Faithful CR 16

Male or Female Human Zhen Rain Cleric 12

CE Medium Undead (Augmented Humanoid, human, Psionic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +19

Aura **Despair** (60ft, DC 18)

Languages Aquan, Ulyanese, Ulyanese Giant

AC 30, touch 11, flat-footed 29**

(+7 armor, +1 dex, +2 shield, +10 natural)

hp 90 (12d12 +12); fast healing 3;

DR 10/magic; **Resist Cold** 12 **PR** -, **SR** -;

Immune undead traits; **Weakness** vulnerability to mind-affecting effects,

Fort +11, **Ref** +8, **Will** +16

Speed 30 ft (6 squares)

Melee Heavy Mace +16 (1d8+6; 20/x2) or Slam +13 (1d8+3; 20/x2) or Touch +13 (by spell)

Full Melee Heavy Mace +16/+11 (1d8+6; 20/x2)

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0 — *Create Element, Detect Element, Detect Magic, Guidance, Inflict Minor Wounds, Read Magic,*

Abilities Str 16, Dex 13, Con --, Int 15, Wis 24, Cha 15
SQ: Cold Resistance, **Damage Reduction +5/magic**, Darkvision 60 ft., Domains (Cold Malice, Furious Storm), **Enhanced Ability (attack)**, fast healing 3, Gray toughness 1, Obsidian Climb, Rebuke undead (CL 12th, 5/day), Undead Traits, vulnerability to mind-affecting effects
Feats Brew Potion, Craft Magic Arms and Armor, Craft Rod, Extend Spell, Scribe Scroll, Spell Penetration.
Skills Concentration +2+15, Craft (weaponsmith) +8, Craft (armorer) +8, Diplomacy +2+14, Knowledge (arcana) +2+0, Knowledge (religion) +2+15, Listen +7+0+6, Sense Motive +7+0+6, Search +2+0+6, Spot +7+0+6+6, Spellcraft +2+15
Possessions 27,000cp or Combat Gear plus: *Boots of Landing, Cloak of Resistance +3, Periapt of Wisdom +4, Potion-Orb of Displacement.*

Special Qualities:

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Furious Storm:** Granted Powers: You get a +4 bonus to resist being bull rushed or tripped, and are treated as one size larger against wind effects (such as gust of wind).

Appearance

Volldrager's Faithful wear the navy-blue robes and silver jewelry typical of Rain clerics in the Green Age, with armor underneath. Those Faithful who once belonged to other faiths eventually come to wear the same colors, as they fold into the group.

Personality Notes

Callous, Zealous, Sanctimonious

Volldrager tries to recruit these zhen shortly after they emerge from the obsidian. If the newly recruited Faithful did not already harbor resentment for the former researchers at the Navel or have strong opinions about elemental magic in the hands of wizards, Volldrager's program of indoctrination will ensure they do eventually.

Strategy and Tactics

Volldrager's Faithful tend to operate in small groups, and prefer to capture and detain hostile targets, so they can be questioned or driven away. The Faithful will rarely kill intruders, but are not above maiming and leaving captured intruders outside the compound as a warning to others.

Society

Volldrager's Faithful serve as militant priests, handling both religious services and security for his compound. They handle themselves well during Bugdead attacks, but they usually choose not to contribute to the defense of the city unless something important to them is under threat.

Volldrager's Faithful are not friendly to most of their former colleagues in the Descendants of the Chosen, but have not actively moved against them since the Boiling Ruin. They blame the mage's blasphemous pursuit of elemental power for the cataclysm, but at least it stopped their research.

History

Most of Volldrager's Faithful are those elemental clerics from the Navel who sided with Volldrager, insisting on the primacy of the elemental powers of clerics over anything the wizards might accomplish. The others are those elemental clerics who worked with the psionic temple and who have been drawn in by Volldrager's charisma.

A few like-minded wizards and psions have joined Volldrager's compound but these are relatively few in number.



The Undying Guardians of Nagarvos

While the secrets of creating a meorty are all but lost to history, nearly all great Green Age cities had created one such guardian by the beginning of the Time of Magic.

Before the Siege, Nagarvos boasted no fewer than seven undying guardians, each a meorty created during a very different era of the city's existence, and each with different powers and rules governing its actions. At least two were known to have been slain in the Siege, and two more vanished and were presumed destroyed. Since being rebuilt, the city has been protected by the remaining three meorties who have done their best to continue in their duties. Today they still watch over their respective precincts within the City of 1000 Dead with the help of their modest retinues. While their relationships with the other city factions vary, none is powerful enough on their own to compete with the five main factions.

Likely Encounters

Visitors are unlikely to meet the Undying Guardians by chance. They generally only appear to either dispatch threats to the City or to coordinate with other defensive forces when the City is under attack. See each Guardian description for possible reasons why visitors might meet them.

There have long been rumors they have their own protected residences with servants somewhere within the city, but few seem to have any idea where these dwellings might be.



Cregsyzz the First Guardian

CR23

Female Goblin Meorty Psi-Warrior 7 / Elocater 10

LN Medium Undead (Augmented Humanoid, Goblinoid, Psionic)

Init +10; **Senses** Darkvision 60ft.; Listen +31, Search +24, Spot +30

Aura -

Languages Classic Dwarven, Goblin, Ulyanese, Ulyanese Giant

AC 33; touch 17, flat-footed 27; Dodge, Mobility (+1 size, +6 Dex, +6 armor, +10 Nat)

hp 144 (17 HD; 17d12+34)

DR 15/magic; **SR** 27

Immune Cold, Electricity, Undead Traits; **Weaknesses** Vulnerable to Wood

Fort +11, Ref +18, Will +20

Speed 40+5 ft.; Capricious Step, Scorn Earth, Up the Walls

Melee Rapier +19 (1d4+3; 18-20/x2) or Slam +19 (1d4+3 plus paralysis)

Ranged Comp. Longbow +20 (1d6+4; 110 ft; 20/x3)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack +12/+7/+2; **Grp** +11

Combat Options: Accelerated Action (5 rounds/day), Create Spawn, Dimension Spring Attack (1/day), Flanker, **Paralysis (DC 18)**, Opportunistic Strike (+6 attack & dmg), Psionic Charge* (Charge w/ turn), Psionic Meditation (Move action), Spring Attack. * Requires expending Psionic Focus.

Combat Gear: *Dorje of Dimension Swap* (ML 4th, 5 charges), *Dorje of Vampiric Blade* (ML 9th, 18 charges), *Small Chain Shirt* +2 (4,250cp), *Small Rapier* +1 (2,300cp), *Small Mighty* (+3) *Composite Longbow* +1 (2,450cp)

Spell-Like Abilities (CL 17th):

At will - *alarm*, *expeditious retreat*, *mage hand*, *see invisibility*;

Psi-Like Abilities (ML 17th. DCs are Charisma-based)
At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

3/day - *body adjustment***, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*;

1/day - *psionic dimension door* (ML 10);

*Power can be augmented.

Psychic Warrior Powers (CL 14th, PP: 59+56, DC 18 + power level):

5th — *psychofeedback*.

4th — *inertial barrier*, *psionic dimension door*, *psionic freedom of movement*.

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3rd — *danger sense, escape detection, mental barrier, psionic teleport, psionic plane shift.*

2nd — *hustle, psionic lion's charge.*

1st — *empty mind, force screen, offensive precognition.*

Abilities: Str 16, Dex 22, Con --, Int 16, Wis 26, Cha 10
SQ Bound to Area, Damage Reduction, Darkvision 60 ft., Dimension Step, **Enhanced Senses**, Gray Toughness, Immunities, Rebuke Undead (3/day), Scorn Earth, Skills, Transporter, Undead Traits, **Vulnerable to Wood**

Feats Dodge [®], Improved Initiative, Mobility [®], Psionic Charge, Psionic Meditation, Sidestep Charge [®], Speed of Thought, Spring Attack [®], Up the Walls, Weapon Finesse.

Skills Balance +11, Concentration +20, Hide +21, Jump +13, Knowledge (Psionics) +13, Listen +31, Move Silently +21, Ride +17, Search +24, Sense Motive +29, Spot +30, Tumble +26.

Possessions 100,000cp or Combat Gear plus: *Amulet of Natural Armor* +3, *Belt of Strength* +6, *Gloves of Dexterity* +6, *Boots of Striding & Springing*, *Periapt of Wisdom* +6, *Ring of Resistance* +3, *Vest of Resistance* +3

Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Accelerated Action (Su): When she attains 10 level, an elocater can accelerate herself and thereby take more actions than normal. An elocater can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as schism or a haste spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects.)

If she makes a Full Melee while accelerated, an elocater can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. If the elocater uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet. The elocater can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter. While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

Capricious Step (Ex): At 7th level, an elocater can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round. In all other ways, the rules for taking a 5-foot step apply.

Dimension Spring Attack (Su): An elocater of 9th level or higher can use her dimension step ability in conjunction with her Spring Attack feat once per day. This ability can be used only against opponents within 60 feet to which the elocater has line of sight. She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed.) The use of this ability counts as her use of the dimension step ability on that day (and this ability is not available during a day when she has already used dimension step).

Flanker (Ex): An elocater of 4th level or higher can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Opportunistic Strike (Ex): Beginning at 2nd level, an elocater's hyperawareness of spatial relations gives her an instinctive view of the battlefield, which allows her to make a cunning attack against distracted opponents. The elocater gains a +2 insight bonus on her attack roll and her damage roll (if the attack hits) for the first attack she makes against an opponent that has been dealt damage in melee by another character since the elocater's last action. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Paralysis (Su): Those hit by the undead's natural attacks must succeed on a Fortitude save or be paralyzed for 2d4 rounds.

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Scorn Earth (Su): At 1st level, an elocater's feet lift from the ground. From now on, she can float a foot above the ground. Instead of walking she glides along, unconcerned with the hard earth or difficult terrain. While she remains within 1 foot of a flat surface of any solid or liquid, she can take normal actions and make normal attacks, and can move at her normal speed (she can even "run" at four times her normal speed). However, at distances higher than 1 foot above any surface, her speed diminishes to 10 feet per round.

While she remains within 1 foot of a surface, she can make melee and ranged attacks normally, but if she moves any higher, she incurs the penalties on melee and ranged attack rolls as if she were the subject of the psionic levitate power.

Appearance

Those lucky enough to get more than a second's glimpse at Cregsyzz will see a pale, diminutive goblin with long ears and braided hair. She wears very utilitarian clothes bearing the seal of Nagarvos on the front and back of her faded olive-green tunic. A graceful labyrinth of tattoos can be seen across all of her exposed skin.

Personality Notes

Inscrutable, Reserved, Focused

Cregsyzz is very much in control of her interactions with anyone she chooses to converse with. Most of her interactions involve relaying intelligence on major city-wide threats to the various factions, and then disappearing before the conversation goes on for too long.

Strategy and Tactics

Cregsyzz was trained to be an expert in hit and run tactics, ambushing foes, striking, then vanishing without a trace. Transformation into a meorty has greatly amplified her powers and speed, making her almost untouchable in combat. Even drawing close enough to initiate combat with her is exceedingly difficult.

History

Although few are aware of it, Cregsyzz is the oldest of Nagarvos' Undying Guardians. Her eyes have witnessed more of the city's history than anyone in the Dead Lands.

In the mid-Green Age, a new agricultural and trading hub was growing at the end of the Tforkatch River. The diverse Rebirth races in Ulyan were enjoying the best diplomatic relationships they would ever have, and the way in which so many diverse species were able to peacefully and profitably do business together made this trade hub quite special. Cregsyzz' father, a master tattoo artist from Ghzabakr, moved his family to Nagarvos to join their cousins in the goblin district, located halfway between the river's end and the noble's hilltop district. Within a few short years, Cregsyzz enlisted to study at the newly founded psionic temple, to learn how to blend the powers of the mind with the training of a warrior. There, she learned from ancient masters who had dedicated their lives to mastering the Way.

Within a few short years, she answered the call to join the first City Watch. Assembled to protect the disparate parts of the sprawling city, the relatively few members of the Watch were responsible for patrolling from the trade districts down near the river end all the way up to the noble compounds on the hill. Due to the impracticality of this task, these first city protectors were actively recruited from the psionic temple graduates who showed talent with psychoportation. Slowly, membership in the Watch grew large enough to effectively patrol the city, and proved effective at keeping the peace for a time, but proved to be woefully inadequate defending from its first attacks by raiders. Coming along the trade roads from the west, the invaders were repelled, but many of the Watch were either killed or permanently crippled, including Cregsyzz. In response, Nagarvos built its first city wall around the noble hill districts, making the hill the city's first defensive fortress. Cregsyzz wished to continue in the defense of the city, so she agreed to become the first Undying Guardian of the City. Her injuries became inconsequential in undeath and she quickly helped to rout the raiders, and Cregsyzz has watched over and protected the city ever since.

Society

Cregsyzz is one of the few individuals in the City 1000 Dead that is on good terms with all the major factions. While her tendency to appear and disappear without warning is endlessly frustrating to the faction leaders, her information is simply too valuable to ignore. No one can claim to understand her real agenda, but since her interests clearly prioritize protecting the city they don't consider her an immediate threat.



Preceptor Elynos Silvermark the Third Guardian CR24

Male Half-Elf Meorty Psion (Telepath) 9 / Psiologist 10

LN Medium Undead (Augmented Humanoid, Elf, Psionic)

Init +2; **Senses** Darkvision 60ft. Low-Light Vision; Listen +12, Search +19, Spot +12

Languages Classic Dwarven, Classic Elven, Goblin, Ulyanese, Ulyanese Giant

AC 28; touch 18, flat-footed 26 (+2 Dex, +10 Nat, +5 Def, +1 insight)

hp 161 (19 HD; 19d12+38)

DR 15/magic; **SR** 34

Immune Cold, Electricity, Undead Traits; **Weakness** Bound to Area, **Delusional (it's the part / undead are his students)**

Fort +11, **Ref** +13, **Will** +20

Speed 30 ft.

Melee Slam +12 (1d6+3) or Touch +12 (by power)

Full Melee x2 Slam +12 (1d6+3)

Ranged Ranged Touch +11 (by power)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +9; **Grp** +12

Combat Options **Breath Weapon** (15 ft cone, DC 21, 24d6 slashing dmg), Create Spawn, Discipline Insight (1/day, ML +2), Forethought (2/day), Psionic Acumen (+3), Psionic Rationalization (-2 PP), Schoolmaster (1/day).

Combat Gear -

Psi-Like Abilities: (ML 19th; DC Charisma-based)

At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

3/day - *body adjustment**, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*.

*Power can be augmented.

Psionic Powers (CL 19th, Power Points 311+85, DC 19 + power level):

9th — *Apopsi*, *Psychic Chirurgery*, *Reality Revision*

8th — *Bend Reality*, *Greater Psionic Teleport*, *Mind Seed*, *Psionic Mind Blank*

7th — *Decerebrate*, *Energy Conversion*, *Ultrablast*

6th — *Co-Opt Concentration*, *Mind Switch*, *Psionic Disintegrate*

5th — *Mind Probe*, *Psychic Crush*, *Psionic True Seeing*, *Tower of Iron Will*

4th — *Psionic Dimension Door*, *Psionic Dominate*, *Psionic Modify Memory*, *Schism*

3rd — *Body Adjustment*, *False Sensory Input*, *Hostile Empathic Transfer*, *Mind Trap*

2nd — *Brain Lock*, *Ego Whip*, *Psionic Suggestion*, *Read Thoughts*,

1st — *Charm Person*, *Deceleration*, *Disable*, *Entangling Ectoplasm*, *Mindlink*

Abilities Str 16, Dex 14, Con --, Int 28, Wis 15, Cha 14
SQ Bound to Area, Damage Reduction, Darkvision 60 ft., Delusional, Gray Toughness, Half-Elf Traits, Low-Light Vision, **Nondetection (DC 29)**, Psilogism, Rebuke Undead (5/day), Skills, **Spell Resistance**, Undead Traits.

Feats Enlarge Power ⁸, Greater Power Penetration, Inquisitor, Power Penetration, Psionic Affinity, Psionic Meditation, Quicken Power ⁸, Skill Focus (Knowledge - Psionics), Skill Focus (Psicraft).

Skills Autohypnosis +15, Bluff +15, Concentration +29, Diplomacy +24, Gather Information +14, Knowledge (Psionics) +39, Listen +12, Psicraft +39, Sense Motive +34(+10), Search +19, Spot +12.

Possessions 170,000cp or **Combat Gear** plus: *Cloak of Resistance* +5, *Dusty Rose Prism Ioun Stone*, *Eyes of Vampiric Power Leech*, *Headband of Intelligence* +6, *Psionatrix of Telepathy* +2, *Psionic Tattoo of Dismiss Ectoplasm*, *Ring of Protection* +5.

Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Discipline Insight (Su): At 8th level, you master a single discipline that you choose, and your knowledge and understanding of this chosen discipline is so great that you can, once per day, manifest a power from that discipline as if you had two additional manifester levels. This benefit cannot be used while you are wild surging, since it is by consciously controlling your use of the Will that you achieve this result. If you are already a psion, then you must choose your chosen psion discipline when using this ability.

Forethought (Su): Upon achieving 4th level, and later at 6th level, your control of the Way becomes such that you can manifest a quickened power as though using the Quicken Power feat, but without increasing the power point cost or expending your psionic focus a number of times indicated in Table 4–8: The Psiologist.

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Half-Elf Traits:

- Half-elves have low-light vision as described in the Player's Handbook.
- Half-elves gain a +2 racial bonus to Disguise checks when impersonating elves or humans.
- A +1 racial bonus on Listen, Search and Spot checks. Half-elves have keen senses, but not as keen as those of an elf.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

Nondetection (Su): The undead is difficult to detect using divination spells, as though it were protected by the *nondetection* spell. The DC to detect the undead equals 10 + HD.

Psilogism (Ex): The time you spend learning and discovering the intricacies of the Way provides you with an ever-growing knowledge and mastery of the things of the mind. You gain a competence bonus equal to one-half your psilogist level on all Concentration, Knowledge (psionics) and Psicraft checks.

Psionic Acumen (Su): At 2nd level, you develop ways to strengthen your powers farther than other users of the Way. You can now augment any power you know for a total of 1 power point more than your manifester level. At 5th and 9th level, you add an additional power point to the limit of power points you can spend for augmenting powers you know. This benefit cannot be used while you are wild surging, since it is by consciously controlling your use of the Will that you achieve this result.

Psionic Rationalization (Su): At 3rd level, your understanding of the Way shows itself as you can enhance your powers while making less use of your Will. When using a metapsionic feat, you reduce the increased power point cost by 1. At 7th level, you can reduce the cost by an additional point. The cost cannot be reduced below its original cost by the use of this ability.

Schoolmaster (Su): At 10 level, you are able to manifest powers from your chosen discipline for the maximum effect possible. Once per day, you can manifest a power from that discipline that is both empowered and

maximized, without any extra power point cost. The chosen discipline for the schoolmaster ability must be the same one as was chosen for discipline insight.

Appearance

Elynos appears to be a pale and very elderly half-elf, dressed in the ancient gray and red robes of a psionic temple seminarian. He has the strict and compassionate demeanor of a venerable school headmaster, who knows the discipline he administers is for a student's own good.

Personality Notes

Strict, Paternal, Confused

At times, Elynos forgets what time he lives in and perceives the residents of the City 1000 Dead to be the inhabitants of Nagarvos at the dawn of the Age of Magic. It is at times like these he can be found to be at his most compassionate, actively guiding and educating the residents in the (proper) use of psionics and protecting the city's residents in his strict but almost grandfatherly way.

Strategy and Tactics

Those who do not realize who Elynos is are liable to underestimate him, as his first impression does not effectively communicate just how much of a threat he can be. Elynos has always been a fierce and versatile mental combatant; he is skilled at sensing the strengths of his opponents and adapting his strategy on the spot to counter them.

History

A head seminarian of the psionic temple in Nagarvos, Elynos spent several decades teaching young students. While he was known for being strict, he never enforced a rule he wasn't willing to uphold himself. Even outside of the temple, he became known for standing up for fair treatment of all.

Elynos ended up serving at the psionic temple long past what should have been his retirement age. Since he had no family, he had chosen to devote his life to bettering the lives of his students and the city. This made him a natural choice for the role of Guardian, once it became clear that his failing health would no longer allow him to continue teaching students. He accepted and became the third of the Undying Guardians of Nagarvos.

Unlike the other Guardians, Elynos still maintained frequent interactions with the general population for

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many centuries after his transformation, still acting as a teacher. It is said G'dranav himself actually learned psionics from Elynor.

After the siege of Nagarvos, the only possible students left to train were the individuals at the Navel. As the enemies who had razed the city, he refused to even approach them, instead brooding within the ruins.

This changed a few centuries after the Obsidian Boil, when it became clear they were working with the other inhabitants to rebuild the city. While he still dislikes the Descendants of the Chosen on principle, he has instructed a few of the scholars.

Sadly, much has changed in the millennia since his transformation, and Preceptor Elynos Silvermark often finds himself confused by the state of his beloved city, sometimes reacting in odd and unpredictable ways when a particular encounter reminds him of something which had happened millenia ago. This has led to awkward exchanges such as scolding the Commander of the Champions Daughters as if she was a willful student, or mounting a defense when approached too quickly by a group of Hungry Ghosts lieutenants and their mindless undead.

Society

The Navel scholars respect and fear Elynos greatly, going out of their way to remind him they are not enemies. The other factions tolerate his doddering and befuddled teaching out of a combination of derisive endearment and fear of his power.



Duzzukk “Cold Blade” the Seventh Guardian CR22

Male Orc Meorty Psi-Warrior 7 / Soulknife (PrC) 10

LN Medium Undead (Augmented Humanoid, Orc, Psionic)

Init +6; **Senses** Darkvision 60ft.; Listen +22, Search +11, Spot +22

Languages Orcish, Ulyanese Giant, Ulyanese

AC 39; touch 13, flat-footed 38

(+1 Dex, +11 armor, +10 Nat, +5 shield, +2 Def)

hp 144 (17 HD; 17d12+34)

DR 15/magic; **SR** (HD +10); **SR** 17

Immune Cold, Electricity, Undead Traits; **Weakness** Light Sensitivity

Fort +11, **Ref** +14, **Will** +19

Speed 30 ft. (base 40 ft.)

Melee Mindblade +30 (1d8+20 plus 1d4; 17-20/x2 plus 1d6) or Slam +25 (1d6+7)

Ranged Mindblade +22 (1d8+20; 30 ft range; 19-20/x2)

Full Melee Mindblade +30/+25/+20 (1d8+20 plus 1d4; 17-20/x2 plus 1d6)

Full Ranged Mindblade +22/+17/+12 (1d8+20; 30 ft range; 19-20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +15/+10/+5; **Grp** +25

Combat Options Bladewind, Create Spawn, Deep Impact* (as Melee Touch), Great Cleave, Greater Psionic Weapon* (+4d6 dmg), Knife to the Soul, Power Attack, Psionic Meditation (Psionically Focused as Move action), Psychic Strike (move action, +2d8 dmg). * Requires expending Psionic Focus.

Combat Gear *Dorje of Vigor* (ML 20, +100 hp; 10 charges, Cursed), *Full Plate* +3, *Heavy Wooden Shield* +3, *Mindblade* (Collision Psychokinetic Burst Longsword +5).

Spell-Like Abilities (CL 17th)

At will - deeper darkness;

1/day - animate dead, create greater undead, create undead;

Psi-Like Abilities: (ML 17th; DC Charisma-based)

At will - aura sight*, body equilibrium, catfall*, clairvoyant sense, detect remote viewing, mindlink*;

3/day - body adjustment*, crisis of breath*, dissolving touch*, psionic dimensional anchor.

*Power can be augmented.

Psi-Warrior Powers (CL 7th, Power Points 15+24, DC 17 + power level):

3rd — exhalation of the silt drake (black dragon).

2nd — concealing amorphia, hustle, psionic lion's charge.

1st — defensive precognition, expansion, offensive precognition.

Abilities Str 30, Dex 14, Con --, Int 12, Wis 24, Cha 10

SQ Bound to Area, Code of Honor, Craving (flesh), Damage Reduction, Darkvision 60 ft., Enduring Focus (defend the city), Enhanced Ability (speed), Gray Toughness, Immunities, Light Sensitivity, Mindblade (+5, free action), Mindblade Enhancement (+4), Rebuke Undead (CL 17th, 3/day), Shape Mindblade, Skills, Throw Mindblade (Multi-Throw), Transmit Curse (the Dorje of Vigor - victim must enforce the meorty's laws/responsibilities), Undead Traits.

Feats Cleave, Deep Impact *, Great Cleave, Greater Psionic Weapon, Improved Critical (Longsword),

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Improved Initiative, Power Attack, Psionic Meditation ⁸, Psionic Weapon ⁸.

Skills Autohypnosis +16, Climb +13, Concentration +20, Jump +8, Knowledge (Psionics) +6, Listen +22, Search +11, Sense Motive +17, Spot +22.

Possessions 100,000cp or Combat Gear plus: *Belt of Strength* +6, *Periapt of Wisdom* +6, *Ring of Protection* +2, *Vest of Resistance* +3.

Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Bladewind (Su): At 6th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent. As a Full Melee, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade. When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the haste spell). The mind blade immediately reverts to its previous form after the bladewind attack.

Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next ~~living, nonmindless~~ target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are ~~living, nonmindless creatures~~ not immune to mind-affecting effects.). At 7th level, the extra damage from a soulknife's psychic strike increases to 2d8.

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action. Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown

and misses), it is still imbued with psychic energy when the soulknife next materializes it.

Knife to the Soul (Su): At 10 level, when a soulknife executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination. The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Transmit Curse (Su): The undead carries particular objects of some value (magical or monetary) that carry on its curse after death. A creature taking these objects after the undead's death must make a Will save every 24 hours they remain in its possession. Once the creature fails a save, it becomes compelled to carry out the task previously belonging to the undead. The compulsion is so strong that over a period of 2d10 days the victim abandons his current pursuits to fulfill the undead's task. A remove curse spell breaks the curse any time after the creature picks up the objects.

Raaigns, meorties, and other tasked undead most commonly have this ability. A creature might find itself bound to enforce the meorty's laws, or protect the raaign's shrine, or to carry out the task of an intelligent zombie, etc.

Appearance

Duzzukk always appears in full armor. While his armor was designed in the old style of the Defenders, the orcish markings and etchings on it tell the story of his life much like the armor work from the warriors of Ghash-Naarg.

When he does rarely remove his helmet, the well-kempt but weatherbeaten face of an orcish sailor can be seen underneath, with slicked-back hair and nose piercings.

Personality Notes

Fanatical, Strict, Passionate

Duzzukk has always fought hard for what he believes in, even in the face of difficult odds. This made him an excellent guard and protector during his lifetime, and a motivated undying guardian. While this zealousness has not always been welcome among the factions, it has made him useful when the city is under attack.

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Strategy and Tactics

Duzzukk will use whatever tactics it takes to bring down an opponent quickly. He will use ranged attacks as necessary if an opponent is out of reach, but will prioritize closing to melee as quickly as possible.

History

Duzzukk was a proud son of the raiders of Ghash-Naarg. Of all the warriors in his tribe, he showed the most promise, and so his family sent him to Nagarvos, for training at the psionic temple under G'dranav himself.

Once he completed his training, Duzzukk chose to travel, venturing up Nowhaer's ladder to join his seafaring brethren along the coast, serving as a protector for the maritime trade routes for many years, venturing as far north as the Sunrise Sea. Eventually his travels took him through the Heartlands, and back down again into Nagarvos. By chance, he encountered Pandruj in an interaction with G'dranav, hotly debating what kind of threat this Rajaan might pose to Nargavos.

While the Tetrarchs and their seers foresaw a looming danger, none could pinpoint a specific cause, so they prepared themselves against the ever-looming threat of Gretch and his undead monstrosities. They instructed the dwarven Earth priest and the sixth Undying Guardian Baru-Hardis to develop a countermeasure, resulting in the eventual creation of the amulets of undead awe.

Duzzukk, however, took Pandruj's warnings more seriously. He had seen the destructive power of Rajaan's 'sorcery' first hand in the Heartlands, and knew its potential far exceeded anything he had ever seen in the Psionic Temple, and that they would need far greater defenses to stand against it.

When it was reported that the Cleansing Armies had begun their march to Nargavos, Duzzukk knew his worst fears had come true. Discussing with Boru-Hardis, they both knew that such an army could not be coming for just one mage, and that the city would only hold for so long. Agreeing that greater measures would

have to be taken, Boru-Hardis nominated Duzzukk for immediate transformation into an Undying Guardian, and he became the seventh meorty to serve the city.

The transition to undeath greatly enhanced Duzzukk's abilities, but it was not enough to make a difference. Boru-Hardis was destroyed during the first wave of the siege, and Duzzukk was struck down during the final push by the Cleansing Army. Unlike his compatriot, however, Duzzukk found himself rising again not long after, only to discover the city had become a smoldering ruin. He set about fighting again when he saw Qwith and her scholars constructing the Navel, but was struck down again and again before realizing this was a battle he could not win.

Duzzukk set about finding ways within his ability to harass the Navel, sabotaging deliveries and attacking their supply lines. This centuries-long campaign of harassment was the leading cause why the Navel began training all of their scholarly assistants for combat. When the Defenders rose for their fateful attack on the Navel, Duzzukk took the opportunity to form an alliance with them. He was on the front line of the assault when the Gate was broken and the Obsidian Tide poured forth.

After the Boiling Ruin, Duzzukk assisted the Defenders in rebuilding Nagarvos and was similarly incensed when the 'usurper' undead moved into the unfinished city. The Bugdead invasions changed his outlook on the city and its inhabitants, however, as the Bugdead threat has made him realize the need for a unified defense. While each of the parties involved in the assault on the Navel has always blamed the others for the resulting disaster, in the face of the continuous Bugdead attacks, Duzzukk has noticed that sworn enemies have learned to find common ground and work together to protect their beloved city.

Society

Duzzukk's disdain for the former followers of Rajaan is no secret, but they merely look upon him with pity. He grudgingly fights alongside his former enemies to defend the city, but otherwise takes any excuse he can find to harass them for even petty breaches of city law.



There are several other powerful independent entities living inside the City 1000 Dead. Some freely interact with others, and some are almost unknown to the City. All of these would be tied to visiting specific areas, or certain special encounters. It is up to the DM where and when these entities would be encountered by visitors.



Guinswai the Forbidding CR25

Male Human Zhen Wizard 11 / Necromant 10

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +4; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +9, Search +20, Spot +15

Languages Classic Elven, Remaan, Ulyanese, Ulyanese Giant

Aura: -

AC 33; touch 19, flat-footed 29**

(+4 Dex, +10 Nat, +5 Def, +4 armor)

hp 157 (21 HD; 21d12+21); **Fast Healing:** 3

DR 5/magic

Immune Undead Traits; **Weakness** Delusional (Believes money has value in the Dead Lands), Vulnerability to Mind-Affecting Effects

Fort +11, **Ref** +15, **Will** +22

Speed 40 ft.

Melee Slam +14 (1d8+3) or Touch +14 (by spell)

Full Melee 2x Slam +14 (1d8+3)

Ranged Ranged Touch +15 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +11/+6; **Grp** +14

Combat Options: Ambulatory Limbs, Deeper Darkness, Taint Weapon (DC 22)

Combat Gear -

Spell-Like Abilities (CL 21st):

1/day – *animate dead*, *command dead*;

Psi-Like Abilities: (ML 21st; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 21st (+4 vs. SR), DC 20+ spell level):

10 – *maximized delayed blast fireball*, *quicken greater dispel magic*

9th – *quicken cone of cold*, *time stop*, *wish*

8th – *clenched fist*, *incendiary cloud*, *moment of prescience*, *sunburst*

7th – *control undead*, *delayed blast fireball*, *greater teleport*, *widened black tentacles*

6th – *Acid fog*, *chain lightning*, *disintegrate*, *forceful hand*, *greater dispel magic*, *quicken command undead*

5th – *cone of cold*, *empowered fireball*, *quietstorm*, *quicken shield*, *Transmute Rock to Mud*, *Wall of Stone*.

4th – *dimension door*, *extended blink*, *fire shield*, *greater invisibility*, *resilient sphere*, *shout*,

3rd – *blink*, *dispel magic*, *fireball*, *halt undead*, *lightning bolt*, *vampiric touch*.

2nd – *Acid arrow*, *command undead*, ~~*extended mage armor*~~, *flaming sphere*, *resist energy*, *silent disguise self*, *web*.

1st – *burning hands*, *expeditious retreat*, *magic missile x3*, *shield*, *true strike*.

0 – *Acid splash*, *detect magic*, *disrupt undead*, *mage hand*.

Spellbook (leather scrolls)

Abilities Str 16, Dex 18, Con --, Int 30, Wis 16, Cha 14

SQ *Animate Dead*, **Ambulatory Limbs**, Control Undead, Damage Reduction, Darkvision 60 ft., Dead Lord, **Delusional** (Believes money has value in the Dead Lands), **Enhanced Senses**, Fast Healing, Fear Immunity, Gravespeaker, Gray Casting, Gray Toughness 1, Low-Light Vision, Obsidian Climb, Rebuke Undead (CL 21st, 5 /day), Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Craft Staff, Craft Wand, Eschew Materials, Extend Spell, Greater Spell Penetration, Improved Spell Capacity (10), Iron Will, Quicken Spell ^B, Scribe Scroll ^B, Silent Spell, Speed of Thought, Spell Penetration, Widen Spell ^B.

Skills Bluff +21, Concentration +26, Knowledge (Arcana) +34, Knowledge (Psionics) +20, Knowledge (Religion) +34, Knowledge (The Planes)

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+32, Listen +9, Search +22, Sense Motive +19, Spellcraft +36, Spot +15.

Possessions 200,000cp or **Combat Gear** plus: *Cloak of Resistance* +5, *Crystal Mask of Discernment*, *Gloves of Dexterity* +6, *Headband of Intellect* +6, *Psionic Tattoo of Concealed Thoughts (ML 1st)* x4, *Psionic Tattoo of Concealing Amorpha (ML 3rd)*, *Ring of Protection* +5, *Tome of Clear Thought* +3 (already read).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Guinswai cuts a large and menacing figure, standing freakishly tall for a human at 7' 7", with an especially thin build. He wears a version of his former uniform from the Cleansing Army, with a silver tunic over cerulean blue robes. But his most remarkable feature is his face - his facial features are pronounced, dour, and beastly, as if they've been distorted into a threatening grimace through unnatural means. His appearance contrasts quite starkly with his personality and demeanor and leads many to make false assumptions about him.

Personality Notes

Ambitious, Methodical, Scheming

Guinswai the Forbidding is far more enterprising than his brutish demeanor would initially suggest. He has ambition to rival that of any Dead Lord, or perhaps even Rajaa's Champions themselves. The belief that he can somehow reverse the many catastrophes that have befallen Athas drives him to a great deal of strange acts. He hoards relics from the city's past, piling them up in subterranean chambers hidden from all but himself and his servants.

What visitors would find most surprising about Guinswai's compound is that he will not have intruders attacked or slain on sight, even living ones. Instead, he greets them strangely (even suspiciously) warmly and offers to trade. Guinswai seeks information above all else and sees killing as an act that permanently destroys information, and so only orders death for grievous offenses. Guinswai will listen patiently to stories from anyone who will tell them, encouraging visitors to talk so as to pump them for anything that might prove useful to him. In particular, he seeks information that will aid him in his dream to rejuvenate Athas, or items of interest which can be traded to the other factions in the City of a Thousand

Dead. Tales of things that concern Athas's future, such as the advancement of the Silt Sea or any lore regarding Avangions, would be worth their weight in gold to him, and he will trade millennia-old relics for such knowledge.

Strategy and Tactics

Guinswai knows his operation is too small to be taken seriously as a faction of the city, but he and his followers have done an excellent job of making his compound a target that would be more trouble than it is worth to attack. Between the traps and the fragility of the relics within, any assault on his compound or attempts to claim his "riches" would do more damage to the attacker and their interests than it would to Guinswai. Moreover, he can be quite cordial to those he trades with.

Guinswai has been known to provide the services of his meager forces for the defense of the City whenever requested, as he feels that this will keep him on good terms with the rest of the factions. Good relations, Guinswai believes, are essential for allowing him to procure the privilege to perform his excavations in and around the territory of other factions without costly bloodshed, and so Guinswai performs favors whenever possible to make things easier for himself.

When attacked, if he has room to maneuver and if nothing valuable or perishable is in the area, Guinswai and his band are apt to disappear at the first opportunity into their network of carefully-dug tunnels, splitting up and escaping separately through the labyrinthine corridors only to link up later. If cornered, however, they will gladly fight to the death to defend their treasures.

History

Long ago, when he was a young man living in Celik, Guinswai was convinced by Rajaa's followers that it was his duty to make the world a better place - to purify Athas and return it to an age of glory, no matter the cost. He trained at the Pristine Tower at the same time as some of the later Champions like Egendero and Wyan and although Guinswai was a quick study and a promising Defiler, he was never one of Rajaa's favorite pupils. Infuriated at what he considered unfair treatment, Guinswai marched with the Cleansing Armies regardless, hoping that the death of a Champion would lead to an opportunity to fulfill his ambitions.

Guinswai distinguished himself in the Battle of Tforkatch River with his aggressive and resourceful use of magic, killing a great many soldiers of the

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various races. As the siege closed in around Nagarvos, Guinswai was starting to doubt Rajaan's plan. From what he had seen, the destruction of the other races was not purifying Athas – on the contrary, their attacks were sapping the land of its vitality wherever they went.

Guinswai did not have long to consider this, however, as the next battle would be his last. Deployed with one of the first battalions to attack the Psionic Temple, Guinswai begrudgingly acquiesced, leading a unit of Defilers in the task. His end came at the hands of one of the city's defenders, who put him to the sword from behind, while he was distracted with a spell. That Guinswai—the Guinswai of flesh and blood—died there, choking to death on his own gore and bile in the street. The Guinswai that awakened many years later and clawed his way out of the obsidian was a very different man, both physically and mentally. Gazing around him at the desolate hellscape that now surrounded him, the former defiler was disgusted. Where was the Golden Age Rajaan had promised? There was no ocean or beautiful sun, only endless black obsidian and those few undead who had clawed their way to the surface and were even now rebuilding their ruined city with blocks of blackglass. Rajaan must have been lying - or perhaps he had failed. Guinswai fled back into the ruins of the old underground city, down and away from the new one the undead were constructing. Asserting his control over lesser undead as he found them, Guinswai began fortifying a system of tunnels crisscrossing under the ancient streets where he had once fought. Soon, Guinswai enlarged his domain and began excavating the ruined city, searching for something, anything that could help him restore the green fields, verdant meadows, rolling plains, and thick forests to Athas once more.

After centuries, perhaps millennia, of digging, Guinswai has uncovered a great deal, but nothing so far that could rejuvenate Athas. He survives by trading copies of the information he finds to interested parties and by ensuring that the others in the City do not see him as a threat – Guinswai has rarely attacked or been attacked by the other factions, but when he believes the safety of the information and other relics he has gathered is at stake, Guinswai gives and expects no quarter.

His fearsome appearance, fanatical defense of his caches of information and relics, and his formidable personal magical ability earned him the appellation of 'the Forbidding' among the other undead. After so long spent digging, Guinswai and his group are perhaps the most accomplished archeologists on the face of Athas today. Even warriors and Guinswai himself can occasionally be seen carefully chipping away at tunnel

walls and at dig sites, cutting down, down, down to the earth in search of a torn tapestry or a hidden scroll. When one site runs dry, he abandons it and moves to another, always ensuring his caches are well-guarded. Perhaps once he believes there is nothing left to unearth from the entire city, he will depart for greener pastures and continue his digs elsewhere.

Society

Guinswai is one of the independent undead leaders of the City 1000 Dead, ruling his compound of several city blocks as a fiefdom unto itself. The location of these city blocks has moved around over the decades as the former defiler only occupies a slice of terrain so long as he believes there is hidden knowledge to be unearthed there. Under Guinswai, the search for knowledge, both new and old, is the chief motive behind the day-to-day goings-on in the area he controls. Every undead under his command can expect to find itself up to knecaps in the dust, chipping away at the eons of stone and dirt with delicate tools fashioned from recycled Cleansing Wars weapons. It is Guinswai's mandate that a general policy of non-hostility be observed towards the other undead, and even the living, but weapons are kept close by at all times and Guinswai's caches of ancient relics are kept under heavy guard at every hour of the day, for it is his greatest fear that someday, a great conqueror will arise and unite the City of 1000 Dead, and in so doing destroy him and his relics. His excavation sites, present and past, litter the entire city, serving as boltholes or strongpoints for the other factions once the diggers have departed. Some of the sites are old enough to be considered ancient today and living visitors might mistake them as parts of the original city, despite having been excavated centuries or millennia afterward.



Rubza'if-in-Pain CR21

Male Unique Rampager

NE Large Magical Beast (Human, Psionic)

Init +2; **Senses** Darkvision 60ft., Low-Light Vision, Scent; Listen +11, Search +7, Spot +21

Aura Fear (30ft, DC 24)

Languages Classic Dwarven, Classic Elven, Ulyanese, Ulyanese Giant

AC 23; touch 11, flat-footed 21

(-1 size, +2 Dex, +12 Nat)

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hp 448 (28 HD; 14d10+14d4+226)

Fort +23, Ref +19, Will +16

Speed 50 ft.

Full Melee Claw +24 (1d6+5) and Bite +19 (2d6+2 plus Poison) or Touch +24 (by spell)

Melee Claw +24 (1d6+5) or Bite +24 (2d6+2 plus Poison) or Touch +24 (by spell)

Ranged Ranged Touch +21 (by spell)

Space 10 ft.; Reach: 5 ft.

Base Atk +20/+15/+10/+5; **Grp** +28

Combat Options Acid (DC 29), Armor Damage (4d6+4), Awesome Blow, Great Cleave, Improved Bull Rush, Poison (DC 29), Power Attack, Psionic Meditation (Move action)

Combat Gear -

Psion (Kineticist) Powers (CL 11th, Power Points 106+55, DC 20 + power level):

6th — *Breath of the Black Dragon, Energy Current*

5th — *Adapt Body, Psionic Major Creation, Psionic True Seeing, Psychic Crush*

4th — *Death Urge, Empathic Feedback, Energy Adaptation, Psionic Freedom of Movement*

3rd — *Body Adjustment, Body Purification, Energy Bolt, Eradicate Invisibility*

2nd — *Recall Agony, Forced Sense Link, Sustenance, Thought Shield*

1st — *Control Flames, Control Light, Entangling Ectoplasm, Matter Agitation, Mind Thrust*

Wizard Spells (CL 17th; DC 20 + spell level):

12th — *maximized meteor swarm*

11th — *maximized polar ray*

10 — *maximized delayed blast fireball, maximized mage's sword*

9th — *Crushing Hand, Wish*

8th — *Antipathy, Greater Prying Eyes, maximized cone of cold*

7th — *Grasping Hand, Limited Wish, maximized wall of fire, spell turning*

6th — *chain lightning, disintegrate, Flesh to Stone, Forceful hand, Guards and Wards, maximized lightning bolt*

5th — *baleful polymorph, Mage's Private Sanctum, Mage's Faithful Hound, maximized scorching ray, Nightmare, Symbol of Pain,*

4th — *Arcane eye, black tentacles, fire shield, fire trap, greater invisibility, maximized magic missile*

3rd — *Arcane sight, blink, dispel magic, displacement, Gentle Repose, Lightning Bolt*

2nd — *blur, command undead, invisibility x2, magic mouth, shatter, web.*

1st — *alarm, burning hands, comprehend languages, magic missile x3, shield*

0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (leather scrolls)

Abilities Str 20, Dex 15, Con 27, Int 30, Wis 15, Cha 10
SQ Darkvision 60 ft., Gray Casting, Low-Light Vision, Scent.

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Spell Capacity (10, 11, 12th), Maximize spell, Power Attack, Psionic Meditation, Quicken Power^B, Scribe Scroll^B.

Skills Concentration +31, Knowledge (Arcana) +33, Intimidate +12, Knowledge (Psionics) +27, Listen +11, Psicraft +33, Spellcraft +33, Spot +21.

Possessions 220,000cp or **Combat Gear** plus: *Amulet of Health* +6, *Dark Blue Rhomboid Ioun Stone (Alertness)*, *Headband of Intellect* +6, *Tome of Clear Thought* +5 (already read).

Special Qualities (descriptions)

Acid (Ex): The acid that coats a rampager's claws not only deals extra damage on successful attacks, it also dissolves an opponent's armor and clothing, making those items useless in 1 round unless the wearer succeeds at a Reflex save (DC ½ HD + Con modifier). Success indicates that the affected equipment can be saved by washing it within 1 minute. Washing requires a full-round action and at least 1 pint of water.

Armor Damage (Ex): If a rampager hits with its bite attack, it tears at any armor worn by its foe, dealing 4d6+4 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Fear Aura (Ex): Each creature that is the target of a rampager's attack or is within 30 feet of such a target must succeed at a Will saving throw (DC ½ HD + Cha modifier) or become shaken. A shaken creature that is still within 30 feet of the rampager on its next turn must make a second Will saving throw to avoid becoming frightened (same penalties as shaken; must flee until beyond the 30-foot radius of the effect).

Poison (Ex): A rampager's acidic saliva acts as a weak poison (Fortitude DC ½ HD + Con modifier) with each successful bite attack. The initial damage is 1 point of Strength damage, and the secondary damage is 1d4 points of Strength damage.

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Scent (Ex): A rampager can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Appearance

Rubza'if in Pain is a hideous monstrosity, more than 20-foot tall. A reptilian creature that resembles a so-ut. His face is split by a wide mouth of fangs, two of which jut out from his lower jaw like tusks. Over his recessed nose his large black eyes look incongruous. He no longer has ears, and his arms are heavily muscled and end in claws. His legs are likewise muscled, and his wide feet are not just clawed but also lengthened, making a flapping sound when he walks. He has a thick stumpy tail, from which grow six sharp spikes. His skin is a thick grey hide, gnarled and knotted, the massive muscles easy to see rippling beneath.

Personality Notes

Deranged, pain-wracked, misanthropic
Between the transformation inflicted upon him, and his long starvation beneath the City 1000 Dead, Rubza-if is suffering. He is delirious, with only rare moments of clarity.

Strategy and Tactics

Rubza'if will lash out on anyone who finds him. He wants to die and wants to provoke others into killing him.

History

As the armies of the Champions hammered down the walls of Nagarnos', the Tetrarchs and their psionics, wizards, and priests worked to create a champion of their own with which to counter Rajaan's chosen. They worked in a deep chamber, established below the city, secret from the common citizens and most of the warrior leaders fighting on the walls. Pandruj knew at least some of the theory by which Rajaan had created his Champions, and the Tetrarchs and their staff labored desperately to replicate the achievement. The foremost challenge for the effort was to find a candidate for the transformation. The majority of the population was engaged in life-or-death struggle against the besieging Champions, and the rest were supporting the defensive effort such as, cannibalizing food or tearing down houses to scavenge stones for the catapults. The candidate would have to be a skilled wizard and psionics, and willing to undergo the transformation.

Finally, as the wizards, psionics, and priests came near to the end of their work, a candidate came forward. His name was Rubza'if, and he was the son of a human cleric of Earth. Rubza'if was skilled and knew the risks. He feared for his life but knew that if the city was destroyed then surely his life was forfeit in any case. His father was dead, having fallen at Tforkatch River; his mother Nafrai the priestess cried with him all night before the transformation.

The wizards had prepared the chamber, shaping it into a precisely-carved half-sphere and lining its walls and floor with thin sheets of silver, for which most of the jewelry in the city had been melted down. Rubza'if knelt in the center of the circular floor as the chanting began, the wizards' voices amplified by the domed ceiling, the wizards themselves were in an adjacent room, observing the candidate through a section of wall. Psions focused their minds, priests their prayers, as the wizards reached the crescendo of their efforts.

The chamber flashed with white fire, and much of the silver leaf crisped off the walls in trailing sheets of curling twisted metal. The mirror through which the cabal had observed Rubza'if was burnt brown by the flame and broke across its center with a deafening crack. Wisps of smoke trailed into the spellcasters' chamber, through the crack in the glass, from the transformation chamber beyond. Had the spells succeeded?

Rubza'if's screams filled the chambers. He had transformed, not in the way that the spellcasters had intended. The spellcasters entered the chamber's single oversized door, but found it wedged from the blast effect that came from inside. The team broke down the door, Tathrawai the Air cleric dispelled the smoke with a wave. Inside they found...

Rubza'if's mother ran to him, but he was in agony and could not recognize her. He thrashed impotently on the floor, scraping up the thin silver leaf, screaming and moaning. Smoke and steam rose from his massive, much-altered body. For two hours the spellcasters, and especially the psions, tried to communicate with the boy, but his mind was in an unreachable agony, not even his mother could break through.

It was another ten days before the city fell. In that time Rubza'if never stirred from his conscious coma, slowly twisting and scratching against the carefully smoothed floor. Grimly, the spellcasters abandoned the tortured creature that had once been among their brightest young wizards/psions, and returned to the surface to make their last stand against the invading armies of the Champions. In the ensuing destruction, Rubza'if's transformation chamber and the vault around it was sealed by a cave-in.

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Rubza'if regained the ability to reason and ultimately the capacity to speak, but it took years. His mother Nafrai remained with him, and one other survivor of the ruin of the temples of Nagarvos' also, a goblin wizard named Duk'kneg who had assisted in his transformation. By the time that Rubza'if was again capable of speech, his mother had died, by his side. Nafrai was transformed into an undead racked spirit by the trauma of participating in, and viewing, her son's transformation. Duk'kneg lived for several more years, but he was unable to fully explain to Rubza'if what had happened to him or why. It took years for Rubza'if to remember the whole series of events which had left him in his altered, and agonized, state.

For Rubza'if was, as he named himself, in pain. His body tormented him with agonies, whether asleep or awake. The more he learned of his past, the more his mind tortured him, with dreams and flashes of memory. He discovered that he needed neither sleep, nor food, nor drink, and that he did not appear to age, but these thoughts merely accentuated his suffering, for he knew he would never be free of the pain.

When Duk'kneg died, Rubza'if-in-Pain buried him in a niche in the wall. He was starting to relearn the psionic powers he had possessed before his transformation, and discovering enormous new mindbending skills which his mother could not explain. He also made use of the storehouse of spell components which remained from the failed experiment that created him, and explored his arcane powers, which had also increased since his transformation.

Rubza'if wanted no part of the world above, what little he could scry of it, but he was filled with horror when he felt the Obsidian Boil shake the stone above his sealed prison. Watching the utter destruction of Ulyan, from the safety of the transformation chamber, filled Rubza'if with horror – but cured him of his pain, for the first time he saw the pain of others, and it seemed to exceed his own. It did not last.

No obsidian seeped into the Transformation Vault, but the baleful material covered the ground above Rubza'if's prison, and surrounded it. Duk'kneg was reborn as a zhen, and despite his immortality, Rubza'if felt his own life beginning to ebb away as well. The pain of his transformation returned, redoubled, as his new form was subjected to the deadly effects of the mass of obsidian around him. Rubza'if has suffered hideously, neither fully alive nor fully undead, but dying, inexorably, over time.

Society

As the Catacombs of Nagarvos have been excavated, Rubza'if's transformation vault has continued to

remain hidden. Located deep underground just north of the city, it lies nowhere near any important burial grounds or sources of supplies, so it has remained unopened and untouched. Trapped within the sealed facility, Rubza'if wallowed in pain, desperate to escape, desperate to die, desperate to do anything to make the pain go away. Duk'kneg remains his constant companion and minder, while his mother Nafrai drifts in and out of the compound.



Nafrai CR18

Female Human Racked Spirit Cleric (Silt) 15

NE Medium Undead (Augmented Humanoid, Human, Incorporeal, Psionic)

Init +2; **Senses** Darkvision 60ft.; Listen +14, Search +8, Spot +14

Languages Remaan, Terran, Ulyanese

AC 18; touch 18, flat-footed 16*; Incorporeal (+2 Dex, +4+2 Def)

hp 127 (15 HD; 15d12+30)

Immune Undead Traits; **Weakness** Vulnerability to Mind-Affecting Effects, Vulnerability to *Raise Dead*
Fort +11, **Ref** +9, **Will** +18

Speed Fly 50 ft. (Perfect)

Melee Touch +13 (1d6 plus Energy Drain)

Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +11/+6/+1; **Grp**--

Combat Options: **Death Cry** (2/day, DC 21), Energy Drain (DC 21), **Insanity** (DC 21)

Combat Gear -

Psi-Like Abilities (ML = 15th. DC Charisma-based):

At will—*aura sight**, *empathy**, *mindlink**, *psionic dominate**;

3/day—*recall agony**, *telekinetic force**.

*Power can be augmented.

Cleric Spells (CL 15th; DC 18 + spell level):

8th—*Gray Rift* (d), *Mass Inflict Critical Wounds*, *Unholy Aura*

7th—*Destruction* (d), *Greater Scrying*, *Mass Cure Serious Wounds* x2

6th—*Disintegrate* (d), *Greater Dispel Magic*, *Harm*, *Undeath to Death*, *Word of Recall*

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- 5th – *Cleansing flame, Elemental strike, Greater Command, Scrying, Unhallow, Sands of Time (d)*
- 4th – *Divination, Extended Magic Vestment, Freedom of Movement, Spell Immunity, Summon Monster IV, Tongues, Vampiric Touch (d)*
- 3rd – *Bestow curse x2, Contagion (d), Dispel magic, Locate Object, Searing Light, Speak With Dead*
- 2nd – *darkness, death knell, desecrate, Resist Elements, Return to the Earth, Rusting Grasp (d), Silence,*
- 1st – *Command, Curse Element, Deathwatch, Endure elements, Hide from undead, Return to the Earth (d), shield of faith*
- 0 – *Create Element, Detect Element, Detect Magic, Guidance, Resistance, Read Magic,*

Abilities Str --, Dex 14, Con --, Int 15, Wis 26, Cha 18

SQ Darkvision 60 ft., **Distractable** (love/friendship/compassion), **Gray Toughness 2**, Rebuke Undead (CL 15th, 7/day), Skills, Undead Traits, **Vulnerability to Mind-Affecting Effects**, Vulnerability to *Raise Dead*.

Feats Brew Potion, Craft Wondrous Item, Elemental Cleansing, Extend Spell, Greater Spell Penetration, Skill Focus (Diplomacy), Spell Penetration.

Skills Concentration +4+18, Diplomacy +4+18+3, Heal +8+0, Knowledge (Arcana) +2+18, Knowledge (Religion) +2+18, Knowledge (The Planes) +2+9, Listen +8+0+6, Search +2+0+6, Sense Motive +8+0+6, Spot +8+0+6+1, Spellcraft +2+9.

Possessions 59,000cp or **Combat Gear** plus: *Cloak of Charisma +2, Eyes of Expanded Vision*, Gloves of Dexterity +2, Periapt of Wisdom +6, Ring of Protection +2, Vest of Resistance +2.*

Special Qualities (descriptions)

As per Racked Spirit Special Qualities list in Appendix A. In addition:

Clerical Domains:

- **Dead Heart** - Class Skill: Intimidate; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Decaying Touch** - Class Skill: Knowledge (dungeoneering); Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch,

roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Appearance

Nafrai's ghostly form wears the raiment of the earth clerics who served within the Psionic Temple. She always looks to be weeping and emotionally drained – frayed hair, her ghostly face streaked with tears, and an expression of endless suffering and sorrow.

Personality Notes

Nafrai watched her husband march off to die at the battle of Tforkatch River. She watched her young son Rubza'if be transformed into a raging monster, lashing out at everything around him in endless pain. She wasted away while her transformed son writhed in agony at her feet, powerless to help him. Nafrai is determined to end her son's suffering, and she will say or do anything to convince or manipulate others into coming to release him from his torment.

Nafrai is infuriated beyond reason by displays of compassion or love - even simple acts of friendship send her into fits of rage. Rather than physically confront such offenders, she will haunt them, attempting to drive them mad and provoke her targets into destroying that which they value most.

Strategy and Tactics

Nafrai will always choose to talk rather than fight. She has an agenda, and will work hard to persuade others to assist her. If she is attacked, she will prefer to flee rather than fight back.

History

Nafrai had moved to Nagarvos from Ebe shortly after she came of age. She had been an apprentice to an earth cleric in her home city and wished to experience the multi-discipline discourse of the Psionic Temple. While training there, she met the man who would become her husband, a psion who served the temple.

When Rajaat's army marched on Nagarvos from the north, their only son had just barely come of age, and her husband joined the army to defend against their initial assault at the Battle of Tforkatch River. When he never returned, her son Rubza'if volunteered for the Tetrarch's emergency plan to create a weapon that could face the power of Rajaat's Champions.

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Society

Many of the inhabitants of the catacombs have at least heard of Nafrai; they all largely ignore her though, either because they see through her ruses, or because they have better things to do than to chase her pleadings and promises of treasure. The exceptions are the Tetrachs, who still remember this failed experiment (although do not fully know the results of it), and the Hungry Ghosts, who almost fell for her manipulations but avoided opening the vault because their well-honed instincts warned them away in time.



Duk'kneg CR 18

Male Goblin Zhen Wizard 9 / Necromant 8

NE Medium Undead (Augmented Humanoid, Goblinoid, Psionic)

Init +3; **Senses** Darkvision 60ft., Low-Light Vision; Listen +8, Search +20, Spot +14

Languages Classic Halfling, Goblin, Ulyanese, Ulyanese Giant

AC 28; touch 18, flat-footed 25**

(+1 size, +3 Dex, +10 Nat, +4 Def)

hp 110 (17 HD; 17d12+17); **Fast Healing** 3

DR 5/magic

Immune Fear, Turning, Undead Traits; **Weakness** Bound to Area, Vulnerability to Mind-Affecting Effects, Vulnerability to Sunlight

Fort +10, **Ref** +13, **Will** +19

Speed 40 ft.; Obsidian Climb

Melee Slam +11 (1d8+2) or Touch +11 (by spell)

Ranged Ranged Touch +12 (by spell)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +8/+3; Grp +6

Combat Options **Blinding touch**, Guilt Gaze (DC 19)

Combat Gear -

Spell-Like Abilities (CL 17th):

At will – animate dead, command undead;

Psi-Like Abilities: (ML 17th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Wizard Spells (CL 17th (+4 vs. SR), DC 18 + spell level):

9th – *Foresight*

8th – *Binding*, *enlarged project image*, *Trap the Soul*

7th – *greater arcane sight*, *heightened fireball*, *maximized ice storm*, *Prismatic Spray*

6th – *antimagic field*, *enlarged wall of force*, *maximized lightning bolt*, *greater dispel magic*, *Shroud of Darkness*

5th – *baleful polymorph*, *cone of cold*, *dominate person*, *mage's faithful hound*, *mindfog*

4th – *dimension door*, *fire shield*, *greater invisibility*, *maximized Magic Missile*, *minor creation*, *resilient sphere*

3rd – *displacement*, *dispel magic*, *halt undead*, *lightning bolt*, *major image*, *slow*

2nd – *Arcane Lock*, *Blur*, *detect thoughts*, *minor image*, *resist energy*, *web*.

1st – *Alarm*, *Magic Missile x3*, *Reduce Person*, *Shield*

0 – *Light*, *Detect Magic*, *Disrupt Undead*, *Read Magic*

Spellbook (leather scrolls)

Abilities Str 14, Dex 16, Con --, Int 26, Wis 14, Cha 12

SQ **Bound to Area (the Transformation Vault)**, Darkvision 60 ft., Dread Lord, Fear Immunity, Gravespeaker, Gray Casting, **Immunity to Turning**, Low-Light Vision, Rebuke Undead (CL 17, 4/day), Skills, Undead traits, Vulnerability to Mind-Affecting Effects, **Vulnerability to Sunlight**.

Feats Craft Rob, Enlarge Spell, Forge Ring, Greater Spell Penetration, Heighten Spell ^B, Iron Will, Maximize Spell, Scribe Scroll ^B, Silent Spell, Spell Penetration.

Skills Bluff +23, Concentration +21, Knowledge (Arcana) +28, Knowledge (Religion) +28, Knowledge (The Planes) +24, Listen +8, Move Silently +7, Ride +7, Search +20, Sense Motive +8, Spellcraft +30, Spot +14.

Possessions 100,000cp or **Combat Gear** plus: *Boots of Skating*, *Cloak of Resistance* +5, *Headband of Intellect* +6, *Ring of Protection* +4.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Duk'kneg almost appears as a kind of gargoyle– a diminutive 3' tall creature with dark stony skin, a massive head, and large sharp nose and ears. He dresses in robes similar to those worn by other preservers in Nagarvos – navy blue cotton with a grey tabard worn over the top. His eyes glow slightly red, with a look of mixed compassion and malice.

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Personality Notes

Patient, conscientious, resigned

Duk'kneg's entire being revolves around alleviating the suffering of Rubza'if as best he can. Mostly this involves speaking with him, de-escalating his spirals into despair, and helping him to meditate - providing the only rare periods of rest Rubza'if ever achieves.

Strategy and Tactics

Duk'kneg would not know what to do with himself if Rubza'if were to be released or die, so he would likely defend his charge to the death, whether the intruders were friend or foe.

History

Duk'kneg was the youngest living student of Pandruj in Nagarvos. As promising a student as he was, he had the misfortune of being born so close to the time of the Siege of Nagarvos. He had only been a student under Pandruj for perhaps 12 years when Rajaan's army came to Ulyan.

Duk'kneg was asked by both Pandruj and the Tetrarchs to assist in the creation of a champion of their own, to combat the abilities and powers they had seen in action at the battle of Tforkatch river. When the experiment failed, Duk'kneg ended up sealed inside the Transformation Vault when the city fell.

Eventually, Duk'kneg died and was laid to rest by Rub'zaif within the Vault. When the Obsidian Flow came, Duk'kneg was raised as a zhen by the negative energy within the obsidian, even though no obsidian breached the vault.

Duk'kneg has resumed his duties as an assistant and mentor to Rubza'if, though this entails serving more as a minder and carer-giver than anything else.

Society

Besides than Rubza'if and Nafrai, Duk'kneg hasn't seen another soul in millennia. While he still maintains vestiges of his compassionate demeanor (especially towards Rubza'if), the lack of interaction with others has blunted his social skills somewhat.



Under The City 1000 Dead

While there are fully populated catacombs under the City 1000 Dead (effectively a city under the city), there is something that still dwells deeper yet.

The Great One

The Great One is an obsidian quasi-elemental/spirit of the land of near god-like power. It has slumbered under the land since the Obsidian Boil swept the land, strengthened by the elemental outpouring and simultaneously corrupted by the Gray energy which polluted it.

In its dreams, it still sends manifestations throughout the land to deal with problems according to its own inscrutable agenda.

The most likely way in which a visitor or resident of the Dead Lands might encounter a Manifestation of the Great One is if a druid uses a powerful enough spell - if a spell of 4th level or higher is cast, there is a 1% per spell level of attracting such a manifestation. Casting powerful druidic spells in the Dead Lands might be tempting fate in ways that PC's do not fully expect.

If The Great One were to be fully awakened (See the *Heart of Negchar* in Chapter 10 of this book), consider it to be a Manifestation of the Great One but advanced to CR45.



Manifestation of The Great One CR20

TN Gargantuan Elemental (Earth, Extraplanar, Fire)

Initiative: -2; **Senses** Darkvision 60 ft.; Listen +43, and Spot +43

Aura: Fear (60 ft, DC 31)

Languages Ignan, Terran

AC 25; touch 4, flat-footed 25
(-4 size, -2 Dex, +21 nat)

Hit Dice: 414 hp (36 HD; 36d8+252); Fast Healing 7

DR 15/-

Immune Elemental Traits, Fire; **Weakness** Vulnerability to Cold

Fort +27, **Ref** +10, **Will** +16

Speed 30 ft. (6 squares), Obsidian Glide

Melee Claw +40 (6d8+16; 19-20/x2)

Full Melee 2x Claws +40 (6d8+16; 19-20/x2)

Space 20 ft.; **Reach** 20 ft.

Base Atk +27; Grp +55

Special Attacks/Actions: Constrict, Improved Grab, Resonance Wave (DC 31)

Abilities Str 43, Dex 6, Con 24, Int 12, Wis 15, Cha 17

SQ Elemental Traits, Fast Healing, Fire Immunity, Immortality of the Obsidian Flow, Obsidian Transfer, Vulnerability to Cold

Feats Alertness, Awesome Blow, Blind-fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Claw), Improved Natural Attack (Claw), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (Claw),

Skills Diplomacy +5, Hide -2+0-12+20, Intimidate +16, Jump +29, Listen +43, Sense Motive +15, Spot +43

Advancement: 37-54 HD (Gargantuan)

Possessions none

Special Qualities (descriptions)

Constrict (Ex): The Manifestation of the Great One's body is an immense and continuously shifting arrangement of razor-sharp obsidian chunks. On a successful Grapple check, the Great One will deal continuous claw damage each round.

Elemental Traits (Ex): An obsidian elemental has the following relevant features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

Fear Aura (Su): First sight of a Manifestation of the Great One causes great fear. Creatures in a 60-foot radius that look at a Manifestation must make a Will save. Creatures with fewer than 10 HD that fail their save become panicked. Creatures with fewer HD than the undead that fail their save become shaken. Whether or not the save is successful, that creature cannot be affected again by the Manifestation's aura for 24 hours.

Fast Healing: A Manifestation of the Great One heals 7 points of damage each round, provided it has not been destroyed and is in contact with obsidian.

Immortality of the Obsidian Flow (Ex): The Great One inhabits the obsidian flow, it's entire essence can be anywhere within that flow, and it draws its endless strength from the obsidian itself. Because of this, it cannot be slain while its manifestation remains in contact with the Dead Lands' obsidian. When a manifestation reaches 0 hp, it must wait a day before it can manifest again.

Improved Grab (Ex): To use this ability, the Great One must hit with a claw attack. It can then attempt to start a **Grp** as a free action without provoking an attack of



opportunity. If it wins the Grapple check, it establishes a hold and can constrict.

Melting the Obsidian (Su): Manifestations of the Great One have the power to melt vast quantities of blackglass at will. This power melts the obsidian, which then can burn or envelop those unfortunate enough to be caught in it, but does not directly create heat and cannot be used in the absence of obsidian. This functions like a *transmute rock to mud* spell, except that it only affects obsidian and the melted obsidian acts like lava.

The melted obsidian deals 2d6 points of damage per round of exposure, except in the case of total immersion, which deals 20d6 points of damage per round. Damage from melted obsidian continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

Obsidian Glide (Ex): A Manifestation of the Great One can glide through obsidian as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a Manifestation flings it back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Obsidian Transfer (Su): Manifestations of the Great One can transfer its essence to another place on (or in) the obsidian at will. As a full-round action, The Great One can *teleport* from one location on the obsidian to another or use *meld into stone* to hide within solid obsidian.

Resonance Wave (Su): Manifestations of the Great One have the ability to start a resonance wave in the obsidian, causing ripples and waves anywhere within 5 miles of itself. It can produce this effect within an area as small as a 5-foot square or as large as the entire 5 mile radius, and can maintain the effect for up to 20 rounds per day. The duration of the effect need not be consecutive rounds. Those caught in the area of effect must make Balance checks to maintain balance, those that fail the check are thrown to the ground, becoming prone.

This effect, if maintained for more than 3 rounds, has a 12% cumulative chance per round of causing massive explosions of obsidian splinters as the glass reacts to the resonance by shattering. Creatures within the shattered area take 18d6 slashing damage, or half damage with a successful Reflex save.

Skills *The Great One has a +20 racial bonus on Hide checks while standing still in obsidian.

Appearance

Manifestations of the Great One are gargantuan humanoid figures made of ever-shifting blackglass, standing over 32 feet tall. A Manifestation's thick body is covered with razor-sharp shards of obsidian jutting out at every angle. When a Manifestation of the Great One decides to strike, it attacks with the terrible masses of obsidian blades and spikes which are its fists.

Personality Notes

Inscrutable, complacent, patient

The Great One has slept comfortably in the corrupted obsidian deep beneath the City 1000 Dead for millennia. That time of idleness has left its senses dulled and it seems to mainly reside in a dream-like state, almost catatonic to the world but for the actions it takes in its dreams.

Manifestations of the Great One are all that most inhabitants of the Dead Lands might ever see of the Great One (unless it is ever fully awakened), and are merely small fragments of its consciousness, sent to honor its duty as spirit of the land, at least in a fashion. The things most likely to attract the Great One's attention would be to cast enough sufficiently powerful druidic spells or disrupt great amounts of the obsidian shelf within the Dead Lands (the Desolation in Shadowmourn has only just begun to arouse its interest). Those unlucky enough to do so would then quickly learn that the Great One is not a friendly entity.

Strategy and Tactics

Any aggressor foolish enough to launch an attack upon a Manifestation of the Great One will discover it is a terrifyingly powerful opponent. Manifestations strike hard and fast, using their abilities to change their position or adjust the battlefield to their advantage.

Once a Manifestation decides to destroy an opponent, it will pursue that creature even if they flee. So long as the opponent remains on the obsidian, they will never be safe until they can find a way to placate the Great One.

History

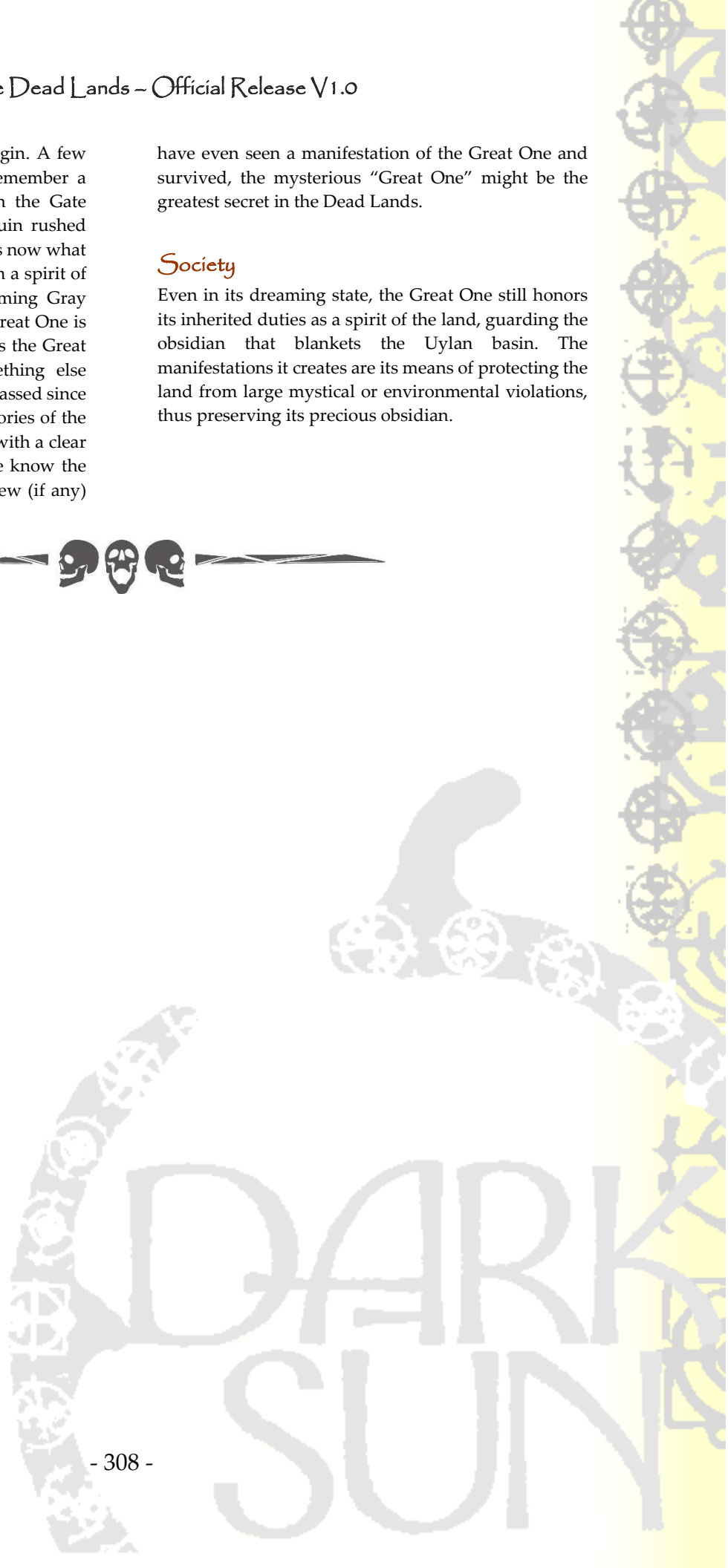
Spoken of in fearful whispers by the undead of the City 1000 Dead, the entity referred to as the Great One has existed since the Obsidian Flow.

Few seem to have any clues to its true origin. A few whom were at the Battle of the Navel remember a massive elemental being brought through the Gate shortly before it failed and the Boiling Ruin rushed forth, and some theorize that this creature is now what is referred to as the Great One. Others claim a spirit of the land was corrupted by the overwhelming Gray energy that infuses the obsidian, and the Great One is actually this now monstrous spirit. Perhaps the Great One is a combination of both, or something else entirely. The thousands of years that have passed since the Obsidian Tide have muddled the memories of the residents of the Dead Lands, leaving none with a clear recollection of the distant past. Since none know the full story of the Great One's origins, and few (if any)

have even seen a manifestation of the Great One and survived, the mysterious "Great One" might be the greatest secret in the Dead Lands.

Society

Even in its dreaming state, the Great One still honors its inherited duties as a spirit of the land, guarding the obsidian that blankets the Uylan basin. The manifestations it creates are its means of protecting the land from large mystical or environmental violations, thus preserving its precious obsidian.



Chapter 6 - The Kingdoms of Gretch

Gretch's puppet kingdoms mark for the largest geographical area controlled by human undead, though many of them are rather sparsely populated. While they may share the same master, each of the kingdoms features a different culture and feel.

Each domain has its own types and frequency of undead. One feature nearly all of them seem to share, however, is a very large number of mindless undead such as zombies and skeletons.

Technically, the kingdoms of Gretch are still under the rulership of Gretch himself. However, no one (except possibly his Uncrowned) has seen him in centuries, and there are only rumors of his direct interference in the politics and machinations of the "Kings" who rule under him.

The mystery and confusion surrounding Gretch lends all the more gravity and fearfulness to the sight of his emblem when it appears, usually etched onto a wall or as an emblem on the clothing of one of his Uncrowned: it is a sign that "Gretch is watching you".

The Obsidian Citadel

Across the mountains from Harkor and the City 1000 Dead lies Gretch's Obsidian Tower at the foothills of the Forbidden Mountains. From this menacing black edifice Gretch and his Uncrowned observe his kingdoms and the rest of the Dead Lands.

Likely Encounters

It has been said no dead lord comes close to the level of aggressive surveillance as Gretch the Manipulator — If anyone approaches the Obsidian Tower, Gretch will already be aware of them. There will be 2d20 standard zombies, 2d8 namech servants, and a 50% chance of 1-2 Uncrowned there to meet visitors.

Gretch already knows when visitors enter any one of his kingdoms. At least one of the Uncrowned will be deployed once Gretch has decided what he wants to do with the PCs, and the PCs will usually only be dealing with Gretch indirectly. For game purposes, DMs are encouraged to use this as a plot device to ensure the cooperation of the PCs in one of Gretch's latest schemes.



Gretch (the Manipulator) CR35

Male Human Morg Wizard 5 / Psion (shaper) 5 / Necromant 10 / Cerebremancer 10

Neutral Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +8; Senses Darkvision 60 ft.; Listen +18, Spot +18

Aura: Fear (60 ft., DC 29)

Languages Classic Halfling, Melai, Remaan, Ulyanese

AC 36; touch 19, flat-footed 32

(+8 armor, +5 Def, +4 Dex, +4+5 Nat)

hp 255 (30 HD; 30d12+60); Fast Healing 1

DR 10/Magic; Resistances: Cold 10

Immune Fear, Undead Traits; Weakness: Impeded Development, Light Sensitivity, Vulnerability to Obsidian

Fort +15, Ref +19, Will +27

Speed 30 ft. (6 squares)

Melee Dagger +18 (1d4+4) or Tongue +18 (1d6+4) or Touch +18 (by spell or power)

Space 5 ft.; Reach 5 ft. (10ft w/ Tongue)

Base Atk +14; Grp +18

Combat Actions Constrict, Create Spawn, **Death Gaze** (2/day, 30 ft, DC 29, 3d6+30), Energy Drain, Improved Grab, Psionic Meditation (Move action).

Combat Gear Steel Dagger, *Staff of Necromancy*

Spell-Like Abilities (CL 25th):

1/day – *animate dead, command undead* (DC 13);

Psionic Powers (ML 15th, 315 PSP, DC 22 + power level):

8th – *shadow body*

7th – *divert teleport, energy conversion, mass ectoplasmic cocoon*

6th – *breath of the black dragon, crystalize, psionic contingency*

5th – *catapsi, hail of crystals, power resistance, psychic crush*

4th – *intellect fortress, quintessence, trace teleport, wall of ectoplasm*

3rd – *body adjustment, energy retort, greater concealing amorpha, telekinetic thrust*

2nd – *biofeedback, body equilibrium, mass missive*

1st – *astral construct, aversion, detect psionics, dissipating touch, empathy, entangling ectoplasm*

Wizard Spells: (CL 25th, DC 22 + Spell Level (+3 for Necromancy spells))

10 – *extended gray rift, extended time stop*

9th – *crushing hand, empowered delayed blast fireball, imprisonment, teleportation circle, wish*

8th – *create greater undead, polymorph any object, extended control undead, horrid wilting, maze, sunburst*

7th – *control undead (2), delayed blast fireball, gray beckoning, reverse gravity, unliving identity,*

6th – *create undead, forceful hand, greater dispel magic (2), true seeing, undeath to death*

5th – *baleful polymorph, mage's private sanctum, prying eyes, sending, teleport, wall of force*

4th – *animate dead, black tentacles, claws of the tembo, polymorph, dimension door, resilient sphere, scrying*

3rd – *arcane sight (2), fireball (3), halt undead (2), slow (2), vampiric touch (2),*

2nd – *command undead (2), levitate, scorching ray, see invisibility, spectral hand, web*

1st – *alarm, detect undead (2), disguise self, identify, magic missile, shield*

0 – *detect magic (2), mage hand, read magic*

Spellbook (leather scrolls)

Abilities Str 18, Dex 18, Con –, Int 34, Wis 19, Cha 18
SQ Damage Reduction, Dead Lord, Fast Healing, Gray Casting, Gray Toughness 2, Impeded

Development, Light Sensitivity, Rebuke Undead (CL 30, 4/day), Resistance to Cold, Skills, **Vulnerability to Obsidian.**

Feats Automatic Quicken Spell (0-3), Boost Construct, Craft Wondrous Item^B, Empower Spell, Epic Spell Focus (Necromancy), Extend Spell, Greater Spell Focus (necromancy), Improved Initiative, Improved Spell Capacity (10), Iron Will, Psionic Meditation^B, Quicken Power, Quicken Spell, Scribe Scroll^B, Spell Focus (necromancy).

Skills Concentration +34, Craft (Sculpting) +15, Listen +4, Knowledge (Arcana) +45, Knowledge (History) +13, Knowledge (Psionics) +42, Knowledge (Religion) +44, Knowledge (The Planes) +44, Listen +10, Move Silently +14, Psicraft +42, Speak Languages (+1), Search +18, Sense Motive +20, Spellcraft +45, Spot +10.

Possessions 570,000cp or **Combat Gear** plus: *Amulet of Natural Armor* +5, *Bracers of Armor* +8, *Cloak of Chrisimia* +6, *Crystal Mask of Discernment*, *Gloves of Dexterity* +4, *Headband of Intellect* +6, *Metamagic Rod of Maximize Spell*, *Periapt of Wisdom* +4, *Ring of Protection* +5, *Ring of Wizardry III*, *Tome of Intellect* +4 (*read*), *Vest of Resistance* +5.

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Impeded Development (Ex): Due to a strange quirk in his transformation into an undead creature, Gretch cannot progress or gain additional levels or racial Hit Dice.

Appearance

For someone of such lasting influence on the Dead Lands, Gretch remains infuriatingly reclusive. No one has seen his face in millennia, and almost no one can claim to even remember what he actually looks like. This seems to suit Gretch just fine, and in his few dealings with outsiders, he is happy to use disguises, masks, and more to give them a false impression of him.

Personality Notes

Cruel, inhuman, manipulative
 Whether on or off the battlefield, Gretch is the ultimate manipulator and puppet-master. He will casually destroy his pawns or enemies on the spot on the battlefield, should the need arise. He is also known for his fiery temper, which can rage on for an inhuman amount of time, leading to the prolonged punishments,

disfigurements, and curses for which he is now infamous.

Ever since Gretch was a student in the earliest days of the Pristine Tower, he has never really viewed other sentient beings as anything more than tools to be used. His cold and self-serving approach to other beings seemed a bit inhuman even to his fellow students (who would later go on to become Rajaat's Champions).

This inhumanity mixed with endless frustration when his transformation into undeath was botched, granting him his desired immortality but leaving his formidable intellect permanently damaged. Constantly reminded of how powerful he could have become, even as he struggles with his impaired mind, Gretch has since become truly a monster in any definition of the term.

Strategy and Tactics

Given how elusive Gretch can be, it's highly unlikely anyone will ever face him in single combat. It is far more likely that enemies will be faced with one of his elaborate traps, one or more of the Uncrowned, or an army of his undead.

In the event an enemy is lucky and foolish enough to personally engage Gretch, they will find his combat strategies rely heavily on deception and intimidation: using his spells to literally break enemies' bodies and spirits. He will inflict terrible debilitating magics on the strongest aggressors, bringing them low before destroying them in front of their weaker allies.

History

Gretch's story is the story of not just the Dead Lands, but of the events leading up to the Cleansing Wars themselves.

Gretch attended the Pristine Tower to learn the new arcane magic with its very first group of students. There, Rajaat saw in him a callous hunger for power, but also a complete lack of empathy or interpersonal skills. As Gretch learned arcane magic, his desire to test his spells on living subjects, sometimes at the expense of their lives, proved problematic and eventually led to his hasty departure from the Tower.

Seeking a place of his own, Gretch constructed his Gray Tower in the plains of Central Ulyan, near a series of low hills. There, Rajaat visited him and coerced him into helping prepare the lands of the Ulyan basin for the coming Cleansing Wars. Over many years, Gretch slowly but surely stoked the anti-humanoid fears of the poor human plainsfolk and fishermen in central and western Ulyan. By the time Rajaat returned, many of the humans in Ulyan saw him as the prophesied king of legends, and willingly joined his armies.



Rajaat's humanocentric rhetoric eventually turned against Gretch however, after he had transformed himself into a morg. Rajaat forbade Gretch and his undead legions from joining the Cleansing Armies – cleansing the world was work for the living. Instead, he was relegated to a menial role of recruiting for the Cleansing Armies as they laid siege to Nagarvos. Gretch retreated to his Gray Tower to brood, sending his minions to collect and reanimate the battlefield casualties.

The world will never know his true involvement in the Obsidian Boil, but it is no secret that Gretch was well-prepared when the Black Tide swept the landscape, and he was the first to rise again after the molten obsidian cooled. His history of research into the Gray also meant he was the first magic user to learn graycasting, tapping the energy of the Gray, and for a short time he was the first and only magic user on the Obsidian Plain to regain his powers.

Society

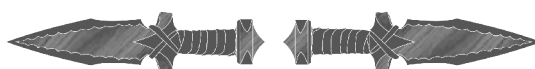
Gretch is rarely seen by the rulers of his kingdoms or their subjects. He will leave small indicators of his influence on their domains, often in places that serve to remind them that there is nowhere he cannot reach, no one he cannot influence.

Gretch's symbol has come to evoke a feeling of crawling discomfort and unease - a feeling that is as close to fear as most undead are capable of.



The Uncrowned

The Uncrowned is the informal name for Gretch's entourage of executors and enforcers drawn from his most powerful experiments. While not in possession of any domains of their own, their power and influence is greater than anyone in Gretch's Kingdoms.



Las-ufar, Ambassador of Gretch CR22

Male Human Morg Psion 9 (nomad) / Rogue 7

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +8; **Senses** Darkvision 60ft.; Listen +18, Search +24, Spot +18

Aura Fear (<5 HD, 60 ft, DC 19)

Languages Orcish, Remaan, Classic Elven, Ulyanese

AC 22; touch 14, flat-footed 18; **Uncanny Dodge** (+4 Dex, +4 armor, +4 Nat)

hp 136 (16d12+32); **Fast Healing** 1

DR 10/magic; Resistance: Cold 10

Immune Spells (Resilient Sphere, Wind Wall), Undead Traits; **Weakness** Light Sensitivity, Vulnerability to Sunlight

Fort +7, **Ref** +14, **Will** +12; Evasion

Speed 40 ft.

Melee Dagger +17 (1d4+7; 19-20/x2) or Tongue +15 (1d4+6 plus Energy Drain; 20/x2)

Full Melee Dagger +17/+12 (1d4+7; 19-20/x2) and Tongue +10 (1d4+3 plus Energy Drain; 20/x2)

Ranged Ranged Touch +13 (by power)

Space 5 ft.; Reach: 5 ft.

Base Atk +9/+4; **Grp** +15

Combat Options Constrict, Create Spawn, **Death Gaze** (2/day, 30 ft, DC 19, 3d6+16), Energy Drain (DC 19), Improved Grab, Psionic Meditation (Move action), Sneak Attack (+4d6), **Teleport Victim** (DC 19)

Combat Gear Dagger +1.

Psionic Powers (CL 9th, Power Points 72+36, DC 18 + power level):

5th — *baleful teleport, psionic teleport, psionic true seeing, psychic crush.*

4th — *correspond, psionic dimensional anchor, power leech, psionic fly.*

3rd — *body adjustment, dispel psionics, energy bolt, time hop.*

2nd — *dimension swap, energy push, hustle, psionic levitate.*

1st — *burst, cat fall, detect psionics, inertial armor, missive.*

Abilities Str 22, Dex 18, Con -, Int 27, Wis 15, Cha 12

SQ Damage Reduction, Darkvision 60 ft., Evasion, Fast Healing, Gray Toughness 2, Light Sensitivity, Resistances, Skills, **Spell Immunity** (Resilient Sphere, Wind Wall), Trapfinding, Trap Sense (+2), Uncanny Dodge, Undead Traits, **Vulnerability to Sunlight.**

Feats Combat Manifestation, Improved Initiative, Greater Psionic Weapon, Inquisitor^B, Mental Leap^B, Psionic Meditation, Psionic Weapon, Speed of Thought, Weapon Focus (Dagger).

Skills Balance +11, Bluff +11, Climb +11, Concentration +20(+4), Diplomacy +11, Escape Artist +11, Gather Information +8, Hide +19, Jump +11(+10), Knowledge (Psionics) +24, Listen +18, Move Silently +21, Open Lock +11, Pick Pocket +11, Psicraft +24, Search +24, Sense Motive +18(+10), Spot +18, Tumble +11.

Possessions 77,000cp or **Combat Gear** plus: *Belt of Giant Strength* +4, *Cloak of Elvenkind*, *Gloves of Dexterity* +4, *Headband of Intelligence* +6, *Vest of Resistance* +2; 50cp.

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Las-ufar is a normal-sized human morg, his body perfectly preserved by the process of morgbirth. He was reasonably attractive in life, and remains so today, though several scars (at least one from his encounter with the lashbug prior to the first bugdead invasion) mark his otherwise genial visage. Las-ufar is a potent user of the Way, and skilled in the arts of the street thief and rogue which he learned in his youth. He has for King's Ages been one of the four Uncrowned, the elite inner circle of Gretch's subordinates, serving alternately as an ambassador and agent provocateur across the humanoid Dead Lands.

Personality Notes

Las-ufar has spent a long time mastering the understanding power dynamics, and will never willingly commit himself to a weak negotiating position. In this way, he often appears quite scheming and shrewd. He does this, however, from a space of self-preservation: the appearance of weakness and the placement of yourself at the mercy of others is dangerous and potentially fatal.

Strategy and Tactics

Las-ufar will avoid combat where possible. He has many abilities which are effective at slowing down and dissuading attackers, and many more abilities which allow him to disappear and run away quite quickly. If he must attack, Las-ufar will rely on hit and run tactics, moving in quickly for a sneak attack before retreating.

History

Las-ufar was a human born in the orcish city of Qusalaax (in what is now known as the Embattled Coast, across the Black Silt Sea) in the Time of Magic. He grew up in the secretive underbelly of the city's sewers and alleys, finding his way as a young rake. The social system of Qusalaax did not reward the unlettered sons of prostitutes, and Las-ufar's mother cared little for him as well. He became a cutpurse and sneakthief, and learned how to climb the stone cupolas which dotted Qusalaax's elegant skyline, the better to raid the temple vaults within. For obvious reasons he grew up comfortably atheistic, believing in nothing and no one.

From his youth as a tough on the streets of Qusalaax, Las-ufar was "rescued" by the unlikely means of the Hasru'r, the enforcers of the Regent of the Waves, and impressed as a sailor on one of the merchant-warships of the realm. He had no way to escape from the Pride of Zillart, but he chafed at his enforced service on board for more than a year. Las-ufar tried to jump ship in several ports, but the ship's master, a burly half-elf named Raywydr, was a potent mindbender and successfully hunted him down each time, rousting him out of his dockside hideouts and dragging him back to the Pride of Zillart.

His closest escape came at the city of Tar-elon, a minor outpost of Remaan culture in the Heartland. Las-ufar cared little for any Heartland culture, but Tar-elon was a mostly human society, and among its plazas in the shadow of its one great obelisk he thought he could find refuge. In fact he did gain temporary refuge in one of the city's many temples, where the robed priests salved his wounds with honey and offered him shade among the hypostyle columns. But Las-ufar reckoned on Rawydr's determination, or his psionic skill; a team of his fellow crewmen drove off the temple's guardian baboons and drug him screaming back to the Pride of Zillart.

The lashings left permanent scars on mind and body, awakening psionic talents Las-ufar had previously never known. He cultivated his new abilities, combining them with the skills of his youth on the streets to survive. He passed up several escape opportunities, feigning obedience to Rawydr until the Pride of Zillart docked in the elvish port of Arkhold. By this time, Las-ufar had developed a foolproof escape plan, and he implemented it with skill. He jumped ship, caught a caravan south out of town, and was halfway to the inland trading town of Taurangis before Rawydr started searching for him. As Las-ufar had correctly judged, his hunter could not stray far from the ship, and he was finally free.

Las-ufar wanted to make sure he put enough distance between himself and the sea to ensure that Rawydr never again was near enough to sense him and hunt him down, however, so he continued on the trade route, taking work as a bitumen bearer. He disliked the elves he worked with – the experience with Rawydr left him with bitter memories of elvish folk – but endured their company to the cliffs of Ulyan. Certainly no ship captain was likely to travel down into the great inland basin! Las-ufar descended by the series of ledges and pulleycarts known as Nowaer's Ladder arriving at the elvish city of Elsavos.

The way to escape the taint of elves lay westwards, across the lizardfolk-infested swamps of Sagragog, and Las-ufar wasted no time in taking this route. On

the far side of Sagramog he took residence in the thriving metropolis of Nagarvos', the Queen of Ulyan and the Wonder of the South. For several years, Las-ufar lived in the great city, among the gnomes, humans, ogres, elves, and others who called its spires and domes their own, but he never fit in. He worked odd jobs, saving his meager wages to purchase additional psionic instruction.

Gradually, Las-ufar acquired enough psionic power to advance from wage labor to petty crime, and ultimately to a grisly murder. The dead gnomes were soon found, however, and Las-ufar knew that his own psionic abilities were still too limited for his identity to remain hidden in the face of the potent mindbenders who ruled Nagarvos'. So once again he fled, and again went westwards, taking the loot from his crimes with him out onto the plains.

That is where Gretch found him. The Gray Tower was newly-built in those days, and the mighty wizard Gretch was eager for loyal servants. He took in the fugitive Las-ufar, granting the young man sanctuary from the pursuing constabulary and agreeing to teach him the Unseen Way. Under Gretch's tutelage, Las-ufar progressed quickly, far faster than he had with his occasional lessons in Nagarvos'. Within a few years he was a powerful psion, and one of Gretch's most trusted and devoted lieutenants, fully the equal of other Uncrowned such as Fnuthaar or Uzhgabr.

Las-ufar was present that night at the Gray Tower when Rajaat came. Neither he nor any of Gretch's other staff could escape hearing the exchange in the upper chamber – Rajaat wanted them to hear, and made sure his words were understood by all. The First Sorcerer reminded Gretch that he was a student, and Rajaat the master, and the master took unkindly to wayward students who fled from his side. Las-ufar and the others heard Gretch's quaking reply, his subservience, and knew that resistance to the First Sorcerer was futile.

Rajaat's instructions to Gretch were simple, and after the First Sorcerer's departure Gretch executed them precisely. Not that he appreciated being once again in Rajaat's service, but he had no desire to draw the angry attention of the First Sorcerer by failing to carry out his directions. Las-ufar was one of the first that Gretch sent out to proselytize among the human plainsmen of Ulyan, preaching the new gospel of human superiority and the coming "restoration" of the world.

Las-ufar had felt the power of Rajaat, that night in the Gray Tower, and his own experiences in life had taught him to prefer his own kind over nonhumans. He undertook the task of proselytization with energy, traveling far and wide with the nomadic human herders of central Ulyan, bringing them the prophecies

of human superiority and the wickedness of the nonhumans. He pointed out the hard bargains driven by the gnomish and elven factors who bought their livestock, the cheating of nomadic goblin bands, the raids by orcs and kobolds, and the wealth of nonhuman-dominated cities such as Nagarvos' and Nuubark of the Spires as proof of the vast nonhuman conspiracy against simple, pure humans.

His message was well received. Las-ufar used his formidable psionic talents to overawe nomad chieftains and defeat tribal shamans who resented his encroachment upon their prerogatives and purviews, and many times left in his wake new chieftains whose minds had been forcibly converted. Las-ufar was untroubled by his methods – not that he himself was a true believer, but he saw nothing but advantage to himself in serving as a small cog in the machine of such a powerful being as Rajaat. Who knew - perhaps when Rajaat came to reap what Las-ufar and his brethren were sowing, the former sailor and petty criminal could become a larger cog...

For years uncounted, Las-ufar passed back and forth across Ulyan, preaching to the human nomads and evading the goblins, kobolds, and others who did in fact prey on travelers and herders. He also worked subtly among the nonhuman traders who purchased livestock and sold supplies to the human herders, using his psionic and criminal talents to help them extract the sharpest deals possible from the humans, thereby increasing the bitterness of the herders and making his own prophecies of nonhuman perfidy come true.

Las-ufar's efforts made him one of Gretch's most reliable and effective agents. He frequently had the honor of additional psionic training from Gretch, and the opportunity to use his skills abroad in Ulyan. Twice he was sent on dangerous missions to proselytize for Rajaat's coming in the powerful troll-dominated Sagocracy, in northwestern Ulyan, and each time he evaded the skilled mindbenders the trollish philosopher-king employed to keep Gretch's minions out of his demesnes. Only about twenty years prior to his emergence into undeath, Gretch sent Las-ufar to the villages of Small Home to battle a potent sprite chieftain who was obstructing Gretch's work, and the ensuing psychic challenge passed into local legend.

But age was creeping up on Las-ufar, and death was not a barrier on which Gretch wanted one of his most prized servants to wreck. The old necromancer convinced Las-ufar to endure morgbirth, and so remain active in the world. Las-ufar was daunted by the pain associated with morgbirth – he had sworn many times, on the deck of the *Pride of Zillart*, to avoid all pain, and he had seen Uzhgabr's anguish in the

change – but he felt that death would cheat him of the rewards he knew were his due for his services to Gretch’s and Rajaat’s cause. He accepted.

Las-ufar was newly undead when the grand army of Rajaat marched down the Winding Way and arrived on the plains of Ulyan. Gretch had lied! The pain of morgbirth could have been avoided! But Las-ufar had no time to dwell on this betrayal (assuming Gretch had in fact known that Rajaat’s arrival was impending), for he had to serve Gretch in a manner that would gain him an opportunity to impress Rajaat. The chance came when the grand army arrived at the Gray Tower and encamped there, and the human herders began to arrive.

The moment that Las-ufar had waited long years for had come, and he found himself relegated to a minor and unsung role. It was his mission to travel to the farthest edges of Ulyan and bring the human believers there the news of Rajaat’s coming. He performed this task with skill and dedication, and when he had completed it, he hastened back to the Gray Tower, offering his services in the division of the recruits among the Champions’ armies. They rebuffed him.

Las-ufar was more than irritated when he was denied the chance to help distribute “his” recruits among the Champions, but he recognized that the Champions were far more powerful than he, and that they were clearly Rajaat’s favored servants. So instead, Las-ufar found ways of assisting by procuring provisions to support the great bivouac, and offering what information he had about the nonhuman races and realms of Ulyan. Gretch, observing his minion seeking to ingratiate himself, let it go – Las-ufar’s efforts reflected well on Gretch, making him look more cooperative than he intended to be, and besides, Gretch had enough experience with Rajaat’s “gratitude” that he realized Las-ufar was unlikely to ever achieve the reward he desired.

However, Gretch did insist that Las-ufar remain with him, in the Gray Tower, when the Champions and their armies surged out of the great encampment to fight the Battle of Tforkatch River. Las-ufar had hoped to take up the invitation of Gallard, the friendliest of the Champions, to fight in his vanguard, but Gretch forbade it, fearing that Gallard’s intent was to ensure Las-ufar’s death in combat. Instead, after the battle, Gretch placed Las-ufar in charge of the recovery of the heaped corpses from the site of the battlefield, and gave him responsibility for Charnelhouse, the largest of the “reanimation factories” where the corpses were revived to serve Gretch.

Las-ufar chafed at these tasks, but excelled, convincing himself that he could still impress Rajaat if he appeared at the Siege of Nagarnos’ in command of an army of

undead equal in numbers and power to the armies of Rajaat’s Champions. Such was also Gretch’s vision, and it was Gretch who in fact did lead that army eastwards. But Rajaat rejected his subordinate’s offer of assistance, denying that undead leaders were or could ever be equal in influence to his beloved Champions. Angrily, Gretch led his legions of undead back to the Gray Tower, and brooded.

Las-ufar was never the kind to brood. When Gretch marched away, Las-ufar procured his permission to remain behind at the Siege. He briefly joined Gallard’s staff, providing all the information he remembered about the gnomes of Nagarnos’, but his knowledge was little greater than that of spies Gallard already had in place, and the Gnomebane soon released him. Las-ufar sought to attach himself to several other Champions, always in the hope of distinguishing himself in battle and procuring thereby Rajaat’s favor, but he was everywhere rejected.

Nowhere was Las-ufar refused more humiliatingly than in the tents of Albeorn the Elf-Slayer. He had hoped the experiences of his youth might endear him to this Champion in particular, but Albeorn had no time for the morg mindbender. He mocked the undead before all his captains and cast him out of his encampment. Such was Las-ufar’s shame that he even briefly considered seeking out the headquarters of Keltis, in Sagramog below the city, to offer his services, but at length he concluded that he would not descend the escarpment and leave the Siege only to obtain yet another rejection.

Instead, Las-ufar remained at the Siege of Nagarnos’, not fighting but watching incognito and hoping for an opportunity to prove wrong those who had told him he had nothing to offer. No such opportunity came, until the armies broke into Nagarnos’ and the sack began. Las-ufar crept into the burning city and observed the massacres of the population, human and nonhuman alike. He felt little regret – Nagarnos’ hadn’t been that good to him in life – but was amazed at what a tremendous harvest of undeath awaited, if only Gretch knew and could organize the effort!

At the Gray Tower, Las-ufar found his message of hope fell on deaf ears. Gretch had other spies, minions more dedicated to him and less to themselves, such as Fnuthaar, who had already reported to him on the mountains of corpses in smoking Nagarnos’. Las-ufar could only watch with distant satisfaction as his master Gretch traveled to Nagarnos’, to Rajaat’s grand council, only to again be rejected in his bid to form an undead army to march alongside the Champions.

In fact, Rajaat forbade Gretch from raising any of the thousands of nonhuman dead to undeath, and the Champions echoed this demand, insisting that their

own fallen warriors be left undisturbed. It was a matter of morale in the armies – soldiers who knew they would likely be reanimated as mindless slaves would be less eager to risk death in battle. So Gretch was left with little opportunity to mine the riches of ruined Nagavos’ – at least until the Champions’ armies left. But they marched away only days after the council, and thus Gretch was able to dispatch his minions, including Las-ufar, to harvest as many of the corpses as possible. There were still risks involved, not from the Champions but from Rajaat himself. Not long after he launched his Champions from Nagavos’ onto the world, he summoned a cadre of defilers, mindbenders, and priests to the still-smoking ruins of Nagavos’. Las-ufar was not there to see their charter, or the construction of their research facility upon the ruins of the Queen of Ulyan, but when he returned from Charnalhouse for more corpses he was careful to avoid the Navel’s fine buildings, shaded by sweet-smelling *trees of life*.

Qwith, the leading researcher at the Navel, ordered most of the remaining corpses in Nagavos’ burned, and her pet Fire clerics were quick about the task. Las-ufar found himself an embittered and lonely undead, his opportunity for great advancement well and truly gone. He reluctantly returned to Gretch’s service, where his self-absorbed exploits had lost him status compared to Gretch’s other more loyal lieutenants, such as the Uncrowned Fnuthaar, Col’raorz, and Uzhgabr. He was relegated to minor roles, such as the exploration of such cleansed realms as Arludas of the gnomes, or Nuubark of the Stone Spires, capital of the Sagocracy. In the darkness of the ruined kobold kingdom of Aagnikh, Las-ufar met, and fled from, the terrible psionic power of the Hermit Majesty.

Las-ufar gradually returned to full obedience, and thus to Gretch’s favor. He served as one of the leaders when Gretch ordered his minions to stockpile spell components and other supplies, constructing vast warehouses inside the keep of the Gray Tower. These storehouses were meticulously sealed, both by magical and mundane means, and since Gretch had to compete with Qwith’s supply demands (the Navel’s daily requirements were so huge that caravan routes were established to locales as far away as Glass Lake) the labor of stocking took years.

Neither Las-ufar nor any of his peers understood the purpose behind Gretch’s demand for stockpiles, though rumors ran wildly – Rajaat was coming to cleanse the undead, Gretch intended to conquer the Navel, some great catastrophe loomed. Gretch himself confirmed none of these rumors, but was often abroad in the mindscape for long periods, supposedly spying on his hated rival Qwith. Las-ufar shared the belief,

first suggested by Col’raorz, that Gretch had coveted for himself the position Rajaat had given Qwith, and that some great project for her overthrow was in process.

Certainly Las-ufar was one of the hundreds of Gretch’s subordinates summoned into the inner chambers of the Gray Tower one dark night, sealed within the high chambers of the tower. He felt more than saw the Obsidian Wave that shook the reinforced stone walls around him, and shuddered under the force of the necromantic power which suddenly surrounded them all. The next day, Gretch came among them and announced that “the day had come” – they must hasten out to see “the new world” in which undeath ruled all. From their hunkered down position inside the sealed tower, Las-ufar and the other servants of Gretch emerged to find the Obsidian Plain sprawling before them. Gretch’s preparations were suddenly of great value; the powerful necromancer sent patrols to reconnoiter in all directions staking claims, and assigned others to dig up corpses for reanimation or to rebuild his tower. Las-ufar drew the task of building a new fortress for Gretch, and on this monumental labor he spent the next three years.

By the time Las-ufar was once again active in the Dead Lands, the Obsidian Tower was but the strongest of many new powers on the Obsidian Plain. The City of 1000 Dead was, within its walls, riven by factional fighting, while bands of marauding undead crisscrossed the blackglass in search of booty to claim or corpses to reanimate. Las-ufar heard of many of these things, but saw few, for his task from Gretch was to go further afield, into the unknown lands of the deep South.

During the Time of Magic and before, a great cliff or sheet of ice, known as the Hoarwall, had marked the edge of known Ulyan, the southern edge of the world. None knew what lay beyond it, nor did many seek to discover it – when the earliest explorers sought to penetrate the Hoarwall, their disappearances passed into legend and the people of Ulyan left the ice wall alone. What use could there be for lands beyond the line of permanent summer ice?

But the Shining Tide of molten obsidian had changed the world, and Gretch realized that the Hoarwall might no longer form a barrier to exploration and exploitation. He sent Las-ufar to search the southern lands, beyond Olnak and Shumash, the southernmost of the Kingdoms of Gretch, and discover whether there was anything worth claiming there. Gretch sent a competing team south, under Fnuthaar, to the southeastwards – nothing has ever been heard of their fate.

With his company of skeletons and namech, Las-ufar undertook the arduous journey. He stopped briefly in Olnak, concealing his allegiance to Gretch from its ruler Tol'thak, and then continued south into uncharted lands. The undulating blackglass of the Obsidian Plain rolled relentlessly forward, as did Las-ufar's band. That is, until they reached a place he later named Lashbug Pit. There Las-ufar's band was attacked by a creature that neither he nor any other humanoid had ever yet seen, a creature that was to become a symbol of horror throughout the humanoid undead lands for King's Ages after.

The monstrous creature was huge, a massive specimen nearly the size of a mekillot, with three savagely lashing whips. Its multifaceted eyes glowed red as it lurched into view, then surged forward at Las-ufar's party. The psionic power of the monster overwhelmed the initial defenses Las-ufar established, and its three whips brought down two of his skeletons in its first assault. Two other skeletons were bowled over by its charge, crushed underfoot and then pulverized in the scarlet warden's pedipalps.

Fortunately, Las-ufar had been approaching the end of the day's march and had sighted a small bubble-formed cave in the blackglass nearby. With all the skeletons and namech he could, Las-ufar sprinted for this hole, leaving the slowest to the monster insect. For the next three months he remained in the shallow cave, using his minions to keep the creature at bay, until only he was left. Las-ufar had used the time bought him by the sacrifice of his subordinates well, however, and he now knew enough about the lashbug to keep it warded from the entrance to his prison.

Las-ufar remained in his small, shallow prison for years, able to hold the lashbug off but unable to overcome it and escape. His salvation came in the form of a vast army of similar creatures, not only lashbugs but also every other form of undead insect imaginable. The massive legions of carapaced bugdead overwhelmed the ravaging lashbug that had so single-mindedly tormented Las-ufar, and then they continued their march northwards, having not even noticed him. Las-ufar's ordeal had ended with his escape, not his capture by the bugdead army, only because he had expended nearly the entirety of his psionic skills and strength to avoid detection. It was months before he was ready to slip away, moving slowly northwards, always slipping from one possible hideout to the next, taking care to avoid bugdead patrols. He was in no rush to get back to Gretch and report what he had seen – the bugdead army would have preceded him anyway, and he had no doubt his master had received their message.

In fact, Las-ufar found that Olnak and several others of the southernmost Kingdoms of Gretch had utterly vanished, their inhabitants consumed by the bugdead horde as it passed. But the Obsidian Tower itself had survived – it was yet embattled, besieged by the chattering swarm. Las-ufar worked his way around the bugdead and hid in a fissure at the edge of the Forbidden Mountains until the bugdead retreated, their armies defeated further east around the City of 1000 Dead.

Society

Since the day when he returned, exhausted and feigning many wounds, to Gretch in the Obsidian Tower, Las-ufar has been a loyal servant to Gretch. His fear of the bugdead has never left him, and he considers Gretch's rule over all humanoid undead as the best way to defend them against the insect hordes. He has been energetic in politicking for Gretch, seeking alliances and supporting coups which bring rulers sympathetic to Gretch to power. In fact, rumors, thus far unconfirmed, credit Las-ufar with a major role in the coup which brought the Vizier to power in Deshentu many King's Ages ago.

Las-ufar is often spoken of as the least powerful of the Uncrowned - this is by design. Las-ufar has no interest in seeming to be the most powerful of Gretch's lieutenants; rather he plans to unseat Gretch himself and rule in his stead. When Las-ufar successfully completes his coup, he wants it to be a complete surprise to everyone - especially to Gretch himself.



Fnuthaar CR20

Male Human Morg Psion (Kineticist) 8 / Ranger 7
 NE Medium Undead (Augmented Humanoid, Fire, Human, Psionic)
Init +7; **Senses** Darkvision 60ft.; Listen +20, Search +26, Spot +20
Aura Fear (<5 HD, 60ft, DC 18)
Languages Orcish, Remaan, Classic Elven, Ulyanese, Ulyanese Giant

AC 20; touch 15, flat-footed 17
 (+3 Dex, +4 Nat, +2 shield, +2 Def)
hp 127 (15 HD; 15d12+30); Fast Healing 1
DR 10/magic; Resistances: Cold 10

Immune Fire, Undead Traits; **Weakness** Light Sensitivity, **Turn Submission** (as 11 HD undead), **Vulnerability to Cold**
Fort +10, **Ref** +13, **Will** +12

Speed 30 ft.; Woodland Stride

Melee Tongue +15 (1d6+4; 20/x2) or Dagger +17 (1d4+5; 19-20/x2) or Touch +15 (by spell)

Full Melee Dagger +15/+10/+5 (1d4+5; 19-20/x2) and Dagger +15/+10 (1d4+2; 19-20/x2) and **Tongue** +10 (1d6+2; 20/x2)

Ranged Ranged Touch +13 (by spell)

Space 5 ft.; Reach: 5 ft. (10ft w/ Tongue)

Base Atk +11/+6/+1; **Grp** +15

Combat Options: Constrict, Create Spawn, Energy Drain (DC 18), Favored Enemy (Undead +4), Favored Terrain (Obsidian Waste +2), Greater Psionic Endowment (+2 DC, spend Focus), **Immolation** (1/day, 5 ft, 20d6 Fire dmg, 5 rounds, DC 18), Improved Grab, Psionic Meditation (Move action), **Rotting Touch** (20d4 vs plants)

Combat Gear MW Obsidian Dagger x2

Spell-Like Abilities (CL=15th):

At will - gaseous form;

Psionic Powers (ML 8th, Power Points 46+28, DC 17 + power level):

4th — *energy ball, mindwipe, psionic dimension door, psionic divination.*

3rd — *body adjustment, danger sense, energy cone, psionic blast.*

2nd — *energy push, energy missile, psionic knock, sever the tie.*

1st — *detect psionics, energy ray, far hand, inertial armor, mind thrust.*

Abilities Str 19, Dex 16, Con --, Int 26, Wis 14, Cha 12

SQ Damage Reduction, Darkvision 60 ft., Fast Healing, Fire Immunity, Gray Toughness, Improved Combat Style (2-weapon), Light Sensitivity, **Nondetection** (DC 25), Resistances, Skills, **Tongue Attack** (increased dmg, +5 ft to reach), **Turn Submission** (-4), Undead Traits, **Vulnerability to Cold.**

Feats Combat Reflexes, Empower Power, Endurance ^B, Enlarge Power, Greater Psionic Endowment ^B, Improved Initiative, Improved Two-Weapon Fighting ^B, Psionic Endowment ^B, Psionic Meditation, Track ^B, Two-Weapon Defense, Two-Weapon Fighting ^B, Up the Walls, Weapon Focus (Dagger).

Skills Climb +9, Concentration +19, Disable Device +21, Hide +18, Intimidate +19, Jump +9, Knowledge

(Psionics) +20, Knowledge (Religion) +22, Listen +20, Move Silently +19, Psicraft +18, Search +26, Sense Motive +8, Spot +20, Survival +17.

Possessions 59,000cp or **Combat Gear** plus: *Cloak of Resistance* +3, *Dorje of Psionic Knock* (ML 3rd, 20 charges), *Headband of Intelligence* +6, *Gauntlets of Dexterity* +2, *Potion-Orb of Expeditious Retreat* (CL 1st) x4, *Ring of Protection* +2.

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Fnuthaar had rather pale skin when alive, but between the morg-birth and the fires that rage within him, his skin has darkened to a brown-black shade.

Fnuthaar's tongue is especially large for a morg; it tends to coil around him when frustrated and he absent-mindedly runs its cartilaginous ribs along hard objects when thinking deeply: click, click, click...

Personality Notes

Fnuthaar is a planner above all things and he will always have several back-up contingencies innany situation. Fnuthaar enjoys challenges and prefers to keep busy; if not for Gretch, Fnuthaar would probably be a wandering assassin, just for the challenge.

Fnuthaar has no friends nor enemies, only assets and targets.

Strategy and Tactics

Fnuthaar prefers to engage enemies for extreme long range, if he must, blasting at them with his psionics. But woe to those who assume he is defenseless in melee: when necessary he will attack with a flurry of strikes crushing with his prehensile tongue while furiously stabbing away with daggers in both hands.

When hard pressed in melee, Fnuthaar will either release a psionic blast of fire centered on his position or allow the fires within himself to burst forth, damaging all around him while leaving himself unscathed.

History

None truly know Fnuthaar's origins. Rumor holds that he has been quietly behind the destruction or removal of countless of Gretch's disloyal upper lieutenants and even some of the Crowned, but details are few. Both Gretch and Fnuthaar prefer the utility of the unknown to whatever the truth might be, so neither is talking.

Society

Fnuthaar is Gretch's infiltrator. If someone must be investigated or something stolen, Fnuthaar is the one for the job. With his various skills and abilities, very few locations are secure enough to keep him out.

Few of Gretch's subjects trust Fnuthaar, but many attempt to ingratiate themselves with him; they all fear he will be sent to investigate them.



Col'raoz CR22

Female Half-Giant Morg Barbarian 16

CE Large Undead (Augmented Giant)

Init +5; **Senses** Darkvision 60ft.; Listen +24, Search +11, Spot +5

Aura Fear (< 5 HD, 60ft, DC 23)

Languages Common, Ulyanese

AC 27; touch 17, flat-footed 22; Dodge, Improved Uncanny Dodge, Mobility

(-1 size, +5 Dex, +6 Nat, +4 armor, +3 Def)

hp 136 (16 HD; 16d12+32); Fast Healing 1

DR 10/magic or 4/-; Resistances: Cold 10

Immune Undead Traits; **Weakness** Light Sensitivity

Fort +10, **Ref** +7, **Will** +4; Indomitable Will

Speed 50 ft.

Melee Macahuitl +28 (3d6+18; 17-20) or Tongue +27 (1d6+12) or Touch +27 (by spell)

Full Melee Macahuitl +28/+23/+18/+13 (3d6+18; 17-20) and Tongue +27 (1d6+12)

Space 10 ft.; Reach: 10 ft.

Base Atk +16/+11/+6/+1; **Grp** +32

Combat Options: Ability Damage (DC 23, 1d6 Cha dmg), Constrict, Create Spawn, Energy Drain (DC 23), Gaseous Form, Great Cleave, Improved Grab, Paralyzing Gaze (60ft., DC 23, 2d6 rounds), Power Attack, Rage (5/day, +6 Str/+3 Will/-2 AC, 8 rounds).

Combat Gear Large Great Macahuitl +1

Spell-Like Abilities (CL = 16th. DC Charisma-based):

At will - fire shield, gaseous form, levitate, mage armor, magic missile, protection from evil, ventriloquism;

Abilities Str 34, Dex 20, Con --, Int 10, Wis 8, Cha 20

SQ Damage Reduction, Darkvision 60 ft., Delusional (see below), Enhanced Ability (+2 Cha), Fast Healing, Gray Toughness, Greater Rage, Improved Uncanny Dodge, Light Sensitivity, Resistances,

Skills, Trap Sense +5, Uncanny Dodge, Undead Traits.

Feats Cleave, Dodge, Great Cleave, Improved Critical (Macahuitl), Mobility, Power Attack.

Skills Climb +21, Concentration +5, Handle Animal +14, Intimidate +24, Jump +21, Listen +24, Move Silently +15, Search +11, Sense Motive +5, Speak Language (1, Ulyanese), Spot +5, Survival +8.

Possessions 77,000cp or Combat Gear plus: Belt of Giant Strength +4, Boots of Springing and Striding, Cloak of Charisma +4, Gloves of Dexterity +4, (Tinted) Goggles of Minute Seeing, Potion of Blur x2, Potion of Jump, Ring of Protection +3.

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Delusional: Col'raoz believes herself and those around her to still be alive; She believes her spell-like and supernatural abilities to simply be "her mastery of The Way" (Wild Talents) or she ignores their effects completely; She bemoans being enslaved by Gretch (a well-treated slave as she might be) and longs to go home to her family near Draji; She has been undead for 1000+ years;

Appearance

Col'raoz is a charming and attractive half-giant, her flesh having been uncommonly well preserved after her transformation into a morg. She still dresses in the simple Drajan cotton shift she wore when alive, now tattered and worn with age, but over this she wears fine clothes and armor created specifically for her by Gretch's servants.

Personality Notes

As a half-giant she is a rarity in the Dead Lands-- her entire race did not even exist until more than a thousand years after the Obsidian Ruin. Therefore, her presence immediately draws attention amongst Deadlanders. She has learned over the centuries to play this to her advantage with the other jaded undead.

Col'raoz is delusional and imagines herself and those around her to still be alive. She believes the spell-like and supernatural abilities she has gained from undeath to be either due to mastery of her 'wild talents', or she does not consciously notice their effect at all. In private moments, Col'raoz bemoans her enslavement to Gretch (as well-treated a slave as she might be) and longs to go home to her family near Draji.

Strategy and Tactics

Col'raoz, given the chance, prefers to Rage and then chop her enemies to pieces. Her version of "advanced tactics" include firing off a "burst of psionic energy" (*magic missile*) at enemies too far away to hit with a blade, and "staring at them until they cower" (paralyzing gaze). Her idea of a perfect battle is charging at an enemy, hitting her foe with a sword until it dies, and repeating the process until no enemies remain.

History

Col'raoz was born in a small village near Draj just over 1000 years ago. She found work as a mercenary across the Tablelands, eventually finding herself in the region south of Kalidnay. While on an expedition into the ruins of Celik, Col'raoz and her compatriots discovered a solid obsidian obelisk, inlaid with gold and silver runes. Before her compatriots could determine if the obelisk was safe to touch, she attempted to pry out the valuable metals, activating the malfunctioning psionic teleportation device and disappearing from Celik. Col'raoz awoke strapped to a table in one of Gretch's reanimation labs, being prepared for the morg-birth.

Since her reanimation, Col'raoz has been Gretch's preferred blunt instrument, smashing incursions of the Bugdead and raiders from neighboring lands. He also sends her to deal with the rare rebellions that may arise.

Society

Col'raoz serves as the enforcer of Gretch's Uncrowned. Whenever there is need for destruction and intimidation, she is deployed with her Death Squad (See Battleragers of Ghash Naarg for stats). It is unlikely that Col'raoz would get a kingdom of her own any time soon, as Gretch seems far too satisfied with her patrolling around the Gray Tower to gift her with a domain.



Uzhgabr CR22

Male Human Morg Psion (Telepath) 11 / Fighter 5

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** Darkvision 60ft.; Listen +9, Search +14, Spot +9

Aura Fear (< 5 HD, 60ft, DC 23)

Languages Classic Tanysh, Classic Elven, Ulyanese

AC 29; touch 13, flat-footed 28

(+1 Dex, +4 Nat, +9 armor, +3 shield, Def +2)

hp 136 (16 HD; 16d12+32); Fast Healing 4

DR 10/magic; Resistances: Cold 10

Immune Undead Traits; **Weakness** Light Sensitivity, Death Wish

Fort +10, **Ref** +7, **Will** +13

Speed 30 ft.

Melee Longsword +13 (1d8+3; 19-20/x2) or Tongue +13 (1d4+3; 20/x2) or Touch +13 (by spell)

Full Melee Longsword +13/+8 (1d8+3; 19-20/x2) and Tongue +8 (1d4+1; 20/x2)

Ranged Ranged Touch +9 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +10/+5; **Grp** +13

Combat Options: Combat Expertise, Constrict, Create Spawn, **Blinding Touch (DC 23)**, Energy Drain (DC 23), Greater Power Penetration (+8 vs. PR, spend Focus), Greater Psionic Endowment (+2 DC, spend Focus), Improved Grab, **Insanity (DC 23)**, Psicrystal Containment (2 Foci), Psionic Meditation (Move action), **Reflect Physical Attacks (1/round)**

Combat Gear Bone Longsword +1, Shell Full Plate +1, Shell Heavy Shield +1

Spell-Like Abilities (CL 16th):

At will - *gaseous form*;

Psi-Like Abilities (ML 16th. DC Charisma-based):

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**;

1/day—*recall agony**.

*Power can be augmented.

Psionic Powers (ML 11th, Power Points 106+49, DC 18 + power level):

6th — *breath of the black dragon*, *temporal acceleration*.

5th — *major creation*, *mind probe*, *psychic crush*, *tower of iron will*.

4th — *energy adaption*, *psionic dominate*, *telekinetic maneuver*, *schism*.

3rd — *energy wall*, *hostile empathic transfer*, *mental barrier*.

2nd — *energy push*, *forced sense link*, *mass missive*, *psionic suggestion*.

1st — *call to mind*, *defensive precognition*, *mind thrust*, *skate, vigor*.

Abilities Str 16, Dex 12, Con --, Int 26, Wis 16, Cha 20

SQ Damage Reduction, Darkvision 60 ft., **Death Wish**, **Fast Healing 4**, Gray Toughness, Light Sensitivity, Psicrystal (ML 11th, Sage - Warcraft), Resistances, Skills, Undead Traits.

Feats Combat Expertise ^B, Improved Initiative ^B, Greater Power Penetration, Greater Psionic Endowment ^B, Inquisitor, Power Penetration, Psicrystal Affinity, Psicrystal Containment, Psionic Endowment ^B, Psionic Meditation, Tactical Expertise ^B, Widen Power ^B.

Skills Bluff +5+0=5, Concentration +5+19=24, Diplomacy +5+12+2=19, Intimidate +5+15=20, Knowledge (Arcana) +8+19=27, Knowledge (Psionics) +8+19, Knowledge (Religion) +8+11=19, Knowledge (Warcraft) +8+19+3=30, Listen +3+0+6=9, Move Silently +1+0+10=11, Psicraft +8+19=27, Search +8+0+6=14, Sense Motive +3+19+6=28(+10), Spot +3+0+6=9.

Possessions 77,000cp or **Combat Gear** plus: *Cloak of Charisma* +4, *Dorje of Dimension Slide* (ML 5th, 7 charges), *Headband of Intelligence* +6, *Potion-Orb of Cause Light Wounds* (CL 1st) x3, *Ring of Protection* +2, *Vest of Resistance* +3; 25cp

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Uzhgabr has proud, patrician features that would eventually come to be associated with the inhabitants of Balic. A thick scar runs down from his cheekbone down his neck and into his shoulder - a blow from an elf that nearly cost Uzhgabr his life early in his career. Those who dare to comment on it say it lends his face character.

Uzhgabr always appears dressed in Full Plate Mail, wanting to project an air of constant battle readiness, even when off duty.

Personality Notes

Uzhgabr longs for the peace of the grave, but Gretch's hold over him is too strong to resist. Instead, Uzhgabr hurls himself and his forces in to battle with cold, precise fury - intent on giving to his foes the peace of death that is denied to him.

Uzhgabr is generally polite but cold in conversation, as he'd rather be in the field than speaking with ambassadors and functionaries. While not beloved by those under his command, Uzhgabr is deeply respected, as he would never ask something of a subordinate that he would not himself do.

Strategy and Tactics

Uzhgabr is a ruthless and precise tactician, and he knows how to deploy the armies under his command to best effect. Gretch frequently employs him whenever there is a need for leadership of Gretch's own reserve forces to be led into battle.

Uzhgabr may well be the finest military strategist still active in the Dead Lands. His knowledge of military tactics and troop maneuvers is nearly unmatched; he has never been bested on the field by an intelligent foe. Uzhgabr does not consider a controlled, strategic retreat to be a military failure: occasionally one must give up ground to obtain more favorable battle conditions. Nor does he consider retreat in the face of an overwhelming swarm of Bugdead to be a true defeat, as there is no strategy to successfully defend against an endless horde of mindless vermin.

In the rare instances where anyone can get close enough to him with weapons, most opponents find him a frustratingly tough target to even touch. He is never not surrounded by lieutenants and warriors of various sorts, and his psionics are quite difficult for thinking beings to resist.

History

Uzhgabr joined the army of Albeorn just after the Champions began recruiting. A fresh-faced young man, Uzhgabr imagined only glory in the wars to come, naive of the horrors that awaited him. Young Uzhgabr took to his military training well, and had been promoted to sergeant by the time he participated in the battle of Tforkatch River. After the battle, Uzhgabr was shaken by the brutal reality of war, but even more devoted to the cause of the Champions. Uzhgabr was nearly slain at the Siege of Nagarvos by an elven soldier while patrolling a side street for survivors; Quick action by his compatriots saved his life and left him with quite the souvenir for his troubles.

When Albeorn moved on from the smoldering ruins of Nagarvos', Uzhgabr was part of a contingent of soldiers ordered to stay behind to support the newly established Navel. Now an efficient commander but consigned to guarding the facility and escorting supply caravans, Uzhgabr longed for the glory of battle. He never could have anticipated his midnight abduction by agents of Gretch. Gretch needed capable leaders for his armies of undead, and he saw the carnage of Nagarvos as an opportunity to reap the best of the fallen heroes. Gretch was also still looking for petty ways to strike out at Rajaat's favorites. To this end, Uzhgabr fit both goals nicely. Uzhgabr walked away

from his morg-birth enraged at his forced transformation, disturbed by his new unlife, and firmly under Gretch's control.

Uzhgabr commanded Gretch's forces in numerous engagements both before and after the arrival of the Bugdead, but Gretch has always preferred to keep him in reserve, rather than grant Uzhgabr a dutchy. Over the centuries, Uzhgabr has observed that Gretch seems to extend that honor for ambitious and scheming underlings or unruly but valued lieutenants in need of greater distraction, not well-controlled and useful pawns. While Uzhgabr is still unhappy with undeath, he has long made peace with his station, contenting himself with battles well-fought.

Society

In addition to serving as his reserve general, Uzhgabr serves as Gretch's preferred inquisitor, searching for and dealing with those who resist Gretch's will. Other servants of Gretch might be more proficient psionicists, but Uzhgabr's (well deserved) reputation for ruthless efficiency and his not-insignificant skills as a mindbender make for an effective combination in an interrogator.

When the subject comes up, Uzhgabr is usually seen as the most likely of the Uncrowned to receive a kingdom in the future. His leadership skills and tactical acumen make him an obvious choice for rulership of a border dutchy in Gretch's name. This all assumes of course the Manipulator would be so generous...



The Kingdom of Ireyl

Likely Encounters

- A wandering group of 4-10 (2d4+2) Ireyl's Abominations

For each hour spent in Ireyl, there is a cumulative 5% chance Ireyl will find out about the visitors and their location, and will react accordingly - most likely sending a sufficiently large group of abominations to apprehend them.



Ireyl CR21

Male Flesh Golem Wizard 9 / Necromant 5

NE Large Construct

Init +0; **Senses** Darkvision 60 ft., Low-Light Vision;

Listen +1, Search +3, Spot +1

Aura: -

Languages Ulyanese, Classic Halfling

AC 31; touch 14, flat-footed 30

(-1 size, +0 Dex, +10 natural, +7 armor, +5 Def)

hp 114 (23 HD; 9d12+14d4)

Immune Construct traits, Fear, Magic; **DR** 5/adamantine.

Fort +14, **Ref** +12, **Will** +21

Speed 30 ft. (6 squares)

Melee Slam +19 (2d8+8)

Full Melee 2x Slam +19 (2d8+8)

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

Base Atk +12; **Grp** +23

Combat Options:

Combat Gear *Wand of Cure Critical Wounds*

Spell-Like Abilities (CL 12th)

1/day - *animate dead*;

Wizard Spells (CL 14th, DC 16 + spell level ^E):

7th - *quicken fireball* ^E, *prismatic spray* ^E.

6th - *chain lightning* ^E, *disintegrate*, *forceful hand* ^E, *veil*.

5th - *cone of cold* ^E, *quicken magic missile* ^E, *seeming*, *widened web*.

4th - *fire shield*, *greater invisibility*, *resilient sphere* ^E, *shout* ^E, *widened burning hands* ^E.

3rd - *blink*, *dispel magic*, *halt undead*, *lightning bolt* ^E, *vampiric touch*.

2nd - *command undead* x2, *resist energy*, *scorching ray* ^E, *see invisibility*, *web*.

1st - *burning hands* ^E, *disguise self*, *magic missile* x2, *shield*, *true strike*.

0 - *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (leather scrolls)

Abilities Str 25, Dex 11, Con --, Int 23, Wis 13, Cha 10

SQ *Animate Dead*, Construct traits, Damage Reduction, Darkvision 60 ft., Gravespeaker, Gray Casting, Immunity to Magic, Low-Light Vision, Undead Presence.

Feats Craft Wondrous Item ^B, Eschew Materials, Forge Ring, Great Fortitude, Greater Spell Focus (Evocation) ^E, Iron Will, Quicken Spell, Scribe Scroll ^B, Spell Focus (Evocation), Widen Spell.

Skills Bluff +0 *, Concentration +26, Diplomacy +0 *, Knowledge (Arcana) +32, Knowledge (Dungeoneering) +17, Knowledge (Nature) +18, Knowledge (Religion) +32, Knowledge (The Planes) +32, Listen +1, Search +6, Sense Motive +1 *, Spellcraft +34, Spot +1.

Possessions 240,000cp or *Amulet of Mighty Fists* +1, *Bracers of Armor* +7, *Cloak of Resistance* +5, *Headband of Intellect* +6, *Pearl of Power* (7th), *Ring of Protection* +5; 6,000cp

Special Qualities (descriptions)

Construct Traits: Ireyl has the following special qualities.

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.



- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Constructs do not eat, sleep, or breathe.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as follows.

A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Appearance

Anyone who approaches Ireyul when he is prepared for guests will see a well-dressed 15 year old boy with dusty brown curly hair.

Ireyul's natural form, however, is a horrifying sight, a swollen monstrous mutilated form. Only just enough humanity is still visible in the shambling mass of scars and exposed bone to notice that this is in fact the same unfortunate young boy shown in the illusions. The golem stands unnaturally erect due to the steel spine inserted by Gretch.

Personality Notes:

Jealous, bitter, cruel

Ireyul is paranoid and secretive; he trusts no one and constantly fears that others are plotting or gossiping behind his back. Emotionally stunted and cursed to an unending adolescence, Ireyul does not handle unexpected events or interpersonal conflict well, flying off into a rampage at the slightest provocation. smashing objects, buildings and creatures that he encounters.

Strategy and Tactics

Ireyul is always accompanied by at least 2d4 blind namech servants, and he can call for 2d6 of his abominations at any time, who join him in 1d6 rounds. He will only attack either if provoked, or if someone tries to see through his illusion. If this happens, he will immediately call for additional reinforcements, then lash out with magic. He does not care about collateral damage, so will not hold back even if that means hitting his own troops with splash damage.

History

A student at the Pristine Tower until his abduction and mutilation by Gretch, Ireyul was abandoned by his creator until Gretch needed an obedient servant to oversee one of his kingdoms. With the coming of the Bugdead, Gretch needed leaders he could control, so Ireyul was retrieved from within the Gray Tower and given a kingdom to lead.

Society

Ireyul's kingdom has no society to speak of - the majority of Ireyul's subjects are his abominations, skeletons, zombies and his few namech servants. All of them directly serve Ireyul, and do not interact with each other in any meaningful way.



Ireyul's Abominations CR8

NE Large Undead

Init +0; **Senses** Darkvision 60ft., Low-Light Vision; Listen +0, Search +0, Spot +0

Languages -

AC 18; touch 9, flat-footed 18; **Extra Eyes** (-1 size, +9 Nat)

hp 196 (14 HD; 14d12+28)

Immune Undead Traits; **Weakness** Necrotic Spray
Fort +4, **Ref** +4, **Will** +9

Speed 20 ft.

Melee Abominable Assault +17 (2d6+16; 20/x2)

Full Melee 2x Abominable Assault +17 (2d6+16; 20/x2)

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

Base Atk +7; **Grp** +22

Combat Options Abominable Assault, Frenzy, Necrotic Spray.

Combat Gear -

Abilities Str 33, Dex 10, Con —, Int —, Wis 10, Cha 1
SQ Crafted Flesh, Darkvision 60 ft., Extra Eyes, Gray
Toughness 2, Low-Light Vision, Undead Traits.

Feats -

Skills Listen +0, Spot +0.

Possessions -

Environment: Any (Deadlands)

Organization: Solitary, band (2-4) or gang (4-10)

Treasure: none

Alignment: Always neutral evil

Advancement: 28 HD (Large); 29-42 HD (Huge)

Level Adjustment: -

Special Qualities (descriptions)

Abominable Assault (Ex): Abominations are assembled from a mixture of humanoid, animal and insectile remains. Each time an abomination attacks, it uses a different type of natural weapon. Roll 1d6 to determine the type of damage: 1-2 - bludgeoning, 3-4 - piercing, 5-6 - slashing.

Crafted Flesh (Ex): An abomination always gains the maximum hit points possible per Hit Die.

Extra Eyes (Ex): Abominations have extra eyes placed on their head or torso, literally granting them “eyes in the back of their head”. They are immune to flanking.

Frenzy (Ex): When three or more opponents are within reach, an abomination can make a multitude of attacks. The abomination can give up its regular attacks and instead make one melee attack against each opponent within reach. When it does so, it also forfeits any bonus or extra attacks granted by other feats, spells, or abilities.

Necrotic Spray (Ex): Potent necrotic fluids are used to assemble and animate an abomination. These fluids react violently when exposed to the air. An abomination takes an extra 1d6 points of damage when it takes at least 1 point of damage from a piercing or slashing weapon. These fluids deal the same amount of acid damage to a melee attacker. When an abomination is destroyed, the damage is 2d6.

Appearance

Ireyul's Abominations blur the line between construct and undead. Composed of random assortments of

humanoid, animal and insectile body parts into a hulking, grotesque form, abominations are a terror to face on the battlefield. An abomination will strike out with whatever club-arm, bony hand or chitinous mandible is closest to an enemy at any given moment. Stupid to a fault, an abomination will instinctively wade into the thickest clump of enemies and, once surrounded, strike out at all opponents within reach until it stands alone once more.

Many abominations sport sections of bugdead shell to reinforce their bulk. The necrotic fluids that help animate their composite forms are highly caustic to the flesh of the living and the undead alike.

Strategy and Tactics

Ireyul's Abominations are just cunning enough to know they are vulnerable to spells and distance attacks, so they keep inside confined spaces and winding passageways as much as possible, trying to draw opponents into the twisting tunnels of Ireyul's caverns and halls. They will coordinate with each other in simple ways, avoiding each other's attacks.

Should they encounter a living being, their standing orders are to bring them alive directly to Ireyul for interrogation and processing.

History

It would be an error to call the abominations Ireyul's mistakes. They were very much created on purpose as a pragmatic solution to the problem of defending his borders and handling menial tasks. The concept of advanced division of labor is not something that Ireyul grasps, and his land has never been particularly rich in old burial sites. Ireyul created the strongest zombies he could from the materials available and granted them just enough intelligence to defend themselves and follow moderately complex orders.

Society

Abominations are normally given orders by Ireyul and then dispatched to complete them. They possess no society or organization other than that. When not under orders from their creator, abominations follow simple patrol routes or keep watch from lookout spaces, watching for visitors or threats.

The Kingdom of Oskyar

Likely Encounters

- 3-60 (3d20) mindless zombie workers. They will have a 50% chance of just standing there idly, otherwise they are working on some project or another. They will not attack unless provoked.

On any given day, there is a 5% chance of encountering Oskyar wandering by himself visiting one of his “great works” sites.



Oskyar CR31

Human Racked Spirit Wizard 11 / Necromant 10 / Psion (Nomad) 5 / Cerebremancer 3

LE Medium Undead (Augmented Humanoid, Human, Incorporeal, Psionic)

Init +13; **Senses** Darkvision 60 ft.; **Listen** +11, **Search** +16, **Spot** +11

Aura: -

Languages Ulyanese, Classic Halfling

AC 34; touch 26, flat-footed 33; Incorporeal (+5 Dex, +6+5 Def, +8 armor)

hp 217 (29 HD; 29d12+29)

Immune Undead Traits; **Weakness:** Vulnerability to Raise Dead

Fort +15, **Ref** +20, **Will** +26; Evasion

Speed Fly 50 ft. (Perfect)

Melee Touch +19 (1d6)

Full Melee Ranged Touch +19 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +15/+10; **Grp**--

Combat Options: **Death Gaze** (2/day, 30 ft, DC 30), Energy Drain (DC 30), Greater Power Penetration (+8 ML vs. PR, spend focus)

Combat Gear -

Epic Spells: (CL 24th, 3/day): *Animus Blast*, *Epic Mage Armor*, *Spell Worm*.

Spell-Like Abilities (CL 24th):

1/day – *animate dead*, *command dead*;

Psi-Like Abilities (ML 16th. DC Charisma-based):

At will—*aura sight**, *empathy**, *mindlink**, *psionic dominate*;

3/day – *recall agony**, *telekinetic force**.

*Power can be augmented.

Psionic Powers (CL 8th, Power Points 58+40, DC 20 + power level):

4th — *psionic dimension door*, *psionic dimensional anchor*, *psionic dismissal*, *telekinetic maneuver*.

3rd — *dismiss ectoplasm*, *energy wall*, *psionic blast*, *time hop*.

2nd — *concussion blast*, *dimension swap*, *id insinuation*, *recall agony*.

1st — *burst*, *deceleration*, *direct teleportation*, *energy ray*, *inertial armor*.

Wizard Spells (CL 24th [+2 vs. SR], DC 20 + spell level):

9th — *crushing hand*, *foresight*, *prismatic sphere*, *time stop*.

8th — *demand*, *greater prying eyes*, *maze*, *quicken greater invisibility*, *summon monster VIII*.

7th — *extended globe of invulnerability*, *greater arcane sight*, *greater teleport*, *limited wish*, *project image*.

6th — *chain lightning*, *globe of invulnerability*, *greater dispel magic*, *repulsion*, *true seeing*, *extended wall of force*.

5th — *extended greater invisibility*, *feblemind*, *mirage arcana*, *teleport*, *wall of force*, *wall of stone*

4th — *arcane eye*, *greater invisibility*, *extended major image*, *resilient sphere*, *extended sleet storm*, *stone shape*.

3rd — *arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *extended command undead*, *fireball*, *halt undead*, *major image*, *nondetection*, *sleet storm*, *slow*.

2nd — *boneharden*, *command undead x2*, *extended shield*, *locate object*, *mirror image*, *web*.

1st — *alarm*, *comprehend languages*, *magic missile*, *obscuring mist*, *shield*, *unseen servant*.

0 — *detect magic*, *disrupt undead*, *mage hand*, *message*.

Spellbook (writings on walls):

Abilities Str 10, Dex 20, Con --, Int 31, Wis 16, Cha 22
SQ Animate Dead, Control Undead, Darkvision 60 ft., Dead Lord, **Enhanced Senses**, Evasion, Gravespeaker, Gray Casting, Gray Toughness,

Negative Energy Immunity, Psi-Like Abilities, **Rebuke Undead (8/day)**, **Spell Turning**, Undead Presence, Undead Traits, Vulnerability to Raise Dead.

Feats Automatic Quicken Spell ^E, Craft Dorje ^B, Craft Staff ^B, Eschew Materials, Epic Spellcasting ^E, Extend Spell ^B, Greater Power Penetration, Greater Spell Penetration, Imprint Stone ^B, Improved Initiative, Iron Will, Power Penetration, Quicken Spell, Scribe Scroll ^B, Spell Penetration, Superior Initiative ^E.

Skills Bluff +25, Concentration +36, Knowledge (Arcana) +40, Knowledge (Psionics) +40, Knowledge (Religion) +40, Knowledge (The Planes) +37, Listen +11, Psicraft +34, Search +16, Sense Motive +9, Spellcraft +42, Spot +11.

Possessions 520,000cp or **Combat Gear** plus: *Bracers of Armor* +8, *Cloak of Charisma* +6, *Gloves of Dexterity* +6, *Hand of Glory*, *Headband of Intellect* +6, *Manual of Quickness of Action* +2 (already read), *Ring of Evasion*, *Ring of Protection* +5, *Ring of Wizardry (III)*, *Tome of Clear Thought* +2 (already read), *Tome of Leadership and Influence* +2 (already read), *Vest of Resistance*; gems and material components worth 5,000cp.

Special Qualities (descriptions)

Racked Spirit Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Oskyar died when he was relatively young (19 years old). His ghostly form still bears his clean-shaven face and golden locks of curly hair. He wears the robes he died in, tan robes with dark grey trim and sash.

Personality Notes

Quiet, Unfocused, Seemingly innocent

Oskyar learned quickly at first, but soon his ability to absorb new information dropped off. This could have been strange after-effects of his reanimation, or an altered perception of time due to his accident, or even both. Regardless, Gretch became frustrated with Oskyar and labelled him an imbecile, leaving him to his own devices.

However, time has been generous to him. His slow ability to absorb information is not a disadvantage with centuries to learn. Oskyar has quietly reached and surpassed the level of competence his master had

hoped for. Out of spite for his treatment by Gretch, Oskyar hid his full capabilities for as long as possible. Oskyar continues to play the simpleton when he can, allowing everyone to underestimate him.

Oskyar still works slowly and without focus, but he tirelessly chips away at any project that catches his eye.

Strategy and Tactics

Oskyar has mastered pretending to be guileless and vulnerable. He uses his magic and psionics as necessary to enhance his guards, allowing them to inflict all the damage, or takes pains to ensure the assailants don't know where the attack or magic comes from.

Oskyar's fortifications and preparations all seem incomplete and abandoned, but still serve well enough despite appearances. Oskyar's realm has survived millennia of assaults from the Bugdead and Gretch's other kings, his defenses maddening complexes of randomness and his forces utilizing seemingly foolhardy (but successful) tactics. The other Kings ascribe Oskyar's continued existence to sheer luck, but Gretch knows better.

History

A student at the Pristine Tower who was killed in a magical accident, Oskyar was reanimated by Gretch but was cast aside soon after for his perceived shortcomings. Left to his own devices, Oskyar continued his studies, learning in his own way and at his own pace.

After the Obsidian Tide, Oskyar quietly claimed a kingdom on the blackglass for his own. Only then did Gretch see how far his creation had progressed without him, and he immediately began ordering attacks on Oskyar's lands by the other Kings.

Society

Oskyar doesn't have personal dealings with Gretch's other Kings - they all underestimate him, which is just how he likes it. The other Kings assume that if the bugdead ever reached Oskyar's kingdom, it and all within would be destroyed; so the other Kings assume that the assaults Gretch demands they make against the Kingdom of Oskyar are meant to eliminate weakness from their ranks, to keep all of Gretch's kingdoms safer.

The Kingdom of Chuul

Likely Encounters

- A patrol of 4-10 (2d4+2) Vassahi's Warriors (using same stats as Wujarrt's warriors)

For each day spent in the kingdom, there is a 5% cumulative chance that Vassahi will become aware of the visitor's presence, and will have them brought to him. Given how gruff the warriors tend to be, it is very likely the visitors will find Vassahi's presence a surprise!



Vassahi Eomwa CR29

Male Elf Zhen Psion (Nomad) 25

NE Medium Undead (Augmented Humanoid, Psionic)
Init +6; **Senses** Darkvision 60ft.; Listen +10, Search +23,
 Spot +16

Aura Fear (60 ft, DC 25)

Languages Classic Elven, Ulyanese

AC 31; touch 21, flat-footed 25
 (+6 Dex, +10 Nat, +5 Def)

hp 242 (25 HD; 25d12+80); **Fast Healing** 3

DR 10/magic

Immune Immunity to Turning, Undead Traits;

Weakness Vulnerability to Acid, Vulnerability to
 Mind-Affecting Effects

Fort +14, **Ref** +19, **Will** +21

Speed 30 ft.; Obsidian Climb

Melee Slam +16 (1d8+3) or Touch +16 (by spell)

Ranged Ranged Touch +14 (by spell)

Space 5 ft.; Reach: 5 ft.

Base Atk +13/+8; **Grp** +16

Combat Options Epic Psionic Focus (activate 2 feats w/
 1 Psi-Focus), **Death Cry** (2/day, DC 28), Psionic
 Focus (2x, Move action)

Combat Gear -

Epic Spells: (CL 22nd, 2/day):

Epic Mage Armor, Greater Spell Resistance, Rain of Fire.

Psi-Like Abilities: (ML 25th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*,
*catfall**, *control light*, *elfsight***, *false sensory input**,
*psionic charm**, *psionic daze**, *psionic suggestion**,
*ubiquitous vision***.

*Power can be
 augmented.

Psionic Powers (ML 24th, Power Points 343+90+19, DC
 19 (+5 vs. psychoportation) + power level):

9th — *apopsi*, *psionic teleportation circle*, *reality revision*.

8th — *bend reality*, *mass time hop*, *matter manipulation*,
psionic mind blank.

7th — *divert teleport*, *energy conversion*, *psionic moment of
 prescience*, *ultrablast*.

6th — *power resistance*, *psionic banishment*, *psionic
 disintegration*, *temporal acceleration*.

5th — *baleful teleport*, *psionic teleport*, *psychic crush*,
shatter mind blank, *teleport trigger*.

4th — *correspond*, *personality parasite*, *psionic dimensional
 anchor*, *wall of ectoplasm*.

3rd — *dispel psionics*, *mental barrier*, *time hop*, *ubiquitous
 vision*.

2nd — *biofeedback*, *ego whip*, *mass missive*, *psionic
 levitation*, *swarm of crystals*.

1st — *burst*, *concussion blast*, *detect psionics*, *force screen*,
inertial armor, *sense link*.

Abilities Str 16, Dex 22, Con --, Int 28, Wis 14, Cha 22

SQ **Damage Reduction**, Darkvision 60 ft., Fast Healing,
 Gray Toughness, **Immunity to Turning**, Obsidian
 Climb, Psicrystal (ML 22nd, Sage - Knowledge
 (Psionics)), Rebuke Undead (CL 25th, 9/day), Skills,
 Undead Traits, **Vulnerability to Acid**, Vulnerability
 to Mind-Affecting Effects.

Feats Chain Power, Epic Psionic Focus ^B, Epic
 Spellcasting, Extend Power, Greater Power
 Penetration ^B, Improved Manifestation, Greater
 Power Penetration ^B, Greater Psionic Endowment ^B,
 Psionic Body ^B, Psionic Endowment ^B, Psicrystal
 Affinity, Psicrystal Containment, Psionic

Meditation, Quicken Power, Unconditional Power, Widen Power.

Skills Bluff +20, Concentration +34, Knowledge (Psionics) +40, Knowledge (Religion) +33, Knowledge (The Planes) +13, Listen +10, Psicraft +37, Search +23, Sense Motive +22, Spot +16.

Possessions 350,000cp or **Combat Gear** plus: *Cloak of Charisma* +6, *Cognizance Crystal (5 PSP)*, *Crystal Ball (with see invisibility)*, *Gloves of Dexterity* +6, *Hand of Glory*, *Headband of Intelligence* +6, *Psionatrix of Psychoportation* (+5), *Ring of Evasion*, *Ring of Protection* +5, *Ring of X-Ray Vision*, *Vest of Resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Naturally dark skinned (even before becoming a zhen) and androgynously beautiful, Vassahi Eomwa's thin and striking appearance harkens back to the days when elves were not the long-legged desert runners of present-day Athas. The ancestry is clear to see, however - his toned, fit physique is close to what most Athasians today would expect from an elf, albeit with shorter limbs.

Vassahi is known to dress in flowing gowns and robes with gold brocades, all with the colorful signature patterns one so common to mountain elves. He is known to wear women's fashions as often as men's, choosing whichever style best fits the occasion.

Personality Notes

Flamboyant, Resourceful, Pragmatic
Vassahi is a charlatan and a seasoned expert in self-preservation; he is quick to spot threats (whether physical or political), and deals with them deftly. While manipulative, Vassahi does not simply crave power for its own sake. His agenda is largely selfish, but motivated more by self-preservation than ambition.

Strategy and Tactics

It is very hard to approach Vassahi in combat. He uses his powers to keep his distance and dispatch threats that come too near. If cornered, Vassahi will simply teleport himself or his enemies away. His dungeons are full of enemies who were "accidentally" partially trapped in one of the walls...

History

Vassahi Eomwa originally came from the Eastern Mountains of Ulyan, beyond Elsavos and Neohwar's Ladder. A skilled psion and an excellent showman, he traveled around Ulyan selling himself as a guru and mentalist. Though the Cleansing Wars proved bad for business, demand for his performances didn't completely vanish; rather he became gradually more careful as to where and how he worked.

When the Boiling Ruin came, Vassahi was far from his homeland after providing his "services" out amongst the plainsfolk. After finally clawing himself free of the obsidian, Vassahi found himself alone in a devastated world, and that he had changed as much as the world around him.

Everywhere he went, Vassahi was reminded that Ulyan had become a dangerous place - most of those he met were little more than mindless undead, and the few thinking undead he found were crude and uncultured, with little patience or interest in his skills. That was until he discovered Chuul's grand salons. Instantly Vassahi recognised a refuge of culture and liveliness in a land of endless misery and undeath. Chuul himself was overjoyed to meet an individual who had managed to maintain so much vivaciousness despite their undead condition. Over time, the two learned the preciousness of each other's company, and love grew between them.

Society

Vassahi is coy about the reason why he was accepted into Chuul's royal court king's ages ago. Indeed, Vassahi doesn't discuss the deposed ruler much at all; few know Vassahi's true agenda with his "prisoner". Unbeknownst to anyone, Chuul and Vassahi are lovers (a rare case of this happening after the boiling ruin). However, they know Gretch has eyes everywhere, and they are not willing to risk discovery - Gretch would destroy Vassahi swiftly for no other reason than to spite Chuul. This is perhaps Vassahi's biggest weakness - his feelings for Chuul are real, more than he'd care to admit...

Since Vassahi has far more interest in politics and the trappings of power than Chuul, Chuul willingly sacrificed his kingdom as a romantic gesture to Vassahi and allowed himself to be imprisoned. Vassahi staged it as a coup and became an eager follower of Gretch ever since. Through this strategy they've kept Gretch focused on Vassahi's loyalty rather than his motivations, giving them time to plot their escape.



Chuul CR23

Male Human T'liz Wizard 16 / Necromant 2

NE Medium Undead (Augmented Humanoid, Human)

Init +1; **Senses** Listen +8, Search +11, Spot +8

Aura: Fear Aura (60ft; DC 22), Unnatural Aura (30ft)

Languages Ulyanese, Classic Halfling, Classic Elven

AC 16; touch 11, flat-footed 15

(+1 Dex, +5 Nat)

hp 153 (18 HD; 18d12+36); **Fast Healing:** 5

DR 15/magic; **Resistances:** Cold 10 and Electricity 10

Immune Fear, Undead Traits; **Weakness:** Light Blindness, Turn Submission (as 14 HD undead), Vulnerability to Raise Dead

Fort +7, **Ref** +6, **Will** +15

Speed 30 ft.

Melee Slam +12 (1d6+3) or Touch +12 (by spell)

Ranged Ranged Touch +10 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +9/+4; **Grp** +12

Combat Options **Ability Drain** (DC 22, 1d6 Wisdom), Create Spawn, Energy Drain (DC 22).

Combat Gear - Wand of lightning (21 charges)

Spell-Like Abilities (CL = 18th):

3/day - charm person;

Wizard Spells (CL 18th, DC 15 + spell level):
6/6/6/6/5/5/4/4/2

9th — *etherealness, teleportation circle.*

8th — *heightened halt undead, mass charm monster, moment of prescience, polymorph any object.*

7th — *control undead, greater teleport, limited wish, simulacrum, vision.*

6th — *greater dispel magic, permanent image, programmed image, shadow walk, veil.*

5th — *contact other plane, fabricate, mirage arcana, persistent image, seeming.*

4th — *bestow curse, dimensional anchor, illusory wall, minor creation, remove curse, stone shape.*

3rd — *dispel magic, illusory script, major image, nondetection, slow, suggestion.*

2nd — *alter self, command undead, detect thoughts, minor image, obscure object, whispering wind.*

1st — *alarm, detect undead, mage armor, protection from evil, silent image, unseen servant.*

0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (Embroidery on his sash)

Abilities Str 16, Dex 12, Con --, Int 20, Wis 14, Cha 16
SQ Damage Reduction, Darkvision 60 ft., Degeneration, **Enhanced Ability (skill points)**, **Fast Healing**, Fear Aura, Fear Immunity, Gray Casting, Gray Toughness, Light Blindness, Rebuke Undead (8/day), Resistances, Skills, **Turn Submission (-4)**, **Undead Presence**, Undead Traits, Unnatural Aura, Vulnerability to Raise Dead.

Feats Eschew Materials, Great Fortitude, Greater Spell Focus (Enchantment), Heighten Spell ^B, Iron Will, Negotiator, Persuasive, Scribe Scroll ^B, Silent Spell ^B, Skill Focus (Bluff), Spell Focus (Enchantment), Still Spell ^B.

Skills Bluff +3+21+3+2, Concentration +3+21, Diplomacy +3+(20/2)+2+2, Intimidate +3+0+2, Knowledge (Arcana) +5+21, Knowledge (Nobility & Royalty) +5+11, Knowledge (Religion) +5+13, Knowledge (The Planes) +5+13, Listen +2+0+6, Move Silently +2+0+10, Search +5+0+6, Spellcraft +5+21+2, Sense Motive +2+(20/2)+2+6, Spot +2+0+6.

Possessions normally 130,000cp worth of gear; currently none (-1 CR).

Special Qualities (descriptions)

T'liz Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Chuul is still as rakishly handsome as he was in life: immaculately dressed with long dark hair, striking nearly effeminate features, and piercing almost-unnatural eyes. The time he has spent in prison has done little to diminish his attractiveness.

Personality Notes

Arrogant, foppish, sly
Foppish, cocky, charmingly witty, and superficial, Chuul's appearance and demeanor seem a poor fit for Athas itself, let alone the Dead Lands. Even in undeath, Chuul still dwells in his own romantic erudite world. If there ever was a royal court on Athas where his charm and superior intellectual debating skills were an asset, such a place is long gone now.

Strategy and Tactics

Chuul can still wield magic, but all his mystical attention has been applied to making his imprisonment

more pleasant, and focusing on ways to break the magics placed upon him by Gretch so as to escape the Dead Lands entirely, leaving little room in his daily repertoire of spells for destructive magics.

Chuul is accompanied by 3 namech manservants who indulge him and keep the secret of his involvement with Vassahi. If Chuul is attacked, they will fight on his behalf if necessary to buy him time to escape.

History

In life, Chuul was the life of any party or court - a charmer of royalty, and a seducer of many women and men, Chuul always seemed to have it easy. To Gretch's obsessively studious and domineering personality, Chuul was insufferable. Magic came easily to Chuul, so he never appeared to put too much effort into his studies, further aggravating Gretch. When Chuul effortlessly won the affections of a woman Gretch had fallen in love with, Gretch arranged his death as retribution. Gretch then chose to make him his latest experiment - a decision he soon regretted.

Chuul's resurrection came as a horrible shock to him, but he was firmly under Gretch's control, so he had to bide his time to enact his revenge. Chuul mastered illusions and charms and became the epitome of everything Gretch hated-- erudite, sociable, and charming. He entranced and seduced Gretch's beloved just to force Gretch to make a mistake out of grief and rage. Chuul then took advantage of this and captured Gretch, locking his creator away in a stone tower; there

they would have stayed if Rajaat himself hadn't come looking for them both, forcing Chuul to flee.

When Gretch finally summoned Chuul again and bound him with magical wards as a ruler of one of his kingdoms, it was an awkward stalemate, as they still detested each other. When Vassahi took over Chuul's kingdom, Chuul was happy to be spared Gretch's attention (alternating between gloating and assaults from other kingdoms), and Gretch was all too happy for Chuul to disappear.

Since discovering his feelings for Vassahi, Chuul's focus has changed from his long standing feud with Gretch to finding a way to break free and run away with his beloved. Chuul spends his time in prison searching for ways to escape Gretch's control and leave the Dead Lands entirely.

Society

Chuul remains willingly imprisoned but comfortable, as per the agreement he made with his lover Vassahi, so as to lessen the surveillance on the both of them. As such, Chuul has not been seen by anyone outside of his palace for several king's ages. This does not mean Chuul hasn't been watching the outside world on occasion: he knows enough teleportation, scrying, and illusion magic to secretly observe the areas in and surrounding his former kingdom. His attention and priorities, however, lie elsewhere.



The Kingdom of Kuo'chthan

Likely Encounters

- 3-18 (3d6) bugdead of a random type, working on a task. They will not attack unless provoked.
- 3-18 (3d6) mindless zombies, working on a task. They will not attack unless provoked.

There is a 5% chance per day of encountering Kuo'chthan himself supervising a work site.



Kuo'chthan CR25

Male Thri-Kreen Thinking Zombie Fighter 7 / Psychic Warrior 13

Chaotic Evil Medium Undead (Augmented Monstrous Humanoid, Psionic)

Init +6; **Senses** Darkvision 60 ft; Listen +19, Spot +19

Languages Thri-Kreen, Ulyanese

AC 37, touch 19, flat-footed 31
(+6 dex, +7+3 natural, +8 armor, +3 Def)

hp 165 (22d12+22); **DR** -

Resist Cold 10, Electricity 10; **PR** -, **SR**: 36

Immune Sleep, Turning, Undead Traits; **Weakness** Craving, Vulnerability to Blessed Elements

Fort +14, **Ref** +16, **Will** +15

Speed 40 ft

Melee Gythka +32 (1d8+17; 20/x2) or Claw +25 (1d4+8 20/x2)

Full Melee Gythka +30/+25/+20/+15 (1d8+13; 20/x2) and Gythka +28 (1d8+7; 20/x2) and 2x Chatkcha +23 (1d6+6; Range 40 ft; 20/x2) and **Bite** +20 (1d8+4; 20/x2) or 4x Claw +25 (1d4+8; 20/x2) and **Bite** +20 (1d8+4; 20/x2)

Full Melee Gythka +30/+25/+20/+15 (1d8+13; 20/x2) and Gythka +28 (1d8+7; 20/x2) and 2x Claw +20 (1d4+4; 20/x2) and **Bite** +20 (1d8+4; 20/x2) or 4x Claw +25 (1d4+8; 20/x2) and **Bite** +20 (1d8+4; 20/x2)

Ranged Chatkcha +25 (1d6+10; Range 40 ft; 20/x2)

Full Ranged Chatkcha +25/+20/+15/+10 (1d6+10; Range 40 ft; 20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +17/+12/+7/+2; **Grp** +25

Combat Options **Ability Damage (Con)**, Disease (DC 20), Poison (DC 10)

Combat Gear *Distance Dasl Chatkcha* +2 x2, *Dasl Gythka* +3/+1

Psionic Powers (ML 13th, Power Points 51+65, DC 14 + power level):

5th — *Adapt Body*

4th — *Energy Adaptation*, *Psionic Dimension Door*, *Weapon of Energy*

3rd — *Evade Burst*, *Greater Concealing Amorphia*, *Vampiric Blade*

2nd — *Dissolving Weapon*, *Hustle*, *Psionic Lion's Charge*

1st — *Catfall*, *Force Screen*, *Stomp*

Abilities Str 26, Dex 22, Con --, Int 14, Wis 30, Cha 8
SQ Darkvision 60 ft., **Craving (flesh)**, Enduring Focus, Gray toughness 1, **Immunity to Turning**, **Nondetection (DC 32)**, Resistances, Skills, Sleep Immunity, **Spell Resistance**, **Spirit Master**, Vulnerability to Blessed Elements.

Feats Cleave ^B, Combat Expertise ^B, Combat Reflexes, Craft Psionic Arms and Armor ^B, Deflect Arrows ^B, Dodge ^B, Great Wisdom, Improved Trip, Open Minded, Mobility ^B, Multiweapon Fighting, Power Attack ^B, Psionic Meditation ^B, Psionic Weapon, Spring Attack, Weapon Focus (Gythka) ^B, Weapon Specialisation (Gythka) ^B, Whirlwind Attack.

Skills Balance +6, Climb +13, Concentration 24, Craft (Stone Masonry/Sculpture) +12, Hide +6(+4), Intimidate 10, Jump +20(+30), Knowledge (Psionics) +27, Listen +19, Search +6, Sense Motive +14, Spot +19, Survival +10.

Possessions 265,000cp or **Combat Gear** plus: *Amulet of Natural Armor* +3, *Belt of Giant's Strength* +6, *Bracers of Armor* +8, *Gloves of Dexterity* +6, *Periapt of Wisdom* +6, *Ring of Protection* +3, *Vest of Resistance* +1; Stone Carving Tools.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Upon first glance, Kuo'chthan looks like a very old thri-kreen, with a dull exoskeleton and deep open cracks in his chitin. His unnatural state is only given away on close inspection or by his strange behavior.

Personality Notes

Disturbed, quixotic, creative

Kuo'chthan's reanimation profoundly affected his mind, in a manner not unlike the Bugdead: he had become hak'trin (or "lost near people"), an undead Kreen. The damage to Kuo'chthan's mind is plain to see, as he is extremely alert (even for a thri-kreen) and easy to provoke. Those who have met him and survived claim there is a pattern of his behavior, and a rare few have even discovered how to approach Kuo'chthan without causing him to panic and lash out. Once an accomplished sculptor and builder, Kuo'chthan struggles to finish any projects he starts now. His hypersensitivity to stimuli leaves little room for focus or attention to detail. Half-finished or scrapped projects litter his kingdom, though in many cases only an accomplished stone-worker could tell them apart from gathered or stacked chunks of broken obsidian.

Strategy and Tactics

Kuo'chthan will only attack if startled or provoked, but it can be very hard to determine what will provoke him. When he does lash out, Kuo'chthan does everything possible to quickly defeat his enemies or cause them to leave. He will not pursue if enemies flee. Kuo'chthan is not coherent enough to lead his servants into battle, but they might be drawn to a battle anyway if disturbed from their tasks.

Kuo'chthan is also one of the few individuals in the Dead Lands who will react with indifference to encountering the living.

History

Kuo'chthan no longer recalls his days as a mortal. Based on his shape and coloring, it would be a fair guess that he originally came from the northern portion of the Kreen Empire. His remaining skill working stone suggests that Kuo'chthan was a sculptor or stone mason in life.

At the time, the Pristine Tower was actively recruiting psions from the Kreen Lands, and Kuo'chthan was brought east into the Tablelands by agents of Rajaat to share his people's knowledge of psionics with the students of the Pristine Tower. On his return trip to



Kreen Empire, he was murdered and his body returned to Gretch for reanimation.

Society

While Kuo'chthan is no longer able to focus on stonework projects for any prolonged periods, his design and architectural skills are not without use. Gretch has used Kuo'chthan (while strictly controlled with necromancy) many times to plan and start his own major building projects, including even his own tower. Kuo'chthan was instrumental in the rapid rebuilding of Gretch's kingdoms after the Obsidian Wash cooled.

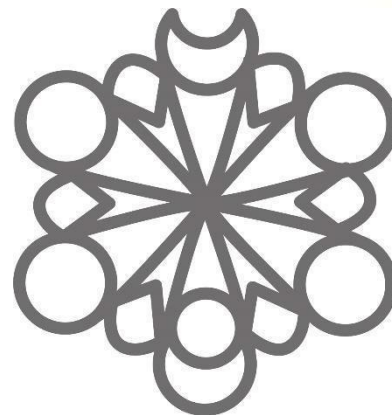
The leaders of nearby fiefdoms abhor the presence of a Bugdead leader near their lands, but Gretch always moves to protect Kuo'chthan and his kingdom, perhaps partially out of still seeing use for him, and perhaps just to see Kuo'chthan's prolonged suffering in repayment for his deficiencies in undeath.

The Kingdom of Ceeryl

Likely Encounters

- A bucolic farmstead being run by a human family (all mindless zombies heavily masked by illusions)
- A majestic herd of crodlu grazing in a sun-dappled pasture (3d6 zombie crodlu)
- A patrol of 2d4+1 mounted knights in shining armor (use the stats for Wujarrt's warriors and zombie crodlu)

On any given day, there is a 25% chance Ceeryl herself will notice the visitor's presence, and will observe them for a time before bringing them to her for questioning, or simply driving them out.



Ceeryl ("Queen of Perfection")

CR28

Female Human Racked Spirit Wizard 5 / Necromant 7 / Psion (Shaper) 5 / Cerebremancer 3 / Druid 4

Neutral Evil Medium Undead (Augmented Humanoid, Human, Incorporeal, Psionic)

Init +3; **Senses** Darkvision 60 ft; Listen +12, Search +15, Spot +12

Languages Ulyanese, Classic Halfling, Druidic, Tongues

AC 31, touch 23, flat-footed 28; Incorporeal (+3 Dex, +5+5 Def, +8 armor)

hp 180 (24 HD; 24d12+24)

PR -, **SR** 19

Immune Fear, Undead Traits; **Weakness:** Phobia (Fire), Vulnerability to Raise Dead

Fort +15, **Ref** +15, **Will** +32

Speed Fly 60 ft. (6 squares) (perfect)

Melee Touch +14 (by spell) or Touch +13 (1d6)

Ranged Ranged Touch +14 (1d6)

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

Base Atk +11/+6; Grp -- (+11)

Combat Options Energy Drain (27),

Combat Gear Spell Resistance (19) Robes +1

Spell-Like Abilities (CL = 24th):

2/day - *animate dead*;

1/day - *alter self*, *create greater undead*, *create undead*, *major image*, *solid fog*;

Psi-Like Abilities (ML = 24th. DC Charisma-based):

At will - *aura sight**, *empathy**, *mindlink**, *psionic dominate**;

3/day - *recall agony**, *telekinetic force**.

*Power can be augmented.

Psionic Powers (CL 8th, Power Points 90, DC 19 + power level):

4th - *correspond*, *empathic feedback*, *psionic fabricate*, *telekinetic maneuver*.

3rd - *body adjustment*, *dismiss ectoplasm*, *dispel psionics*, *ectoplasmic cocoon*, *time hop*.

2nd - *cloud mind*, *ego whip*, *energy push*, *psionic tongues*.

1st - *astral construct*, *force screen*, *inertial armor*, *mind thrust*, *psionic minor creation*.

Wizard Spells (CL 15th, DC 19 (+3 for Illusions¹) + spell level):

8th - *greater shadow evocation*¹, *screen*¹.

7th - *greater shadow conjuration*¹, *project image*¹, *quicken fireball*.

6th - *chain lightning*, *permanent image*¹, *programmed image*¹, *veil*¹.

5th - *cone of cold*, *mirage arcana*¹, *persistent image*¹, *quicken magic missile*, *seeming*¹, *shadow evocation*¹.

- 4th — *crushing despair, greater invisibility¹, hallucinatory terrain¹, phantasmal killer¹, resilient sphere, shadow conjuration¹.*
- 3rd — *dispel magic, displacement¹, fireball, halt undead, major image¹, slow.*
- 2nd — *acid arrow, blur¹, command undead, fog cloud, magic mouth¹, mirror image¹.*
- 1st — *disguise self, magic missile, shocking grasp, silent image¹, unseen servant, ventriloquism¹.*
- 0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (leather scrolls)

Abilities Str --, Dex 16, Con --, Int 28, Wis 22, Cha 20

SQ **Create Undead**, Darkvision 60 ft., Dead Lord, Gravespeaker, Gray Casting, Gray Toughness 1, **Heart Grip**, **Phobia (Fire)**, **Spell Like Abilities**, Undead Traits, Vulnerability to Raise Dead.

Feats Craft Wondrous Item, Epic Spell Focus, Eschew Materials, Extend Power^B, Extend Spell^B, Greater Psionic Empowerment, Greater Spell Focus (Illusions), Iron Will, Psionic Empowerment^B, Psionic Meditation, Quicken Spell, Scribe Scroll^B, Spell Focus (Illusions), Widen Spell.

Skills Bluff +31, Concentration +32, Knowledge (Arcana) +29, Knowledge (Nature) +36, Knowledge (Psionics) +29, Knowledge (Religion) +23, Listen +12, Psicraft +35, Search +15, Sense Motive +12, Spellcraft +38, Spot +12, Survival +15.

Possessions 320,000cp or Combat Gear plus: *Bracers of Armor* +8, *Cloak of Charisma* +6, *Dorje of Control Sound (ML 3rd, 9 charges)*, *Gloves of Dexterity* +6, *Headband of Intellect* +6, *Medallion of Thoughts*, *Periapt of Wisdom* +6, *Ring of Protection* 5, *Vampiric Eyes of Power Leech*, *Vest of Resistance* +5;30cp.

Special Qualities (descriptions)

Racked Spirit Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Although it could be just an illusion, Ceeryl always appears to be a stunningly beautiful human woman. Her hair is always perfectly arranged, and her dark black skin has a perfect almost luminous complexion. Her clothes are an array of radiantly beautiful colours, always exquisitely coordinated and perfectly suited to the setting in which she is encountered.

Personality Notes

Ceeryl maintains the composure of a courtly queen at all times and in all her dealings. She expects similar treatment from any visitors,

Ceeryl entirely inhabits her precious recreations of the past, developing and bolstering her illusions down to even the smallest detail. She will not countenance anyone trying to bring her back into the present reality, and will brutally punish those who try to pierce her illusions. (Casting *True Seeing* in her land is a crime punishable by death).

When visitors encounter Ceeryl, they will find her surroundings matching her mood. If she is feeling warm and welcoming towards the visitors, they will be met at a pavilion with a lovely bucolic view of a Green Age meadow. If she is feeling hostile and unwelcoming, then it will be raining and they'll be dealing with one of her minions through the eye slot of the closed door of a country inn.

Strategy and Tactics

Despite her comparatively expertise with arcane magic, Ceeryl is a consummate master of illusions, having spent millennia perfecting that school of magic. This can make engaging her in battle a very difficult affair - assailants won't know what they're actually fighting. Beyond that, Ceeryl's skillset is so varied it is difficult to anticipate exactly how she is going to attack her opponents. Ceeryl is aware that the element of surprise is her single biggest asset in combat, and will take full advantage of misdirection and deceptive tactics.

Ceeryl has learned that even undead who are immune to illusions can be misdirected with the appropriate strategies and magic (solid fog, decoys, and other obstacles/distractions work well, for example). She has utilized these tactics numerous times in the past to divert or defend against Bugdead assaults or punitive raids from Gretch's other kingdoms.

History

Long ago at the Pristine Tower, Ceeryl had come to learn preserving magic from Rajaat. She had already been a dabbler in psionics and druidic magic at that point, and wished to learn of this new arcane magic. Sadly, her aptitude was limited, and Rajaat grew frustrated with her and gave up on training her. She could not bear the idea of returning empty handed, and so stayed on at the Tower as a gardener.

Many years later after she had died of an unexpected disease, Gretch (who had grown infatuated with her from afar, but never had the social skills to approach

her) made her one of his first experiments in reanimation.

While Ceeryl appeared just as beautiful and charming as she once was, undeath had twisted her emotions - she was cold, cynical and manipulative. Ceeryl set to work trying to learn Gretch's arcane secrets and use them to destroy him. She was nearly successful, but her actions were discovered, at which point Gretch bound her will with his spells and sent Ceeryl away.

After Gretch's failed transformation, she was recalled to govern a kingdom within his lands; she has since

spent her days crafting increasingly intricate illusions of what life once was and could have been.

Society

It is difficult to determine who (or what) Ceeryl's followers really are, or if they are even real; they follow and obey her without question, as would the followers of a beloved and popular queen. Regardless of their appearance, however, they are very loyal, and they can affect those she chooses to remove or dispatch from her lands.



The Gardens of Shansanar

Very few creatures of any sort (living or undead) last long in the Kingdom of Shansanar. Shansanar does not tolerate anyone that might damage his sculpted gardens (i.e., intruders).

Likely Encounters

None; the surface of the obsidian is a barren expanse of gentle rolling hills of obsidian, except for the abandoned garden-pits, their domes long shattered. Below the surface, within the active garden-pits, visitors will only see Shansanar's bizarre, sculpted trees.

Shansanar will know (due to his tremorsense ability and simply noticing activity in a land otherwise devoid of it) when visitors set foot into its kingdom. It will usually wait to see how far the visitors come into the land and what they do before it takes any action.



Shansanar CR21

Unique Undead Treant

NE Huge Undead

Init +0; Darkvision 60ft., Low-Light Vision, Tremorsense 60ft.; Listen +26, Spot +26

Languages Sylvan, Druidic

AC 31; touch 8, flat-footed 30
(-2 size, +0 Dex, +23 Nat)

hp 149 (23 HD; 23d12); Fast Healing 5

Damage Reduction 10/Slashing and Magic

Immunities: Undead Traits; **Weakness:** Vulnerability to Fire

Fort +13, **Ref** +6, **Will** +25

Speed 30 ft.

Melee Slam +24 melee (2d6+11)

Full Melee 2x Slam +24 melee (2d6+11)

Space 15 ft.; Reach: 15 ft.

Base Atk +14; Grp +33

Combat Options Animate Sculpted Trees, Awesome Blow, Improved Bull Rush, Improved Sunder, Obsidian Disease (DC 24), Power Attack, Psionic Static (3/day, range 45ft, DC 24), Trample (DC 32, 2d6+13)

Combat Gear -

Druid Spells (CL 16th, DC 17 (+1 vs SR) + power level):

8th — *flame harvest*, *sunburst*

7th — *control undead*, *creeping doom*, *elemental storm*, *true seeing*

6th — *allegiance of the land*, *greater dispel magic*, *stone tell*, *wall of stone*

5th — *commune with nature*, *stoneskin*, *righteous might*, *transmute mud to rock*, *transmute rock to mud*

4th — *cure serious wounds*, *dispel magic*, *elemental strike*, *freedom of movement*, *spike stones*

3rd — *call lightning*, *cure moderate wounds*, *deeper darkness*, *return to the earth*, *sleet storm*, *snare*, *stone shape*

2nd — *chill metal*, *desecrate*, *echo of the lirr*, *fog cloud*, *resist energy*, *spider climb*, *warp wood*

1st — *chill touch*, *cure light wounds*, *detect undead*, *entangle*, *faerie fire*, *magic stone*, *obscuring mist*

0 — *create element*, *detect magic*, *guidance*, *cure minor wounds*, *light*, *read magic*,

Abilities Str 32, Dex 10, Con -, Int 12, Wis 25, Cha 16

SQ Blighted Spellcasting I, Blighted Spellcasting II, Damage Reduction, Darkvision 60ft., Fast Healing, Low-Light Vision, Plant Traits, Restored ~~Animal Companion (16th level)~~, Restored Spellcasting, Restored ~~Wild Shape (16th level)~~, Tremorsense, Vulnerability to Fire.

Feats Awesome Blow, Empower Spell, Improved Bull Rush, Improved Sunder, Iron Will, Natural Spell, Power Attack, Spell Penetration.

Skills Concentration +26, Hide -6(+16), Intimidate +12, Knowledge (Nature) +20, Knowledge (Religion) +9, Listen +26, Sense Motive +26, Spot +26, Survival +25.

Possessions none (-1 CR)

Special Qualities (descriptions)

Animate Sculpted Trees (Sp): Shansanar can animate it's sculpted trees within 230 feet at will, each fighting as an animated object of its size. Animated sculpted trees lose their ability to move if Shansanar is incapacitated or moves out of range. The ability is otherwise similar to the *animate objects* spell (CL 23rd).

Blighted Spellcasting I: At 2nd level, the blighted begins to add knowledge of those things that exist outside the natural cycles of life to her understanding of spellcasting. When casting a spell that would normally only affect living creatures, she may also use it on an undead animal. Specifically:

A blighted's druid spells that affect animals extends to undead animals, even Enchantment and Mind-Affecting spells.

A blighted's druid Conjunction (Summoning) spells summon undead animals.

When casting a druid spell that allows polymorphing into an animal form, the result is of an undead animal (unless the spell allows for the assumption of other creature types).

Blighted Spellcasting II: At 4th level, as a result of her study of the nature of undeath, the Blighted adds the following spells to her spell list — 1st Level - *chill touch*; 2nd Level - *desecrate*; 3rd Level - *deeper darkness*; 4th Level - *animate dead*; 5th Level - *blight*; 6th Level *CR* *create undead*; 7th Level - *control undead*; 8th Level *CR* *create greater undead*; 9th Level - *wail of the banshee*.

Obsidian Disease (Su): Shansanar's undead plant-animal hybrid nature interacted strangely with the power of the Obsidian Tide, giving rise to a bizarre malady. If Shansanar hits a character with both claw attacks in the same round, it injects a strange, silicate-based disease. Within a round the wounds become obsidian-infused (much like the undying flesh of a zhen) and sprout small, delicate branches and leaves made of obsidian. The obsidian plant growths burrow deep into the victim's tissues (whether living or undead); if they are simply broken off, they cause another 1d6 points of damage and continue to grow and spread. If untreated, the obsidian-infused flesh and sprouts spread over the victim, consuming him. Each hour, the victim must make a Fortitude save (DC 24) or take a cumulative -1 penalty to Dexterity. A creature whose Dexterity drops to 0 is paralyzed, making the victim immobile and incapable of any physical action (note that using psionics or casting spells may still be possible). Each hour after the sprouting plants immobilize the victim, he loses 1 hit



point, eventually leading to death. The disease can be cured using *remove disease* or a *heal* spell (note that a *heal* spell will still damage an undead victim).

Those who are killed by Shansanar's disease are hideously transformed, becoming twisted gnarled tree-shaped sculptures, physically indistinguishable from the obsidian trees Shansanar sculpts. Such creatures may yet retain full consciousness, but cannot move unless animated by Shansanar.

Psionic Static (Su): Three times per day, Shansanar can, as a standard action, begin generating a powerful wave of psionic static, replicating the effects of the *catapsi* power centered on itself and extending out to a radius of 45 ft; ML 23rd. This ability is accompanied by the gentle tinkling sound of Shansanar's leaves rustling.

Restored Spellcasting: At 1st level, the blighted regains the ability to cast druid spells at their previous caster level.

Trample (Ex): Reflex save (DC 10 + ½ HD + Str modifier) for half. The save DC is Strength-based.
Skills *Treants have a +16 racial bonus on Hide checks made in forested areas.

Appearance

Shansanar looks like a massive thick-boled tree in the approximate shape of a loping deformed crab, not unlike the live oaks which once thrived by the Sunrise Sea. The seaside oaks are now extinct, but Shansanar remains, infused with obsidian and scuttling along with his strange gait on root-legs.

Shansanar is 15' tall at the trunk with another 10 ft of branches extending up and outwards. It is shaped like a heavy tree, thick-barked and knobby, with stiff strong branches ending in fingers of twisted boughs. Small leaves, shaped like spear heads, hang loosely from its crown, rustling quietly as the creature shuffles smoothly along on its truncated roots.

When enraged, Shansanar's trunk splits open in several places, along seams in the bark and at prominent knots, to reveal eye spots and a gaping maw. Several branches twine together to form snapping claws that lash out at its foes.

Personality Notes

Quiet, Inscrutable, Zealous, Patient

Shansanar has an alien intelligence unlike that of any other creature, which has evolved over the King's Ages, finding a harmony with the tortured landscape of its kingdom. Shansanar sees itself as the caretaker of its kingdom and has come to accept its creation as being for that purpose.

Strategy and Tactics

Shansanar rarely enters combat. Few creatures in the Dead Lands can pose it a serious threat, and fewer still can find it's lair. The only action that could cause

Shansanar to initiate hostilities is the destruction of it's sculpted growths. When Shansanar is finally motivated to act, it does so with sudden ferocity, disabling the strongest threat quickly.

History

Shansanar's past lies within the experimental laboratories of Gretch. It's hard to imagine now what creature Gretch had corrupted to create such a being, but it is no secret that it is Gretch's experiments. Shansanar was an exercise in life and death for Gretch — the fusion of a living tree and a living crustacean, perverted into undead. Gretch thought the two creatures, each from along the shoreline but from either side of the waves, would make an interesting combination in unlife. Gretch attempted his experiment many times, and though most of his amalgamations failed, Shansanar proved the exception, and exists to this day, part tree and part crustacean.

Society

Shansanar receives very few visitors or intruders; even the S'thag Zagath and the bugdead have learned to avoid setting foot into the Gardens of Shansanar. Few people, therefore, even know how to approach Shansanar, let alone safely interact with it. Occasionally, Gretch has been known to force a war between two factions on opposing sides of Shansanar's Gardens, just to watch them to either reroute through every other northern kingdom, or attempt to pass through the Gardens.



The Gelada of Kiwk

Likely Encounters

- A group of 1d4 wandering Fallen human warriors, with a 50% of being led by a Praetorian guard
- A small encampment of 2-12 (2d6) namech servants/workers, being led by a Zhen overseer



Kiwk CR23

Male Thinking Zombie Feylaar Psychic Warrior 17

CE Large Undead (Augmented Monstrous Humanoid, Psionic)

Init +7; **Senses** Darkvision 60 ft.; Listen +12, Search +15, Spot +22

Aura: -

Languages Feylaar, Ulyanese

AC 32; touch 17, flat-footed 29; Dodge, Mobility (-1 size, +3 Dex, +7 natural, +5 Def, +8 armor)

hp 193 (24 HD; 24d12+38)

Resistance: Cold 10, Electricity 10

Immunity: Undead Traits; **Weakness:** Craving, Vulnerability to Blessed Elements (150% dmg), Vulnerability to Obsidian

Fort +17, **Ref** +18, **Will** +21

Speed 30 ft. (6 squares)

Melee Slam +32 (1d8+14; 20/x2) or Heavy Mace +32 (2d6+14; 20/x2)

Full Melee Heavy Mace +32/+27/+22/+17 (2d6+14; 20/x2) and 3x Slam +32 (1d8+14; 20/x2) and **Bite** +27 (2d6+10; 20/x2)

Space 10 ft.; Reach: 10 ft.

Base Atk +19; Grp +50

Combat Options: **Ability Drain** (DC 22, 1d6 Wisdom), Combat Reflexes (4/round), Constrict (1d8+11), **Craving (flesh)**, **Death Field** (3/day, DC 24), Deep Impact, Disease (DC 24), **Enhanced Senses**, Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Ghost Attack, Improved Grab, Opportunity power, Power Attack, Psionic Fist (+4d6), Psionic Meditation (Move action), **Vulnerability to Obsidian**

Combat Gear *Large Stone Ghost Touch Heavy Mace* +3, *Large Studded Leather Armor* +5



Power Points/Day 142; Psychic Warrior powers known (ML 17th):

1st - *expansion, force screen, offensive precognition, offensive prescience, thicken skin*

2nd - *animal affinity, hustle, psionic lion's charge*

3rd - *claws of the vampire, greater concealing amorpha, hustle, ubiquitous vision*

4th - *energy adaption, inertial barrier*

5th - *psychofeedback*

6th - *breath of the black dragon, form of doom*

Abilities Str 32, Dex 16, Con --, Int 14, Wis 22, Cha 14

SQ Darkvision 60 ft., Enhanced Senses, Gray Toughness 1, Resistances, Skills, Vulnerability to Blessed Elements, Vulnerability to Obsidian.

Feats Ability Focus (*death field*), Cleave, Combat Reflexes ^B, Dodge, Epic Psionic Focus, Ghost Attack ^B, Greater Psionic Fist ^B, Improved Initiative, Improved Natural Attack (Slam), Mobility, Power Attack, Psionic Body ^B, Psionic Fist ^B, Psionic Meditation ^B, Spring Attack, Unavoidable Strike ^B.

Skills Climb +24, Concentration + 19, Jump +38, Listen +12, Psicraft +8, Search +20, Sense Motive +15, Spot +22, Survival +11.

Possessions 265,000gp or *Amulet of Mighty Fists* +3, *Belt of Giant Strength* +6, *Cloak of Resistance* +5, *Dorje of Vigor* (ML 16th, 20 charges), *Gloves of Titan's Grip*, *Periap of Wisdom* +6, *Ring of Protection* +5, *Vampiric Eyes of Power Leech*.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

As a four-armed ape-like feylaar, with mangy fur and old, gaping wounds, Kiwk makes an intimidating and fierce impression. The dozens of tooth and sinew necklaces he wears distinguish him as the clear leader of his tribe of feylaar warriors.

Personality notes:

Kiwk's reanimation as an undead was a transformational experience for his mind and ego, expanding his world-view and transforming Kiwk from a primitive raider to a sovereign lord. Of all Gretch's lords, Kiwk is perhaps the happiest with his current situation - he relishes his authority and unaccountability.

Driven by vanity and feylaar culture, Kiwk regularly brings challengers and abducted foreigners into his arena. He does this purely to reaffirm his dominance.



Strategy and Tactics

Always alert to threats to his dominance, Kiwk prefers to be the one to initiate hostilities, charging the most powerful-looking opponent and delivering a series of attacks. Rather than stay in one place during combat, Kiwk will move across the battlefield to strike at exposed spellcasters and archers in an attempt to keep his foes terrified and off balance.

In the thick of battle, Kiwk will use his size and long reach to keep enemies pinned down, but is perfectly happy to face a single opponent and crush them in a 'feylaar-hug'.

Kiwk rarely bothers with using his psionics abilities for protection, usually just rushing to lead the attack. The only times he will sit back and prepare for combat are either after he has been strongly rebuffed by foes or when facing a horde of Bugdead - even Kiwk knows he cannot intimidate the undead vermin into submission.

History

The location of Kiwk and his tribe's original homeland is long lost to time - even Kiwk and his warriors don't seem to recall it. Regardless, they have gained far more as leaders of this kingdom of humanoids than they ever previously had in the forest.

Kiwk would have made for a good candidate for one of Gretch's bodyguards, but his selfishness in combat makes him an unreliable protector. This is why he was appointed one of Gretch's kings: he is far more useful as a lurking threat to the other kingdoms and foreign invaders than he ever would have been as one of Gretch's Uncrowned.

Society

Kiwk rules over his kingdom with an iron fist. His praetorian guards serve as his enforcers, happy to inflict brutal justice and retribution based on Kiwk's whims. The other feylaars that make up his praetorian guard are nearly impossible to replace, so while he may bully them regularly, he is still careful with their deployment.

Kiwk's kingdom is run much like a feylaar clan, with constant shows of dominance by Kiwk reminding the others of his fitness to lead. Outside threats are dealt with quickly and with a show of force to protect the clan - Kiwk might need to remind the others he's the leader, but he'll protect his charges fiercely.

Those who challenge Kiwk's authority quickly disappear - lost to his constant hunger for flesh. Kiwk would be very eager to face living opponents and sink his fangs into their tender, warm, living flesh.



Kiwk's Praetorian Guard CR19

Male and Female Feylaar Fallen Psi-Warrior 13

CE Large Monstrous Humanoid (Psionic)

Init +8; **Senses** Darkvision 60 ft.; Listen +14, Search +23, Spot +24

Aura: Despair (10ft, DC 19)

Languages Feylaar

AC 29; touch 15, flat-footed 25; Dodge, Mobility (-1 size, +4 Dex, +9 natural, +5 armor, +2 Def)

hp 170 (20 HD; 20d12+40)

DR 5/magic

Immune Undead Traits; **Weakness** Code of Honor, Craving

Fort +14, **Ref** +17, **Will** +19

Speed 30 ft. (6 squares)

Melee Slam +25 (2d8+10) or Touch +25 (Dehydrating Touch)

Full Melee 4x Slam +25 (2d8+10) and Bite +20 (2d6+5)

Space 10 ft.; Reach: 10 ft.

Base Atk +16/+11/+6/+1; **Grp** +37

Combat Options Combat Reflexes (5/round), Constrict (2d8+10), Create Spawn, Death Field (3/day, DC 21), Dehydrating Touch (DC 21, 19d6), Great Cleave, Improved Grab, Power Attack, Psionic Fist (+2d6), Psionic Meditation (move action), Spring Attack

Combat Gear Large Chitin Armor +1

Psi-Like Abilities (ML 13th. DCs are Charisma based):

At will - *call weaponry, death knell, deathwatch, mindlink*;
3/day - *body adjustment, chameleon, cloud mind, conceal thoughts ectoplasmic form, false sensory input, id insinuation, mindlink, psionic dimension door, psionic dominate, psychic vampire*;

1/day - *recall agony*.

Psi-Warrior Powers (ML 13th, Power Points 51+39, DC 14 + power level):

5th - *psychofeedback*

4th - *energy adaption*

3rd - *claws of the vampire, greater concealing amorphous, mental barrier, ubiquitous vision*.

2nd - *hustle, psionic lion's charge*

1st - *expansion, offensive precognition, thicken skin*

Abilities Str 28, Dex 18, Con --, Int 14, Wis 22, Cha 9

SQ Code of Honor, **Craving (flesh)**, Damage Reduction, Darkvision 60 ft., **Enhanced Senses**, Gray Toughness, Skills, Undead Traits.

Feats Ability Focus (*death field*), Cleave, Combat Reflexes ^B, Dodge ^B, Great Cleave, Improved Initiative, Improved Natural Attack (Slam), Mobility ^B, Power Attack ^B, Psionic Fist, Psionic Meditation, Spring Attack ^B.

Skills Climb +26, Concentration 22, Jump +23, Listen +14, Psicraft +12, Search +23, Sense Motive +12, Spot +24, Survival +11.

Possessions 59,000gp or *Amulet of Mighty Fists +1*, *Belt of Giant Strength +4*, *Cloak of Resistance +4*, *Periapt of Wisdom +4*, *Ring of Protection +2*.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Kiwk's Praetorian Guard is composed of four-armed ape-like feylaar and, like their sovereign, they all sport multiple unhealed wounds. The Praetorian Guards dress plainly and have patchy brownish-grey fur. Around their necks the Praetorian Guards wear necklaces made from humanoid teeth and sinew, a symbol of their tribe in undeath.

Personality notes:

Undeath has left the Praetorian Guard cruel and pugnacious - far more so than they had been in life. When not continually challenging each other for dominance, they are bullying their subordinates or brutalising their enemies.

Strategy and Tactics

Kiwk's Praetorian Guard fight much like their leader. They are inclined towards solo hit and run tactics, using terrain and concealment to gain the element of surprise.

Beyond that, their tactics will vary depending on the type of foe. When faced with particularly powerful enemies (except for Bugdead), their goal will be to team up and abduct their foes for Kiwk's arena. For spellcasters or Bugdead, they will aim to engage them in close combat and kill them as quickly as possible, prioritising spellcasters before all others.

History

When he claimed Kiwk for his experiments, Gretch found his initial results to be promising. He then decided to take all the warriors of the small tribe at once, in the hopes of creating a force of inhumanly strong bodyguards and enforcers. As the undead feylaars grew more aware of their condition, even the strongest binding wards couldn't keep them under control and within discipline. So Gretch abandoned the experiment, and repurposed the whole tribe as the leaders of a border kingdom.

At first, Kwik's kingdom was simply used as a dumping ground for the most unruly warriors unearthed from Gretch's lands. But with the coming of the Bugdead, Gretch found the land fared quite well under their assaults despite Kiwk's shortcomings in tactics and warfare. Gretch and other Dead Lords still deploy their most unmanageable soldiers to Kwik's kingdom, but now with purpose - in the Gelada of Kiwk, the outcasts will either find a place within the kingdom's defensive line, or serve as fodder for the undead feylaars (one way or another).

Society

The Praetorian Guard see Kiwk as their uncontested chief, as they fear and respect his experience and power. None have the nerve to challenge him despite his goading them to do so.



Zhen Overseers CR14

Male and Female Human Zhen Fighter 10

CE Medium Undead (Augmented Humanoid, Psionic)

Init +7; **Senses** Darkvision 60ft.; Listen +9, Search +13, Spot +15

Languages Ulyanese, Feylaar

AC 29; touch 14, flat-footed 25*; Dodge, Mobility (+3 Dex, +10 Nat, +5 armor, +1 Def)

hp 75 (10 HD; 10d12+10); **Fast Healing** 3

DR 5/magic

Immune Turning, Undead Traits; **Weakness** Vulnerability to Mind-Affecting Effects

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

Speed 30 ft.; Obsidian Climb

Melee Slam +17 (1d8+7) or Touch +17 (Brand)

Ranged Comp. Longbow +13 (1d8+7; 20/x3)

Space 5 ft.; Reach: 5 ft.

Base Atk +10/+5; **Grp** +17

Combat Options **Brand (3/day)**, Great Cleave, Power Attack, Mobility Psionic Meditation (Move action), Psionic Shot, Spring Attack.

Combat Gear *Composite (+7) Longbow +1, Chitin Armor +1*

Spell-Like Abilities (CL 10)

1/day - *Animate Dead*;

Psi-Like Abilities: (ML 10; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Abilities Str 24, Dex 16, Con --, Int 12, Wis 16, Cha 14

SQ **Ambulatory Limbs**, Damage Reduction, Darkvision 60 ft., Fast Healing, Gray Toughness 1, **Immunity to Turning**, Obsidian Climb, Rebuke Undead (3/day), Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Cleave ^B, Dodge ^B, Great Cleave ^B, Improved Initiative ^B, Mobility ^B, Power Attack, Psionic Fist, Psionic Meditation, Psionic Shot, Spring Attack ^B.

Skills Climb +14, Intimidate +15, Jump +14, Listen +9, Search +13, Sense Motive +14, Spot +15.

Possessions 16,000cp or Combat Gear plus: *Belt of Giant's Strength +2, Cloak of Resistance +1, Gloves of Dexterity +2, Potion-Orb of Heroism (CL 5th), Psionic Tattoo of Force Screen (ML 1st) x2, Ring of Protection +1.*

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Kiwk's zhen overseers intentionally dress to intimidate. Their armor is decorated with hairy pelts and furs around the shoulders and hips. Some of these are animal pelts, but many are scalps from humanoid. Around their neck they wear sinew and bone bead necklaces which mark their fealty to Kiwk, made from humanoid teeth.

While many of the zhen overseers are human, there are members of other races as well. The overseers are

drawn from all of Gretch's other kingdoms, generally being individuals who were too bullying or unruly to fit in with the other armies.

Personality notes:

Bullying, aggressive, insecure

Only those warriors aggressive enough to even stand their ground against an undead feylaar would even stand a chance as sergeants in the army of Kiwk, let alone willingly join it; as a result, Kwik's army has attracted some of the most brutal bullies in the Dead Lands. The zhen overseers know their continued survival hinges on their ability to show strength and dominance in the face of the feylaar leadership, so they do this at every opportunity, even amongst themselves.

Strategy and Tactics

The zhen overseers know that showing fear would be just as fatal as enemy blows, so they strike first and remain engaged far longer than the feylaar they follow. They will fight dirty at every opportunity, commanding their troops to undertake suicide maneuvers and taking advantage of every weakness they can find. In this way, they have been almost single-handedly responsible for the Gelada's success against the Bugdead assaults.

History

The humanoid zhen that follow Kiwk were initially assigned by Gretch, but in the King's Ages since, outcasts from other kingdoms have been regularly inducted into their ranks. Gretch's other kings have found it advantageous to send their most abusive and pugnacious troops to the Gelada and let them take their chances in Kiwk's army. At best, the strongest of these rejected soldiers find a home amongst Kiwk's overseers, strengthening their ranks. At worst, Kiwk gains more meat for its regular infighting and defense against the Bugdead - sometimes literally.

Society

Kiwk's Zhen Overseers are a rank lower than the core elite of feylaars, but the most successful of them can have some modicum of status in Kiwk's land, being respected the way a favored gladiator would be.



Nophdeh's Gullet

Likely Encounters

- A patrol of 6-16 (2d6+4) Nophdeh Sergeants led by a Nophdeh Lieutenant
- 9-24 (3d6+6) Skeletons being led by a Nophdeh Sergeant
- 1d6 Nophdeh Scouts

With any given patrol, there is a 10% chance of Nophdeh leading them.



Nophdeh CR22

Male Dwarf Dwarven Banshee Rogue 13 / Fighter 5

NE Medium Undead (Augmented Humanoid, Dwarf)

Init +8; **Senses** Darkvision 60ft.; Listen +21, Search +24, Spot +11

Languages Remaan, Classic Dwarven, Ulyanese

AC 28; touch 15, flat-footed 24; Dodge, Improved Uncanny Dodge, Mobility

(+4 Dex, +5+1 Nat, +7 armor, +1 Def)

hp 153 (13+5 HD; 18d12+36)

Damage Reduction:10/magic; Resistances: Fire 10

Immune Undead Traits; **Weakness** Cast no Shadow

Fort +10, **Ref** +15, **Will** +7; Improved Evasion

Speed 20 ft.

Melee Dwarven Waraxe +23 (1d10+9; 20/x3) or Slam +23 (1d6+9; 20/x2) or Dagger +23 (1d4+9; 19-20/x2)

Full Melee Dwarven Waraxe +23/+18/+13 (1d10+9; 20/x3) and Slam +18 (1d6+9; 20/x2)

Ranged Comp. Shortbow +19 (1d8+10; 100 ft range; 20/x3)

Full Ranged Comp. Shortbow +19/+14/+9 (1d8+10; 110 ft range; 20/x3)

Space 5 ft.; Reach: 5 ft.

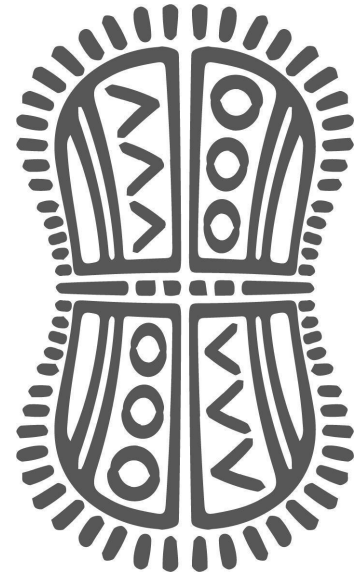
Base Atk +14/+9/+4; **Grip** +23

Combat Options Cause Revulsion, Combat Expertise, Combat Reflexes (5/round), Despair (DC 21), Gaze of Frenzy (DC 21), Great Cleave, Improved Feint (Move action), Improved Trip (+4), Opportunist, Putrefying Touch (DC 21), Sneak Attack (+7d6)

Combat Gear Chitin Armor +3, Composite (+9) Longbow +1, Obsidian Dagger, Obsidian Dwarven Waraxe +1

Spell-Like Abilities (CL 18th)

3/day - charm person;
1/day - animate dead,
create greater
undead, create
undead;



Psi-Like Abilities (ML 18th):

3/day - hostile empathic transfer*, inflict pain*, recall agony*.

*Power can be augmented.

Abilities Str 28, Dex 18, Con --, Int 16, Wis 10, Cha 14
SQ Damage Reduction, Darkvision 60 ft., Enduring Focus, Evasion, Gray Toughness, Improved Evasion, Improved Uncanny Dodge, Resistances, Trapfinding, Trap Sense (+4), Uncanny Dodge, Undead Traits.

Feats Cleave ^B, Combat Expertise, Combat Reflexes, Dodge, Great Cleave ^B, Improved Feint, Improved Initiative, Improved Trip ^B, Mobility, Power Attack.

Skills Appraise +19, Bluff +18, Climb +10, Escape Artist +11, Forgery +11, Hide +19, Intimidate +18, Jump +10, Knowledge (Warcraft) +24, Listen +26, Move Silently +19, Search +29, Sense Motive +16, Spot +16, Use Magic Device +9.

Possessions 130,000cp or Combat Gear plus: Amulet of Natural Armor +1, Belt of Giant's Strength +4, Cloak of Resistance +3, Gloves of Dexterity +2, Ring of Protection +1; 25cp

Special Qualities (descriptions)

Dwarven Banshee Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Nophdeh wears ashen war paint on his skinless body and armor, done in remembrance of an old war tradition of his people. Nophdeh began this practice during the first Bugdead invasion and (due to his realm's constant state of war) has continued it ever since.

Personality Notes

Filled with bitterness by his failure to find and rescue his list family, and driven to near-obsession by the strength of Gretch's necromancy, Nophdeh is a cruel and unrelenting tyrant. He wielded absolute power within his realm until the coming of the Bugdead and the insurrection of the undead plainsfolk of the Viscera and Nophdeh will stop at nothing to restore control of his kingdom.

Strategy and Tactics

Nophdeh's tactics vary depending on what enemy force his troops are dealing with — against the Bugdead, Nophdeh's forces withdraw to several heavily fortified positions and focus on defending those positions; against the zhen of the Viscera Nophdeh has focused on containment, keeping the undead plainsfolk within the Viscera and diligently patrolling the border.

In all scenarios, Nophdeh and his troops launch themselves at their enemies with berserker fury, secure in their knowledge that they will return from the Gray with the following sunset.

History

Manipulated by Gretch into failing at his Focus and returning as a dwarven banshee, Nophdeh served as Gretch's spymaster during the Cleansing Wars. After Ulyan was 'cleansed', Nophdeh was granted a kingdom to help defend the Gray Tower.

Nophdeh's first underground capital survived the Obsidian Tide unscathed but was buried. The efforts to excavate down to it (creating the feature known as the Gullet) released the undead plainsfolk that now occupy the buried former capital - now referred to as the Viscera.

The first Bugdead invasion drove Nophdeh and his subjects from his land, but they have since returned and moved to reclaim the kingdom. Nophdeh's current capital is a castle-city surrounding the deep excavation of the Gullet and the zhen below it.

Nophdeh and his forces now fight a war on two fronts, defending themselves from the Bugdead invasions

without and fighting to contain or eliminate the zhen plainsfolk beneath the Gullet.

Society

Between the Bugdead and the recalcitrant zhen of the Viscera, Nophdeh and his forces have been continuously at war for centuries. Fortunately, undead never tire and dwarven banshees are renowned for their focus and dedication, making them an ideal military force.

Nophdeh leads by example, overseeing the construction of fortifications, partoling the wall around the Viscera, and personally leading patrols across his kingdom.

Word of Nophdeh and his kingdom have spread across the Dead Lands, having come to be seen as a new homeland for unliving dwarves. Undead from other kingdoms of Gretch and dwarven undead from all over the Dead Lands have joined Nophdeh's forces, drawn by his personal involvement in defense and warfare.



Nophdeh Lieutenants CR 18

Male and Female Dwarf Dwarven Banshee Rogue 13

NE Medium Undead (Augmented Humanoid, Dwarf, Psionic)

Init +7; **Senses** Darkvision 60ft.; Listen +26, Search +29, Spot +16

Languages Classic Dwarven, Ulyanese

AC 23; touch 13, flat-footed 20; Improved Uncanny Dodge

(+3 Dex, +5 Nat, +5 armor)

hp 136 (13 HD; 13d12+52)

Damage Reduction:10/magic; **Resistances:** Fire 10

Immune Undead Traits; **Weakness** -

Fort +4, **Ref** +11, **Will** +4; Improved Evasion

Speed 20 ft.

Melee Slam +18 (1d6+9; 20/x2) or Dagger +17 (1d4+8; 19-20/x2) or **Tongue** +17 (1d4+8; 20/x2)

Ranged Comp. Shortbow +13 (1d6+8; 70 ft range; 20/x3)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +9/+4; **Grp** +17

Combat Options Combat Expertise, Combat Reflexes (4/round), Constrict, Disease (18), Gaze of Frenzy (DC 18), Improved Feint (Move action), Improved Grab, Opportunist, Sneak Attack (+7d6)

Combat Gear *Chitin Armor +1, Composite (+7) Shortbow +1, Obsidian Dagger*

Spell-Like Abilities (CL 13th):

At will - grease, halt undead, locate object.

Psi-Like Abilities (ML 13th):

3/day—hostile empathic transfer, inflict pain*, recall agony*.*

*Power can be augmented.

Abilities Str 26, Dex 17, Con --, Int 16, Wis 10, Cha 14
SQ Damage Reduction, Darkvision 60 ft., Enduring Focus, Evasion, **Gray Toughness (+2)**, Improved Evasion, Improved Uncanny Dodge, **Nondetection** (DC 23), Resistances, Trapfinding, Trap Sense (+4), Uncanny Dodge, Undead Traits.

Feats Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Power Attack.

Skills Appraise +19, Bluff+18, Climb +8, Escape Artist +9, Forgery +11, Hide +19, Intimidate +18, Jump +7, Listen +26, Move Silently +17, Search +29, Sense Motive +16, Spot +16, Use Magic Device +9.

Possessions 35,000cp or Combat Gear plus: *Belt of Giant's Strength +2, Cloak of Resistance +1, Gloves of Dexterity +2; 25cp*

Special Qualities (descriptions)

Dwarven Banshee Special Qualities: Refer to Appendix A for full list and descriptions.

See Nophdeh Scout description for Appearance, Personality, History, and Society



Nophdeh Sergeants CR17

Male and Female Dwarf Dwarven Banshee Fighter 13

LE Medium Undead (Augmented Humanoid, Dwarf)
Init +7; **Senses** Darkvision 60ft.; Listen +10, Search +12, Spot +0

Languages Classic Dwarven, Ulyanese

AC 23; touch 13, flat-footed 20; **Dodge**, **Mobility** (+3 Dex, +5 Nat, +5 armor)

hp 110 (13 HD; 13d12+26)

Damage Reduction:10/magic; Resistances: Fire 10

Immune **Turning**, Undead Traits; **Weakness** **Vulnerability to Stone**

Fort +8, **Ref** +7, **Will** +4

Speed 20 ft.

Melee Dwarven Waraxe +21 (1d10+8; 20/x3) or Slam +22 (1d6+9; 20/x2) or Dagger +22 (1d4+9; 19-20/x2) or **Tongue** +22 (1d4+9; 20/x2)

Full Melee Dwarven Waraxe +21/+16/+11 (1d10+8; 20/x3) and Slam +17 (1d6+9; 20/x2) and **Tongue** +17 (1d4+9; 20/x2)

Ranged Comp. Longbow +16 (1d8+8; 100 ft range; 20/x3)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +13/+8/+3; **Grp** +22

Combat Options Combat Expertise, Combat Reflexes (4/round), Constrict, **Curse**, Gaze of Frenzy (DC 18), Great Cleave, Improved Grab, Improved Trip (+4), Power Attack, Spring Attack.

Combat Gear *Chitin Armor +1, Composite (+7) Longbow +1, Obsidian Dagger, Obsidian Dwarven Waraxe.*

Spell-Like Abilities (CL 13th):

At will - deeper darkness;

Psi-Like Abilities (ML 13th):

3/day—hostile empathic transfer, inflict pain*, recall agony*.*

*Power can be augmented.

Abilities Str 29, Dex 16, Con --, Int 14, Wis 10, Cha 14
SQ Damage Reduction, Darkvision 60 ft., Enduring Focus, Gray Toughness, **Immunity to Turning**, Resistances, Undead Traits, **Vulnerability to Stone**

Feats Cleave ^B, Combat Expertise, Combat Reflexes, Dodge ^B, Great Cleave ^B, Improved Trip, Improved Initiative, Mobility ^B, Power Attack, Spring Attack, Weapon Focus (Dwarven Waraxe), Weapon Specialization Dwarven Waraxe).

Skills Climb +25, Intimidate +18, Jump +24, Knowledge (Warcraft) +18, Listen +10, Search +12.

Possessions 35,000cp or Combat Gear plus: *Belt of Giant's Strength +2, Cloak of Resistance +1, Gloves of Dexterity +2; 25cp*

Special Qualities (descriptions)

Dwarven Banshee Special Qualities: Refer to Appendix A for full list and descriptions.

See Nophdeh Scout description for Appearance, Personality, History, and Society



Nophdeh Scout CR12

Male and Female Dwarf Dwarven Banshee Rogue 8
NE Medium Undead (Augmented Humanoid, Dwarf)
Init +3; **Senses** Darkvision 60ft.; Listen +21, Search +24, Spot +11
Languages Classic Dwarven, Ulyanese

AC 23; touch 13, flat-footed 20; Improved Uncanny Dodge
(+3 Dex, +5 Nat, +5 armor)
hp 68 (8 HD; 8d12+16); Fast Healing 6
DR:10/magic; **Resist** — Fire 10
Immune Piercing, Undead Traits; **Weakness** - Fort +3, Ref +10, Will +3; Evasion

Speed 20 ft.
Melee Slam +13 (1d6+7; 20/x2) or Dagger +13 (1d4+7; 19-20/x2)
Ranged Comp. Shortbow +10 (1d6+8; 70 ft. range; 20/x3)
Space 5 ft.; Reach: 5 ft.
Base Atk +6/+1; **Grp** +13
Combat Options Combat Expertise, Combat Reflexes (4/round), Gaze of Frenzy (DC 16), Improved Feint (Move action), Sneak Attack (+4d6)
Combat Gear Chitin Armor +1, Composite (+7) Shortbow +1, Obsidian Dagger

Spell-Like Abilities (CL 8th):
3/day - Charm Person.

Psi-Like Abilities (ML 8th):
3/day - hostile empathic transfer*, inflict pain*, recall agony*.
*Power can be augmented.

Abilities Str 24, Dex 16, Con --, Int 16, Wis 10, Cha 14
SQ Damage Reduction, Darkvision 60 ft., Enduring Focus, Evasion, Fast Healing (x2), Gray Toughness, Immunity To Bane (Piercing), Improved Uncanny Dodge, Resistances, Trapfinding, Trap Sense (+2), Uncanny Dodge, Undead Traits.
Feats Combat Expertise, Combat Reflexes, Improved Feint.

Skills Appraise +14, Bluff+13, Climb +7, Escape Artist +7, Forgery +8, Hide +13, Intimidate +13, Jump +6, Listen +21, Move Silently +13, Search +24, Sense Motive +11, Spot +11, Use Magic Device +5.

Possessions 9,400cp or Combat Gear plus: Cloak of Resistance +1, Gloves of Dexterity +2, Psionic Tattoo of Concealing Amorpha (ML 3rd), Psionic Tattoo of Force Screen (ML 1rd); 25cp

Special Qualities (descriptions)

Dwarven Banshee Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Nophdeh's forces wear the same ashen war paint on their bodies and armor as their leader. The production of this war paint using the ash (from incinerated Bugdead corpses) is seen as an honor. The nature of the war paint designs denotes the rank of the soldiers: scouts wear vertical lines on one side of their face and bodies, Sergeants wear the chevron marks like dragon scales on their bodies, and the Lieutenants draw the circles and lines on their bodies.

Personality notes:

Dwarven banshees tend towards rage and guilt over their undead state, so Nophdeh instills in his troops a high level of fury and alertness, to better focus them on external threats.

Strategy and Tactics

Nophdeh's forces are paradoxical in their tactics: they are dedicated and cautious when guarding a position or patrol, but attack with savage fury when an engagement begins.

Having failed at their foci in life, dwarven banshees are driven by single minded focus and determination in undeath; Nophdeh's troops generally apply this resolve to the defense of the kingdom and their fellows. When it comes time to fight, however, the rage and shame of their failure boils up as a cold fury that the dwarven banshees use to overwhelm their foes.

History

Nophdeh's Scouts and Lieutenants served with him as spies for Gretch during the early Cleansing Wars. When he was granted a kingdom, Nophdeh granted them all positions of leadership, to serve as his eyes and ears in the kingdom.

Those that serve as Nophdeh Sergeants are those too unsubtle or unruly to be sent to spy upon the Champions. Instead, those banshees were locked within the Gray Tower's dungeons until after the Cleansing Wars passed beyond the Uylan basin. With the establishment of Nophdeh's, kingdom, the undead dwarven warriors were released to help build the realm.

Society

Even more than living dwarves, the undead of Nophdeh's Gullet make little time for socialization or leisure. The kingdom is always at 'high alert', either in

preparation for the next inevitable Bugdead invasion, or for an assault on the Viscera.

The dwarves of Nophdeh's Gullet have only the barest association with neighboring kingdoms, grunting their approval at Bugdead driven away and grumbling about Bugdead that make it to their borders. The undead of neighboring realms do not often think of the dwarven banshees of Nophdeh, rarely stopping to think of the dwarves' dedication or lack of ambition.

Amongst themselves, the troops of Nophdeh's Gullet work together well - each knows their place and orders. Dissention in the ranks does occasionally occur, but with all dedicated to the common defense, incidents are rare and usually very minor.

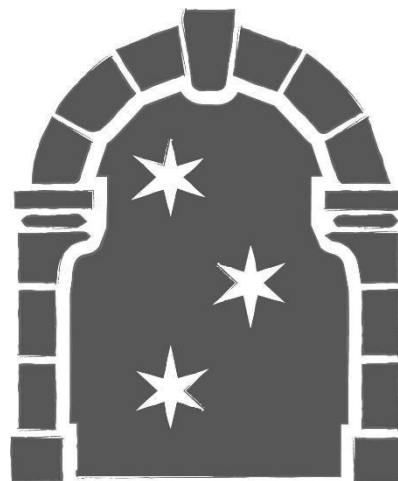


The Viscera (Under Nophdeh)

Likely Encounters

- 3-9 (2d4+1) Strider Warriors

The Viscera is organized as an extensive system of branching tunnels and chambers. Each time the visitors meet a patrol, there is a 15% cumulative chance that Gazwaag will become aware of the visitors presence, and will react accordingly.



Terrain
(Obsidian

Plain +2, Underground +4), Spring Attack

Combat Gear Steel Dagger +1, Javelin x5, Steel Luckblade
(2 wishes) Longsword +2, Studded Leather Armor +2

Gazwaag, Leader of the Striders CR22

Human Zhen Ranger 19

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +9; **Senses** Darkvision 60ft.; Listen +33, Search +35, Spot +39

Languages Classic Tanysh

AC 32; touch 18, flat-footed 27*; **Dodge**, **Mobility** (+5 Dex, +10 Nat, +4 armor, +1 shield, +3 Def)

hp 142 (19 HD; 19d12+19); **Fast Healing** 3

DR or 15/magic

Immune **Bludgeoning**, Undead Traits; **Weakness** **Distractible** (bells), **Stench** (rotting leather), Vulnerability to Mind-Affecting Effects

Fort +17, **Ref** +22, **Will** +16; **Evasion**

Speed 50 ft.; Obsidian Climb, Woodland Stride

Melee Longsword +30 (1d8+11; 19-20/x2) or Slam +28 (1d8+9) or Touch +28 (by spell or Brand)

Full Melee Longsword +28/+23/+18/+13 (1d8+11; 19-20/x2) and Dagger +27/+22/+17 (1d4+5; 19-20/x2) or Longsword +28/+23/+18/+13 (1d8+11; 19-20/x2) and Slam +26/+21/+16 (1d8+4) or 2x Slam +28 (1d8+9)

Ranged Javelin +24 (1d6+9)

Full Ranged Javelin +24/+19/+14/+9 (1d6+9)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +19/+14/+9/+4; **Grp** +28

Combat Options **Brand** (3/day, 1d8 plus penalty), **Combat Reflexes** (3/round), **Favored Enemy** (Dwarves +8, Humans +2, Vermin +2), **Favored**

Psi-Like Abilities: (ML 19th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Ranger Spells (CL 9th, DC 15 + spell level):

4th — *cure serious wounds* x2, *freedom of movement*.

3rd — *cure moderate wounds* x3, *greater magic fang*.

2nd — *barkskin*, *protection from energy*, *snare*, *wind wall*.

1st — *alarm* x2, *jump*, *longstrider*, *resist energy*

Abilities Str 28, Dex 20, Con --, Int 14, Wis 20, Cha 14

SQ Animal Companion (9th lvl - Lion), Camouflage, Damage Reduction, Darkvision 60 ft., **Distractible** (bells), **Enhanced Ability** (bonus feat: **Blighted Ranger**), **Enhanced Ability** (Speed), **Evasion**, **Gray Toughness**, **Hide in Plain Sight**, **Immunity to Bane** (bludgeoning), **Improved Combat Style** (Two-Weapon), **Low-Light Vision**, **Nondetection** (DC 29), **Obsidian Climb**, **Rebuke Undead** (4/day), **Stench** (rotting leather), **Swift Tracker**, **Undead Traits**, **Vulnerability to Mind-Affecting Effects**, **Wild Empathy**.

Feats **Blighted Ranger**^B, **Combat Reflexes**, **Dodge**, **Endurance**^B, **Greater Two-Weapon Fighting**^B, **Improved Initiative**, **Improved Two-Weapon Fighting**^B, **Mobility**, **Quick Draw**, **Speed of**

Thought, Spring Attack, Track ^B, Two-Weapon Defense, Two-Weapon Fighting ^B.

Skills Climb +21, Concentration +23, Hide +27, Jump +21, Knowledge (Dungeoneering) +13, Knowledge (Geography) +13, Listen +33, Move Silently +32, Search +35, Sense Motive +11, Spot +39, Survival +27.

Possessions 170,000cp or Combat Gear plus: *Belt of Giant's Strength* +6, *Boots of Elvenkind*, *Circlet of Persuasion*, *Cloak of Resistance* +5, *Gloves of Dexterity* +6, *Periapt of Wisdom* +4, *Potion-Fruit of Blur* x2, *Ring of Protection* +3.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Camouflage (Ex): A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

Appearance

Gazwaag looks like an aging plainsman whose skin has been turned to black porcelain and he wears clothing made of leather and furs. Gazwaag's face and exposed chest are decorated with star patterns made from reddish mud that contrasts strongly with his obsidian-infused flesh. As in life, he has no hair at all on his face and body (in keeping with his people's religious beliefs).

Gazwaag's eyes are hard and his gaze fierce. After a lifetime eking out an existence on the ravaged plains of Ulyan, and centuries of fighting with the dwarven banshees, Gazwaag attention rarely settles on any one thing for long; he is always alert for the next surprise - be it an enemy or an opportunity.

Personality Notes

Cunning, pragmatic, ruthless, Gazwaag is an enigmatic figure. Though he pulled himself from a burial mound just like the rest of the Striders, none of his people remember who he was or when he lived.

Gazwaag never speaks of his past, preferring to discuss only his people's shared past and all that has been lost; Gazwaag never speaks of his plans for the future, preferring to speak only of what must be done until the

return of their god and of the Cleansing of the land of the accursed dwarves and obsidian that occupy it now. Like the majority of his people, Gazwaag is incensed by the sound of bells and will attack any such blasphemer given the chance.

Strategy and Tactics

Gazwaag's mastery of guerrilla tactics have only sharpened with his transition to undeath. Gazwaag is a ruthless and resourceful tactician, taking full advantage of the dungeon he inhabits and the terrain in his attacks.

Like the other Striders, Gazwaag uses hit-and-run attacks whenever possible, using his skill at moving stealthily to the best advantage. He continues to use his people's favored two-weapon fighting style, but now uses punches from his rock-hard fists (a gift from the Zhen birth) in place of the traditional dagger.

He is also always accompanied by a retinue of 8-14 (2d4+6) Strider Warriors; while another leader might consider these warriors a honor guard, it is most often simply Gazwaag leading a routine patrol.

History

Gazwaag's history is a mystery, even to himself. He only knows what his fellows do: that he clawed his way out of a burial mound and found himself in this ruined world instead of the afterlife.

When the undead dwarves exposed the Great Mound, Gazwaag was one of those on-hand to drive the banshees off. When the Bugdead first invaded, it was Gazwaag that thought to seal off the Viscera (the dwarven name for the realm of the Striders - the zhen do not know of the name) from the rampaging undead vermin and wait out their assault. Now, Gazwaag leads by dint of his greater experience and leadership; should another, more capable Strider come forth, he would happily step aside - Gazwaag wishes for his people to be led well, not for power and prestige.

Society

Gazwaag is the most skilled warrior of the Striders, and has become leader by default. He leads patrols under the obsidian and out into the Gullet, striking out at their enemies. Over the centuries, the Striders have skirmished many times with Nophdeh's dwarves, with neither ever really achieving much of an advantage.

Gazwaag and the Striders are virtually unknown outside Nophdeh's Gullet, as Nophdeh does not advertise his internal difficulties and the Striders rarely leave their subvitrine realm. This doesn't trouble

Gazwaag at all, because he doesn't seem himself as important at all and his people have no interest in diplomacy.



Strider Warrior CR 11

Human Zhen Ranger 8

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +6; **Senses** Darkvision 60ft.; Listen +20, Search +24, Spot +26

Languages Classic Tanysh

AC 25; touch 12, flat-footed 23*; **Dodge**, **Mobility** (+2 Dex, +10 Nat, +3 armor)

hp 60 (8 HD; 8d12+8); **Fast Healing** 3

DR or 15/magic

Immune **Bludgeoning**, Undead Traits; **Weakness** **Distractable (bells)**, Vulnerability to Mind-Affecting Effects

Fort +6, **Ref** +8, **Will** +4

Speed 40 ft.; Obsidian Climb, Woodland Stride

Melee Longsword +16 (1d8+8; 19-20/x2) or Dagger +13 (1d4+7; 19-20/x2) Slam +15 (1d8+7)

Full Melee Longsword +14/+9 (1d8+8; 19-20/x2) and Slam +13/+8 (1d8+3) or 2x Slam +15 (1d8+7)

Ranged Javelin +10 (1d6+7)

Full Ranged Javelin +10/+5 (1d6+7)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +8/+3; **Grp** +15

Combat Options Combat Reflexes (3/round), Favored Enemy (Dwarves +4), Favored Terrain (Underground +2)

Combat Gear MW Obsidian Dagger, Javelin x5, *Steel Longsword* +1, *Studded Leather Armor* +1

Psi-Like Abilities: (ML 11th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Abilities Str 24, Dex 14, Con --, Int 14, Wis 16, Cha 12

SQ Damage Reduction, Darkvision 60 ft., **Distractable (bells)**, **Enhanced Ability (Speed)**, Gray Toughness, **Immunity to Bane (bludgeoning)**, Improved Combat Style (Two-Weapon), Low-Light Vision, Nondetection (DC 18), Obsidian Climb, Rebuke

Undead (4/day), Undead Traits, Vulnerability to Mind-Affecting Effects,

Feats Combat Reflexes, Dodge, Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Mobility, Track^B, Two-Weapon Fighting^B.

Skills Climb +14, Concentration +6, Hide +13, Jump +14, Knowledge (Dungeoneering) +8, Knowledge (Geography) +8, Listen +20, Move Silently +13, Search +24, Sense Motive +9, Spot +26, Survival +14.

Possessions 9,400cp or Combat Gear plus: *Belt of Giant's Strength* +2.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Striders look to be plainsfolk whose skin has been turned to black porcelain and who wear clothing made of ancient leather and rotting furs. They decorate their faces and the exposed parts of their chests with star patterns made from reddish mud that contrasts strongly with their obsidian-infused flesh. They have no facial or body hair (in keeping with their people's religious beliefs).

Personality Notes

Cunning, pragmatic, ruthless,

The Striders are the remnants of a hard people that lived a difficult existence. Each of those buried in the kurgans was a great warrior or hero amongst their people and now they are all in a difficult position. The Striders see all outsiders as enemies and everything around them as either a mockery of their deepest beliefs or a corruption of their world when they were alive.

The only thing that gives the Striders comfort is their realm under the blackglass. They feel an inexplicable tie to the obsidian (as most zhen do) and have shaped it into an ebony sky soaring over the chambers containing their sacred burial mounds.

The vast majority of the Striders are surprisingly irritated by the sound of bells. The holy men and women of their people wore numerous bells upon their person (to better hear the voice of the wind) and the use, wearing and ownership of bells by lay persons was prohibited. Now, the sound of bells in use by outsiders only serves to remind the Striders of what they have lost, and they will eliminate any such blasphemers to the exclusion of all other things.

Strategy and Tactics

As when they lived, the Striders now use hit-and-run tactics to strike at their enemies. They also still use stealth to their advantage as well, but now they stalk along darkened underground corridors, rather than across grassy plains. Striders will use guerilla-style attacks to weaken their enemies while they withdraw and regain their strength.

The Striders know that their strength lies in numbers, not one-on-one combat. The former plainsfolk patrol in relatively large groups and will sound the alarm quickly to summon reinforcements.

Attrition has long been known to be the Strider's greatest weakness. The dwarven undead and Bugdead have always seemed to be limitless in number but every Strider destroyed brings their people that much closer to annihilation.

History

The Striders are the plainsfolk and herders that were reanimated as zhen by the Obsidian Tide. The zhen clawed their way out from the burial mounds in which they were interred into a slowly cooling sub-vitrine world and discovered Nophdeh's great earthen hill. Thinking that they had awakened in the glorious afterlife, they occupied this greatest of burial mounds (seemingly pre-fashioned with a city just for them) and took to calling themselves Sky-Striders - their people's name for the honored dead.

When Nophdeh's dwarven banshees finally excavated down and freed the great mound from the obsidian, the zhen were in shock: this was not the afterlife, they were not the glorious, honored dead, and the world was a sterile ruin of blackglass. Despite emotionally crushing blow, they fought back against the dwarven undead viciously to defend their new home. Forsaking the sky and it's undead-haunted obsidian, the Striders (as they now called themselves) dug themselves in and readied themselves for a protracted siege.

The coming of the Bugdead was a boon for the Striders - they were safe from the undead vermin beneath the obsidian and the Bugdead invasion drove off the hated dwarves, allowing the zhen time to shore up their defenses.

Society

The Striders dwell in a society much like that of the termites that once lived on the plains; they occupy the Great Mound (as they call Nophdeh's former capital) and thousands of smaller mounds that dot the now obsidian-covered land. A warren of tunnels and passages link the various mounds, all eventually connecting back to the Great Mound.

The Striders are a fellowship of equals: they organize themselves by ability, with the more powerful or capable leading those weaker or less capable than themselves. They ascribe no further significance to this process, seeing it as right and just for the strong to lead - there is no honor or shame in this, only responsibility to lead or assist their fellows as appropriate.



The Kingdom of Olnak

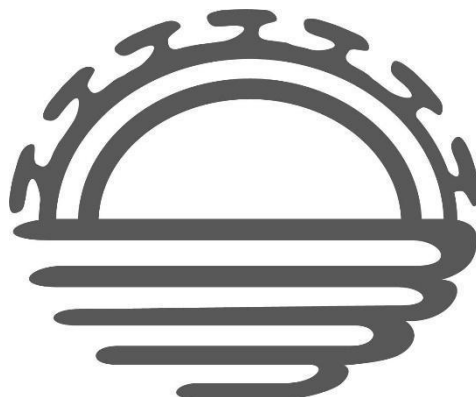
Likely Encounters

When approaching Olnak on the surface, visitors will only encounter bugdead. (Use encounters list for the Shale Lands).

Those who travel to the underground city may encounter the diverse soldiers of Olnak. Indeed, Olnak's forces are so diverse, combination of minor undead could be encountered.

Some examples of underground encounters:

- Squad of 2-12 (2d6) Fallen warriors of various races, training (use the stats of Wujarrt's Warriors)
- A regiment of 8-20 (4d4+4) Human zombies and skeletons (50/50 split) with 1d4 Zhen overseers (use Kiwk's Zhen Overseers)
- 1d8 Ioramhs (See *Terrors of the Dead Lands*), either human or ogre
- 2-8 (2d4) Pixie Blights (See *Terrors of the Dead Lands*)
- 2-8 (2d4) Racked Spirits (See *Terrors of the Dead Lands*), either human or gnome



Tol'thak the Surveyor of Olnak CR27

Human Morg Wizard 5 / Necromant 10 / Psion 5 (Nomad) / Cerebremancer 4

Neutral Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +0; **Senses** darkvision 60 ft.; Listen +9, Search +25, Spot +19

Aura Despair (DC 24), Fear (60ft, DC 24)

Languages Ulyanese, Ulyanese Giant, Classic Dwarven, Orcish, Gnomish, Sylvan, *Tongues*

AC 19, touch 15, flat-footed 19*

(+0 Dex, +4 Nat, +5 Def)

hp 204 (24 HD; 24d12+48); Fast Healing 1

Immune Fear, Undead Traits

DR 10/magic, **Resistances:** Cold 10; **Weakness** **Cast No Shadow**, Light Sensitivity, **Vulnerability to Mind-Affecting Effects**, **Vulnerability to Sunlight**

Fort +12, **Ref** +12, **Will** +26

Speed 30 ft. (6 squares)

Melee Tongue +14 (1d4+4) or Touch +14 (by spell)

Ranged Ranged Touch +10 (by spell)

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

Base Atk +10/+5; Grp +13

Combat Options: -

Combat Options Constrict, Create Spawn, Energy Drain (DC 24), Greater Psionic Endowment (+2 DC, spend Focus), Improved Grab.

Combat Gear Obsidian Dagger, *Staff of Fire (50 Charges)*

Epic Spells: (CL 24th, 2/day): Peripety, Ruin.

Spell-Like Abilities (CL 24th):

2/day - *animate dead*;

1/day - *command undead, create greater undead, create undead*.

Psionic Powers (CL 9th, Power Points 132, DC 19 + power level):

5th — *catapsi, leech field, psionic teleport, psionic true seeing*.

4th — *psionic dimension door, psionic dismissal, psionic divination, wall of ectoplasm*.

3rd — *dispel psionics, mind trap, psionic blast, time hop*.

2nd — *ego whip, psionic levitate, psionic tongues, thought shield*.

1st — *burst, detect psionics, force screen, inertial armor, missive*.

Wizard Spells (CL 19th (+2 vs. SR), DC 20 + spell level):

10 — *extended time stop, quickened chain lightning*.

9th — *crushing hand, foresight, meteor swarm, quickened transmute rock to mud*.

- 8th — *extended project image, mind blank, moment of prescience, quickened greater invisibility.*
- 7th — *control undead, delayed blast fireball, mage's sword, quickened haste, vision.*
- 6th — *disintegrate, extended summon monster V, greater dispel magic, globe of invulnerability, legend lore, repulsion.*
- 5th — *cone of cold, dismissal, prying eyes, quickened magic missile, transmute mud to rock, wall of stone.*
- 4th — *crushing despair, fire shield, extended halt undead, extended slow, scrying, stonewall.*
- 3rd — *arcane sight, dispel magic, displacement, lightning bolt, tongues, vampiric touch.*
- 2nd — *acid arrow, command undead, mirror image, resist energy, scorching ray, spectral hand, web.*
- 1st — *alarm, chill touch, expeditious retreat, jump, magic missile, shocking grasp, true strike.*
- 0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (leather scrolls)

Abilities Str 18, Dex 10, Con --, Int 30, Wis 16, Cha 14

SQ Animate Dead, Cast No Shadow, Darkvision 60 ft., Dread Lord, Fear Immunity, Gray Casting, Light Sensitivity, Undead Presence, Undead Traits, Vulnerability to Mind-Affecting Effects, Vulnerability to Sunlight.

Feats Craft Wondrous Item ^B, Epic Spellcasting, Eschew Materials, Extend Power ^B, Extend Spell, Greater Psionic Endowment, Greater Spell Penetration, Improved Spell Capacity (epic), Iron Will, Psionic Endowment, Quicken Spell, Scribe Scroll ^B, Scribe Tattoo ^B, Spell Penetration.

Skills Bluff +20, Concentration +26, Knowledge (Arcana) +39, Knowledge (Local) +10, Knowledge (Nature) +30, Knowledge (Psionics) +31, Knowledge (Warcraft) +30, Listen +9, Move Silently +10, Psicraft +31, Search +26, Sense Motive +9, Spellcraft +31, Spot +19.

Possessions 320,000cp or Combat Gear plus: *Cloak of Resistance* +5, *Crystal Mask of Knowledge (Arcana)*, *Headband of Intellect* +6, *Robe of Eyes*, *Tome of Clear Thought* +2, *Ring of Protection* +5; 3,000cp

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Tol'thak's morg-birth was kind to him, as he still appears alive, albeit with much darker skin. Tol'thak still has the slight frame of a scholar but it belies the

strength his transition into undead has granted him. After King's Ages of conflict and battle training, Tol'thak has the ready stance of a hardened warrior.

Personality Notes

bitter, patient, bugdead-phobic

Tol'thak's fondest wish would be to restore the land around Olnak, and see crops spring up from it once more. The identification and categorization of plant life is Tol'thak's passion and nothing grieves him more than the loss of the flora native to Ulyan.

A scholar by trade, Tol'thak is a diligent student and longs to know all there is to know about any subject. This thirst for knowledge is what allowed him to secretly progress in his arcane studies so quickly and is what allowed him to become such a capable general.

Tol'thak deeply and truly loves Olnak and her people and would do anything to see the city survive. The two things he hates and fears most are both threats to Olnak: the Bugdead and Gretch. Olnak's location is within Bugdead-controlled territory and any attempt for the city to take its rightful place among the great cities of the Dead Lands could only end in ruin with the Bugdead about. Tol'thak is sure that Gretch (and his master Rajaat) are not to be trusted, and are to blame for all the horrors Tol'thak and his people have experienced: the Cleansing Wars, the Obsidian Ruin, the invasion of the Bugdead, and even Tol'thak's death and reanimation. Once the Bugdead are dealt with, Tol'thak plans to see the duplicitous necromancer Gretch active the true death.

Strategy and Tactics

Tol'thak is a cautious but capable tactician. He prefers to carefully consider a situation before striking quickly and decisively. Tol'thak generally chooses his daily spells to allow him a mixture of research and raw combat capabilities, wanting to be prepared for any eventuality.

A retinue of Fallen normally accompany Tol'thak nearly everywhere he goes, serving as assistants, messengers and bodyguards as appropriate. Rather than an act of hubris, Tol'thak sees this as mere practicality: he knows that Olnak's population lacks strong leadership and vision for the future. Until a capable substitute is found, Tol'thak must keep himself safe at all times - for the future of Olnak.

History

In life, Tol'thak was a sage, knowledgeable in plant species and agriculture. He fell prey to Gretch's kind

reputation and was killed, reanimated, and interrogated by Gretch in short order. After his rebirth into undeath, Tol'thak spied upon Gretch and learned wizardry in secret. He Tol'thak struck out on his own in the aftermath of the Battle of Tforkatch River, with an force of reanimated dead at his side. With his army, Tol'thak returned to his native Olnak and eventually seized power.

After the Boiling Ruin, Tol'thak built his city anew on the surface of the obsidian, only for it to be destroyed in the first Bugdead invasion. He was forced to withdraw his people down to the ruins of old Olnak, still buried beneath the blackglass. There, Tol'thak has painstakingly rebuilt the ruined city and reanimated the former inhabitants.

Society

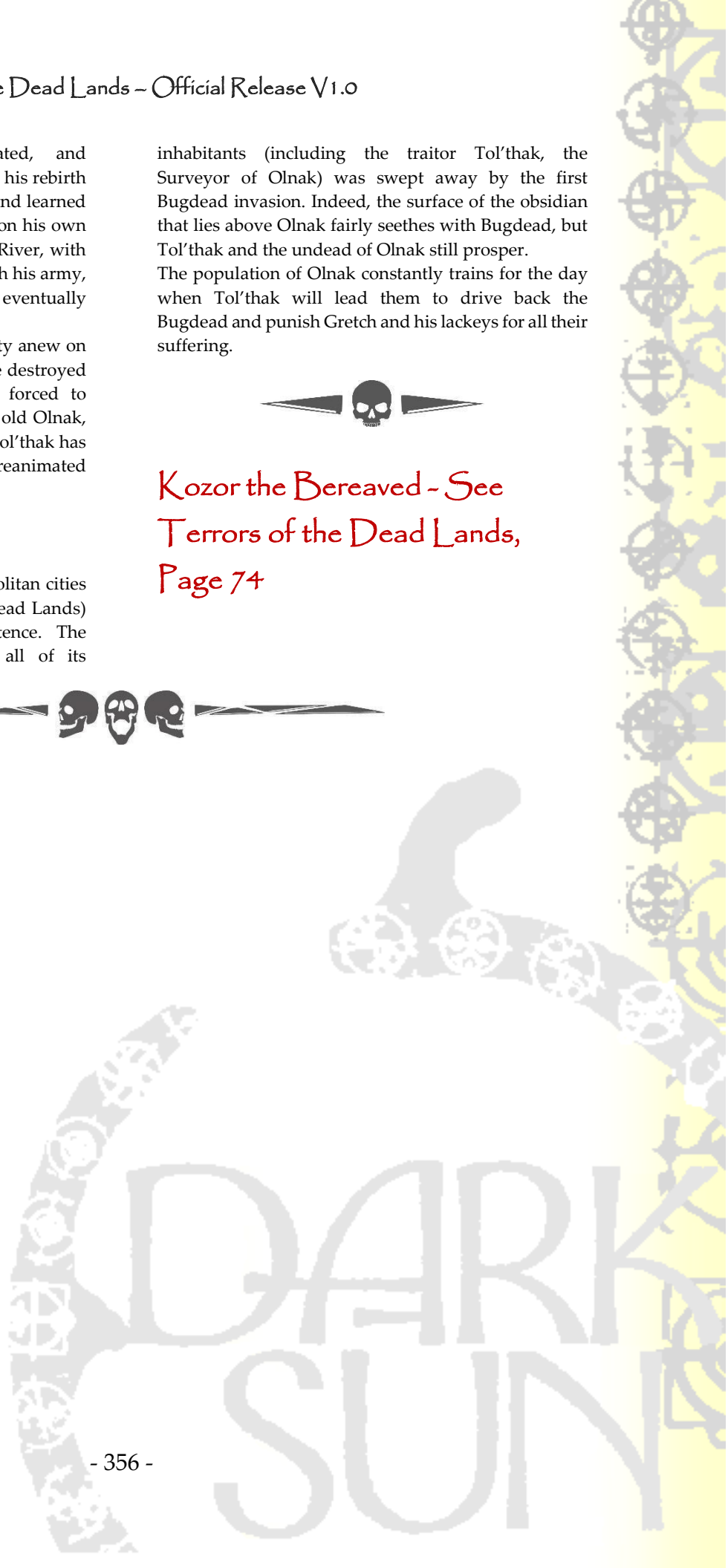
Restored Olnak is one of the most cosmopolitan cities in the kingdoms of Gretch (if not all the Dead Lands) but none know of its continued existence. The prevailing wisdom is that Olnak and all of its

inhabitants (including the traitor Tol'thak, the Surveyor of Olnak) was swept away by the first Bugdead invasion. Indeed, the surface of the obsidian that lies above Olnak fairly seethes with Bugdead, but Tol'thak and the undead of Olnak still prosper.

The population of Olnak constantly trains for the day when Tol'thak will lead them to drive back the Bugdead and punish Gretch and his lackeys for all their suffering.



*Kozor the Bereaved - See
Terrors of the Dead Lands,
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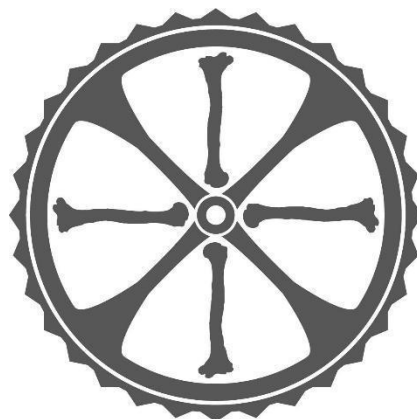


The Kingdom of Nocwis

Likely Encounters

- A wandering patrol from one of the subtribes of raiders, consisting of 2-12 (2d6) light crodlu cavalry, and 2-8 (2d4) heavy crodlu cavalry (use Black Thunder cavalry stats)
- A wandering patrol from Nocwis' own court, consisting of 4-14 (2d6+2) light crodlu cavalry, and 4-10 (2d4+2) heavy crodlu cavalry (use Black Thunder cavalry stats)
- A encampment of one of the raider subtribes, consisting of 800-1500 undead of various types (90% of which are mindless undead)

On any given day, there is a 5% chance of stumbling across Nocwis' traveling court of 500 various types of undead (including cavalry, clerics, mindless undead)



Nocwis CR21

Human Phrenic Thinking Skeleton Fighter 15

CE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +10; **Senses** Darkvision 60ft.; Listen +4, Search +3, Spot +17

Aura Fear (30ft radius, DC 21)

Languages Classic Tanysh, Wemic, Ulyanese

AC 25; touch 18, flat-footed 19
(+6 Dex, +4 Nat, +3 armor, Def +2)

hp 112 (15 HD; 15d12+15)

DR 15/magic and bludgeoning; **Power Resistance:** 25, SR 30

Immune Undead Traits; **Weakness** Craving (flesh)

Fort +12, **Ref** +14, **Will** +10

Speed 30 ft.

Melee Lance +26 (1d8+16; 20/x3) or Claw +22 (1d6+7) or Greatclub +22 (1d10+10)

Full Melee Lance +26/+21/+16 (1d8+16; 20/x3) or 2x Claw +22 (1d6+7)

Ranged Shortbow +21 (1d6+7; 20/3)

Full Ranged Shortbow +21/+16/+11 (1d6+7; 20/3)

Space 5 ft.; **Reach:** 5 ft. (10 ft. w/ Lance)

Base Atk +15/+10/+5; **Grp** +22

Combat Options: Combat Reflexes (7/round), **Death Cry** (2/day, DC 21), Great Cleave, Power Attack

Combat Gear Bone Lance +2, Composite (+7) Shortbow, Leather Armor +1, Stone Greatclub

Psi-Like Abilities (ML 15th):

3/day - *defensive precognition, empty mind, force screen, intellect fortress, mind thrust, psionic teleport;*

1/day - *aversion, body adjustment, brain lock, energy current, psionic blast, psionic dominate, psychic crush, tower of iron will;*

Abilities Str 24, Dex 23, Con --, Int 16, Wis 14, Cha 18

SQ Craving (flesh), **Damage Reduction**, Darkvision 60 ft., Death Wish, **Enhanced Senses**, Fear Aura, Focal Circlet, **Gray Toughness 1**, Naturally Psionic (1 PSP), Skills.

Feats Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Lance) ^B, Greater Weapon Specialization (Lance), Improved Initiative, Mounted Archery ^B, Mounted Combat ^B, Power Attack, Quick Draw, Ride-By Attack ^B, Spirited Charge ^B, Trample ^B, Weapon Focus (Lance) ^B, Weapon Specialization (Lance) ^B.

Skills Climb +13, Handle Animal +22, Intimidate +30, Jump +13, Knowledge (Warcraft) +21, Listen +4, Ride +24, Sense Motive +8, Spot +17.

Possessions 59,000cp or Combat Gear plus: *Belt of Giant's Strength* +4, *Gloves of Dexterity* +4, *Ring of Protection* +2, *Vest of Resistance* +3.

Special Qualities (attributes)

Thinking Skeleton Special Qualities: Refer to Appendix A for full list and descriptions.

Chariot of Terror: When riding in her chariot, Nocwis's Fear Aura is enhanced, increasing the range to a 60ft radius.

Death Cry (Su): The sound of the undead's voice is enough to kill lesser creatures. Twice per day as a standard action, the undead can scream and wail. This unholy scream slays a total number of HD equal to half the undead's HD, affecting a 30-ft. radius and killing creatures with the least HD first unless they make a Fortitude save. Deaf creatures are immune to this power.

Appearance

Nocwis is an animate skeleton, usually seen atop a chariot, screaming for blood. She wears a leather cuirass at all times and still has a few wisps of short-cropped hair trailing from her skull.

Personality Notes

Obsessed, arrogant, eager

Nocwis is brutal and inclined to quick judgement, but she is not needlessly cruel. She delights in battle, and respects those who fight bravely.

Nocwis is indifferent to whether her foes are bugdead or humanoid undead. Naturally, Nocwis recognizes that the bugdead are a far greater and more permanent threat than any humanoid undead foe, but in principle an enemy is an enemy, and as a raider born and bred, anyone not part of Nocwis's own host is a potential victim and thus an enemy.

Unlike other rulers in the Dead Lands, Nocwis has no particular animus against the living. She bears them no hatred and, not being a spellcaster, has no desire to experiment on them. Nocwis may, however, have difficulty restraining the fael at her court, if living strangers earn her respect and become her guests.

Anyone Nocwis meets who bears an emblem of Tectuktitlay, or even speaks well of him in her presence, is immediately counted as her enemy and

must be slain, their body torn apart lest it be reborn as an undead. Nocwis has never forgotten the devastating changes Tec's agents had on her people and their way of life, and on her life personally – it was one of Tectuktitlay's agents whose spells caused her chariot to flip over, causing her death.

Strategy and Tactics

Nocwis prefers to keep moving at all times, usually riding her chariot. She will alternate between peppering her targets with arrows from long range or thundering past (or over) them and attacking with her lance.

Nocwis's 'kingdom' of raiding tribes continually migrate as well, raiding neighboring kingdoms and nations for mindless undead to augment their numbers. The various tribes Nocwis leads also prefer to conduct battle from the back of a chariot and make a devastating counterstroke to bugdead invasions.

History

In life, Nocwis was a great leader amongst her people who opposed the efforts of Tectuktitlay to recruit from her tribe. Slain through treachery, her bones were eventually sold to Gretch for one of his experiments. Gretch reanimated her and, after the Cleansing of Ulyan, set her loose upon the plains to patrol the furthest reaches of his domain.

Nocwis quickly made an impression upon the native herders and nomads of the plains - with her fleshless skeleton, fearsome undead steeds, and powerful chariot she seemed a vision of Death itself to the plainsfolk.

After the Obsidian Ruin and the coming of the Bugdead, Nocwis gathered up an army of reanimated plainsfolk and reasserted her rule of her chosen patch of Gretch's lands, driving off or destroying all (humanoid or bugdead alike) who impinged upon her kingdom of nomads and raiding her new neighbors for her needs.



Society

Nocwis and the raider tribes that she rules are always on the move, disdaining the settled civilizations of the Dead Lands as nothing more than targets for their plunder. The tribes raid their 'allies' amongst the other kingdoms of Gretch as they do their 'enemies', striking

hard and fast at border settlements and fortifications for more mindless undead to add to their ranks.

Nocwis is often called upon by Gretch to blunt Bugdead invasions into his lands. Treacherous raiders or not, the effectiveness of 100 or more thundering chariots on a horde of undead verim is undeniable.



The Exilarchate of Erthne

Likely Encounters

- Patrol of 2-8 (2d4) members of Erthne's Guard and 2-12 (2d6) Soldiers of the Exilarchate
- Construction or engineering party of 3-18 (3d6) namech servants, 2-8 (2d4) Soldiers of the Exilarchate, and 1 member of Erthne's Guard
- Erthne's own royal escort as he patrols his lands, including Erthne himself, 4-16 (4d4) members of Erthne's Guard, 3-18 (3d6) Soldiers of the Exilarchate, and 2-12 (2d6) namech servants



Erthne the Exilarch CR24

Female Ogre Fallen Fighter 17

LE Medium Undead (Augmented Giant, Psionic)

Init +6; **Senses** Darkvision 60ft.; Listen +13, Search +6, Spot +13

Aura Despair (10 ft, DC 20), **Fear** (60 ft, DC 20)

Languages: Ulyanese Giant, Ulyanese, Orcish, Classic Dwarven

AC 36; touch 11, flat-footed 34

(-1 size, +2 Dex, +11+1 Nat, +7 armor, +4 shield, +2 Def)

hp 178 (21 HD; 21d12+42)

DR 5/magic; **SR** 35

Immune Undead Traits; **Weakness** Code of Honor, Vulnerability to Stone

Fort +16, **Ref** +11, **Will** +9

Speed 30 ft (base 40 ft.)

Melee Bastard Sword +33 (2d8+18 plus 1d6 Fire; 17-20/x2 plus 1d10 Fire) or **Bite** +30 (1d6+13; 20/x2) or Touch +30 (Brand)

Full Melee Bastard Sword +33/+28/+23/+18 (2d8+18 plus 1d6 Fire; 17-20/x2 plus 1d10 Fire) and **Bite** +25 (1d6+6; 20/x2)

Ranged Javelin +18 (1d8+13; Range 30 ft.; 20/x2)

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

Base Attack +17/+12/+7/+2; **Grp** +34

Combat Options Brand (3/day, 1d8 plus penalty), Combat Reflexes (2/round), Create Spawn, **Death Cry** (2/day, DC 20), Dire Charge, Great Cleave, Greater Psionic Weapon (+4d6), Improved Sunder (+4), Power Attack, Psionic Meditation (Move action)

Combat Gear Large Bone Javelin x10, Large Steel Flaming Burst Bastard Sword +1, Large Shell Breastplate +2, Large Heavy Shell Shield +2

Psi-Like Abilities (ML 17th; DC Charisma-based):

At will— *call weaponry**, *death knell*, *deathwatch*, *mindlink**;

1/day—*recall agony**.

*Power can be augmented.

Abilities Str 36, Dex 14, Con --, Int 13, Wis 10, Cha 10
SQ Code of Honor, Damage Reduction, Darkvision 60 ft., **Enhanced Ability (attack)**, Gray Toughness 2, Skills, **Spell Resistance**, Undead traits, **Vulnerability to Stone**.

Feats Cleave, Combat Reflexes, Dire Charge (epic), Exotic Weapon Proficiency (Bastard Sword)[®], Great Cleave[®], Greater Psionic Weapon, Greater Weapon Focus (Bastard Sword)[®], Greater Weapon Specialization (Bastard Sword)[®], Improved Critical (Bastard Sword)[®], Improved Initiative, Improved Sunder[®], Power Attack, Psionic Meditation, Psionic Weapon, Quick Draw[®], Weapon Focus (Bastard Sword)[®], Weapon Specialization (Bastard Sword)[®].

Skills Climb +15, Intimidate +16, Jump +15, Knowledge (Warcraft) +30, Listen +13, Search +6, Spot +13.

Possessions 100,000cp or Combat Gear plus: *Amulet of Natural Armor* +1, *Belt of Giant's Strength* +6, *Cloak of Charisma* +2, *Crystal Mask of Knowledge (Warcraft)*, *Gauntlets of Dexterity* +2, *Potion-Orb of Expeditious Retreat (CL 1st)* x2, *Potion-Orb of Fly (CL 5th)* x2, *Potion-Orb of Inflict Moderate Wounds (CL 3rd)* x2, *Ring of Protection* +2, *Vest of Resistance* +3, *Wand of Cure Moderate Wounds (CL 3rd, 30 charges)*.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

A hulking ogre armed to the teeth, Erthne projects an air of confidence and decisiveness that instantly puts those under her command at ease. She wears shell armor polished to gleam like obsidian in the crimson sunlight, and she carries a 6-foot blade of precious steel that often ripples with magical flames.

Personality Notes

Erthne is a fierce and proud warrior, but also very intelligent. She rose through the ranks in the army of Nagarnos', and by the time of the Battle of Tforkatch River commanded one of the five main corps of the army. She radiates competence, and is clearly an extremely accomplished commander, able to see tactical and operational needs far in advance of less skilled or experienced leaders. She has more experience fighting the Bugdead than any other single humanoid individual in the Dead Lands – none of her forts have ever fallen to the bugs.

Strategy and Tactics

Erthne has situated her defensive forts to serve as points against which she can maneuver her forces, and so that they can support one another with a minimum of risk. She has trained her forces in a similar manner, with Ogres serving as the pivot-points around which her foot-soldiers can maneuver.

History

Erthne was once one of the leading generals of Nagarnos'. She served and died at the Battle of Tforkatch River, ensuring the safe retreat back to Nagarnos'. Processed and reanimated at the Charnelhouse, she was made one of the generals commanding Gretch's undead armies.

The arrival and eventual retreat of the Bugdead left a void in the southern Kingdoms of Gretch, earning Erthne with a kingdom of her own. She is charged with blunting and perhaps stopping the Bugdead as they exit the Crunch.

Society

Erthne has no particular hatred of the living but does consider spellcasters and psionics weaklings and

worthy of only subordinate roles. In any situation she will address herself to the most powerful-looking warrior as the leader of any group, and will lack respect for any warrior who allows a spellcaster to lead him. She will never treat any spellcaster as an equal, though she can be polite when she chooses and can interact with them respectfully if she must.

Erthne expects a great deal out of those she commands, but she also places great value on their unives. These both contribute to the respect and admiration that Erthne's forces have for him. Many fallen specifically request transfers to Exilarchate when given the chance, eager to serve under a leader that they can truly appreciate.



Erthne's Guard CR18

Male and Female Ogre Fallen Fighter 12

LE Medium Undead (Augmented Giant, Psionic)

Init +5; **Senses** Darkvision 60ft.; **Listen** +13, **Search** +6, **Spot** +13

Aura Despair (10 ft, DC 17), **Fear** (60 ft, DC 17)

Languages: Ulyanese Giant, Ulyanese, Orcish, Classic Dwarven

AC 34; **touch** 12, **flat-footed** 32

(-1 size, +1 Dex, +11+1 Nat, +7armor, +3 shield, +2 Def)

hp 136 (16 HD; 16d12+32)

DR 5/magic

Immune: Undead Traits; **Weakness:** Code of Honor, **Vulnerability to Stone**

Fort +12, **Ref** +7, **Will** +6

Speed 30 ft (base 40 ft.)

Melee Bastard Sword +28 (2d8+18; 19-20/x2) or **Bite** +24 (1d6+12; 20/x2), **Touch** +24 (Brand)

Full Melee Bastard Sword +28/+23/+18 (2d8+18; 19-20/x2) and **Bite** +19 (1d6+6; 20/x2)

Ranged Javelin +12 (1d8+12; Range 30 ft.; 20/x2)

Full Ranged Javelin +12/+7/+2 (1d8+12; Range 30 ft.; 20/x2)

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

Base Attack +12/+7/+2; **Grp** +28

Combat Options Brand (3/day, 1d8 plus penalty), Combat Reflexes (2/round), Create Spawn, **Death Cry** (2/day, DC 17), Great Cleave, Power Attack, Psionic Meditation (Move action), Psionic Weapon (+2d6)

Combat Gear Large Bone Javelin x10, *Large Bastard Sword* +2 (called via call weaponry), *Large Shell Breastplate* +2, *Large Heavy Shell Shield* +1

Psi-Like Abilities (ML 12th; DC Charisma-based):

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**;

1/day—*recall agony**.

*Power can be augmented.

Abilities: Str 34, Dex 12, Con --, Int 12, Wis 10, Cha 8

SQ Code of Honor, Damage Reduction, Darkvision 60 ft., **Enhanced Ability (attack)**, Gray Toughness 2, Skills, Undead traits, Vulnerability to Stone.

Feats Cleave, Combat Reflexes, Exotic Weapon Proficiency (Bastard Sword)[»], Great Cleave, Greater Weapon Focus (Bastard Sword)[»], Greater Weapon Specialization (Bastard Sword)[»], Improved Initiative[»], Power Attack, Psionic Meditation, Psionic Weapon, Quick Draw[»], Weapon Focus (Bastard Sword)[»], Weapon Specialization (Bastard Sword)[»].

Skills Climb +14, Intimidate +5, Jump +14, Knowledge (Warcraft) +20, Listen +13, Search +6, Spot +13.

Possessions 27,000cp or Combat Gear plus: *Amulet of Natural Armor* +1, *Belt of Giant's Strength* +4, *Cloak of Resistance* +1, *Potion-Orb of Expeditious Retreat (CL 1st)* x2, *Potion-Orb of Inflict Moderate Wounds (CL 3rd)* x2, *Ring of Protection* +2.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Like their commander, the members of Erthne's Guard are all Ogres. They proudly keep their shell armor and shields polished to a regulation gleam and each carries a 'Hand-and-a-Half sword' carved from obsidian.

Personality Notes

The Ogres of Erthne's Guard are all careful and knowledgeable commanders. It is their duty to protect the southern frontier of the Kingdoms of Gretch but, like their commander, they are not required to like their kinsmen from other Kingdoms, nor commit suicide to halt a Bugdead invasion, should those kinsmen disrespect them or their general.

Strategy and Tactics

Members of Erthne's Guard are taught to use two drastically different tactics in battle. Early in a battle, or when fighting solo, Guard members will rush the enemy, using their size and speed to full advantage to personally destroy as many of the enemy as possible. When fighting amongst smaller humanoid soldiers, such as in the midst of a large battle, the Ogres of the Guard will stand firm, allowing their smaller allies and the enemy to shift around them. This allows the Ogres to use their superior reach and raw power to assault enemy forces as they move by.

History

All of Erthne's Guard served in the armies of long-lost Nagarvos and were scavenged from battlefields by Gretch's carrion-pickers and reanimated at the Charnelhouse or another of his undead factories. They formed the backbone of the army offered to and rejected by Rajaat and were subsequently used to defend the Grey Tower from any and all threats until Erthne was granted his Exilarchate.

Erthne's army was multiracial and one of the best disciplined groups to come out of Nagarvos, but they were defeated, processed through the Charnelhouse, and came out as servants and bodyguards of Gretch.

Society

Erthne's Guard is the name given to his handpicked Ogre Fallen warriors. Members of The Guard are posted as his field commanders, lieutenants (commanding various forts), and bodyguards. Every member of Erthne's Guard once served under him in the armies of Nagarvos.



Soldiers of Exilarchate CR10

Male and Female Human Fallen Fighter 8

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +6; **Senses:** Darkvision 60 ft.; Listen +13, Search +7, Spot +13

Aura: Despair (10 ft, DC 14)

Languages: Ulyanese, Ulyanese Giant

AC: 28; touch 13, flat-footed 26; Dodge, Mobility

(+2 Dex, +6 armor, +3 shield, +6 Nat, +1 Def)

hp 68 (8d12 +16)

Damage Reduction: 5/magic

Immune: Undead Traits; **Weakness:** Code of Honor,

Turn Submission (as 4 HD undead)

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

Speed: 20 ft (base 30 ft.)

Melee: Bastard Sword +17 (1d10+9; 19-20/x2) or **Bite** +15 (1d4+6; 20/x2)

Full Melee: Bastard Sword +17/+12 (1d10+9; 19-20/x2) and **Bite** +10 (1d4+3; 20/x2)

Ranged: Javelin +11 (1d6+6; Range 20 ft; 20/x2)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +8/+3; **Grp** +14

Combat Options: Brand (3/day, 1d8 plus penalty), Create Spawn, Guilt Gaze (30 ft., DC 14), Power Attack, Spring Attack.

Combat Gear: Bastard Sword +1 (called via call weaponry), Heavy Shell Shield +1, Javelin x6, Shell Breastplate +1

Psi-Like Abilities (ML = 8th. DC Charisma-based):

At will - call weaponry*, death knell, deathwatch, mindlink*; 1/day - recall agony*;

Abilities: Str 22, Dex 14, Con --, Int 12, Wis 14, Cha 10

SQ: Code of Honor, Damage Reduction 5/magic, Darkvision 60 ft., Enhanced Ability (attack), Gray Toughness 2, Skills, Turn Submission (-4), Undead Traits.

Feats: Dodge, Improved Initiative, Exotic Weapon Proficiency (Bastard Sword), Mobility, Power Attack [⚔], Spring Attack [⚔], Weapon Focus (Bastard Sword) [⚔], Weapon Specialization (Bastard Sword) [⚔].

Skills: Climb +5, Intimidate +7, Jump +5, Knowledge (Warcraft) +12, Listen +13, Search +7, Spot +13.

Possessions: 9,400cp or Combat Gear plus: Belt of Giant Strength +2, Vest of Resistance +1, Potion-Orb of Blur, Ring of Protection +1.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

As with the rest of the army, the Soldiers of Exilarchate keep their shell armor and shields well polished and

each carries a 'Hand-and-a-Half sword' carved from obsidian. All of them carry multiple vicious scars on their undead flesh from countless battles.

Personality Notes

Well equipped, expertly trained and valued by their commanders, the soldiers of Exilarchate serve with pride and distinction. A soldier that serves under Erthne learns more in a decade than they could in centuries under a less capable commander. Experienced soldiers of Exilarchate know that they could find positions of leadership elsewhere, if only they could bring themselves to leave to serve elsewhere.

Strategy and Tactics

Soldiers of Exilarchate are trained to use their smaller size (relative to their Ogre compatriots) to their advantage, slipping quickly amongst the giant-kin to strike at the enemy hard and fast before melting away again. Erthne is proud of this strategy, which lends his army a very fluid feel, as the foot-soldiers constantly shift around their Ogre commanders.

History

The Fallen that comprise Erthne's army are a mixed lot: some came from Gretch's reanimation factories, others arose on their own. While many of them were assigned to the Exilarchate upon its creation, a steady influx of transfers from other Kingdoms of Gretch and survivors from other battles trickle in. The admiration the troops have for Erthne make the army of the Exilarchate one of the only armies on all of Athas made up of soldiers voluntarily serving in their position.

Society

The soldiers of Exilarchate of Erthne are a mixture of Fallen of humanoid races, but humans are the most numerous race. Approximately half of the soldiers previously served in the army of Nagarvos under Erthne, but all of them have come to respect the ogre's command of military tactics and the value he places on those under this command.



The Kingdom of Wujarrt

Likely Encounters

- A patrol of 4-10 (2d4+2) warriors
- One of the twelve garrison towns, containing 8-48 (8d6) warriors, and a commander (use the stats for Gwanqui Axe-Born)

There is a 5% chance per day of encountering Wujarrt herself and her escort on her way to or within a garrison town. She will be accompanied by 6-16 (2d6+4) namech servants and 2d6+2 warriors.



Wujarrt CR21

Female Human Morg Wizard 5 / Necromant 2 / Psion (Shaper) 5 / Cerebremancer 5

Chaotic Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Search +14, Spot +8

Aura Fear (5 HD, 60ft, DC 20)

Languages Remaan, Orcish, Ulyanese, Classic Halfling

AC 24, touch 16, flat-footed 21 (+3 Dex, +4+2 Nat, +3 Def, +2 Shield)

hp 144 (17 HD; 17d12+34); Fast Healing 1

Immune Spells (*cause fear, magic stone, ray of exhaustion, vampiric touch*), Undead Traits

DR 10/magic, **Resistances:** Cold 10; **Weakness** Bound to Area, Light Sensitivity

Fort +8, **Ref** +11, **Will** +22

Speed 30 ft. (6 squares)

Melee Bite +10 (1d4+3) or Tongue +10 (1d4+3) or Touch +10 (by spell)

Ranged Ranged Touch +10 (by spell)

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

Base Atk +7; Grp +10

Combat Options: -

Combat Options Constrict, Create Spawn, Energy Drain (DC 20), Improved Grab.

Combat Gear -

Spell-Like Abilities (CL 17th):

1/day - *animate dead, create greater undead, create undead;*

Psionic Powers (CL 10, Power Points 128, DC 18 + power level):

5th — *hail of crystals, psionic major creation, psychic crush, shatter mind blank.*

4th — *psionic dimension door, psionic fabricate, psionic freedom of movement, wall of ectoplasm.*

3rd — *dismiss ectoplasm, dispel psionics, ectoplasmic cocoon, greater concealing amorpha.*

2nd — *cloud mind, energy push, recall agony, swarm of crystals.*

1st — *astral construct, detect psionics, inertial armor, mind thrust, psionic minor creation*

Wizard Spells (CL 12th (+2 vs SR), DC 18 + spell level):

6th — *antimagic field, chain lightning, true seeing.*

5th — *mage's faithful hound, summon monster V, teleport, transmute rock to mud.*

4th — *animate dead, black tentacles, dimension door, polymorph, shout.*

3rd — *arcane sight, dispel magic, displacement, halt undead, haste, lightning bolt.*

2nd — *blur, command undead, resist energy, scorching ray, see invisibility, web.*

1st — *expeditious retreat, magic missile x2, shield, shocking grasp, unseen servant.*

0 — *detect magic, disrupt undead, mage hand, message.*

Spellbook (leather scrolls)

Abilities Str 16, Dex 16, Con --, Int 26, Wis 14, Cha 14
SQ Bound to area, Damage Reduction, Darkvision 60 ft., Enduring Focus (helping Uyness), Fast Healing, Fear Immunity, Gray Casting, Gray Toughness, Light Sensitivity, Resistance, Skills, **Spell Immunity**

(*cause fear, magic stone, ray of exhaustion, vampiric touch*), undead traits.

Feats Boost Construct ^B, Craft Universal Item, Craft Wondrous Item ^B, Eschew Materials ^B, Extend Power ^B, Greater Spell Penetration, Imprint Stone, Improved Initiative, Iron Will, Scribe Scroll ^B, Spell Penetration.

Skills Bluff +14, Concentration+22, Knowledge (Arcana) +28, Knowledge (Psionics) +28, Knowledge (Religion)+18, Knowledge (The Planes) +18, Listen +8, Move Silently +13, Psicraft +28, Search +14, Sense Motive +8, Spellcraft +30, Spot +8.

Possessions **Combat Gear** plus: 100,000cp or Combat Gear plus: *Amulet of Natural Armor* +2, *Cloak of Resistance* +5, *Gloves of Dexterity* +2, *Headband of Intellect* +6, *Ring of Force Shield*, *Ring of Protection* +3; (2,500cp worth of Arcane Scrolls and Power Stones).

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Bound to Area (Su): The undead cannot leave a particular area without weakening its connection to the Gray. The area may range from one room to several square miles. Each day the undead is away, it gains a negative level. When its negative levels equal its HD, the undead is destroyed. If it returns, it recovers 1 negative level per day.

Enduring Focus (Su): A venger's life force is tied to a focus, its revenge against the one who wronged it. As long as that person lives, a venger reforms 1d6 days after its apparent death. A venger is permanently destroyed when it slays its target or is slain by that target. Killing a venger by other means only temporarily reduces it to a putrid mass of flesh.

Appearance

Perhaps Wujarrt was an attractive young lady before her undead transformation, but now her tissue is stretched tight as if dehydrated, horrendous gouges line her legs and lower torso, and her eyes burn green with malevolence. She wears faded greyish-green magician's robes.

Personality Notes

wicked, cruel, mischievous

On account of her prolonged torment during her imprisonment by Gretch, Wujarrt has become uncontrollably brutal and wicked, and her realm reflects this. She has a short attention span, and an even

shorter temper. She regularly pits her warriors against each other for amusement and retribution for even the smallest of offences.

Strategy and Tactics

Wujarrt Is not one for prolonged combat herself. If attacked, she will throw her troops at the aggressor, bolstering and supporting them, and focusing on "divide and conquer" tactics. If cornered, Wujaart will teleport away. She only has a rudimentary understanding of military tactics, believing seemingly random locations to be of strategic value.

History

A former student at the Pristine Tower, Wujarrt adored the Champion Uyness and enlisted with her forces. Wujarrt was injured at the battle of Tforkatch River but pressed on fanatically and during the first charges on Nagarvos got fatally injured and later encased in a stasis effect by Uyness to preserve her life. This is when Gretch's agents found her. Interrogated, transformed into a morg, and then imprisoned for ages by Gretch, Wujarrt has long been mad. Gretch released her only due to his need to populate kingdoms along his border, to guard against Bugdead invasions.

Upon granting her a kingdom, Gretch has somehow altered his wards on Wujaart to bind her to her kingdom, in order to limit the havoc she can cause and to generally keep her out of his hair.

Society

She rules her lands like a petty dictator, revelling in her superiority over her subjects and the petty humiliations she inflicts upon them. Wujarrt regularly travels the circuit through her realm, visiting each fortified town and observing military training there. She especially enjoys forcing her troops to fight to the death for her amusement.



Gwanqui Axe-born CR15

Except for the fact Gwanqui is a mul, he is otherwise a typical example of a one of Wujarrt's lieutenants.

Male Mul Fallen Fighter 10

LE Medium Undead (Augmented Humanoid, Dwarf, Fire, Psionic)

Init +7; **Senses** Darkvision 60ft.; Listen +7, Search +6, Spot +7

Aura Despair (10ft, DC 22)

Languages Classic Dwarven, Ulyanese, Orcish

AC 26; touch 13, flat-footed 23

(+3 Dex, +6 Nat, +5 armor, +2 shield)

hp 85 (10 HD; 10d12+20)

DR 5/magic

Immune Fire, Undead Traits; **Weakness** Vulnerability to Cold

Fort +7, **Ref** +6, **Will** +4

Speed 30 ft.

Melee Cahulak +22 (1d6+12; 20/x3)

Full Melee Cahulak +20/+15 (1d6+12; 20/x3) and Cahulak +19 (1d6+6; 20/x3)

Ranged Composite Longbow +13 (1d8; Range 110 ft; 20/x3)

Full Ranged Composite Longbow +14/+9 (1d8+1; Range 110 ft; 20/x3)

Space 5 ft.; Reach: 5 ft.

Base Atk +10/+5; **Grp** +18

Combat Options: Combat Expertise, Create Spawn, Curse, Disease (DC 22), Immolation (1/day, 5 ft, 15d6 Fire dmg, 5 rounds, DC 22), Improved Disarm, Improved Trip, Paralysis (DC 22)

Combat Gear: MW Bone Cahulak, Cahulak +2 (called via call weaponry), Chitin Armor +1, Composite Longbow +1

Psi-Like Abilities (ML = 10 DC Charisma-based):

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**;

1/day—*recall agony**.

*Power can be augmented.

Abilities Str 26, Dex 16, Con --, Int 10, Wis 12, Cha 14

SQ Code of Honor, Damage Reduction, Darkvision 60 ft., Gray Toughness, Skills, Undead traits.

Feats Combat Expertise ^B, Greater Weapon Focus (Cahulak) ^B, Improved Disarm ^B, Improved Initiative, Improved Trip ^B, Skill Focus (Knowledge - Warcraft), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Cahulak) ^B, Weapon Specialization (Cahulak) ^B.

Skills Climb +13, Intimidate +12, Jump +13, Knowledge (Warcraft) +7, Listen +7, Search +6, Sense Motive +7, Spot +7.

Possessions 16,000cp or Combat Gear plus: *Belt of Giant's Strength* +2, *Cloak of Charisma* +2, *Gloves of Dexterity* +2, *Potion-Orb of Enlarge Person* (CL 1st).

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Gwanqui has the strong features and heavy physique typical of muls. Since his return from death as a fallen, Gwanqui's eyes glow a ghastly pale white and his flesh is deeply burnt from the fires within him. Gwanqui's body is blackened and cracked, with gashes and wounds (enough for a dozen mortal deaths) showing down to the still pink flesh beneath.

Personality Notes

Stoic and terse like many other muls, Gwanqui grows more frustrated and vocal with each passing decade. He has been commanded to serve Wujarrt, and serve her he will, but Gwanqui is beginning to see that serving Wujarrt's interests and obeying her commands are two very different things. Gwanqui longs to see Wujarrt safely ensconced in her capital (where she can no longer cause trouble) and her kingdom safe and secured.

Strategy and Tactics

Gwanqui is a recent but enthusiastic student of military tactics. He prefers to lead from the front, slashing away with his cahulak and screaming from blood, with his troops falling in behind him.

Gwanqui does the best he can to properly defend Northwest, but the town is located in a poor defensive location and Wujarrt refuses to relocate it. Each time the town is destroyed, Gwanqui grows more furious with his leader's incompetence.

History

Gwanqui is a fallen, a rare undead mul who once lived in Shumash. He is commander of the garrison town of Northwest (Wujarrt's names are not imaginative), and he despises the fact that his ruler refuses to listen to his military advice. A coup is a distinct possibility, if he ever felt that there was a chance of success – such as if powerful living beings entered his domain...

Society

Gwanqui is representative of the commanders for Wujarrt's garrison towns. He despises Wujarrt and spends as little time with her as possible during her inspection tours of his town of Northwest. In the interest of mutual defense, Gwanqui has attempted on multiple occasions to reach out to the leaders of neighboring garrison towns, but the other leaders have problems of their own and fear Wujarrt might think they are planning a coup.



Wujarrt's Warriors CR9

Male or Female Human Fallen Fighter 8

LE Medium Undead (Augmented Humanoid, Psionic)

Init +6; **Senses** Darkvision 60ft.; Listen +8, Search +7, Spot +13

Aura Despair (10 ft range, DC 14)

Languages Ulyanese, Ulyanese Giant, Classic Dwarven

AC 24; touch 13, flat-footed 22; Dodge, Mobility (+2 Dex, +6 Nat, +5 armor, +1 Def)

hp 68 (8 HD; 8d12+16)

DR 5/magic

Immune Undead Traits; **Weakness** Code of Honor

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

Speed 30 ft.

Melee Greatclub +16 (1d10+9; 20/x2)

Full Melee Greatclub +16/+11 (1d10+9; 20/x2)

Ranged Javelin +10 (1d6+6; 30ft range; 20/x2)

Space 5 ft.; Reach: 5 ft.

Base Atk +8/+3; **Grp** +16

Combat Options **Blinding Touch (DC 14)**, **Curse**, Create Spawn, **Disease (DC 14)**, Great Cleave, **Paralysis (DC 14)**, Power Attack, Psionic Weapon (+2d6), Spring Attack

Combat Gear *Chitin Armor +1, Javelin x10, Obsidian Greatclub +1*

Psi-Like Abilities (ML = 8th DC Charisma-based):

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**;

1/day—*recall agony**.

*Power can be augmented.

Abilities Str 22, Dex 14, Con --, Int 12, Wis 14, Cha 10

SQ Code of Honor, Damage Reduction, Darkvision 60 ft., Gray Toughness, Undead Traits.

Feats Cleave ^B, Dodge, Great Cleave, Improved Initiative ^B, Mobility, Power Attack ^B, Psionic Weapon, Spring Attack, Weapon Focus (Greatclub) ^B, Weapon Specialization (Greatclub) ^B.

Skills Climb +17, Intimidate +11, Jump +17, Listen +8, Knowledge (Warcraft) +5, Search +7, Sense Motive +8, Spot +13.

Possessions 9,400cp or Combat Gear plus: *Cloak of Resistance +1, Crawling Tattoo of Energy Ray (ML 1st) x2, Gauntlets of Ogre Strength +2, Ring of Protection +1, Psionic Tattoo of Biofeedback (ML 3rd).*

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The warriors of Wujarrt's kingdom are fairly standard fallen, with ruined bodies and glowing eyes. Some are missing flesh on limbs, with bare bone showing, while the flesh of others has been infused (or replaced) with obsidian.

Personality Notes

Wujarrt's Warriors are fanatically dedicated to the defense of their kingdom and countrymen, and will to spend their unives to keep the Bugdead at bay. They are far less enthusiastic about their ultimate leader Wujarrt; the fallen will defend their liege as necessary, but care not for her personally - they would prefer a more competent military leader. Nevertheless, they serve and die as necessary.

Strategy and Tactics

In combat, Wujarrt's Warriors focus on mobility, rather than heavy defenses. They individually favor hit and run tactics in battle. Larger tactics and strategies are generally left to their commanders.

History

Wujarrt's Warriors are comprised of fallen both human and humanoids of various types, their bodies were gathered from the battlefields of the Cleansing Wars (mainly from the Battle of Tforkatch River and the Siege of Nagarvos').

The history of Wujarrt's Warriors is the history of Gretch's kingdoms. They (or those like them) have served in the armies of Gretch for King's Ages, warring

with other kingdoms and defending against Bugdead invasions.

Society

Wujarrt's Warriors are fairly representative of the soldiery in other kingdoms. Fallen such as these were churned out by the thousands by Gretch's reanimation factories.



Chapter 7 ~ Eastern Regions and the Crunch

There is a reason why Shadowmourn has been working so hard to build a barrier in the East — the Eastern Regions between Shadowmourn's Desolation and Nowhaer's Ladder feature many hostile raiding factions, fighting each other over sparse resources on this flat lowland.

In the north the marauder clans of Chol roam from the Desolation and the City 1000 Dead to the edge of the Howling Caverns and Sagramog on the east and south.

To the east, much of what was once the Sagramog Swamp has diminished into the Pallid Mere, and the stony lizardfolk zhen hide among the rock outcroppings and crevasses in between raids on their neighbors.

Beyond them lies the eastern cliffs, Nowhaer's Ladder, and the remnants of the once beautiful elven city of Elsavos.

To the south lies the contested border lands between the Bugdead legions and the kingdoms of the humanoid Dead Lords, including ruined Shumash and silent Tarktas. Long swathes of land piled high with shattered exoskeletons (called The Crunch) mark the border between the undead armies of insects and humanoids across the entire obsidian plain.

While many areas of these lands are entirely uninhabited, other areas may only appear to be so at first. As a visitor approaches a particular landmark or domain, they will eventually gain the attention of the group which dominates that area.

In Chol it is almost unheard of to encounter a group of mindless undead that are not under the control of one of the region's clan or faction leaders.

Chol's Marauder Lands

The land of Chol does not have a single leader but is rather divided into shifting territories controlled by one of several bands of marauders. The three largest of these are the Black Thunder, the Swift Death, and the Blacktooth Maw.

All areas of Chol between the Desolation and the Bitter Fens of Sagramog will feature the same encounters,

and given the barren and open nature of the land, it is far more likely that PC's will experience encounters at night rather than in the day, if they are endeavoring to remain unseen.

Likely Encounters

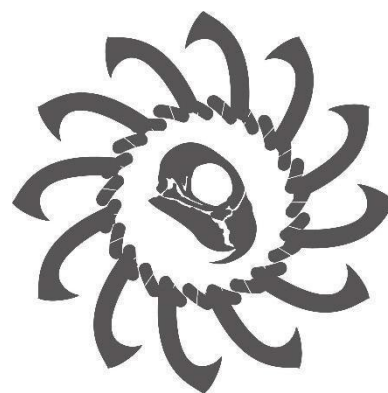
Chol Open Plains

- 1 Krag with 1d6 kraglings
- 1 Obsidian Beast
- 1 wandering Dhaot
- A Black Thunder mounted patrol consisting of 3-8 (1d6+2) Black Thunder Light Crodlu Cavalry
- A Swift Death aerial patrol consisting of 1-3 (1d6 / 2) Swift Death Flying Warriors
- A Blacktooth Maw aerial patrol consisting of 1 Blacktooth Maw Airborne
- A Black Thunder war party consisting of 3-24 (3d8) mindless zombies, 5-14 (3d4+2) Crodlu Cavalry, 1d6 Crodlu Chariots, and a 33% chance of one of The Razor's Generals.
- A Swift Death war party consisting of 3-24 (3d8) mindless zombies, 5-15 (2d6+3) Swift Death Flying Warriors either on the ground or flying, supported by one of D'thul's Elite Bodyguards.

- A Blacktooth Maw raiding party consisting of 3d8 mindless zombies, 4-13 (3d4+1) Blacktooth Maw Reavers and 0-3 (1d4-1) Blacktooth Maw Airborne.
- A small encampment of marauders, consisting of 2-16 (2d8) mindless zombies, 2-8 (2d4) warriors (use Blacktooth Maw Reavers), with 0-6 (1d8-1) crodlu cavalry (use Black Thunder Cavalry).

The Black Thunder Clan

The Black Thunder are roughly 200 strong, consisting mostly of skeletons and zombies mounted on skeleton crodlu. They are more than a match for a single cohort of Shadowmourn's armies, but certainly cannot hope to win a pitched battle against an entire legion. Of course, if they ever were to ever crest a hill and find the regularly aligned forces of an entire legion, banners waving in the hot winds, the last thing they would do is attack. The Black Thunder relies on speed for lightning-quick strikes against unmaneuverable and weak opponents. They show no mercy and live a simple code – destroy and survive.



The Razor CR 18

Male Human Thinking Zombie Fighter 15

Chaotic Evil Medium Undead (Augmented Humanoid, Human)

Init +8; **Senses** Darkvision 60 ft; Listen +9, Spot +9

Languages Classic Elven, Ulyanese

AC 26 touch 16, flat-footed 22
(+4 Dex, +6 Nat, +4 armor, +2 Def)

hp 112 (15d12+15)

DR -; **Resist** Cold and Electricity 10; **PR** -, **SR** -

Immune Undead Traits; **Weakness** **Phobia (water)**, Vulnerability to Blessed Elements

Fort +11, **Ref** +11, **Will** +8

Speed 30 ft (6 squares)

Melee Sickles +26 (1d6+13; 19-20/x2)

Full Melee Sickles +24/+24/+19/+14 (1d6+13; 19-20/x2)

Ranged Javelin +19 (1d6+7; 20/x2)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +15/+10/+5; **Grp** +22

Combat Options **Combat Options** **Ability Drain (DC 19, 1d6 Con dmg)**, Disease (DC 19), Great Cleave, Power Attack, **Transmit Curse (Sickles, Slaughter everything, DC 19)**

Combat Gear Keen Sickles +2 x2, Javelins x6, Studded Leather +1

Abilities Str 24, Dex 18, Con --, Int 12, Wis 13, Cha 14

SQ Darkvision 60 ft., **Enhanced Ability (Nat AC)**, Gray toughness 1, **Phobia (water)**, Resistance to Cold and Electricity, Transmit Curse (DC 19), Vulnerability to Blessed Elements

Feats Cleave, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Track, Trample, Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (Sickle)^B, Weapon Specialization (Sickle)^B, Greater Weapon Focus (Sickle)^B, Greater Weapon Specialization (Sickle)^B.

Skills Bluff +2, Climb +8, Intimidate +20, Jump +8, Listen +9, Ride +22, Search +5, Sense Motive +6, Spot +10, Survival +10.

Possessions 59,000cp or Combat Gear plus: *Belt of Strength* +2, *Boots of Landing*, *Cloak of Resistance* +2, *Gloves of Dexterity* +2, *Ring of Protection* +2.

Special Qualities (descriptions)

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Mounted or not, the Razor is an intimidating sight- 7 ½ feet tall, rippling muscles under his ancient but perfectly maintained leather armor, studded with the small bones and teeth of countless enemies. He wears two wickedly sharp blades at his sides.

Most of his face and head always remains covered by his signature skull mask, as well as the headwrap common to his clan's cavalry, pinned down by a wide collar fashioned from bone and leather.

Personality Notes

Disloyal, treacherous, and cruel, the Razor ultimately only values strength and his own agenda. A warlord at heart, Razor wishes to conquer, but doesn't have the temperament to truly rule. Keenly focused, the Razor avoids erratic behavior, but "lives" for the thrill of battle and bloodshed. Peace holds no value to him, so every calculated action feeds his war machine. Temporary truces grind down, and even battles fought for tribute and booty eventually lose their flavor. Only real, visceral war will ever truly satisfy the Razor, but he possesses a degree of patience (rare for such a rapacious personality) that makes him truly dangerous.

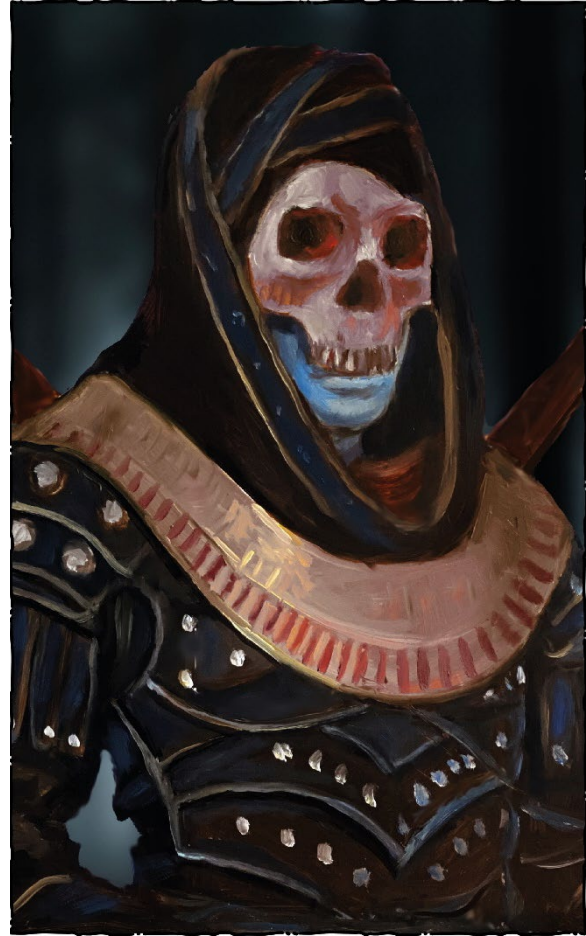
The Razor's entire existence revolves around battle. Adventurers powerful enough to survive the Dead Lands may catch his eye, however, and be offered bribes, lies, or threats to serve, until the smell of blood wafts his way. Far sweeter than the gore of the undead, living blood will send the Razor into a shark-like frenzy, and if no other immediate threats are present, he will personally slaughter anyone drawing breath once he catches their scent.

As much as he hates dealing with politics, it is a necessity as the chief-of-chiefs. Covered head-to-toe in tattoos marking his victories and accomplishments, the Razor's boasts and grandstanding serve to cement his reputation and project power among the Clans. Signs of weakness are precursors to rebellion, and the Razor has come far to allow himself to fall from power now.

Strategy and Tactics

Razor is terrifyingly fast and precise with his blades and he's even more terrifying charging on his crodlu. Horrifyingly calm and quiet, even when mounted, the Razor enjoys the shocked looks and fumbled reactions of his prey. A capable tactician, the Razor is only a mediocre strategist. Ultimately, his battle lust is his weakness - he abhors sieges, and while he is quite happy to plan ambushes and skirmishes, they must lead to a larger battle or he will lose his patience and send his forces in for a direct confrontation, consequences be damned.

The Razor favors mounted units, relying on speed and surprise, led by capable warriors with little need for direct oversight. Recovering bodies for his army is paramount, so he prefers attacks that deal as little



structural damage to the flesh as possible, though this is quite difficult against undead. The Razor despises magical and psionic combat, but recognizes their power. He keeps similarly bloody-minded psions, clerics, and defilers in his cadre, or press-gangs them into service, turning their power to defense, wards, and measures to counteract enemy magic and psionics while he and his chosen wade into battle.

History

Waking with a terrible thirst for violence and death, the Razor spent centuries cutting down other undead like a creature possessed. Dead flesh offered little satisfaction, but eventually his thirst cooled. Joining a war band riding on the plains, the Razor fought skirmish after skirmish, surviving by knowing when to cut his losses, when to cut down a comrade, and who to avoid. Adding tattoos as his accomplishments grew, the Razor survived rivals who picked fights they could not win, who were too open with their plans, or were too incautious of their allies on the battlefield.

The Razor keeps lines of communication open with both Shadowmourn and Harkor, and lets slip battle

plans of rivals he can't deal with directly. When possible, he arranges double-crosses, setting up ambushes for clan enemies or nuisances, only to ride down the attackers himself when his true target is dead, earning more glory. The Razor splits up his tenuous network of contacts between different lieutenants, both so they cannot readily remove him the same way, and so that neither Qwith nor Harkor fully catch onto his game.

As much as he hates to admit it, the Razor is only one warlord among many. His affectation of chief-of-chiefs is largely ceremonial - while he holds the Black Thunder in an iron grip, other clans raid and wander Chol. Relishing the opportunity for battle against nominally equal opponents, the Razor wishes to become the true chief-of-chiefs, the warlord-of-warlords, and assemble all the clans of Chol under his banner. He dreams of a war like a second obsidian wave, matching the ferocity and terror of a Bugdead invasion. While the other Warlords are wary of the Razor's well-deserved reputation for treason, they cannot deny his effectiveness, nor his skill at playing them against each other. It is a slow dance, but the Razor makes steady gains, positioning himself as the leader of three entire clans as he manipulates one rival warlord to slay another, only for them to die for their crime by his blade. If he ultimately succeeds - far from a certainty - demanding the obedience of every Cholman would be within reach.

Deep beneath the treachery, bloodshed, constant fighting, and bravado, the Razor is empty, hungering for little more than answers. War bands are sent, under false pretenses, to distant patches of the Dead Lands when word of clues reaches Razor's ears, and he leads some of the forays himself, claiming rumors of powerful treasure, while secretly searching for scraps of knowledge. He believes he rode forth alongside the tribesmen sworn to the Champions as they slaughtered non-human scum, but his people kept few written records. In his trembling heart, another possibility looms - that he and others like him were mind-blasted with magic and psionics by Rajaat's defilers, until they lost their very identities and remade into remorseless killers - to better serve in the Cleansing Wars.

Trembling with the mere thought of such ignominy, the Razor cannot accept this possibility, held as truth in his heart of hearts though it might be. The bloodlust, the greed, the pride, the treacherous games - everything is a desperate attempt to create a person out of nothing, to build an identity where one was scourged from existence, to soothe an utter dread and feeling of complete powerlessness echoing within his violated soul. The Razor's front must hold, as if it ever crumbles, the nothing within will spill out, leaving a

listless, broken corpse or a near-mindless killing machine devoid of all purpose or meaning. Every moment of struggle and rebellion is struggle against this fate, rebellion against this servitude.

Society

At its core, the Black Thunder's war bands consist of three to four dozen sentient undead, each directing a few dozen mindless undead. Those who can command respect or demand obedience lead their fellows for as long as they can stave off rebellion. Most war bands have their own goals: treasure, magical or temporal power, amassing mindless undead, claiming territory - it all depends on the individuals in the war bands, but they are generally self-interested and work together out of necessity if they remain in the Black Thunder Clan. Sometimes, an especially powerful war band will dominate several lesser war bands, using bribes, threats, magical bindings, or any other means to retain power. These ruthless chieftains are the true powers of the Black Thunder Clan, with their own war band acting as lieutenants who command the subordinate bands, limited only by the fact that they cannot easily command more bands than their personal power allows.

From this chaotic internecine roil arose the Razor. The strongest war leader of the strongest war band, that alone secured nothing more than a large dominion as a powerful chieftain. Rising to chief-of-chiefs demanded far more - ambition, a constant thirst for violence, and a willingness to bend elemental powers to his will in a careful web. Chieftains are willful creatures, deservedly so, and only bow to the combination of significant bribes and significant threats, but even more was demanded. The Razor's core war party consists of paraelemental clerics of magma and warrior-defilers, along with a few psions. These capable individuals resort to magic and psionics against the most recalcitrant chieftains, bending them to the Razor's will. For his part, the Razor plays the factions against one another, directing their paranoia against each other and their avarice and cruelty outwards. This complicated political rhythm, as intricate as any war dance, distracts the Razor between battles, punctuated by the occasional brutal murder. At all times, the Razor makes it very clear he is the strongest and most dangerous of them all, and those who follow him do so out of both fear and a belief that they will satisfy their bloodlust at his side.

The Razor maintains a strict ban against proclaiming or displaying any allegiance previous to the Black Thunder, using a loosely defined initiation to symbolically cast aside old bonds. Even mentioning the

Cleansing War is frowned upon, and while individuals may speak of the past, the Razor brooks no old grudges that might split his army.

A war band will often tattoo a new recruit with sigils, glyphs, or other symbols of power, and members of the Black Thunder add additional tattoos to mark accomplishments, kills, and other glories.



The Razor's Captains CR14

Male Human Zhen Cleric (Magma) 9 / Fighter 2

Chaotic Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +10, Spot +10

Aura -

Languages: Terran, Ulyanese

AC 31, touch 12, flat-footed 30**

(+1 Dex, +10 Nat, +6+1 armor, +2 Shield, +1 Def)

hp 82 (11d12+11); Fast Healing 3

DR 5/magic; **Resist** — **PR** -, **SR** -;

Immune: Undead Traits; **Weakness:** **Vulnerability to Blessed Elements**, Vulnerability to Mind-Affecting Effects

Fort +11, Ref +5, Will +12

Speed 30 ft (6 squares); Obsidian Climb, Pass without Trace

Melee Heavy Mace +17 (1d8+10; 20/x2) or Touch +16 (by spell or power)

Full Melee Heavy Mace +17/+12 (1d8+9; 20/x2)

Ranged Javelin +9 (1d6+7; Range 30 ft.; 20/x2)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +8/+3; Grp +15

Combat Options: **Blinding Touch (DC 15)**, Combat Reflexes (2/round), Mounted Combat, Rideby Attack

Combat Gear: Obsidian Heavy Mace +1, Chitin Light Shield +1, Javelin x6, Studded Leather +1; Zombie Crodlu

Spell-Like Abilities (CL 11th):

1/day - *animate dead*, *create undead*;

Psi-Like Abilities: (ML 11th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Cleric Spells (CL 9th, DC 14 + power level):

5th — *elemental strike*, *righteous might*, *Unliving Identity (d)*

4th — *divine power*, *greater magic weapon x2*, *vampiric touch (d)*

3rd — *animate dead*, *animate dead (d)*, *dispel magic*, *magic vestment x2*, *searing light*

2nd — *aid*, *cure moderate wounds x2*, *darkness*, *deseccate*, *Speak with Dead (d)*, *spiritual weapon*

1st — *Comprehend Languages*, *Death Knell (d)*, *detect undead*, *divine favor*, *hide from undead x2*, *Heat Lash*, *shield of faith*

0 level: *Create Element*, *Detect Element*, *Detect Magic*, *Guidance*, *Inflict Minor Wounds*, *Read Magic*

Abilities Str 24, Dex 13, Con --, Int 12, Wis 20, Cha 11

SQ Damage Reduction, Darkvision 60 ft., Domains (Broken Sands, Dead Heart), **Enhanced Ability (Nat AC)**, Fast Healing 3, Gray Toughness 1, Obsidian Climb, Rebuke Undead (CL 11th, 3/day), Skills, Undead Traits, **Vulnerability to Blessed Elements**, Vulnerability to Mind-Affecting Effects

Feats: Combat Reflexes, Improved Initiative, Mounted Combat, Rideby Attack, Tactical Expertise, Weapon Focus (Heavy Mace) ⁸, Weapon Specialization (Heavy Mace) ⁸.

Skills Climb +7, Concentration +14, Jump +7, Knowledge (Warcraft) +15, Listen +10, Ride +15, Search +7, Sense Motive +10, Spot +10, Spellcraft +15.

Possessions 21,000 cp or Combat Gear plus: *Amulet of Natural Armor +1*, *Belt of Strength +2*, *Cloak of Resistance +2*, *Periap of Wisdom +2*, *Psionic Tattoo of Skate (ML 1st)*, *Potion-Orb of Cat's Grace (CL 3rd)*, *Ring of Protection +1*.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Razor's Captains wear much the same armor as their leader (the clan's studded leather design made from human teeth), although they do not bother wearing the masks, and they wield obsidian maces carved in the shape of skulls. With their mustaches and bushy brows, they resemble D'thul and the Swift Death clan more than they do the rest of the members of the Black Thunder clan.

Personality Notes

Enterprising, cunning, scheming

The Razor's Captains do not say much most of the time, but when they do speak, the clan listens. While not particularly charismatic or even well-spoken, they have the respect of the entire clan due to their ability to reanimate fallen troops.

The Razor's Captains seem to possess keen eyes for opportunities, and are rather adept at advising their leader on how to capitalize on them.

Strategy and Tactics

If the Razor's Captains catch sight of outsiders before the Razor does, they will choose to parley before joining battle. They are always on the lookout for opportunities (or visitors) to exploit, but they will not hesitate to use the threat of violence (or the Razor's temper) as leverage.

Should an encounter turn violent, the Razor's Captains are more than capable of defending themselves. Additionally, they are never without an escort of at least 2d6+6 mindless undead each. They will send in their escort and any nearby cavalry to distract and weaken the enemy while they buff themselves with spells before wading into combat personally.

History

The Razor's Captains are an enigmatic and manipulative group of clerics dedicated to obsidian and death, who seem to follow a faith not far removed from that of the Disciples to the West. It is unknown whether they were once Disciples, members of another lost Cholite clan, or simply wayward clerics of the plains caught up in the Boiling Ruin. Regardless, since they have arrived about 5 kings ages ago, they have seized their opportunity at power, with the Razor as their figurehead and political lightning rod.

Society

At least two of these captains are always at the Razor's side. The others are usually out with large raiding parties.

The Razor's Captains are half the reason why he is still in power, and he knows it. This means the Captains have far more leeway and sway over decisions than any other members of the tribe, but the Razor's cunning and ruthlessness still earns him final say. The Razor knows his Captains could politically outmaneuver him if they wanted to, but he also knows they need each other - without the Razor's might, the

Black Thunder would quickly fall before the other Cholite clans.



Black Thunder Cavalry CR15

Male human Thinking Zombie Fighter 9

Chaotic Evil Medium Undead (Augmented Humanoid, Human)

Init +7; **Senses** Darkvision 60 ft; Listen +10, Spot +10

Languages Goblin, Ulyanese

AC 22, touch 14, flat-footed 18

(+4 Dex, +4 Nat, +4 armor)

hp 67 (9d12+9); **Fast Healing** 3

Resist Cold and Electricity 10; **PR** -, **SR** -;

Immune Piercing, Undead Traits; **Weakness:** **Phobia (water)**, Vulnerability to Blessed Elements

Fort +7, **Ref** +8, **Will** +4

Speed 30 ft (6 squares)

Melee Longspear +16 (1d8+7; 20/x3) or Claw +15 (1d4+6; 20/x2) or Bite +15 (1d6+6; 20/x2)

Full Melee Longspear +16/+11 (1d8+7; 20/x3) and Bite +10 (1d6+3; 20/x2) or 2x Claw +15 (1d4+6; 20/x2) and Bite +10 (1d6+3; 20/x2)

Ranged Comp. Shortbow +14/(1d6+7; Range 70 ft.; 20/x3)

Full Ranged Comp. Shortbow +14/+9 (1d6+7; Range 70 ft.; 20/x3)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +9/+4; **Grp** +15

Combat Options: **Ability Drain** (DC 19), **Combat Reflexes** (5/round), **Death Gaze** (2/day, 30 ft, DC 19, 3d6+9), **Disease** (DC 13), **Far Shot**, **Mounted Combat**, **Mounted Archery**, **Point Blank Shot**, **Precise Shot**, **Ride-By Attack**, **Spirited Charge**, **Trample**

Combat Gear: *Composite (+6 Str) Shortbow +1, Longspear +1, Obsidian Arrows x50, Studded Leather +1, Zombie Crodlu*

Abilities Str 22, Dex 18, Con --, Int 12, Wis 10, Cha 9

SQ Darkvision 60 ft., **Fast Healing** 3, Gray toughness 1, **Immunity to Bane** (Piercing), **Phobia (water)**, Resistance to Cold and Electricity, Vulnerability to Blessed Elements

Feats: **Combat Reflexes**, **Far Shot**, **Improved Initiative**, **Mounted Combat** *, **Mounted Archery** *, **Point Blank**

Shot, Precise Shot, Ride-By Attack ³, Spirited Charge ³, Trample ³.

Skills Climb +12, Handle Animal +11, Jump +12, Listen +4, Ride +16, Search +5, Sense Motive +4, Spot +10.

Possessions 12,000 cp or **Combat Gear** plus: Cloak of Resistance +1 Gloves of Dexterity +2, Potion-Orb of Displacement (CL 5th), Potion-Orb of Shield of Faith (CL 1st, +2 Def)

Special Qualities:

Thinking Zombie Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Black Thunder Cavalry all wear uniforms in various states of repair/disrepair, depending on how much action that particular warrior has seen. Their bodies are no different - it's not uncommon to see warriors that are little more than skeletons in armor still riding into battle.

Their crodlu mounts are in a similar condition. The only things they take good care of are their weapons and chariots.

Personality Notes

The Cavalry aren't particularly known for their conversation skills. If they have something to say, they will be blunt about it. If they have an agenda, they will make it clear. And if they have a problem with another creature, they will kill them.

Strategy and Tactics

Even in life, these Cavalry members were born in the saddle. They know how to use their mounts and mounted advantage to greatest effect, riding down and outflanking their targets with the skilled coordination that only comes from decades or in some cases lifetimes spent riding together.

With the chariot cavalry, they use the combination of fast-moving attacking forces and mobile ranged weapons to pin down and trap enemy undead for capture and conversion.

Society

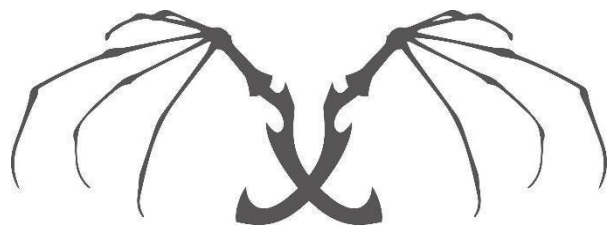
The Cavalry make up almost the entirety of the Black Thunder's sentient undead. Each member knows they have a role to play, and does their part for the success of the tribe. That being said, they won't pass up opportunities for petty advancement or one-upmanship.

History

Back when this land was still called Ulyan, the Plains Folk were a nomadic people famed for their ability to train and ride Crodlu. While their manners seemed harsh and gruff to outsiders, they did follow a reliable code of honor and lived in harmony with the land. While the Boiling Ruin did steal their humanity, on occasion, some traces of these traits can still be seen in the Black Thunder's riders.



The Swift Death Clan



Like the other Cholite marauder clans, the Swift Death clan launches regular raids against other marauder clans as well as against Harkor and Shadowmourn.

However, instead of relying on cavalry, they are masters of using the constant winds for glider assaults against their enemies. Many of their warriors are well trained glider pilots bolstered by powerful psionics, dropping silently into enemy camps, behind patrols and sentries. Undead who see the fluttering wings of a Swift Death glider

usually find themselves destroyed and reanimated as one of their members.

D'thul's Swift Death clan numbers close to 170 warriors, mostly skeletons and zombies. His bodyguard is an elite group of morg necromancers, trained by D'thul personally. There are 10 Morg in all, of which no fewer than 4 are with their leader at any one time.



D'thul CR31

Male Zhen Human Wizard 5 / Psion (Telepath) 6 / Necromant 10 / Cerebremancer 7

Neutral Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +11, Spot +11

Aura -

Languages: Classic Elven, Classic Dwarven, Orcish, Ulyanese

AC 32, touch 17, flat-footed 30**; 50% miss chance (+2 Dex, +10 Nat, +5 Def, +5 armor)

hp 210 (28d12+28); Fast Healing 3

DR 5/magic; **Resist** -; **PR** -, **SR** 18;

Immune: Fear, **Spells** (Confusion, Cure Serious Wounds, Magic Missile, Scrying), Undead Traits;

Weakness: Cast No Shadow, Vulnerability to Mind-Affecting Effects, Vulnerability to Stone

Fort +13, **Ref** +13, **Will** +26

Speed 30 ft (6 squares); Obsidian Climb

Melee Dagger +19 (1d4+6; 19-20/x2)

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

Base Attack: +13/+8; Grp +17

Combat Options: Psionic Meditation (Move action), Snatch Arrows (2/day), **Teleport Victim** (DC 22)

Combat Gear: Dagger of Disruption +2

Spell-Like Abilities (CL 28th):

3/day - charm person (DC 11);

1/day - animate dead, command undead;

Psi-Like Abilities: (ML 28th; DC Charisma-based)

At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**.

*Power can be augmented.

Psionic Powers (ML 13th, PP 212, DC 20 + power level):

7th — Ultrablaster

6th — Mind Switch, Temporal Acceleration

5th — Catapsi, Leech Field, Power Resistance

4th — Correspond, Psionic Dimension Door, Psionic Dominate, Psionic Modify Memory, Schism

3rd — Dispel Psionics, Energy Burst, Hostile Empathic Transfer

2nd — Brain Lock, Energy Push, Forced Sense Link, Psionic Suggestion, Read thoughts, Thought Shield

1st — Entangling Ectoplasm, Mindlink, Mind Thrust, Sense Link, Vigor

Wizard Spells (CL 22nd (+8 vs. SR), DC 20 + spell level):

10st — empowered polar ray, quickened greater dispel magic,

9st — imprisonment, mage's disjunction, time stop, weird, wish

8st — greater shout, incendiary cloud, mind blank, moment of prescience, quickened shout

7st — control undead x2, enlarged chain lightning, greater teleport, greater arcane sight

6st — chain lightning, disintegrate, forceful hand, greater dispel magic, transformation, undeath to death

- 5st — *cone of cold, empowered fireball, overland flight, quietstorm, teleport, telepathic bond*
- 4st — *animate dead, enlarged fireball, fire shield, shout, greater invisibility, wall of fire*
- 3rd — *dispel magic, fireball, fly, halt undead, lightning bolt, nondetection*
- 2nd — *acid arrow, command undead x2, gust of wind, invisibility, levitate*
- 1st — *detect undead, feather fall, magic missile x3, shield, true strike*
- 0 — *detect magic, disrupt undead, ray of frost, resistance*

Spellbook (embroidery on his sash)

Abilities Str 18, Dex 15, Con -, Int 30, Wis 20, Cha 12

SQ **Cast No Shadow**, Damage Reduction, Darkvision 60 ft., Dead Lord, Fast Healing 3, Fear Immunity, Gravespeaker, Gray Casting, Gray Toughness 1, Obsidian Climb, **Spell Immunity**, Undead Traits, Vulnerability to Mind-Affecting Effects, **Vulnerability to Stone**.

Feats: Automatic Quicken Spell, Burrowing Power, Chain Power, Empower Spell, Enlarge Spell, Epic Spell Penetration, Greater Power Penetration, Greater Spell Penetration, Improved Spell Capacity (10), Power Penetration, Psionic Meditation [®], Quicken Spell [®], Spell Penetration, Scribe Scroll [®].

Skills: Bluff +32, Climb +4, Concentration +32, Decipher Script +12, Diplomacy +36, Gather Information +32, Jump +4, Knowledge (Arcana) +41, Knowledge (Psionics) +41, Listen +11, Psicraft +41, Search +10, Sense Motive +42, Spellcraft +43, Spot +11.

Possessions: 470,000cp or Combat Gear plus: *Gem of Recall* (see *New Magic Items* section), *Gloves of Arrow Snaring*, *Handy Haversack*, *Headband of Intellect +6*, *Major Cloak of Displacement*, *Periapt of Wisdom +2*, *Ring of Protection +5*, *Robe of Archmagi (Black)*, *Skin of Fiery Response*, *Tome of Clear Thought +2* (already read).

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

D'Thul still wears the traditional garb of the plains raiders of his era, with his face and head mostly covered by his long head wrap, which drapes down the shoulders of his brocaded robe. The color of his cotton robes has faded and stained somewhat during the millennia from its original bright purples, but it is still

possible to tell these were once very well made tribal clothes, suited to a leader.

Personality Notes

Enterprising, Resourceful, Ruthless

The uncontested leader of the Swift Death Clan, D'Thul is confident in both his magical skills as well as his understanding of the customs and petty rivalries of his fellow warlords. He assuages fears and stokes resentment against others with a deft hand. Ruthless but even handed, he will make a show of respecting the traditions of his people, while quietly using back-room deals, plots, and assassination to maintain his position. D'Thul keeps a close eye on the Razor. Far more driven and ambitious than the other warlords, D'Thul believes the Razor wants his position and clan for his own, but the Razor is paranoid and skillful enough to remain in power.

Should D'Thul ever meet any living PCs, they will fascinate him to the extreme. He has not examined or experimented on a living specimen in centuries, convinced, like most of the other undead of the Black Basin, that no living things still exist in the world. D'Thul will make the heroes feel welcome, offering them every bit of hospitality he can muster, but he and his guards will not allow them to leave his company. After a few days, at least one of the PCs will meet with an unfortunate accident or simply come up missing - D'Thul cannot resist the idea of working his magic on a freshly dead corpse. Should the PCs escape, D'Thul will expend great energies tracking them down.

Strategy and Tactics

Even though he is leader of the Swift Death, D'Thul has never flown a glider. His magic more than makes up for this, however- he is certainly the most powerful marauder warlord in Chol, and could hold his ground against the strongest sorcerers in the Dead Lands. D'Thul brings his magic into play when his marauders enter combat, supporting them with powerful spells to weaken or destroy their opponents, all in a frenzy of massive, brilliant destruction.

For his part, D'Thul usually directs raids from afar, but a warlord who does not fight does not remain a warlord. His magic breaks formations, destroys fortifications, and annihilates weaker mages and psions. It's been centuries since D'Thul bothered with a glider himself - he either rains down destruction from a ridge or other elevated position, or flies via spells.

History

The third son of the second wife to the chieftain-of-chieftains for the Swift Wind clan, D'thul's slim chances of ruling gave him the chance to choose his own path to wealth, prestige, or possibly trouble. D'thul left his elder brothers to their squabbles and dedicated himself to mastery of the Way. As he worked to unlock his mind's potential, D'thul kept a keen eye on events, reading minds for gossip and secrets. Unrest brewed among the clans. City folk and non-humans cheated plainsmen on their goods, making food scarcer as drought starved animals for fodder and sickness thinned the herds. Non-humans looked down on the plainsmen, sitting fat and happy in their cities and towns while honest men and women struggled against starvation on the plains. Everything worsened year after year, and the grumbling against the non-humans grew louder and louder. D'thul's father tried his best to quiet rumors, and even made a show of the foods the nearby elven towns delivered, but token efforts offered little comfort for hungry herdsmen.

D'thul did nothing when his brother Nem'ra, heir of their father, took warriors and raided those very same towns a few years later, returning bloodied with stolen grain and meat. Denounced by their father, Nem'ra challenged him openly, refusing to forfeit, and eventually dying on his father's blade. Nem'ra the martyr, whispers circulated. Their father was never the same afterwards, growing furious when gossip painted him as a pitiless kinslayer. Every year the stockades seemed to grow a little fuller, and the chopping block bloodied a bit more frequently, as clansfolk spoke out against the chieftain-of-chieftains and took matters against the non-humans into their own hands. Two other chieftains accused D'thul's father of witchcraft and black magic, dying beneath his blade during their challenges. With each act of judgment, the clan's attitudes turned against D'thul's father a bit more, painting him as a merciless tyrant who cared nothing for his people's suffering, or a pawn of non-human city folk who enriched his own coffers by selling his people's future. Within the family, tensions grew, splitting those who supported the chieftain-of-chieftains and those who saw better futures in turning against the non-humans and D'thul's father.

D'thul understood more than many suspected. His growing telepathic talent granted him an understanding of the politics and ambitions playing out behind the scenes. His father's opponents saw opportunities for their own power, while their angry followers simply wanted someone to blame. D'thul believed his father wanted justice, peace, and prosperity during hard times; as the situation



worsened though, D'thul saw more and more that this would prove inadequate. Not until D'thul learned of the existence of Gretch did he realize the dire threat against his family. D'thul could see his father's time was running out - new desires and new demands required a new face in power. With little recourse, D'thul took his first step on a risky path.

The simplicity of the deal belied its viciousness - with plenty of blackmail, D'thul extorted an arrangement of mutual destruction or mutual ascension from Gretch. Either Gretch taught D'thul the secrets of this "sorcery" that he knew and lifted D'thul up to his father's seat, or D'thul would reveal Gretch's decades of manipulations, tearing the tribesmen apart and ruining centuries of Gretch's planning. Rajaat doubtless would find another means, but Gretch's life would end with his failure. Allied with D'thul, Rajaat's hold over the Swift Wind was assured. With little alternative, Gretch agreed.

The next decade saw a gradual erosion of power for D'thul's father. First siding with the old man, D'thul

allowed exploitative deals, underhanded trade practices, and general resentment against the non-humans to slowly sway him from his father's side. Gretch provided every injury from the non-human cityfolk, and arranged for droughts and pestilence among the tribe's herds. His elder siblings either sided with their father, or died one after the other challenging the old man's authority, spurred by D'thul and the growing resentment among the tribes. With each dead child, the old man grew more bitter, more tyrannical, and alienated more of the clan, and D'thul's growing dissatisfaction with his father seemed more natural, more justified. When the time came, few stood with the old man, and most of his surviving siblings either stepped aside or stood behind D'thul. A powerful mind stone, a gift from Gretch, assailed the old man's mind with images of his dead children, begging their father for mercy. Breaking down weeping, D'thul's deathblow seemed a mercy, even to the old man's staunchest supporters.

After taking his father's seat, most of the Swift Wind fell in line. The few stragglers died or fled, and D'thul's envoys built alliances with the other clans, easily arranged with Gretch's help. The non-human kingdoms, divided and mistrustful, seemed easy pickings, but Gretch gave clear instructions - await the Champions or suffer Rajaat's wrath. When these men and women of beauty and glory arrived, D'thul could not help but stand in awe, swayed by their majesty, his lingering doubts fleeing before the Champion's radiance. His cause's righteousness reassured, D'thul gladly marched with the Champion's armies, with the Swift Wind acting as guides and scouts for Rajaat's legions.

The Swift Wind and their allied clans joined the Champions in the siege of Nagarvos, supporting the army by scouting and attacking from the sky. To this day D'thul boasts it was only through the assistance of his flying warriors and magic that Nagarvos fell so quickly. Thereafter his warriors traveled for a time with the Champions, seizing the demihumans' ill-gotten gains amid slaughter and plunder, and doing their part to help wipe out non-human settlements in the northeastern edges of Ulyan. Villages and cities burned and innocents died, while plunder fell into the clans' coffers. Unfortunately, as the Champions traveled ever further away from the northern cliffs, they seemed to have less and less use for the Swift Winds unique tactics. It could have been due to their inability to find high ground to launch their gliders (part of the reason that Swift Death flying warriors have learned to take off from the ground), or that the Champions had found a newer group of useful pawns in Musraaf's Chosen, or (as D'thul believes) Gretch

decided D'thul had served his purpose and discredited him in the eyes of the Champions. Regardless, the Swift Winds and allied clans never had the chance to see the broader world, and had to content themselves with total control over the northeastern Ulyanese plains from Sagramog to the ruins of Nagarvos.

For several centuries after the Champions had left, D'thul continued to rule over the now named Cholite tribes, the only threats to their relative peace being attacks by undead from the (now renamed) Pallid Mere or challenges from raiding tribes to the west. That was until the ruins of Nagarvos erupted.

An unnatural dusk filled the horizon. Before the clan shamans could divine the ill omen's meaning, a tide of molten obsidian rushed down upon the tribesmen. A moment of searing pain seemed to end D'thul's ambitions and power, with barely more than a few moments of mounting panic. Not even the wind riders escaped death, as the endless black tide proved inescapable.

D'thul awakened some time later in his claustrophobic tomb of black glass. In a fit of panic, he blasted his way forth from the rock. A red sun blazed overhead, but D'thul barely noticed as he witnessed the endless sea of blackglass where his dominion had once been. No tears came as he screamed, and his stony hands slid off his scalp as he moved to tear at his hair. He saw several of his tribesmen had already managed to claw their way free to the surface. The thought of his tribesmen still trapped within the obsidian moved him to action using his powers to help free his brethren. D'thul drew his clan from the depths like the townsmen harvesting their root-crops, and began the slow task of rebuilding what was left of his clan - now the clan of Swift Death.

The centuries offered little beyond a grim world of violence set against glassy obsidian. The reborn shamans rededicated themselves, praying to Magma, and D'thul tracked down and captured defiler after defiler, demanding their arcane secrets; they had little choice, save to obey or die again. Over time he discovered that other clans had risen from the blackglass, and the confederation of chieftains resumed their places. Desperate and shocked to their core, the tribesmen clung to their traditions and the old ways like the drowning grip flotsam, desperate for any sense of purpose for their endless unlife. With no other enemies, the Swift Death raided other clans, and when other dead kingdoms rose, raided them as well. Forever changed by their campaigns of slaughter, with peace a distant memory, the new adage guiding the clans was a simple, "Me against my brother, my brother and I against my cousin, my cousin and I against the stranger." D'thul's power grew by the year

as his mastery of magic improved, solidifying his hold over the Swift Death.

Some clans pushed against the traditions which gave the others meaning in death, the Razor's Black Thunder clan chief among them. Seeing no reason to follow old conventions and rules restraining the living, these clans push for a great war, sweeping across the obsidian plain and claiming every nation and kingdom for their own. The most ambitious - some of his own shamans among them - preach a holy duty to crusade beyond the plains and conquer the other undead of the Dead Lands. For the moment, these voices are factitious and quarrelsome, but D'thul works steadily to unite the clans behind him. A unified kingdom suits the chief-of-chiefs of the Swift Death, and if he becomes the Great Chieftain, conquest only seems natural. Giving into his people's darkest impulses launched D'thul to glory centuries ago, and may yet do so again.

Society

Keeping the typical practices of Ulyan plainsmen, the clan of Swift Death is divided among chieftains who lead tribes of a few dozen to a hundred individuals, though the numbers tend towards the low end in undeath. Blood matters, but merit matters more, though the impossibility of marrying into a proud family leaves only challenges as a means of advancement. Any tribesman can issue a challenge at any time outside of battle, but this rarely happens, with the chieftain's warriors dealing with weak or unproven challengers themselves. An unwritten code demands that a challenger be as accomplished - if not as wealthy or as powerful - as a chieftain. Ageless in their undeath, tribal rulers remain enthroned for centuries. With D'thul's royal blood, myriad of glories, vast treasures, and undeniable power, he's ruled uncontested for king's ages - only a chieftain can challenge a warlord, and no chieftain risks their position on a fool's errand. The plainsmen lived by herding, trading, and occasionally raiding, but only raiding remains for the dead, and is now the only thing that gives them glory or meaning. Tokens of battle commemorate raids and war trophies, from the rare instances when multiple clans ride together, bring great respect. Family remains important for the Swift Death, even if they never change any longer, with fathers and mothers commanding sons and daughters. Rare releases allow children an escape from parental tyranny, while parricide receives harsh retribution. Chieftains mete out justice, and happily play favorites and receive bribes, making justice for theft - one of the few crimes that remain - a matter of connections and money as often as not. Trial by combat remains the more

common means of justice, ensuring that squabbles don't endanger the tribe, even if it loses some of its weaker members.

The chieftains rule by dint of their bodyguards and top lieutenants - their closest, most trusted companions and warriors. In war, the lieutenants organize the tribe's warriors (every member, now) and command complete obedience in battle. In turn, the chieftain directs the overall battle, unless D'thul takes command, but most chieftains have lieutenants who are the true generals, more capable strategists than they are. Subtle signs and marks are given to warriors after important battles or milestones long since forgotten, such as a small growing tattoo, paint marks, or specific scars. Few tribesmen bear the gaudy and body-covering tattoos of the Black Thunder clan, and those who are not from proud families best back their claims with grit and ability, or they will have such boasts carved from their flesh.



D'thul's Elite Bodyguards

CR19

**Male and Female Morg Human Wizard 5 /
Necromant 10**

Neutral Evil Medium Undead (Augmented
Humanoid, Human)

Init +2; **Senses** darkvision 60 ft., low-light vision;
Listen +11, Spot +11

Aura Fear (60 ft, DC 18)

Languages Classic Elven, Goblin, Orc, Ulyanese

AC 22, touch 14, flat-footed 20

(+2 Dex, +4 armor, +4 Nat, +2 Def)

hp 127 (15d12+30): Fast Healing 1

DR 10/magic; **Resist** Cold 10; **PR** -, **SR** -

Immune Spells (cure critical wounds, daylight, locate object), Undead Traits; **Weakness** Cast No Shadow, Craving (flesh), Deterioration, Light Sensitivity

Fort +7, **Ref** +9, **Will** +15

Speed 30 ft (6 squares)

Melee Tongue +11 (1d4+4; 20/x2) or Dagger +11 (1d4+4, 19-20/x2) or Touch +11 (by spell)

Ranged Ranged Touch +9 (by spell)

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

Base Atk +7; **Grp** +11

Combat Options: Brand (3/day, 1d8 dmg), Constrict, Create Spawn, Energy Drain (DC 18), Improved Grab, Taint Weapon (DC 18)

Combat Gear Obsidian Dagger, Obsidian Greatclub

Spell-Like Abilities (CL 15th):

1/day - *animate dead, command undead*;

Wizard Spells (CL 15th (+4 vs SR), DC 18 + spell level):

8st — *greater shout, quickened stone skin*

7st — *control undead, empowered cone of cold, mage's sword*

6st — *chain lightning, quickened invisibility, transformation, undeath to death*

5st — *cone of cold, quietstorm, teleport, quickened shield, telepathic bond*

4st — *extended nondetection, fire shield, shout, greater invisibility, stone skin, wall of ice*

3rd — *dispel magic, empowered magic missile, fireball, halt undead, lightning bolt, nondetection*

2nd — *acid arrow, backlash, command undead, ~~extended mage armor~~, invisibility, scorching ray*

1st — *burning hands, detect undead, magic missile x2, shield, true strike*

0 — *detect magic, disrupt undead, Ray of Frost, Resistance*

Spellbook (embroidery on their sashes)

Abilities Str 19, Dex 14, Con -, Int 26, Wis 13, Cha 12

SQ Cast No Shadow, Craving (flesh), Damage Reduction, Darkvision 60 ft., Dead Lord, Deterioration, Fast Healing 1, Gravespeaker, Gray Casting, Gray Toughness 2, Light Sensitivity, Spell Immunity, Undead Traits

Feats Empower Spell, Extend Spell ⁸, Improved Initiative, Greater Spell Penetration, Quickened Spell, Scribe Scroll ⁸, Silent Spell, Spell Penetration, Still Spell.

Skills Concentration +26, Knowledge (arcana) +26, Knowledge (architecture/engineering) +26, Knowledge (Psionics) +9, Knowledge (Religion) +26, Listen +11, Move Silently +21, Search +18, Sense Motive +20, Spellcraft +26, Spot +11.

Possessions: 59,000 cp or Combat Gear plus: *Cloak of Resistance* +3, *Crawling Tattoo of Mind Thrust (ML 1st)* x3, *Headband of Intellect* +6, *Potion-Orb of Bull's Strength*, *Ring of Protection* +2, *Ring of the Ram* (32 charges).

Special Qualities (descriptions)

Morg Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

All of D'thul's Bodyguards have a fearsome, menacing presence. They wear ragged robes and headscarves that cover all but their dark red glowing eyes. Their arms, when exposed for casting, bear ritual scars and tattoos of their accomplishments.

Personality Notes

disciplined, brutal, ruthless

D'thul has chosen his bodyguards from the most loyal, fierce, and intelligent of the Swift Death's warriors. Their personalities vary, but they all share the same intense passion for magic and love of bloodshed. They are absolutely loyal to D'thul, carrying out his wishes without question. They follow D'thul's orders like their continued existence depends upon it. It probably does.

Strategy and Tactics

Having been personally trained by him, D'thul's Bodyguards exhibit many of the same tactics and combat techniques as their master. When supporting D'thul, they will provide defensive spells and cover fire to allow D'thul to use his own magic unhindered; when supporting the Flying Warriors, they will use their spells to assist with liftoff and keep them in the air, using ranged attack spells to keep enemies at a distance.

Should they run out of spells, or they or their master become cornered, they will use their *Transformation* spell and wield their greatclubs to devastating effect in close combat.

History

The clan leaders of the plainsfolk kept honored and loyal bodyguards for millenia. Raised with this tradition his whole life, it was natural for D'thul to maintain bodyguards of his own. Over the centuries of undeath, as D'thul learned the secrets of necromancy, he found a way to increase the effectiveness of his bodyguards by reanimating them as morgs.

Society

Occasionally D'thul's bodyguards are sent to handle critical tasks D'thul cannot entrust to the lower ranking clan members, but he is never seen without at least one of his bodyguards by his side.

These guards serve as his hands in D'thul's absence, helping to maintain order among the clan.



Swift Death Flying Warriors

CR12

Male and Female Human Zhen Rogue 2 / Psychic Warrior 7

Neutral Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +22, Spot +22

Languages: Classic Elven, Ulyanese

AC 30, touch 16, flat-footed 25**; Dodge, Mobility (+5 Dex, +4 armor, +10 Nat, +1 Def)

hp 67 (9d12+9); fast healing 3; **DR** 5/magic

Immune Spells (Protection from Evil, Dispel Magic), Undead Traits; **Weakness** Cast No Shadow, Vulnerability to Mind-Affecting Effects

Resist -; **PR** -, **SR** -

Fort +5, **Ref** +10, **Will** +5; Evasion

Speed 30 ft (6 squares); Obsidian Climb

Melee Alhulak +10 (1d6+3; 20/x3) or Dagger +9 (1d4+3; 19-20/x2) or Slam +9 (1d8+3; 20/x2)

Full Melee Alhulak +10/+1 (1d6+3; 20/x3) or 2x Slam +9 (1d8+3; 20/x2)

Ranged Lt. Crossbow +12 (1d8; Range 80 ft.; 19-20/x2) or Javelin +11 (1d6+3; Range 30 ft.; 20/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. w/ Alhulak)

Base Atk +6/+1; **Grp** +9

Combat Actions Psionic Charge, Psionic Meditation (move action), Psionic Shot, Sneak Attack (+1d6), Speed of Thought, Spring Attack

Combat Gear: Bolts x50, Javelin x6, *Leather Armor* +1 and cap, MW Light Crossbow (mounted on Glider), MW Alhulak, Obsidian Dagger x6, *Cholite Glider* (see Chapter 6 - New Magic Items)

Spell-Like Abilities (CL 9th, DC Charisma Based):

At will - *whispering wind*.

Psi-Like Abilities: (ML 9th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psionics: (ML 7th, 29 Power Points/Day)

3rd — *Dimension Slide*

2nd — *Concealing Amorpha*, *Hustle*, *Psionic Levitate*

1st *Catfall*, *Force Screen*, *Metaphysical Weapon*

Abilities Str 17, Dex 21, Con -, Int 12, Wis 18, Cha 13

SQ **Cast No Shadow**, Damage Reduction, Darkvision 60 ft., **Enhanced Ability (bonus feat)**, **Enhanced Senses**, Evasion, fast healing 3, Gray toughness 1, Low-Light Vision, Obsidian Climb, **Spell Immunity**, Trapfinding, Undead Traits, Vulnerability to Mind-Affecting Effects

Feats: Aerial Pilot ⁸, Extend Power, Dodge ⁸, Mobility ⁸, Psionic Charge, Psionic Meditation ⁸, Psionic Shot, Speed of Thought, Spring Attack.

Skills Balance +15, Climb +8, Concentration +13, Hide +5, Jump +8, Knowledge (psionics) +3, Listen +22, Move Silently +5, Psicraft +3, Ride +17, Search +7, Sense Motive +10, Spot +22, Use Rope +15.

Possessions 12,000 cp or Combat Gear plus: *Gloves of Dexterity* +2, *Periapt of Wisdom* +2, *psionic tattoo of Psionic Levitate* (ML 3rd), *psionic tattoo of know direction and location* (ML 1st) x2, *Ring of Protection* +1.

Special Qualities

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Swift Death Flying Warriors are usually seen in leather armor (designed to strongly resemble a flight suit), a leather cap with straps, and strapped into a glider.

Personality Notes

Crafty, observant, ruthless

Not just any soldier can pilot a cholite glider, it takes many years of training and practice to achieve competence with the gliders, let alone the skill necessary to become effective at their use. As a consequence, the Flying Warriors are a well-disciplined group. They are also highly ruthless and crafty, quick to take advantage of another's weakness to advance their own rank and position.

There exists a permanent tension amongst the Flying Warriors - they must rely on each other, but each knows the others are waiting for them to make a mistake.

Strategy and Tactics

D'thul's minions construct gliders from bone, sinue, and wood, stiffened and sewn with fabric or leather. Each carries a single pilot, usually a lightweight skeleton, who controls the glider. Unlike the glider pilots of the Jagged Cliffs to the north, the Swift Death pilots have no natural elevations from which to jump, so they have to rely on other means to attain takeoff. Some gliders, enhanced with *feather fall* or *levitation*-type effects, allow a skilled pilot to ride the incessant winds of the Black Basin and soar his craft as high as 1,000 feet. Others tie off to shards of obsidian or heavy beasts, rising kite-like into the air, though this is a bit more difficult without the aid of flying magic or psionics.

D'thul's glider-borne warriors range extensively across the obsidian landscape, raiding through Chol, Shadowmourn, and Harkor. The telltale shadows of their wings are known even in the Kingdoms of Gretch and the buglands (the translucent wings of bugdeed are valuable components for gliders). Manufacture or repair of gliders is accomplished on the move; like the other marauder bands of Chol, the Swift Death has no permanent home. Their material wealth is drawn behind the lumbering carcasses of undead pack animals, dragged on primitive skids across the smooth obsidian of their territory.

The glider pilots will start from either a high up position, or will use psionics to generate lift, bringing

them up to 1000 feet or more. From there, they will run wide circling patrols, looking for targets, signaling each other to coordinate. When they find a target they can capture, they will travel some distance away, turn around, and come in low to disable the target and capture. If the target appears strong enough, two of them will take turns in passes from different directions.

History

While Uylanese gliders have been around since the Green Age, the exact origins are disputed. Perhaps they were one of the many innovations of Nagarvos or perhaps long before the Boiling Ruin the plainsfolk had taken advantage of such flying machines for various purposes. While no one can say for sure, there is no doubt the Cholites have mastered their use in warfare.

Society

The flying warriors have grown to be the majority of the Swift Death's sentient undead ever since D'thul realized he was at a strength disadvantage on the ground many decades ago. Since then, his troops' maneuverability have made them a force to be feared among the other Cholite tribes as well as Harkor and Shadowmourn.

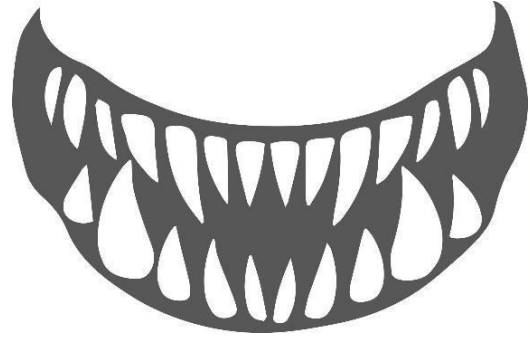


The Blacktooth Maw Clan

The Blacktooth Maw probably engages in more conflicts than any other Cholite tribe. This could be due to their endless aggression against any targets within reach, or perhaps other raiders or dead lords striking when they think they see the tribe recovering from a routing defeat, only to underestimate the brilliant tactical flexibility of their leader.

While the majority of Blacktooth Maw consists of Ogre shock troops, they have a surprisingly large variety of other troops at their disposal, including counters for special tactics employed by the other Cholite tribes and nearby dead lords.

Their glider pilots, the Blacktooth Maw Airborne, operate nearly identically to the Swift Death Flying Warriors (having previously been members of that clan), but they have all lost or damaged their crossbows beyond repair, and must rely on javelins to attack from the air.



Yughbo the Relentless CR20

Male Ogre Fael Barbarian 15

Chaotic Evil Large Undead (Augmented Giant)

Init +1; **Senses** darkvision 60 ft.; Listen +19, Spot +11

Languages: Ulyanese Giant

AC 26, touch 12, flat-footed 25; Improved Uncanny Dodge

(-1 size, +1 Dex, +9 Nat, +5 armor, +2 Def)

hp 153 (18d12+36)

DR 10/magic or 3/-; **Resist** Fire 10; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Craving, Deterioration

Fort +16, **Ref** +10, **Will** +9; Indomitable Will

Speed 50 ft (10 squares)

Melee Spear +29 (2d6+17; 20/x3) or Slam +27 (1d8+10) or Bite +27 (2d8+10; 18-20/x3)

Full Melee Spear +29/+24/+19/+14 (2d6+17; 20/x3) or 2x Slam +27 (1d8+10) and Bite +22 (2d8+5; 18-20/x3)

Ranged Spear +18 (2d6+10; Range 20 ft.; 20/x3) or Rock +18 (2d6+10; Range 15 ft.; 20/x2)

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

Base Atk +18/+13/+8/+3; **Grp** +32

Combat Options Greater Rage (4/day; +6 Str, +3 Will saves, AC -2), Mounted Combat, Mounted Archery, Point Blank Shot, Power Attack, Ride-By Attack, Rock Hurling, Spirited Charge, wheel scythes (2d6)

Combat Gear Large Hide Armor +2, Large Bone Spear +2, Large Bone Harpoons (Spear) x6, Necklace of

Fireballs (type VII), 6x boulders, ulyanese war chariot with human zhen driver.

Spell-Like Abilities (CL 15th):

At will - hideous laughter, knock, undetectable alignment;

Abilities Str 30, Dex 12, Con -, Int 8, Wis 10, Cha 14

SQ Craving (flesh), Damage Reduction, Darkvision 60 ft., Deterioration, Enduring Focus (his chariot), Fast Movement, Greater Rage, Gray Toughness 2, Improved Uncanny Dodge, Indomitable Will, Skills, Uncanny Dodge, Undead Traits, Trap Sense (+5)

Feats Mounted Combat, Mounted Archery, Point Blank Shot, Power Attack, Ride-By Attack, Spirited Charge.

Skills Climb +8, Handle Animal +17, Intimidate +17, Jump +8, Listen +19, Search +3, Sense Motive +4, Spot +11.

Possessions 59,000 cp or Combat Gear plus: 2 zombie crodlus and Ulyanese Chariot with wheel scythes, Belt of Strength +2, Cloak of Resistance +3, Gloves of Dexterity +2, Potion-Orb of Cause Light Wounds (CL 1st) x2, Psionic Tattoo of Concealing Amorpha (ML 3rd), Psionic Tattoo of Mental Barrier (ML 5th), Ring of Minor Fire Resistance, Ring of Protection +2.

Special Qualities (descriptions)

Fael Special Qualities: Refer to Appendix A for full list and descriptions.

Rock Hurling (Ex): Yughbo can throw rocks much like a giant can, hurling rocks weighing 40 to 50 pounds (Small objects) with a range increment of 15 feet. The rocks deal 2d6 points of damage plus his Strength modifier. Rocks have a maximum range of five range increments.

Appearance

At 10' tall on foot, with an abnormally wide mouth framed by a black scraggly beard, Yughbo is a terrifying sight. The small horns protruding from his bald head grant him a fearsome air and the crazed, hungry look in his eyes give him the look of a fanatic. Very much aware of the benefits of intimidating one's opponents, Yughbo normally leaves his powerful physique on display, only donning armor before riding into battle. His chariot serves as both his battle platform and his throne – dominating his enemies or his troops is the same thing to this marauder. He seldom steps down from his chariot as it gives him a better vantage point and adds several feet to his already imposing height. When not engaged in combat, he often absentmindedly runs a whetstone down the blade of his favorite spear.

Personality Notes

Brutal and sadistic, the lord of the Blacktooth Maw clan is a study in contrasts. Prone to taking the direct approach, Yughbo is also capable of adapting his strategies and tactics to take into account new situations: his (relatively) recent incorporation of glider warriors as airborne troops is an example of this.

In life, Yughbo rarely thought long about a course of action, usually choosing the option that gave him the greatest immediate satisfaction. In the last few months of his mortal existence, as the Cleansing Wars raged through Ulyan, something stirred deep in his mind – he began thinking of how to restore the fortunes of the ogre race. Dying under the blades of the Cleansing Armies and returning as a fael with the Obsidian Tide buried this impulse for a time. His instinct was to feast, in a futile attempt to satiate the hunger that now consumed him.

Over the millennia since, Yughbo has given full vent to his insatiable appetites as well as returning to his old primal self. Occasionally though, he feels the stir of something, a desire to reclaim what once belonged to the ogre people. Lately Yughbo has been considering launching a raid on Tarktas to the south, little more than an idle fancy at present, as he knows that he would need a much stronger force to successfully



assault Eddarkols' stronghold. And of course, Yughbo still constantly hungers.

Strategy and Tactics

Face-to-face, Yughbo is notoriously hard to kill, as many who have faced him have learned the hard way. He charges in on his chariot with his reavers, striking hard and fast. Yughbo is greatly amused by his thrown weapons, whether boulders or spears, and will aim to support his shock troops while avoiding harming them wherever possible (their bodies are difficult to replace). Yughbo has proven very cunning and imitative when faced with other foes, stealing tactics from enemy forces and working them into his own strategies, to better counter these or other foes next time. He now has both a chariot and his own glider warriors, which he deploys judiciously.

Where possible, he likes to capture opponents rather than kill them, so they can be conscious when he devours them.

History

Not all of the ogres and trolls of the Sagocracy believed in high ideals. There was a sect of ogres which believed in indulging their baser instincts. Yughbo was a child of this sect, tolerated by the leadership only for their usefulness in protecting their borders from aggressors. When the Cleansing Wars came to the lands of the Sagocracy, Yughbo and his fellow barbarians were among the first to engage them. They were slaughtered, but Yughbo and a few dozen survivors.

With nowhere safe to flee, they harried the invaders, ambushing patrols, picking off stragglers and scavenging supplies and weapons. Yughbo and his fellows took to eating the flesh of their victims (sometimes while they were still alive) in a disgusting display of cannibalistic gluttony and revenge. Eventually, Yughbo's luck ran out and his group was ambushed by a force of Kalak's warriors.

Reanimated by the Boiling Ruin and condemned to eternal unlife and gluttony, Yughbo and the other ogres sought to fill their newfound hunger by consuming the undead around them, making war on other groups much as they did in life.

After centuries drifting from one warband to another, Yughbo and his followers wrested control of a small raider group - consuming the defeated leaders and terrorizing the survivors into accepting him as their new ruler. On that day the Blacktooth Maw clan was born. Membership of the tribe is marked by black painted teeth and lower jaws.

Hitting hard and hitting fast, Yughbo has developed a reputation as an oncoming storm - something to be weathered if you can't get out of the way in time. He has often leads raids on Shadowmourn, Deshentu and Harkor. Recognising Qwith's superior forces and fortifications, his raids have increasingly skirted Shadowmourn's southern border to raid Harkor and Deshentu.

Society

Yughbo maintains leadership over his followers not only by being the biggest and meanest, but in many ways by being the worst. His followers know that in his footsteps they will have every opportunity to indulge in the decadent destruction they crave.

His Reavers have been with Yughbo since the Obsidian Tide and share his philosophy of giving in to their primal urges. They also share his hunger for flesh. The glider riders are recent additions to the clan, having initially been captives from the Swift Death clan. Despite their situation, Yughbo has awakened a bloodlust in these undead that hitherto had lain

dormant. Now, in exchange for the chance to brutally kill and maim enemies, the riders have sworn their undying loyalty to the Blacktooth Maw clan and their leader.

Yughbo has always directed raids into Deshentu but of late has accepted tribute from the Vizier to halt or temper these assaults. Rather than demand silver or jewels, Yughbo has taken bribes in the form of zombie flesh (or sometimes entire zombies), an arrangement the Vizier considers of excellent value. Attacks on Harkor tend toward either equipment raids, or for venting the bloodlust of the clan. The last significant reprisal from Harkor was over a decade ago and the raider is thinking Blacktooth Maw attacks once again need discouraging. If Yughbo isn't careful, he may find his next raid into Harkor's lands facing stiffer resistance than he expects.

Yughbo regularly directs attacks against other Cholite raiding tribes for supplies and recruits. His glider riders were taken from a foray against the Swift Death clan. Initially intended as a raid to steal gliders and interrogate their pilots for the secrets of these flying devices, Yughbo eventually recruited some of the captives and they joined the Blacktooth Maw. Yughbo doesn't yet fully trust his new pilots, but none have betrayed their new brethren so far.



Blacktooth Maw Reavers CR14

Male Ogre Fael Barbarian 9

Chaotic Evil Large Undead (Augmented Giant)

Init +1; **Senses** darkvision 60 ft.; Listen +13, Spot +11

Languages: Ulyanese Giant

AC 28, touch 12, flat-footed 27; Improved Uncanny Dodge

(-1 size, +1 Dex, +9 Nat, +5 armor, +1 Def, +3 shield)

hp 102 (12d12+24); Fast Healing 3

DR 5/magic or 1/-; **Resist** -; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Craving (flesh)

Fort +13, **Ref** +9, **Will** +7

Speed 50 ft (10 squares)

Melee Bite +21 (3d8+10; 18-20/x3) or Slam +21 (1d8+10) or Touch +21 (by spell)

Full Melee Slam +21 (1d8+10) and Bite +13 (3d8+5; 18-20/x3)

Ranged Javelin +12 (1d8+10; Range 30 ft.; 20/x2)

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

Base Atk +12/+7/+2; **Grp** +26

Combat Options Cleave, Power Attack, Rage (3/day; +4 Str, +2 Will saves, AC -2), **Rotting Touch**, Shield Wall, wheel scythes (2d6)

Combat Gear *Large Hide Armor +2, Large Heavy Shield +1.*

Abilities Str 30, Dex 12, Con -, Int 8, Wis 10, Cha 12
SQ Craving (flesh), **Damage Reduction**, Darkvision 60 ft., **Fast Healing**, Fast Movement, Greater Rage, Gray Toughness 2, Improved Uncanny Dodge, Skills, Uncanny Dodge, Undead Traits, Trap Sense (+3)

Feats: Cleave, Improved Natural Attack (Bite), Multiattack, Power Attack, Shield Wall.

Skills Climb +12, Intimidate +12, Jump +12, Listen +13, Search +3, Sense Motive +4, Spot +11.

Possessions 12,000 cp or Combat Gear plus: 2 zombie crodlus and Ulyanese Chariot with wheel scythes, *Belt of Strength +2, Ring of Protection +1.*

Special Qualities (descriptions)

Fael Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Seeing these massive feral monstrosities with their massive gaping jaws of inhuman teeth, Athasians would be forgiven for thinking these were never a civilized race. Blacktooth Maw Reavers are certainly physically suited for brutality and combat. Where the rest of the clan paint their teeth and lower jaws black, the reavers have tattooed their jaws black, indicating their status as the core of the Blacktooth Maw.

Personality Notes

Even in life, the Blacktooth Maw Reavers were the absolute worst of their kind. They surrendered wholesale to their animal desires and rage and went fully cannibalistic. After rising as fael, this gluttonous hunger only increased and became literally insatiable. They follow Yughbo because they know he shares the same desires and attitudes as they do and he always gives them free rein to indulge their basest desires.

Strategy and Tactics

These big brutes move surprisingly swiftly for their size, just about keeping up with their leader as they charge into battle. They strike hard and fast, aiming primarily to cripple enemies where possible.

Society

Yughbo maintains leadership over his followers not only by being the biggest and meanest, but in many ways by being the worst. His followers know that in his footsteps they will have every opportunity to indulge in the decadent destruction they crave.

History

With a handful of exceptions, the Blacktooth Maw Reavers have been followers of Yughbo since before the Cleansing Wars. They were killed together, were reanimated by the Obsidian Tide together and rose hunted as ever-hungry fael together. They may argue and fight among themselves, but they still recognise the bond they've shared for millennia and form the principal power bloc within the Blacktooth Maw.



Howling Caverns

The Howling Caverns have very few inhabitants for good reason. Between the maddening noise and the Lurking Blood, no one stays here very long.

Likely Encounters

No creatures will ever normally be found here.

For each 10 minutes spent here, there is a 5% cumulative chance of attracting the attention of the Lurking Blood, which will then begin stalking the visitors with at least a part of itself...



The Lurking Blood CR14

CE Gargantuan Ooze

Initiative: -5; **Senses:** Blindsight 60 ft.; Listen +21, Spot -2

Languages: -

AC: 4, touch 4, flat-footed 4
(-4 size, -2 Dex)

hp 290 (20d10+180)

DR -/-; **Resist** XXX; **PR** XX, **SR** XX

Immune Ooze Traits, Necromantic Ooze; **Weakness**
Vulnerability to Sunlight, Vulnerability to Turning
Fort +15, **Ref** +4, **Will** +6

Speed 20 ft. (4 squares), Climb 20 ft.

Melee Slam +20 melee (4d6+12 plus 3d6 Acid)

Space 20 ft.; **Reach** 20 ft.

Base Atk +15; **Grp** +35

Combat Options: Acid (DC 29), Awesome Blow, Constrict, Energy Drain (DC 29), Great Cleave, Improved Grab, Power Attack

Abilities: Str 26, Dex 7, Con 28, Int 10, Wis 7, Cha 7

SQ: Blindsight 60 ft., Ooze Traits, Necromantic Ooze, Split and Reform, Vulnerability to Sunlight, Vulnerability to Turning.

Feats: Awesome Blow, Cleave, Great Cleave, Improved Natural Attack (Slam), Iron Will, Power Attack, Weapon Focus (Slam).

Skills: Climb +18, Hide +10, Listen +21, Move Silently +21, Spot -2.

Advancement: 37-54 HD (Gargantuan)

Possessions -

Special Qualities (descriptions)

Acid (Ex): The Lurking Blood secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on a Reflex save. A metal or wooden weapon that strikes the Lurking Blood also dissolves immediately unless it succeeds on a Reflex save. The save DCs are Constitution-based.

The Lurking Blood's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): The Lurking Blood deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Energy Drain (Su): Living creatures hit by the Lurking Blood's natural attacks gain one negative level. For each negative level bestowed, the Lurking Blood gains 5 temporary hit points. The Lurking Blood can use its energy drain ability once per round.

Necromantic Ooze (Ex): Due to the Lurking Blood's exposure to the negative energy of the Dead Lands, it has gained traits normally associated with undead creatures.

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

- Not subject to energy drain.

Skills: The Lurking Blood has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Split and Reform (Ex): Slashing and piercing weapons deal no damage to the Lurking Blood. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

The Lurking Blood can recombine any or all of its separated parts back into a single mass again as a Full-round action.

Vulnerability to Sunlight (Ex): direct sunlight (or magic which simulates sunlight), deals the Lurking Blood 1d6 points of damage each round.

Vulnerability to Turning (Ex): the Lurking Blood can be turned/rebuked as undead of its Hit Dice, but cannot be not controlled or destroyed.

Appearance

The Lurking Blood is, as far as anyone knows, a unique creature. It looks like a massive black puddle of slime, red tinged and gelatinous. All its victims see is a wall of crimson and ebony, rearing back with an unhealthy, rubbery sheen before striking, only to splash back into a liquid as the creature envelopes and digests flesh and bone. The Lurking Blood's body has no distinguishing marks whatsoever, sliding amorphously up walls, squeezing through tiny cracks, and clinging across ceilings easily. It moves the same way as it eats – in absolute silence.

Strategy and Tactics

A cunning predator, the Lurking Blood lurks and pounces. It avoids large gatherings of creatures but picks off stragglers and will attack small groups.

History

While it exhibits some of the properties of the undead, the Lurking Blood is clearly not any type of conventional undead, and may in fact not be undead at all.

Perhaps the oldest creature in the Dead Lands, the Lurking Blood's existence stretches back to the earliest days of Ulyan, perhaps even into the Blue Age. Adaptable and mutable, the creature hunted the waterways of Ulyan before they dwindled into swamps: hiding from the sun and feeding on fish and fishermen as the opportunity presented itself, only to hunt swamp animals and lizardfolk as the lakes dwindled into marshes. Keltis' armies drove the Lurking Blood deep into the swamp, with the creature instinctively avoiding the large masses of moving flesh, feeding only on the occasional straggler or scout. Exposure to defiling changed the creature in subtle ways, but the Obsidian Tide truly mutated the Lurking Blood into a half-dead mass, devouring fragments of souls along with blood and bone.

Feeding on undead creatures has only cemented the Lurking Blood's metamorphosis. It seems to absorb fragments of the souls and minds of its prey, which have congealed within the ooze into something resembling awareness. The ooze can communicate in limited ways, but if the creature is truly intelligent in any real way, it must have an inscrutable, alien mind. The lack of available prey may be a reason - the Howling Caverns possess little enough in the way of prey, living or undead. Should the Lurking Blood begin to feed on greater numbers of intelligent creatures, it may absorb more than a few fragments. With enough victims, a gestalt mind of terrible power may form from within its rubbery flesh...

Society

Most scholars of the Dead lands are aware of the Lurking Blood's existence and so the Dead Lords avoid sending their forces anywhere near the Howling Caverns. The creature survives through opportunistically hunting unintelligent undead, Bugdead, and uninformed exiles that wander into the caverns.



The Pallid Mere of Sagramog

What was once a vast swamp spanning from the Tforkatch River to Elsavos on the eastern cliffs is now a large expanse of cracked obsidian and pitfalls made by naturally thin patches of obsidian. The old inhabitants of Sagramog lurk within these fissures across this landscape, ambushing anything that comes close.



Likely Encounters

- 1-3 Undead Dsaliq
- 2-8 (2d4) Undead Xemokeppers
- 1 Undead Vurgoshilm
- 1-3 Pit Snatchers
- 1-3 Mineral Weirds (bitumen)
- A lizardfolk hunting party of 3-10 (1d8+2) Lizardfolk Warriors
- A small settlement of lizardfolk, consisting of 9-30 (3d8+6) Lizardfolk Warriors and 1-2 Lizardfolk Shaman



Lizardfolk Shaman CR19

Advanced Fire Krag Cleric (Magma) 11

NE Medium Undead (Augmented Humanoid, Fire, Psionic)

Init +7; **Senses** Darkvision 60ft.; Listen +23, Search +22, Spot +27

Languages Saurian, Aquan, Terran, Ignan, Classic Elven, Ulyanese

AC 26; touch 13, flat-footed 25*

(+3 Dex, +8 Nat, +5 armor)

hp 169 (22+4 HD; 26d12)

Turn Resistance: +2 (vs. Water, as 32 HD):

Immune Fire, Rebuke Undead, Undead Traits;
Weakness Stench (rotting vegetation), Turn Submission +2 (vs. Magma, as 28 HD); Vulnerability to Cold

Fort +13, **Ref** +12, **Will** +26

Speed 30 ft.

Melee Claw +19 (1d8+5)

Full Melee 2x Claw +19 (1d8+5) and Bite +17 (3d6+2) and Tongue +17 (1d4+2)

Space 5 ft.; Reach: 5 ft.

Base Atk +14/+9/+4; **Gp** +19

Combat Options Combat Reflexes (4/round), **Constrict**, Create Spawn, Elemental Blast (30 ft cone, DC 27, 11d6 Fire dmg), Elemental Infusion

(DC 25), Great Cleave, Improved Grab, Power Attack

Combat Gear Dagger, Studded Leather Armor +2

Psi-Like Abilities (ML 11th; DC Charisma-based):

At will - anchored navigation, clairvoyant sense, conceal thoughts, control light, inflict pain, mindlink, precognition, telekinetic thrust;

3/day - quickened inflict pain;

1/day - ultrablast.

*Includes augmentation for the krag's manifester level.

Cleric Spells (CL 11th, DC 19 + spell level):

6th - blade barrier (d), heal, harm.

5th - elemental strike, mass cure light wounds, righteous might, unhallow, unliving identity (d).

4th - cure critical wounds, dismissal, divination, divine power, summon monster IV, vampiric touch (d)

3rd - animate dead (d), bestow curse, dispel magic, meld into stone, prayer, protection from energy, searing light.

2nd - aid, bull's strength, desecrate, eagle's splendor, silence, speak with dead (d), spiritual weapon.

1st - bless, curse element, death knell (d), divine favor, entropic shield, hide from undead, remove fear, sanctuary, shield of faith

0 - detect magic x2, light x2, read magic x2.

Abilities Str 20, Dex 16, Con —, Int 16, Wis 29, Cha 18
SQ Darkvision 60 ft., Elemental Bond, **Enhanced Ability** (+2 Nat AC), Rebuke Undead (CL 11th,

8/day), **Stench (rotten vegetation)**, Turn Resistance, Ubiquitous Vision, Undead Traits.

Feats Ability Focus (Elemental Blast), Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Multiattack, Power Attack, Quicken Psi-Like Ability (Inflict Pain), Stealthy ^B.

Skills Climb +17, Concentration +32, Hide +19, Intimidate +18, Knowledge (Psionics) +9, Knowledge (Religion) +29, Knowledge (The Planes) +29, Listen +23, Move Silently +19, Psicraft +9, Search +22, Sense Motive +21, Spellcraft +23, Spot +27.

Possessions 21,000cp or Combat Gear plus: *Cloak of Resistance* +1, *Periapt of Wisdom* +4.

Special Qualities (descriptions)

Krag Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Broken Sands** - Class Skill: Survival; Weapon: Alak; Granted Power: You continually use *pass without trace* as the spell. This is a supernatural ability.
- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.

See next entry for Appearance, Personality, Strategy, History, and Society



Lizardfolk Warriors CR13

Lizardfolk Zhen Fighter 8

NE Medium Undead (Augmented Humanoid, Psionic, Reptilian)

Init +6; **Senses** Darkvision 60ft., Low-Light Vision; Listen +9, Search +12, Spot +15

Aura Fear 60 ft, <5 HD, DC 18)

Languages Saurian, Classic Elven, Ulyanese

AC 32; touch 14, flat-footed 30**

(+2 Dex, +15 Nat, +3 armor, +2 Def)

hp 85 (10 HD; 10d12+20); **Fast Healing** 3

DR 5/magic

Immune Undead Traits; **Weakness** Deterioration, Vulnerability to Mind-Affecting Effects

Fort +6, **Ref** +7, **Will** +5

Speed 20 ft (30 ft. base); Obsidian Climb

Melee Claw +17 (1d4+8; 20/x2) or Bite +17 (1d4+8; 20/x2) or Slam +17 (2d6+8; 20/x2) or Spear +17 (1d8+8; 20/x3)

Full Melee 2x Slam +17 (2d6+8; 20/x2) and Bite +12 (1d4+4; 20/x2)

Ranged Spear +11 (1d8+7; Range 20 ft; 20/x3)

Space 5 ft.; Reach: 5 ft.

Base Atk +9/+4; **Grp** +17

Combat Options **Breath Weapon** (3/day, 15ft Cone of obsidian shards, DC 18, 13d6 piercing dmg), **Death Cry** (2/day, DC 18), Great Cleave, Improved Sunder, Power Attack, Psionic Charge.

Combat Gear Bone-Barbed Spear, Hide Armor

Psi-Like Abilities: (ML 8th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Abilities Str 26, Dex 14, Con --, Int 12, Wis 12, Cha 16

SQ Chameleon Skin, Damage Reduction, Darkvision 60 ft., Deterioration, Fast Healing 3, **Gray Toughness 2**, Hold Breath, Low-Light Vision, Obsidian Climb, Rebuke Undead (6/day), Skills, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Alertness, Cleave ^B, Great Cleave ^B, Improved Initiative ^B, Improved Natural Attack (Slam), Improved Sunder ^B, Iron Will, Power Attack ^B, Psionic Charge, Speed of Thought.

Skills Balance +12, Climb +11, Hide +19, Intimidate +12, Jump +15 Listen +9, Search +13, Sense Motive +7, Spot +15, Swim +18.

Possessions 12,000cp or Combat Gear plus: *Belt of Giant's Strength* +2, *Ring of Protection* +2.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Chameleon Skin (Ex): Athasian lizardfolk have an extremely fine degree of control over their pigmentation. They can form intricate patterns of color across their hide. This ability grants a +20 racial bonus to all Hide checks, when using camouflage to conceal oneself.

Appearance

The lizard folk corpses were engulfed by the defiled swamp long before the Shining Tide, and then reanimated by the Obsidian, the majority of the undead lizardfolk of Sagramog are zhen. By the time of the Shining Tide, little but their hides and bone remained of their bodies, and the obsidian largely replaced their missing flesh, giving them the appearance of perfectly formed purple-black lizardfolk statues.

The Shaman's state as fire krag is more obvious, with raging flames having replaced most of their soft tissues. They dig beneath the obsidian to access subvitrine pockets of tar and decayed plant matter to coat their bodies with, in a profane mockery of their ancient water-worship rituals, when they coated themselves with the mud and plantlife of Sagramog. The Lizardfolk Warriors of Sagramog also coat themselves with this mixture, both in remembrance of the blessings of the Shamans and because it seems to stave off the deterioration of their bodies.

Personality Notes

Both the zhen and krag rarely concern themselves with anything occurring on the surface of the obsidian above them. They prefer to haunt the pitch-black subvitrine world of Sagramog, possibly out of some memory of their old connection with the holy waters of the swamp.

The fire krag Shamans are in constant torment, as, even polluted and dead, the subvitrine waters they worshiped in life are anathema to them in undeath. They instead seek dry sites: polluted with tar and bitumen, the krag feel oddly at home among the charred filth, and fiercely defend their corrupted homes.

Over the centuries, the zhen have carved extensive tunnels through the blackglass to connect their underworld, occupying themselves by hunting the same now-undead creatures they once hunted in life or warring with each other over ancient tribal grudges. They occasionally brave the blackglass to harass the tribes of Chol or other undead, and would quite enjoy tunneling their way to the ruins of Elsavos to enact revenge on the undead Elves.

These zhen and their krag spiritual leaders do not tolerate intruders beneath the obsidian, and will silently stalk them through the dead tarns. They will especially target anyone bearing the mark of Keltis or the City-State of Kurn: a wasp, the sign of the ancient Kel Tas people who defiled their swamp.

Strategy and Tactics

While their old strategies of being able to dive and hide in the swamps have gone away with their swamps, their ability to conceal and camouflage still remains strong.

When they become aware that intruders are coming, they lie in shallow trenches or natural cracks dug into the obsidian, popping up to surprise and strike as the intruders pass too close. If enough are in a group and they are cornered out in the open, they will attack without hesitation, making full use of their breath weapon and weapons.

They are not above launching raids on neighboring lands or even bugdead territory to acquire the undead viscera they use to oil their skins. Even the zhen transformation was not able to make them completely independent of moisture.

History

Lizardfolk were one of the first Rebirth races to explore and settle the vast mudflats of the new world, taking advantage of their aquatic nature to follow the receding oceans and the rivers, seas, and lakes left in their wake. Kin of those that settled the lake that would one day be known as Celik, the ancestors of the lizardfolk of Sagramog followed the rivers southward into drying Ulyan Basin.

Sagramog was one of the remnants of the ancient sea that had filled the basin, and the lizardfolk settled the mire, revealing its bounty of life amid the barren plains, however brutal, as a gift of the elemental lords of Water. The lizardfolk, extreme traditionalists isolated in their swamp, received all they needed from the sacred waters, and when others began exploring Sagramog, they interpreted their actions (such riding upon strange craft over the water's surface and taking choice bits of the plant-life while discarding the rest) as heresies of Water. The lizardfolk preyed upon the blasphemous intruders, bloodletting their sacred essences back into the waters and consuming the flesh. Only the elves of Elsavos, fellow water worshippers, were able to enter the swamps: playing the tribes against each other while securing tenuous passage or alliance with this or that tribe.

The Shamans of the lizardfolk considered the elves heretical, however, for their use of boats and wasteful gathering of herbs and bitumen, and occasionally united a number of tribes for a 'crusade' against the elves' profane stone city. By the Time of Magic, the lizardfolk had made enemies of all their neighbors with



their inflexible hostility, but were too entrenched in Sagramog to warrant their eradication - until the coming of Keltis. The Shamans ritually hissed in grief and ritually let their blood at the horrific defilement of their swamps, and took the lives of many human invaders and their elven allies, but in the end, Keltis' fire clerics put an end to both them and holy Sagramog. As they had died in holy combat with the belief the Water Spirits would reward them, few lizardfolk reanimated among the waters of the Pallid Mire, only those Water Shamans that had died to the profane flames of Keltis' fire clerics. These kraggs haunted the Mire, preying on those from the Navel foolish enough to enter, but barely had time to react with horror when they were entombed in molten obsidian. This second profanity of flame broke what little sanity they had left, and they clawed their way beneath the blackglass to endlessly enact warped Magma rituals in a mimicry of their ancient traditions. Many of those killed in the war with Keltis, whose remains were reduced to waterlogged bones at the bottom of the Pallid Mere by that time, reanimated as zhen, interpreting the obsidian as some new blasphemy unleashed by the human invaders, or perhaps a particularly ironic punishment from the elemental lords of Water. After some clawed their way to the surface and reported an endless expanse of lifeless blackglass stretching onward in every direction, the zhen chose to retreat to beneath the obsidian, slowly carving out tunnels to connect the isolated pockets of dead water and stale air in some approximation of the ancient swamps' boundaries.

Society

The zhen lizardfolk retain a sense of tribal community in undeath and gather in 'villages' roughly analogous to their locations before the defilement of Sagramog and the coming of the Shining Tide, frequently warring with one another for territory or to avenge millenia old grudges. While largely content to pantomime their lives in the strange undead ecology of the subvitrine layer, they will raid the tribes of Chol and other surface dwellers if they sense movement on the blackglass above, as they recognize the undead as people of Nevargos or the Plains of Ulyan, who were their enemies in life.

The kraggs are largely solitary, mimicking their ancient rituals among the tar in some vain attempt to appeal to the Water or Magma spirits for salvation, but will react ferociously to any perceived 'sacrilege' to their holy defiled swamps. The zhen still hold some reverence for the Kraggs, and will visit them and join in the rituals both out of tribal loyalty and pity.



Undead Vurgoshilm CR10

NE Huge Undead (Aquatic, Augmented Plant, Psionic)

Init: +4; Senses: Blindsight 60 ft.; Listen +25, Search --, Spot --

Languages: -

AC: 25; touch 3, flat-footed 25

(-2 size, -5 Dex, +22 Nat)

hp 105 (14 HD; 14d12+14); Fast Healing: 3

Damage Reduction: 5/magic; Turn Resistance: (+2; as 16 HD undead)

Immune: Electricity, Undead Traits; Resistances: Cold 10, Fire 10

Weakness: Vulnerability to Mind-Affecting Effects Fort +15, Ref +7, Will +9

Speed: 0 ft., Swim 5 ft.

Attack: --

Space: 15 ft.; Reach: 0 ft.

Base Attack: +10; Grp --

Combat Options: Backlash (DC 23), Double Manifest

Psi-Like Abilities: (ML = 11th (CR+1). DC Charisma-based):

At will - *aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *energy stun**, *false sensory input**, *id insinuation**, *mind thrust**, *psionic charm**, *psionic daze**, *psionic suggestion**, *telekinetic force**, *thought shield**, *ubiquitous vision***;

3/day - *astral construct**, *mental barrier*.

*Power can be augmented.

Abilities: Str 11, Dex 1, Con 16, Int 6, Wis 15, Cha 18

SQ: Blindsight 60 ft., Damage Reduction, Fast Healing 3, Gray Toughness, Immunities, Resistances, Skills, Turn Resistance, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats: Ability Focus (Backlash), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Skills: Listen +19, Sense Motive +8, Swim +8.

Environment: Warm Aquatic or Marshes

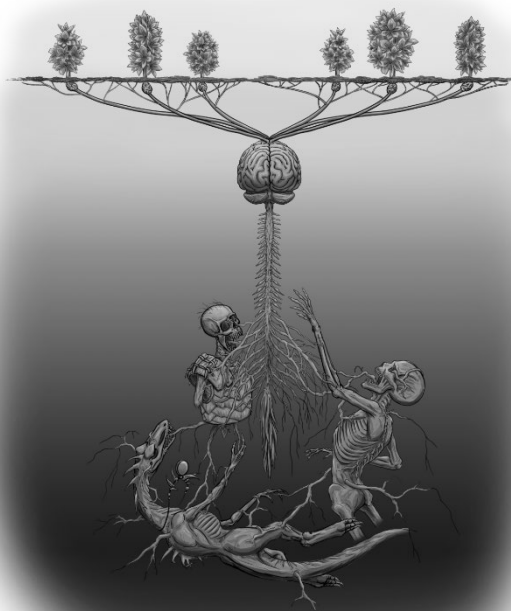
Organization: Solitary or patch (2-4)

Treasure: 1/5 coins; 50% goods; 50% items

Alignment: Always neutral evil

Advancement: 15-28 (Huge); 29-42 HD (Gargantuan)

Level Adjustment: -



Special Qualities (descriptions)

Blindsight (Ex): A vurgoshilm can ascertain all foes by nonvisual means within 60 feet. If its crowns are destroyed, it can no longer perceive its surroundings.

Dexterity: A vurgoshilm has a +5 racial bonus on Reflex saves and Initiative checks.

Double Manifest (Ex): A vurgoshilm senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Skills: A vurgoshilm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Zhens receive a +6 racial bonus on Listen, Search, Sense Motive, and Spot checks.

Vulnerability to Mind-Affecting Effects (Ex): Unlike most undead, zhens can be affected by mind-affecting effects if the base creature could be.

Zhen: Zhens that were not originally a Giant, Humanoid or Monstrous Humanoid are possible but have some differences from humanoid Zhen:

- Turn Resistance +2: Non-Humanoid zhens are harder to Turn/Rebuke than one might expect. This replaces the Rebuke Undead ability.
- Undead vurgoshilm do not benefit from Darkvision or Low-Light Vision as their Blindsight overlaps these abilities.

Description (Undead Vurgoshilm)

The undead vurgoshilm reanimated after the Shining Tide amid the tangles of decayed plant matter and tar polluting the dead water pockets that were trapped by the obsidian. They appear as glistening black versions of their living selves, vegetative flesh hard as obsidian, with smooth, hardened bulbs and crown-shoots shining in the harsh Athasian sunlight. As plants, they have not quite grasped the difference between their (former) living and undead states, and they still 'collect' undead flesh to serve as fertilizer. Undead vurgoshilm still float silently among the masses of tar and dead matter clouding the subvirtrine pools, only stirring when they sense movement.

See Vurgoshilm description under Chapter 10 New Monsters for more information.



Undead Xemokepper CR9

Xemokepper Zhen*

NE Large Undead (Augmented Magical Beast, Aquatic, Psionic)

Init: +5; Senses: Darkvision 60 ft., Low-Light Vision, Scent; Listen +11, Search +9, Spot +17

Languages: -

AC: 27; touch 10, flat-footed 26**

(-1 size, +1 Dex, +17 Nat)

hp 60 (8 HD; 8d12+8); Fast Healing: 3

Damage Reduction: 15/magic; Turn Resistance: (+2; as 10 HD undead)

Immune: Undead Traits; **Weakness:** Vulnerability to Mind-Affecting Effects

Fort +9, Ref +7, Will +7

Speed: 20 ft., Swim 30 ft.; Obsidian Climb

Attack: Tentacle Slam +14 (1d8+7) or Bite +14 (1d8+7)

Full Melee: 2x Tentacle Slam +14 (1d8+7) and Bite +9 (1d8+3)

Space: 10 ft.; Reach: 10 ft.

Base Attack: +8; Grp +27

Combat Options: Constrict (2d6+10), Improved Grab, Trample (DC 21; 2d6+10)

Psi-Like Abilities: (ML HD; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Abilities: Str 25, Dex 12, Con 17, Int 5, Wis 14, Cha 18

SQ: Amphibious, Damage Reduction, Darkvision 60 ft., Enhanced Senses**, Fast Healing 3, Gray Toughness, Low-Light Vision, Obsidian Climb, Scent, Turn Resistance, Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats: Improved Initiative, Iron Will, Track.

Skills: Hide +6(+26), Listen +11, Search +9, Sense Motive +10, Spot +17, Survival +4, Swim +15.

Environment: Warm Aquatic or Marshes

Organization: Solitary or pair

Treasure: None

Alignment: Always neutral

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: -

Special Qualities (descriptions)

Amphibious (Ex): Xemokeppers can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Constrict (Ex): With a successful grapple check, a xemokepper can crush a grabbed opponent, dealing bludgeoning damage equal to bite damage of one size category larger (1d8 @ Large → 2d6 @ Huge) plus 1.5x its Strength modifier.

Improved Grab (Ex): If a xemokepper hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts in the same round. Thereafter, the xemokepper has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the xemokepper is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage. Xemokeppers have a +8 racial bonus on grapple checks

Scent (Ex): In either air or water, a xemokepper can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: A xemokepper has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A xemokepper receives a +20 bonus on Hide checks when submerged in silt/mud (underwater) or water (against land-bound foes).

Trample (Ex): When trampling, a xemokepper deals bludgeoning damage equal to bite damage of one size category larger (1d8 @ Large → 2d6 @ Huge) plus 1.5x its Strength modifier, with a DC (10 + ½ HD + Str modifier) Reflex save for half damage.

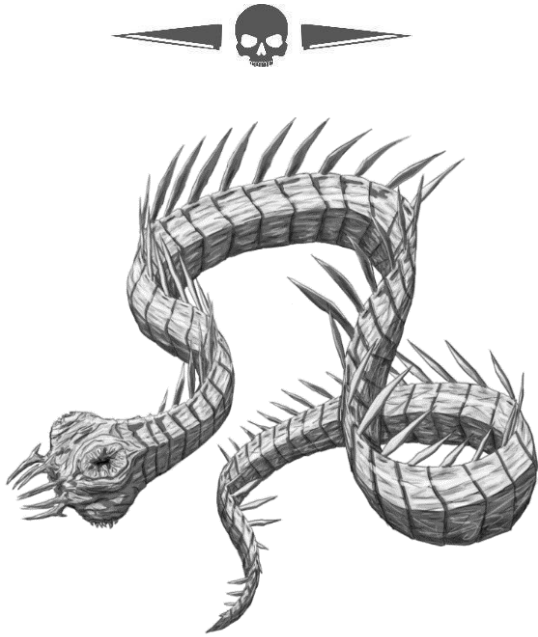
Zhen: Zhen that were not originally a Giant, Humanoid or Monstrous Humanoid are possible but have some differences from humanoid Zhen:

- Turn Resistance +2: Non-Humanoid Zhen are harder to Turn/Reubke than one might expect. This replaces the Rebuke Undead ability.

Description (Undead Xemokeeper)

Undead xemokeepers, on first glance, still look much like their living counterparts, albeit with their scales having an obsidian sheen. In unlife, Xemokeepers are more comfortable on land than before, clamoring over all sides of the jumbled obsidian to catch prey. When they open their mouths, their hideous undead nature truly shows itself - exposing the soft tissues inside, dessicated and gleaming black - as their tongues whip out to capture and consume living or undead flesh. Undead xemokeepers often bury themselves amid the defiled plant matter and tar clogging the subvitrine waters, bursting out when they sense the presence of prey.

See Xemokeeper description under Chapter 10 New Monsters for more information.



Undead Dsaliq CR7

Dsaliq Zhen*
NE Medium Undead (Augmented Magical Beast, Aquatic, Psionic)
Init: +3; **Senses:** Blindsight 60ft.; Listen +17, Search +8, Spot +23
Languages: -

AC: 29; touch 13, flat-footed 26**
 (+3 Dex, +16 Nat)
hp 52 (7 HD; 7d12+7); **Fast Healing:** 3
Damage Reduction: 5/magic; **Turn Resistance:** (+2; as 9 HD undead)

Immune: Undead Traits; **Weakness:** Vulnerability to Mind-Affecting Effects
Fort +6, **Ref** +8, **Will** +4

Speed: Swim 30 ft.; Obsidian Climb (15 ft.)
Attack: Bite +13 (1d8+5 plus Poison) and Tail Slap +7 (1d8+2)
Ranged: Spit +10 (as Ranged Touch; Range 30 ft; Poison)
Space: 5 ft.; **Reach:** 5 ft.
Base Attack: +7; **Grp** +20
Combat Options: Attach, Chew, Create Spawn, Poison (DC 14), Swallow Whole

Psi-Like Abilities: (ML 7th; DC Charisma-based)
 At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.
 *Power can be augmented.

Abilities: Str 20, Dex 17, Con --, Int 3, Wis 14, Cha 12
SQ: Blindsight 60 ft., Damage Reduction, Enhanced Senses**, Fast Healing 3, Gray Toughness, Obsidian Climb, Skills, Turn Resistance, Undead Traits, Vulnerability to Mind-Affecting Effects
Feats: Alertness, Stealthy, Weapon Focus (Bite).
Skills: Hide +5, Listen +17, Move Silently +5, Search +8, Sense Motive +8, Spot +23, Swim +10.

Environment: Marshes
Organization: Solitary
Treasure: None
Alignment: Usually neutral evil
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment: -

Special Qualities (descriptions)

Attach (Ex): If a dsaliq hits with a bite attack, it uses its suckers and hooks to latch onto the opponent's body. An attached dsaliq is effectively grappling its prey. The dsaliq loses its Dexterity bonus to AC and is effectively flat-footed, but holds on with great tenacity. Dsaliqs have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached dsaliq can be struck with a weapon or grappled itself. To remove an attached dsaliq through grappling, the opponent must achieve a pin against the stirge.

Chew (Ex): On a successful grapple check, a dsaliq automatically deals damage equal to a bite attack.

Create Spawn (Su): Any living creature slain by an undead dsaliq's poison becomes a zombie in 1d4 rounds. Spawn are under the command of the dsaliq that created them and remain enslaved until its death.

Poison (Ex): Injury or contact, Fortitude DC (10 + ½ HD + Con modifier), initial and secondary damage 1d10 Con.

Skills: A dsaliq has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Dsaliqs have a +4 racial bonus on Listen checks. Zhens receive a +6 racial bonus on Listen, Search, Sense Motive, and Spot checks.

Spit Poison (Ex): A dsaliq can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Swallow Whole (Ex): When a dsaliq begins its turn with its mouth attached to a grappled opponent smaller than itself, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes bludgeoning damage equal to a bite attack plus 2d4 points of acid damage per round from the dsaliq's stomach acids. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal (¼ the dsaliq's hp) points of damage to the stomach (AC 10 + ½ Nat AC bonus). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Medium dsaliq's interior can hold 2 Small, 4 Tiny, 8 Diminutive,

or 16 Fine or smaller opponents (the interiors of larger dsaliqs can hold twice as many opponents per increase in size category).

Zhen: Zhens that were not originally a Giant, Humanoid or Monstrous Humanoid are possible but have some differences from humanoid Zhens:

- Turn Resistance +2: Non-Humanoid Zhens are harder to Turn/Rebuke than one might expect. This replaces the Rebuke Undead ability.

Description (Undead Dsaliq)

Dsaliqs are nearly as poisonous in unlife as they were in life. An undead dsaliq can wriggle along obsidian surfaces, but prefers to swim. In undeath, dsaliqs have taken on the obsidianized appearance of a Zhen, aiding it in blending in among the pitch-black depths of the subvitrine tarn pools. Their feathery fins are composed of delicate, razor sharp flecks of obsidian, and the only sounds dsaliqs make are the light sloshing of the trapped water, gently lapping against the obsidian with their wormlike movements. They still retain their hunger for flesh, and will wake from a torpor amid the dark, lifeless waters to viciously hunt any movement they sense.

See Dsaliq description under Chapter 10 New Monsters for more information.



Pit snatchers

See Terrors of Athas Page 123

Mineral Weirds (bitumen)

See Earth Weird in Monster Manual II Page 91



Elsavos of the Elves

Elsavos will always look uninhabited upon first approach.

Likely Encounters

- For each 10 minutes spent in the outer ruins of Elsavos, there is a 10% cumulative chance of gathering the attention of a party of 3-12 (3d4) Human Cleansing warriors and 2-8 (2d4) mindbenders.
- If visitors approach within 500' of the inner ruins of Elsavos, Malwaenis will already have detected them. Once intruders enter the ruins proper, he will send forth a full war party of human undead, composed of 12 Shock Troops and 4 Mindbenders.
- If a group wins past these defenders to penetrate Elsavos itself, Malwaenis will drive the intruders off with a 2nd full human war party (as above), plus 15 Elf Pankrators and 15 Elven Skirmishers.
- Should visitors make it within the temple grounds, or if the party seems to be particularly strong, Malwaenis will double the above numbers, leading the host of defenders himself.



Malwaenis (Last Defender of Elsavos) CR30

Male Elf Meorty Cleric (Rain) 11 / Psion (Seer) 3 / Psychic Theurge 8

LN Medium Undead (Augmented Humanoid, Elf, Psionic)

Init +2; **Senses** Darkvision 60ft., Low-Light Vision; Listen +21, Search +18, Spot +21

Languages Classic Elven, Saurian, Ulyanese

AC 37; touch 17, flat-footed 35
(+2 Dex, +10 Nat, +7 armor, +3 shield, +5 Def)

hp 187 (14+8 HD; 22d12+44)

DR 15/magic; SR 32

Immune Cold, Electricity, Undead Traits; **Weakness**

Bound to Area, **Cast no shadow**

Fort +16, **Ref** +14, **Will** +30

Speed 40 ft., Fly 60ft. (good)

Melee Sickle +18 (1d6+3; 20/x2) or Slam +16 (1d6+3; 20/x2) or **Fangs** +16 (1d4+3; 20/x2) or Touch +16 (by spell)

Full Melee Sickle +18/+13/+8 (1d6+3; 20/x2) and Slam +11 (1d6+1; 20/x2)

Ranged Longbow +16/+11/+6 (1d8; 20/x3)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +13/+8/+3; **Gp** +16

Combat Options Create Spawn, **Breath Weapon** (15 ft. Cone of ice shards, DC 23, 30d6 dmg - 50/50 Bludgeoning/Cold), **Death Cry** (30 ft radius, DC 23, 11 HD), Greater Psionic Endowment (+2 power DC, spend Focus), Psionic Meditation (Move action), **Reflect Physical Attacks** (1/day)

Combat Gear *Animated Heavy Steel Shield* +1, *Longbow* +1 with 20x arrows, *Scale Shirt* (as *Chitin Armor*) +3, *Spell Storing Sickle* +2.

Psi-Like Abilities: (ML 22nd; DC Charisma-based)

At will - *aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**;

3/day - *body adjustment**, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*.

*Power can be augmented.

Cleric Spells (CL 19th, DC 19 + spell level):

10 - *quicken harm*

9th - *implosion*, *mass heal*, *soul bind*, *prismatic sphere* (d), *quicken righteous might*

8th - *create greater undead*, *elemental storm*, *horrid wilting* (d), *mass cure critical wounds*, *quicken divine power*

7th - *chain lightning* (d), *destruction*, *greater scrying*, *heightened elemental strike*, *mass cure serious wounds*, *unliving identity*

6th - *braxatskin*, *create undead*, *greater dispel magic*, *heal*, *mislead* (d), *undeath to death*

- 5th – *commune, lightning storm (d), mass cure light wounds, quickened divine favor, scrying, rangeblade, righteous might, true seeing*
- 4th – *coat of mists (d), cure critical wounds, divine power, elemental armor, elemental weapon, freedom of movement, heightened bestow curse, tongues*
- 3rd – *cure serious wounds, curse of the choking sands (d), dispel magic, magic vestment, prayer, searing light x2, surface walk*
- 2nd – *cure moderate wounds, darkness, desecrate, glitterdust (d), resist energy, return to the earth, silence, spiritual weapon*
- 1st – *bane, bless, comprehend languages, cure light wounds, detect undead, divine favor, hide from undead, obscuring mist, shocking grasp (d)*
- 0 – *Create Element, Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Read Magic,*

Psionic Powers (ML 11th, Power Points 139, DC 16 + power level):

- 6th – *Mass Cloud Mind, Psionic Disintegrate, Greater Precognition*
- 5th – *Clairtangent Hand, Leech Field, Psionic Major Creation, Second Chance*
- 4th – *Correspond, Intellect Fortress, Psionic Freedom of Movement, Remote Viewing,*
- 3rd – *Body Adjustment, Dispel Psionics, Escape Detection, Fate Link*
- 2nd – *Clairvoyant sense, Object Reading, Swarm of Crystals, Thought shield*
- 1st – *Bolt, Deceleration, Detect Psionics, Psionic Grease, Precognition*

Abilities Str 16, Dex 14, Con --, Int 22, Wis 28, Cha 19
SQ Bound to Area, **Cast no shadow**, Damage Reduction, Darkvision 60 ft., Domains, Elf Traits, Gray Toughness 2, **Rebuke Undead (level 26, 5/day)**, Skills, Undead Traits.

Feats Elemental Might, Heighten Spell, Greater Psionic Endowment, Implacable Defender, Improved Spell Capacity (epic), Psionic Endowment, Psionic Meditation ^B, Quicken Spell, Tactical Expertise.

Skills Concentration +27, Diplomacy +15, Knowledge (Psionics) +18, Knowledge (Religion) +29, Knowledge (Warcraft) +18, Listen +21, Psicraft +21, Search +18, Sense Motive +19, Spellcraft +26, Spot +21.

Possessions 265,000cp or Combat Gear plus: *Cloak of Chrisimia +4, Headband of Intelligence +6, Periapt of Wisdom +6, Rod of Maximize Metamagic, Ring of Protection +5, Vest of Resistance +5.*

Special Qualities (descriptions)

Meorty Special Qualities: Refer to Appendix A for full list and descriptions.

Clerical Domains:

- **Desert Mirage** - Class Skill: Search; Weapon: Alhulak; Granted Power: You can use a turn attempt to dispel a figment or glamer. Make a caster level check against DC 11 + illusion's caster level (as if you cast dispel magic). If you are successful, then the illusion is dispelled.
- **Sky Blitz** - Class Skill: Listen; Weapon: Forearm axe; Granted Power: You gain your cleric level in electricity resistance.

Elf Traits:

- Proficient with all bows.
- Weapon Familiarity: Elven longblade. All elves treat the elven longblade (page 115) as a martial weapon.
- a +2 racial bonus to Listen, Perform, Search and Spot checks. Elves have keen senses.

Appearance

Malwaenis still wears the clothes of his old position and rank as a high water priest. The greenish-blue and silver vestments and headscarf tucked into his helmet have faded in color over time, but they still remain in relatively good condition. His physical appearance is that of a middle-aged elven male with delicate features and a pallor over both his once brown skin and curly hair. His green eyes glow not only with undeath but also his intellect. Malwaenis was probably once even considered handsome, although this is diminished by his cold and stern demeanor.

Personality Notes

Patient, stern, retributive

An especially conservative member of the orthodox Water-cult in Elsavos, Malwaenis was well recognized not only for his patience and thoughtfulness, but for his staunch defense of his people against the depredations of the lizardfolk of the nearby Sagramog. By the time the Gathered Voice made their decision and chose him to become the city's only meorty, Malwaenis was quite old - he had become known not only for his unyieldingly vengeful stance on the lizardfolk and their continued attacks, but for his almost grandfatherly care for the elves of Elsavos.

Watching his people butchered tested the limits of Malwaenis' patience and sanity, and the looting of the city by Albeorn's soldiers had him pacing the floor of his quarters like a caged tiger. Since the Obsidian Ruin,

Malwaenis has been content to rebuild his city as best he can and defend its citizens (human and elven alike). Should anyone invade his domain, however, they will face unmatched fury and opposition, as Malwaenis seek to prevent a second disastrous invasion of Elsavos.

Strategy and Tactics

Malwaenis keeps careful watch on the everions of Elsavos and knows when anyone enters his domain. He is a very patient tactician, partially because of his long period of inactivity before the Cleansing Wars, but also because as an undead creature, he knows he has all the time in the world. This makes it seem all the more sudden when he does fully engage in battle, ordering his troops to strike hard and fast from as many directions as possible, while he supports them with his clerical magic and psionics.

History

Malwaenis' binding oath stated he was to specifically repel lizardfolk attacks, so found himself forced to sit idly by during the first siege of Elsavos by Albeorn's and his army. After Elsavos fell, Malwaenis found a workaround for his strictures by provoking Albeorn's troops to attack his chambers by breaking down a wall and revealing himself and his men.

The long guerrilla war that followed led to the destruction of the ledges that lead up the cliffs as well as countless casualties in Albeorn's army. The skirmishes continued until Albeorn decided to interpret Rajaat's orders to only require the killing of living elves.

In the centuries since the Cleansing Wars, Malwaenis has gathered the undead inhabitants of Elsavos (human and Elven alike) to himself for the restoration and defense of the city.

Society

As a war hero (against both the lizardfolk and the forces of Albeorn) and the anointed defender of the city, the elves of Elsavos would follow Malwaenis were to give, as they are forever grateful to him for driving off Albeorn and saving them all from a second death. Still, Malwaenis would have their respect regardless, as he is a capable leader - never wasting troops and planning any moves carefully.

Malwaenis still bears a grudge against the undead humans that served under Albeorn and still remain in Elsavos. He uses his powers over the undead to command their allegiance, and treats them well, but they remain an eternal reminder of the tragedy that befell his beloved homeland. Still, the humans are



under his protection now, and they do have their uses: the human undead are always on the front-lines of any battle and the first to engage invaders.

Malwaenis is focused on defense, not diplomacy, and so has not reached out to any of the other Dead Lords. In fact, he has prohibited the clearing of the obsidian that seals off Elsavos from the rest of the Dead Lands: many of his citizens are unable to leave the city regardless, so he sees no point in making it easier for invaders to enter. Malwaenis has, however, scryed upon the outside world and is one of the few with the knowledge that, while the Uylan basin is fully covered in obsidian, all of Athas has not been subject to an apocalypse of obsidian and undead.



Elf Skirmishers CR8

Male and Female Elf Fallen Fighter 6

LE Medium Undead (Augmented Humanoid, Elf, Psionic)

Init +3; **Senses** Darkvision 60ft., Low-Light Vision; Listen +10, Search +10, Spot +14

Aura Despair (10ft, DC 13)

Languages Classic Elven, Saurian, Ulyanese

AC 24; touch 13, flat-footed 21

(+3 Dex, +6 Nat, +5 armor)

hp 57 (6 HD; 6d12+18)

DR 5/magic

Immune Undead Traits; **Weakness** Code of Honor, Vulnerability to Sonic

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

Speed 40 ft.

Melee Halberd +18 (1d10+6; 20/x3) or Sickle +16 (1d6+4; 20/x2), or Touch +16 (by spell)

Full Melee Halberd +18/+13 (1d10+6; 20/x3)

Ranged Comp. Longbow +14 (1d8+5; 20/x3)

Full Ranged Comp. Longbow +14/+9 (1d8+5; 20/x3)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +6/+1; **Grp** +11

Combat Options Combat Expertise, Combat Reflexes (4/round), Create Spawn, Improved Trip (+4), Point Blank Shot, Precise Shot, **Taint Weapon (DC 13)**.

Combat Gear MW Bone Sickle, *Steel Halberd* +1, *Scale Shirt (as Chitin Armor)* +1, MW (+5) Composite Longbow with 20x arrows.

Psi-Like Abilities: (ML 6th; DC Charisma-based)

At will — *call weaponry**, *death knell*, *deathwatch*, *mindlink**;

1/day — *recall agony**.

*Power can be augmented.

Abilities Str 20, Dex 16, Con --, Int 13, Wis 12, Cha 10

SQ Code of Honor, Damage Reduction, Darkvision 60 ft., **Gray Toughness 3**, Low-Light Vision, Skills, Undead Traits, **Vulnerability to Sonic**.

Feats Combat Expertise ^B, Combat Reflexes, Improved Trip ^B, Implacable Defender, Point Blank Shot ^B, Precise Shot ^B, Quick Draw, Weapon Focus (Halberd).

Skills Climb +11, Jump +10, Listen +12, Search +9, Sense Motive +7, Spot +12.

Possessions 5,600cp or Combat Gear plus: *Psionic Tattoo of Expansion*(ML 1st) x2,*Psionic Tattoo of Hustle* (ML 3rd) x2.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Elf Traits:

- Proficient with all bows.
- Weapon Familiarity: Elven longblade. All elves treat the elven longblade (page 115) as a martial weapon.
- a +2 racial bonus to Listen, Perform, Search and Spot checks. Elves have keen senses.

See next Entry for Description (Elf Dead Mind-Troops)



Elf Pankrators CR11

Male and Female Elf Raaig Psi-Warrior 7

LN or LE Medium Undead (Augmented Humanoid, Elf, Incorporeal, Psionic)

Init +5; **Senses** Darkvision 60ft., Low-Light Vision; Listen +12, Search +9, Spot +12

Languages Classic Elven, Saurian, Ulyanese; *Tongues*

AC 19; touch 19, flat-footed 14; Dodge, Incorporeal, Mobility

(+5 Dex, +4 Def)

hp 59 (7 HD; 7d12+14)

DR 10/magic

Immune Undead Traits; **Weakness** Bound to Area, **Vulnerability to Sonic**

Fort +5, **Ref** +6, **Will** +6

Speed Fly 60 ft. (perfect) or 50ft (corporeal)

Melee Claw +10 (1d6+1)

Full Melee 2x Claw +10 (1d6+1)

Space 5 ft.; **Reach**: 5 ft.

Base Atk +5; **Grp**-- (+6)

Combat Options: Disease (DC 15), **Heart Grip (DC 15)**, Greater Psionic Fist (+4d6), **Paralysis (DC 15)**, Psionic Focus (DC 20), Temporary Corporeality.

Combat Gear -

Spell-Like Abilities (CL 7th):

At will — *invisibility*.

Psi-Warrior Powers (CL 7th, Power Points 31, DC 14 + power level):

3rd — *Dimension slide*

2nd — *animal affinity, hustle*.

1st — *inertial armor, offensive precognition, offensive prescience*

Abilities Str -- (13), Dex 20, Con --, Int 12, Wis 18, Cha 14

SQ Bound to Area, Damage Reduction, Darkvision 60 ft., **Enhanced Speed**, Gray Toughness 2, Invisibility, Low-Light Vision, Skills, Tongues, Undead Traits, Vulnerability to Sonic.

Feats Dodge, Mobility, Greater Psionic Fist ^B, Psionic Fist ^B, Spring Attack, Weapon Finesse ^B.

Skills Concentration +12, Knowledge (Psionics) +11, Listen +12, Search +9, Sense Motive +10, Spot +12.

Possessions 7,200cp or Combat Gear plus: *Dorje of Ego Whip* (12 charges), *Eyes of Expanded Vision*, *Periapt of Wisdom* +2

Special Qualities (descriptions)

Raag Special Qualities: Refer to Appendix A for full list and descriptions.

Disease (Su): A raag's corporeal claw attacks deliver one of the following diseases (50% chance of either). The save DC is 10 + ½ raag's HD + raag's Cha modifier.

- Filth fever - claw, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.
- Red ache - claw, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Appearance

The depredations of Albeorn's soldiers and scavenging by creatures of the Pallid Mere long ago stripped the flesh from the fallen elves of Elsavos. They are graceful elven skeletons still clad in the tattered combat dress they died in - armor of scales with blue-green tabards bearing the silver patterned motifs of Elsavos, headscarves tucked into pointed cap helmets, wielding the signature sickle-shaped blades of Elsavos, which they used to hook amphibious or marine targets. Many bear obvious signs of post-death desecration, such as broken bones long ago rejoined with necromancy.

Their empty eye sockets glow with a sad, sickly white light.

The raag soldiers are what has become of Elsavos' psionic unarmed fighters and wrestlers. They wear the same blue-green tabards as their fallen counterparts, but without armor or sleeves. In their incorporeal forms, they appear much as they did in life, albeit with a fluid nature, as if made of water, and glow dimly with a blue-green luminescence. When becoming corporeal, their flesh seems to slough off like water, revealing a skeleton with eyes burning with blue-green light.

Personality Notes

The undead elves of Elsavos are a fierce and passionate lot. Difficult as it is coexisting with their killers, the fact that their enemies now serve them brings a self-satisfied spring to their steps. They are determined that no force shall again invade their home. With the added might of Malwaenis and the human undead, another conquest of Elsavos seems unlikely.

Strategy and Tactics

In life, the defenders of Elsavos were a tight fighting unit, highly skilled in fighting in mountainous, swamp and coastal terrains against threats from both land and water. They were adept at striking around each other, rotating out wounded soldiers from the front-lines, and coordinating in tight formations, to take full tactical advantage of the terrain. Anyone foolish enough to engage them now in their home city quickly learns how they persisted so long against the armies of the Champions.

The Skirmishers take full advantage of the capabilities of their weapons while the Pankrators capitalize on their terrifying speed and teleportation powers to overwhelm their opponents and sow confusion in their ranks. They have become very skilled at hit-and-run tactics, taking advantage of their ability to place themselves in the middle of their attackers, strike fast, then teleport out.



History

The elves of Elsavos were related to the elves from the area of Arkhold, that ventured south in the late Green Age due to religious debates over the particulars of Elemental Water worship: a especially sore point was the creation of undead Meorties, which had been adopted from the Reman city of Bodach. The Elsavos settlers were conservative water cultists who saw undeath as a violation of the sanctity of life - from water flowed life, and the sacred blood flowing through all living beings was only to be spilled and returned to Water. Undead, with their shrivelled, dry veins and thirst for the blood and flesh of the living, were an abomination to this sacred cycle. Led by a priest of Water known as Neowar, they ventured south and settled the barren coastal cliffs of eastern Ulyan, surviving at first via hunting-gathering and the collection and selling of bitumen (to trade to their shipbuilding cousins in Arkhold) and herbs (used for elven traditional medicine, which was traded with Navargos) from the Sagramog Swamp.

The threat from the lizardfolk in the swamps below and the odd raid by the Tamwar or orc pirates, led Elsavos to develop a small but highly skilled cadre of soldiers specializing in fighting among the marshes and cliffs of their new homeland. These soldiers became especially proficient in killing the lizardfolk, using hooked polearms and blades to tear their scaled flesh and patterning their armor after the scales of their formidable foes. Other warriors of Elsavos mastered a uniquely elven form of martial arts that emphasized combining the Way with close-quarters unarmed combat, said to be first developed by warriors who were lost in the depths of Sagramog, with only their minds and bare hands to rely on. Many of these soldiers volunteered as scouts for Keltis' army, and eventually departed their homeland to march with his forces to liberate the seas near Arkhold of lizardfolk. Those who remained were the bodyguards of the Gathered Voice and other veterans with strong ties to their home city, but their already small numbers were heavily reduced, and were killed to the last by Albeorn's soldiers.

After the slaughter, many rose as fallen and raaigs, organized under the leadership of Malwaenis and waged a guerilla war on the human occupiers. Any undead elves captured by the beleaguered human troops were viciously tortured and mutilated, and many still proudly bear these post-death scars as a sign of pride.

Society

Even if the elf dead weren't bound to Malwaenis, they would still be loyal enough to follow him into the Gray and back. He is their hero, and any perceived wrongs or failures to protect the city are shared by all.

Over the Kings Ages, they have even learned how to grudgingly accept the company of their former enemies, the Shock Troops they have been forced to work with, and have also learned how to fight together. The elven dead now fully support their human Shock Troops and front-line Mindbenders, adapting their old tactics to complement one another.



Albeorn's Human Shock Troops CR14

Male Human Fallen Fighter 11

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +2; **Senses** Darkvision 60ft.; **Listen** +9, **Search** +6, **Spot** +9

Aura Despair (10ft, DC 18), **Fear** (60 ft, < 5HD, DC 18)

Languages Classic Tanysh, Classic Elven, Ulyanese

AC 29; touch 13, flat-footed 27

(+2 Dex, +6 Nat, +8 armor, +2 shield, +1 Def)

hp 93 (11 HD; 11d12+22)

DR 5/magic

Immune Undead Traits; **Weakness** Code of Honor

Fort +8, **Ref** +6, **Will** +5



Speed 20 ft. (base 30 ft)
Melee Shortspear +20 (1d6+11; 20/x2) or Longsword +18 (1d8+6; 19-20/x2) or Touch +17 (by spell)
Ranged Shortspear +16 (1d6+11; Range 20 ft.; 20/x2) or Composite Shortbow +14 (1d6+6; Range 70 ft.; 20/x3)
Space 5 ft.; Reach: 5 ft.
Base Atk +11/+6/+1; **Grp** +17
Combat Options: **Brand** (3/day, 1d8 dmg, DC 18), Cleave, Create Spawn, **Teleport Victim** (DC 18)
Combat Gear *Lamellar Armor (Banded Mail)* +2, *MW Saber (Longsword)*, *Returning Shortspear* +1, *MW Heavy Shield*, *MW Composite (+6) Shortbow with 40 Arrows* (steel)

Psi-Like Abilities: (ML 11th; DC Charisma-based)
 At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**;
 1/day—*recall agony**.
 *Power can be augmented.

Abilities Str 22, Dex 14, Con --, Int 10, Wis 12, Cha 16
SQ Code of Honor, Damage Reduction, Darkvision 60 ft., **Enhanced Ability (Charisma)**, **Enhanced Senses**, Gray Toughness, Skills, Undead traits.
Feats Cleave ^B, Greater Weapon Focus (Shortspear) ^B, Greater Weapon Specialization (Shortspear) ^B, Implacable Defender, Power Attack, Quick Draw, Rotate lines ^B, Shield wall, Spear Wall, Weapon Focus (Shortspear) ^B, Weapon Specialization (Shortspear) ^B.
Skills Climb +8, Craft (weaponsmithing) +10, Craft (armorer) +10, Craft (stonemason) +8, Intimidate +96, Jump +0, Listen +9, Search +6, Spot +9.
Possessions 21,000cp or Combat Gear plus: *Belt of Giant's Strength* +2, *Psionic Tattoo of Energy Push* (ML 3rd), *Psionic Tattoo of Mind Thrust* (ML 1st) x4, *Ring of Protection* +1, *Vest of Resistance* +1.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

See next Entry for Description (Albeorn's Human Mindbenders)



Albeorn's Human Mindbenders CR12

Female Human Namech Psion (Kineticist) 10
 LE Medium Undead (Augmented Humanoid, Human, Psionic)
Init +0; **Senses** Darkvision 60ft.; Listen +7, Search +11, Spot +7
Aura Revulsion (30ft, DC 18)
Languages Classic Tanysh , Classic Elves, Ulyanese

AC 15; touch 11, flat-footed 14 (+1 Dex, +4 Nat)
hp 79 (10 HD; 10d12+14)
DR 5/magic
Immune Undead Traits; **Weakness** Turn Submission (as 6 HD undead)
Fort +3, **Ref** +4, **Will** +8

Speed 30 ft.
Melee Claw +7 (1d6+2) or **Bite** +7 (1d4+2) or Touch +7 (by spell)
Full Melee 2x Claw +7 (1d6+2) and **Bite** +2 (1d6+1)
Ranged Ranged Touch +5 (by spell)
Space 5 ft.; Reach: 5 ft.
Base Atk +5; **Grp** +7
Combat Options: Greater Psionic Endowment (+2 power DC, spend Focus).
Combat Gear:-

Spell-Like Abilities (CL 10):
 1/day - *animate dead*.

Psionic Powers (ML 10, Power Points 88+25, DC 15 + power level):
 5th — *energy current*, *leech field*, *power resistance*, *psychic crush*.
 4th — *energy adaption*, *energy ball*, *inertial barrier*, *psionic dimension door*.
 3rd — *dispel psionics*, *energy cone*, *energy retort*, *mental barrier*.
 2nd — *cloud mind*, *energy push*, *mass missile*, *recall agony*.
 1st — *crystal shard*, *entangling ectoplasm*, *force screen*, *inertial armor*, *mind thrust*.

Abilities Str 14, Dex 12, Con --, Int 21, Wis 13, Cha 16
SQ Create Undead, Damage Reduction, Darkvision 60 ft., **Enduring Focus (restore Elsavos)**, Skills, Turn Submission, Undead Traits.
Feats Greater Psionic Endowment ^B, Psionic Body, Psionic Endowment ^B, Psionic Meditation, Quickened Power, Scribe Tattoo ^B, Skill Focus (Concentration), Widen Power.

Skills Concentration +19, Disable Device +14, Intimidate +16, Knowledge (Dungeoneering) +18, Listen +7, Move Silently +7, Psicraft +16, Search +11, Sense Motive +7, Spot +7.

Possessions 16,000cp or Combat Gear plus: *Headband of Intelligence* +4.

Special Qualities (descriptions)

Revulsion (Su): A powerful aura of revulsion surrounds a namech. Any creature within 30 ft. that fails a Fortitude save (DC of 10 + 1/2 namech's HD + namech's Cha modifier) becomes nauseated for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same namech's aura for 24 hours.

Turn Submission (Ex): Namechs have a weak link to the Gray. The undead is turned or rebuked as if it were 4 HD lower.

Appearance

Time and ancient scavenging by creatures from the Pallid Mere have not been kind to these soldiers: the steel armor and weapons they kept well-oiled are now pitted and rusted, and the flesh on their bodies sloughed off long ago, reducing them to walking skeletons. So far, arrogance and nostalgia has prevented most of them from abandoning their ancient gear in favor of new arms and armor made from obsidian or bone.

The bodies of their Namech commanders are in significantly better shape, as they were reanimated just days after being slain by Malwaenis. Remains of the tattered robes and tasseled caps hang from their gaunt frames, their style typical of monastic students of the Way in ancient Tanysh.

Personality Notes

Their haughty Tanysh spirit subdued, but not broken, the Shock Troops and Mindbenders despise being bound to an elven undead, but cannot resist Malwaenis' will, and over the centuries have come to hold a grudging respect for the "Spear-Ear" commanding them. They have accepted their unwilling service to Malwaenis as if he were any other unpopular commanding officer: it is their duty to obey their commanding officer, no matter their personal grudges. Malwaenis has commanded them to respect any elven dead, be they allies or foes, but this courtesy does not extend to other demihumans, undead or otherwise. They will strike at any non-elves or non-

humans with all of their pent-up resentment and cruelty.

Strategy and Tactics

Malwaenis sends his undead human servants as the front-line, seeking to preserve any elven undead as a priority. The fallen are fully aware they are fodder but conduct themselves with the same professionalism they had as living soldiers in Albeorn's army, obeying their namech commanders without question. They are cautious opponents, but are bound to throw all sense of self-preservation to the wind to preserve their elven undead allies, and will place themselves between an enemy and an elf-dead at all costs if it's comrade is in danger of destruction.

The Shock Troops still utilize the tactics of the ancient Tanysh Heartland, peppering foes from afar with their shortbows while falling back on their saber and shield in a melee. Given the chance, they *teleport* intruders to Malwaenis for reanimation as nameches.

The Mindbenders command, coordinate, and support the attacks of the warriors. Without fear of their own destruction, the Mindbenders stand with their troops in battle.

History

Despite his later association with the city-state of Balic, Albeorn of Dunswich's early army was largely composed of Tanysh volunteers and mercenaries, desperate to escape the overcrowded, rotting core of the old Empire, on the Heartland Steppes north of the Kreegill Mountains. From long-gone cities such as Carsys, Ysmen, and Yorum, these impoverished and misguided men and women had lived their entire lives envious and fearful of the Elves of Kurn, particularly of the long lives the 'Spear Ears' enjoyed. Many of the fallen came from among the Shock Troops of Albeorn, prestigious veterans of the Champion's army occupying and looting the city while Albeorn researched a way to ascend Neowar's Ladder; some fell in the initial Cleansing of the city, others were victims of the initial elven counter-attack, and others of the prolonged year-long guerilla war by the undead against the living. Many more reanimated from the necromantic energies of the Shining Tide but were quickly dominated by the elven Meorty before they could resume their work, much to their resentment.

Society

Malwaenis prefers to nurse his grudge against the Shock Troops by commanding them to make amends

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for the damage they did to his people and their city, usually in the form of manual labor. When not brought forward to defend Elsavos, the fallen are tasked with

repairing and preserving the halls they looted long ago, and to clearing out the obsidian that coats the city's outer chambers.

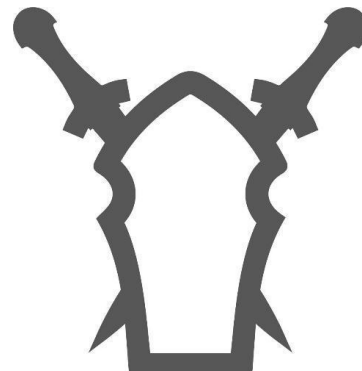


Tarktas, The Sleeping City

Likely Encounters

None at first. Any visitors will be greeted with silent isolation. The Soldiers of Tarktas will be aware of the PC's presence when they enter the city, but they are slow to respond, waiting until the visitors break something or disturb a resting place.

If the visitors cause enough damage to the city or the soldiers, Eddarkols will come for them personally, with a contingent of 12-30 (2d10+10) Soldiers.



Eddarkols CR26

Male Human Fallen Wizard 10 / Necromant 8 / Fighter 5

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +5; **Senses** Darkvision 60 ft.; Listen +9, Search +20, Spot +15

Aura: Despair (10 ft, DC 26 or Shaken)

Languages Tamwar, (Saurian or Ulyanese Giant, 50% chance for each), Ulyanese

AC 31; touch 13, flat-footed 30*
(+1 Dex, +6+4 Nat, +8 armor, +2 Def)

hp 195 (23 HD; 23d12+46)

DR 5/magic; **SR** 37

Immune Undead Traits; **Weakness:** Cast No Shadow, Code of Honor, Vulnerability to Wood

Fort +14, **Ref** +12, **Will** +23

Speed 30 ft.

Melee Longsword +25 (1d8+13; 19-20) or Slam +16 (1d8+6) or Touch +19 (by spell)

Full Melee Ranged Touch +14 (by spell)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +13/+8/+3; **Grp** +19

Combat Options: Blinding Touch (DC 26), Combat Expertise, Create Spawn.

Combat Gear Steel Ghost Touch Longsword +5 (from call weaponry)

Spell-Like Abilities (CL 23rd):

At will - comprehend languages, hypnotism, magic circle against evil, tiny hut;

1/day - animate dead, command dead; CL 18th.

Psi-Like Abilities: (ML 23rd; DC Charisma-based)

At will—call weaponry*, death knell, deathwatch, mindlink*;

1/day—recall agony*.

*Power can be augmented.

Wizard Spells (CL 18th (+2 vs. SR), DC 18 + spell level):

10 — quickened chain lightning.

9th — open the gray gate, time stop.

8th — clenched fist, create greater undead, greater shout, quickened stonesskin

7th — control undead, delayed blast fireball, unliving identity, widened black tentacles.

6th — chain lightning, create undead, greater dispel magic, widened fireball.

5th — quickened magic missile, quickened shield, summon monster V, transmute rock to mud, widened web

4th — animate dead, black tentacles, dimension door, halt undead, lesser globe of invulnerability, stonesskin, wall of fire, vampiric touch.

3rd — clairaudience/ clairvoyance, displacement, fireball, fly, haste, invisibility sphere, silent blur, wind wall.

2nd — acid arrow, command undead, levitate, mirror image, silent magic missile, spectral hand, web.

1st — burning hands, expeditious retreat, mage armor, magic missile x2, shield.

0 — detect magic, disrupt undead, mage hand, message.

Spellbook (leather scrolls)

Abilities Str 22, Dex 12, Con --, Int 27, Wis 16, Cha 20

SQ Animate Dead, Code of Honor, Control Undead, Damage Reduction 5/magic, Darkvision 60 ft., Dead Lord, Gravespeaker, Gray Casting, Gray Toughness 2, Low-Light Vision, Rebuke Undead (CL 16th, 5 /day), Spell Resistance, Skills, Undead Traits, Vulnerability to Wood.

Feats Combat Expertise, Craft Arms and Armor, Craft Wondrous Item, Eschew Materials, Greater Spell

Penetration, Improved Initiative ^B, Improved Spellcasting (10), Iron Will, Quicken Spell ^B, Scribe Scroll ^B, Silent Spell, Spell Penetration, Weapon Focus (Longsword) ^B, Weapon Specialization (Longsword) ^B, Widen Spell ^B.

Skills Bluff +26, Concentration +22, Intimidate +30, Jump +6+5+5(+10), Knowledge (Arcana) +28, Knowledge (Psionics) +13, Knowledge (Religion) +28, Knowledge (Warcraft) +28, Listen +9, Search +20, Sense Motive +9, Spellcraft +30, Spot +15.

Possessions 290,000cp or Combat Gear plus: *Belt of Giant's Strength* +6, *Bracers of Armor* +8, *Cloak of Charisma* +6, *Headband of Intellect* +6, *Necklace of Fireballs* (type VI), *Ring of Jumping*, *Ring of Protection* +5, *Skin of the Defender*, *Vest of Resistance* +5; 400cp.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Eddarkols, having been sealed in his makeshift crypt during the Shining Tide, still appears fairly intact for a fallen, though he still bears the gaping wound in his neck where an ogre's javelin severed an artery. Eddarkols dresses in the shared Green Age style of Tamwar and Ulyanese plainsfolk: long, flowing stone grey robes and a thick veil or scarf, which he now uses to cover his neck wound. He wears numerous ornate magical rings and armbands stylized with the leering faces of screaming, horned ogres. Due to his habit of covering his neck and face with a scarf, only Eddarkols' eerie white glowing eyes are typically visible.

Personality Notes

incurious, patient, protective

In life, Eddarkols was easily swayed towards hatred of ogres: his people's long history of dealing with ogres made fertile ground for the propaganda and fear-mongering of the Rajaan's recruiters. During his training and subsequent action in the field, Eddarkols was only motivated by the urge to be the best he could be, be it mage, warrior or leader. He cared not for the cause, as long as it allowed him to sharpen his skills and excel.

Bereft of motivation in undeath, Eddarkols only rouses from his deathless reverie to defend his city and its inhabitants. He does not care for communicating with visitors unless he absolutely must. He will go to great lengths to protect the tombs and their occupants, mustering the whole of his army to chase off desecrators and tomb robbers.



Strategy and Tactics

Eddarkols is an unsubtle combatant; once intruders draw his ire, he strikes hard and fast with his spells, rousing his soldiers to overwhelm the enemy.

In combat, Eddarkols commands from the rear, acting as heaving artillery or using his magic to support the front-line troops as necessary. Like any good battle mage, however, Eddarkols does keep several personal-protective spells memorized, and he can be an absolute terror in melee combat when the situation warrants.

History

Eddarkols was a rare magical prodigy born among the Tamwar: a largely-nomadic herding folk who inhabited the vast plains of the southern Heartland, who alternatively fought and served the Ogre Psi-Princes of the region. Eddarkols was plucked from his clan by Kalak's anti-Ogre agitators while visiting the market in the city of Taurangis, the only permanent settlement in the southlands; they noticed the young herder's aptitude for the arcane and sent him to study at the Pristine Tower. Eddarkols served Kalak in the waning years of the Preserver Jihad, rising to the status of a powerful Defiler-Warlord, and eventually following his master south as a general in the Cleansing Army. Eddarkols more than proved his worth when he tore the ogre soldiers of Nagarnos apart at Tforkatch River with powerful defiling magic.

After the fall of Nagarnos, Rajaan ordered Kalak, Sielba, and his left hand, Irikos, to pool their forces to destroy Nagarnos' tributaries along the Tforkatch River: the cities of Tarktas and Shumash. As there were no pterrans in Ulyan, Sielba was tasked with supporting Kalak against the powerful ogre armies of Tarktas,

while Irikos marched south to raze the small city of Shumash personally. Eddarkols led the assault against the city's defenders, an army of veteran ogres, and managed to break through to sack Tarktas itself. As they razed Tarktas, however, the Cleansing armies were attacked by a large confederated Ulyanese army, composed of survivors of Nagarvos' army and allies from the orcish city of Biga Fe Tye and other settlements in western Ulyan. Kalak and Seilba found themselves forced to defend the very city they were besieging, and in the chaos, Eddarkols, in the middle of casting a spell, had his neck pierced by the thrown spear of an ogre, killing him instantly. Despite the death of their commander, the Cleansing forces rallied and foiled the counterattack. While Kalak's army surged forward to enact their revenge on the retreating enemy force, Sielba remained in Tarktas to loot the ruins and bury the dead.

Eddarkols and his soldiers, along with Sielba's own dead, were interred in the sacked homes of Tarktas' now-dead inhabitants. Each home was then sealed and an inscription carved stating the fallen soldier's name and rank: Eddarkols himself was interred with honor in the burned town hall. The dead laid undisturbed until the Shining Tide flowed over the ruins of Tarktas, covering but not breaching their sealed tomb, and reanimating many of them as fallen. Eddarkols accepted his undeath remarkably well, determining he had been killed during the siege and interred with honor, and quickly organized the troops as they clawed their way to the surface. He determined that their makeshift tombs should be proudly displayed, making the uncovering of the ruins of Tarktas their main priority. To aid in the excavation, they began ranging away from the city into nearby territory (Gretch's kingdoms), conscripting corporeal undead as manual labor. Gretch did not take kindly to this theft of valuable corpses, but his numerous assaults to add Tarktas to his kingdoms were turned back by the determined fallen.

Eventually, after numerous King's Ages, the old city was completely uncovered, sitting in a shallow crater in the blackglass; as a peace offering, Eddarkols returned the captured undead to Gretch's Kingdoms. Eddarkols and his troops entered a torpor in their proud tombs, only awakening when intruders entered the ruins of Tarktas. These intrusions are usually bugdead invading north, and the disciplined fallen quickly dispatch the pests before again returning to rest. Eddarkols has ordered that any unfamiliar humanoids be allowed to enter the city; while being silently observed, if the visitors show proper respects and do not desecrate the tombs, they are let be; if not, they are attacked without mercy.

Society

Eddarkols has no animosity or love for his neighbors: he captured Gretch's undead minions when he needed labor to unearth Tarktas, and returned them when the task was completed; Eddarkols orders the destruction of invading Bugdead not due to some abiding hatred of the undead vermin, but simply because they pose a threat to his troops and their prized tombs. He has given little thought to whether living beings still exist in the world or if Athas is now an unending expanse of obsidian and undead; as long as the undead of Tarktas and their tombs endure, Eddarkols is content.

Eddarkols leads the Soldiers of Tarktas because that is what he did in life; as fallen, they would quickly overthrow him if his leadership or skills were suspect. Eddarkols is gratified by this arrangement: it is his place to lead and their place to follow.



Soldiers of Tarktas CR10

Human Fallen Fighter 8

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init +6; **Senses** Darkvision 60 ft.; Listen +13, Search +7, Spot +13

Aura: Despair (10 ft, DC 14 or Shaken)

Languages Tamwar, (Saurian or Ulyanese Giant, 50% chance for each), Ulyanese

AC: 28; touch 13, flat-footed 26
(+2 Dex, +6 armor, +3 shield, +6 Natural)

hp 68 (8d12+16)

DR 5/magic; **SR** 21

Immune Undead Traits; **Weakness:** Code of Honor, Vulnerability to Wood

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

Speed 30 ft.

Melee Longsword +17 (1d8+10; 19-20/x2) and Slam +14 (1d8+6; 20/x2)

Melee Longsword +17/+12 (1d8+10; 19-20/x2) and Shield Bash +9 (1d4+3; 20/x2)

Full Melee Javelin +10 (1d6+6; Range 20 ft; 20/x2)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +8/+3; **Grp** +14

Combat Options: **Blinding Touch** (DC 14), Create Spawn.

Combat Gear Longsword +2 (from call weaponry), Heavy Steel Shield +1, Javelin x6, Breastplate +1

Psi-Like Abilities: (ML 8th; DC Charisma-based)

At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**;

1/day—*recall agony**.

*Power can be augmented.

Abilities Str 22, Dex 14, Con --, Int 12, Wis 14, Cha 10
SQ Code of Honor, Damage Reduction 5/magic, Darkvision 60 ft., Gray Toughness 2, Skills, **Spell Resistance**, Undead Traits, Vulnerability to Wood.

Feats Dodge, Improved Initiative, Improved Shield Bash, Mobility, Power Attack ^B, Spring Attack ^B, Weapon Focus (Longsword) ^B, Weapon Specialization (Longsword) ^B.

Skills Climb +5, Craft (Weapons) +8, Craft (Armor) +8, Intimidate +4, Jump +5, Listen +13, Search +7, Spot +13.

Possessions 9,400cp or Combat Gear plus: *Belt of Giant Strength* +2, *Ring of Protection* +1, *Vest of Resistance* +1.

Special Qualities (descriptions)

Fallen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The Soldiers of Tarktas, having been sealed with makeshift crypts until the Shining Ruin, are relatively intact, though each still bears the wound that killed them, as well as other minor damage from marauding Bugdead and tomb raiders.

In their decayed robes and headscarves, the only thing visible to intruders is their blank, faintly luminescent white eyes, silently judging from the shadows.

Personality Notes

Complacent, Protective

The undead of Tarktas lie quiescent in their tombs - satisfied with their actions in life, and pleased with their tombs and the respect with which they were interred, they want nothing more to lie undisturbed for all eternity.

Strategy and Tactics

Once combat begins, the Soldiers of Tarktas give no quarter, favoring quick advances and even quicker withdrawals to keep the enemy off balance (tactics perfected in battle against the ogres).

Should bugdead assault Tarktas or intruders loot or desecrate tombs, the entirety of the army will rise to attack the intruders on Eddarkols' command.

History

The sleeping soldiers of Tarktas are Cleansing Army veterans from the Siege of Nagarvos who either died when Kalak and Sielba assaulted Tarktas, or during the Ulyanese counterattack shortly afterwards. After the city had been cleansed and the bodies of the enemy burned, the dead Cleansing Army warriors were interred in the sacked homes of Tarktas' former inhabitants, and then sealed with large stones inscribed with the fallen soldier's respective names and ranks.

There they remained undisturbed until the Obsidian Tide came, and the warriors rose again. Surprised to be awakened, they were forced to claw their way to the surface of the obsidian to witness the newly decimated landscape and discover their former compatriots and commanding officer had risen as well. After reorganizing themselves, they felt compelled to unearth and restore their now buried tombs.

At that point, the only evidence of civilisation being rebuilt on the blackglass were in Gretch's kingdoms to the west, so they wasted no time in raiding Gretch's newly constructed lands for undead workers to bolster their numbers for the massive task of unearthing the burial sites.

Though it took many king's ages, the undead never tire, so it was only a matter of time before Tarktas lay fully restored, sitting at the bottom of a man-made crater. After returning the stolen workers to Wujarrt, the fallen retreated back to their tombs to rest again, only rising again when their necropolis is disturbed.

Society

As a group of slumbering undead, the Soldiers of Tarktas do not have much of a society or culture. Their only form of interaction is to rise up and attack those that attempt to damage their tombs or harm the undead inside. Unlike most other inhabitants of the Dead Lands, the fallen of Tarktas don't even have an opinion regarding the Bugdead - they simply see the undead vermin as a situation to be resolved.

As fallen, the Soldiers of Tarktas follow Eddarkols simply because he is their commander - he has led them well in the past and leads them well now.



The Ruins of Shumash

The ruins of Shumash lie well within Bugdead lands, not far from the Kank Nests. The humanoid undead inhabitants of this city have long ago been decimated by the relentless bugdead hordes. Or have they?

Likely Encounters

- 8-26 (2d10+6) Kank Soldiers
- 2-12 (2d6) Scarlet Wardens
- All of the above at once

With any given encounter, there is a 30% chance that Jush-Esgar and his entire war party (40 banshees, 10 wraiths, 40 zhen) will interfere with the fight, attacking the bugdead alongside the visitors. After which, they will parley if the visitors are non-hostile.



Jush-Esgar, “The Caravan King” CR24

Male Human Zhen Psychic Warrior 22

Lawful Evil Medium Undead (Augmented Humanoid, Human, Psionic)

Init +8; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +14, Search +25, Spot +20

Aura: **Despair** (DC 24)

Languages Classic Dwarven, Orcish, Remaan, Ulyanese

AC 32, touch 14, flat-footed 28*; **Dodge**, **Mobility** (+4 Dex, +8 armor, +10 natural)

hp 181 (22d12 HD+38); **Fast Healing**: 6

DR 5/magic; **Resist** -; **PR** -, **SR** -

Immune Undead Traits; **Weakness** **Stench** (as bugdead), **Vulnerability to Acid**, **Vulnerability to Mind-Affecting Effects**

Fort +18, **Ref** +16, **Will** +20

Speed 50 ft; **Obsidian Climb**

Melee Great Macahuitl +27 (2d6+14; 19-20/x2) or Slam +22 (1d8+6; 20/x2) or Rod of the Viper +24 (1d8+8; 20/x2)

Full Melee Great Macahuitl +27/+22/+17 (2d6+14; 19-20/x2)

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

Base Atk +16/+11/+6; **Grp** +22

Combat Options **Combat Expertise**, **Great Cleave**, **Deep Impact** * (as Touch), **Epic Psionic Focus** (activate 2 feats w/ 1 Psi-Focus), **Guilt Gaze** (DC 24), **Greater Psionic Weapon** (+4d6)*, **Power Attack**, **Putrefying Touch** (DC 24), **Psionic Meditation** (Move action), **Psionic Charge** *, **Spring Attack**, **Whirlwind Attack**. * Requires expending Psionic Focus.

Combat Gear Great Macahuitl (+5 from *Metaphysical Weapon*), *Rod of the Viper*

Psi-Like Abilities: (ML 22nd; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psi-Warrior Powers: (ML 22nd, 207-21 PP, DC 18 + power level):

6th — *Breath of the Black Dragon*, *Dispelling Barrier*, *Form of Doom*, *Personal Mind Blank*

5th — *Adapt Body*, *Catapsi*, *Metaconcert*

4th — *Dimension Door*, *Inertial Barrier*, *Weapon of Energy*

3rd — *Dimension Slide*, *Mental Barrier*, *Vampiric Blade*

2nd — *Dissolving weapon*, *Hustle*, *Prowess*, *Psionic Lion’s Charge*

1st — *Force Screen*, *Inertial Armor*, *Metaphysical Weapon*, *Thicken Skin*

Abilities Str 22, Dex 18, Con -, Int 16, Wis 27, Cha 16

SQ Damage Reduction 5/magic, Darkvision 60 ft., **Enhanced Ability (speed)**, **Fast Healing 6**, Gray toughness 1, Obsidian Climb, Rebuke Undead (6/day), **Stench**, Undead Traits, **Vulnerability to Acid**, Vulnerability to Mind-Affecting Effects.

Feats Cleave ^B, Combat Expertise ^B, Craft Psionic Arms and Armor, Deep Impact, Dodge, Epic Psionic Focus, Great Cleave ^B, Greater Psionic Weapon ^B, Mobility, Improved Initiative ^B, Power Attack ^B, Psionic Body, Psionic Charge, Psionic Meditation ^B, Psionic Weapon ^B, Speed of Thought, Spring Attack, Whirlwind Attack.

Skills Autohypnosis +13, Climb +11, Concentration +28, Craft (Armorcrafting) +15, Craft (Weaponcrafting) +15, Jump +11, Hide +14, Knowledge (Psionics) +13, Knowledge (War) +13, Listen +14, Move Silently +14, Search +25, Sense Motive +14, Spot +20.

Possessions 265,000cp or Combat Gear plus: *Belt of Giant Strength* +6, *Cognizance Crystal (11/11 PP)*, *Cognizance Crystal (0/15 PP)*, *Gloves of Dexterity* +6, *Medallion of Thoughts*, *Periapt of Wisdom* +6, *Psionic Tattoo of Bite of the Wolf (ML 1st)* x2, *Psionic Tattoo of Mass Missive (ML 3rd)* x3, *Rod of the Viper*, *Vest of Resistance* +5.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The most likely way for PC's to encounter Jush-Esgar will be in combat, as he launches a surprise attack against a bugdead nest. He has the appearance of a harried warrior, with a permanent scowl and 90 yard stare. He wears no armor and carries only a massive blade of shaped chitin, its edge studded with sharp bits of metal. His faded and threadbare orange tunic still bears the yellow motif of Shumash, the broken sword emblem now quite ironic given his circumstances.

Personality Notes

bitter, patient, bugdead-phobic

Jush-Esgar and his caravan of fighters have been waging a guerrilla campaign on the bugdead from within their territory for millenia now. Over time, he has evolved from a garrison lieutenant into a seasoned guerilla warfare leader. As he is always on the move, there is always a possibility that visitors to the Bugdead lands will encounter his caravan (especially in the area of Shumash).

Jush was once a military scholar, with an appreciation for the history of wars and conflicts in the lands he inhabited. This knowledge has served him well as a guerrilla fighter, but he would relish the chance for a stimulating conversation with an outsider (assuming he could actually find the time).

Strategy and Tactics

Jush-Esgar is seasoned at guerilla tactics, and is not afraid to use stealth, deception, and hit-and-run tactics to inflict the most damage on his targets. His energies have been focused on opposing the Bugdead for a very long time, so Jush-Esgar and his men are very much attuned to dealing with tactics common to the Bugdead.

When faced with undead humanoid opponents, Jush-Esgar is likely to resort to parley, in order to rally their help against their common Bugdead enemy. He rarely bothers to interact with the other Dead Lords, feeling that sedentary, defensive tactics only delay their inevitable destruction; Jush-Esgar feels that only by staying on the move and taking the battle to the enemy can the threat of the Bugdead finally be ended.

History

Jush-Esgar and his men have been fighting the bugdead since the first bugdead invasion many centuries ago. After millenia of battle against the Bugdead, the arms and armor of the Guerrillas of Shumash inevitably wore down. In their place, the Guerrillas have developed equipment composed of the remains of their enemies - helmets and armor made of shell and composite swords made from chitin, glued together with the ichor of undead vermin. With the careful placement of their remaining shards of metal along the edge of the weapon, the Guerrillas of Shumash wield what they have dubbed Bugdead Blades - they have unknowingly reinvented the Draji Sword. Wearing so much Bugdead shell has caused the Soldiers to stink of rotting Bugdead, but they no longer care - the better to sneak up on the enemy.

Society

Most of the Dead Lords and residents of the Dead Lands believe Jush-Esgar was killed in the initial invasion of Shumash. Since there has been so much infighting and so many other battles since then, Jush-Esgar and his forces have remained unnoticed since then.

The title "The Caravan King" was given by Jush-Esgar's men in light of their current circumstances as a

traveling guerrilla army. He and his men are proud to have preserved the memory of their city, and are determined to reclaim it and drive out the bugdead, no matter how long it takes.



Shumash Guerrilla Banshees

CR20

Dwarven Banshee Fighter 15

Lawful Evil Medium Undead (Augmented Humanoid, Dwarf, Psionic)

Init +3; **Senses** Darkvision 60 ft.; Listen +12, Spot +12

Aura: Despair (DC 18)

Languages Classic Dwarven, Ulyanese, Orcish

AC 29, touch 13, flat-footed 26

(+3 Dex, +7 armor, +4 shield, +5 Nat)

hp 127 (15d12 HD+30); **Fast Healing:** 3

DR 10/magic; **Resist** Fire 10; **PR** -, **SR** -

Immune Undead Traits; **Weakness** **Stench** (as bugdead), **Vulnerability to Acid**

Fort +11, **Ref** +9, **Will** +9

Speed 30 ft

Melee Carrikal +28 (1d8+16; 20/x3) or Slam +25 (1d6+11; 20/x2)

Full Melee Carrikal +28/+23/+18 (1d8+16; 20/x3) or Slam +25/+20/+15 (1d6+11; 20/x2)

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

Base Atk +15/+10/+5; **Grp** +26

Combat Options Gaze of Frenzy (30 ft, DC 18), **Putrefying Touch** (DC 18),

Combat Gear *Breastplate +2, Carrikal +1, Heavy Shield +2*

Spell-Like Abilities (CL 15th):

At will - Cat's Grace, Invisibility, Spider Climb;

Psi-Like Abilities (ML 15th; DC charisma-based):

3/Day - Hostile Empathic Transfer, Inflict Pain, Recall Agony;

Abilities Str 33, Dex 16, Con -, Int 12, Wis 14, Cha 14

SQ Damage Reduction 10/magic, Darkvision 60 ft., Dwarf Traits, **Enhanced Ability** (speed), Enduring Focus, **Fast Healing** 3, Gray toughness 2, Resistance to Fire 10, Stench, Undead Traits, Vulnerability to Acid.

Feats Blind-fight, Cleave ^B, Great Cleave ^B, Combat Reflexes, Great Fortitude, Greater Weapon Focus

(Carrikal), Greater Weapon Specialization (Carrikal), Improved Bull Rush ^B, Improved Initiative ^B, Improved Sunder ^B, Iron Will, Power Attack ^B, Weapon Focus (Carrikal) ^B, Weapon Specialization (Carrikal) ^B.

Skills Climb +16, Craft (Weaponsmith) +10, Craft (Armorer) +10, Hide +3(+20), Intimidate +20, Jump +16, Listen +12, Move Silently +8, Spot +12, Search +11.

Possessions 59,000cp or Combat Gear plus: *Belt of Giant's Strength* +6, *Boots of Elvenkind*, *Third Eye - Aware*, *Psionic Tattoo of Psionic Lion's Charge* (ML 3rd) x3.

Special Qualities (descriptions)

Dwarven Banshee Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The dwarven Guerrillas wear the same Bugdead-shell armor as the other Shumash Guerrillas, onto which they have etched the defiant emblem of Shumash. Their flesh is seared a dark brown after millennia under the Athasian sun, and is deeply cracked, like the mud of a dried-out oasis.

The Dwarven Banshees beneath Shumash have flesh that is spotted with mildew and is a dirty greyish color.

Personality Notes

Fanatic, Loyal, Determined

Rare amongst Dwarven Banshees, those that accompany Jush-Esgar still work towards achieving their Foci: defending Shumash. The Dwarven Banshees of Shumash were largely dwarves that broke and ran when the army Irikos breached the city walls to cleanse Shumash. Now they roam endlessly in an effort to defend Shumash and all the Dead Lands from the Bugdead menace.

Those Dwarven Banshees hiding in the ruins of Shumash defend it in their own way, destroying the few Bugdead that wander into the city.

Strategy and Tactics

The Dwarven Banshees serve as the infiltration and surprise attackers of the Guerrillas of Shumash, using their abilities to sneak into a massed group of Bugdead and assaulting it from within, secure in the knowledge that if destroyed, they will return to unlife the following evening.

In Shumash itself, the Dwarven Banshees skulk within the ruins, avoiding the occasional Bugdead hordes that

wash over the empty city, as stubborn in their eternal guilt and shame as they were in life.

History

When the other Guerrillas of Shumash replaced their worn weapons and armor with chitin replacements, the dwarven Guerrillas were contemptuous of the result; surely, a proper blade is not a sword, but an axe! Soon enough, the dwarves had produced their own design: a composite axe-like weapon, constructed of chitin and Bugdead ichor (and tipped with metal shards), unknowingly replicating the Carrikal of the Tablelands. In a show of true dwarven stubbornness, they also proudly refer to their weapon as a Bugdead Blade as well.

The Dwarven Banshees that still remain in Shumash continue to wield the arms and armor they possessed in life. They carry metal analogues of the weapons and armor of the Guerrillas (including metal Battleaxes).

Society

The Banshee Guerrillas would prefer to hunker down someplace and brood over their curses, but over the centuries Jush-Esgar has used his ability to Rebuke Undead to convince (command) them to accompany his "Caravan" and actively destroy Bugdead. The Banshees of Shumash exist as solitary individuals, haunting a cavern or single building. Their only manner of interaction is via the blade of their axe.



Shumash Guerrilla Wraiths

CR21

Human and Orc Athasian Wraith Psion (Kineticist) 15

LE Medium Undead (Incorporeal, Psionic)

Init +10; **Senses** Listen +15, Search +16, Spot +15

Aura: **Despair** (DC 26)

Languages Ulyanese, Orcish, Classic Dwarven

AC 21; touch 21, flat-footed 15; (Incorporeal)
(+6 Dex, +5 Def)

hp 165 (22 HD; 22d12+22)

Immune Undead Traits; **Weakness:** **Code of honor**,
Vulnerability to *raise dead*, **Vulnerability to Wood**
Fort +7, **Ref** +13, **Will** +17

Speed Fly 60 ft. (good)

Melee Incorporeal Touch +16/+11 (1d4 plus 1 Str dmg)

Ranged Ranged Touch +16 (by power)

Space 5 ft.; **Reach:** 5 ft.

Base Atk +10; **Grp**-- (+15 when corporeal)

Combat Options: Animate object (CL 22nd), Combat
Reflexes (7/round), Heart Grip (DC 26), Possession
(CL 22nd, DC 26), Strength Damage, Taint Weapon
(DC 26)

Combat Gear -

Psionic Powers (ML 15th 195+45 PP, DC 16 + power
level (+2 vs. PR)):

8st — *Psionic Telekinetic Sphere*

7st — *Energy Wave, Reddopsi, Ultrablast*

6st — *psionic disintegrate, Remote View Trap*

5st — *Psychic Crush, Psionic True Seeing*

4st — *Correspond, Control Body, Psionic Divination,*
Energy adaptation

3rd — *Dispel Psionics, Energy Burst, Energy Cone, Energy*
Retort, Energy Wall

2nd — *Control Sound, Energy Missile, Energy Push,*
Forced Sense Link, Swarm of Crystals, Psionic Tongues

1st — *Control Object, Deceleration, Detect Psionics,*
Entangling Ectoplasm, Psionic Grease

Abilities Str --, Dex 22, Con --, Int 22, Wis 16, Cha 20

SQ **Code of honor**, Darkvision 60 ft., Enduring Focus,
Gray toughness, Incorporeal, Necromant,
Temporary Corporeality, Undead Traits,
Vulnerability to *Raise Dead*, **Vulnerability to Wood**.

Feats Alertness, Chain Power ^B, Combat Reflexes, Craft
Psionic Tattoo ^B, Greater Power Penetration, Greater
Psionic Endowment, Improved Initiative, Power
Penetration, Psionic Endowment, Psionic
Meditation, Quicken Power ^B, Widen Power ^B.



Skills Concentration +17, Diplomacy +17, Hide +16, Intimidate +31, Knowledge (Geography) +18, Knowledge (Psionics) +31, Knowledge (Religion) +19, Knowledge (Warcraft) +19, Listen +15, Search +16, Sense Motive +13, Psicraft +31, Spot +15.

Possessions -

Special Qualities (descriptions)

Athasian Wraith Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

The wraiths of Shumash were largely sages and powerful psions in life, and so appear dressed in the brownish-orange robes and garb of sages and educators when their billowing grey-black forms resolve into something resembling their former forms.

Personality Notes

Fanatic, Loyal, Determined

As with other wraiths, the wraiths of Shumash are fanatical about their mission. For those attached to the Guerrillas, the mission is the eradication of the Bugdead and the reclamation of the ruins of Shumash. Without Jush-Esgar's influence, the wraiths would drive the other Guerrillas to destroy the Bugdead at an unsustainable pace (even for the unliving), eventually leading to their destruction. Jush-Esgar's patient council and tactical acumen have tempered the wraith's drive until they now work alongside the other Guerrillas.

Beneath Shumans, the wraiths experience similar urges, but without a productive outlet for their compulsions, the wraiths usually just end up brooding for decades before lashing out at any near-by undead, chastising them for their "failings".

Strategy and Tactics

Amongst the Shumash Guerrillas, the Wraiths serve as scouts and artillery. The Wraiths move faster than the

rest of the "Caravan" and being both incorporeal and in the air, they are largely immune to attacks from the Bugdead. The Wraiths also herd the Bugdead, either assaulting groups of Bugdead to push the vermin forwards into the waiting blades of the other Guerrillas, or appearing to a group of Bugdead suddenly and leading them on a merry chase that ends with an ambush.

Beneath the ruins of Shumash, Wraiths are terrors for the other undead, appearing out of nowhere to blast away at the corporeal undead for some slight (real or imagined).

History

The wraiths of Shumash have familial heirloom weapons and armor as their foci. With the Guerrilla Wraiths, these items were carried and wielded by their fellows, but have worn away to mere metallic scraps from millennia of constant use. Now those metal scraps are mounted in various Bugdead Blades and bring pride to the Wraiths with each Bugdead that falls.

Within Shumanh, these heirloom items are usually positioned in a hidden place of honor for the Wraith — possibly what remains of a family home or crypt. There, the Wraith typically spends its eternity brooding over its great purpose, before striking out against nearby corporeal undead for "abandoning the mission."

Society

Psionic learning was deeply revered in Shumash in the Green Age, and many great sages and masters of the Way came from (and returned to be buried in) Chumash. When the Black Tide swept over the city, the souls of many great psionics animated, and bereft of their long decayed bodies, they became wraiths.

The wraiths of the Shumash Guerrillas are literal 'loose cannons', serving as wandering scouts and high-flying artillery; when the Guerrillas dig in to rest or hide from an especially large horde of Bugdead, unless given explicit orders, the wraiths will wander off to to



destroy Bugdead at leisure. They will, however, always return; they are focused on the mission, not on raw revenge.

Those wraiths hold-up in the ruins of Shumash have a strange and confusing sense of loyalty: they believe that the other undead of Shumash have shirked their duties and so seek to punish and goad them into pushing the Bugdead away from Shumash and restoring the city. As they are unwilling to explain themselves or approach the situation diplomatically, they are seen as crazed and wonton attackers and avoided by the humanoid undead in the ruins. This only serves to further enrage the wraiths.

Regardless of the location, many first come into contact with a wraith of Shumash in the form of a psychokinetic blast of energy exploding forth (sometimes directed at a nearby Bugdead, sometimes not); relations may or may not improved from there.



Shumash Guerrilla Zhen CR19

Orc or Male Human or Female Zhen Psychic Warrior 15

Lawful Evil Medium Undead (Augmented Humanoid, Human or Orc, Psionic)

Init +5; **Senses** Darkvision 60 ft., Low-Light Vision; Listen +13, Search +14, Spot +14

Aura: **Despair (DC 18)**

Languages Ulyanese, Orcish, Classic Dwarven

AC 26, touch 11, flat-footed 25*; **Dodge**, **Mobility** (+1 Dex, +8 armor, +10+2 natural, +5 shield)

hp 120 (15d12 HD+23); **Fast Healing:** 6

DR 5/magic; **Resist** -; **PR** -, **SR** -

Immune Undead Traits; **Weakness** **Delusional** (see below), **Stench** (sweat), Vulnerability to Mind-Affecting Effects

Fort +12, **Ref** +9, **Will** +15

Speed 40 ft; Obsidian Climb

Melee Macahuitl +21 (1d8+10; 19-20/x2) or Slam +18 (1d8+7; 20/x2)

Full Melee Macahuitl +21/+16/+11 (1d8+10; 19-20/x2)

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

Base Atk +11/+6/+1; **Grp** +18

Combat Options Combat Expertise, Great Cleave, **Guilt Gaze (DC 18)**, Greater Psionic Weapon (+4d6)*, Power Attack, **Putrefying Touch (DC 18)**, Psionic Meditation (Move action), Spring Attack.

* Requires expending Psionic Focus.

Combat Gear *Macahuitl* (+3 from *Metaphysical Weapon*), *Shell Heavy Shield* +3

Psi-Like Abilities: (ML 15th; DC Charisma-based)

At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight****, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***.

*Power can be augmented.

Psi-Warrior Powers: (ML 15th 67+52-9 PP, DC 17 + power level):

5th — *Adapt Body*, *Metaconcert*

4th — *Dimension Door*, *Inertial Barrier*, *Weapon of Energy*

3rd — *Dimension Slide*, *Mental Barrier*, *Vampiric Blade*

2nd — *Dissolving weapon*, *Hustle*, *Prowess*, *Psionic Lion's Charge*

1st — *Force Screen*, *Inertial Armor*, *Metaphysical Weapon*

Abilities Str 24, Dex 13, Con -, Int 14, Wis 24, Cha 12

SQ Damage Reduction 5/magic, Darkvision 60 ft., Delusional, **Enhanced Ability (speed)**, **Fast Healing 6**, Gray toughness 1, Obsidian Climb, Rebuke Undead (4/day), Undead Traits, Vulnerability to Mind-Affecting Effects.

Feats Cleave ^B, Combat Expertise ^B, Dodge, Great Cleave ^B, Greater Psionic Weapon, Mobility, Improved Initiative ^B, Power Attack ^B, Psionic Body, Psionic Meditation ^B, Psionic Weapon, Spring Attack.

Skills Autohypnosis +12, Climb +10, Concentration +19, Craft (Armorcrafting) +11, Craft (Weaponcrafting) +11, Jump +=10, Hide +4, Knowledge (Psionics) +9, Listen +13, Move Silently +4, Search +14, Sense Motive +13, Spot +14.

Possessions 59,000cp or Combat Gear plus: *Amulet of Natural Armor* +2, *Belt of Giant Strength* +4, *Periapt of Wisdom* +4, *Vest of Resistance* +3.

Special Qualities (descriptions)

Zhen Special Qualities: Refer to Appendix A for full list and descriptions.

Delusional (Ex): The undead believes that it is still alive, or thinks that it is still the time of the Green Age, or believes another falsehood. Typically, its strong desire for that fact to be true causes it to delude itself into believing the lie. Characters aware of the undead's beliefs, possibly by knowing its origins, can reason with and manipulate the creature. The undead receives a -4 penalty on Sense Motive checks against such characters.

Appearance

The zhen of Shumash are a motley lot: mostly humans and orcs with a few other races thrown in, they are dressed in tattered rags and scuffed armor. Their gleaming obsidianized flesh is crisscrossed with “lucky” scars and old wounds - blows that would have killed the living a hundred times over, but that the zhen “miraculously” survived. Each bears the emblem of Shumash upon their armor and as a brand upon their shoulder.

The faces of those zhen in the Guerrillas are a mixture of hope and despair for the future - they wish to see an end to the conflict and see their loved ones again (tragically). The faces of the zhen dwelling in Shumash are haggard and forlorn; “living” in the ruins and scavenging for “sustenance” have worn them down over the King’s Ages.

Personality Notes

Fanatical, Loyal, Determined

The zhen of Shumash are a mixture of humans and orcs. Those that are a part of the Guerrillas proudly carry chitin shields and wield their Bugdead Blades, for they are wholly devoted to their mission: eradication of the Bugdead threat. The zhen suffer nearly any indignity and labor endlessly for their cause, for they delusionally believe that it is still the Green Age, that they still live, and their efforts keep the horrid Bugdead from overrunning all of Ulyan. The zhen still speak of seeing their friends and families again, and of defending proud Shumash. The other undead either cannot convince the zhen otherwise or cannot bear to do so.

The zhen still dwelling in the ruins of Shumash are a pathetic lot, dwelling in small groups and ‘scavenging’ for food and water, desperately hoping to sustain their “lives” for another day.

Strategy and Tactics

The preferred tactics of the zhen of Shumash are to hit the enemy hard and fast and then retreat. Amongst the

Guerrillas, the zhen form the core of the fighting force, surging in and out of melee with the enemy in loose groups of 5-10 to keep the enemy off balance and confused.

Within the ruins of Shumash, the zhen strike out quickly from their warrans (at intruders or sources of supplies) and retreat back to safety just as quickly.

History

After the Cleansing of Shumash, Jush-Esgar had his men pile the city’s defenders in mass graves. When the Shining Tide came, it not only reanimated mass numbers of the living as zhen, but also seeped down into the burial-pits of Old Shumash; there, it reanimated many of the orcish dead. The orc’s spirits laid disquiet in the grave, but most had not the strength of conviction to return from the grave; the Obsidian Ruin gave them that strength. Now they stand alongside the others, the petty racial hatreds forgotten in the face of centuries fighting the Bugdead.

Society

The zhen from the majority of the undead of Shumash. As they are all delusional as to their undead state, this makes for interesting relations with the other undead. Within the Guerrillas, the zhen believe themselves to be living members of an army of rebels, intent on driving off the Bugdead and resettling Shumash. They experience highs and lows of morale common to troops on the march and expect similar reactions out to the other undead - more hassling such responses out of the others, rather than inspire such feelings.

In ruined Shumash itself, the zhen behave as survivors within a conquered city - rummaging for scraps and hiding from their attackers (the Bugdead). Occasionally, several will band together to drive out small packs of Bugdead, but the zhen rarely cooperate with the other undead in the ruins.



Chapter 8 - The Legions of the Claw

Territories

For hundreds of years before the Cleansing Wars even began, the strip of land extending 20 miles from the Hoarwall was collectively known as "The Freeze" (due to the cold it radiated on the land and all its inhabitants), and many considered this to be the southern edge of the world.

No one expected what would emerge after the Boiling Ruin melted this glacier.

Rather than being the arctic southern limits of the continent, the region proved to be an entirely unknown land inhabited by a long forgotten race of arthropods known as the s'thag zagath and endless swarms of insects. Ever since they discovered a means to control their undead (the scarlet wardens), the last few surviving living zagath seem to have been on a mission to invade the Dead Lands and exterminate all humanoid undead on the Obsidian Plain.

But even among these zagath there are separate factions. To the west, Ahnthyarka follows their own agenda with their unmatched aerial bugdead swarms. To the east, the Web lurks, a danger to anything living or dead.

It is nearly impossible to wander these lands without encountering bugdead. The only question is whether the traveler is unlucky enough to encounter a cluster of bugdead led by a scarlet warden...

The Shale Lands, and the Great Mound of Ahnthyarka

This land is always swarming with bugdead.

Likely Encounters

- A kank mound containing 2d10 Kank zombies of various ranks, and 3d10 Kank exoskeletons
- 1d12 Scarlet Wardens, with a 50% chance of 1d6 S'thag Zagath with them.
- A passing swarm of 2d10 Wezer zombies and 3d10 Wezer exoskeletons
- A swarm of any other random type of bugdead



Ahnthyarka, Queen of the Great Mound CR27

Unreclaimed Scarlet Warden Necromant 10

Neutral Evil Huge Undead (Psionic)

Init +13; **Senses** Darkvision 60 ft.; Listen +31, Spot +35

Languages Classic Dwarven, Classic Elven, Terran, Ulyanese, Zagath,

AC 35, touch 17, flat-footed 31**

(-2 size, +5 Dex, +10 natural, +8 armor, Def +4)

hp 210 (28 HD; 18d12+18)

SR 36

Immune Turning, Undead Traits; **Weakness:** Vulnerability to Sunlight

Fort +14, **Ref** +19, **Will** +25

Speed 40 ft (8 squares), Climb 20 ft.

Melee Claw +22 (2d6+9) or Tentacle +21 (1d4+9) or Touch +21 (by spell)

Full Melee 2x Claw +22 (2d6+9) and Bite +20 (1d6+4 plus Poison) and 3x Tentacle +19 (1d4+4)

Ranged Ranged Touch +19 (by spell)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +14; Grp +31

Combat Options **Ability Drain (DC 29)**, Create Spawn, **Enhanced Spells (+1 dmg/die)**, Improved Grab, Poison (DC 29)

Combat Gear *Metamagic Rod of Extend (3/day, 1st – 6th level)*

Spell-Like Abilities (CL 20):

1/day – *animate dead, command undead* (DC 16);

Psi-Like Abilities (ML 20; DC Charisma-based)

3/day - *burst, catfall, claws of the vampire, mind probe, mindlink, psionic blast, schism*;

Wizard Spells: (CL 20, DC 20 + spell level):

- 10 – *quicken chain lightning, quickened true seeing*;
- 9st – *mage's disjunction, magma tunnel, prismatic sphere, quickened cone of cold, time stop*
- 8st – *create greater undead, ghostform, maze, prismatic wall, quickened greater invisibility*,
- 7st – *greater arcane sight, greater teleport, infestation, reverse gravity, unliving identity*,
- 6st – *antimagic field, forceful hand, chain lightning, disintegrate, true seeing, undeath to death*;
- 5st – *cone of cold, magic jar, overland flight, persistent image, teleport, transmute rock to mud*.
- 4st – *animate dead, dimension door, fire shield, greater invisibility, scrying, shout*;
- 3rd – *clairaudience/clairvoyance, dispel magic, halt undead, haste, invisibility sphere, lightning bolt*;
- 2nd – *command undead, false life, ghoul touch, mirror image, see invisibility, spectral hand, web*;
- 1st – *alarm, chill touch x2, mage armor, ray of enfeeblement, shield, shocking grasp*;
- 0 – *dancing lights, disrupt undead (3), detect magic*;

Abilities Str 28, Dex 20, Con -, Int 31, Wis 16, Cha 20

SQ All-Around Vision, Darkvision 60 ft., Dead Lord, **Enhanced Ability (Int)**, Gravespeaker, Gray Casting, **Gray Toughness 1**, **Immunity to Turning**, Spell Resistance, Undead Traits, **Vulnerability to Sunlight**.

Feats Alertness, Automatic Quicken Spell, Combat Reflexes, Deflect Arrows ^B, Improved Initiative, Improved Spell Capacity (10), Multiattack, Quicken Spell, Superior Initiative, Weapon Focus (Bite, Claw).

Skills Bluff +36, Climb +17, Concentration +36, Diplomacy +24, Hide +22, Listen +31, Knowledge (Arcana) +41, Knowledge (Psionics) +26,

Knowledge (Warcraft) +25, Move Silently +26, Psicraft +11, Search +17, Sense Motive +24, Spellcraft +41, Spot +35.

Possessions 170,000cp or Combat Gear plus: *Bracers of Armor +8, Headband of intellect +6, Ring of Protection +4 Vest of Resistance +5*.

Special Qualities (descriptions)

All-Around Vision (Ex): A scarlet warden's eyes give it 360-degree vision, granting a +4 racial bonus on Spot and Search checks and preventing the beast from becoming flanked.**

Create Spawn (Su): A humanoid reduced to 0 Constitution by scarlet warden poison dies but continues to breathe shallowly as if alive. After 1d6 days, the corpse rises as a namech under the scarlet warden's command.

Improved Grab (Ex): To use this ability, a scarlet warden must hit with a claw attack. It can then attempt to start a **Grp** as a free action without provoking an attack of opportunity.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Unreclaimed have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Spell Resistance (Ex): Scarlet wardens have spell resistance equal to 20 + class levels.

Skills Scarlet Wardens have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Spell Resistance (Ex): Scarlet wardens have spell resistance equal to 20 + class levels.

Appearance

Anthyarka looks very much like an oversized scarlet warden, only with a palpable air of majesty. Enormous and crab-like, this eight-legged beast has a deep red carapace. On one end, their head sports two whip-like antennae above large mandibles that open sideways to reveal sharp fangs. Opposite the head, a long whip-like third antenna sprouts like a tail. Eight legs support the shelled body, their color shading to brown beneath the beast.

Personality Notes

Independent, Proud, Protective

Ahnthyarka has always gone their own way more so than other zagath. They hungered for a connection to the land, and have always sought to restore and maintain a balance (of sorts) to the Dead Lands.

In light of their death, reanimation and subsequent recovery from madness, this mission has been twisted to become the creation and preservation of their own Bugdead hive, where they capture and adopt any creatures that venture too close. Ahnthyarka's purpose now is to care and protect their hive from all threats. Unfortunately for Gretch and the other humanoid undead, they see the Dead Lords as their primary threat...

Strategy and Tactics

While they are certainly able to defend themselves, Anthyarka prefers not to engage in melee combat if they can avoid it. Instead, they will merely sic their legions upon any would-be attackers. They will, however, support them with magic, doing what they can to keep their foes pinned down and control the flow of the battle.

They have become quite adept over time at understanding the deployment of coordinated attacks from the air and ground, and they may well have the largest coordinated aerial fighting force in Athas. Only something as all-sweeping as the largest wezer clouds or the Sunflash can stand a chance against Ahnthyarka's fully focused aerial swarms.

History

Even in life, Ahnthyarka was independently minded. Tasked with overseeing the harvesting of Zagath food sources around the former Hoarwall, and maintaining the fragile balance of life there. Suffering from a longing they could not identify, Ahnthyarka left to explore the Dead Lands. In their wanderlust, they wandered north and found a place of power hidden within the Western Forbidden Mountains; the

Nameless Shaman confronted them, but ultimately tolerated their presence, as he sensed Ahnthyarka's burgeoning connection to the obsidian. .

Eventually, Ahnthyarka succumbed to death and arose as an undead; without the scarlet warden rituals to calm their mind, Ahnthyarka was left thoroughly insane. Their rampage took them into the lands of Gretch, who captured Ahnthyarka as a curiosity. However, it quickly became evident that Ahnthyarka could not be controlled by Gretch or his Uncrowned. After breaking loose of the restraining wards, Ahnthyarka fought their way through Gretch's minions and escaped, wounded but free.

As Ahnthyarka lay in hiding, they began to come to their senses, an achievement no other undead Zagath seems to have ever done on their own. They resolved to found their own colony of Bugdead, to restore their own version of balance to this obsidian land of death. Ahnthyarka then set up a colony in the site of an old battlefield southwest of the outermost of Gretch's kingdoms.

Ahnthyarka has not forgotten their treatment at Gretch's hands. This perhaps explains the continuous assaults on the humanoid lands.

Society

While the Zagath have no sexes in the way the other races understand them, Ahnthyarka does see themselves as the queen mother of the Shale Lands, and all of the Bugdead and undead within are their adopted children. They manipulate the behavior of all their thralls to serve and revere their queen mother.

It is apparent that while Ahnthyarka's troops have moved through Gretch's Kingdoms of Shansanar or Ceeryl on more than one occasion, they have never directly attacked those kingdoms or their followers. The Dead Lords speculate this is because their defenses are too much for the bugdead swarms, but the truth may be closer to a lingering appreciation of the efforts of these two kings while Ahnthyarka was escaping from captivity.





The Kank Nests

While most of these lands are crawling with bugdead of various types, there is one valley in the Kank Nests area which features no bugdead - the Valley of the Chimera. This is due to the Chimera Raaigs that still haunt the valley.

Likely Encounters

Kank Nests

- A worker party of 2-12 (2d6) Kank Exoskeleton workers and 2-8 (2d4) Kank Bugdead Zombie workers (see Terrors of the Dead Lands)
- A war party of 4-15 (1d12+3) Kank Exoskeleton warriors and 3-12 (3d4) Kank Bugdead Zombie warriors (see Terrors of the Dead Lands)

Chimera Valley

- 1-3 Chimera Raaig



Chimerae Raaig CR24

Male or female Chimera Raaig Wilder 18

CE Large Undead (augmented Magical Beast, Incorporeal, Psionic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +34, Spot +34

Languages Draconic; *Tongues*

AC: 21, touch 21, flat-footed 19; **Elude Touch** (-1 size, +2 Dex, +10 Def)

hp 256 (27d12+81);

DR 10/magic; **Resist** -; **PR** -, **SR** -;

Immune Undead Traits; **Weakness** Bound to Area, Psychic Elevation, **Stench (Rotten flesh)**, **Vulnerability to Electricity**

Fort +15, **Ref** +14, **Will** +17

Speed 30 ft. (6 squares), fly 50 ft. (perfect)

Melee Bite +25 melee (2d6+5)

Full Melee: Bite +25 melee (2d6+5), Bite +25 melee (1d8+5), Gore +25 melee (1d8+5) and 2x Claws +23 melee (1d8+2)

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

Base Atk +21; Grp -- (+29)

Combat Options: **Breath Weapon** (3/day, 30 ft. Cone, DC 27, 25d6 acid or 1d4 rounds, 20 ft. Cone, DC 14, 3d8 acidic gas), **Disease** (DC 27), **Despair** (DC 27), **Greater Psionic Fist** (+4d6), **Invisibility**, **Putrefying Touch** (DC 27), **Surging Euphoria** +2, **Temporary**

Corporeality, Unavoidable Strike, Volatile Mind (4 power points), Wild Surge +5.

Wilder Powers (ML 18th, PP: 280+45, DC 15 + power level):

9st —

8st —

7st — *Psionic Phase Door, Ultrablast*

6st — *Disintegrate*

5st — *Catapsi*

4st — *Detonate, Schism*

3rd — *Body Adjustment, Energy Bolt, Hustle*

2nd — *Energy Push*

1st — *Inertial Armor, Mind Thrust*

Abilities Str -- (21), Dex 15, Con --, Int 8, Wis 15, Cha 20

SQ Bound to Area, Damage Reduction 10/magic, Darkvision 60 ft., Elude Touch, **Gray Toughness 3**, **Nondetection (DC 37)**, Psychic Elevation, Scent, Skills, **Stench (Rotten flesh)**, *Tongues*, Undead Traits, **Vulnerability to Electricity**.

Feats Alertness, Expanded Knowledge (Hustle, Schism), Hover, Iron Will, Multiattack, Greater Psionic Fist, Psionic Fist, Psionic Meditation, Unavoidable Strike.

Skills Concentration +23, Hide +2(+4), Listen +34, Search +5, Sense Motive +8, Spot +34.

Possessions: none (-1 CR)

Special Qualities: (descriptions)

Raaig Special Qualities: Refer to Appendix A for full list and descriptions.

Appearance

Even to a hardened Athasian used to seeing mutated desert horrors, a Chimera would be a terrifying sight: standing over five feet tall at the shoulder, nearly ten feet long, and weighing over four-thousand pounds, the Chimeras were hairy leonid creatures with a pair of membranous wings emerging from their back. Their front legs had wicked claws and their back legs terminated in hooves, and the body ended with a crested, reptilian tail. Each Chimera possessed three heads: the left that of a goat, the middle that of a horned lion, and the right a draconic one with a crest of delicate scales. When visible in their incorporeal state, Chimera Raaigs appear as silhouettes composed of ghostly white flame, which glow with roughly the same radiance as Athas' moons. When corporeal, they appear hideously burned and rotted, with the hollow sockets of their eyes still burning with the same ghostly white light, and foul black liquid dripping from the draconic-head's mouth.

Personality Notes

Argumentative, cruel, selfish

In life, the Chimera Raaigs were the most cunning and psionically-powerful of their kind, forming the ruling council of their valley-kingdom. To the average humanoid, undead or living, the Chimera mindset is extremely self-centered, animalistic, and suspicious. While the Chimera hold something equating social bonds with their own kind, each thinks of itself foremost as a predatory entity: all other beings are prey or competitors, even if some of the food can talk back. As the former members of their ruling council, each Chimera Raaig sees itself as final arbiter of territorial law and ecological management, endlessly arguing with the other Chimera Raaigs until a decision is reached through bullying or mutual apathy. The Raaigs view the resident kanks as something of an invasive prey species, not fully understanding that both they and the Kanks are undead: new prey moved in, old prey died off, now they must manage the new prey they are left with.

After innumerable conflicts they have developed a grudging respect for the endless Bugdead swarms, hunting corporeally only at night when most of the Bugdead are in their hives, and picking off stragglers. The Chimera dislike the "taste" of the Bugdead, but see it as the only viable "food source." They despise the

Zagath as rustlers: the Zagath frequently invade the Chimeras' territory to steal kanks. Similarly, they recognize the rare humanoid undead and their tools as invaders seeking to disrupt their territory's "ecology". While it may be possible to communicate with one of the Chimera Raaigs, most conversations would simply devolve into an endless argument until the invader recognized the Raaig's territorial rights or the Raaig grew frustrated and attacked. If a living being actually intruded into their lands, the Chimera would most likely jump at the chance to devour actual living meat as opposed to the rubbery zombie kank meat they've been consuming for millennia.

Strategy and Tactics

Even in life, the Chimeras were surprisingly cunning fighters, preferring hit and run attacks and the element of surprise, despite their bulk and natural weapons. Their draconic head's breath weapon, in life, was caustic gas, but in undeath they have gained an even more powerful spray of caustic acid. The Chimeras still hunt as they did when alive, hiding among the broken obsidian mounds of the Kank Nests; while their valley is very different from what they remember it, the Chimera Raaigs have mapped out every crest of obsidian and pile of broken blackglass - expert hunters that they are.

While not particularly intelligent, the Chimera Raaigs know enough to use their breath weapons and psionic abilities to full advantage: in life, the Chimeras never developed any formal study of the Way, but each member of the ruling council was an extremely potent Wilder in their own right. They interpret their new undead powers as extensions of their psionic abilities, and happily utilize them as well. The Chimeras are fiercely territorial beings, and usually attack to drive perceived invaders out of their valley, not to kill them. They respect each other's ancient territorial lines, thus most hostile interactions are individual Chimerae chasing away intruders. However, if a common threat, such as an invading Bugdead army or notable group of humanoid undead, threatens their valley, they will cooperate to destroy it.

History

The Rebirth produced countless peoples of all types to settle the dried mudflats that replaced the oceans, so too did it create multitudes of plant and animal species to fill all the new types of ecosystems. Many were bizarre mutated entities, the vast majority of which died off shortly due to reproductive instability, competition, and many other factors. These included

both creatures of animal intelligence and sapient beings, but occasionally the line between the two was muddled. Hybrid creatures, particularly ones that had some degree of sapience, were often ruthlessly exterminated as abominations or monsters by the cultures who came to dominate the continent, or were otherwise wiped out for preying on herds, croplands, and other valuable resources.

The creatures loosely known as Chimeras were a bizarre mix of many different beings composed of entirely different lineages, including mammal, reptile, avian, and even insectoid body parts. Of this infinitely varied species, only one lineage survived the expansion of the Rebirth races, doing so by flying as far south as they could, until they reached a great wall of ice. This line was characterized by three heads: that of a lion, that of a goat, and that of a drake-like creature. The last of these "Chimeras" settled in a lush valley north of the Hoarwall, far from the lands of the Rebirth races that hunted them: Ulyan. When the humanoid eventually expanded into this region, the Chimeras were numerous, powerful and happy to stay within their valley, which largely kept the humanoids at bay. The Chimeras, while not particularly intelligent by the standards of the humanoid races, cultivated the wild herds and forest resources as would a herder or farmer. The most psionically powerful Chimeras formed a rudimentary council system to settle disputes between individuals and codify territory. This system endured for millenia, undisturbed by the Rebirth races, barring the odd explorer, who was swiftly devoured. Even as the Cleansing Wars erupted among the humanoids they were considered mere animals by Rajaat and his armies and spared from any trouble. They likely could not ponder the source of the Shining Tide before they, their herds, and their forests were engulfed by boiling

obsidian. Yet, somehow, the members of the ruling council rose into undeath as raaigs, likely as a result of the faith they and their kin had in their system and their deeply held primal ties to the land.

Society

The Chimera's valley "nation" was rudimentary by the standards of most intelligent Athasians but endured for millenia despite its members' tendencies toward thinking only of themselves. The Chimeras collectively placed decision-making in the hands of their most psionically powerful members (often also the most intelligent or clever) while effectively tending to and defending their local ecosystem, culling wild herbivores as necessary. Their system was based upon territory: an individual did not see itself as owning the herds themselves but all things within their territory: if a herd migrated to another's territory it became "theirs": thus good ecological management of one's territory was (often violently) encouraged. During lean seasons, however, the Chimeras could fall back on a herbivorous diet.

Chimera society was loosely defined along kinship lines, with each individual ruling a "territory" determined through arguments to the Council, with mated pairs pooling their territories together. Females were generally larger and more territorial than males, and commonly had the first pick of territory. The undead society of the Chimera Raaigs largely continues uninterrupted, as they still believe themselves to be alive. With their numbers heavily reduced, each Raaig has absorbed the territory of their fallen kin and is expected to keep out threats and manage the populations of Bugdead within its borders.



Wezer Clouds

The Wezer clouds are highly mobile and can be encountered nearly anywhere, especially in the southern Dead Lands.

Likely Encounters

On any given day, there is a 1% chance of a Wezer swarm of 13-40 (3d10+10) Wezer soldiers (split between zombies and exoskeletons) passing overhead in most of the Dead Lands. Near the web, this chance increases to 5%.

See *Terrors of Athas* for original (living) Wezer stats.



Wezer Exoskeletons

	Wezer Worker Exoskeleton	Wezer Exoskeleton	Soldier	Wezer Exoskeleton	Brood	Queen
Size/Type	Medium Undead	Medium Undead		Medium Undead		
Hit Dice:	2d12(13 hp)	2d12 (13 hp)		5d12 (32 hp)		
Init	+0	+0		-1		
Speed:	5 ft. (1 square), Fly 30 (poor)	5 ft. (1 square), Fly 30 (poor)		5 ft. (1 square)		
Armor Class:	11 (+1 natural), touch 10, flat-footed 11	12 (+2 natural), touch 10, flat-footed 12		12 (-1 Dex, +3 natural), touch 9, flat-footed 12		
Base Attack/Grp	+1/+1	+1/+3		+2/+5		
Attack:	Sting +1 melee (1d4)	Sting +3 melee (1d6+2 plus Poison)		Sting +5 melee (1d6+3 plus Implant Egg)		
Full Melee	Sting +1 melee (1d4)	Sting +3 melee (1d6+2 plus Poison)		Sting +5 melee (1d6+3 plus Implant Egg)		
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.		5 ft./5 ft.		
Special Attacks:	—	Poison		Implant Egg		
Special Qualities:	Brittle, Darkvision 60 ft., Immunity to Cold, Undead traits	Brittle, Darkvision 60 ft., Immunity to Cold, Undead traits		Brittle, Darkvision 60 ft., Immunity to Cold, Undead traits		
Saves	Fort +0, Ref +0, Will +3	Fort +0, Ref +0, Will +3		Fort +1, Ref +0, Will +4		
Abilities	Str 11, Dex 11, Con —, Int —, Wis 1, Cha 1	Str 15, Dex 10, Con —, Int —, Wis 1, Cha 1		Str 16, Dex 8, Con —, Int —, Wis 10, Cha 1		
Skills	—	—		—		
Feats	—	—		—		
Environment	The Dead Lands	The Dead Lands		The Dead Lands		
Organization:	Brood (10-200)	Patrol (5-20)		Solitary		
Challenge Rating:	1/4	1/2		2		
Treasure:	None	None		None		
Alignment:	Always neutral evil	Always neutral evil		Always neutral evil		
Advancement:	3-4 (Large)	3-4 (Large)		6-10 (Large)		
Level Adjustment:	—	—		—		

Wezer Zombie Bugdead

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Poison (Ex): Injury, Fortitude DC 13, initial damage unconsciousness for 1 minute, secondary damage unconsciousness for 2d4 days. The save DC is Constitution-based, and includes a +2 racial bonus.

Implant Egg (Ex): If a bugdead wezer brood queen scores a successful hit with her stinger, the target must make a successful Fortitude Save (DC 14) to avoid becoming implanted with a putrefied wezer egg. An implanted target suffers an additional 1d6 points damage and 1d4 points of Constitution damage per day for five days afterwards, as the tainted, dead egg leaks toxic fluids into the target's bloodstream. After the fifth day, the implanted egg bursts within the wound, dealing a final 2d6 points damage and 2d4 points of Constitution damage. A *remove disease* spell removes tainted egg and prevents further Constitution damage, as does a Heal check (DC 25), though the surgery deals 1d6 points of damage to the victim. The save DC is Constitution-based, and includes a +2 racial bonus.

	Worker Zombie Bugdead	Wezer Soldier Bugdead	Zombie Bugdead	Wezer Brood Queen Zombie Bugdead
Size/Type	Medium Undead	Medium Undead	Medium Undead	Medium Undead
Hit Dice:	2d12(13 hp)	2d12 (13 hp)	2d12 (13 hp)	5d12 (32 hp)
Init	+1	+1	+1	+0
Speed:	10 ft. (2 squares), Fly 60 (average)	10 ft. (2 squares), Fly 60 (average)	10 ft. (2 squares), Fly 60 (average)	10 ft. (2 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13	15 (+1 Dex, +4 natural), touch 11, flat-footed 14	15 (+1 Dex, +4 natural), touch 11, flat-footed 14	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grp	+1/+2	+1/+4	+1/+4	+2/+6
Attack:	Sting +2 melee (1d4+1)	Sting +4 melee (1d6+3 plus Poison)	Sting +4 melee (1d6+3 plus Poison)	Sting +6 melee (1d6+4 plus Implant Egg)
Full Melee	Sting +2 melee (1d4+1)	Sting +4 melee (1d6+3 plus Poison)	Sting +4 melee (1d6+3 plus Poison)	Sting +6 melee (1d6+4 plus Implant Egg)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Poison	Poison	Implant Egg
Special Qualities:	Damage Reduction 3/metal, Darkvision 60 ft., Immunity to Cold and Electricity, Resistance to Fire 5, Undead traits	Damage Reduction 3/metal, Darkvision 60 ft., Immunity to Cold and Electricity, Resistance to Fire 5, Undead traits	Damage Reduction 3/metal, Darkvision 60 ft., Immunity to Cold and Electricity, Resistance to Fire 5, Undead traits	Damage Reduction 3/metal, Darkvision 60 ft., Immunity to Cold and Electricity, Resistance to Fire 5, Undead traits
Saves	Fort +0, Ref +1, Will +3	Fort +0, Ref +1, Will +3	Fort +0, Ref +1, Will +3	Fort +1, Ref +1, Will +4
Abilities	Str 13, Dex 13, Con —, Int —, Wis 1, Cha 1	Str 17, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 17, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 18, Dex 10, Con —, Int —, Wis 10, Cha 1
Skills	-	-	-	-
Feats	-	-	-	-
Environment	The Dead Lands	The Dead Lands	The Dead Lands	The Dead Lands
Organization:	Brood (10-200)	Patrol (5-20)	Patrol (5-20)	Solitary
Challenge Rating:	1	2	2	4
Treasure:	None	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3-4 (Large)	3-4 (Large)	3-4 (Large)	6-10 (Large)
Level Adjustment:	—	—	—	—

Appearance

Enormous flying insects the size of a man, wezers have multifaceted eyes, thin limbs and broad, and translucent wings.

Soldiers, workers and water-fetchers are all some 6 feet in length, weighing about 300 lbs. The bulkier brood queen is larger – up to 7 feet long – and weighs as much as 600 lbs.

A single swarm contains between 100 and 1,000 individual bugdead wezers. They never stop or rest, and they can cover vast distances in a single day; a swarm can cross the entire Black Basin in just three days.

Strategy and Tactics

Worker

Unlike their living counterparts, Workers will swarm and attack anyone who comes close.

Soldier

Soldier wezers are aggressive, persistent, and relentless in the pursuit of their foes. They strike with their poisoned stingers and attempt to drag paralyzed prey back to the hive. They prefer to catch their prey out on the open glass, away from shelter, where they can descend, overwhelm, and devour it. If necessary, they will pursue into structures and even fortifications, sacrificing more of their number for the good of the swarm. More often than not, the victims are picked clean of flesh and are eventually reanimated as undead skeletons.

Bugdead wezers crave rotting flesh. Once slain, the corpses of living creatures are allowed to bloat and rot before being consumed, all the while under the watchful eye of circling patrols.

Brood Queen

Undead brood queens, while largely immobile, will not hesitate to defend themselves or their hive. Each blow from a brood queen's stinger, however, also carries the

possibility of becoming implanted with a putrefied wezer egg.

History

It is not known whether the wezers in the far south formed great swarming clouds before the Shining Tide struck, or whether this behavior is a result of their reanimation as bugdead, but these wezer clouds have been here since the first bugdead invasion, and have been marauding across the Dead Lands ever since.

The great swarms of bugdead wezers in the southern Dead Lands have no territory of their own; their domain is anywhere their wings take them.

While true numbers have never been counted, it is believed there must be thousands of abandoned wezer hives scattered beyond the Hoarwall.

Most Dead Lands residents have only ever had encounters with swarms of soldiers or workers, and no humanoid undead have ever been to a hive and survived, much less met a bugdead wezer queen.

Society

The actions of bugdead wezers have little in common with their living behavior. In undeath they are always angry and especially hostile and the workers and soldiers have universally shunned their nests and queens.

Few humanoids (living or undead) have ever seen their abandoned hives and returned. Undead sages suggest that the hives are primarily located south of the Hoarwall.

Wezer hives were large, domed structures that existed largely below ground, but had several central chambers with dome-shaped roofs of resin. Rising some five to eight feet above the surface, the domes concealed chambers ten to twenty feet deep, hosting the workers and queen.

Only the brood queens still remain with the ruined hives. Occasionally, several queens will lair within a single hive (often a mature queen and her immature daughters), but more often a bugdead brood queen will viciously drive away and attempt to kill any creatures within her hive, whether wezer or otherwise.



The Web

The Web is a mountain pass covered in obsidian-enhanced darkness and endless webs with exoskeleton and zombie spiders of all sizes and different species. It is hard to imagine a more nightmarish death trap for any sentient being, living or undead.



Likely Encounters

- A web of at least 1d10 spider bugdead of any type and size.
- A bugdead Wezer swarm (see Wezer cloud above)
- 1-2 Unreclaimed, surrounded by 13-40 (3d10+10) spider bugdead of any type and size.

Spider Bugdead Exoskeletons

	Small Spider Exoskeleton	Medium Spider Exoskeleton	Large Spider Exoskeleton
Size/Type	Small Undead	Medium Undead	Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	4d12 (26 hp)
Init	+2	+2	+2
Speed:	15 ft. (3 squares), Climb 10 ft.	15 ft. (3 squares), Climb 10 ft.	15 ft. (3 squares), Climb 10 ft.
Armor Class:	14 (+1 size, +2 Dex), touch 14, flat-footed 12	12 (+2 Dex), touch 12, flat-footed 10	11 (-1 size, +2 Dex), touch 11, flat-footed 9
Base Attack/Grp	+0/-6	+1/+1	+2/+8
Attack:	Bite -2 melee (1d3-2 plus Poison)	Bite +1 melee (1d6 plus Poison)	Bite +4 melee (1d8+2 plus Poison)
Full Melee	Bite -2 melee (1d3-2 plus Poison)	Bite +1 melee (1d6 plus Poison)	Bite +4 melee (1d8+2 plus Poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Poison, Web	Poison, Web	Poison, Web
Special Qualities:	Brittle, Darkvision 60 ft., Immunity to Cold, Tremorsense 60 ft., Undead Traits	Brittle, Darkvision 60 ft., Immunity to Cold, Tremorsense 60 ft., Undead Traits	Brittle, Darkvision 60 ft., Immunity to Cold, Tremorsense 60 ft., Undead Traits
Saves	Fort +0, Ref +2, Will +2	Fort +0, Ref +2, Will +3	Fort +1, Ref +3, Will +4
Abilities	Str 7, Dex 15, Con -, Int -, Wis 10, Cha 1	Str 11, Dex 15, Con -, Int -, Wis 10, Cha 1	Str 15, Dex 15, Con -, Int -, Wis 10, Cha 1
Skills	-	-	-
Feats	-	-	-
Environment	The Web	The Web	The Web
Organization:	Colony (8-16)	Solitary or colony (2-5)	Solitary or colony (2-5)
Challenge Rating:	¼	1/2	1
Treasure:	None	None	None

Alignment:	NE	NE	NE
Advancement:	—	3 HD (Medium)	5-7 HD (Large)
Level Adjustment:	—	—	—

Spider Bugdead Zombies

	Small Spider Bugdead Zombie	Medium Spider Bugdead Zombie	Large Spider Bugdead Zombie
Size/Type	Small Undead	Medium Undead	Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	4d12 (26 hp)
Init	+3	+3	+3
Speed:	30 ft. (4 squares), Climb 20 ft.	30 ft. (6 squares), Climb 20 ft.	30 ft. (6 squares), Climb 20 ft.
Armor Class:	15 (+2 size, +3 Dex), touch 15, flat-footed 12	14 (+3 Dex, +1 natural), touch 13, flat-footed 11	14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grp	+0/-5	+1/+2	+2/+9
Attack:	Bite -1 melee (1d3-1 plus Poison)	Bite +2 melee (1d6+1 plus Poison)	Bite +5 melee (1d8+3 Plus poison)
Full Melee	Bite -1 melee (1d3-1 plus Poison)	Bite +2 melee (1d6+1 plus Poison)	Bite +5 melee (1d8+3 Plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Poison, Web	Poison, Web	Poison, Web
Special Qualities:	Damage reduction 3/metal, Darkvision 60 ft., Immunity to cold and electricity, Resistance to Rire 5, Tremorsense 60 ft., Undead Traits	Damage reduction 3/metal, Darkvision 60 ft., Immunity to cold and electricity, Resistance to Rire 5, Tremorsense 60 ft., Undead Traits	Damage reduction 3/metal, Darkvision 60 ft., Immunity to cold and electricity, Resistance to Rire 5, Tremorsense 60 ft., Undead Traits
Saves	Fort +0, Ref +3, Will +2	Fort +0, Ref +3, Will +3	Fort +1, Ref +4, Will +4
Abilities	Str 9, Dex 17, Con -, Int -, Wis 10, Cha 1	Str 13, Dex 17, Con -, Int -, Wis 10, Cha 1	Str 17, Dex 17, Con -, Int -, Wis 10, Cha 1
Skills	-	-	-
Feats	-	-	-
Environment	The Web	The Web	The Web
Organization:	Colony (8-16)	Solitary or colony (2-5)	Solitary or colony (2-5)
Challenge Rating:	1	2	3
Treasure:	None	None	None
Alignment:	NE	NE	NE
Advancement:	—	3 HD (Medium)	5-7 HD (Large)
Level Adjustment:	—	—	—

Special Qualities

All bugdead spiders share the following Special Attacks and Special Qualities:

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Poison (Ex): A bugdead spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based, and includes a +1 racial bonus. The indicated damage is initial and secondary damage.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based and includes a +1 racial bonus, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A bugdead spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Bugdead Spider Poison

Size	Fort DC	Damage
Tiny	10	1d2 Str
Medium	12	1d4 Str
Large	13	1d6 Str

Bugdead Spider Webs

Size	Escape Artist DC	Break DC	Hit Points
Tiny	10	14	2
Medium	12	16	6
Large	13	17	12

Appearance

Bugdead spiders look much like their living cousins, although there is a decidedly ragged appearance to them as well as an unnatural glow in their eyes. The main differences between exoskeleton and zombie spiders seems to be color: white and semi-transparent for exoskeletons and greenish/blue for zombies.

Strategy and Tactics

Bugdead spiders mostly keep to their webs and lairs, but if disturbed, they will group together to bring down bigger prey. When this happens, there won't be much in the way of coordination.



History

It is not known whether spiders were already dwelling here when the Obsidian Flow struck, but the Web has existed since the first bugdead invasion. They do not seem intent on expanding their territory beyond its current limits, preferring to wait for unlucky visitors to wander in.

Society

While they are clearly not organized, there does seem to be some kind of size-based hierarchy to the spiders. No expedition into the Web has ever returned, however, so it is unknown if there is a greater organizing force behind the undead spiders' actions.



Bugdead (Zombie) Spider Swarm CR2

NE Diminutive Undead (Swarm)

Init +3; **Senses** Darkvision 60ft.; Listen +4, Search +0, Spot +4

Languages -

AC 17; touch 17, flat-footed 14 (+4 size, +3 Dex)

hp 13 (2d12)

DR 3/metal; Resistance: Fire 5

Immune Cold, Electricity, Undead Traits

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

Speed 20 ft., Climb 20 ft.

Melee Swarm (1d6 plus Poison)

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

Base Atk +1; **Grp**-

Combat Options Distraction (DC 11), Poison (DC 11)

Abilities Str 3, Dex 17, Con -, Int -, Wis 10, Cha 1

SQ Damage Reduction, Darkvision 60 ft., Fire Resistance, Immune to Weapon Damage, Immunities, Swarm Traits, Tremorsense 30 ft., Undead Traits.

Feats -

Skills Climb +11, Listen +4, Spot +4.

Special Qualities (descriptions)

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on

a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.



The Unreclaimed CR17

Unreclaimed Scarlet Warden

Chaotic Evil Huge Undead (Psionic)

Init +8; **Senses** Darkvision 60 ft.; Listen +23, Spot +27

Languages Zagath

AC 22, touch 12, flat-footed 18**

(-2 size, +4 Dex, +10 natural)

hp 135 (18 HD; 18d12+18)

SR 26

Immune Undead Traits; **Weakness** Vulnerability to Obsidian

Fort +5, **Ref** +9, **Will** +12

Speed 40 ft (8 squares), Climb 20 ft.

Melee Claw +17 (2d6+9) or Tentacle +16 (1d4+9) or Touch +16 (by spell)

Full Melee 2x Claw +17 (2d6+9) and Bite +17 (1d6+4 plus Poison) and 3x Tentacle +16 (1d4+4)

Ranged Ranged Touch +13 (by spell)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +9; **Grp** +26

Combat Options Ability Drain (DC 22), Breath Weapon (3/day, DC 22), Create Spawn, Improved Grab, Poison (DC 24)

Combat Gear -

Psi-Like Abilities (ML 18th; DC Charisma-based):

3/day - *burst*, *catfall*, *claws of the vampire*, *mind probe*, *mindlink*, *psionic blast*, *schism*;

Wizard Spells: (CL 10, DC 13 + spell level):

5st — *cone of cold**, *overland flight*, *persistent image*.

4st — *animate dead*, *dimension door*, *fire shield**, *shout**;

3rd — *clairaudience/clairvoyance*, *halt undead**, *haste*, *invisibility sphere*, *lightning bolt**;

2nd — *command undead**, *false life**, *ghoul touch*, *mirror image*, *see invisibility*, *spectral hand*;

1st — *alarm*, *chill touch x2**, *mage armor*, *ray of enfeeblement*, *shocking grasp**;

0 — *dancing lights*, *disrupt undead (3)**, *detect magic*;

Abilities Str 28, Dex 18, Con -, Int 16, Wis 14, Cha 16

SQ Darkvision 60 ft., **Defiling Adept**, **Gray Toughness 1**, **Gray Casting**, Spell Resistance, Undead Traits, Vulnerability to Obsidian.

Feats Alertness, Combat Reflexes, Deflect Arrows ^B, Destructive Raze ^B, Efficient Raze ^B, Improved Initiative, Improved Multiattack, Multiattack, Path Sinister ^B, Weapon Focus (Bite, Claw).

Skills Climb +17, Concentration +24, Diplomacy +5, Hide +17, Listen +23, Move Silently +25, Search +10, Sense Motive +23, Spot +27.

Possessions -

Special Qualities (descriptions)

Ability Drain (Su): Living creatures hit by the undead's natural attacks must succeed on a Fortitude save or take 1d6 points of ability drain. On each such successful attack, the undead gains 5 temporary hit points.

All-Around Vision (Ex): A scarlet warden's eyes give it 360-degree vision, granting a +4 racial bonus on Spot and Search checks and preventing the beast from becoming flanked.**

Breath Weapon (Su): The creature has a breath weapon. The creature can breathe a cone of poison gas up to three times per day, dealing 1d6 Con initial and secondary damage. A successful Fort save (DC 10 + ½ HD + Cha modifier) negates the damage.

Create Spawn (Su): A humanoid reduced to 0 Constitution by scarlet warden poison dies but continues to breathe shallowly as if alive. After 1d6 days, the corpse rises as a namech under the scarlet warden's command.

Improved Grab (Ex): To use this ability, a scarlet warden must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Path Sinister (feat): Choose two spells at every spell level. These spells must be selected from the evocation and/or necromancy schools. You gain +1 caster level when casting the chosen spells. *

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Skills: Unreclaimed have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Spell Resistance (Ex): Scarlet wardens have spell resistance equal to 20 + class levels.

Appearance

The Unreclaimed are usually content to remain nestled deep within their lairs in the Web, trapped within cycles of maddened thought and the odd feast on an undead creature that wanders too close. As such, few, even among the zagath, have ever had a proper glimpse, and fewer still escape to tell the tale. These few describe beings much like s'thag zagath, albeit with much lighter faded red carapaces that more resemble those of elderly living zagath than standard Scarlet Wardens; their carapaces, have become pale, brittle, and flaky after millenia of dwelling in the darkness of the Web.

The most obvious difference between the Unreclaimed and scarlet wardens is that the Unreclaimed still possess the whiplike tails they had while alive. The translucent, nictitating lenses of their eye-clusters have become opaque, shining with a faint luminescence in any light, but are still perfectly capable of sight.

Personality Notes

Arrogant, proud, cruel

Bugdead in general have difficulty processing their undead natures, often pantomiming living actions out of confusion. The Unreclaimed have the madness of undeath compounded by the trauma of experiencing the murder of their own families by their own claws.



This has broken their minds until their minds are alien even to the alien zagath – prone to bouts of frenzied animalistic rage, or long periods of inactivity trapped in a dreamless torpor. To their sharpened senses, living beings, especially those born of the birthstones, are painful reminders of what they once were and must be destroyed. They exist in constant mental and physical pain, their minds often in denial to their undead state: only the brief satisfaction from crunching into living flesh calms this aching and lets them feel “normal.”

Like other zagath they are innately drawn to the birthstones, but feel intense flares of rejection and wrongness if exposed to one, frothing into a slobbering frenzy to destroy the life-giving artifacts, even if it means their own destruction. The Unreclaimed hate everything: themselves, each other, the Bugdead around them, and especially their living and subjugated undead kin. While they retain a keen intelligence, their actions are fractious and largely guided by instinct and sensation: tear into warm flesh to ease the pain, and draw some dim sense of satisfaction from watching one of their still-living kin

reanimate into another Unreclaimed and share in same burning madness they feel.

Strategy and Tactics

Each Unreclaimed knows its territory well, treating its array of spun webs like an extension of its body. They will be fully aware of any intruders attempting to move through their webs via subtle vibrations, and slowly and silently move to best ambush potential prey. While they will prey on the local undead spiders if no other meal is available, the Unreclaimed prefer to leave the spiders as a sort of detection system, as they will inevitably be drawn to prey or the presence of a rival. They tend to let the local spider infestation soften up troublesome meals before they strike: despite their seemingly sedentary states, Unreclaimed are capable of moving with lightning speed across their webs.

While not adversely affected by bright light, they dislike it: as such they prefer to stick to shadows, or, if available, complete darkness. The Unreclaimed do sporadically venture out onto the blackglass, but prefer

to do so under cover of darkness: after millennia of stalking prey in the dark caverns and web-tangles, they are somewhat uncomfortable hunting on the open obsidian.

History

The Unreclaimed and their Scarlet Warden “cousins” have shared origins: they were the innumerable masses of workers, soldiers, and officers who either died in the cataclysm caused by the Deathwash, or starved to death in isolation. The Unreclaimed rose with the same curse of undeath which now awaits all Zagath who die upon the blackglass. As they crawled out of their graves, they instinctively lurched back to their birthstones, barely registering how the land around them was now an endless plain of black glass.

When the hordes of undead s’tthag zagath first appeared around the Great Spire and the Great Mourning began, the surviving zagath thought it a miracle, their lost kin returned by the birthstones. Their wails of mourning soon turned to wails of horror: the sight and sound of their living kin mourning snapped whatever remaining sanity remained in the undead s’tthag zagath, and they entered a blind, violent rage to stop the pain. All were instinctively drawn to attack the surviving heads of the Pilgrim Lineages, and the Mother Birthstone itself, for these called to them the strongest. It was by pure accident that a living zagath defending itself severed the tail from an undead zagath, and saw that it snapped out of its frenzy.

The living zagath regrouped and carefully set out to slice the tails from their attackers, aided by those “clipped” undead zagath, who turned on their maddened kin to defend the survivors. The maddened undead zagath eventually seemed to snap out of their berserk assault, and fled west into the mountains, taking refuge in a vast web network mindlessly spun out of instinct by colonies of Bugdead spiders. There in the dark, they preyed on one another until they were reduced to a scattered few powerful individuals.

As the living zagath attempted to reclaim their territory, their scouts discovered the Web, and soon the living zagath declared a crusade to destroy their insane undead cousins: these crusades merely fed the Unreclaimed with swarms of unfortunate Bugdead, and eventually the zagath elected to simply enact a cordon of cleared territory around the web.

Society

Unreclaimed generally loathe each other’s presence, ironically viewing other Unreclaimed as undead “abominations.” The sight of any zagath, living or undead, fills them with pain and longing, and thus they prefer to remain isolated in their webs and the dark, with as little sensation as possible. Each Unreclaimed knows the extent of its territory webs by memory, and generally does not tolerate the presence of another Unreclaimed; usually the Unreclaimed interact to attack and devour one another. The only time they will unite is if an external threat, such as another zagath crusade, attacks the web or large amounts of light, noise, and vibrations that stir more than one from their torpor.

Depending on the scale of an intrusion, multiple Unreclaimed may work together briefly, though they will usually fight over the right to consume the remains. Weaker Unreclaimed may rarely form a “cluster” or “colony” of several individuals to ward off larger predatory ones, but these alliances are usually held over a large physical distance and prone to breaking apart the moment one believes it is large or powerful enough to devour its allies. Unreclaimed generally only leave the Web on dark nights, preying on the odd stray Bugdead or Scarlet Warden that broke the cordon.



The Legion of the Claw

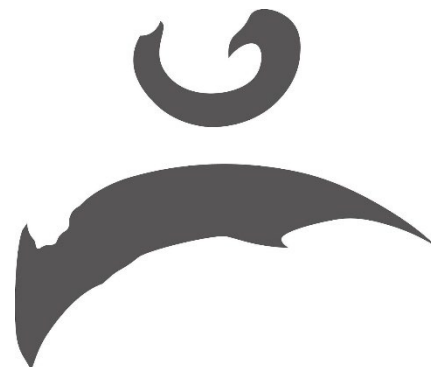
The Bugdead Lands (or, more properly, the Lands of the S'thag Zagath) include their original territories south of the Hoarwall, as well as the more recently claimed southern half of the obsidian plain (generally south of the Crunch).

The Legion of the Claw is the term the zagath use for the sum-total of all their combat-ready forces, both living and undead.

Before the Obsidian Flow annihilated all living things in Uylan, the lands nearby the Hoarwall were called "The Freeze". Due to the effects from the massively large glacier, the lands to the north were rendered too cold for all but the hardiest plant life.

South of the Hoarwall, the powerful psionics of the zagath were employed to keep their precious marshlands warm, preserving the zagath's food sources.

The Scarlet Tide cost the zagath most of their powerful psions, but also melted the Hoarwall itself, leaving an obsidian shell in its place, under which corrupted marshlands now cling to existence.



Likely Encounters - North of Hoarwall

- A herd of zombie kanks including 2-20 (2d10) Kank workers and 2-20 (2d10) Kank soldiers, being shepherded by a Scarlet Warden
- A patrol of 1-6 (1d6) Scarlet Wardens escorted by 2-20 (2d10) bugdead of random types, with a 25% chance of a S'thag Zagath with them.
- A passing swarm of 2-20 (2d10) Wezer zombies and 3-30 (3d10) Wezer exoskeletons

Likely Encounters - The Hoarwall

- 1-3 Dsaliqs (50% chance of being zombies)
- 1-3 Vurgoshilms (50% chance of being zombies)
- 1 Xemokepper (50% chance of being a zombie)
- A S'thag Zagath harvester with a herd of 2-20 (2d10) kank exoskeleton workers and 2-20 (2d10) kank exoskeleton soldiers

Likely Encounters - South of the Hoarwall

- A herd of kanks including 2-20 (2d10) Kank workers and 2-20 (2d10) Kank soldiers, being shepherded by a S'thag Zagath
- A patrol of 1d6 Scarlet Wardens, with a 50% chance of 1-2 S'thag Zagath with them.
- A passing swarm of 2-20 (2d10) Wezer zombies and 3-30 (3d10) Wezer exoskeletons

The Scarlet Wardens

See Page 35 of *Terrors of the Dead Lands* for full stats.

The S'thag Zagath

See Page 36 of *Terrors of the Dead Lands* for full stats.



The Hoarwall

Likely Encounters

- 1 Vurgoshilim
- 1-3 Dsaliqs
- 2-8 (2d4) Xemokeppers
- 1 S'thag Zagath harvester, with a retinue of 3-30 (3d10) controlled mindless bugdead

Since it thawed, the area that once housed the Hoarwall glacier has shared much of the same biome as the Sagramog Swamp. The flora and fauna were transplanted from the lands further south.

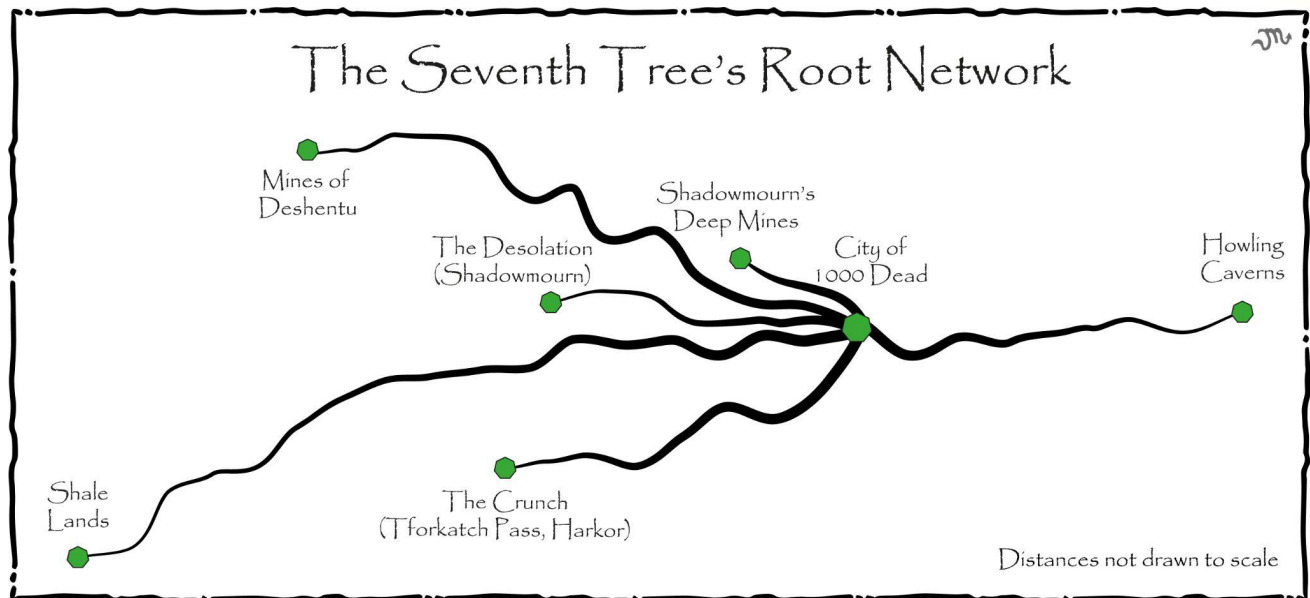
While not very wide, the nature of this region's sheltered position from the sun has made it quite active with wildlife, and it has proven to be a valuable source of food for the zagath living nearby.



Chapter 9 - The Seventh Tree

Kept invisible to the undead through its own power, the extensive Seventh Tree extends far and deep throughout the entire obsidian plain. It breaches the surface in several places, but only due to accidental excavations by the Dead Lords or Scarlet Wardens.

Root Network of the Tree



Over the millennia, the Seventh Tree has expanded its roots far and wide under the Obsidian plain. While there are countless directions in which the tree's roots have spread, there are only 7 main roots that have been exposed in the Dead Lands. The diagram above indicates where the roots have broken the surface.

Likely Encounters

Each exit in the Root Network has its own distinct encounter. See below:

1. The City of 1000 Dead

A spherical arboretum sits abandoned in an area of ruined and disused buildings. Anyone who spends more than 2d6 rounds here will discover why these buildings remain unclaimed by any faction - the courtyard in front of them is inhabited by 12 troll skeletons. They will attempt to force anyone who gets too close to leave their territory or face violence:

Troll Skeletons (12): CR3; Large Undead; 6 HD; **hp** 39; **Init** +7; **Spd:** 30 ft.; **AC** 14 (-1 size, +3 Dex, +2 natural), **touch** 12, **flat-footed** 11; **Base Atk** +3; **Grp** 13; **Melee** +8

melee (Claw 1d6+6); **Full Melee** +8/+8 **melee** (2x Claw 1d6+6) and +3 **melee** (Bite 1d6+3); **SA:** -; **SQ** Damage Reduction 5/bludgeoning, Darkvision 60 ft., Immunity to Cold, Undead Traits; **AL** NE; **SV:** **Fort** +2, **Ref** +5, **Will** +5; **Str** 23, **Dex** 16, **Con** -, **Int** -, **Wis** 10, **Cha** 1.

2. The Desolation

The area is swarming with zombie vermin. Anyone exploring the ravines where the tree roots can be found have a 50% chance each round of being detected by the local vermin unless precautions are taken to conceal their presence. Once noticed, they will be swarmed by

1d10 zombie rat swarms per round. The vermin will not pursue travelers should they go down into the roots.

Zombie Rat Swarm: CR4; Tiny Undead (Swarm); 8 HD; **hp** 52; Init +1; Spd: 15 ft., climb 15 ft.; AC 13 (+2 size, +1 Dex), touch 13, flat-footed 12; Space/Reach: 10 ft./0 ft.; Base Atk +4; Melee - (Swarm 1d6 plus Disease); SA: Disease; **SQ** Damage Reduction 5/slashing, darkvision 60 ft., Swarm Traits, Undead Traits; AL NE; SV: **Fort** +2, **Ref** +3, **Will** +6; Str 4, Dex 13, Con -, Int -, Wis 10, Cha 1.

Disease (Ex): Filth Fever - Swarm Attack, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Distraction (Ex): Any living creature that begins its turn with a zombie rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

3. The Deep Mines

The deep mines are continuously being worked. At any given time, there are 20 overseers within the entire mine, and anywhere between 200-400 mindless zombie workers of various species, usually dwarves, elves, or humans.

There are four mine shafts which cross through the open tree roots, each shaft terminating at a burial mound. The burial mounds are being worked by a small group of 2d4 mindless zombie workers with a thinking zombie overseer. It is possible to sneak past them if the travelers are careful.

Thinking Zombie Squad-Leader: Elf males and females, Rog 5; CR6; Medium-size Undead; 5 HD; **hp** 42; Init +8; Spd 40ft.; AC 22 (touch 14, flat-footed 18); Melee +7/+7/+2 melee (2x Claw 1d4+3 and Bite 1d6+3) or +7 ranged (Comp. Longbow 1d8+4; 110 ft range;

20/x3); SA: Disease, Sneak Attack (+3d6); **SQ** Evasion, Nondetection, Resist Cold & Electricity 10, Uncanny Dodge, Undead Traits, Vulnerable to Blessed Elements; SV **Fort** +1, **Ref** +8, **Will** +2; AL CE; Str 16, Dex 18, Con --, Int 16, Wis 12, Cha 15.

Possessions Composite (+3) Longbow +1, Potion-Fruit of Mage Armor (CL 1st) x2, Potion-Fruit of Protection from Arrows (CL 3rd), Psionic Tattoo of Burst (ML 1st) x2, Psionic Tattoo of Call Weapon (ML 1st), Studded Leather Armor +1.

4. The Howling Caverns

No creatures inhabit this location other than the Lurking Blood, but that is enough. For each 10 minutes spent here, there is a 5% cumulative chance of drawing the attention of the Lurking Blood, at which time it will begin gradually stalking the visitors with at least a part of itself...

5. The Mines of Deshentu

Handle encounters here in the same manner as the roving patrols of the Killing Grounds (See Deshentu Likely Encounters in Chapter 2).

6. at the Crunch

The tree root lies deep within the largest crater. While near or within the crater, there is a 10% chance each round of a swarm of insects passing through. Roll 1d4; on a 1-2 the swarm is of bugdead mini-kanks, on a 3-4 they are bugdead locusts

7. The Shale Lands

Handle encounters here in the same manner as standard Shale Lands Likely Encounters list.



Chapter 10 – New Rules

Part 1 - New Magic Items

While the Dead Lands inherited many ancient devices from its Green Age past, the many necromant wizards have been busy with their own creations for military and practical purposes. Here is a sample of the many items that can be found within these lands.

Amulet of Undead Awe

Wondrous item

An *amulet of undead awe* is an ornate silver and bronze medallion set with a milky-white opal, attached to a chain. Cracks in the filigree along the edge betray the age of the piece.

In the years before the Cleansing Army marched upon Nagarvos, Gretch's steadily increasing influence and machinations did not go unnoticed by the Tetrarchs. In an effort to anticipate possible aggression by Gretch's undead army, the Psionic temple decided to prepare its own meorties to combat Gretch's influence should he attack Nagarvos. These medallions were created by the dwarven earth cleric Boru-Hardis to protect the meorties of the city and to help them subvert Gretch's control over his undead armies. However, the Siege of Nagarvos began before he could deliver them. After

Boru-Hardis was killed early in the siege of Nagarvos, a portion of his focus became a curse upon the items. When the amulets were unearthed by the Hungry Ghosts, that curse (charging them to defend the city at all costs) passed onto them.

Created to be used by undead against other undead, this medallion strengthens the link of its possessor to the negative energy of the Gray. Anyone with the ability to channel negative energy to rebuke or command undead can use an *amulet of undead awe*. While worn, the user gains a +6 profane bonus to his turning damage when rebuking or commanding undead.

Any undead wearing the amulet gains +4 turn resistance (increasing their effective Hit Dice for the purposes of resolving Turn or Rebuke checks against the wearer).

Moderate necromancy (evil); CL 9th; Craft Wondrous Item, *unhallow*; Price: 11,000 cp.



The Armor of Presence

Magic armor

This splendid (perhaps even ostentatious) steel breastplate is fashioned in the ancient Tanysh style, with gold inlays of beautiful landscapes and long-extinct or mythological creatures. Its full origins and history have been lost to time, but it is probable that it has passed hands many times since its creation, coveted by warrior kings and petty despots alike.

The Armor functions as a +5 steel *breastplate of command* bestowing upon its wearer a stately and magnificent bearing, and a commanding aura.

In addition to the usual powers of the *breastplate of command*, once per day, for 1 hour, all allies within 60 feet of the wearer gain immunity to fear effects and a +2 morale bonus on attack rolls, as they are themselves

filled with the same sense of confidence that the Armor projects towards others.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *greater heroism, mass charm monster*; Price 56,400 cp

Beacon Coin

Universal item

A *beacon coin* appears to be a single, unremarkable, silver piece. They are often made using particularly ancient coins, but this neither affects their functionality, nor is especially strange for metallic Athasian currency. A *beacon coin* is empowered to function like a homing beacon, emitting a subtle psionic signal that can be picked up by any psionic character who actively "listens" for it. Each *beacon coin* has a unique signal, set at the time of creation. A psionic individual in contact with the coin and who knows its function can make a Psicraft check (DC 15) to learn to recognize the signal of that particular *beacon coin*. Thereafter, they can attempt to locate the signal once per hour with a successful Psicraft check (DC 20). Once detected, the current direction and distance to the *beacon coin* becomes known, but the faint signal is lost almost immediately, and cannot be picked up again for another hour. The *beacon coin's* signal is not stopped by powers used to prevent *remote viewing*.

Strong clairsentience; ML 7th; [Craft Universal Item, anchored navigation](#); Price 2,000 cp.

Black Rose of the Dead Lands

Major artifact

(See SoDL Pg 73)-

The Black Rose of the Dead Lands is a beautifully carved flower, with petals that are nearly transparent and incredibly fragile.

The flower dates back a millennium to a strange episode in the Necrologium, where a particularly deluded student sought to fashion a blossoming flower capable of sustaining itself in the Dead Lands. Using magic which ultimately consumed her own existence, she managed to create a simulacrum of life out of pure gray energy.

On account of its nature, the Black Rose offers a powerful boon to those who would create or control undead, for it can store necromantic energy and allow that energy to be drawn out later by the owner. Each animate dead spell cast directly at the rose stores the equivalent of twice the spell's caster level as HD of



energy to be later used to animate undead. (For example, a 10-level wizard could cast animate dead on the rose, storing the energy for later use, enough energy to raise 20 HD of undead - 20 skeletons or 10 zombies.) The rose stores the energy indefinitely and seems to have an infinite storage capacity. The number of undead animated at once is only limited by the number of bodies available within a 1-mile radius and the amount of necromantic energy stored. The undead created with the black rose serve its owner until destroyed. If the rose changes owners, any created undead immediately fall under the control of the new owner; if the rose becomes unclaimed, the undead become uncontrolled.

Currently, the rose contains enough energy to animate 1,000 HD of undead.

The black rose of the dead lands is extremely fragile (hardness of 1, 4 hp). If dropped or smashed, it will release all of its stored energy at once in a 90 ft radius blast. All within the blast radius will take 1 damage per 2 HD of stored energy. A DC 20 Reflex save reduces damage by half.

Cholite Glider

(See SoDL Pg 119)-

Cholite gliders provide a clear example of how far Ulyanese technology advanced before the Cleansing Wars and Boiling Ruin destroyed everything. Skin membranes stretch over a complex lattice of bone wings controlled from a back-pack like leather harness with connected pulleys.

Riding Air over Dead Glass

When not in use, the wings can be disassembled and contained within a large backpack but with about 10 rounds of assembly, the glider achieves its full wingspan of 20' of leather, bone, and skin. Resembling pterax wings, the psionically empowered gliders are



far stronger than their base materials would normally allow.

Taking off, controlling and landing a glider involve making a Ride check. A failed Ride check may send the glider in a random direction (ST determines, roll 1d8 to determine their new facing) and causes them to lose 10-30 feet per round (1d3 x 10) until they make another successful Ride check. A failed takeoff or landing check results in a crash, causing 3d6 damage to both the pilot and the glider and stunning the pilot for 1d6 rounds.

Without the appropriate training (via the Aerial Pilot feat, see Ch10 Part 3 – New Feats), users who have been shown or puzzled out the basic use of a glider suffer a -10 penalty to their takeoff, control, and landing checks. Failure of any Ride check will result in the novice falling from whatever height they reached, inflicting falling damage (1d6 points of damage for every 10 feet fallen, to a maximum of 20d6) to the pilot and glider, possibly destroying the glider on impact. Due to centuries of practice and training the undead of the Cholite Marauders do not suffer these penalties. Trained pilots fly the glider with Average maneuverability, untrained pilots can only achieve Poor maneuverability.

Given typical wind speeds of 10-30 mph along the smooth obsidian plains and low hills of the Dead Lands, it is possible for a human-sized (Medium) glider pilot to achieve standing takeoff through the use of levitation or flight effects and a successful Ride check (DC 20), or by being pulled along behind a mount or vehicle, often cavalry or a chariot (Ride check, DC 15). Any magic or psionics that controls wind or moves a body (including levitate) can be used to add additional forward or upwards propulsion. Flying with the wind (DM discretion) causes the glider to not lose altitude, flying against the wind requires a DC 20 Ride check, and causes the glider to descend an extra 10 feet per

round, though psionic or magic lift negates this loss of altitude.

Typically, a glider pilot rises on the wind, floating upwards and backwards (30 feet up and 5 feet back per round) until they've reached a height of at least 90-150' (which will typically take 3-5 rounds), though for long journeys they may rise as high as 1,000'. After reaching the desired altitude, the glider flies with a forward movement speed of at least 60' per round while losing 10' of height, but they can choose to increase this to as much as 120' per round while losing 20' of height.

Aerial Battles

While in flight, a glider pilot can attack with one-handed ranged weapons or ranged spells or powers. Ranged weapons may also be mounted on the glider for use by the pilot. All ranged attacks made while piloting a glider suffer a -2 penalty (possibly offset by the +1 bonus on melee attacks for being on higher 'ground'). The pilot is considered to have Soft Cover, providing a +4 bonus to AC but no bonus on Reflex saves, nor allowing the pilot to make a Hide check.

The pilot can choose to dive bomb targets with melee weapons if they wish, which is treated as a Charge. The Cholite Marauder gains a +4 bonus to Move Silently checks to attack from surprise in this way.

Glider pilots can also attempt to "snatch" targets off the ground (see the Glider Snatch feat, see Ch10 Part 3 – New Feats). Due to centuries of practice and training the undead of the Cholite Marauders do not suffer these penalties.

The gliders have been psionically hardened to an AC of 18 (plus the pilot's Dexterity bonus), a hardness of 5 and they can suffer 30 points of damage before being rendered unable to fly. Some of the most skilled raiders have figured out how to produce superior gliders reinforced with better materials, psionics, and/or

magic. These gliders may have ACs as high as 25, as many as 60 hit points, and a hardness of 10. The techniques of constructing, hardening, and repairing these gliders is a jealously guarded secret preserved by oral tradition amongst the Cholite Marauding tribes.

While gliders are specifically enhanced to be harder to tear, they are not meant to be used during glass storms. Gliders are considered to have a hardness 20 against most environmental effects but have hardness 0 against glass and obsidian storms.

Cost 900 cp.

Claw of the Dead Lands

Cursed item

A *claw of the Dead Lands* is a desiccated black claw from an unknown primate terminating at a bronze cap with a beaded sinew cord.. When examined, the claw merely seems like an ancient good luck charm. *Detect magic* will reveal powerful magics stored within, but no clues as to how it might be used. The inscriptions around the rim of its cap reveal (in Ulyanese) that this claw grants three *wishes*, but causes great misfortune with each of them.

Activating the item is simply a matter of saying "I wish..." followed by your wish. The *wish* (as the spell) will be granted in the most negative interpretation possible or in a way which could result in the most misfortune to the subject.

Once all three *wishes* are expended, the claw will cease to function for that user.

Strong evocation; CL 17th; Craft Wondrous Item, *wish*; Price 45,000 cp.

Cloak of the Black Parishioner

Wondrous Item

A common gift to the Narthguk Disciples from the Gleaming Tribunal, this plain priests' traveling cloak seems to be made of an unknown black fabric which has been magically rendered weatherproof.

Once per day, when placed upon the ground while uttering a command word, this cloak can transform into a black church-like structure, 20 feet square, with enough pews for a seated or standing congregation of 25 human-sized individuals. The front has large opening doors which can allow the speaker to accommodate many more standing in front of the building. The effect is similar to the *secure shelter* spell (CL 8), only with a different layout and without

sleeping arrangements. The building seems to be entirely made out of some kind of opaque obsidian-like stone, and can provide full protection against obsidian storms. There is soft purplish magical lighting around the edges and behind the pulpit. The church-like structure lasts for up to 16 hours, or until a command word (different from the one used to activate it), is spoken.

Alternatively, at will, the *cloak of the black parishioner* can transform into a one-person lean-to shelter/shrine which can provide protection against wind, hard weather, or even obsidian storms.

Moderate conjuration; CL 7th; Craft Wondrous Item, *secure shelter*; Price 12,000 cp.

Gem of Recall

Wondrous Item

As a practical measure when needing to reuse certain spells while traveling, D'thul created the first *gem of recall*. It is made from an unusually shaped old garnet gemstone mounted into a silver frame and hung from a black obsidian beaded necklace.

Three times per day, by contemplating the gem for one minute, a wizard can regain one spell of 1st through 6th level that was previously cast during that day. The spell is then prepared again, just as if it had not been cast.

The *gem of recall* is usable only by wizards or other practitioners of arcane magic.

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price 102,000 cp.



Harkor's Bright Talon

Minor artifact

Harkor's bright talon is a gold brooch set with a large sapphire and several smaller gems, and finely worked to look like the claw of some thickly taloned beast. Without closer examination it appears to be simply an expensive piece of jewelry (and might even be sold as such). However, under a *detect magic* spell, the talonstone glows luminously with many different types of magic. As it turns out, this special brooch encloses a powerful ancient relic, a fossilized talon from an unknown creature dating back to the Blue Age. Harkor's courtly lieutenants fashioned this brooch around the ancient jewel and named it for their master. Harkor provided it to aid one of his favored generals, but when that general fell in battle in the Crunch not far from Tarktas, the item was lost. Its current whereabouts are unknown.

The bearer of *Harkor's bright talon* gains several powers from it.

- First, the bearer gains permanently active *comprehend language* and *read magic* effects.
- The user may use the spell *summon monster V* twice a day, and *summon monster VIII* once per week.
- Finally, at will, the device allows the user to command undead creatures within a 100 feet radius, as the spell *control undead*. Up to 100 HD of undead can be controlled. The control remains in effect on the undead permanently until dispelled or until new undead are controlled above the maximum limit of 100 HD, at which time excess undead from previous uses of the talon become uncontrolled (the bearer chooses which undead are released).

Strong conjuration, divination and necromancy; CL 20.

Heart of Negchar

Major artifact

(See SoDL Pg 85-86)-

This human-sized heart is a pulpy-looking mass of shiny blackglass. It was created around nine King's Ages ago by a team of Descendants working together. The group included Thikwasa, Traleev-eso, Magnwag, Ac'nac'wo, Djelj, and was led by Negchar.

The *Heart of Negchar* was created as a collective effort of the Descendants, led by Negchar's research into the

negative energy plane. He had discovered a tremendous source of this energy from the Inner Planes, and with the help of his colleagues he constructed this device as a way of tapping and channeling that for magical use.

Shortly after the creation of the heart, Ac'nac'wok launched a failed assassination attempt at Negchar and sent him into hiding, taking the secrets of the Heart's operation and true capabilities with him.

The full extent of the powers of the Heart have yet to be truly tested, as petty disputes between the various factions have limited the use of the artifact for any large tasks.

The powers that have been demonstrated so far are as follows:

- Any necromancy or divination spells cast by the user are empowered as though using the Empower Spell feat, but the spells don't require higher-level slots.
- At will, the user of the Heart can cast *scrying*.
- The user of the Heart can temporarily gain the ability to rebuke undead as a cleric of their level for 1 day; if the user can already rebuke undead, they gain a +8 bonus to their effective cleric level when rebuking undead. This ability can only be employed by one user of the Heart at a time.

Each use of the Heart in a single day has a cumulative 2% chance of disturbing the Great One. If three such rolls are failed, the Great One will respond with one of its manifestations which will come to investigate the user's activities. If 6 such rolls are failed, the Great One itself will awaken. (DM's discretion as to what that means). Each day at dawn, the chance to disturb the Great One resets to 0%.

Hourglass of Deshentu

Minor artifact

The Hourglass of Deshentu was made from special glass produced from sand gathered at the northern edge of Deshentu, where the dunes blow over the cliffs and onto the Obsidian Plain, and contain finely ground obsidian sand. It is housed in a 3 inch long bronze frame and designed to be worn about the neck. The Vizier of Deshentu created this item to be used as a desperate last measure in the defense of his city or person. Rumor holds that several of these artifacts were once created by the Vizier, for use by his generals.

Once per day, the Hourglass can be upended, setting into motion an entire hour of reusable time. At the



end of the hour, the bearer can accept either the events of the previous hour, letting the sands run down, or he can flip it over again to return everything within 100 feet of the object to its exact state one hour ago. During the hour that it is active, the bearer must stay within 100 ft of the location where the Hourglass was activated (the area of effect), and time will only be affected within that radius (creatures on the edge are counted as wholly within the sphere). Once activated, the Hourglass can be moved, but it will be destroyed if moved more than 100 feet away from the exact location where it was activated.

The Hourglass retains the memory of borrowed time and claims it from its previous users if broken; if the item is destroyed, each owner who repeated an hour of time immediately ages one month for each past use (undead owners decay one century for each hour), regardless of how long ago the use occurred or their present proximity to the destroyed Hourglass.

Ioun Stone, Clear Spindle

Minor artifact
(See SoDL Pg 73)-

While these ioun stones can be rather commonplace in other realms, in Athas this particular crystal is completely unheard of.

This stone sustains the wearer without food or water.

Ioun Stone, Deep Purple Spindle

Wondrous Item

(See SoDL Pg 73)-

This crystalline stone grants the darkvision extraordinary ability (60-foot range), or doubles an existing darkvision range.

Moderate transmutation; CL 12th; Craft Wondrous Item, *darkvision*; Price 24,000 cp.



Libram of Undeniable Allegiance

Cursed Item

The libram of undeniable allegiance is a large tome of bound brass plates. The pages are thin sheets of polished brass, etched and inked with the blood of pixies. It was created during the late Time of Magic by the wizard Sehrangez, one of Gretch's erstwhile and long since forgotten assistants in the Obsidian Tower. Any character who opens the work and reads so much as a single word therein sees his allegiance mystically turned to the libram's true owner - originally Gretch but long since corrupted to be the Vizier of Deshentu. In effect, the reader is under the influence of a *charm monster* spell (Will DC 16 negates). The reader can make another Will save attempt every month thereafter, with a save DC reduced by 1 per month (DC 15 after one month, DC 14 after two months, and so on). While under the influence of the *libram of undeniable allegiance*, the character suffers a -4 penalty to his Will saves against enchantment spells and effects used by the Vizier of Deshentu.

Moderate enchantment; CL 7th; Craft Wondrous Item; *charm monster*; Price 56,000 cp.

Mantle of the Psionic Temple

Universal item

This was the vestment of authority worn by the Head Seminarian of the Psionic Temple of Nagarvos, consisting of a fine quality ash gray over-cape with wide silver embroidery along the hems. The cloth itself seems immune to dirt and damage, always looking splendid and enhancing the presence of the wearer. Created through the contributions of the psionic colleges therein, it was designed to give the Head Seminarian an air of invincible authority (and protect him from assassination).

Anyone without the ability to manifest powers of at least 7th level who dons the *mantle of the psionic temple* is *brain locked*, as the power. The effect remains as long as the mantle is worn.

When worn, it grants the wearer the following special qualities:

- +5 deflection bonus to AC
- +5 bonus to all saving throws
- +6 bonus to Charisma
- The ability to manifest the following psionic powers at manifester level 20, once per day:
 - *Dispelling buffer*
 - *Null psionic field*

Strong various; CL 20; Craft Universal Item, *dispelling buffer*, *null psionic field*; Price 181,000 cp; Weight 1 lb.

Mirror of the Ages

Major artifact

(See SoDL Pg 53-54)-

Not so much an artifact per se as a place of power, the *Mirror of the Ages* is a pool of water, 20' diameter and 3' deep, ringed by an octagonal line of gray-white coping stones. It has survived every defiler, vandal, and calamity visited upon the lands formerly known as Ulyan, and will likely outlast every living being on Athas. It is the sacred protectorate of the Brotherhood of the Mirror, and only they know how to make use of it.

The members of the Brotherhood do not know much about the origin of the *Mirror of the Ages*, or they are at least not willing to reveal such a secret. Built using an ancient combination of divine magic and psionics, it seems to draw upon both when the Brotherhood uses it.

The pool is known to have several powers:

- The first is visions of the past. Those who know the correct incantations can touch the water and gaze into the pool to be granted a powerful version of the past. This vision performs similarly to the spell *divination*, except that the *Mirror only* responds to questions concerning the past, and answers the user's questions with scenes of past events.
- The second power is the ability to travel into the past. If properly activated and set to a particular time in history, users need simply walk into the pool and submerge themselves to be transported to the desired time. From this point, users will be connected to the pool by an effect similar to an astral tether (see the *astral projection* spell), and will have up to 5 days in which they can do what they wish in that time in the past. The effects of these actions upon the present (if any), or indeed if the traveler are truly in the past and not just some perfect facsimile thereof, is up to the DM.
- The third power is the ability to travel into the future. This functions similarly to the ability to travel into the past, but requires even more powerful and secretive rituals to activate it.

The *Mirror of the Ages* does have some limitations, however. It will not, under any circumstances, reveal information about itself or its history; any attempts to discover such information will reveal related but different and seemingly unhelpful information and scenes. Also, the Mirror can carry beings and equipment only so far back in time as the first appearance of psionics in the early Green Age – it cannot reach the Blue Age as psionics did not exist then.

Unfortunately, when the high priest of Nolak island disappeared, he took the knowledge of how to activate the *Mirror's* time travel powers with him. Whatever the command word or triggering item required, none of the current members of the Brotherhood seem to know it. Ancient records do indicate, however, that the high priest had an assistant, though their remains disappeared with the Shining Tide. The Brotherhood has spent king's ages desperately searching for this apprentice, hoping they also knew how to activate the Mirror...

Nukra-dzif's Leather Jerkin

Magic armor

In life, Nukra-dzif was a master hunter. Since reawakening in undeath in the partially rebuilt City 1000 Dead, he has turned his talents to hunting for treasure among the graves and ruins of the City's catacombs. Second only to Guinswai the Forbidding in his ability to barter and trade, he has always kept his best plunder for himself.

An umber and burgundy leather jerkin, this particularly powerful suit of armor was created at the Psionic Temple as a favor to a long-departed tetrarch. *Nukra-dzif's leather jerkin* is a +5 leather armor of *etherealness and spell resistance* (13).

Strong abjuration and transmutation; CL 15th; Craft Magic Arms and Armor, *ethereal jaunt, spell resistance*; Price 98,160 cp; Cost 49,000 cp + 160 cp + 3,920 XP.



The Obsidian Circlet

Major artifact

(See SoDL Pg 73)

The *obsidian circlet* is a thin crown made especially for the Vizier of Deshentu, enchanted by the wizards of the Necrologium. It consists of several obsidian spheres mounted into a delicate decorated gold frame.

The circlet has three separate powers, which function at a caster level of 20.

- First, it acts as a scrying device, continuously allowing the wearer to see directly through the obsidian sheet that covers the Dead Lands to the surface of the true earth. Treasures and corpses,

buried beneath the blackglass for centuries, are easily spotted and then mined.

- Second, 4 times per day the circlet affords the wearer the ability to use the spell *summon monster VIII* to summon obsidian quasi-elementals. This ability may instead be used to command preexisting obsidian quasi-elementals - the duration of the control is 20 rounds. If the obsidian quasi-elemental is currently hostile, it is allowed a Will check (DC 25) to resist control. Finally, the wearer can also dismiss a controlled quasi-elemental. If the user does not dismiss the quasi-elementals before the 20 round limit is up, they will be released to do what they will.
- Third, the obsidian circlet allows the wearer to meld their physical form into any block of obsidian per the spell *meld into stone*. The effect's duration is permanent, but can be ended by the wearer at any time and, even if the obsidian is pulverized, melted, or scattered over a wide area, the wearer can reemerge at will, unharmed.

Penny of Luck

Universal item

(See SoDL Pg 43)-

A *penny of luck* (also known as a lucky penny) is a holdover from the Green Age. It appears to be a Green Age copper piece, worn but still fairly shiny.

Once per day, as a free action, the owner may flip the coin and try to influence the outcome of his previous action. Reroll one roll that you have just made before the game master declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Moderate clairsentience; ML 9th; Craft Universal Item, *second chance*; Price 18,000 cp.

Ring of Memory

Universal item

(See SoDL Pg 159)-

The *Ring of Memory* is an ornate gold signet ring of ancient design which features three onyx gemstones, two mounted on the sides and carved into the shape of skulls, and a third flat, oval-shaped stone on the top.

Staff of Obsidian Storms

Magic staff

This bone staff is topped with a perfectly sculpted triangular wedge of obsidian and smaller, perfectly formed, obsidian crystals. The bone of the staff itself is seemingly distorted, lengthened, and shaped around these pieces as if the glass were natural extensions of the bone itself. On closer inspection, the emblem of the Disciples can be seen within the triangular glass wedge.

Typically used by Disciples of Mathargos rank or higher, and they carry these staves as a mark of station. Possessors can use it to control the weather upon the obsidian, including the infamous glass storms. If wielded by a Disciple, the staff can be used as their holy symbol.



Light seems to reflect strangely across its surface, giving hints of images trapped within.

The *ring of memory* records and stores a memory that is up to 1 hour long. Once per day, the wearer can enter a trance-like state and experience the memory as if they were an incorporeal outside observer. They will not be able to physically interact with, converse with or alter the memory. If the observer strays too far from the sensory range of the original host, the details of the memory will fade quickly, as the clarity of the environment is dependent on what the original host was actually focusing on.

During this trance, the wearer is totally unaware of their real-world surroundings. However, suffering any damage will instantly break the trance.

The memory enclosed in the ring will remain there indefinitely. Although it can be replaced at will by another memory from the wearer, the former memory will be permanently erased. The memory stored must have either occurred within the past seven days at the time of the recording, or the wearer can opt to record what they are currently experiencing.

As the memory is being stored within the *ring of memory*, the wearer can choose to erase this memory from their mind, making it impossible to recover, weather with psionics or magic.

Moderate telepathy; ML 9th; Craft Universal Item, *mindprobe*; Price 9,000 cp.



The possessor of the orb is continually protected by a *protection from arrows* effect.

In addition, the possessor can use the following spells:

- *Control weather*, 2 charges.
- *Ingathering of the shards*, 1 charge.
- *Storm of vengeance*, 5 charges.

When using *storm of vengeance*, the damage is caused by obsidian shards, so is slashing and piercing damage.

Strong varied; CL 18th; Craft Wondrous Item, *control weather*, *endure elements*, *ingathering of the shards*, *protection from arrows*, *storm of vengeance*; Cost 43,688 cp; Weight 5 lb.

Scepter of Life

Minor artifact

(See SoDL Pg 72)-

This scepter is a rare completely wooden artifact found within the Dead Lands. It appears to be completely unshaped, with several large bulbous sections along its 2 foot long, relatively-straight haft. In certain light, these bulbous sections almost appear to have faces within the wood.

The *scepter of life* stores life energy that the owner may use to protect themselves from damage.

The scepter stores this life energy in the form of temporary hit points. Whenever the user suffers damage, they may immediately transfer an amount of these hit points to themselves, up to the user's normal maximum hp. The scepter contains a maximum of 200 temporary hit points, and it regains 20 hp a day. Conjunction (healing) effects, such as *cure wounds* spells and *heal*, may be used to restore hit points to the scepter as well. Temporary hit points granted by the scepter remain until lost through suffering damage or being replaced by the user's normal hit points when restored through healing. Unlike normal temporary hit points, temporary hit points granted by the *scepter of life* are lost **after** normal hit points, not before.

The scepter itself is made of a pulpy, woody material and is easily affected by anything that affects wood, including spells and effects. The scepter is Tiny and has 24 hit points, hardness 7, and a break DC of 24. If the scepter is destroyed, all temporary hit points currently granted by it are lost immediately.

Strong necromancy; CL 20

Seeds of Life

Wondrous item

(See SoDL Pg 154)-

These coin sized acorns are quite literally seeds shed from the Seventh Tree. In a wizard's hand, these behave in a manner akin to *trees of life* for the purposes of providing energy for arcane spells.

If held while casting a spell, the seed provides the life energy needed in lieu of the wizard's energy gathering, as if the wizard was casting the spell within a tree of life's aura of protection. For spells of 6th level or lower, the bearer may amplify their arcane spells, increasing the abundance of the terrain by one step, or nullifying the effects of their defiling radius.

Each seed holds the equivalent energy for 24 spell levels, and when provided with water and sunlight, will regenerate 2d4 spell levels a day (up to a maximum of 24 per seed). Each spell level used to nullify the effects of defiling is permanently lost. Once a seed has lost all of its life energy, it will crumble to dust.

A *seed of life* may instead be used to grow a new *tree of life* (TotDL Chapter 5: Monsters). The seed must be planted and provided with water and sunlight for many weeks (at least four), but the *seed of life* replaces all the other prerequisites.

Strong transmutation; CL 9th; Craft Wondrous Item, *rejuvenate*; Cost 90,000 cp.

Sunflash

Major artifact

(See SoDL Pg 22, 85, 92)-

The *Sunflash* is both Pandruj's greatest creation, and a reflection of just how technologically advanced Nagarvos (and Athas itself) had become before the Cleansing Wars destroyed the world.

In the eyes of modern Athasians, this massive mechanism of magical, psionic, and mechanical complexity would be a wonder and a mystery. Its controls will be difficult for all but the most sophisticated engineers to comprehend, requiring a DC 30 Knowledge (engineering) check for those who have not successfully used it previously.

The *Sunflash* was originally created to weaponize sunlight against the other undead factions, in particular the Daughters (a fact they have neither forgotten nor fully forgiven). However, the artifact has proven so overwhelmingly destructive, that it has reshaped the behavior of the entire city's population. It was activated for the first time in desperation during the first bugdead invasion of the city. The powerful flashes destroying everything combustible within 8 miles of the city caused all the factions to come to agreement: the *Sunflash* is only to be used against city-wide threats, and only when advance warning has been given.

When not in use, Pandruj and his Fugitives keep the *Sunflash* closed and concealed in the upper levels of the Sunflash Tower, where opaque stone plates block out all sun and keep it from functioning. Since only the Fugitives know how to actually operate it, they are grudgingly trusted with both operating the device and alerting the factions when it is to be used. The Fugitives know better than to betray the other factions, as the device does not work at night, and neither they nor the *Sunflash* itself are enough on their own to protect the city from annihilation by the bugdead assaults.

During the day, when a bugdead invasion reaches a grave enough threat, the Fugitives announce the activation of the Sunflash Tower, and send warnings to all the factions. The factions then have 30 minutes in which to take cover before the square tower's roof is opened on its wide hinges. The platform then elevates through the use of the complex pulley and cog system within the tower far below, and sunlight charges the device. The higher the device is raised, the greater the

range of the device, up to an 8 mile radius around the city walls.

Opening the Sunflash tower and lifting up the platform takes 10 minutes, but Pandruj and the Fugitives normally give at least 30 minutes of warning to the inhabitants of the city. Once the roof has been opened, activating the *Sunflash* takes 1 round, as does shutting it down. Once activated, every 3 rounds the *Sunflash* will release a dome-shaped burst, effectively creating a 1000-foot tall wall of burning sunlight in an 8 mile radius outside the city (the radius can be adjusted a minimum of the edge of the city walls to 8 miles in all directions). Everything in the affected zone when a wave hits will suffer the effects similar to a *searing light* spell (caster level 20), dealing 10d8 damage to undead and 5d8 damage to living creatures and objects. No attack roll is necessary, and no saving throw is allowed. Looking directly at a *Sunflash* wave will result in instant permanent blindness. Creatures and objects destroyed by the *Sunflash* are incinerated, reduced to dust as per the *disintegrate* spell, often leaving nothing behind but a strange shadow burned onto a nearby surface.

The waves repeat indefinitely until either the device loses access to sunlight, or it is switched off. The *Sunflash* cannot work at night, and the mechanism is too large and complicated to be moved by anything short of relocating the entire tower.

The *Sunflash* device itself is a round object approximately 5 feet in diameter. Encased in an armature of gold, silver and bronze, the sphere-like surface is composed of rare, colorless glass and covered with a series of concentric annular sections, with alternating rounded and flat surfaces, which give it the appearance of being banded with prisms.

Damaging or destroying the *Sunflash* would be both difficult and dangerous. Most of the device is made of heavy stone, and the ropes involved have been magically enhanced for strength and durability. What's more, there is a high probability that damage to the device would result in it becoming more destructive, with shorter times between released waves, or detonating in a particularly large explosion. None of the powerful spellcasters or psions in the city have ever been so foolish as to attempt an attack on the *Sunflash* tower.

Talisman of Distant Whispers

Universal item

(See *The Emissary*)

This is a silver and copper pendant on a sinew cord, set with a single oval obsidian cabochon in the center.



Surrounding the stone are engraved meditative patterns.

The wearer of a *talisman of distant whispers* can communicate telepathically with its creator. Both can hear the other's voice as if they had spoken to each other verbally, but the farther the distance between the wearer of the talisman and its creator, the lower the sound of the voice is, until it is but a faint whisper (at 10,000 miles and longer distances). The talisman also has a secondary effect – unknown to its wearer, the talisman's creator learns with perfect accuracy the distance and direction to the location of the wearer of the talisman.

Moderate clairvoyance and telepathy; ML 1st; Craft Universal Item, *anchored navigation*, *mindlink*; Price 55,000 cp.

Ulyanese War Chariot

A beautifully-constructed and highly-functional weapon of war, this device was designed to give mobile cavalry forces a mobility advantage in combat on the open obsidian. They are large open-back chariots designed to give up to 3 Medium-sized riders (one Large-sized rider replaces 2 Medium-sized) a movement speed equal to that of the mounts pulling it. While most often made of wood and bronze, some chariots feature components made of bone or obsidian; all feature the two signature large wheels with their small pyramidal teeth designed for traction.

Chariot Properties

- Provides soft cover to its occupants.
- Has a speed of 50 feet if being pulled by two mounts, but a speed of only 40 feet if being pulled by only one.
- Cannot turn more than 90 degrees in a single round. If it takes a double move, it can only turn 45 degrees. If a chariot turns, it must travel at least 30 feet before it turns again, or 40 feet if it is turning in the opposite direction.
- Uses most of the same rules as riding a mount and engaging in mounted combat, except Handle Animal is the relevant skill.
- The creatures pulling the chariot must have a combined Strength of at least 24.
- The chariot has a hardness of 8 and 64 hit points.

Collisions

Chariots are vulnerable to terrain obstacles such as fallen logs, deep mud, or the bodies of the fallen. If a chariot runs over such an obstacle, the driver must make a Handle Animal check to swerve away. (The DM sets the DC depending on the severity of the obstacle.) If the driver fails, the chariot upends and passengers and mounts take 1d6 points of damage if the chariot was moving at a speed of 40 feet or less, 2d6 if it was moving faster.

Sideswipe Attack

Chariots often have scythelike blades attached to their wheels. If the driver maneuvers the chariot's side directly adjacent to an opponent's square, the blades make a free attack if the driver succeeds at a Handle Animal check (DC 20). Treat the sideswipe as a melee attack with a scythe that has +1 attack and damage bonus for every 10 feet the chariot moves that round before it reaches the target's square. For example, if the chariot moved 40 feet and made a sideswipe, the blade would attack at +4 and do 2d4+4 damage.

Handle Animal Task	DC
Fighting with one hand while driving with the other	5
Cutting a wounded/unconscious mount free of its harness	15

Avoiding a collision	Varies
Making a sideswipe attack	20

Table 10-1 Animal Handling Checks

Item struck or run over	DC
Light underbrush	10
Log	10
Muddy ground	10
Small creature	10
Medium-size creature	15
Large creature	20
Wooden fence	20
Heavy underbrush	20
Hedgerow	25
Another chariot, side or rear	25
Another chariot, head-on	30

Table 10-2 Collision Avoidance Checks

Cost 750 cp, plus 175 cp for the scythes

Undead Unguent

Alchemical item

(See *The Emissary*)

Within this unlabelled ceramic bottle can be found an odorless yellowish paste of unpleasant consistency.

When applied to the flesh of the living, *undead unguent* removes or masks the characteristic taint of life otherwise detectable by undead creatures. One application of *undead unguent* lasts for 1 hour and must be spread out all over one's body to be effective. A Small creature only requires half as much unguent as a Medium size creature, while a Large creature requires twice as much as a Medium-size creature. Cost 200 cp (Medium creature); Alchemy DC to create: 25.



Part 2 - New Prestige Classes

Blighted

Blighted are former druids that have regained the use of their druidic abilities, if now granted in a slightly different fashion. The most common cause for a druid losing their connection with the Land is reanimation into undeath, and the single greatest concentration of undead druids is in the Athasian Dead Lands. The blighted of the Dead Lands have each made a pact with the Great One, a hybrid Obsidian Paraelemental/Spirit of the Land that has been infused with negative energy.

Requirements:

To qualify to become a blighted, a character must fulfill all the following criteria.

Skills Knowledge (Nature) 8 ranks, Knowledge (Religion) 4 ranks.

Spells: (Previously) able to cast 3rd level or higher divine spells.

Special: Must be a former Druid. Must have made contact with a Spirit of the Land or similar entity that is willing to sponsor you again.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	0	2	0	2	Restored Spellcasting	+1 level of existing class
2nd	1	3	0	3	Blighted Spellcasting I	+1 level of existing class
3rd	2	3	1	3	Restored Animal Companion	+1 level of existing class
4th	3	4	1	4	Blighted Spellcasting II	+1 level of existing class
5th	3	4	1	4	Restored Wildshape	+1 level of existing class

Table 10-3 Blighted Prestige Class Levels

Hit Die: d8.

Class Skills

The blighted's class skills (and the key ability for each skill) are: Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features:

All of the following are Class Features of the blighted prestige class.

Weapon and Armor Proficiency: Blighted gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new blighted level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of blighted to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Restored Spellcasting: At 1st level, the blighted regains the ability to cast druid spells at their previous caster level.

Blighted Spellcasting I: At 2nd level, the blighted begins to add knowledge of those things that exist outside the natural cycles of life to her understanding

of spellcasting. When casting a spell that would normally only affect living creatures, she may also use it on an undead animal. Specifically:

- A blighted's druid spells that affect animals extends to undead animals, even Enchantment and Mind-Affecting spells.
- A blighted's druid Conjuraction (Summoning) spells summon undead animals.
- When casting a druid spell that allows polymorphing into an animal form, the result is of an undead animal (unless the spell allows for the assumption of other creature types).

Restored Animal Companion: At 3rd level, the blighted regains the services of an animal companion. This ability functions just like a standard druid's animal companion, except that the animal companion is undead (d12 HD, +2 Dex, 0 Con). Blighted levels stack with those of all other classes that grant an animal

companion to determine the animal companion's abilities.

Blighted Spellcasting II: At 4th level, as a result of her study of the nature of undeath, the Blighted adds the following spells to her spell list — 1st Level - *chill touch*; 2nd Level - *desecrate*; 3rd Level - *deeper darkness*; 4th Level - *animate dead*; 5th Level - *blight*; 6th Level *CR* *create undead*; 7th Level - *control undead*; 8th Level *CR* *create greater undead*; 9th Level - *wail of the banshee*.

Restored Wild Shape: At 5th level, the blighted regains the ability to assume wild shape. This ability functions just like a standard druid's wild shape ability, except that animal forms all appear to be undead (d12 HD, +2 Dex, 0 Con) and only paraelemental (not elemental) forms may be assumed. Blighted levels stack with those of all other classes that grant wild shape to determine the wild shape abilities.



Part 3 ~ New Feats

Aerial Pilot [General]

You have spent countless hours riding flying creatures and/or piloting personal flying devices, such as the gliders Cholite Marauders use.

Benefit: You gain a +5 bonus to Ride checks when riding a flying mount. You may also use Ride checks to pilot personal flying devices, you do not take non-proficiency penalties when flying with such devices, and you do not automatically plummet if you fail a Ride check while flying such devices. (*see the Cholite Glider entry in Ch10 Part 2 – New Magic Items.*)

Normal: You take a -10 penalty to Ride checks to pilot a glider, and you plummet if you fail a Ride check to pilot a glider.

Blighted Ranger [General]

You are an undead ranger and have learned to draw power from a lesser spirit that is willing to accept your unnatural state - perhaps even a fragment of the Great One that dwells beneath the Dead Lands.

Prerequisites: Undead creature, Ranger level 7th, Knowledge (Nature) 4 ranks.

Benefits:

- A blighted ranger regains the services of an animal companion. This ability functions just like a standard ranger's animal companion, except that the animal companion is undead (d12 HD, +2 Dex, 0 Con).
- A blighted ranger regains the use of their camouflage and hide in plain sight abilities (if they are high enough level to have gained the abilities).

Normal: A ranger who becomes undead loses his spells and some class features: animal companion, camouflage, hide in plain sight, wild empathy, and woodland stride.

Glider Snatch [General]

You have learned to snatch targets up off the ground and into the air using your glider.

Benefit: While piloting or riding a glider, you may attempt to “snatch” a creature or object your size or smaller if you are within 10 feet of the ground and have an active psionic or magical effect that provides lift, such as *levitate*. This is resolved as a Grapple check; if successful, the target is lifted off their feet and carried along with the glider. They can struggle free as if normally breaking a Grapple, but will begin falling if released. If the power or magic effect providing lift ends, a glider with a “snatched” target will descend 10 feet per turn until it lands unless the grappled target is released or something else provides lift. (see the *Cholite Glider* entry in *Ch10 Part 2 – New Magic Items*.)

Piloting a glider while carrying a creature or object of your own size inflicts a -5 penalty to Ride checks to pilot the glider.

Normal: You may not “snatch” a creature or object any larger than two sizes smaller than your own while piloting or riding a glider.



Part 4 ~ New Creatures

The following creatures and templates were not created in "Terrors of the Dead Lands", and so these should be considered an addendum to that list:

Crodlu, Zombie

	Zombie Crodlu	Zombie Crodlu, Heavy	Zombie Crodlu, Heavy Warmount
Size/Type	Large Undead	Large Undead	Large Undead
Hit Dice:	4d12+3 (29 hp)	5d12+3 (35 hp)	6d12+3 (42 hp)
Init	+4	+3	+2
Speed:	50 ft. (10 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Atk/Grp:	+2/+11	+2/+13	+3/+15
Attack:	Slam +6 melee (1d8+5) or Claw +6 melee (1d6+5)	Slam +8 melee (1d8+7) or Claw +8 melee (1d6+7)	Slam +10 melee (1d8+8) or Claw +10 melee (1d8+8)
Full Melee:	2x Slam +6 melee (1d8+5) and Bite +1 melee (1d8+2) or 2x Claw +6 melee (1d6+5) and Bite +1 melee (1d8+2)	2x Slam +8 melee (1d8+7) and Bite +3 melee (1d8+3) or 2x Claw +8 melee (1d6+7) and Bite +3 melee (1d8+3)	2x Slam +10 melee (1d8+8) and Bite +5 melee (1d8+4) or 2x Claw +10 melee (1d8+8) and Bite +5 melee (1d8+4)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	-	-	-
Special Qualities:	Damage Reduction 5/Slashing, Darkvision 60 ft., Single actions only	Damage Reduction 5/Slashing, Darkvision 60 ft., Single actions only	Damage Reduction 5/Slashing, Darkvision 60 ft., Single actions only
Saves:	Fort +1, Ref +5, Will +4	Fort +1, Ref +4, Will +4	Fort +2, Ref +4, Will +5
Abilities:	Str 20, Dex 18, Con -, Int -, Wis 10, Cha 1	Str 24, Dex 17, Con -, Int -, Wis 10, Cha 1	Str 26, Dex 15, Con -, Int -, Wis 10, Cha 1
Skills:	-	-	-
Feats:	Toughness	Toughness	Toughness
Environment	Plains	Plains	Plains
Organization:	Only appear with owners	Only appear with owners	Only appear with owners

Challenge Rating:	1	1	2
Treasure:	None	None	none
Alignment:	Neutral Evil	Neutral Evil	Neutral Evil
Advancement:	5-8 HD (Large)	6-10 (Large)	7-12 (Large)

Special Qualities

Carrying Weight	Zombie Crodlu	Heavy Zombie Crodlu	Heavy Warmount Zombie Crodlu
Light Load	200	346	466
Medium Load	201-400	347-692	467-932
Heavy Load	401-600	693-1040	933-1400
Drag Weight	3000	5200	7000

Damage Reduction (Ex): A zombie has damage reduction 5/slashing. Zombies are lumbering masses of flesh.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Table 10-4 Carrying Capacity



Dsaliq CR5

TN Medium Magical Beast (Aquatic)

Init +3; **Senses** Blindsight 60ft.; **Listen** +8, **Search** -3, **Spot** +8

Languages -

AC 19; touch 13, flat-footed 16
(+3 Dex, +6 Nat)

hp 45 (7 HD; 7d10+21)

Fort +6, **Ref** +8, **Will** +3

Speed Swim 30 ft.

Melee Bite +10 (1d8+2 plus Poison)

Ranged Spit +10 (as Ranged Touch; Range 30 ft; Poison)

Space 5 ft.; Reach: 5 ft.

Base Atk +7; **Grp** +17

Combat Options Attach, Chew, Poison (DC 14), Swallow Whole

Abilities Str 14, Dex 17, Con 13, Int 1, Wis 12, Cha 10

SQ Blindsight 60 ft.

Feats Alertness, Stealthy, Weapon Focus (Bite).

Skills Hide +3+0+2, Listen +1+3+4+2, Move Silently +3+0+2, Spot +1+7+2, Swim +2+0+8.

Environment: Marshes

Organization: Solitary

Treasure: None

Alignment: Usually neutral

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Level Adjustment: -

Special Qualities (descriptions)

Attach (Ex): If a dsaliq hits with a bite attack, it uses its suckers and hooks to latch onto the opponent's body. An attached dsaliq is effectively grappling its prey. The dsaliq loses its Dexterity bonus to AC and is effectively flat-footed, but holds on with great tenacity. Dsaliqs have a +8 racial bonus on grapple checks (already included in the entry above).

An attached dsaliq can be struck with a weapon or grappled itself. To remove an attached dsaliq through grappling, the opponent must achieve a pin against it.

Chew (Ex): On a successful grapple check, a dsaliq automatically deals damage equal to a bite attack.

Poison (Ex): Injury or contact, Fortitude DC (10 + ½ HD + Con modifier), initial and secondary damage 1d10 Con.

Skills: A dsaliq has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Dsaliqs have a +4 racial bonus on Listen checks.

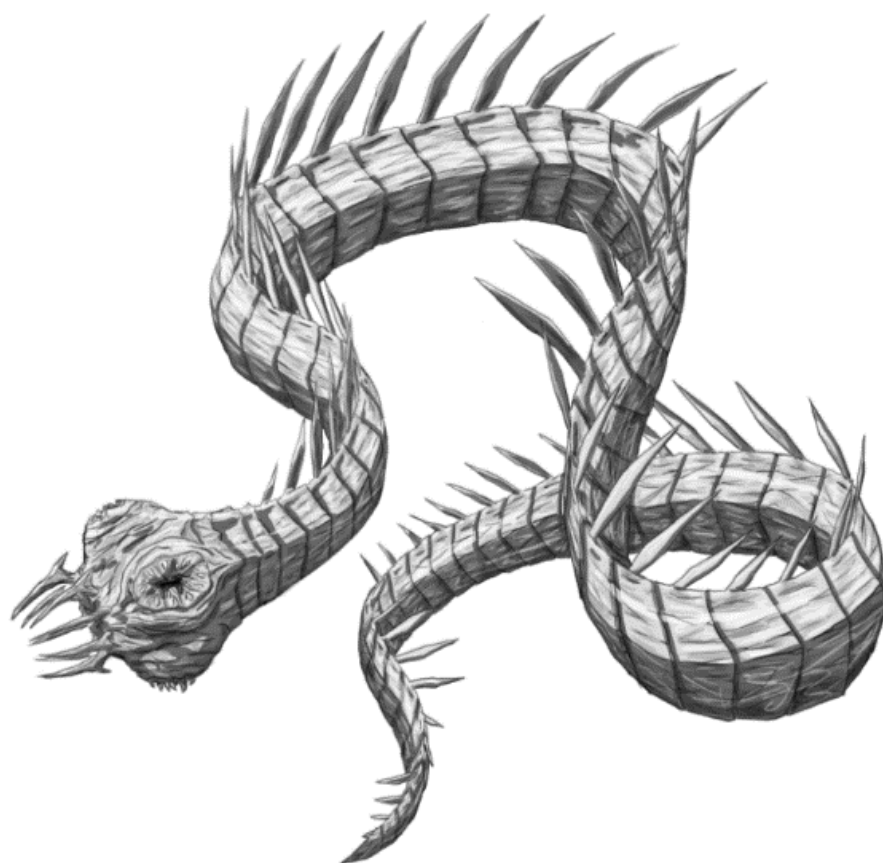
Spit Poison (Ex): A dsaliq can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Swallow Whole (Ex): When a dsaliq begins its turn with its mouth attached to a grappled opponent smaller than itself, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes bludgeoning damage equal to a bite attack plus 2d4 points of acid damage per round from the dsaliq's

stomach acids. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal (¼ the dsaliq's hp) points of damage to the stomach (AC 10 + ½ Nat AC bonus). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Medium dsaliq's interior can hold 2 Small, 4 Tiny, 8 Diminutive, or 16 Fine or smaller opponents (the interiors of larger dsaliqs can hold twice as many opponents per increase in size category).

Description

A dsaliq was a long, thin, eel-like creature resembling a giant tapeworm with a scolex mouth, filled with needle-like teeth and ringed with suckers. A dsaliq's bite would poison a victim, but one could also spit its poison at prey that was out of reach. They were often 10-15' long when fully grown, but could grow as long as 20-25' long. Narrow, feathery fins ran in a long ridge down a dsaliq's dorsal side.



Obsidian Quasi-Elementals

	Obsidian Quasi-Elemental, Small	Obsidian Quasi-Elemental, Medium	Obsidian Quasi-Elemental, Large
Size/Type:	Small Elemental (Earth, Fire, Extraplanar)	Medium Elemental (Earth, Fire, Extraplanar)	Large Elemental (Earth, Fire, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Init	-1	-1	-1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	17 (+1 size, -1 Dex, +7 natural), touch 10, flat-footed 17	18 (-1 Dex, +9 natural), touch 9, flat-footed 18	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grp	+1/+0	+3/+8	+6/+17
Attack:	Claw +5 melee (1d6+4)	Claw +8 melee (1d8+7)	Claw +12 melee (2d8+7)
Full Melee:	Claw +5 melee (1d6+4)	Claw +8 melee (1d8+7)	2 Claws +12 melee (2d8+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	-	-	-
Special Qualities:	Darkvision 60 ft., obsidian glide, elemental traits, immunity to fire, vulnerability to cold	Darkvision 60 ft., obsidian glide, elemental traits, immunity to fire, vulnerability to cold	Damage reduction 5/-, obsidian glide, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +4, Ref -1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	"Demiplane" of Obsidian (Paraelemental Plane of Magma)	"Demiplane" of Obsidian (Paraelemental Plane of Magma)	"Demiplane" of Obsidian (Paraelemental Plane of Magma)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)

Faces of the Dead Lands ~ Official Release V1.0

	Obsidian Quasi-Elemental, Huge	Obsidian Quasi-Elemental, Greater	Obsidian Quasi-Elemental, Elder
Size/Type:	Huge Elemental (Earth, Fire, Extraplanar)	Huge Elemental (Earth, Fire, Extraplanar)	Huge Elemental (Earth, Fire, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Init	-1	-1	-1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20	22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grp	+12/+29	+15/+33	+18/+37
Attack:	Claw +19 melee (2d10+9)	Claw +23 melee (2d10+10)	Claw +27 melee (2d10+11/19-20)
Full Melee:	2 Claws +19 melee (2d10+9)	2 Claws +23 melee (2d10+10)	2 Claws +27 melee (2d10+11/19-20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	-	-	-
Special Qualities:	Damage reduction 5/-, obsidian glide, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/-, obsidian glide, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/-, obsidian glide, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +15, Ref +4, Will +7	Fort +17, Ref +6, Will +9	Fort +19, Ref +7, Will +10
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Claw), Improved Sunder, Iron Will, Power Attack
Environment:	"Demiplane" of Obsidian (Paraelemental Plane of Magma)	"Demiplane" of Obsidian (Paraelemental Plane of Magma)	"Demiplane" of Obsidian (Paraelemental Plane of Magma)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)

Shared Special Qualities (descriptions)

Elemental Traits (Ex): An obsidian quasi-elemental has the following relevant features.

- [Immunity](#) to [bleed](#), [paralysis](#), [poison](#), [sleep](#) effects, and stunning.
- Not subject to critical hits or [flanking](#). Does not take additional damage from precision-based attacks, such as [sneak attack](#).
- Elementals do not breathe, eat, or sleep.

Obsidian Glide (Ex): An obsidian quasi-elemental can glide through obsidian as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an obsidian quasi-elemental flings it back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Description

Like a cresting wave of Shining Tide, an obsidian quasi-elemental glides across the surface of the Dead Lands uninhibited. Vaguely humanoid-shaped, obsidian quasi-elementals have jagged arms shaped like shards of obsidian. They likely have legs, but usually seem to rise up on a trunk from the surrounding blackglass. Obsidian quasi-elementals are immensely strong and tough. Beneath their glassy exteriors, they are composed of still molten obsidian and can move effortlessly through existing obsidian. They seldom leave their home region of the plane of Magma, but many were brought to Athas in the flood of obsidian during the Boiling Ruin. Occasionally, obsidian quasi-elementals are summoned to the Dead Lands by a spellcaster. When summoned to Athas, an obsidian quasi-elemental consists of whatever obsidian it was conjured from. They are understandably quite rare outside the Dead Lands.



Thinking Skeleton (template)

See *Terrors of the Dead Lands*



Unreclaimed (template) CR+2

When a S'thag Zagath dies upon the obsidian of the Dead Lands, it soon reanimates as a maddened, hateful parody of its living self: a Bugdead. Usually, the living S'thag Zagath quickly move to perform mysterious psionic rituals on these newly risen undead, calming and subjugating them to the will of their living brethren - these are the creatures known to the undead humanoids of the Dead Lands as Scarlet Wardens.

When these rituals are not performed in time, the result is a creature known among the zagath as an Unreclaimed. Bigger and stronger than other Scarlet Wardens and generally belligerent (if not hateful) towards its living kin - and those Scarlet Wardens that serve them, Unreclaimed retain both the tentacles and innate psionics that are removed from other Scarlet Wardens during the "reclamation" rituals.

Creating an Unreclaimed

"Unreclaimed" is an acquired template that can be added to any Scarlet Warden (referred to hereafter as the base creature). An Unreclaimed has all the character's statistics and special abilities except as noted here.

Hit Dice: An Unreclaimed gains 6 Hit Dice, and the appropriate feats and skill points.

Attack: Unreclaimed retain the tentacle attacks they had as living S'thag Zagath. The 3 tentacles each deal (1d4 + Strength bonus) damage and have 15 ft. reach.

Special Qualities: An Unreclaimed retains all the creature's special qualities and gains those listed below.

Psi-Like Abilities: 3/day - burst, catfall, claws of the vampire, mind probe, mindlink, psionic blast, schism. Manifest level equals Hit Dice. The save DCs are Charisma-based.

Abilities Increase from the base creature as follows: Str +4

Environment: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Same as the creature +2.

Treasure: Standard.

Alignment: Usually chaotic evil.

Advancement: By character class.

Level Adjustment: -



Vurgoshilm CR8

TN Huge Plant (Aquatic, Psionic)

Init: +4; Senses: Blindsight 60 ft.; Listen +18, Search -3,
Spot +1

Aura -

Languages: -

AC: 15; touch 3, flat-footed 15
(-2 size, -5 Dex, +12 Nat)
hp 105 (14 HD; 14d8+42); Fast Healing: 4
Immune: Electricity, Plant Traits; Resistances: Cold 10,
Fire 10
Fort +15, Ref +7, Will +8

Speed: Swim 5 ft.
Attack: --
Space: 15 ft.; Reach: 0 ft.
Base Attack: +10; Grp --
Combat Options: / Combat Options: Backlash (DC 20),
Double Manifest

Psi-Like Abilities (ML 9th, DC Charisma-based):
At will - *energy stun (electricity), false sensory input, id
insinuation, mind thrust, telekinetic force, thought
shield;*
3/day - *astral construct, body adjustment, mental barrier.*

Abilities: Str 5, Dex 1, Con 16, Int 4, Wis 13, Cha 16
SQ: Blindsight 60 ft., Plant Traits, Resistances, Skills.
Feats: Ability Focus (Backlash), Great Fortitude,
Improved Initiative, Iron Will, Lightning Reflexes.
Skills: Listen +1+17=18, Swim -3+0+8=5.

Environment: Warm Aquatic or Marshes
Organization: Solitary or patch (2-4)
Treasure: 1/5 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 15-28 (Huge); 29-42 HD (Gargantuan)
Level Adjustment: -

Special Qualities (descriptions)

Blindsight (Ex): A vurgoshilm can ascertain all foes by nonvisual means within 60 feet. If all of its crowns are destroyed, it can no longer perceive its surroundings.

Dexterity: A vurgoshilm has a +5 racial bonus on Reflex saves and Initiative checks.

Double Manifest (Ex): A vurgoshilm senses its surroundings and manifests its **Psi-Like Abilities:** through its crowns. It can manifest two **Psi-Like Abilities:** per round, as long as it has at least two crowns remaining.

Plant Traits: A vurgoshilm is immune to poison, sleep, paralysis, stunning, polymorphing, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

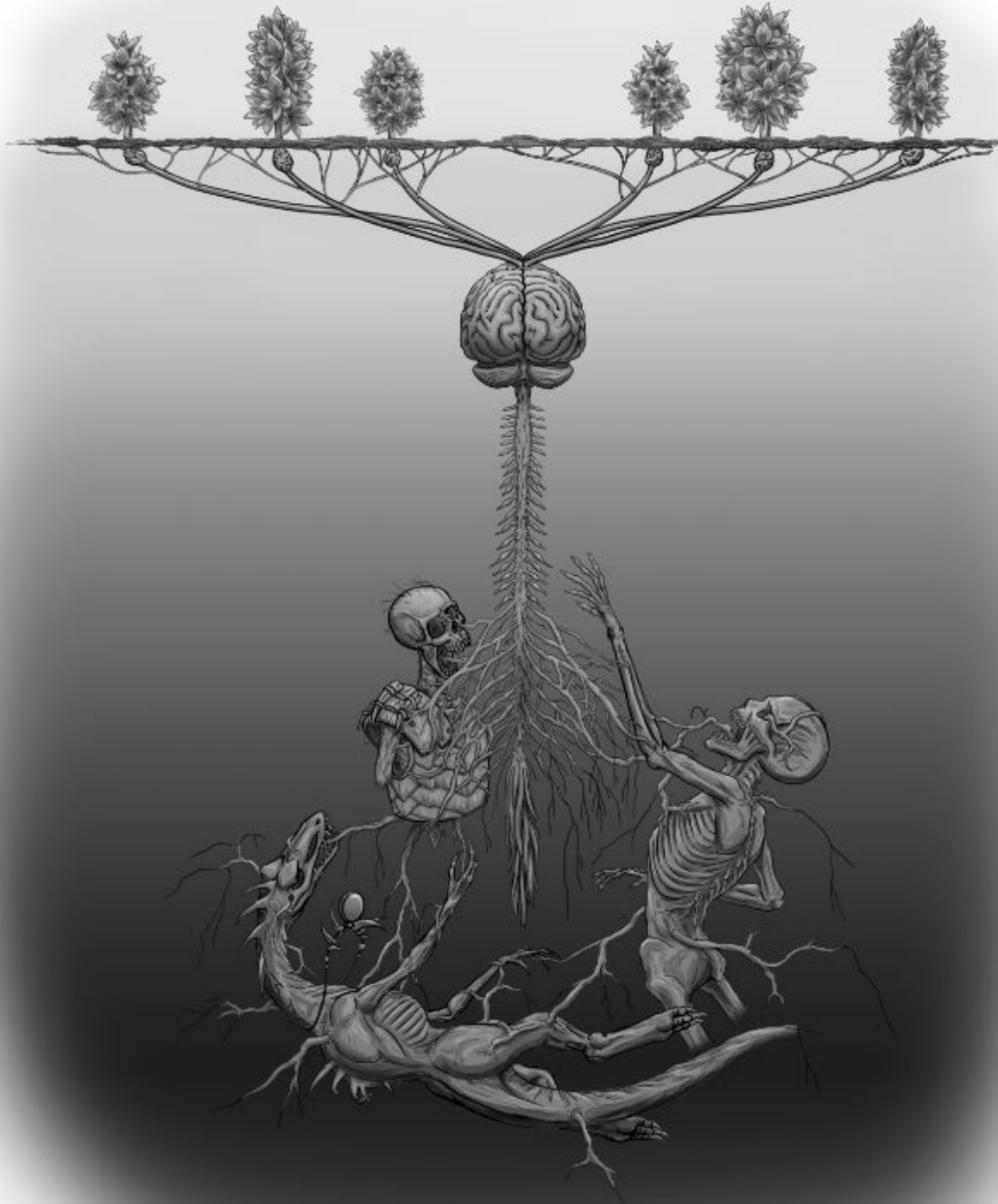
Skills A vurgoshilm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Description

Vurgoshilm was a type of psionic carnivorous plant with large pale green leaves that rested flat on the still surface of the water. The largest part of a vurgoshilm was its bulb, which lay just beneath the surface and both provided for the plant's buoyancy and housed the creature's "brain". A vurgoshilm sent six shoots to the surface, each of which exploded in a "crown" of purple blossoms in the summer (the state of the blooms on the crown does not affect the vurgoshilm's combat abilities).

Vurgoshilm crowns grew in a circular pattern, creating a rough circle some 20 feet in diameter. The plant was generally immobile and had no physical attacks, but it could sense prey and manifest psi-like abilities through its six stalks. Once a victim was overcome, the vurgoshilm would telekinetically drag the body underwater (if it is not already there) to the plant's roots to act as fertilizer.

A vurgoshilm could be killed only if its bulb was exposed and then burned, hacked apart, or otherwise destroyed. Severing or destroying all six crowns put the plant out of commission, allowing access to the helpless bulb. (The crowns were Medium objects with a hardness of 5 and 7 hit points. To sever a crown, an opponent had to use the sunder action.) The crowns could also be affected by spells or effects that affect an area or targeted by spells that affect an individual target. A vurgoshilm took no damage from having a crown severed or destroyed. A severed crown died and could no longer be used to attack, but the vurgoshilm took no other penalties. As long as the bulb remained intact, the crowns regrew in about a month.



A vurgoshilm could slowly maneuver in the water, usually to move to better hunting grounds or to retreat underwater once its crowns had been destroyed.



Xemokepper CR7

TN Large Magical Beast (Aquatic)

Init +5; **Senses** Darkvision 60 ft., Low-Light Vision, Scent; Listen +4, Search -4, Spot +4

Languages -

AC 17; touch 10, flat-footed 16

(-1 size, +1 Dex, +7 Nat)

hp 68 (8 HD; 8d10+24)

DR 10/magic

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

Speed 20 ft., Swim 30 ft.

Melee Tentacle Rake +11 (1d6+4) or Bite +11 (1d8+4)

Full Melee 2x Tentacle Rake +11 (1d6+4) and Bite +6 (1d8+2)

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

Base Atk +8; **Grp** +24

Combat Options Constrict (2d8+6), Improved Grab, Trample (DC 18; 2d6+6)

Spell-Like Abilities At will - slow, soften earth and stone, water walk. **CL** = HD; **DC** Charisma-based.

Abilities Str 19, Dex 12, Con 17, Int 3, Wis 12, Cha 16

SQ Amphibious, Damage Reduction, Darkvision 60 ft., Low-Light Vision, Scent

Feats Improved Initiative, Iron Will, Track.

Skills Hide +1+5+(20), Listen +1+3, Spot +1+3, Survival +1+2, Swim +4+0+8.

Environment: Warm Aquatic or Marshes

Organization: Solitary or pair

Treasure: None

Alignment: Always neutral

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: -

Special Qualities (descriptions)

Amphibious (Ex): Xemokeppers can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Constrict (Ex): With a successful grapple check, a xemokepper can crush a grabbed opponent, dealing bludgeoning damage equal to bite damage of one size category larger (1d8 @ Large → 2d6 @ Huge) plus 1.5x its Strength modifier.

Improved Grab (Ex): If a xemokepper hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts in the same round. Thereafter, the xemokepper has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the xemokepper is not considered grappled). In either case, each successful grapple check



it makes during successive rounds automatically deals tentacle damage. Xemokeppers have a +8 racial bonus on grapple checks

Scent (Ex): In either air or water, a xemokepper can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

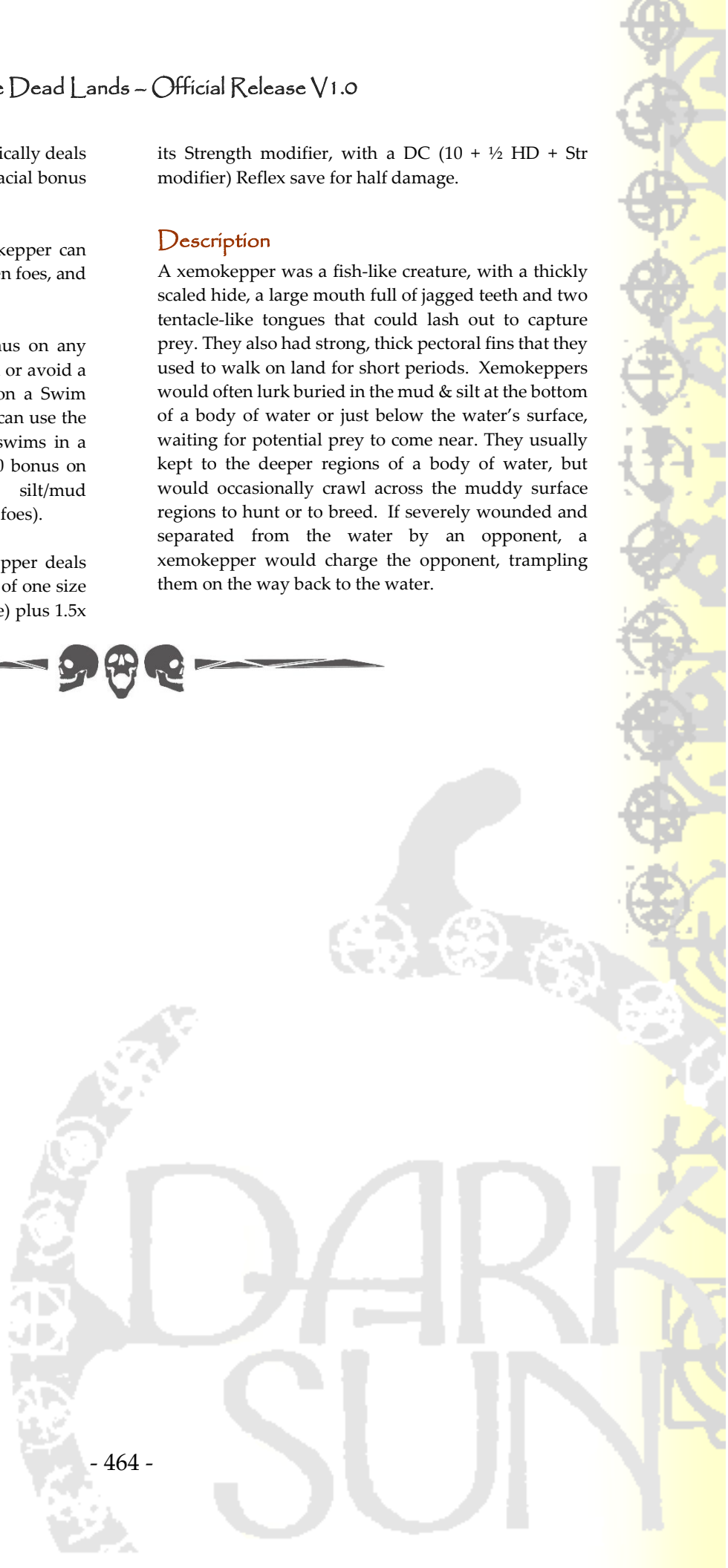
Skills A xemokepper has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A xemokepper receives a +20 bonus on Hide checks when submerged in silt/mud (underwater) or water (against land-bound foes).

Trample (Ex): When trampling, a xemokepper deals bludgeoning damage equal to bite damage of one size category larger (1d8 @ Large → 2d6 @ Huge) plus 1.5x

its Strength modifier, with a DC (10 + ½ HD + Str modifier) Reflex save for half damage.

Description

A xemokepper was a fish-like creature, with a thickly scaled hide, a large mouth full of jagged teeth and two tentacle-like tongues that could lash out to capture prey. They also had strong, thick pectoral fins that they used to walk on land for short periods. Xemokeppers would often lurk buried in the mud & silt at the bottom of a body of water or just below the water's surface, waiting for potential prey to come near. They usually kept to the deeper regions of a body of water, but would occasionally crawl across the muddy surface regions to hunt or to breed. If severely wounded and separated from the water by an opponent, a xemokepper would charge the opponent, trampling them on the way back to the water.



Appendices and Reference Tables

Appendix A - Common Special Qualities for Dead Lands Undead

Most of the creatures in this book are from a relatively short list of undead types detailed in *Terrors of the Dead Lands*. This means they will share some common Special Qualities. To reduce redundancy, we have listed the details of their common powers below for reference:

Common Athasian Wraith Special Qualities



All Athasian Wraiths have the following special qualities:

Animate Object (Su): As a standard action, a wraith can inhabit a single inanimate object. This functions as an animate objects spell (caster level 10 or the wraith's Hit Dice, whichever is higher), except the wraith merges with the object and the duration lasts as long as the wraith concentrates.

Enduring Focus (Su): A wraith's life force is stored in a focus object called its phylactery. As long as this object—typically a gem or book—is intact, a wraith cannot be permanently killed. Unless its phylactery is located and destroyed, a wraith reforms 1d100 days after its apparent death. The phylactery has the hardness and hit points of a normal object of its kind. Killing a wraith in the Gray prevents it from returning to life.

Heart Grip (Su): A wraith can reach into a victim and grasp its heart as a standard action that

doesn't provoke an attack of opportunity. The victim makes a Will save (DC 10 + ½ HD + Cha modifier). If it fails, the victim is helpless, and the wraith can tell when it is lying and can read its surface thoughts. The heart grip cannot be broken except by dealing damage to the wraith, which causes it to release its grasp.

Possession (Su): Once per round, an Athasian wraith can merge its body with a non-intelligent creature. This ability is similar to a magic jar spell (caster level 10 or the wraith's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the wraith must move into the target's space, which does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 10 + ½ HD + Cha modifier). A creature that successfully saves is immune to that same wraith's possession for 24 hours, and the wraith cannot enter the target's space. If the save fails, the wraith vanishes into the target's body. The wraith cannot use supernatural special attacks while possessing a creature.

When possessing a creature, the wraith forces it to spiritually enter a mindscape (see Chapter 2: Into the Gray). The wraith can also enter or leave the mindscape as a standard action. When in the mindscape, the victim's physical body falls lifeless. Defeating the wraith's spiritual form in the mindscape allows a possessed creature to return to its body. Only those able to travel to the Astral Plane can aid the creature, except that dispelling the possession or using protection from evil or similar spells returns the creature's spiritual form to its own body. In the mindscape, the wraith becomes corporeal, and if its spiritual copy is killed, the wraith is permanently destroyed. The wraith can also be used as an energy battery as though it were in the Gray.

Strength Damage (Su): Living creatures hit by an Athasian wraith's incorporeal touch attack suffer an additional point of temporary Strength damage. On each such successful attack, the wraith gains 2 temporary hit points.

Taint Weapon (Su): A wraith's connection to the Gray is so strong that it can taint magic and psionic weapons by touching them. The wraith makes a touch attack against the weapon; if successful, the weapon or its wielder must make a Will save (DC 10 + ½ HD + Cha modifier). Failure means the weapon permanently loses one point of its enhancement bonus. A weapon drained to a +0 enhancement bonus loses all other magic and psionic properties.

Temporary Corporeality (Su): The wraith can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its deflection bonus to armor class becomes a natural armor bonus, and it has a Strength score of 20. The wraith makes 2 claw attacks instead of an incorporeal touch attack (damage 1d4+5), and it can still use special attacks, except for heart grip. It can grapple creatures and manipulate objects. The wraith can become incorporeal again as a standard action. In the Gray, wraiths are forced into corporeal form; they cannot exist there in incorporeal form.

Vulnerability to Raise Dead (Ex): A spellcaster can target a wraith with a *raise dead* spell, destroying the creature with a successful touch attack unless the wraith makes a Will save. On a successful save, the wraith still takes 6d6 points of damage.



Common Dwarven Banshee Special Qualities

All Dwarven Banshees have the following special qualities:

Damage Reduction (Su): The magically toughened form of a banshee gives it damage reduction 10/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Enduring Focus (Su): Even if the banshee is destroyed, it rises again the following sunset. The only way to permanently destroy a dwarven banshee is to



complete the task it could not. Killing a banshee in the Gray prevents it from returning to life.

Gray Toughness 2 (Ex): A dwarven banshee has a strong tie to the Gray. It gains 2 bonus hit points per HD.

Resistance to Fire 10 (Ex): A dwarven banshee is fire-resistant.

Abilities: Increase from the base creature as follows: Str +10, Cha +4. Being undead, a dwarven banshee has no Constitution score.

Skills: A banshee has a +10 racial bonus on Listen and Search checks.



Common Fael Special Qualities



All Fael have the following special qualities:

Maw (Ex): A fael has an incredibly strong jaw and can extend its jaw by as much as a foot, taking a huge bite out of its victim. The bite's natural threat range and critical multiplier is 18-20/x3.

Damage Reduction (Su): A fael has damage reduction 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Gray Toughness 2 (Ex): A fael has a strong tie to the Gray. It gains 2 bonus hit points per HD.

Abilities: Change from the base creature as follows: Str +2, Dex -2, Cha +2. Being undead, a fael has no Constitution score.

Skills: Faels receive a +4 racial bonus on Listen, Search, Sense Motive, and Spot checks.



Common Fallen Special Qualities



All Fallen have the following special qualities:

Create Spawn (Su): A giant, humanoid, or monstrous humanoid slain by a fallen's death knell power rises as fallen after 1d4 rounds. A fallen can have spawn with Hit Dice totaling twice its own.

Code of Honor (Ex): Fallen are bound to follow a code of honor reflecting idealized rules of war. Evil fallen attempt to break or twist codes to avoid getting killed.

Damage Reduction (Su): A fallen has damage reduction 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Despair (Su): Fallen radiate an aura of doom and hopelessness, causing creatures within 10 ft. to make a Will save (DC 10 + 1/2 fallen's HD + fallen's Cha modifier). Creatures that fail are shaken. Whether or not the save is successful, that creature cannot be affected again by the same undead's aura for 24 hours. Fallen can suppress or reactivate this ability as a standard action in order to achieve surprise in close quarters.

Gray Toughness 2 (Ex): A fallen has a strong tie to the Gray. It gains 2 bonus hit points per HD.

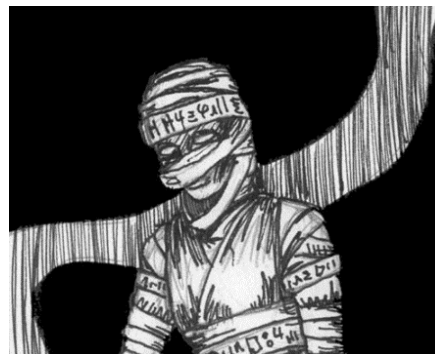
Abilities Increase from the base creature as follows: Str +4. Being undead, a fallen has no Constitution score.

Psi-Like Abilities: At will—call weaponry*, death knell, deathwatch, mindlink*; 1/day—recall agony*. As the power or spell. Manifest level equals the creature's HD. DC Charisma-based. *Power can be augmented.

Skills: Fallen receive a +6 racial bonus on Listen, Search, Sense Motive, and Spot checks.



Common Kaisharga Special Qualities



All Kaisharga have the following special qualities:

Touch Melee: A kaisharga without natural weapons has a touch attack that uses energy from the Gray to deal 1d10 points of cold damage to its target. A kaisharga with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals an additional 1d10 points of cold damage with one natural weapon attack.

Fear Aura (Su): The kaisharga's connection to the Gray generates a powerful aura of fear. Creatures of less than 8 HD within 60 ft. who view the kaisharga must make a Will save or be frightened for 5d4 rounds. A creature that successfully saves cannot be affected again by the same kaisharga's aura for 24 hours. Creatures with 8 HD or more are immune to the kaisharga's aura.

Paralyzing Touch (Su): Any living creature a kaisharga hits with its touch attack must succeed on a Fortitude save or be paralyzed for 2d4 minutes.

Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description). The effect cannot be dispelled. Anyone paralyzed by a kaisharga seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Damage Reduction (Su): A kaisharga's undead nature gives it damage reduction of 15/magic. Its natural weapons are treated as

magic weapons for the purpose of overcoming damage reduction.

Gray Toughness 2 (Ex): A kaisharga has a strong tie to the Gray. It gains 2 bonus hit points per HD.

Immunity to Cold and Electricity (Ex): Kaishargas are immune to cold and electricity.

Master's Voice (Su): A kaisharga created by another wizard is vulnerable to mental control by its creator. The creating wizard can mentally control the kaisharga as an undead commands its spawn.

Spell Resistance (Ex): A kaisharga has spell resistance equal to its Hit Dice + 5.

Abilities: Increase from the base creature as follows: Str +6, Dex +6, Int +4, Wis +4, Cha +4. Being undead, a kaisharga has no Constitution score.

Skills: Kaishargas receive a +10 racial bonus on Listen, Search, Sense Motive, and Spot checks.



Common Khvakhas Special Qualities

All Khvakhas have the following special qualities:

Ambulatory Limbs (Ex): A Khvakhas can detach a hand or foot as a standard action, the separated part becoming a Diminutive creeping claw (see *Terrors of the Dead Lands* Chapter 5: Monsters). Detaching a limb deals a Khvakhas damage equal to the creeping claw's hit points; when reattaching it, the undead regains the claw's current hit points. A creeping claw is under the Khvakhas' control as long as it stays animated and within 100 ft. Otherwise, it behaves as a mindless undead.



Bound to Area (Su): A Khvakhas cannot move more than five miles from its city's central plaza without weakening its connection to the Gray. Each day a Khvakhas is away, it gains a negative level. When its negative levels equal its HD, a Khvakhas is destroyed. If it returns, it recovers 1 negative level per day.

Distractible (Ex): Seeing a humanoid of Small size or smaller aggravates a Khvakhas to the point of rage. In combat, the undead rids itself of the distraction, eliminating the Small humanoid even before dealing with prominent threats.

Despair (Su): At the mere sight of a Khvakhas, the viewer must succeed on a Will save (DC 10 + 1/2 the base creature's HD + the base creature's Cha modifier) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same Khvakhas' despair ability for 24 hours.

Immunity to Undead (Su): If an undead creature played any direct role in its death, a Khvakhas cannot be permanently killed; its body reforms 1 day after its apparent death.

Poison Spit (Su): Each Khvakhas has a bulbous sore caused when Daskinor's men ensured the goblin's death by stabbing it with a poisoned spear. A Khvakhas can expel a glob of vile poison up to 30 feet up to three times per day as a ranged touch attack or it can envenom its weapon at any time, using a move-equivalent action (Contact DC 15, 1d6 Str/none).



Common Magma Krag Special Qualities

All Magma Krags have the following special qualities:

Create Spawn (Su): Any animal, humanoid, giant, magical beast, or monstrous humanoid slain by a krag's elemental infusion has a 50% chance of rising as a kragling after 1d4 days. Spawn are under the command of the krag that created them and remain enslaved until its death. At any one time, the krag can have spawn with total HD equal to twice its own.

Elemental Blast (Su): A krag can manipulate elemental energy twice per day as a standard action. The magma krag creates a stream of flowing obsidian. Anyone caught in this inferno suffers 8d6 points of fire damage in the first round, 6d6 in the next round, then 4d6 and, finally, 2d6. (Fort). Each attack allows the specified type of saving throw for half damage (DC 18) unless otherwise noted. The save DC is Charisma-based.

Elemental Infusion (Su): The victim of a krag's bite must make a Fortitude save (DC 18) or become cursed with a painful and fast-spreading elemental transformation. The creature suffers 1d6 points of damage per round until it dies or is cured. The type of damage varies by krag: acid damage for earth and silt; cold damage for water; electricity damage for air and rain; and fire damage for fire, magma, and sun. A remove curse or heal spell stops the infusion. The save DC is Charisma-based.

Psi-Like Abilities: At will—anchored navigation, clairvoyant sense, conceal thoughts, control light, inflict pain (up to five targets within 15 ft., DC 19*), mindlink (up to six unwilling targets within 15 ft., DC 14*), precognition, telekinetic thrust (550 lb., DC 16*); 1/day—ultrablast (ML 13th, DC 20). Manifest level 11th. DC Charisma-based.

*Includes augmentation for the krag's manifest level.

Elemental Bond (Ex): A krag gains the subtypes associated with its element or paraelement and has the appropriate immunities and vulnerabilities (see the table).

Turn Resistance (Ex): A krag has +2 turn resistance versus a cleric of the same element the krag worshipped in life. A cleric of the element the krag died to, however, has a +2 bonus on his turning or rebuking check against the krag. An evil cleric cannot rebuke or command a krag.

Ubiquitous Vision (Ps): *A krag's continuous ubiquitous vision power causes it to retain its Dexterity bonus when flat-footed. The krag also has a +4 enhancement bonus on Spot and Search checks.



Common Morg Special



Qualities

All Morgs have the following special qualities:

Constrict (Ex): A morg that successfully grapples with its tongue attack deals automatic tongue damage.

Create Spawn (Su): Any humanoid slain by a morg's energy drain becomes a namech 1d4 days after death. Spawn are under the command of the morg that created them and remain enslaved until death. At one time, a morg can have namech spawn with HD totaling twice its own.

Energy Drain (Su): Living creatures hit by a morg's tongue attack (or any other natural weapon the morg might possess) gain one negative level. For each negative level bestowed, the morg gains 5 temporary hit points. A morg can use its energy drain ability once per round.

Fear Aura (Su): A morg generates a powerful aura of evil and death. Creatures of less than 5 HD within 60 feet that look at a morg are panicked and flee. Creatures with 5 HD or more are allowed a Will save to avoid being panicked. If the save is successful, the creature is instead shaken for one round. A creature that successfully saves cannot be affected again by the same morg's aura for 24 hours.

Light Sensitivity (Ex): Morgs are dazzled in bright sunlight or within the radius of a daylight spell.



Common Meorty Special Qualities



All Meorties have the following special qualities:

Create Spawn (Su): Any humanoid slain by a meorty becomes an ioramh 1d4 days after death if it has less than 5 HD. If it has 5 HD or more, it becomes a namech. Spawn are under the command of the meorty that created them and remain enslaved until death. At one time, a meorty can control spawn with HD totaling twice its own.

Psi-Like Abilities: At will—aura sight*, body equilibrium, catfall*, clairvoyant sense, detect remote viewing, mindlink*; 3/day—body adjustment*, crisis of breath*, dissolving touch*, psionic dimensional anchor. Manifest level equals Hit Dice. DC Charisma-based. *Power can be augmented.

Rebuke Undead (Su): A meorty can rebuke undead as a cleric of level equal to its Hit Dice. The meorty can rebuke undead a number of times per day equal to 3 + its Charisma modifier. If the meorty could already rebuke undead, this ability increases its effective turning level to its HD but otherwise has no effect.

Bound to Area (Su): The undead cannot leave the area it guards without weakening its connection to the Gray. The area may range from one room to several square miles. Each day the undead is away, it gains a negative level. When its negative levels equal its HD, the undead is destroyed. If it returns, it recovers 1 negative level per day.

Damage Reduction (Su): The strong magic that created the meorty gives it damage reduction of 15/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. Gray Toughness 2 (Ex): A meorty has a strong tie to the Gray. It gains 2 bonus hit points per

HD. Immunity to Cold and Electricity (Ex): A meorty takes no damage from cold and electricity attacks.

Spell Resistance (Ex): A meorty has spell resistance equal to its Hit Dice + 10.

Abilities: Increase from the base creature as follows: Str +6, Int +2, Wis +2, Cha +2. Being undead, a meorty has no Constitution score.

Skills: Meorties receive a +10 racial bonus on Listen, Search, Sense Motive, and Spot checks.



Common Raaig Special Qualities

All Raaigs have the following special qualities:

Bound to Area (Su): A raaig that strays more than 500 ft. from its temple begins to weaken its bond to the Gray. Each day the raaig is away, it gains a negative level. When its negative levels equal its HD, the raaig is destroyed. A raaig that returns to its temple recovers 1 negative level per day.

Disease (Su): A raaig's corporeal claw attacks deliver one of the following diseases (50% chance of either). The save DC is 10 + ½ raaig's HD + raaig's Cha modifier.

- *Filth fever*—bite, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.
- *Red ache*—bite, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Invisibility (Sp): A raaig can use invisibility at will. Caster level equals Hit Dice.

Temporary Corporeality (Su): A raaig can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its deflection bonus to armor class becomes a natural armor bonus, and it has a Strength score equal to the base creature's Strength in life +2. A corporeal raaig makes 2 claw attacks (adjusted by its Strength). It can Grp creatures and manipulate objects. The undead can become incorporeal again as a standard action. In the Gray, raaigs are forced into corporeal form; they cannot exist there in incorporeal form.

Tongues (Su): A raaig can speak and understand any language as the tongues spell.



Common Thinking Skeleton Special Qualities

All Thinking Skeletons have the following special qualities:

Claws: similar to the Zhen's slam attack, with damage based on size.

DR Thinking Skeletons have damage reduction 10/magic and bludgeoning. A Thinking Skeleton's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Darkvision (Ex): Thinking Skeletons have darkvision to a range of 60 feet.

Death Wish (Ex): Thinking Skeletons wish to die forever but are cursed to live on as undead until they carry out their creator's wishes. If given an opportunity to find the circlet that binds it to undeath, a Thinking Skeleton may actually assist others on condition that they end its existence. Once its task is done, the Thinking Skeleton will aid any creature that attempts to destroy it.

Fear Aura (Su): Thinking Skeletons are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a Will save or be affected as though by fear cast by a sorcerer of the Thinking Skeleton's level.

Focal Circlet (Su): A Thinking Skeleton's life force is trapped within a bronze circlet. As long as this object (usually called a phylactery) is intact, the Thinking Skeleton cannot be permanently killed; the Thinking Skeleton's creator can cause it to reform 1d100 days after its apparent death. The phylactery has the hardness and hit points of a normal object of its kind.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Wis +2, and Cha+2. Being undead, a Thinking Skeleton has no Constitution score.



Common Thinking Zombie Special Qualities



All Thinking Zombies have the following special qualities:

Disease (Su): A thinking zombie's bite delivers one of the following diseases (50% chance of either). The save DC is 10 + 1/2 thinking zombie's HD + thinking zombie's Cha modifier.

- *Filth fever*—bite, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.
- *Red ache*—bite, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Vulnerability to Blessed Elements (Ex): A thinking zombie takes half again as much (+50%) damage as normal from blessed elements.



Common T'Liz Special Qualities

All T'Liz have the following special qualities:

Create Spawn (Su): Any humanoid slain by a t'liz's energy drain becomes a namech 1d4 days after death. Spawn are under the command of the t'liz that created them and remain enslaved until death. At one time, a t'liz can have namech spawn with HD totaling twice its own.

Energy Drain (Su): Living creatures hit by a t'liz's slam attack (or any other natural weapon the t'liz might possess) gain two negative levels. For each



negative level bestowed, the t'liz gains 5 temporary hit points. A t'liz can use its energy drain ability once per round.

Fear Aura (Su): A t'liz is shrouded in a dreadful aura of death and evil. Creatures in a 60-foot radius that look at the t'liz must make a Will save. Creatures with fewer than 5 HD that fail their save become panicked. Creatures with fewer HD than the t'liz that fail their save become shaken. Whether or not the save is successful, that creature cannot be affected again by the same t'liz's aura for 24 hours.

Damage Reduction (Su): The strong magic that created the t'liz gives it damage reduction of 15/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Degeneration (Ex): Bereft of spiritual essence, a t'liz must regularly anoint itself with magical oils. Failure to apply oil causes the connection between the t'liz's mind and body to degenerate, eventually destroying it. Each week the t'liz fails to anoint itself, it must make a Will save (DC 5 + t'liz's HD): or permanently lose 1 point of Charisma as its very identity unravels. Even if the t'liz maintains itself every week, it must also make this Will save once per year. When the t'liz's Charisma is reduced to 0, its mind and body are separated, and it is permanently destroyed.

Fast Healing 2 (Ex): A t'liz that is reduced to 0 or fewer hit points does not die but becomes inert until it returns to a positive hit point total. A t'liz can only be slain if its body is burned to ashes and the ashes scattered. Otherwise, it heals and becomes active once more.

Gray Toughness 2 (Ex): A t'liz has a strong tie to the Gray. It gains 2 bonus hit points per HD.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds t'lizes for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Rebuke Undead: A t'liz can rebuke undead as a cleric of level equal to its Hit Dice. The t'liz can rebuke undead a number of times per day equal to 3 + its Charisma modifier. If the t'liz could already rebuke undead, this ability increases its effective turning level to its HD but otherwise has no effect.

Resistance to Cold 10 and Electricity 10 (Ex): A t'liz resists cold and electricity attacks.

Unnatural Aura (Su): Animals, whether wild or domesticated, sense the unnatural presence of a t'liz at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Vulnerability to Raise Dead (Ex): A spellcaster can target a t'liz with a raise dead spell, destroying the creature with a successful touch attack unless the t'liz makes a Will save. On a successful save, the t'liz still takes 6d6 points of damage.

Abilities: Increase from the base creature as follows: Str +6, Int +2, Wis +2, Cha +2. Being undead, a t'liz has no Constitution score.

Skills: T'lizes receive a +10 racial bonus on Move Silently checks and a +6 racial bonus on Listen, Search, Sense Motive, and Spot checks.



Common Venger Special Qualities

All Venger have the following special qualities:

Enduring Focus (Su): A venger's life force is tied to a focus, its revenge against the one who wronged it. As long as that person lives, a venger reforms 1d6 days after its apparent death. A venger is permanently destroyed when it slays its target or is slain by that target. Killing a venger by other means only temporarily reduces it to a putrid mass of flesh.

Flesh Detonation (Ex): When a venger's quarry destroys the venger, the venger's body explodes in fearsome rage, spraying flesh and bone fragments in a 30-ft. radius. The fragments deal 5d6 points of piercing damage to anything within the radius (Reflex save half). The supernatural explosion deals double damage to the individual that slew the venger, if within range.

Moan (Su): A venger moans and wails in its anguish, especially when it senses living beings. Creatures with fewer HD than the cursed dead who hear it moan must make a Will save or be shaken as long as they can hear it. Whether or not the save is successful, that creature cannot be affected again by the same venger's moan ability for 24 hours.

The moans are autonomic and can barely be suppressed enough for the venger to speak. The creature cannot master its pain and hatred enough to cast spells with verbal components.

Vengeful Grasp (Su): When a venger fights the being that wronged it, it attempts a vengeful grasp. As a standard action that doesn't provoke attacks of opportunity, the venger initiates a grapple. Each round the grapple is maintained, the venger's prey must make a Fortitude save or die. If it makes the save, the victim still suffers the venger's slam damage. The save DC is Strength based.



Common Zhen Special Qualities

All zhen have the following special qualities:

Damage Reduction (Su): A zhen has damage reduction 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Enhanced Senses (Su): Elfsight and ubiquitous vision continually grant the zhen a +6 bonus on Spot and Search checks. The zhen also has low-light vision, can detect secret doors without actively



searching, and retains its Dexterity bonus when flat-footed.*

Fast Healing (Ex): A zhen has fast healing 3.

Gray Toughness 1 (Ex): A zhen has a strong tie to the Gray. It gains 1 bonus hit point per HD.

Obsidian Climb (Ex): The strange process that created a zhen gives it the ability to cling to any obsidian surface. The zhen can climb any obsidian surface as easily as it walks.

Psi-Like Abilities: (Psi): At will—aura sight (range 110 ft.*), body adjustment (7d12*), body equilibrium, catfall (180 ft.*), control light, elfsight**, false sensory input (7 targets, DC 16*), psionic charm (any target, duration 18 days, DC 22*), psionic daze (21 HD, DC 14*), psionic suggestion (8 targets, DC 15*), ubiquitous vision**. Manifest level 18th. DC charisma-based.

Rebuke Undead (Su): A zhen can rebuke undead as a cleric of level equal to its Hit Dice. The zhen can rebuke undead a number of times per day equal to 3 + its Charisma modifier. If the zhen could already rebuke undead, this ability increases its effective turning level to its HD but otherwise has no effect.

Skills: Zhens receive a +6 racial bonus on Listen, Search, Sense Motive, and Spot checks



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