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CAMPAIN SETTING



Faces of the Forgotten North

Faces of the Forgotten North

A Character and Monster Compendium for the Trembling Plains

VI.0 Credits

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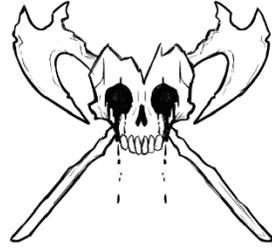
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Bandit State Emblems



Kel's Lot



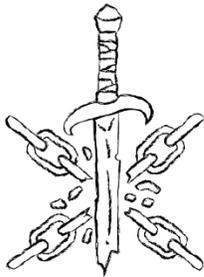
Pillage



Plunder



Ravage



Ravish



Spoil



Wrath

Pablo

Part 1: Characters

Bandit, Kreen Eater

This band of humans, muls, half-elves, and half-giants roam across the desert south of the Two-Moon Cairn.

Blessed Bandit

The right side of this man's face is covered with a growth of scales that spread down across his neck and disappear into his armor.

Blessed Bandit

CR 5

Male human barbarian 5

CE Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +1

Languages Common

AC 16, touch 11, flat-footed 16; improved uncanny dodge (+1 Dex, +3 armor, +2 natural)

hp 45 (5 HD)

Fort +6, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares); fast movement

Melee great macahuitl +8 (2d6+3/19-20) or

Ranged javelin +6 (1d6+3)

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

Base Atk +5; **Grp** +8

Atk Options Cleave, Power Attack, rage 2/day (8 rounds)

Combat Gear great macahuitl, 20 javelins

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQ hatori scales, trap sense +1

Feats Cleave, Power Attack, Toughness

Skills Climb +4, Handle Animal +3, Intimidate +7, Jump +4, Listen +9, Ride +2, Spot +1, Survival +9

Possessions combat gear plus hide armor

Hatori Scales Those Kreen Eaters who consume the hearts of slain hatori sometimes experience changes, gaining scaly patches on their skin, and granting them a +2 bonus to their natural armor.

When raging, a blessed bandit has the following statistics

AC 14, touch 9, flat-footed 14

hp 52 (5 HD)

Fort +8, **Will** +4

Melee great macahuitl +10 (2d6+5/19-20) or

Ranged javelin +6 (1d6+5)

Grp +10

Abilities Str 20, Con 18

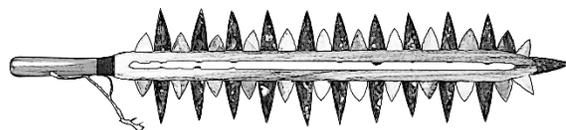
Skills Climb +6, Jump +6

Blessed bandits make up the bulk of Gozor's band. They are usually Eldaarish or Draji escapees. Most of them are deeply devoted to Gozor, believing that he has given them a second chance in life.

The blessed bandit presented here had the following ability scores before **Hit Dice** ability increases and racial adjustments: **Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8.

Strategies and Tactics

The blessed bandit will enter rage before closing in, throwing javelins while he is not within melee range. When close to his foes, he will use **Cleave** and **Power Attack**.



Kreen Eater Shaman

This half-elf has an animalesque appearance. Dirty with sand and wearing hatori hide, he utters screams towards you.

Kreen Eater Shaman

CR 6

Male half-elf druid 6

CN Medium humanoid (elf)

Init +1; **Senses** low-light vision; Listen +6, Spot +6

Languages Common, Draji, Elven; *speaks with animals*

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 armor, +2 natural)

hp 39 (6 HD)

Fort +9, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares); woodland stride

Melee mwk quarterstaff +4 (1d6-1) or

Ranged spear +5 (1d8-1/x3)

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

Base Atk +4; **Grp** +3

Special Actions spontaneous casting (*summon nature's ally* spells), wild shape 2/day (6 hours)

Combat Gear masterwork quarterstaff, 6 spears, *potion-fruit of cure moderate wounds*

Druids Spells Prepared (CL 6th):

3rd - *eye of the storm*, *call lightning* (DC 16), *greater magic fang*

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2nd - *bull's strength*, *clear water*, *echo of the lirr* (DC 15), *sleep* (DC 15)

1st - *cooling canopy*, *charm animal* (DC 14), *cure light wounds*, *detect animals or plants*, *longstrider*

0 - *defiler scent* (2), *detect magic*, *know direction*, *purify food and drink*

Abilities Str 8, Dex 12, Con 14, Int 13, Wis 16, Cha 10

SQ animal companion, link with companion, share spells, wild empathy +6 (+2 magical beasts), trackless step

Feats Combat Casting, Craft Wondrous Item, Natural Spell, Wastelander

Skills Concentration +11, Craft (weaponsmithing) +5, Disguise +0 (+2 impersonating humans), Handle Animal +6, Heal +7, Knowledge (nature) +7, Listen +6, Move Silently +6, Search +2, Spot +6, Survival +16

Possessions combat gear plus *cloak of resistance* +1, masterwork studded leather armor

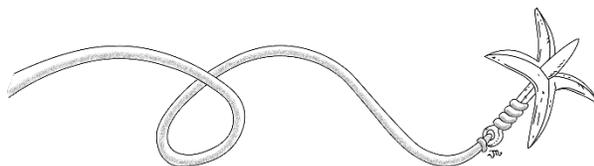
Animal Companion kluzd (*ToA*, pg 196)

A Kreen Eater shaman acts both as a support caster during times of battle and as a spiritual counselor during times of peace. He also doubles as the band's weaponsmith.

The Kreen Eater shaman presented here had the following ability scores before **Hit Dice** ability score increases and racial adjustments: **Str 8, Dex 10, Con 14, Int 13, Wis 15, Cha 12.**

Strategies and Tactics

A Kreen Eater shaman tries to stay away from combat, instead helping his allies by casting *bull's strength* and *summon nature's ally*. After summoning a creature, he will cast *greater magic fang* on it. If needed, he will *wild shape* into a lirr to help in the attack.



Gozor of the Kreen Eaters

This handsome mul, his body covered in scars, wears armor made from kreen carapace. He seems to pay careful attention to your clothes and speech.

Gozor of the Kreen Eaters

CR 8

Mul gladiator 8

CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision; Listen +1, Spot +1

Languages Common

AC 17, touch 12, flat-footed 17; improved uncanny dodge (+2 Dex, +5 armor)

hp 84 (8 HD)

Resist extended activity, tireless (+4 on Con checks for extended physical activities and +4 against weakness, fatigue, exhaustion or enfeeblement)

Fort +10, **Ref** +8, **Will** +3

Speed 30 ft. (6 squares)

Melee mwk double-tipped spear +14/+9 (1d8+7/x3) or

Melee mwk double-tipped spear +12/+7 (1d8+5/x3) and +12 (1d8+2/x3) or

Melee wrist razor +13/+8 (1d6+5/18-20/x2) or

Melee wrist razor +11/+6 (1d6+5/18-20/x2) and +11 (1d6+2/18-20 x2) or

Ranged mwk double-tipped spear +11 (1d8+5/x3)

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

Base Atk +8; **Grp** +17

Atk Options gladiatorial performance 8/day (combat stance, martial display, team strike +2/+2d4), Combat Expertise, Improved Feint, Improved Grapple, mercy, no mercy, Two Weapon Fighting

Combat Gear masterwork double-tipped spear, 2 wrist razors

Abilities Str 20, Dex 15, Con 18, Int 10, Wis 13, Cha 10

SQ armor optimization (+1 AC)

Feats Combat Expertise, Exotic Weapon Proficiency (double-tipped spear)^B, Exotic Weapon Proficiency (wrist razor)^B, Improved Feint^B, Improved Grapple, Improved Unarmed Strike^B, Two Weapon Fighting

Skills Balance +7, Bluff +8 (+12 in melee), Climb +10, Intimidate +6, Jump +11, Listen +1, Perform (acting) +5, Sense Motive +8 (+12 in melee), Spot +1, Tumble +8

Possessions combat gear plus masterwork chitin armor. Kreen Eater chitin armor is usually made from kreen carapace.



Faces of the Forgotten North

Hook “The Great Hatori watches over me. Prepare to feel his might.”

Founder and leader of the Kreen Eaters, Gozor has taught the Kreen Eaters to hate all templars, whether Draji or Eldaarish or Kurnan. Gozor is Raamin by birth and was slave-apprenticed to be a chef in one of Raam’s finest brothels, however, templars raided the business and sold the adolescent Gozor to an abusive Draji templar. This templar survived the convulsions accompanying Tectuktitlay’s death and today is a powerful member of the city’s ruling clique. Gozor was given the Draji name Tlautemoc, which he despises. If anyone calls him by that name now, he is likely to fly into a rage.

Strategies and Tactics

This hardened warrior leads his men into battle, taking the fight to his opponents in a rush of stabs and thrusts from his deadly two-headed spear. He uses his terrain and allies to his advantage, always trying to move to flank a foe, makes heavy use of **Improved Feint** to catch opponents flat-footed or attempt to use **Improved Trip** to put opponents on the ground and gain an additional attack upon the now prone enemy. He keeps wrist razors attached as a backup, should his spear be knocked from his grasp.

Other Creatures and Allies

A bandit party often rides with a number of allies:

Eldaarish Mindblade (see Dimlanders): Escaping Eldaarich with their lives, these former cultists sought a new leader to give meaning to their lives. They found Gozor.

Half-Giant Warriors (*ToA*, pg 87): These gullible creatures follow Gozor’s leadership.

Tareks (*ToA*, pg 168): Lured by promises of wealth and plunder, these individuals often follow Gozor.

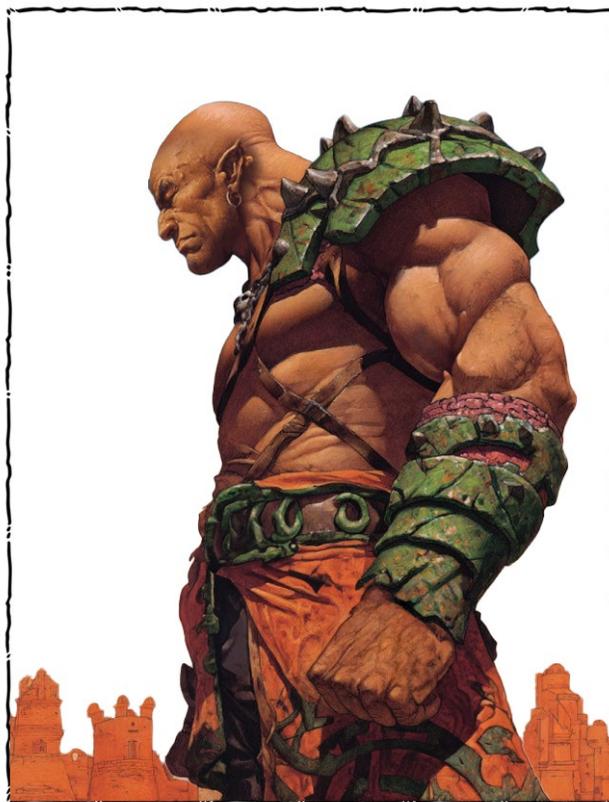
Raamin Thumper: These great maul-wielding half-giants occasionally find a place with Gozor.

History

There are more than 30 individuals in the Kreen Eaters, mostly escaped slaves from Draji or from caravans on the road, though some are survivors of South Guard.

Environment: The Kreen Eaters usually post a lookout at Two Moon Cairn, and use the cairn as the northern marker of their territory. The Kreen Eaters raid areas as far west as the Blue Pool of the Ancients, and as far south as Ket.

Typical Physical Characteristics: The Kreen Eaters mostly bear tattoos marking them as from the Tyr Region. A few have reptilian scales growing over their mammalian skin.



Alignment: Bloodthirsty sadistic bandits whose band name refers to eating a sentient creature, ruled by the strongest among them without regard to actual leadership skills, the Kreen Eaters tend towards chaos and evil.

Society

The Kreen Eaters regard all templars, regardless of nationality, as symbols of despised and evil authority, and they attack such persons on sight. Anyone wearing what appears to be templar attire is liable for such treatment. The Kreen Eaters, as their name suggests, are also fierce enemies of the kreen packs of the desert. They clash regularly with Hozí’chak to the southwest. Unlike most humanoids, the Kreen Eaters have developed recipes that make kreen flesh palatable.

The Kreen Eaters use the vantage point provided by Two Moon Cairn to seek out lonely traders and travelers, all of whom they regard as sources of food, and plunder, or sadistic amusement.

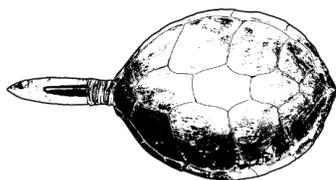
The Kreen Eaters treat the hatori that populate the dry river south of the Togas Peninsula with an almost religious reverence, but whenever one enters their area, they launch a hunt to kill the beast. Those who participate in a successful hunt are considered blessed, and are given the right to eat of the hatori’s heart so as to gain its strength.

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Those who do consume the hearts of slain hatori do experience changes. The slave tribe's shamans use psychometabolic powers, known only to them, to cause a metamorphosis in these individuals making them gain scaly patches on their skin and sometimes to grow reptilian claws. These benefits are usually temporary, emerging in battle and then fading until the individual undergoes the heart-eating ritual again. In some rare cases, the metamorphosis has become permanent.

Kreen Eater Lore

Characters with ranks in **Knowledge (local [Draj])** or **Knowledge (local [Trembling Plains])** can learn more about the Kreen Eaters. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs:



Knowledge (Local [Trembling Plains])

DC Result

- 10 A small and vicious group of ex-slaves has taken up banditry between Azeth's Rest and Fort Stench, evading Azeth and Black Brother patrols.
- 15 The group calls themselves the "Kreen Eaters," and they particularly hate templars. A gladiator named Gozor leads them.
- 20 Gozor, leader of the Kreen Eaters, is a former slave from Draj, but does not like to be reminded of the fact. Hostages once saw Gozor fly into a rage and kill a Draj woman who recognized him and referred to him as "Tlaumoc."

Knowledge (Local [Draj])

DC Result

- 10 The mul that leads this group has tattoos that identify him as a former Draj slave.
- 18 This slave once belonged to an important Draj templar, who had the reputation of being a sadist.
- 21 The slave's name was Tlaumoc.

Adventure Hooks

Investigation

Bandits of the Barrier Wastes

The following information supplements the *Wanderer's Chronicle* description of the seven bandit villages and their leaders.

Bandit Bard

This smirking elf is wearing loose enough leather armor to conceal his weapon of choice. Which will it be?

Bandit Bard

CR 4

Male elf bard 4

NE Medium humanoid (elf, psionic)

Init +7; **Senses** low-light vision; **Listen** +8, **Spot** 1

Languages Common, Eloy, Elven, Kurnan

AC 17, **touch** 13, **flat-footed** 14

(+3 **Dex**, +4 **armor**)

hp 14 (4 **HD**)

Resist mundane extreme heat or cold

Fort +4, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares); elf run

Melee bard's friend +4 (1d4+1/18-20) or

Ranged mwk hand crossbow +7 (1d6)

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

Base Atk +3; **Grp** +4

Atk Options poison (black adder, DC 11, 2d6 **Con**/2d6 **Con**), Quick Draw

Special Actions bardic music 4/day (countersong, *fascinate* 2 creatures, inspire competence, inspire courage +1)

Combat Gear bard's friend, masterwork hand crossbow, *potion-fruit of darkvision*, *potion-fruit of cure light wounds*, 2 *potion-fruits of delay poison*, 4 doses of black adder poison

Power Points/Day 2: Hidden Talent Powers Known (ML 1st): 1st - *prevenom weapon* (DC 13)

Abilities **Str** 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 16

SQ bardic knowledge +4, poison use, trade secret (poison dealer)

Feats Hidden Talent, Improved Initiative, Quick Draw^B

Skills Appraise +2, Bluff +10, Craft (alchemy) +7, Craft (poisonmaking) +7, Disguise +3, (+5 to act in character) Diplomacy +5, Gather Information +5, Hide +5, Intimidate +7, Listen +8, Perform +12, Search +9, Sleight of Hand +7, Spot 1

Possessions combat gear plus *studded leather armor* +1

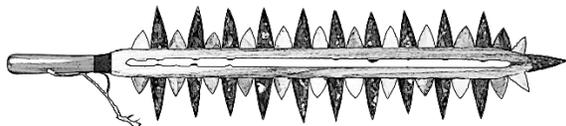
Faces of the Forgotten North

Many bards turn to banditry in the Barrier Wastes because the bandit communities crave the entertainment and drugs that bards can provide to pass the long, lonely hours, and because those afool of the law always have a place in the Bandit States.

The bandit bard presented here had the following ability scores before racial adjustments: **Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 16.**

Strategies and Tactics

A bandit bard usually keeps three doses of black adder poison within pouches in their bard's friend, dispensing them in combat when needed. They generally save a fourth dose for a crossbow bolt when they see an opportunity to kill without entering melee.



Bandit Defiler

A frail, black-robed figure looks at you. He pulls back his hood, grinning and pointing his palm to the ground.

Bandit Defiler

CR 5

Male human wizard (defiler) 5

NE Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2

Languages Common, Elven, Eloy

AC 11, touch 11, flat-footed 10

(+1 deflection)

hp 17 (5 HD)

Fort +2, **Ref** +1, **Will** +6

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4-1/19-20/x2)

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

Base Atk +2; **Grp** +1

Atk Options Destructive Raze, Efficient Raze, Fast Raze

Combat Gear dagger, scroll of fireball, scroll of magic missile

Wizard Spells Prepared (CL 5th):

3rd - fireball (DC 16), lightning bolt (DC 16)

2nd - darkness, flaming sphere (DC 15), scorching ray (+2 ranged touch), summon monster II

1st - burning hands (DC 14), chill touch (DC 14), magic missile, shocking grasp (+1 melee touch)

0 - acid splash (+2 ranged touch), detect magic, ray of frost (+2 ranged touch), read magic

Abilities Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 12

SQ summon familiar

Feats Agonizing Radius, Destructive Raze, Efficient Raze, Fast Raze, Scribe Scroll^B

Skills Bluff +9, Concentration +9, Decipher Script +11, Diplomacy +3, Disguise +1 (+3 to act in character), Intimidate +3, Knowledge (arcana) +11, Sleight of Hand +2, Spellcraft +13, Use Magic Device +1 (+3 scrolls)

Possessions combat gear plus ring of protection +1

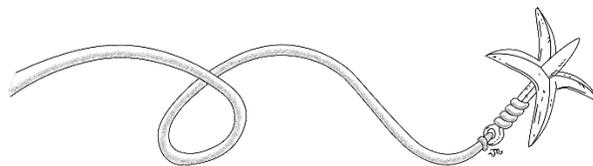
Spellbook spells prepared plus 0—all; 1st—mage armor, summon monster I

In the Trembling Plains and Glowing Desert, most wizards that become bandits do so because they were exposed as wizards in the seven cities, or because they were exposed as defilers in Kurn or in the Trembling Plains. Unlike the Kurnans, Eloy, and elves of the Trembling Plains, the bandit lords have no qualms about destroying the environment, but they are not reluctant to kill any defilers that show more ambition than they are comfortable with.

The bandit defiler had the following ability scores before **Hit Dice** ability score increases: **Str 10, Dex 8, Con 12, Int 15, Wis 14, Cha 12.**

Strategies and Tactics

The bandit defiler tries to stay away from melee as much as possible. He uses his raze feats to increase the power of his *fireballs* and *lightning bolts*, so his accomplices can quickly finish the job.



Bandit Rogue

A languid human with ragged leather armor is staring at you. He seems to be negotiating with a ssurran at the same time he is scanning for your purse.

Bandit Rogue

CR 6

Male human rogue 6

NE Medium humanoid (human)

Init +7; **Senses** Listen +7, Spot +11

Languages Common, Elven

AC 15, touch 13, flat-footed 12; uncanny dodge

(+3 Dex, +2 armor)

hp 21 (6 HD)

Resist evasion

Fort +2, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk wrist razor +6 (1d6+1/18-20/x2)

Melee bard's garrote +5 (2d4+1)

Ranged light crossbow +7 (1d8/19-20)

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

Base Atk +4; **Grp** +5

Atk Options Improved Feint, **poison** (cham, DC 10, none, dazed and slowed for 1d4 hours), **sneak attack** +4d6

Combat Gear bard's garrote, light crossbow with 50 bolts, masterwork wrist razor, 3 doses of cham poison

Abilities Str 12, Dex 16, Con 10, Int 13, Wis 14, Cha 8

SQ trapfinding, trap sense +2

Feats Improved Feint, Improved Initiative, Persuasive, Stealthy

Skills Balance +14, Bluff +6, Diplomacy +1, Disguise -1 (+1 to act in character), Escape Artist +8, Gather Information +10, Hide +10, Intimidate +12, Knowledge (local [Ravish]) +6, Listen +7, Move Silently +14, Search +6, Sense Motive +7, Sleight of Hand +5, Spot +11, Tumble +8

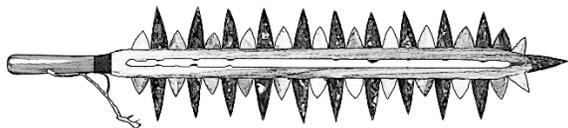
Possessions combat gear plus leather armor

The second most common variety of bandit, the bandit rogue is usually employed either as a negotiator when dealing with other tribes or as an infiltrator.

The bandit rogue presented here had the following ability scores before **Hit Dice** ability score increases: **Str** 12, **Dex** 15, **Con** 10, **Int** 13, **Wis** 14, **Cha** 8.

Strategies and Tactics

The bandit rogue avoids close-quarters fighting as much as possible. He prefers to sneak around a distracted foe and deliver a poisoned blow or strike from a distance with his crossbow. If forced into melee, he will feint as much as possible to be able to use his **sneak attack**.



Bandit Warrior

This strong bald human's body is covered in scars. He lifts his carrikal above his head before he starts to scream and run towards you.

Bandit Warrior

CR 3

Male human warrior 3

NE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 12, touch 11, flat-footed 11

(+1 Dex, +1 armor)

hp 18 (3 HD)

Fort +5, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)

Melee carrikal +6 (1d8+2/x3)

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

Base Atk +3; **Grp** +5

Atk Options Cleave, Power Attack

Combat Gear carrikal

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Power Attack, Weapon Focus (carrikal)

Skills Climb +6, Intimidate +5, Jump +6, Listen +1, Ride +5, Spot +1

Possessions combat gear plus padded armor

Bandit warriors make up the bulk of any bandit state's army. Since bandits are usually poorly trained and equipped, they compensate for that with sheer numbers.

Strategies and Tactics

Bandit warriors try to demoralize their opponents before closing to be able to use **Power Attack**. Since they are usually in overwhelming numbers, they care little for strategies or tactics.

Bandit Wind Driver

A half-elf on a strange cart approaches you making almost no sound. No animal pulls the cart; it moves as if blown by the wind. The half-elf seems to be preparing his crossbow.

Bandit Wind Driver

CR 3

Male half-elf kineticist 3

NE Medium humanoid (elf, psionic)

Init +2; **Senses** low-light vision; Listen +1, Spot +1

Languages Common, Eloy, Elven

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 12 (3 HD)

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee shortspear +3 (1d6+3)

Ranged light crossbow +5 (1d8/19-20)

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

Faces of the Forgotten North



Base Atk +1; **Grp** +3

Special Actions Wind Racer

Combat Gear shortspear, light crossbow with 20 bolts

Power Points/Day 14; **Psion Powers Known** (ML 3rd):

2nd - *control air*, *energy missile* (DC 14)^A

1st - *control object*, *missive*, *mind thrust* (DC 13)^A, *skate*, *vigor*

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 14, Dex 15, Con 12, Int 15, Wis 10, Cha 6

Feats Psionic Talent, Wind Racer*

Skills Balance +4, Concentration +7, Knowledge (geography [Scorpion Plains]) +7, Listen +1, Profession (sailor) +6, Psicraft +5, Search +1, Spot +1, Survival +0 (+2 to avoid getting lost)

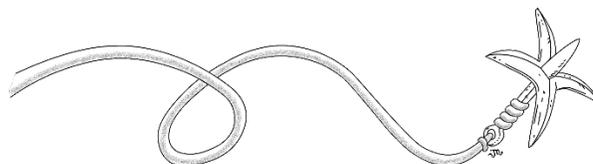
Possessions combat gear plus studded leather armor, sail cart

Bandit wind drivers are the fastest and most reliable way to move while in the Scorpion Plains and Trembling Plains. They are mainly used by the bandit lords as scouts, messengers, and as a way to quickly attack minor caravans.

The bandit wind driver presented here had the following ability scores before ability score increases and racial adjustments: **Str** 14, **Dex** 13, **Con** 12, **Int** 15, **Wis** 10, **Cha** 8.

Strategies and Tactics

A bandit wind driver will stay mobile as long as possible, using their sail cart in conjunction with *control air* and *skate*. They use *mind thrust* and *energy missile* while they have power points left to spend, then switch to their light crossbow.



Lask Brute

This lask is tall and strong for a member of his race. He holds a bone carrikal and has a bloodlust quality about him.

Lask Brute

CR 10

Male lask barbarian 7

CE Medium humanoid (lask)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Lask, Common

AC 19, touch 11, flat-footed 18; improved uncanny dodge (+1 Dex, +3 natural, +5 armor)

hp 90 (9 HD); **DR** 1/-

Fort +12, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee carrikal +14/+9 (1d8+6/x3) and bite +9 (1d4+3) or

Melee 2 claws +14 each (1d4+6) and bite +9 (1d4+3)

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

Base Atk +8; **Grp** +13

Atk Options Cleave, Blind-Fight, Multiattack, Power Attack, rage 2/day (9 rounds)

Combat Gear carrikal

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 10, Cha 10

SQ fast movement, trap sense +2

Feats Blind-Fight, Cleave, Multiattack, Power Attack, Toughness

Skills Climb +8, Intimidate +6, Survival +6

Possessions combat gear plus shell armor

When raging a lask brute has the following statistics

AC 17, touch 11, flat-footed 16

hp 108 (9 HD)

Fort +14, **Will** +4

Melee carrikal +16/+11 (1d8+8/x3) and bite +11 (1d4+4) or

Melee 2 claws +16 each (1d4+8) and bite +11 (1d4+4)

Grp +15

Abilities Str 26, Con 22

Faces of the Forgotten North

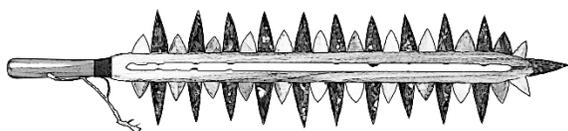


Many bandit lords employ lasks in their bands because of their sheer strength and ferocity.

The lask brute presented here had the following ability scores before **Hit Dice** ability score increases and racial adjustments: **Str** 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12.

Strategies and Tactics

A lask brute relies on his massive strength to defeat his foes. He enters his range before charging on any foe with his karikal, and uses **Power Attack** and **Cleave** until no one standing is left.



Akive, Chief of Ravish

This female mul seems particularly vicious and intimidating. She wears a crimson cape and holds a big macahuitl.

Akive, Chief of Ravish CR 11

Female mul gladiator 10

CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 30 ft.; **Listen** +6, **Spot** +6

Languages Common

AC 17, touch 13, flat-footed 15; uncanny dodge, improved uncanny dodge
(+2 **Dex**, +4 armor, +1 deflection)

hp 95 (10 HD); **DR** 1/- non-lethal

Resist extended activity, tireless (+4 on **Con** checks for extended physical activities and +4 against **weakness**, **fatigue**, **exhaustion** or **enfeeblement**)

Fort +10, **Ref** +9, **Will** +3

Speed 30 ft. (6 squares)

Melee **mwk** great macahuitl +16/+11 (2d6+7/19-20)

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

Base Atk +10; **Grp** +17

Atk Options Improved Feint, insightful feint +2, mercy, no mercy, Power Attack

Combat Gear masterwork great macahuitl, *psionic tattoo of animal affinity*

Abilities **Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 10

SQ armor optimization (chitin armor, studded leather)

Feats Alertness, Exotic Weapon Proficiency (cahulak)^B, Exotic Weapon Proficiency (master's whip)^B, Exotic Weapon Proficiency (wrist razor)^B, Improved Feint^B, Improved Unarmed Strike^B, Mekillothead, Power Attack, Skill Focus (Intimidate)

Skills **Bluff** +9 (+14 in melee), **Climb** +10, **Disguise** +0 (+2 to act in character), **Intimidate** +21, **Jump** +10, **Perform** +5, **Sense Motive** +4 (+9 in melee)

Possessions combat gear plus studded leather armor, *ring of protection +1*

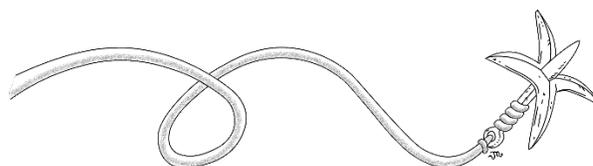
Hook "You can either face certain death by not obeying me or take your chances against that caravan. Which one do you prefer?"

Akive has no particular leadership skill; she leads the Ravish bandits by sheer force and bullying.

Akive had the following ability scores before racial adjustments, and **Hit Dice** ability score increases: **Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12.

Strategies and Tactics

Akive likes to use her massive bulk and weapon to intimidate her opponents, and then feint her way into close fray. She usually activates her tattoo before closing in, so her opponents will not have any advantages over her.



Chilod, Chief of Pillage

The muscle-bound tarek's nostrils flare as he looks at you, and he raises one of his twin impalers in some sort of signal to his warriors.

Chilod, Chief of Pillage CR 10

Male tarek barbarian 5/ranger 3

LN Medium humanoid (tarek)

Init +6; **Senses** darkvision 30 ft.; Listen +7, Spot +7

Languages Common, Tarek

AC 19, touch 12, flat-footed 17 (improved uncanny dodge)
(+2 Dex, +3 natural, +4 armor)

hp 64 (8 HD); ferocity

Fort +9, **Ref** +6, **Will** +1

Speed 40 ft. (8 squares)

Melee impaler +9/+4 (1d6+5/x4) and impaler +9 (1d6+5/x4)
or

Ranged +1 mighty composite shortbow [+5 Str bonus]
+11/+6 (1d8+6/x3)

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

Base Atk +8; **Grp** +15

Atk Options Cleave, Two-Weapon Fighting, favored enemy
(elves +2), rage 2/day (7 rounds), Teamwork

Combat Gear impaler, +1 mighty composite shortbow (+5
Str bonus), 2 potion-fruits of cure light wounds

Abilities Str 21, Dex 14, Con 14, Int 10, Wis 9, Cha 6

SQ fast movement, trap sense +1, wild empathy +3 (-1
magical beasts)

Feats Cleave, Endurance^B, Improved Initiative, Two-
Weapon Fighting^B, Teamwork^B, Track^B, Weapon Focus
(impaler)

Skills Climb +7, Handle Animal +6, Jump +8, Knowledge
(nature) +5, Ride +10, Survival +7 (+9 in natural
aboveground environments)

Possessions combat gear plus studded leather armor +1

When raging Chilod has the following statistics

AC 17, touch 10, flat-footed 15

hp 80 (8 HD)

Fort +11, **Will** +3

Melee impaler +11/+8 (1d6+7/x4) and impaler +11
(1d6+7/x4)

Grp +17

Abilities Str 25, Con 18

Skills Climb +9, Jump +10

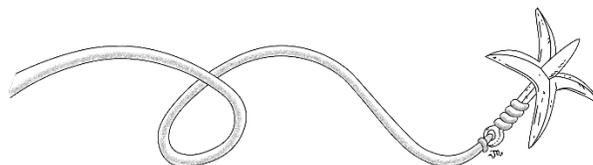
Hook "Charge, you lazy cowards! Otherwise I'll deal with
you myself!"

Chilod has no tolerance for defilers or preservers, but welcomes an astonishing variety of races into his band, ranging from kreen to b'hrohng and braxat.

Chilod had the following ability scores before Hit Dice ability score increases and racial adjustments: Str 15, Dex 14, Con 10, Int 12, Wis 13, Cha 8.

Strategies and Tactics

Chilod is not afraid to fight, as he is confident in his combating abilities, but he prefers to stay back a little in order to coordinate his band. He uses his ranged attacks on the seemingly most powerful enemy or on any apparent arcane caster. He only enters his rage when necessary, since it would prevent him from effectively leading the band.



Densis, Chieftain of Spoil

This humanoid is wearing a dark gray cloak with his hood pulled over his face. There is something very eerie about him.

Densis, Chieftain of Spoil CR 14

Human wizard (defiler) 10/necromant 4

LE Medium humanoid (human)

Init +0; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Elven, Tarek; *speaks with
dead*

AC 16, touch 12, flat-footed 16
(+4 armor, +2 deflection)

Immune fear

hp 49 (14 HD)

Fort +7, **Ref** +6, **Will** +17

Speed 30 ft. (6 squares)

Melee mwk steel dagger +7/+2 (1d4-1/19-20) or

Ranged heavy crossbow +7 (1d10/19-20)

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

Base Atk +7; **Grp** +6

Special Actions Gray casting

Combat Gear masterwork steel dagger, heavy crossbow with
20 bolts, 5 *undead slaying bolts* (DC 20), *scroll of fireball*,
scroll of protection from evil

Wizard Spells Prepared (CL 14th, 1d20+16 to overcome SR):
7th - *control undead* (DC 21), *finger of death* (DC 21)

6th - *circle of death* (DC 20), *create undead*, *undeath to death*
(DC 20)

5th - *cone of cold* (DC 19), *dominate person* (DC 19), *silent
greater invisibility*

4th - *animate dead*, *fear* (DC 18), *dimension door*, *lesser
globe of invulnerability*, *scrying* (DC 18)

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3rd - *dispel magic*, *fireball* (DC 17), *halt undead* (DC 17), *nondetection*, *zombie berry* (DC 17)

2nd - *command undead** (DC 16) (2), *invisibility**, *silent detect undead*, *scorching ray* (+7 ranged touch)

1st - *alarm**, *burning hands* (DC 15), *cause fear* (DC 15), *detect undead**, *protection from evil*

0 - *detect magic* (2), *disrupt undead* (+7 ranged touch) (2)

*Denotes spell that can be prepared without spellbook

Abilities Str 8, Dex 10, Con 12, Int 18, Wis 14, Cha 13

SQ undead presence, gravespeaker

Feats Alertness, Craft Magic Arms and Armor, Efficient Raze, Iron Will, Leadership, Silent Spell^B, Scribe Scroll^B, Spell Mastery^B, Spell Penetration

Skills Bluff +18, Concentration +18, Decipher Script +13, Knowledge (arcana) +14, Knowledge (geography) +9, Knowledge (local [Bandit States]) +9, Knowledge (history) +14, Knowledge (religion) +9, Knowledge (the planes) +9, Listen +4, Literacy (Common), Spellcraft +21, Spot +4

Possessions combat gear plus *bracers of armor* +4, *cloak of resistance* +2, *handy haversack*, *ring of protection* +2

Spellbook (bones) spells prepared plus 0 - all; 1st - *mage armor*, *shield*; 2nd - *arcane lock*, *resist energy*; 3rd - *darkvision*, see *invisibility*; 4th - *arcane eye*, *dimensional anchor*; 5th - *dismissal*, *hold monster*

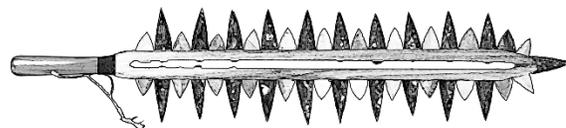
Hook "Have we got a surprise for you."

Densis usually does not go raiding with his bandits, but prefers to explore the Buried City. Densis is currently under the mental domination of Dote Mal Payne.

Densis had the following ability scores before Hit Dice ability score increases and racial adjustments: Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 13.

Strategies and Tactics

Densis, before his domination by Dote Mal Payne, was more concerned about exploring the nearby ruins than being involved in such mundane tasks as combat, preferring to avoid it and approach using *invisibility* to quickly dispatch his foes with *circle of death* and animate them later.



Evartu, Chief of Plunder

Even taller and thinner than the average elf, this elf has his face coated in white powder, but his eyes, nostrils, and mouth are painted black. Along with the yellowing sheets he wears, he looks like a creature raised from the grave.

Evartu, Chief of Plunder

CR 12

Male elf fighter 12

NE Medium humanoid (elf)

Init +9; **Senses** low-light vision; Listen +6, Spot +6

Languages Common, Elven

AC 20, touch 17, flat-footed 15; **Dodge**, **Mobility** (+3 Armor +5 Dex, +2 deflection)

Resist mundane extreme heat or cold

hp 78 (12 HD)

Fort +9, **Ref** +9, **Will** +5

Speed 40 ft. (8 squares); elf run

Melee mwk elven longblade +20/+15/+10 (1d8+5/18-20)

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

Base Atk +12; **Grp** +18

Atk Options Combat Reflexes, Spring Attack

Combat Gear masterwork elven longblade, 2 doses of *dust of illusion*, *necklace of fireballs* (type I)

Abilities Str 13, Dex 20, Con 12, Int 10, Wis 12, Cha 8

Feats Alertness, Combat Reflexes, Dodge, Greater Weapon Focus, Greater Weapon Specialization, Improved Initiative, Leadership, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (elven longblade), Weapon Specialization (elven longblade)

Skills Intimidate +11, Jump +8, Listen +6, Perform (acting) +8, Search +3, Spot +6

Possessions combat gear plus studded leather, *ring of protection* +2, *brooch of shielding*

Faces of the Forgotten North

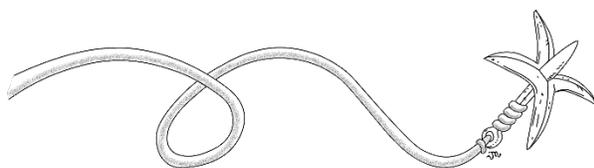
Hook “Forward, my minions. Tonight we’ll feast on living flesh!”

Chief of the Ghosts of Plunder, Evartu especially despises the elf tribes of the Scorched Plateau.

Evartu had the following ability scores before **Hit Dice** ability score increases and racial adjustments: **Str** 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8.

Strategies and Tactics

Evartu has a flair for drama. He prefers to demoralize everyone in range using make-up and acting while his warriors take care of the rest. He won’t hesitate to jump into the fray to fight opposing elves, nor if things start to go bad to make use of his *necklace of fireballs* and *dust of illusion* to withdraw.



Kel of Kel’s Lot

A short, hairless humanoid appraises you steadily, his skin deeply tanned and his eyes betraying his age.

Kel

CR 15

Male old dwarf fighter 6/cleric 9

LN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Dwarven, Elven

AC 17, touch 10, flat-footed 17

(-2 Dex, +4 armor, +3 shield, +2 deflection)

Immune kip poison, deafness or stunning by sonic spells or abilities

hp 88 (15 HD)

Resist stability (+8 against bull rush and trip), treated as one size larger against wind effects

Fort +12, **Ref** +3, **Will** +12; +2 against poison (+6 against inhaled)

, spells, and spell-like effects

Speed 20 ft. (4 squares)

Melee +1 *defending bone dwarven waraxe* +17/+12/+7 (1d10+5/x3)

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

Base Atk +12; **Grp** +16

Atk Options Blind-Fight, turn undead 5/day (+1, 2d6+10, 9th; can turn earth creatures and rebuke air creatures)

Special Actions spontaneous casting (*cure spells*), Teamwork

Combat Gear +1 *defending bone dwarven waraxe*

Cleric Spells Prepared (CL 11th):

5th - *elemental strike* (DC 19), *greater command* (DC 18)^D

4th - *divine power*, *ice storm*^D, *summon monster IV*

3rd - *eye of the storm*, *call lightning* (DC 17)^D, *dispel magic*, *magic circle against evil* (DC 16), *summon monster III*

2nd - *bull’s strength*, *hold person* (DC 15), *resist energy*, *silence* (DC 15), *sound burst* (DC 16)^D, *summon monster II*

1st - *bless element*, *command* (DC 14)^D, *cooling canopy*, *cause fear* (DC 14), *sanctuary*, *divine favor*

0 - *create element*, *cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*

D: Domain spell. Element: Air. **Domains:** Furious Storm, Rolling Thunder

Abilities Str 18, Dex 6, Con 12, Int 12, Wis 17, Cha 14

SQ dwarven focus

Feats Alertness, Blind-Fight^B, Combat Casting, Disciplined, Improved Initiative^B, Kipherd*, Leadership, Spell Focus (evocation), Teamwork^B, Weapon Focus (dwarven waraxe)^B

Skills Concentration +20, Intimidate +17, Jump +8, Knowledge (the planes) +6, Knowledge (warcraft) +11, Listen +9, Spot +5, Survival +3 (+5 made while on other planes)

Possessions combat gear plus *ring of protection* +2, *belt of giant strength* +6, *large wooden shield* +1, *periapt of wisdom* +2, *potion-fruit of cat’s grace*, *studded leather armor* +1

Dwarven Focus When Kel is actively pursuing activities to protect Kel’s Lot, he receives a +1 morale bonus to all skill checks, attack and damage rolls, saving throws and spell save DCs.

Hook “I created the Bandit States, boy. Do not try me.”

An aged dwarf that is prejudiced towards anyone who is not dwarven. Head of the village of Kel’s Lot, which predates all the other Bandit States. Uses raiding as a means to survive.

Kel had the following ability scores before racial adjustments, ability level increase, and age modifiers: **Str** 14, **Dex** 8, **Con** 13, **Int** 10, **Wis** 12, **Cha** 15.

Strategies and Tactics

Kel casts *summon monster* from a distance until he is certain that the numbers are favoring him. He will then cast *divine power* and move into melee range, as he believes he is not yet too old for combat. If the battle is not going well, he orders his soldiers to fall back while he casts *ice storm* and *elemental strike*.

Giki

Clad in sturdy chitin armor, this dwarf carries an enormous wooden mallet.

Giki, Kel's Cohort

CR 11

Male dwarf fighter 11

LN Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Dwarven

AC 15 touch 11, flat-footed 14

(+1 Dex, +4 armor)

Immune kip poison

hp 93 (11 HD)

Resist stability (+4 against bull rush and trip)

Fort +10, **Ref** +4, **Will** +3; +2 against poison (+6 against inhaled), spells, and spell-like effects

Speed 20 ft. (4 squares)

Melee +1 stone maul +16/+11/+6 (1d12+6/17-20)

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

Base Atk +11; **Grp** +15

Atk Options Cleave, Improved Bull Rush, Power Attack

Combat Gear +1 stone maul

Abilities Str 17, Dex 13, Con 16, Int 12, Wis 10, Cha 6

SQ dwarven focus

Feats Alertness, Cleave, Greater Weapon Focus (maul), Improved Bull Rush, Improved Critical (maul), Improved Initiative, Kipherd*, Power Attack, Weapon Focus (maul), Weapon Specialization (maul)

Skills Climb +9, Handle Animal +6, Intimidate +8, Jump +9, Listen +2, Ride +9, Spot +2

Possessions combat gear plus masterwork chitin armor

Dwarven Focus When Giki is actively pursuing his focus to protect Kel's Lot, he receives a +1 morale bonus to all skill checks, attack and damage rolls, saving throws and spell save DCs.

Hook "Death to the enemies of Kel's Lot!"

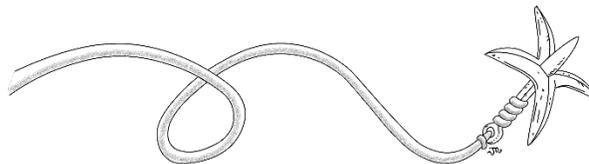
Giki is Kel's right hand and hammer-arm, a stoic dwarven fighter whose life is bound to the defense of Kel's Lot. Giki serves as enforcer, sentinel, and executioner when needed—his stone maul, a constant presence on the streets and walls.

Giki had the following ability scores before racial adjustments, ability level increase, and age modifiers: **Str** 15, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Strategies and Tactics

Giki serves as Kel's muscle, enforcing laws with overwhelming physicality. He uses *Improved Bull Rush* and *Power Attack* to brutalize and subdue those that stand in his way, often employing non-lethal blows to punish criminals

rather than kill—unless ordered by Kel. He frequently attacks limbs or weapons to disable without killing.



Lady Cesti of Wrath

You see a beautiful woman. She has an aristocratic look and is dressed up like a noble. Her entourage seems to be comprised of only dirty creatures with jagged clothing and missing teeth.

Lady Cesti of Wrath

CR 10

Female human gladiator 10

LE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13; improved uncanny dodge (+2 Dex, +3 armor)

hp 75 (10 HD)

Fort +8, **Ref** +9, **Will** +2

Speed 30 ft. (6 squares)

Melee mwk dagger +14 (1d4+3/19-20)

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

Base Atk +10; **Grp** +15

Atk Options Improved Feint, mercy, no mercy, Power Attack

Combat Gear masterwork dagger, 2 splashglobes of liquid darkness

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 15

SQ armor optimization (chitin, studded leather), gladiatorial performance 10/day, insightful feint +2

Feats Alertness, Exotic Weapon Proficiency (cahulak)^B, Exotic Weapon Proficiency (lotulis)^B, Exotic Weapon Proficiency (thanak)^B, Improved Unarmed Strike^B, Improved Feint^B, Leadership, Negotiator, Persuasive, Power Attack

Skills Balance +6, Bluff +14 (+19 in melee), Diplomacy +10, Disguise +2 (+4 to act in character), Intimidate +14, Jump +7, Perform (acting) +10, Sense Motive +11 (+16 in melee), Tumble +6

Possessions combat gear plus *bracers of armor* +3, *cloak of Charisma* +2

Hook "Hear me, Lords of Wrath! Legends will remember your deeds this day. Show your valor and give the bards something to sing about."

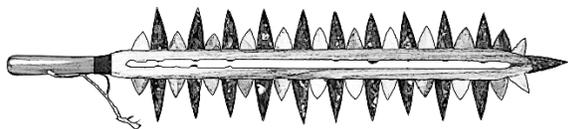
The delusional chieftain of the bandit state of Wrath, Lady Cesti believes that she is a noblewoman and has set up her slave tribe along the lines of a noble house.

Faces of the Forgotten North

Cesti had the following ability scores before Hit Dice ability score increases: **Str** 15, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12.

Strategies and Tactics

Lady Cesti abhors combat, because according to her “it is only for the common folk”. She prefers to use her noble skills to lead and inspire her troops into victory, while comfortably seated on her palanquin.



Talid the Bandit Lord

This handsome black-skinned mul sports a tattoo of a multi-headed lizard that seems almost to twitch as the mul speaks. The tattoo gleams gold in the sunlight, and his deep voice carries force and authority.

Talid the Bandit Lord

CR 14

Male mul gladiator 10/barbarian 1/fighter 2

LN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 30 ft, Listen +3, Spot +3

Languages Common

AC 16, touch 11, flat-footed 15; improved uncanny dodge (+1 Dex, +5 armor)

hp 121 (13 HD); **DR** 1/– non-lethal

Resist extended activity, tireless (+4 on **Con** checks for extended physical activities and +4 against **weakness**, **fatigue**, **exhaustion** or **enfeeblement**)

Fort +15, **Ref** +8, **Will** +3

Speed 40 ft. (8 squares); fast movement

Melee +1 *talid of wounding* +19 (1d6+6 plus 1 **Con** damage/19-20)

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

Base Atk +13; **Grp** +19

Atk Options Cleave, gladiatorial performance 10/day, Improved Feint, mercy, no mercy, Power Attack, rage 1/day (8 rounds)

Combat Gear +1 *talid of wounding*, *psionic tattoo of animal affinity* (ML 8th)

Abilities **Str** 20, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 13

SQ armor optimization (chitin, studded leather), insightful feint +2

Feats Alertness, Cleave^B, Endurance, Exotic Weapon Proficiency (atlatl)^B, Exotic Weapon Proficiency (lotulis)^B, Exotic Weapon Proficiency (talid)^B, Improved Unarmed Strike^B, Improved Feint^B, Mekillothead, Negotiator, Power Attack^B, Persuasive



Skills **Balance** +8, **Bluff** +13 (+18 in melee), **Climb** +10, **Diplomacy** +6, **Disguise** +1 (+3 to act in character), **Intimidate** +20, **Jump** +12, **Perform** +10, **Sense Motive** +11 (+16 in melee), **Tumble** +8

Possessions combat gear plus *bracers of armor* +5

When raging, Talid has the following statistics

AC 14, touch 9, flat-footed 13

hp 147 (13 HD)

Fort +17, **Will** +5

Melee +1 *talid of wounding* +21 (1d6+8 plus 1 **Con** damage/19-20)

Grp +21

Abilities **Str** 24, **Con** 20

Skills **Climb** +12, **Jump** +14

Hook “Divided we fall and flounder, but united, united we stand. What better place than here, what better time than now?”

Chief of Ravage, Talid wants to unite the Bandit States. House Azeth has secretly been negotiating with Talid to give their traders and allies safe passage to the mysterious lands that lie north of the Bandit States.

Talid had the following ability scores before Hit Dice ability score increases and racial adjustments: **Str** 15, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 14.

Strategies and Tactics

Talid is a natural leader: he leads by example, not through coercion and intimidation. He is usually one of the first to jump into battle and one of the last to withdraw from it. He activates his *psionic tattoo of animal affinity* just before

entering melee, feinting his way through and quickly dispatching his foes using *Cleave*.

Other Creatures and Allies

In addition to the tactics mentioned earlier, a bandit party rides with a number of monstrous creatures and mercenaries.

B'rohng (*ToA*, pg 10): Captured, branded, and enslaved in South Guard when they were young, these b'rohng were rescued by a daring raid led by Chilod, whom they now revere.

Braxat (*ToA*, pg 18): Outcasts from their own kind, these braxats have been welcomed by Chilod's bandit state of Pillage.

Eldaarish Mindblade (see Dimlanders): Escaping Eldaarich with their lives, these former cultists sought people to tell them what to do.

Gith Warrior (*ToA*, pg 71): Outcasts from their own kind, these gith often take refuge among the bandits of the northern wastes.

Half-Giant Warriors (*ToA*, pg 87): These gullible creatures follow the leadership of various bandit leaders.

Inixes (*ToA*, pg 193): These beasts are used as mounts.

Silt Runners (*ToA*, pg 150): Captured as eggs from a raid far to the northeast, these silt runners hatched in the broiling sun before the bandits had a chance to eat them, and the bandits decided to feed them and raise them to be slaves. It turned out that they made hardy warriors instead, and all but a few bandits have forgotten their inauspicious introduction to the tribe.

Ssurran Warrior (*ToA*, pg 166): Unlucky in trade and hopeful for luck in banditry, these ssurrans joined with Chilod's leadership in the bandit village of Plunder, partly for the opportunity to revenge themselves on those of their own kind who regard them as failures.

Tareks (*ToA*, pg 168): Lured by promises of wealth and plunder, these tareks follow the terek Chilod and his bandits from the village of Plunder.

Thri-kreen (*ToA*, pg 173): Following humanoid that the thri-kreen individuals had accepted as their clutch-leaders, these kreen have thrown their lot in with what the thri-kreen regard as Chilod's pack, based in the village of Plunder.

Raamin Thumper: These great maul-wielding half-giants find a place in various bandit groups.

Sample Encounters

Bandit Scouting Party (EL 4-7): These groups come to the Trembling Plains riding in one or more wind-carts, but typically bury the wind-carts at the border of the Glowing Desert and proceed into the Trembling Plains on foot.

EL 4: One bandit wind driver and one bandit warrior.

EL 7: Add three bandit warriors to an EL 4 Bandit Scouting Party.

EL 6: Add one bandit bard to an EL 4 Bandit Scouting Party.

EL 7: Add one bandit rogue to an EL 4 Bandit Scouting Party. The wind driver is the leader, and will avoid any confrontations unless odds are wildly in the bandit's favor. Their mission is to obtain intelligence on the area, and, if confronted with possibly superior strength, will retreat. Nevertheless, if they see an opportunity to take wealth or hostages without much effort, they will take it. If encountered in the Trembling Plains, the scouting party left their wind-cart buried at the edge of the Glowing Desert.

Bandit Skirmish Party (EL 8-9): A bandit group designed for minor confrontations and exploration.

EL 8: One bandit wind driver, four bandit warriors.

EL 9: Add one bandit defiler and one bandit bard to an EL 8 Bandit Skirmish Party.

Bandit Attack Party (EL 12): One lask brute, one bandit bard, 3 bandit wind drivers, 6 bandit warriors, one bandit defiler, one bandit bard.

Kreen Eater Assault Party (EL 13): Gozor, one lask brute, twelve bandit warriors, four half-giant warriors.

Ravage Assault Party (EL 15): Talid, eight bandit wind drivers, two bandit defilers.

Plunder Assault Party (EL 13): Evartu, eight bandit wind drivers, two bandit defilers, one bandit bard.

Pillage Assault Party (EL 15): Chilod, eight bandit wind drivers, four thri-kreen, eight silt runners, two b'rohng, two braxats, four ssurran warriors, four tareks.

Ravish Assault Party (EL 14): Akive, eight bandit wind drivers, twenty bandit warriors.

Kel's Assault Party (EL 16): Kel, eight dwarven bandit wind drivers, and twelve dwarven bandit warriors. Kel's dwarves tend to throw lots of kip poison around, which they are immune to (they all have the Kipherd feat). They try not to kill but often come close to doing so. They mostly rob herders for food, but they do actually herd some kip in their oasis.

History

While the village of Kel's Lot is nearly as old as Azeth's Rest, the other Bandit States have sprung up over the last six King's Ages after Kel (the tenth in his line to carry that name, and father of the current leader of Kel's Lot) invented the sail cart and the psionic sail. Other bandits ventured north to steal these famous carts, and gradually mastered their secrets. Disappointed to discover that the sail carts were essentially useless outside the Barrier Wastes, the bandits discovered other oases within the wastes and settled them, using the wind carts to strike and then make a swift getaway.

Environment: Bandits of the Barrier Wastes dwell in the seven "Bandit States," oasis villages in the Glowing Desert or Scorpion Plains. Without the use of sail carts, most of these villages would lie too far away to raid into the Trembling Plains.

Typical Physical Characteristics: Bandits of the Barrier Wastes mark themselves with tattoos designating their Bandit State allegiance, i.e., to Spoil, Ravage, Ravish, Kel's Lot, Wrath, Plunder, or Pillage.

Alignment: The bandits of Kel's Lot and Pillage tend towards being lawful neutral, instilling strong loyalty and governing their own villages with a sense of order. The other Bandit States tend towards evil, and to a lesser degree, towards chaos. The leaders of these villages often govern by force or by fleeting popularity.

Society

Most of the bandits that strike at travelers and settlements of the Trembling Plains actually dwell in villages in the Glowing Desert to the west. Their wind-carts are considerably less effective in the scrublands than in the desert or salt flats. There are seven bandit villages, none of which could possibly stand against the might of Kurn, Eldaarich, or House Azeth. Their distance from the Trembling Plains helps to shield them from the wrath of these three entities, while their wind-carts allow them to strike, rob, and return to their villages before Kurnan or other patrols can catch them. Kurn and Azeth have mounted expeditions and destroyed a bandit village more than once, but since neither Kurn nor Azeth are willing to destroy an oasis, a bandit settlement just forms again a few years later. Some bandits responded to the destruction by escalating the violence, killing whole caravans so that no one could tell which bandits had struck them.

Whereas Eldaarich and the Red Guards evoke terror, bandits evoke near universal hatred in the Trembling Plains. Defilers working with the bandit tribes cause most of the murders and nearly all of the defiling that occurs in the Trembling Plains. The bandits rarely attack in great numbers, but they seem to have an instinct for finding vulnerable targets.

House Azeth, the Kurnan militias, the Red Guards, and the Draji contingent at Fort Ral have done a fairly effective job at clearing out the bandit groups that once lurked along the trade route between Ket and Kurn. Now, bandits all the way from the Glowing Desert and the Scorpion Plains far to the north carry out the vast majority of bandit attacks on the trade road. Recently, a brazen group of ex-slaves calling themselves "The Kreen Eaters" has also begun to strike smaller caravans. Some of the bandits are herders who got tired of the stink of inix dung and decided to join the more glamorous raider life. These bandits usually have no interest in their former lives, often creating false stories to tell their fellow bandits to avoid revealing that they used to be herders. Most are ex-slaves from the Tyr Region or from South Guard, and a surprising number are escaped Shtas soldiers. Because the cultures of Kurn and the herders have no tolerance of defiling, bandit defilers tend to be former Kurnans or former herder preservers who have fallen to the path of defiling.

Bandit mortality is high. Because bandits often need to make quick escapes, herders sometimes discover forgotten stashes of less transportable loot such as grain, hardwood, lead, or even copper ingots. Clever bandits may stash their loot in areas that the herders avoid, such as dangerous areas haunted by undead. The favored location for ambushes is the stretch of road between Azeth's Rest and Fort Ral. The scrublands and long road are a great place for attacking caravans but *not* for settling in. If the bandits had a lair in the scrublands, Azeth and Kurn chariot troops could locate and destroy it. Any bandits bivouacking in the area would only last a few months at most. Azeth deals with bandits who attempt to camp near the trade road by hiring aarakocra from Storm Peak to fly over the area (ignoring the herders who launch sling stones at them thinking they were after their herd animals, and who would usually be right) and locate the bandit nest. The Trembling Plains contains many burnt out camps that foolish bandit and belgoi groups once used as a base. The encampments stand in relatively defensible positions, so the raiders from the Bandit States tend to use these camps when they are in the area, but do not bother to rebuild them.

Bandits take names from the Tyr Region, tending towards the names that a Tyr Region gladiator would take, even if the bandits originally came from Kurn, Eldaarich, or the herder clans, and had a previous name. (No self-respecting bandit wants to go by a Kurnan name like Amunet!).

If there is little honor among thieves, there is even less among the bandits of the Trembling Plains. The bandit leaders usually collect the sails, secreting them away so that the other bandits cannot abandon them.

Faces of the Forgotten North

Typical Treasure

Bandits have $\frac{3}{4}$ the normal gear for their **Challenge Rating**, except for the leader, who has twice the normal gear. The group leader also carries the cart-sails of all of the wind carts that the bandits arrived on.

Bandit Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about the Bandits of the Barrier Wastes. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Trembling Plains])

DC Result

- | DC | Result |
|----|---|
| 11 | There are seven bandit villages in the barren wastes northwest of the Trembling Plains: Spoil, Pillage, Plunder, Kel's Lot, Ravage, Ravish, and Wrath. |
| 16 | The bandits travel very quickly through the desert on wheeled sail carts. |
| 21 | Since the carts move slowly through the scrub plains, the bandits usually bury them at the edge of the desert when they come to raid, and the bandit leader keeps the sails on his person so that the other bandits will not abandon him. |
| 26 | Since the sails of the carts gleam in the sunlight and glow in moonlight or starlight, they are probably made of shimmercloth. |

Adventure Hooks

All the Comforts of Home; Investigation

Belgoi, Watchmen of Ral

A small and starving belgoi tribe, the Watchmen of Ral lurk in the badlands of the Broken Deep, south of Dry Spring. These belgoi usually hunt game in the Trembling Plains, retiring to the badlands when the sun rises or when Guthay is full. When game goes scarce, they sometimes eat each other. As a rule, the group will not hunt the Eloy herders, although some individuals break the rule out of sheer hunger.

Ral's Shaman

You hear a bell ringing in the distance... then silence.

Ral's Shaman

CR 9

Female belgoi druid 5

LE Medium monstrous humanoid (psionic)

Init +4; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Belgoi, Gith; *Speak with animals, tongues*

AC 16, touch 14, flat-footed 12

(+4 Dex, +2 armor)

hp 65 (10 HD)

Fort +7, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares); woodland stride

Melee +1 *bone scimitar* +11/+6 (1d6+3/18-20) or

Melee 2 *claws* +10 each (1d4+2 plus **Str** damage)

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

Base Atk +8; **Grp** +14

Special Actions spontaneous casting (*summon nature's ally* spells), wild shape 1/day (5 hours)

Combat Gear +1 *bone scimitar*

Druid Spells Known (CL 5th):

3rd - *call lightning* (DC 15)

2nd - *barkskin, bull's strength, resist energy*

1st - *cure light wounds, endure elements, hide from animals* (DC 13), *longstrider*

0 - *defiler scent, detect magic, detect poison, mending, purify food and drink*

Psi-like Abilities (CL 7th):

3/day - *attraction* (+7 bonus, DC 16*), *brain lock* (all targets, DC 14*), *ego whip* (DC 14), *empty mind, psionic dominate* (DC 18).

*Includes augmentation for the belgoi's manifester level.

Abilities Str 14, Dex 18, Con 15, Int 8, Wis 15, Cha 14

SQ animal companion, bell ringing, link with companion, nature's speech, share spells, trackless step, wild empathy +7 (+3 magical beasts)



Faces of the Forgotten North

Feats Ability Focus (domination), Combat Casting, Iron Will, Natural Spell

Skills Concentration +5, Hide +6, Intimidate +4, Knowledge (nature) +8, Listen +3, Move Silently +8, Search +0, Spot +3, Survival +9 (+11 in aboveground natural environments)

Possessions combat gear plus leather armor, bell, *amulet of tongues**

Bell Ringing (Su) Belgoi use a bell to focus their *psionic dominate* power. A domination target who hears the belgoi's bell receives a -2 penalty on his Will save.

Strength Damage (Ex) An individual struck by a belgoi's claw attack takes 1d6 points of temporary Str damage, unless the belgoi scores a critical hit, in which case the target takes 2d6 points of temporary Str damage instead.

Animal Companion dire bat (*MM*, pg 62).

Ral's Shaman is the name of the leader and head priestess of the Watchmen of Ral.

Ral's Shaman had the following ability scores before Hit Dice ability score increases and racial adjustments: Str 14, Dex 12, Con 13, Int 8, Wis 15, Cha 10.

Strategies and Tactics

Ral's Shaman will ring her bell while hidden and try to attract an opponent to her hiding place. If that fails, she will *wild shape* into a cheetah and withdraw to stand with the rest of her band. Then she casts *summon nature's ally I to III* and *bull's strength* to increase their numbers and offensive power.

Creatures and Allies

Belgoi (*ToA*, pg 163).

History

The Watchmen of Ral avoid hunting the Eloy since they've found that every time they feast on a few herders, the plains giants from Giant's Hollow attack them soon after. The Watchmen always hunt at night in the light of the moon Ral, which they worship. They gave themselves the name "Watchmen of Ral" a few years ago after they captured a Draji templar who possessed an amulet that allowed him to communicate with the belgoi. Surprised to hear their supper speaking to them in their own language, they postponed their meal and allowed him to speak. The quick-witted Draji templar converted the belgoi to believing in Tectuktitlay as a god and to the practice of making sacrifices to the moon Ral. The belgoi were unconvinced to the sacredness of the moon Guthay because its light makes it difficult for the belgoi to sneak up on prey "pah, Guthay almost bad as sun."

The newly converted Watchmen of Ral sacrificed and ate the templar, but they kept his *amulet of tongues* and his templar signet. They use these holy icons in their rituals to honor Ral and Tectuktitlay, whom they have never seen. They would be very angry to learn that Tectuktitlay is dead.

Watchmen of Ral Lore

Characters with ranks in Knowledge (local [Trembling Plains]) can learn more about Watchmen of Ral. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

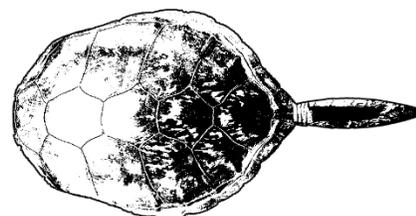
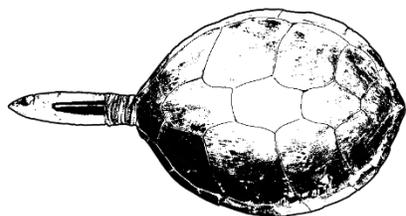
Knowledge (Local [Trembling Plains])

DC	Result
----	--------

10	The Watchmen of Ral is a band of belgoi hunter-gatherers.
----	---

15	The Watchmen of Ral will hunt persons that do not appear to be Eloy.
----	--

20	The Watchmen of Ral worship Tectuktitlay and practice sacrifices to the moon Ral.
----	---



Esmila the Eye-Blind

You see a woman of medium height, with coffee-colored skin and slightly lighter-colored hair hanging scraggly down to the middle of her back. She wears a rough shift that appears to have once been a rich gown of silk and metallic fibers. Her features are aged but fine, and her face is marred by two black pits where her eyes should be.

Esmila the Eye-Blind CR 18

Female human morg castaway telepath 8/auditor 6
 NE Medium undead (augmented humanoid, human, psionic)
Init +1; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Aura fear (60 ft.; DC 19)
Languages Common, Eldaarish, Goblin; *tongues*

AC 20, touch 16, flat-footed 19
 (+1 Dex, +4 natural, +5 deflection)
hp 119 (14 HD); fast healing 1; **DR** 10/magic
Resist cold 10
Immune undead immunities, *brain lock effects*
Fort +6, **Ref** +7, **Will** +16
Weakness bound to area, delusional, distractible, *sensitivity to light*

Speed 30 ft. (6 squares)
Melee +2 *steel dagger* +11/+6 (1d4+2/19-20) or
Melee tongue +9/+4 (1d4+2 plus *energy drain*)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Blind-Fight, constrict 1d4+2, improved grab, Power Penetration, Psionic Endowment, Stand Still
Special Actions Inquisitor, perceive 6/day
Combat Gear +2 *steel dagger*, *dorje of dispel psionics* (25 charges)

Power Points/Day 156; **Psion Powers Known** (ML 13th; 1d20+14 to overcome SR):
 6th - *breath of the black dragon* (DC 21), *mass cloud mind* (DC 23), *remote view trap* (DC 21)
 5th - *hallucination* (DC 22)^A, *mind probe* (DC 22), *psychic crush* (DC 22), *shatter mind blank* (DC 22)
 4th - *psionic dominate* (DC 21)^A, *psionic modify memory* (DC 21), *schism*, *thieving mindlink* (DC 21)^A
 3rd - *crisis of breath* (DC 20)^A, *false sensory input* (DC 20), *psionic blast* (DC 20), *touchsight*
 2nd - *aversion* (DC 19)^A, *brain lock* (DC 19), *psionic suggestion* (DC 19), *read thoughts* (DC 19)
 1st - *attraction* (DC 18)^A, *aura reading*, *psionic charm* (DC 18)^A, *psychic tracking*, *synesthete*
^AThe save DCs for these powers might increase with the use of augmentations

Abilities Str 14, Dex 12, Con —, Int 20, Wis 16, Cha 15

SQ create spawn, Fast Gathering, Gray toughness 2, No Display, undead traits

Feats Blind-Fight, Combat Manifestation, Inquisitor, Investigator^B, Hostile Mind, Persuasive^B, Power Penetration^B, Psionic Endowment^B, Psionic Meditation, Skill Focus^B (Sense Motive), Stand Still^B

Skills Bluff +17, Concentration +17 (+27 non-display powers), Diplomacy +21, Disguise +2 (+4 to act in character), Gather Information +23 (in half time), Intimidate +9, Knowledge (local [Eldaarich]) +20, Knowledge (history) +15, Knowledge (psionics) +15, Listen +14, Literacy (Common, Eldaarish), Move Silently +11, Psicraft +15, Search +18 (+22 with *synesthete*), Sense Motive +29, Spot +14 (+18 with *synesthete*), Survival +3 (+5 following tracks)

Possessions combat gear plus *psionatrix of telepathy*, *third eye penetrate*, *torc of free will*, *ring of protection* +5, *cloak of resistance* +2

Bound to Area (Su) Esmila cannot leave her goblin city without weakening her connection to the Gray. Each day she's away, she gains a **negative level**. When her **negative levels** equal 14, she's destroyed. If she returns, she recovers 1 **negative level** per day.

Contact: Esmila has the privilege of acquaintances that will do favors for her. Twice per week Esmila may contact her acquaintances from whom she can extract a favor from to gain a benefits from any of the following:
 - Access to information
 - Access to purchase black market goods.
 - Access to purchasing spellcasting services.
 - Access to rumors
 - Appointment or meeting with an NPC

Constrict (Ex) If Esmila successfully **grapples** with her tongue attack deals automatic tongue damage.

Create Spawn (Su) Any humanoid slain by Esmila's energy drain becomes a namech 1d4 days after death. Spawn are under the command of the Esmila and remain enslaved until death. Esmila can have namech spawn with up to 28 HD.

Deeper Darkness (Su) Esmila can create a globe of darkness at will. Treat this as a deeper darkness spell cast by a wizard of caster level 5 or the undead's HD, whichever is greater.

Delusional (Ex) Esmila presumes that any human she encounters is her ally, which provides a +8 **bonus** to skill checks for humans who interact with the castaway. If the humans are accompanied by non-human allies, Esmila must make a DC 15 Int check. If not successful, she will assume that the humans are captives of or captors of the non-humans.

Distractible (Ex) Esmila is easily distracted by other women, particularly those she considers young and beautiful. In combat she targets enemy female humanoids first to rid herself of the distraction, eliminating the source even before dealing with prominent threats.

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Energy Drain (Su) Living creatures hit by Esmila's tongue attack gain one **negative level**. For each **negative level** bestowed, Esmila gains 5 temporary **hit points**. Esmila can use her energy drain ability once per round.

Enhanced Ability (Ex) Esmila has an increased number of skill points and receives 1 additional skill point per HD.

Fast Gathering Esmila is an efficient informer; she takes only half of the rolled time on Gather Information checks.

Fear Aura (Su) Creatures of less than 5 HD within 60 feet that look at Esmila are **panicked** and flee. Creatures with 5 HD or more are allowed a **DC 19 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 Esmila's aura for 24 hours.

Improved Grab (Ex) To use this ability, Esmila must hit an opponent of **Large** size or smaller with her tongue attack. She can then attempt to start a **grapple** as a **free action** without provoking an **attack of opportunity**. If she wins the **grapple** check, she establishes a hold and can constrict.

Immunity to Vision Effects (Ex) Esmila has no eyes and sees entirely via her psionics. As such, she is immune to any effect that relies on eyesight, including gaze attacks, blindness or dazzled conditions, fascination, and all illusion (pattern) and illusion (figment) spells or effects. She automatically succeeds on saving throws against such abilities and can ignore them entirely.

Light Sensitivity (Ex) Although Esmila lacks eyes, she is treated as though she is **dazzled** when exposed to bright sunlight or within the radius of a **daylight** spell.

No Display (Ex) Esmila gains a +10 competence bonus to Concentration checks to manifest psionic powers without displays.

Hook "I can see what you see not."

A notorious telepathic interrogator, Esmila gained high office in Daskinor's army during the Cleansing Wars through her terrifyingly effective interrogation techniques. She used her high office (and some say her psionics as well) to gain access to Daskinor's bed.

As Esmila grew old, Daskinor grew less interested in her. She begged him to restore her beauty, so Daskinor, following the lead of Egendo and other Champions, animated her as a morg. He attempted to "improve" the process, intending to restore her youthful appearance. The process made Esmila into a morg, but failed to restore her youth – instead she emerged from the wash of Gray powers without her eyes.

As Daskinor lost all interest in Esmila, she grew bitter, throwing herself into her work and becoming his chief interrogator, a figure renowned for her ferocity and cruelty even among Daskinor's other high-ranking officers. Even loyal troops had reason to fear her investigations. Esmila is called the "eye-blind" because she can see (psionically, as though it were normal vision) even though her eye sockets are dark empty pits.



Eventually, Daskinor grew tired enough of Esmila's increasingly irrational witch hunts that he gave in to the demands of his officers, and immured her in the next goblin stronghold he captured. He sent her to interrogate several score of important prisoners, sealed up the cavern behind her, and then left.

Shocked by the act of betrayal, Esmila has never recovered her mental equilibrium. She used her undead and psionic abilities to make the goblins she was sent to interrogate into undead, which obey her absolutely.

Esmila is emotionally torn. She still possesses an abiding love of Daskinor and hopes that she can find and reunite with him, so that he can explain the horrible mistake that left her immured. On the other hand, she is possessed of a fierce hatred of Daskinor and all his works, especially his military officers and defilers.

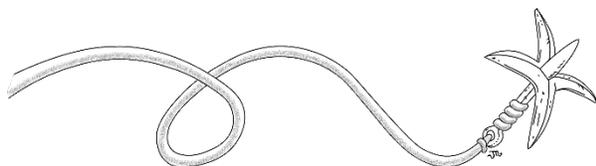
Tales of Esmila remain current in Eldaarich even to this day, not only in the archives of the Takrits and Savak Orders, but in manuals used by the Cheka. Some objects of hers remain in the city as well, having been preserved by her descendants, some of whom are still active in the Takrits Order. The Cheka Order in Eldaarich has several relics of Esmila, having purloined them (at great risk) from the treasure vaults of the Stone.

Less well known, Esmila's eyes, once renowned for their striking green color and brightness, are themselves still in circulation – they were lost in the Gray in the process that made Esmila a morg, and remain there, as independent undead creatures.

Esmila had the following ability scores before, Hit Dice ability score increased, and templates: Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Strategies and Tactics

Esmila overwhelms enemies with illusions and domination effects, turning friend against friend while she hangs back in the safety of her shadows. She usually begins combat by blanketing foes in *mass cloud mind* or *false sensory input*, crippling their perception of reality, then follows with *psionic dominate* or *psychic crush* against those opponents that appear to be strong-willed. Her tongue attack and energy drain are reserved for stragglers or already-weakened prey, ensuring she grows stronger as her enemies fall.



Thuil

This powerful human's skin is smooth and bronzed with an oily sheen where it lies tight and slick on his bones. He wields a massive sword made of bone.

Thuil

CR 8

Male human morg castaway barbarian 2/psychic warrior 2
LE Medium undead (augmented humanoid, human, psionic)

Init +1; **Senses** darkvision 60 ft.; Listen +16, Spot +9

Aura fear (60 ft.; DC 14)

Languages Classic Tanysh; *tongues*

AC 20, touch 12, flat-footed 19; uncanny dodge
(+1 Dex, +4 natural, +4 armor, +1 deflection)

hp 34 (4 HD); fast healing 1; **DR** 10/magic

Resist cold 10

Immune undead immunities

Fort +6, **Ref** +1, **Will** +3

Immune bound to area, code of honor, delusional, light sensitivity

Speed 40 ft. (8 squares)

Melee +1 *bone greatsword* +10 (2d6+9/19-20) or

Melee tongue +9 (1d4+6 plus energy drain)

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

Base Atk +3; **Grp** +9

Atk Options Cleave, constrict 1d4+6, dehydrating touch, improved grab, Improved Bull Rush, Power Attack, rage 1/day (3 rounds), rebuke undead 3/day (+0, 2d6+5, 4th)

Combat Gear +1 *iron greatsword*

Power Points/Day 4; **Psychic Warrior Powers Known** (ML 2nd):

1st - *offensive prescience*, *stomp* (DC 14)

Abilities Str 22, Dex 12, Con —, Int 12, Wis 16, Cha 10

SQ create spawn, fast movement, Gray toughness 2, undead traits

Feats Ability Focus (fear aura)^B, Cleave, Improved Bull Rush^B, Power Attack, Stand Still^B, Weapon Focus (greatsword)^B

Skills Climb +13, Concentration +5, Escape Artist +4, Intimidate +7, Jump +13, Listen +16, Move Silently +11, Search +7, Sense Motive +9, Spot +9, Survival +10

Possessions combat gear plus *boots of landing*, *ring of protection* +1, *studded leather armor* +1

Bound to Area (Su) Thuil cannot leave Azghabar without weakening his connection to the Gray. Each day he's away, he gains a **negative level**. When his **negative levels** equal 4, he's destroyed. If he returns, he recovers 1 **negative level** per day.

Code of Honor (Ex) Thuil has a code that he must follow, namely granting requests for single combat.

Constrict (Ex) If Thuil successfully **grapples** with his tongue attack deals automatic tongue damage.

Create Spawn (Su) Any humanoid slain by Thuil's energy drain becomes a namech 1d4 days after death. Spawn are under the command of the Thuil and remain enslaved until death. Thuil can have namech spawn with up to 8 HD.

Dehydrating Touch (Su) Thuil can drain the moisture from a living creature as a standard action, making a touch attack that does not provoke an attack of opportunity. If he hits, the victim suffers 13d6 points of nonlethal damage and becomes fatigued. A creature that makes a Fortitude save reduces the damage by half. The nonlethal damage cannot be recovered until the creature drinks its daily requirement of water.

Delusional (Ex) Thuil presumes that any human he encounters is his ally, which provides a +8 **bonus** to skill checks for humans who interact with the castaway. If the humans are accompanied by non-human allies, Thuil must make a DC 15 **Int** check to realize the humans and non-humans are allies. If not successful, he will assume that the humans are captives of or captors of the non-humans.

Energy Drain (Su) Living creatures hit by Thuil's tongue attack gain one **negative level**. For each **negative level** bestowed, Thuil gains 5 temporary **hit points**. Thuil can use his energy drain ability once per round.

Fear Aura (Su) Creatures of less than 5 HD within 60 feet that look at Thuil are **panicked** and flee. Creatures with 5 HD or more are allowed a DC 14 **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 Thuil's aura for 24 hours.

Improved Grab (Ex) To use this ability, Thuil must hit an opponent of **Large** size or smaller with his tongue attack. He can then attempt to start a **grapple** as a **free action** without provoking an **attack of opportunity**. If he wins the **grapple** check, he establishes a hold and can constrict.

Light Sensitivity (Ex) Thuil is **dazzled** in bright sunlight or within the radius of a *daylight* spell.

When raging Thuil has the following statistics

AC 18, touch 10, flat-footed 19

Will +5

Melee +1 *iron greatsword* +12 (2d6+12/19-20) or

Melee tongue +11 (1d4+8 plus energy drain)

Grp +11

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Abilities Str 26

Skills Climb +14, Jump +14

Hook “Death won’t stop me from raising my legion.”

Daskinor raised Thuil from the dead in recognition of his heroic services in battle in the Tyr Region. At Azghabar, Daskinor gave the favored Thuil command of the legion ordered the break the goblins’ innermost ring of defenses. Thuil accomplished his mission, but not quickly enough. The delay allowed hundreds of goblins to escape.

Daskinor blamed Thuil. He tortured the morg, then immured him in a cave wall, from which Thuil escaped only six King’s Ages ago. Since then, Thuil has labored unceasingly to assert control over the human undead in Azghabar, though with only limited success.

Thuil had the following ability scores before, **Hit Dice** ability score increased, templates, and equipment bonuses: **Str** 15, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8.

Strategies and Tactics

Thuil wades into battle confidently, using his *fear aura* to scatter the weak while cutting down the strong with brutal charges. When given the chance, he prepares for combat with *offensive prescience* and then rages and brings his greatsword down in crushing arcs, cleaving through clustered foes. Those who resist are met with his tongue grapple and constriction, feeding his strength through energy drain as he builds an undead following from the fallen.

Creating a Castaway

“Castaway” is an acquired template that can be added to any undead human that served in Daskinor’s army (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature.

Feat: A castaway receives **Stand Still** as a bonus feat.

Special Qualities: A castaway has all the special qualities of the base creature, plus the following special qualities.

Bound to Area (Su): A castaway cannot leave its goblin city without weakening its 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 **bonus** to skill checks for humans who interact with the castaway. If the humans are accompanied by non-human allies, the castaway must make a **DC 15 Int** check to realize the humans and non-

humans are allies. 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 + 1/2 castaway’s **HD** + castaway’s **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 per the *tongues* spell.

Level Adjustment: Same as the base creature.

History

Some Cleansing War Champions, including Daskinor, Dregoth, Egendo, and Borys (Egendo’s successor), included a minority of undead officers, usually morgs and wraiths. A Champion would raise favorite officers into unlife, officially to reward their loyalty, but actually to allow the Champion to squeeze more service out of their knowledge and experience.

Known for his ruthlessness but not for his loyalty, Daskinor often left his dead behind when marching onwards from one conquest to the next. In Azghabar, he abandoned scores of hastily buried soldiers, many of whom later rose as fallen.

Environment: Daskinor’s castaways usually continue to haunt the ruined goblin cities where they were abandoned.

Typical Physical Characteristics: If corporeal, Daskinor’s castaways tend to have exquisite tattoos celebrating their victories and atrocities in the Cleansing Wars.

Alignment: A castaway tends to shift his alignment to chaotic evil, to match Daskinor’s.

Society

Castaways are stuck in the culture in which they lived their lives. No matter how many eons pass, they will never be able to get over the betrayal that did not allow them a proper burial.

Typical Treasure

Castaways have normal treasure for their **Challenge Rating**, mostly weapons and armor.

Castaway Lore

Characters with ranks in **Knowledge (history)** and **Knowledge (religion)** can learn more about castaways. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (History)

DC	Result
10+CR	Castaways are undead humans who were part of Daskinor's army. This result reveals all undead traits.
15+CR	Castaways were abandoned or assigned to remain in a ruined goblin city for the last 2,000 years.

Knowledge (Religion)

DC	Result
10+CR	Castaways are human undead, usually corporeal. This result reveals all undead traits.
15+CR	Castaways are bound to the area they were abandoned and irradiate a strong aura of evil and fear.
20+CR	Castaways were created by Daskinor over 2,000 years ago after a failure or great displeasement.

Dimlanders

The term "Dimlander" refers to persons from Eldaarich and from Eldaarich's client villages on the Dim Islands. "Eldaarish" refers specifically to humans from the city of Eldaarich. Kurnans and Eloy often use the derogatory term "siltfoot" to refer to persons who have escaped the dim islands, kinder-hearted persons may use the term "refugee," but that term can also apply to other persons such as escaped Drylander slaves.

Eldaarish Mindblade

This frightened looking man moves his emaciated arm as if part of some deliberate dance move, and suddenly his hand becomes enveloped in a bright green glow. A blade-like shape protrudes from his fist like a puchik.

Eldaarish Mindblade

CR 6

Male human fighter 4/soulknife 1
LN Medium humanoid (human, psionic)
Init +5; **Senses** Listen +1, Spot +1
Languages Eldaarish, Elven

AC 13, touch 13, flat-footed 10; **Dodge**, **Mobility** (+3 Dex)

hp 37 (5 HD)

Fort +6, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares); **Speed of Thought**

Melee short sword **mindblade** +5 (1d6/19-20)

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

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

Atk Options Spring Attack

Power Points/Day 2: **Hidden Talent Powers Known** (ML 1st):

1st—*biofeedback*

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 13, Cha 8

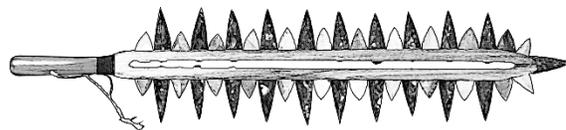
Feats Dodge^B, Hidden Talent (*biofeedback*), Mobility^B, Psionic Awareness*, Speed of Thought, Spring Attack^B
Skills Climb +6, Handle Animal +6, Jump +6, Knowledge (local [Eldaarich]) +2, Knowledge (psionics) +5, Knowledge (religion) +2, Literacy (Picts), Tumble +7

Most Eldaarish citizens that demonstrate any psionic ability usually flee or are executed.

The Eldaarish mindblade presented here had the following ability scores before **Hit Dice** ability increases: **Str** 10, **Dex** 15, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8.

Strategies and Tactics

Eldaarish mindblades rarely initiate combat, but often lash out violently when threatened, summoning forth their mindblade and leaping in and out of melee range using **Mobility** and **Spring Attack**.



Psionic Siltfoot

This human seems to balance himself on nothing but air while he is striding across the silt.

Psionic Siltfoot

CR 3

Male human psychic adept 4
N Medium humanoid (human, psionic)
Init +0; **Senses** Listen +1, Spot +0
Languages Cuurnu, Eldaarish

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AC 10, touch 10, flat-footed 10

hp 14 (4 HD)

Fort +2, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares); Run

Melee dagger +1 (1d4-1/19-20)

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

Base Atk +2; **Grp** +1

Combat Gear dagger

Power Points/Day 6: **Psionic Adept Powers Known** (ML 4th):

2nd - *body equilibrium*

1st - *inertial armor, skate*

Abilities Str 8, Dex 10, Con 13, Int 11, Wis 10, Cha 13

Feats Paranoid, Run, Scribe Tattoo

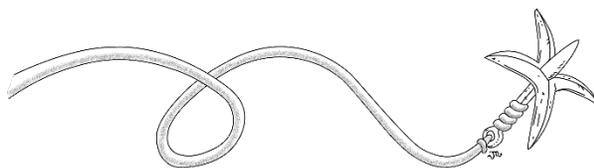
Skills Autohypnosis +7, Concentration +8, Craft (pottery) +4, Handle Animal +6, Heal +5, Knowledge (psionics) +8, Listen +1, Psicraft +6, Speak Language (Cuurnu), Sense Motive +4

This character used his *body equilibrium* power to run across the silt to escape from Eldaarich, and may have helped others to escape as well.

The psionic siltfoot presented here had the following ability scores before **Hit Dice** ability increases: **Str** 8, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 12.

Strategies and Tactics

As Dimlanders who fled their homeland, psionic siltfoots rarely engage in combat when the chance for escape exists. When backed into a corner, a psionic siltfoot manifests *inertial armor* and defends themselves with a dagger or other weapon as best they can.



Craft Village Slave

This starved and naked peasant carries a bucket in his right hand. As you approach, he takes a defensive stance.

Craft Village Slave

CR 1/2

Male human expert 1

LN Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +5

Languages Cuurnu, Eldaarish (village dialect)

AC 10, touch 10, flat-footed 10; Serene Path

hp 4 (1 HD)

Fort +0, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)

Melee bucket +0 (1d4)

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

Base Atk +0; **Grp** +0

Possessions wooden bucket

Abilities Str 11, Dex 13, Con 10, Int 8, Wis 12, Cha 9

Feats Paranoid, Serene Path*

Skills Balance +5, Craft (varies)+3, Knowledge (psionics) +3, Literacy (Picts), Perform (dance) +3, Sense Motive +8, Speak Language (Cuurnu), Spot +5

Aside from fights with slaves from other villages in raids for limited resources, Dim Lands craft villages only have contact with the Red Guards and the occasional peddlers. The peddlers teach the craft villagers martial arts such as Cuurnu.

Sample Encounters

Refugees are usually citizens or terrified and emaciated slaves who are trying to escape the Dim Lands, even if it means accepting slavery in another land. Others take up banditry. Nearly half of Kurn's current slave population is refugees from Eldaarich. Kurnans do not like or trust the Dimlanders. Regardless of ancestry, Kurnans generally treat children born in Kurn as Kurnan and give the children opportunities to rise above slavery, join clans, and become full citizens.

Spidergrip Escape (EL 3): One Eldaarish mindblade. A potentially deadly but surprisingly common escape route is climbing along the underside of Eldaarich's bridges to the mainland.

Siltfoot Escape (EL 3): One psionic siltfoot. Those who have the psionic power *body equilibrium* can attempt to run across the silt to escape from the Dim Lands (it is 4 miles from Fort Crodlu to the mainland at its shortest point).

History

Environment: Dimlanders can be found anywhere, from around Eldaarich and the Dim Islands, to the Bandit States, and even in Kurn, if they get lucky.

Typical Physical Characteristics: In terms of ancestry, human Dimlanders have a narrower genetic selection than Gulgs or Draji. Most Dimlanders have gray eyes, light brown skin, have little body hair, and cannot grow beards beyond a thin wispy goatee. Most of those from the city of Eldaarich itself are pronouncedly shorter, even the Eldaarish females, who are slightly taller on average than Eldaarish males (because for centuries, the Red Guard

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have selected the tallest Kurnan male children to induct into their order).

Humans from the city of Eldaarich were all at one time citizens of that city, although some may have been enslaved for the crimes of their relatives. All Eldaarish persons are branded on the index and middle fingertip of the left hand (with the exception of Red Guards, who are branded on the index and middle fingertip of the right hand). Eldaarish humans who have been enslaved may have the tips of their fingers cut off, erasing their identity. Sometimes a citizen does this to themselves, for the same reason.

Slaves from Eldaarich itself are nearly all dwarven, mul, or half-giant, although human slaves populate the client villages and labor camps which produce artisan goods. Both citizens and slaves bear scars from whipping, and various brands and marks on their backs. All refugees, even the craft slaves and the half-giants, are literate in Eldaarish Picts. None of them learned the Common tongue in the Dim Lands, but some of them learn it after escaping.

Although weak and carrying little or no gear (and often no clothing), many of the refugees possess significant abilities with regard to psionics, unarmed combat, or both. Some of these abilities are almost unheard of in the Tyr Region. The people of the Trembling Plains have known for some time about the proliferation of unarmed combat skills in the Dim Lands, but the upsurge in refugees with psionic talents is a new development.

Alignment: Dimlander alignment varies greatly, but because of all they've gone through, almost none are good.

Typical Treasure

Most Dimlanders are lucky enough to escape with their lives, and have no treasure.

Dimlanders Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about Dimlanders. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (local [Trembling Plains])

DC Result

- 10 The number of refugees escaping Eldaarich has increased in recent years. Few of the refugees will ever laugh openly, and they have difficulty looking anyone in the face. They do not like answering questions about where they are from, but they are desperate to find work, food, and security, even if it means slavery.
- 15 Refugees from the Dim Lands look helpless, but many of them possess unarmed fighting abilities, and a growing number of them possess strange psionic abilities. All escaped Eldaarish, both citizen and slave, have words tattooed up and down their backs, as if someone mistook them for a piece of parchment, but most refugees cover these markings. Fully half of Kurn's slaves are Dimlander refugees.
- 20 The easiest way to tell an Eldaarish citizen from an Eldaarish slave is to look at the person's fingertips. Eldaarish citizens are branded on the fingertips of the left hand. They tend to cover their faces, and instinctively show their branded fingertips as a means of identifying themselves.
- 25 The recent upsurge in psionic refugees occurred because Daskinor, the king of Eldaarich, recently ordered psionic persons imprisoned or killed. A small number of the Eldaarish refugees are spies, but not all of the spies want to return to Eldaarich.

Adventure Hooks

Long, Beautiful Hair; Siltfoot the Baazrag

Dote Mal Payne

This handsome middle-aged man, dressed as an aristocrat, has an eerie, indistinguishable quality that makes you feel uncomfortable.

Dote Mal Payne

CR 22

Male stage I dragon wizard (defiler) 3/telepath
3/cerebremancer 10/necromant 5/Athasian dragon 1

NE Medium dragon (augmented humanoid, human, psionic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages Common, Elven, Tyrian, Yuan-ti; *speaks with dead, tongues*

AC 12, touch 12, flat-footed 12

(-1 Dex, +3 deflection)

hp 133 (22 HD)

Immune fear, sleep and paralysis

Fort +10, **Ref** +6, **Will** +22

Speed 30 ft. (6 squares)

Melee mwk bronze dagger +11 (1d4+1/19-20)

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

Base Atk +10; **Grp** +10

Atk Options Burrowing Power, Quicken Power

Special Actions dragon magic, Gray casting

Combat Gear masterwork bronze dagger, 2 scrolls of desecrate (CL 3rd), wand of animate dead (CL 10th, 30 charges)

Epic Spells/Day 2; **Epic Spells Known** (CL 18th):

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defiler metamorphosis I, mummy dust, ruin (DC 26)

Wizard Spells Prepared (CL 18th):

9th - *gray rift, meteor swarm* (DC 26)

8th - *create greater undead, open the gray gate, protection from time*

7th - *finger of death* (DC 24), *gray beckoning, spell turning, unliving identity*

6th - *braxatskin, chain lightning* (DC 23), *create undead, disintegrate* (DC 23), *sands of time*

5th - *cerulean hail* (DC 22), *cone of cold* (DC 22), *permanency, persistent image* (DC 22), *teleport*

4th - *claws of the tembo, dimensional anchor, greater invisibility, ice storm, lesser globe of invulnerability*

3rd - *arcane sight, dispel magic x2, fireball* (DC 20), *lightning bolt* (DC 20), *protection from energy*

2nd - *blur, command undead* (DC 19), *protection from arrows, rope trick, scorching ray* (+10 melee touch), *see invisibility*

1st - *detect undead, identify, mage armor, magic missile, protection from good, shield*

0 - *acid splash, detect magic, disrupt undead, read magic*

Spell-like Abilities (CL 18th):

1/day - *animate dead*

Power Points/Day 192; **Psion Powers Known** (ML 13th):

7th - *mindflame*

6th - *breath of the black dragon* (DC 23), *mind switch* (DC 23)^A, *psionic overland flight*

5th - *mindprobe* (DC 22), *psionic major creation, psionic plane shift, psychic crush* (DC 22)

4th - *empathic feedback, hallucination* (DC 21)^A, *psionic dominate* (DC 21)^A, *psychic reformation*

3rd - *body adjustment, energy bolt* (DC 20)^A, *false sensory input* (DC 20), *telekinetic force*

2nd - *psionic levitate, hush* (DC 19), *psionic suggestion* (DC 19), *read thoughts* (DC 19)

1st - *disable* (DC 18)^A, *know location and direction, mindlink, mind thrust* (DC 18)^{*}, *psionic charm* (DC 18)^A

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 10, Dex 8, Con 16, Int 24, Wis 14, Cha 17

SQ ageless, dragon traits, gravespeaker, summon familiar, undead presence

Epic Feats Epic Spellcasting

Feats Body Fuel^B, Burrowing Power, Craft Arms and Armor, Craft Construct, Craft Wondrous Item, Iron Will, Maximize Spell, Psionic Body, Quicken Power, Quicken Spell^B, Scribe Scroll^B

Skills Concentration +28, Diplomacy +10, Knowledge (arcana) +32, Knowledge (nature) +8, Knowledge (psionics) +32, Knowledge (religion) +11, Knowledge (the planes) +9, Psicraft +23, Spellcraft +36

Possessions combat gear plus *amulet of health* +4, *cloak of charisma* +4, *headband of intellect* +4, *palm bracelet (corpse stone)*, *robe of protection* +3. Payne's wand is the jawless skull of a Gulg shaman who made the error of crossing King Kalak.

Spellbook (scarring patterns) spells prepared plus 0—all

Gravespeaker (Su) A necromant receives a +2 bonus to Bluff, Diplomacy and Sense Motive checks when conversing with intelligent undead.

Hook “Nothing beautiful lasts...”

While mothers throughout the Tyr Region tell stories about “Malmao” to frighten their children, many people find Dote Mal Payne surprisingly disarming and likable in person. He is neither proud of his many atrocities, nor is he ashamed of them. As he sees it, he does what he needs to do to survive. Dote prefers to survive in comfort, luxury, and style, but he has no qualms about submitting himself to temporary discomfort in order to gain greater wealth and safety in the long run. Dote Mal Payne does not enjoy killing. As he sees it, death is simply the way of things. He is the rare sort of defiler to stop and enjoy nature before defiling it.

Dote Mal Payne had the following ability scores before Hit Dice ability increases: Str 10, Dex 8, Con 12, Int 15, Wis 14, Cha 13.

Strategies and Tactics

When possible, Dote uses his agents and summoned or created undead to fight for him. When he needs to fight, he will psionically fly over his targets and use his Dragon

Magic powers to drain the life from his enemy then target them with area effect magic to kill them.

The slavers struck swiftly, quickly overcoming the village's resistance. The village men knelt beaten in the dirt while slavers loaded their wives and children into carts. None of the men wished to "risk the death of a loved one by acting foolishly," as the man in the black cassock had put it.

In the silence that gripped those who wished they could have died, the man in the black cassock reached through the thorns of a nearby bush. A stem snapped, and the man removed a surprisingly lovely flower. He lifted the flower to smell it, and gazed towards the sunset. The setting sun lit a thoughtful expression on his face, until the sky filled with a blood red color from horizon to horizon. As the sun disappeared, the man with the cassock heaved a sigh and moved his hand toward the flower bush to power his foul sorcery. As the flower bush withered and died beneath his hand, one of the beaten men heard him mutter sadly, "Nothing beautiful lasts."

Creatures and Allies

Sssythril of House Tsalaxa

Kenku Assassin, of House Tsalaxa

Densis, Bandit chief of Spoil (controlled through psionic dominate).

Bandits of Spoil

Various controlled undead, including two morgs and a dozen Athasian wraiths.

History

Despite Dote Mal Payne's aristocratic bearing, he came into life as a commoner's orphan. Since Dote was attractive even as a child, the templars sold him as a plaything to a depraved noble. His master would often wake him in the middle of the night to amuse himself or other noble friends, always threatening to kill Dote should he embarrass his master or fail to cooperate. Dote became obsessively afraid of death.

Dote used the resources available to him to teach himself to read and to carry himself as a noble. In his master's library, Dote read speculations that the sorcerer-kings were immortal because they somehow combined wizardly magic with psionics. Listening in on the psionic training of his master's children, Dote taught himself the rudiments of Tarandan psionics, but kept these abilities secret for decades.

As an adolescent, Dote seized on an opportunity to advance his status, planting evidence that allowed templars to confiscate his master's estate, in exchange for a promise to train him as one of King Kalak's defilers. Disliking the treacherous and pretentious slave that had assisted their

schemes, the templars betrayed Dote cruelly. They fulfilled the promise to the letter, turning Dote over to the arena necromancers for training. True, the necromancers wore the same black cassock that other defilers and templars wore but in the Tyrian social hierarchy, "arena necromancer" was actually a step down from noble's catamite. The black cassock hid the stains of blood and gore well enough, but necromancers smelled of dead flesh and all Tyrians shunned them.

In exchange for a few weekly lessons, Dote spent his nights cleaning dead carcasses from the arena sands. Dote bore the humiliation stoically and, despite his peers' mockery, continued to speak and carry himself as an aristocrat.

Dote's ability to learn quickly and his unflagging politeness kept him alive, and eventually gained him allies in strange places. Dote's master secretly served a t'liz beneath the city. The t'liz took a strange liking to Dote who, better than anyone else, managed to swallow his horror and treat her as if she were a beautiful living woman. She saw through the flattery, but it amused her. She gave Dote training and knowledge that no one else could or would provide, and Dote became her eyes and ears in Tyr.

War came to Tyr, and "Dote Mal Payne" (as he now styled himself) came to Kalak's attention as an organizer. Undead war beetles needed building, and craftsmen and defilers actually wanted to work with Payne. His teams worked more quickly and produced in quality, so he rose to prominence, teaching the defiling arts to students as notable as Timor, who became senior templar after Tithian ascended the throne. Payne also gained access to the Royal Tyrian Library and adopted his former master's aristocratic lifestyle, purchasing the estate where he had spent his adolescence. During the frenzied building of Kalak's ziggurat, Payne became notorious when he formed a "night shift" of reanimated dead slave laborers. He gained the nickname "Malmao."

Despite his intimate association with undead since adolescence, Payne rejected undeath as a means to achieve his own immortality. As age began to creep up on him, he sought means of prolonging his life. When Kalak died, Payne used the opportunities of chaos to steal certain texts from the sealed off portion of Kalak's library. After his t'liz mistress helped him to decipher the ancient texts, he rapidly accreted power. Leaving Tyr, he sold his skills out as a mercenary for a time, working for a number of employers and gathering the resources he needed for his dragon metamorphosis.

Payne opted for the draconic transformation because it frightened him less than undeath. He never intended to progress beyond the first stage, the bare minimum to stave

Faces of the Forgotten North

off aging. Until the dragon transformation, he had no lust for power other than what he needed to live in comfort, safety, and dignity. While Payne remains the least ambitious of dragons, the transformation has awakened in him ambitions and hungers that he never felt before. The feelings revolt him.

Dote Mal Payne has always hated to be woken up for any reason, and has been known to fly into a rage and kill those who wake him, regardless of the reason. Since the draconic transformation, his rages after being awakened have become even more uncontrollable and deadly. His servants, living and undead alike, take great care to ensure that Dote sleeps until he wakes up on his own.

Other than those first few minutes after being woken up, or unless someone is suicidal enough to soil or damage Payne's pristine aristocratic clothes, Payne remains unnaturally calm and polite in demeanor, impossible to agitate, and apologetic to those who he finds necessary to kill. He holds no grudges, but does keep track of those that hold a grudge against him, lest they endanger his well-being. He has a keen eye for detail, and offers skilled compliments for beauty and good work of any kind. His polite and disarming bearing causes many that interact with him to forget his deadly ruthlessness.

Now based in the Glowing Desert, Dote controls the Bandit State of Spoil though the bandit chief Densis, whom he has mentally dominated. Dote's minions are building a new obsidian ziggurat to focus the mighty arcane energies of the spell in the Troll Grave Chasm. Two of Dote's morgs and a dozen Athasian wraiths guard the ziggurat from the beasts of the chasm and control the slaves that the bandits and his agents from House Tsalaxa have captured over the last several years.

Dote knows that Hamanu has agents looking for him. If Hamanu does learn of his location, Dote wants to be ready to move to the next stage. Perhaps then, he could finally live in peace. Or so he keeps telling himself. As his dragon instincts manifest more, his need for power will continue to grow, but for now, Dote's main conscious concern is to live in safety and luxurious comfort.

Dote Mal Payne Lore

Characters with ranks in [Knowledge \(local \[Tyr\]\)](#) or [Knowledge \(arcana\)](#) can learn more about Dote Mal Payne. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Local [Tyr]) or Knowledge (Arcana)

DC	Result
15	In Kalak's time, royal defilers wore the same black cassocks as templars.
28	This man is Dote Mal Payne, Kalak's notorious necromancer. He has not been seen in Tyr since Free Year 2.
29	After Kalak died, Dote was said to have plundered the King's library in the Golden Tower, carrying away several precious ancient texts. He also reportedly attempted to steal Kalak's body.

Adventure Hooks

All the Comforts of Home; Home Away From Home

Drylanders

Kurnans and the people of the Trembling Plains refer to people from the Tyr Region as "Drylanders."

Escaped Field Slave

A ragged, dirty-looking human walks slowly towards you. He seems to be almost ready to collapse from thirst and hunger.

Escaped Field Slave

CR 2

Male human commoner 3

LN Medium humanoid (human)

Init +0; Senses Listen +1, Spot +1

Languages Common

AC 10, touch 10, flat-footed 10

hp 10 (3 HD)

Fort +2, Ref +1, Will +1

Speed 30 ft. (6 squares); Run

Melee club +2 (1d6+1)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp +2

Special Actions Teamwork

Combat Gear club

Abilities Str 12, Dex 11, Con 13, Int 8, Wis 10, Cha 9

Feats Endurance, Run, Teamwork

Skills Climb +2, Craft (varies) +2, Handle Animal +2, Jump +2, Listen +1, Spot +1, Use Rope +2

Many slaves find an opportunity to escape, only to be recaptured again or to slowly perish in the wastes. Only a lucky few last enough to find solace in an ex-slave tribe.

Strategies and Tactics

Field slaves usually prefer to run than to fight; they know they don't stand a chance against most enemies.

Raamin Thumper

This powerful half-giant wields a massive maul, but carries a hesitant look on his face, as if waiting for someone to come by and order him to do something.

Raamin Thumper

CR 7

Male half-giant barbarian 1/fighter 6

L? Large giant

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot -2

Languages Common

AC 19, touch 9, flat-footed 19

(-1 size, +2 natural, +8 armor)

hp 74 (7 HD)

Fort +12, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)

Melee mwk stone maul +15/+10 (3d6+12/x2) or

Melee mwk mekillot sap +14/+9 (3d8+10/x2)

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

Base Atk +7; **Grp** +18

Atk Options Cleave, Improved Overrun, Power Attack, rage 1/day (8 rounds)

Combat Gear masterwork stone maul, masterwork mekillot sap, 2 *potion-fruits of cure moderate wounds*, *potion-fruit of shield of faith*

Abilities Str 24, Dex 11, Con 20, Int 6, Wis 6, Cha 4

SQ fast movement

Feats Cleave, Exotic Weapon Proficiency (mekillot sap), Endurance, Improved Overrun^B, Power Attack^B, Weapon Focus (maul)^B, Weapon Specialization (maul)^B

Skills Climb +3, Intimidate +1 (+5 vs. Medium, +9 vs. Small), Jump +9, Listen +2, Spot -2

Possessions combat gear plus *amulet of health* +2, masterwork full plate

When raging a Raamin thumper has the following statistics

AC 17, touch 7, flat-footed 17

hp 98 (7 HD)

Fort +14, **Will** +2

Melee mwk stone maul +17/+12 (3d6+15/x2) or

Melee mwk mekillot sap +16/+11 (3d8+13/x2)

Grp +20

Abilities Str 28, Con 24

Skills Climb +5, Jump +11

Hook "You not the boss."

Until Free Year 10, Abalach-Re kept some semblance of order in Raam through a police force known as the Mansabdar. A group of sap-wielding half-giants (known as "thumpers" within the Mansabdar) left Raam in mass when it was no longer clear who was in charge. Thumpers follow orders and do not ask questions, so long as it is clear who is in charge. Slavers often use them to quell rebellion. They all answer to

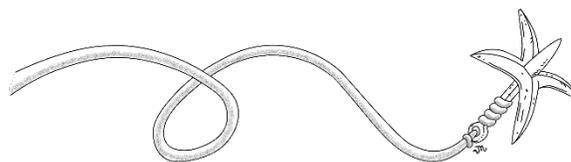


the name of "thumper," since no one ever bothered to name them anything else.

The Raamin thumper presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Strategies and Tactics

In battle, a Raamin thumper uses his Improved Overrun and Power Attack feats to kill his usually smaller opponents. When a little master says to capture opponents alive, a thumper uses their mekillot sap to inflict non-lethal damage.



Nibenese Gladiator

This broad-shouldered mul looks at you as if you are a worm. As he flexes his muscles, his exquisite color tattoos seem to dance between his scars.

Nibenese Gladiator

CR 7

Male mul gladiator 5/fighter 2
NE Medium humanoid (dwarf)
Init +2; **Senses** darkvision 30 ft.; Listen +1, Spot +1
Languages Common

AC 20, touch 12, flat-footed 18; uncanny dodge
(+2 Dex, +5 armor, +3 shield)

hp 57 (7 HD); **DR** 1/- (non-lethal)

Resist extended activity, tireless (+4 on **Con** checks for extended physical activities and +4 against **weakness**, **fatigue**, **exhaustion** or **enfeeblement**)

Fort +9, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)

Melee +1 *bronze forearm axe* +13/+8 (1d8+6/x3) or

Melee unarmed strike +12/+7 (1d3+5) or

Ranged *zerka* +9/+4 (1d8+5/18-20)

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

Base Atk +7; **Grp** +12

Atk Options Blind-Fight, Combat Expertise, Combat Reflexes, gladiatorial performance 5/day (combat stance, martial display, team strike +1/+1d4), Improved Feint, mercy, no mercy, Reckless Offense

Combat Gear +1 *bronze forearm axe*, 2 *psionic tattoos of animal affinity* (ML 8th), 2 *psionic tattoos of offensive precognition* (ML 10th), 10 *zerka*

Abilities Str 20, Dex 14, Con 14, Int 10, Wis 13, Cha 6

SQ armor optimization (-1 armor check penalty)

Feats Blind-Fight^B, Combat Expertise, Combat Reflexes^B, Improved Feint^B, Improved Unarmed Strike^B, Exotic Weapon Proficiency (talid)^B, Exotic Weapon Proficiency (*zerka*)^B, Mekillothead, Reckless Offense

Skills Balance +7, Bluff +7 (+11 in **melee**), Climb +7, Diplomacy +2, Intimidate +10, Jump +7, Perform (acting) +2, Sense Motive +7 (+11 in **melee**), Tumble +7

Possessions combat gear plus +1 *chitin armor*, +1 *heavy wooden shield*

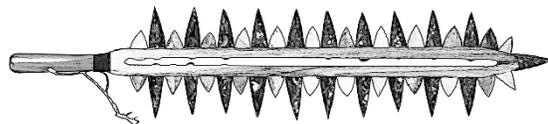
In the Trembling Plains, mul gladiators from the Tyr Region usually take up work as bodyguards.

The Nibenese gladiator presented here had the following ability scores before racial adjustments and **Hit Dice** ability score increases: **Str** 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8.

Strategies and Tactics

These hardened warriors never shy away from battle, taking the fight to their opponents in a rush of slashes and chops from their deadly forearm axes. They use the terrain and

allies to their advantage, always trying to move to flank a foe. They will make heavy use of **Improved Feint** to catch their opponents flat-footed.



Tyrrian Mercenary

This heavily geared, muscular human sports several tattoos depicting freedom and the Free City. He obviously went through and won several battles.

Tyrrian Mercenary

CR 4

Male human fighter 4
N Medium humanoid (human)
Init +6; **Senses** Listen +3, Spot +3
Languages Common, Elven

AC 18, touch 12, flat-footed 16
(+2 Dex, +5 armor, +1 shield)

hp 30 (4 HD)

Fort +6, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares)

Melee *mwk alhulak* +8 (1d6+4/x3) or

Melee *slodak* +6 (1d6+2/19-20/x2) or

Ranged *javelin* +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *alhulak*)

Base Atk +4; **Grp** +6

Atk Options Cleave, Power Attack

Special Actions Freedom 1/day

Combat Gear masterwork *alhulak*, *slodak*, 2 *javelins*

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

Feats Cleave^B, Freedom, Improved Initiative, Power Attack^B, Weapon Focus (*alhulak*), Weapon Specialization (*alhulak*)^B

Skills Climb +1, Intimidate +3, Jump +1, Knowledge (warcraft) +4, Listen +3, Ride +4, Spot +3

Possessions combat gear plus masterwork breastplate, masterwork light wooden shield

These veterans of Tyr's war with Urik have become professional mercenaries, but their tattoos and proud words let everyone know that they are from the free city of Tyr.

The Tyrrian mercenary presented here had the following ability scores before racial adjustments and **Hit Dice** ability score increases: **Str** 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

Strategies and Tactics

Tyrian mercenaries often act as rallying points for less well-trained allied combatants such as caravan guards. They will also lead a counterattack to drive off raiders. In battle, they will use the ten-foot reach of their alhulak to good use by moving around the battlefield to catch opponents with an attack of opportunity or to aid with flanking. Against lightly armored foes, Tyrian mercenaries will trade at least 2 points of their **base attack bonus** to use toward **Power Attack**.

History

Both Kurn and Eldaarich have only recently re-established trade after King's Ages of relative isolation. Some in the Tyr Region refer to Kurn and Eldaarich as the "Lost Cities." Many Drylanders in the Trembling Plains came north with one of the dynastic trade houses and continue to serve as house agents. Some herder tribes migrated from the Tyr Region to the Trembling Plain for better grazing land. A few Drylanders come northwards every year out of curiosity, running from slavery or seeking opportunities in a strange and different land. Most of these individuals end up captured by the Red Guard and serving as slaves in South Guard, robbed and killed by bandits, or resorting to banditry themselves. Some Drylanders find employment with House

Azeth, some become herders, and a few have made it as far as Kurn. Drylanders find Kurn hard to adapt to - often loving it and hating it at the same time, as everything seems backwards and upside down. Those who return to the Tyr Region describe Kurn as a place where common sense has been turned upside down, a place of tremendous opportunities and baffling restrictions. Of course, those who most enjoy Kurn rarely leave the city.

Society

Environment: Fort Ral, the village of Ket, and the city-state of Draj are important trade partners to the "Lost Cities" and the Trembling Plains, and are detailed in the supplement City-State of Draj. Fort Ral lies a few miles south of the southeastern edge of the Trembling Plains; this remarkable fortified pyramid marks the northward boundary of Draj's dominion. Ironically, Tectuktily originally established Fort Ral to *prevent* trade between Draj and the northern cities, and now it has turned into a critical stop along the trade route. Fort Ral trades Ket grain to obtain herders' animals for slaughter. Azeth caravans rarely stop at Fort Ral on the way to Ket, because prices are high; Ket supplies all of Ral's grain and much of its water.

Dwarf, Moratuc

Moratuc Priest

This dwarf wears an ash stripe across his face and a serene smile - you've never seen a dwarf smile like that.

Moratuc Priest

CR 3

Male dwarf expert 2/cleric 1/fighter 1

N Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Eloy, Dwarven

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 17 (4 HD)

Resist stability (+4 against bull rush and trip); acid 1, fire 2

Fort +5, **Ref** +2, **Will** +6; +2 against spells, spell-like effects and poison

Speed 20 ft. (4 squares)

Melee mwk carrikal +6 (1d8+3/x3)

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

Base Atk +2; **Grp** +5

Special Actions spontaneous casting (*cure* spells), turn undead 1/day (+2, 2d6+1, 1st; can turn earth creatures and rebuke air creatures), Teamwork

Combat Gear masterwork carrikal

Cleric Spells Prepared (CL 1st):

1st—*magic stone*^D, *obscuring mist*, *sanctuary* (DC 12)

0—*detect magic*, *mending*, *resistance*

D: Domain spell. **Element:** Earth. **Domains:** Earthen Embrace, Mountain's Fury

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 12, Cha 6

SQ dwarven focus, no armor check penalties and encumbrance penalties to **Climb** checks

Feats Ash Priest*, **Endurance**, **Teamwork**

Skills **Climb** +5, **Concentration** +5, **Craft** (weaponsmithing) +7, **Diplomacy** +1, **Handle Animal** +1, **Heal** +5, **Knowledge** (history) +5, **Knowledge** (religion) +6, **Profession** (miner) +7, **Spellcraft** +5

Possessions combat gear plus kip leather armor

Cheerful and nonconfrontational, this Moratuc dwarf believes himself to be a priest of "elemental Ash," and if anyone tries to persuade him otherwise, he will just look at them blankly until they change the subject.

The Moratuc priest presented here had the following ability scores before racial adjustments: **Str** 15, **Dex** 14, **Con** 10, **Int** 13, **Wis** 12, **Cha** 8.

Faces of the Forgotten North



Strategies and Tactics

A Moratuc priest tries to avoid combat as much as possible, relying on spells such as *obscuring mist* and *sanctuary* to get himself out of trouble.

Creatures and Allies

Trenbull (Uhrnius). See “Merchant.”

Trenbull and the Moratuc have made each other prosper, but the relationship goes beyond any business partnership. Because of his unique relationship with the Moratuc, Trenbull has no other M’ke agents that stay with him, although kreen visit at least one per year, and will assist with the road project if Trenbull and the Moratuc ever get it going (see Adventure Hooks: *Road Crew*). M’ke is spread very thin because of the political situation in Raam, so when Trenbull says that he can manage the operation with the Moratuc alone, they do not second-guess him.

Sample Encounter

Moratuc Obsidian Wagon (EL 17): “Uhrnius,” plus 4d6 Moratuc dwarves (*ToA*, pg 51). This caravan does not travel all the way to Fort Ral, but travels between Azeth’s Rest and

the Charvass peninsula, the home of the Moratuc, and its obsidian mines. Uhrnius, aka Trenbull, uses his considerable wilderness skills to erase the tracks. The dwarves push handcarts full of crafted obsidian and giant’s hair rope north. On the return trip, they bundle their purchased goods – mostly Kurnan bone tools, but some Tyrian iron tools, and some copper and precious metals, onto inixes that they purchase in Azeth’s Rest. They eat the inix on return to Charvass. Trenbull believes that this strategy of arriving on foot and departing mounted keeps people from thinking of them as a regular trade caravan. The dwarves refuse to show their wares to anyone other than House Azeth agents, who help to keep the Moratuc secret. This small caravan does not fly the House M’ke colors, nor does Trenbull advertise his association with that house, or share his name, Trenbull Al’aam’ke. Trenbull has adopted the Moratuc’s peculiar religion, shaving his head and wearing the ash stripe. He has also accepted the name that the Moratuc gave him (Uhrnius) and he now goes by that name exclusively except when dealing with his uncle and in his recent letters to his House M’ke superiors.

History

The Moratuc may be the only tight-knit society of dwarves that has completely forgotten their history, which may account for why the Moratuc are so cheerful. If located, lost and forgotten writings in ancient ruins would reveal that, two thousand years ago, the ancestors of the Moratuc left Hogalay to reinforce a dwarven settlement in the Charvass peninsula against Egendo’s impending attack. Unfortunately, they arrived too late and found that the settlement had already been destroyed. Returning to Hogalay, they discovered the dwarven capital was now under siege and, with nowhere else to go, returned to the Charvass peninsula to wait out the Cleansing Wars and rebuild in secret. When the new Dwarf Butcher’s forces returned to Charvass to cleanse the peninsula once more, the dwarves hid their children in the deepest tunnels, watched over by their most vulnerable elder - Moratuc. Weeks later, Moratuc and the children came out of hiding and attempted to rebuild yet again, but Moratuc died a few short years later. The children took the name Moratuc as their own and remained in the hidden village, making a life for themselves.

Language: Previously, most of the Moratuc spoke only “Moratuc,” their own dialect of dwarvish, as they were almost completely isolated from the world. That all changed when Trenbull found them, learned their language, and connected them to the trade network of the Tyr Region and the Trembling Plains.

Faces of the Forgotten North

Relations: As dwarves go, the Moratuc are an unusually cheerful bunch. Moratuc caravaners all wear an ash stripe across their eyes. Dwarves of the Tyr Region can understand Moratuc with 60% accuracy, although there will be amusing misunderstandings since some dwarven words mean something strikingly different in Moratuc.

Charvass and the Road of Fire are not technically part of the Trembling Plains region, but the Ash dwarves known as the Moratuc, and their human ally Trenbull, have become important trading partners to House Azeth. The Moratuc now supply nearly all obsidian that is imported to Kurn and Eldaarich. Lightly described in *Dragon's Crown*, the mountainous Charvass peninsula juts out to the southwest, leading to a volcanic archipelago known as the "Road of Fire." The Moratuc dwarves mine for obsidian, which House M'ke sells to House Azeth at Azeth's Rest or transports southward to Draj. The Moratuc also carefully trade with the beasthead giants who visit them from the Road of Fire, mostly trading obsidian blades and goods from Kurn and Draj in exchange for giant's hair, an even more valuable commodity than obsidian.

Environment: Anywhere between Charvass and Azeth's Rest.

Typical Physical Characteristics: Gear will be mostly obsidian weapons. A gray ash stripe on the forehead.

Alignment: The Moratuc are ferociously loyal to each other and (despite their outwardly friendly demeanor) suspicious

of outsiders. However, as Trenbull's example shows, this suspicion can be overcome.

Typical Treasure

Moratuc dwarves carry normal treasure for their **Challenge Rating**, usually in the form of obsidian items.

Moratuc Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about Dimlanders. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (local [Trembling Plains])

DC	Result
10	This is a dwarf of the Moratuc tribe, also known as an ash dwarf.
15	The Moratuc are more joyful than regular dwarves, and many of them worship the element of "Ash".
20	The Moratuc have allied themselves with House M'ke.

Adventure Hooks

Expanding the Family; Haunted Mines; Homesick Spirit; Lost History; Obsidian Origin; Road Crew

A silver-haired man stands before you, powerfully built, wearing ornate stone-textured armor that you find difficult to distinguish from the gray skin of his enlarged left forearm. Aside from that deformity, and from the dagger-like talons of his left hand, he appears human. His eyes bear the burden of both guilt and resolve, and his stare makes your heart grow cold.

Egendo of Carsys

CR 30

Male human champion of Rajaat wizard (defiler) 5/telepath 3/cerebremancer 10/ leech 6

LE Medium humanoid (human, psionic)

Init +1; **Senses** Spot +1, Listen +1

Aura tainted (15 ft.)

Languages Carsys, Classic Tanysh, Dwarven, Remaan; *psionic tongues*

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 216 (24 HD); **regeneration** 10; **DR** 10/epic

Egendo of Carsys



Faces of the Forgotten North

Immune disease, poison, stunning, sleep, paralysis, death effects, disintegration, energy drain, ability drain and damage, polymorphing, petrification

PR 32; SR 32

Fort +14, Ref +8, Will +20

Speed 30 ft. (6 squares)

Melee claw +16/+11 (1d4+5)

Space 5 ft.; Reach 5 ft.

Base Atk +11; Grp +16

Atk Options Empower Power, Improved Cannibalization, Overchannel, Quicken Power

Special Actions cannibalizing raze, Efficient Raze, Fast Raze, energy storing, leech's touch 6/day, spontaneous casting (signature spells)

Epic Spells/Day 2; Epic Spells Known (CL 21st):

eclipse, *spell worm* (DC 30)

Wizard Spells Prepared (CL 21st; 25% arcane spell failure chance):

9th - *mage's disjunction*, *mass hold monster* (28), *wail of the banshee* (DC 28), *wish*

8th - *horrid wilting* (DC 27), *incendiary cloud* (DC 27), *maximized cone of cold* (DC 24), *mass charm monster* (DC 27), *mind blank*

7th - *quicken fireball* (DC 22), *mass hold person* (DC 26), *greater teleport*, *statue*

6th - *antimagic field*, *circle of death* (DC 25), *mislead* (DC 25), *transformation*, *greater dispel magic*, *maximized fireball* (DC 22)

5th - *baleful polymorph* (DC 24), *cone of cold* (DC 24), *permanency*, *passwall*, *transmute mud to rock*, *transmute rock to mud*

4th - *black tentacles*, *charm monster* (DC 23), *screaming* (DC 23), *lesser globe of invulnerability*, *stone shape*, *wall of fire* (DC 23)

3rd - *blink*, *dispel magic*, *fireball* (DC 22), *haste*, *hold person* (DC 22), *protection from energy*

2nd - *blur*, *bull's strength*, *darkness* (x2), *spider climb*, *touch of idiocy* (DC 21), *web* (DC 21)

1st - *disguise self*, *identify*, *obscuring mist*, *ray of enfeeblement* (DC 20), *shield*, *true strike*, *unseen servant*

0 - *detect magic* (x2), *read magic*, *prestidigitation*

Signature Spells 1st - *charm person* (DC 21); 2nd - *invisibility*; 3rd - *vampiric touch* (DC 23), 4th - *animate dead*; 5th - *mind fog*; 6th - *chain lighting* (DC 26); 7th - *prismatic spray* (DC 27); 8th - *greater prying eyes*; 9th - *time stop*

Power Points/Day 205; Psion Powers Known (ML 13th):

7th - *mindflame* (DC 26)

6th - *psionic disintegrate* (DC 25), *psionic overland flight*, *retrieve*

5th - *catapsi*, *mind probe* (DC 24), *shatter mind blank* (DC 24)

4th - *psionic modify memory*, *mindwipe* (DC 23)^A, *psychic reformation*, *schism*

3rd - *dispel psionics*, *energy burst* (DC 22)^A, *hostile empathic transfer* (DC 22)^A, *telekinetic force*

2nd - *brain lock* (DC 21), *ego whip* (DC 22)^A, *mass missive*, *read thoughts* (DC 21)^A

1st - *detect psionics*, *empathy*, *far hand*, *mindlink*, *mind thrust* (DC 20)^A, *vigor*

^AThe save DCs for these powers might increase with the use of augments

Spell-like Abilities (CL 18th):

1/day - *death knell* (DC 13)

Abilities Str 20, Dex 12, Con 20, Int 28, Wis 12, Cha 14

SQ immortality, life-draining radius

Epic Feats Epic Spellcasting, Improved Cannibalization*

Feats Combat Casting, Combat Manifestation^B, Efficient Raze, Fast Raze, Empower Power, Great Fortitude, Overchannel, Maximize Spell, Quicken Power, Quicken Spell^B, Scribe Scroll^B

Skills Bluff +27, Concentration +32, Craft +29, Diplomacy +9, Gather Information +9, Knowledge (arcana) +35, Knowledge (psionics) +35, Listen +1, Psicraft +35, Sense Motive +18, Spellcraft +35, Spot +1

Possessions masterwork earth drake hide breastplate, obsidian orbs of varying size totaling 25 inches, 2 masterwork rings, masterwork amulet

Cannibalizing Raze While casting a spell, Egendo can increase his effective caster level by one by taking 1d8 points of damage, or by two by taking 3d8 damage.

Energy Storing (Su) Egendo can store life energy from nearby creatures in psionically enchanted obsidian orbs. Gathering and storing energy is a full-round action that provokes an attack of opportunity. Creatures within 100 feet gain one negative level each round he uses energy storing.

Genocidal Focus (Su) Spells and powers that deal damage do +4d6 bonus damage against dwarves. Any weapon that Egendo wields in combat is considered a dread weapon against dwarves. The weapon loses this dread ability if he ceases to wield it. Against dwarves, the weapon's effective enhancement bonus is +4 better than its normal enhancement bonus and it deals +4d6 points of bonus damage.

Inherent Ability Bonuses Gained from *wish* spells and similar effects, Egendo possesses the following inherent ability score bonuses: Strength +2, Constitution +2, and Intelligence +4.

Leech's Touch Egendo can open bleeding wounds on creatures merely by touch, gaining a touch attack that inflicts 1d6 points of damage. Leech's touch can be used when delivering spells that require a touch attack. Creatures that cannot bleed, such as golems, elementals and undead, are immune to leech's touch.

Life-draining Radius Living beings caught in Egendo's defiling radius suffer 1 point of damage per level of the spell being cast. Egendo must have an obsidian focus worth at least 250 Cp in order to use life-draining radius.

Regeneration (Ex) Cold and sonic effects deal normal damage to Egendo. If Egendo loses a limb or body part, the lost portion regrows in 3d6 minutes. Egendo can reattach the severed member instantly by holding it to the stump.

Tainted Aura People feel uncomfortable and wary when Egendo is present and animals whimper when he

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approaches. Egendo suffers a -2 circumstance penalty to [Bluff](#), [Diplomacy](#), [Gather Information](#) and [Handle Animal](#) checks. He receives a similar circumstance bonus to [Intimidate](#) checks.

Egendo, the first Butcher of Dwarves, stalks the ruins of Hoyalay after his recent escape from his prison-cyst.

Egendo had the following ability scores before racial adjustments, templates, and [Hit Dice](#) ability score increases: [Str](#) 14, [Dex](#) 8, [Con](#) 13, [Int](#) 15, [Wis](#) 8, [Cha](#) 10.

Strategies and Tactics

Egendo has had more than three thousand years to reflect on the reckless charge that led to his imprisonment in the cyst. He now approaches combat cautiously, assessing his opponents before entering combat. If Egendo feels seriously threatened, he will [teleport](#) away and then trail his opponents to discover a weakness that he can exploit in a future combat. If he has time to prepare before an encounter, he will use [greater prying eyes](#) to scout the enemy and summon Listana to help him. When opponents appear to pose a threat, he uses [time stop](#) to increase his abilities, strengths, and protections. Egendo will focus on casters and manifesters first, as he feels that these present the biggest threat. He uses [fly](#) to rain down spells and powers on his opponents, casting [greater dispel magic](#) and [anti-magic field](#) on spellcasters, and using [catapsi](#) to nullify psionics.

An intelligent and ruthless combatant, Egendo will use opponents' strengths against them. He will not jeopardize his freedom for anything, and will sacrifice those around him to ensure that he survives.

Egendo wishes to increase his knowledge of the world, and catch up on the last three thousand plus years of history. He prefers to enthrall and probe the minds of those he encounters, sorting through their thoughts and memories for whatever useful information he can find. Once satisfied, he erases their memories of the ordeal and sends them on their way.

Egendo speaks with authority and conviction. Those with a military background will likely recognize that he once held a position of command. Egendo hungers for interaction with other living beings, and may engage individuals in conversation before erasing their memories. In such encounters, astute individuals may notice that his voice and face display different emotions: Egendo's voice and words remain formal and precise, but his body language and facial expressions often betray his eagerness.

Egendo's Claw

Egendo's oversized left forearm and hand ends in dagger-like talons, and the middle one is conspicuously deformed,

black and shrunken. A thick, rough hide similar to that of an earth drake has replaced the arm's skin up to the shoulder, and the talons twitch involuntarily.

The talons allow Egendo to make claw attacks that deal 1d4 plus his [Str](#) modifier in slashing damage. The talons are treated as an evil and epic weapon for the purpose of bypassing damage reduction. Additionally, the claw confers a +1 [natural armor bonus](#) to [Armor Class](#) and a +1 [enhancement bonus](#) to [Strength](#).

Creatures and Allies

Listana (see page 125), one of Egendo's former captains, remained behind following the sack of Hoyalay and eventually became a wraith to continue to serve her lord. For millennia, she gathered hapless creatures to fuel Egendo's spells, and continues to serve Egendo loyally and without question. She has given Egendo the gem that serves as her focus.

History

Egendo was born during the Time of Magic to a noble clan in Carsys, on the shores of the Sunrise Sea. Although Carsys' residents considered their city the heart of the human "Heartland" after the fall of Tanysh, the other great cities of the former Tanysh Empire generally took turns dominating and looting each other. By the Time of Magic, Carsys suffered from disarray, mismanagement, and corruption on a grand scale. Egendo and his younger, inseparable brother Tristero were taught from a young age that all great accomplishments required "sacrifice." Their elders drove this harsh lesson home repeatedly, and the brothers grew up watching their city leaders sacrifice their people to amass power.

Egendo's parents sent their sons to learn the Unseen Way at Hoyalay, a distant dwarven city boasting a prominent psionic academy. At that time, human psionic academies in the cities of the Heartland had a reputation of being too soft and undemanding with noble-born students. Hoyalay's academy showed Egendo and Tristero no privilege for their rank, and treated the boys' antics with glacial disdain. Despite their solidarity against the mocking dwarves, the brothers competed ferociously with each other for psionic mastery. Egendo showed greater psionic potential and mastery than his brother Tristero, to the younger sibling's growing shame.

Years later, now men of high standing within their clan, Egendo and Tristero heeded one of the First Sorcerer's last rallying calls for new students of wizardry. From under the looming height of the Pristine Tower, the two brothers once again competed to master the arcane arts, and once

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again, Egendo proved to be the more scholarly. During the initial training, Tristero failed a simple transmutation and his brother stepped in to help. Plunging his arm into the spell to try to stop it, Egendo became wounded while within the Pristine Tower's area of influence and his arm mutated to become a hideous claw. Determined to escape his brothers' shadow, the more martially-oriented Tristero decided to prove his worth by wielding steel rather than magic. After Tristero proved his combat prowess, one of Rajaat's warlords asked Tristero to stay and train with a small following of Rajaat's warriors.

As Egendo immersed himself in Rajaat's teachings, sorcery became his passion. After only a few years of study, Egendo came to Rajaat's personal attention. Delighted at the attention and eager to prove himself to Rajaat, he accepted an invitation to join the First Sorcerer's privileged inner circle of students. Even though this new way of spellcasting - defiling - offered an immediate increase in power, the new methods troubled Egendo. Eventually Rajaat's arguments won the day, emphasizing that only the most elite students were learning this new method of spellcasting; these elites must use their best judgment to determine what parts of Athas' vast forests and grasslands needed to be sacrificed for the greater good.

Over time, the brothers gained power, honor, and rank within Rajaat's hierarchy of secret fanatics. Time also brought with it other changes - changes that would soon tear Athas apart.

After years of conditioning and hints of a great purpose and godlike powers, Rajaat gathered his "elite" together and explained their lives' mission to them. There were those who had taken advantage of the power that Rajaat had freely taught, often misusing that power for their own selfish purposes. While Rajaat's faithful defilers remained his loyal servants, the others were peddling their magical abilities to increase their wealth, and to advance their power and influence over cities and kingdoms. These traitors would bring all of Athas under their yoke unless the faithful put a stop to their misuse of power. At the foot of the Pristine Tower, Rajaat beseeched his elite servants to purge Athas of these self-righteous preservers before their desire for ultimate power reached fruition. With cheers and shouts for victory, began the struggle that history would record as the Preserver Jihad.

Rajaat initially gave his disciples a specific list of influential preservers for covert assassination: court advisers, wizards that had opened their own schools, and renowned mages who had taken nobles as apprentices. During this initial phase of the struggle, Irikos, known as the Left Hand of Rajaat, placed Egendo in command of an independent assassination squad, and allowed Egendo to take Tristero as his second. After dozens of flawless operations, Irikos

rewarded the brothers' loyalty and competence by extending their lives.

Rajaat's followers initially managed to remain in the shadows, sowing suspicion between preservers. Even when some of the more powerful preservers began to accuse Rajaat and to try to rally other preservers to their defense, many refused to accept that Rajaat was responsible. However, opposition formed, and secret strikes escalated to open war. Soon, any city or town that sheltered preservers became a target of Rajaat's wrath.

As power became more important than subtlety, Egendo's team grew into a larger strike force. Restless for his own command, Tristero became increasingly reckless, often forcing Egendo to use more force than necessary to save the mission and to keep his brother alive. During one such incident, Egendo was subjected to a rebel wizard's withering attack while shielding his brother's battered form. This sacrifice saved Tristero's life, but Egendo's hair and beard would forever more grow as the brittle, silvered strands of a wizened, ancient man. Furious at the suggestion that he still needed close supervision, Tristero began to refer to his older brother as *Silvermane*. The name caught on amongst their followers, but to Tristero's dismay, only served to increase Egendo's appeal.

After losing his brother's affections, despite his many personal sacrifices on Tristero's behalf, Egendo lost his sense of camaraderie towards his followers, adopting the coldly ruthless attitude of the lords that ruled over the Carsys of his childhood. Mercilessly executed missions brought his troops further notoriety, though, and Egendo rose in the Warbringer's esteem.

Impressed by the brothers' string of increasingly bloody successes, Irikos tasked Egendo's strike force with the Jihad's first overt attack on a nonhuman city, the dwarven redoubt of Urztraki. Rumor had it that the city's lord had begun to harbor powerful human preservers marked by Rajaat. Irikos delivered the assignment: enter the city of Urztraki through any means necessary, and slay all humans that appeared to be in the city's service.

Striking during the night, Egendo's men cut their way deep into the city before the enemy could raise a general alarm. Within minutes, the human mages lay dead, while Egendo and Tristero engaged the dwarven lord. As the brothers beat their powerful foe to the ground, showing off to entertain their men, the dwarven lord's heir escaped the crumbling palace complex, rallying troops for a counter-assault.

As Tristero's blade sunk into the dwarven lord's chest, the heir's forces struck from behind, routing Egendo's men. Knowing that the dwarven lord's fall had fulfilled Irikos' instructions, Egendo's men saw little need to defend the

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leader that cared so little for their lives, and let the brothers make their own escapes.

The battle spilled out of the stronghold and into the streets of the overcity. As Egendo and his bodyguards turned to follow their troops, Tristero recklessly assaulted the heir's personal guard, ignoring his brother's furious cry to withdraw. Egendo fought his way back towards his brother's side, but it was too late: the dwarven heir's hammer, a gift from the Earth Lord of Hoyalay, howled through the city square, collapsing Tristero's helm and shattering his skull.

After teleporting his brother's body to the nearest encampment of Irikos' army, Egendo immediately returned to Urztraki, leading the men on a three-day massacre of the city. In his wrath, Egendo drew upon the life energy of everything around him; the landscape, his enemies, and his allies alike turned to ash to fuel his deadly spells. At the end of the day, Egendo stood alone in a field of ash and rubble.

Egendo nearly perished from thirst in Urztraki's ruins, vainly spending spells and powers in vengeance for Tristero's broken body. To this day, Egendo does not understand why his *wish* spells failed to return Tristero to life. Finally abandoning hope of restoring his brother to life, he carried the body to Carsys, the city of their birth.

In Carsys, Egendo's own clan, including descendants that he and Tristero had abandoned to follow Rajaat ages before, accepted Tristero's body for burial, but they shunned Egendo himself. Carsys had suffered because of the Jihad, unable to protect itself after ejecting its preservers as Rajaat demanded. Psychoporting raiders from Hoyalay and wemic mercenaries had just struck Carsys to retaliate for Egendo's atrocities in Urztraki, taking a child from every noble family to serve as slaves. The city elders cursed and banished Egendo. Shattered and hopeless, Egendo accepted the decision without blinking, and returned to the ashes of Urztraki to contemplate his failure. On the spot where Tristero had fallen, he met Rajaat.

Expecting Rajaat to slay him for his reckless incompetence and the death of Irikos' second legion, Egendo ran forward, and was surprised when his hideous master embraced him. After sitting in silence with him for hours, Rajaat offered Egendo a chance to begin again. A chance to redeem himself to the Carsys elders, to the human race, and to Tristero. A chance to become a god. All he had to do was cleanse the Heartland of dwarven arrogance.

Egendo accepted, and returned with his master to the Pristine Tower. Preparing for his transformation, Egendo became vaguely aware that there were to be other "Champions." Some of these he recognized as warlords, and he dimly wondered why Irikos was not among them. Rajaat brought these Champions into the Pristine Tower in groups of four, accompanied by his strange halfling followers who never

spoke to them. Egendo was part of the fourth group of Champions to enter the Steeple of Crystals and gaze upon the *Dark Lens*. Egendo could not tell whether the ritual and transformation took minutes or days, but he emerged as the Butcher of Dwarves, and he was hungry.

After some time spent in a daze, contemplating the changes to his form and mind, Egendo noticed that the world had changed as well. The once yellow sun had grown and turned crimson. The magnitude of his new crusade sunk in as Rajaat explained that the power that coursed through their veins had required the sun to give up much of its life and light.

Egendo found something else had changed as well: bivouacked around the Pristine Tower were thousands of men, many of them veterans of the Preserver Jihad, gathered together for the first time. Rajaat divided the men among Egendo and his transformed brethren, and declared them the nucleus of armies that his Champions were to lead.

Many of Egendo's men had served under Dregoth, one of the new Champions who had been a mighty warlord even before Rajaat recruited him. Egendo did not idolize or despise this oldest of the Champions, but he respected Dregoth's ability to command men, and sought to match the iron discipline that Dregoth demanded from his troops.

On the long march south, to the great basin of Ulyan, Egendo's determination to earn the respect of his men grew. He sacrificed many of his men in an ill-advised charge at the battle of Tforkatch River, but learned from his mistake and fought with far greater discretion during the siege of Nagarvos'.

When Nagarvos' lay in ashes, its multiracial population slaughtered, Rajaat held a final council with his Champions and then launched them into the wider world to cleanse it of its unworthy races. Egendo made short work of the dwarven holds in Ulyan, marching swiftly out of this isolated southern fastness and commencing the extirpation of the dwarven race.

The immense losses suffered by Egendo and his peers in the conquest of Nagarvos' and elsewhere in Ulyan left them with far smaller armies than they would require to even begin the great Cleansing that Rajaat had prophesied. Moreover, many of the men who marched north out of Ulyan quickly deserted – they had been recruited for raids on ill-armed preservers or to cleanse Ulyan of all non-humans, not for an endless war against all the dwarves on Athas.

During the first King's Ages of the Cleansing Wars, only the Champions tasked with destroying the weakest of races, kobolds and pixies, managed to eradicate their races

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from the Heartlands. Most of the Champions were still scheming to gather armies and gain followers: Rajaat insisted that they gather fully human armies, and few of the Champions showed the discipline that Egendo was able to enforce on his troops. Tired of waiting and hungry to see dwarves die, Egendo led his small force against a small dwarven mining colony, killing the inhabitants down to the last child. Getting away was more difficult than expected, because of the colony's unanticipated wealth. Even with psionics and magic, Egendo was unable to carry away more than half the colony's wealth before dwarven reinforcements began to arrive, making it risky to dawdle.

After that first raid, Egendo's army attracted a slew of new recruits, as stories of dwarven wealth inflamed human jealousy and greed. Dwarven retaliatory strikes against human cities only served to generate more recruits for Egendo's army. No one understood that Rajaat was behind these attacks; attacks on dwarves and other non-humans on the edges of the Heartlands looked like nothing more than human greed and expansion.

Refugees from Carsys, as well as other men that had reason to hate dwarves, reinforced Egendo's growing army, but there were few of these among the humans. Other than the religious wars that Hogalay pursued against the gnomes of Udreegas, the dwarves generally only attacked to retaliate against those that harmed other dwarves. Gradually, however, Egendo's strikes against dwarven colonies sparked more dwarven reprisals, and led to ever-more recruits for Egendo's gathering army.

After his army grew large enough to take on small cities, Egendo became careless, with his followers falling to their leader's magic as often as to enemy weapons. In the heat of battle, Egendo cared only for the death of dwarves, but after the battle, the death of his followers weighed on him. To avoid killing his own troops, Egendo surrounded himself with reanimated fallen soldiers, but this tactic only isolated him further from the living. In the attack on Hogalay, this isolation proved to be Egendo's undoing.

In a dream, Rajaat commanded Egendo that he was to take the crusade beyond the Heartland's borders, wiping all of Athas clean of the dwarven stench. Flush from a series of victories, Egendo chose Hogalay as his first target. His troops had long desired to punish Hogalay for its punitive raids against the cities of the Heartlands, and rumor held that Hogalay was the richest of dwarven cities.

When Egendo attacked the city of Hogalay, his isolation left him exposed. As he directed his forces further and further into the city, laying waste to all who stood in opposition, he found himself caught in a trap - drawn in by a large gathering of Earth clerics whose sole purpose was to destroy Egendo's undead troops and bring doom to the Champion. With Egendo's forces falling around him and the Champion

panicking at the loss of his army, the mightiest of his opponents, the dwarven king, struck the final blow. A cleric of incredible power, the dwarf was more stone than living being, having made a powerful pact with the elemental lords of Earth. As a multitude of clerics blasted Egendo with elemental magic, knocking down his psionic and magical defenses more quickly than he could raise them, the king cast an incredibly powerful spell that sealed Egendo in a stone cocoon buried deep beneath the heart of Hogalay, isolated and alone. It was there that Egendo lay trapped for three thousand years, slowly freeing himself from a physical prison that so ironically mimicked the emotional prison he had constructed within his mind.

Now freed, Egendo finds himself in a land that looks nothing like the one he left behind. He is weak - his defeat by the Earth King, long imprisonment, and desperate efforts to escape have reduced him to a shell of what he once was. His physical and mental strength have been depleted, with even his enchanted gear gone, having been magically cannibalized in the process. Egendo's first priority is information, and anyone who enters Hogalay's great temple will find him. He will interrogate them, and then let them go after altering their memories to keep himself secret. If the visitors are well connected, he may leave their memories intact, to draw more knowledgeable individuals to the area, as he did with a herder from Azeth's Rest.

Egendo knows he is in a weakened and exposed position and does not want a full-scale exploration of the ruins. He prefers to take challengers on in smaller, easier to defeat groups. He has suffered a long time trapped away for his mistakes and he does not wish to be destroyed due to carelessness.

Egendo spends his time gathering information on the political and military situation in Athas. He has a particular interest in Rajaat and the other Champions. Egendo will use outdated terminology in his questions, likely confusing his visitors at first. He will explain little about Hogalay, dismissively commenting that it was "a warren of rock dogs". If there is a dwarf in the party, Egendo will lighten his rhetoric only slightly, being both ashamed of what the Earth King did to him and too haughty to admit it. He will be fascinated by kreen and half-giants, and mildly interested in any halfplings present. Exotic races, such as lask and belgoi will also invite his interest, and overly personal questions. One glance at the half-blood Eloy was enough evidence for Egendo to deduce that the Cleansing Wars had failed, but he wishes to know the details. Currently, Egendo knows nothing about the particulars of the rebellion and Rajaat's imprisonment.

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If he learns of the Bandit States, Egendo will see these as the best place to lay low while gathering information. He will be especially interested in Talid: offering his services as an advisor to Talid and giving him the opportunity to unite the Bandit States under his banner. Egendo will seek to aid Talid and become his second, willing to wait while amassing knowledge and power. He has waited three thousand years to gain his freedom; a few decades of caution seem a small price to pay.

Typical Treasure

Egendo wears a masterwork breastplate made from earth drake scales, and carries 25 obsidian orbs of various sizes.

Egendo Lore

Characters with ranks in Knowledge (Ancient History) can learn more about Egendo. When a character makes a

successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Ancient History)

DC Result

- 32 The way this man used an obsidian globe shows that he is one of Rajaat's Champions.
- 37 This Champion is not Borys, Inenek, Dregoth, Keltis, Sacha, Wyan, Gallard, nor any of the other Champions portrayed on the mural in Kurn's Great Library.
- 42 This man matches the description of Egendo, a Champion who disappeared early in the Cleansing Wars.
- 47 Egendo, also known as Silvermane, was appointed by Rajaat to exterminate the dwarves, and was replaced by one of his captains, Borys of Ebe, after his disappearance during the destruction of Hogalay.

Adventure Hooks

Gone Astray; Home Sweet Hogalay

Eldaarish Templar

In Eldaarich, as in Kurn, the word "templar" does not always relate to a person of the templar class, but describes anyone who serves the King in an official capacity and exercises secular authority. Daskinor's agents that do not take the templar class still exercise secular authority (at least enough authority to prevent themselves from being arrested by someone from a competing Eldaarish Order), often through documents known as letters of marque or letters of reprisal.

Savak Elocator-Drummer

A hooded woman hovers peacefully overhead, sitting cross-legged high above you. The rhythmic beat of a drum emanates from her, its tempo reminiscent of a heartbeat. Suddenly, the woman seems to notice you, leaping to her feet and walking up and away through the air.

Savak Elocator-Drummer

CR 8

Male or Female human bard 4/wilder 2/locator 2

NE Medium humanoid (human, psionic)

Init +1; **Senses** Listen +10, Spot +10

Languages Common, Eldaarish, Savak Drumcode

AC 16, touch 16, flat-footed 15; **Dodge**, **Mobility** (+1 Dex, +4 armor, +1 deflection)

hp 31 (8 HD)

Fort +5, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares); **scorn earth**

Melee dagger +5 (1d4) or

Ranged sling +6 (1d4)

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

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

Atk Options Spring Attack

Special Actions bardic music 4/day (countersong, *fascinate* 2 creatures, inspire competence, inspire courage +1), Opportunistic Strike +2, Sidestep Charge

Combat Gear dagger, sling with 20 sling stones, 2 *power stones of empty mind*

Power Points/Day 17; **Wilder Powers Known** (ML 3rd):

1st - *mind thrust*, *sustenance*

Abilities Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 18

SQ Bardic knowledge +6, elude touch, poison use, scorn earth, trade secret (skilled - perform), wild surge

Feats Code Drummer*, Dodge, Mobility, Quickdraw^B, Sidestep Charge^B, Spring Attack

Skills Autohypnosis +0, Bluff +13, Concentration +12, Diplomacy +15, Gather Information +9, Hide +12, Intimidate +12, Knowledge (Local [Dim Lands]) +9, Listen +10, Move Silently +8, Perform (Drums) +17, Sense Motive +10, Sleight of Hand +12, Spot +10

Possessions combat gear plus *studded leather armor* +1, *cloak of charisma* +2, *ring of protection* +1

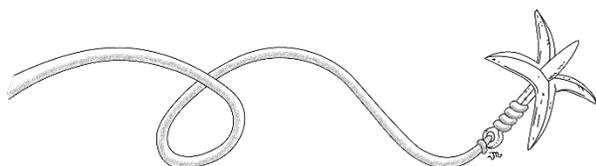
Opportunistic Strike (Ex) The elocator gains a +2 insight bonus on their attack roll and damage roll on their first attack against an opponent that has been dealt damage by another individual since the elocator's last action.

Psychic Enervation (Ex) After a **wild surge**, the wilder might become **dazed** and lose 4 **power points**.

Wild Surge (Su) +1 to the wilder's **manifest level** when they manifest a power.

Strategies and Tactics

Savak elocator-drummers are rarely experienced combatants, and generally seek to avoid conflict whenever possible. When they must fight, Savak drummers combine psionic abilities with unmatched mobility to strike with lethal precision. They make full use of feats like Sidestep Charge, Mobility, and Spring Attack to remain untouchable, hovering above rough terrain or shifting into elevated positions to evade melee attacks.



Gudra Gnuzdrning

This short, richly dressed woman wears two shrunken heads as earrings.

Gudra Gnuzdrning, Takrits CR 21 High Templar

Female human templar 4/wizard (defiler) 3/mystic theurge
10/necromant 1/royal defiler 3

LE Medium humanoid (human, psionic)

Init +3; **Senses** Listen +3, Spot +3

Languages Baazrag, Common, Eldaarish, Elven

AC 26, touch 18, flat-footed 23
(+3 Dex, +8 armor, +5 deflection)

Immune disease

hp 127 (21 HD)

Fort +11, **Ref** +9, **Will** +24

Speed 30 ft. (6 squares)

Melee czoglu +10/+5 (1d10-1)

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

Base Atk +11; **Grp** +10

Atk Options rebuke undead 10/day (+9, 2d6+9, 2nd)

Special Actions Gray casting, Secular Authority 10/day (+40)

Combat Gear czoglu*, epic spellcaster rod, greater quicken metamagic rod, wand of stonesskin (20 charges)

Epic Spells/Day 2; **Epic Spells Known** (CL 17th):

greater spell resistance (DC 27), rift

Templar Spells (CL 14th, 6/8+d/8+d/8+d/7+d/7+d/6+d/4+d):

7th - confessor's flame, crusade, greater scrying, symbol of stunning (DC 24), symbol of weakness (DC 24), word of chaos (DC 24)^D

6th - control tides, forbiddance (DC 23), greater dispel magic, greater glyph of warding (DC 23), phantasmal killer (DC 23)^D, raise dead, symbol of fear (DC 23), symbol of persuasion (DC 23), wisdom of the sorcerer-king, word of recall

5th - air lens, bolts of bedevilment (DC 22)^D, break enchantment, elemental strike (DC 22), fire track, klar's heart, mark of justice, scrying, symbol of pain (DC 22), symbol of sleep (DC 22), true seeing

4th - air walk, chaos hammer^D, cure critical wounds, dimensional anchor, fool's feast, freedom of movement, inflict critical wounds (DC 21), greater command (DC 21), greater magic weapon, lesser geas (DC 21), mage seeker, neutralize poison, sending, status, tongues, wrath of the sorcerer-king (DC 21)

3rd - cure serious wounds, dedication, discern lies (DC 20), dispel magic, glyph of warding (DC 20), image of the sorcerer-king (DC 20), inflict serious wounds (DC 20), lightning bolt (DC 20), locate object, magic circle against good, magic vestment, protection from energy, rage^D, remove disease, sand pit, speak with dead (DC 20), surface walk, wind wall, worm's breath

2nd - battlefield healing, bear's endurance, cure moderate wounds, delay poison, enthrall (DC 19), footsteps of the quarry, hold person (Will 19), inflict moderate wounds (DC 19), lesser restoration, remove paralysis, resist energy, return to earth, shatter (DC 19)^D, silence, undetectable alignment (DC 19), zone of truth (DC 19)

1st - black cairn, command (DC 18), comprehend languages, cure light wounds, deathwatch, detect undead, divine favor, doom (DC 18), endure elements, hand of the sorcerer king, hide from undead (DC 18), inflict light wounds (DC 18), lesser confusion (DC 18)^D, remove fear, protection from good, shield of faith

0th - cure minor wounds, defiler scent, detect magic, detect poison, guidance, light, mending, read magic, resistance, virtue

Wizard Spells Prepared (CL 17th):

9th - vampiric youthfulness (DC 26)

8th - mind blank, moment of prescience

7th - greater teleport, greater scrying, mass hold person (DC 23), silent still dominate person (DC 21)

6th - contingency, disintegrate (DC 22), silent still charm monster (DC 20), silent still greater invisibility, true seeing

5th - break enchantment, dominate person (2) (DC 21), hold monster (DC 21), teleport

4th - bestow curse (DC 20), charm monster (2) (DC 20), greater invisibility, lesser geas (DC 20), locate creature

3rd - dedication, deep slumber (DC 19), hold person (DC 19), magic circle against evil, suggestion (DC 19), vampiric touch (+9 melee touch)

2nd - alter self, eagle's splendor, death mark (DC 19), invisibility, touch of idiocy (+9 melee touch), wakefulness

1st - charm person (2) (DC 18), detect undead, identify, mage armor, shield

0 - light, mage hand, slave scent (2)

Spell-like Abilities (CL 17th):

10 (total)/day - arcane mark, purify food and drink, slave scent; 1/day - fear (DC 21)

Abilities Str 8, Dex 17, Con 16, Int 24, Wis 16, Cha 25

SQ assume domain, king's library, secular authority 5/day (judge templar), undead presence

Epic Feats Epic Spellcasting

Faces of the Forgotten North



Feats Eschew Materials, Iron Will, Negotiator, Paranoid, Persuasive, Secular Authority^B, Skill Focus (Diplomacy), Silent Spell, Scribe Scroll^B, Still Spell

Skills Bluff +27, Concentration +21, Diplomacy +37, Disguise +7 (+9 act in character), Gather Information +27, Intimidate +35, Knowledge (arcana) +31, Knowledge (local [Eldaarich]) +31, Knowledge (religion) +8, Knowledge (the planes) +9, Literacy 2 (Common, Eldaarish), Sense Motive +23, Spellcraft +33

Possessions combat gear plus Daskinor's sigil, *bracers of armor* +8, *cloak of charisma* +6, *gloves of Dexterity* +6, *periapt of health*, *ring of protection* +5, *ring of greater spell storing*, *The One Book of Law**

Assume Domain Gudra gains the granted powers from two domains: Chaos and Madness. She may add one domain spell from each level to her spells known list.

Hook "What strong and young body you have. Come, let me take a closer look."

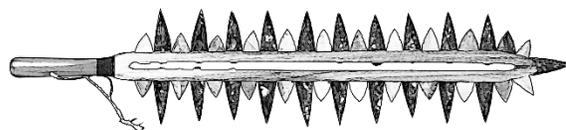
The Takrits Matriarch, Gudra is Daskinor's favorite handmaiden in the last thousand years; he has revived her from death and unnaturally extended her life so that she may continue to serve him in any way that suits his whim. She has been his nurse, his slave, his councilor, and his steward. She was even his wife for four days until he forgot he had married her; now he alternates between treating her like a mother and like his slave. When Daskinor lost physical interest in Gudra and stopped prolonging her life, she came close to dying of old age before gaining sufficient power to do so herself. She currently appears fifty years old and finds it difficult to find and lure victims of sufficient power (21 HD) to be of use for

her *vampiric youthfulness* spell. She considers every creature of sufficient power fair game for her use, except for Daskinor himself. For the last five years, she has personally taken charge of scheduling arena games, in order to structure an environment where a handful of gladiators may advance sufficiently to eventually be of use to her. The Haleban high templar has repeatedly complained that she is letting gladiators live much longer than they used to - long enough for some to attract a "dangerous" following. Ordinarily Gudra would have agreed with this, but prolonging her life has become her second-highest priority, after placating Daskinor's daily paranoia. Some have noticed that the eternal and unchanging laws of the city sometimes don't get modified for weeks at a time. Gudra is no fool, though; she has delegated security matters to granddaughters that she can trust.

Gudra had the following ability scores before ability level increases: **Str** 8, **Dex** 11, **Con** 16, **Int** 19, **Wis** 16, **Cha** 19.

Strategies and Tactics

Gudra dislikes getting her hands dirty and prefers to stay away from combat. If combat is inevitable, however, she prefers to cast spells such as *disintegrate* and *elemental strike* from a safe distance to quickly slay her prey. If she notices a target for *vampiric youthfulness*, she will instead cast *dominate person* until she can drain their youth.



Kerillis

The woman could be a grandmother. Silver-haired and slim, her face lightly creased with care and years under the unrelenting sun. Yet she stands straight, with her light blue cotton robes trimmed in brown leather. Her blue-green eyes sparkle with intelligence, and her grip is firm.

Kerillis, Kulag High Templar CR 14

Female human templar 14

LE Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6

Languages Common, Eldaarish

AC 22, touch 15, flat-footed 20

(+2 Dex, +7 armor, +3 deflection)

hp 66 (14 HD)

Resist evasion

Fort +9, **Ref** +8, **Will** +13

Faces of the Forgotten North

Speed 30 ft. (6 squares)

Melee mwk slodak +11/+6 (1d10/19-20) or

Ranged +2 *seeking longbow of distance* +14/+9 (1d10+2/x3)

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

Base Atk +10; **Grp** +10

Atk Options rebuke undead 7/day (+4, 2d6+16, 11th)

Special Actions Secular Authority 14/day (+29)

Combat Gear masterwork slodak, +2 *seeking longbow of distance*

Templar	Spells	(CL	14 th ,
			6/8+d/8+d/8+d/7+d/7+d/6+d/4+d):

7th - *confessor's flame, crusade, greater scrying, symbol of stunning* (DC 21), *symbol of weakness* (DC 21), *word of chaos* (DC 21)^P

6th - *control tides, forbiddance* (DC 20), *greater dispel magic, greater glyph of warding* (DC 20), *phantasmal killer* (DC 20)^P, *raise dead, symbol of fear* (DC 20), *symbol of persuasion* (DC 20), *wisdom of the sorcerer-king, word of recall*

5th - *air lens, bolts of bedevilment* (DC 19)^P, *break enchantment, elemental strike* (DC 19), *fire track, klar's heart, mark of justice, scrying, symbol of pain* (DC 19), *symbol of sleep* (DC 19), *true seeing*

4th - *air walk, chaos hammer*^P, *cure critical wounds, dimensional anchor, fool's feast, freedom of movement, inflict critical wounds* (DC 18), *greater command* (DC 18), *greater magic weapon, lesser geas* (DC 18), *mage seeker, neutralize poison, sending, status, tongues, wrath of the sorcerer-king* (DC 18)

3rd - *cure serious wounds, dedication, discern lies* (DC 17), *dispel magic, glyph of warding* (DC 17), *image of the sorcerer-king* (DC 17), *inflict serious wounds* (DC 17), *lightning bolt* (DC 17), *locate object, magic circle against good, magic vestment, protection from energy, rage*^P, *remove disease, sand pit, speak with dead* (DC 17), *surface walk, wind wall, worm's breath*

2nd - *battlefield healing, bear's endurance, cure moderate wounds, delay poison, enthrall* (DC 16), *footsteps of the quarry, hold person* (Will 16), *inflict moderate wounds* (DC 16), *lesser restoration, remove paralysis, resist energy, return to earth, shatter* (DC 16)^P, *silence, undetectable alignment* (DC 16), *zone of truth* (DC 16)

1st - *black cairn, command* (DC 15), *comprehend languages, cure light wounds, deathwatch, detect undead, divine favor, doom* (DC 18), *endure elements, hand of the sorcerer king, hide from undead* (DC 15), *inflict light wounds* (DC 15), *lesser confusion* (DC 15)^P, *remove fear, protection from good, shield of faith*

0th - *cure minor wounds, defiler scent, detect magic, detect poison, guidance, light, mending, read magic, resistance, virtue*

Spell-Like Abilities (CL 14th):

7 (total)/day - *arcane mark, purify food and drink, slave scent*

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 18, Cha 18

SQ assume domain, secular authority 14/day (requisition property)

Feats Alertness, Negotiator, Paranoid, Persuasive, Secular Authority^B, Skill Focus (Profession [pilot]), Trader

Skills Appraise +8, Balance +12, Bluff +20, Diplomacy +22, Disguise +4 (+6 act in character), Gather Information +6, Intimidate +19, Knowledge (geography [Dim Lands]) +6, Knowledge (local [Eldaarich]) +13, Literacy (Eldaarich), Listen +6, Profession (pilot) +18, Sense Motive +20, Spellcraft +11, Spot +6, Survival +6

Possessions combat gear plus Daskinor's sigil, *goggles of dust watch**, *necklace of reflexes** +10 (Balance), *glamered leather armor* +5, *ring of evasion, ring of protection* +3

Assume Domain Kerillis gains the granted powers from two domains: Chaos and Madness. She may add one domain spell from each level to her spells known list.

Hook "Avast! Prepare to be boarded by the King's sailors!"

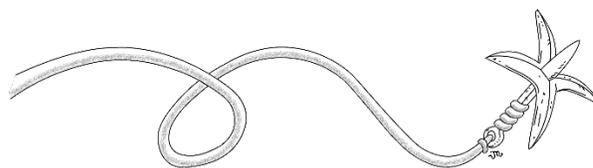
Kerillis is the high templar of the Kulag Order, Eldaarich's silt fleet, which currently acts as the merchant house for the Dim Lands. With Kerillis at its head, the Kulag opened trade with House Azeth a few years ago. Between the 50th and 60th days of Fruitbirth, Coldnights, and Ral's Rest, Kerillis and Corik Azeth meet in the village of Silt Side. They bring goods agreed upon in the last exchange as well as other goods for sampling. Kerillis currently refuses to trade with anyone other than Corik Azeth and would only reconsider that position for the most extraordinary offer (see Adventure Hooks: *The Pregnant Mul*).

For King's Ages, the Kulag Order has also managed the metal-mining operation of the Huuros Islands. Normally such administration of slave labor would fall to the Neshtap, but travel to Huuros requires the use of Kulag's silt ships, and cooperation between powerful templar orders is dicey in Eldaarich; Red Guards seemed to keep falling overboard.

Kerillis had the following ability scores before racial adjustments, ability level increase, and age modifiers: Str 10, Dex 15, Con 10, Int 12, Wis 16, Cha 17.

Strategies and Tactics

Kerillis tries to avoid most perilous missions and is quite happy with her trading assignments. She does, however, enjoy piloting her silt ship, *The Dauntless*. She will hang back in combat to cast healing spells and *klar's heart* and *crusade* on her sailors or *elemental strike* on major opponents.



Udmech Uhrdeelto

From out of the shadows walks a small man with a large presence. He looks at you as if he owns you, as if he has power of life and death over you.

Udmech Uhrdeelto, Savak High Templar

CR 16

Male human templar 16

NE Medium humanoid (human)

Init +0; Senses Listen +3, Spot +3

Languages Common, Eldaarish, Eloy, Kurman

AC 21, touch 14, flat-footed 21

(+6 armor, +4 deflection, +1 natural)

hp 75 (16 HD)

Fort +10, Ref +6, Will +13

Speed 30 ft. (6 squares)

Melee +3 keen puchik of speed +15/+15/+10/+5 (1d4+3/19-20/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +12; Grp +12

Atk Options rebuke undead 8/day (+5, 2d6+19, 14th)

Special Actions Secular Authority 16/day (+36)

Combat Gear +3 keen puchik of speed, wand of greater command (12 charges)

Templar Spells (CL 16th, 6/8+d/7+d/7+d/7+d/7+d/6+d/5+d/3+d):

8th - antipathy (DC 23), discern location, finder of death (DC 23), poisoned gale (DC 23), regenerate, symbol of death (DC 23)

7th - confessor's flame, crusade, greater scrying, symbol of stunning (DC 22), symbol of weakness (DC 22), word of chaos (DC 22)^P

6th - control tides, forbiddance (DC 21), greater dispel magic, greater glyph of warding (DC 21), phantasmal killer (DC 21)^P, raise dead, symbol of fear (DC 21), symbol of persuasion (DC 21), wisdom of the sorcerer-king, word of recall

5th - air lens, bolts of bedevilment (DC 20)^P, break enchantment, elemental strike (DC 20), fire track, klar's heart, mark of justice, scrying, symbol of pain (DC 20), symbol of sleep (DC 20), true seeing

4th - air walk, chaos hammer^D, cure critical wounds, dimensional anchor, fool's feast, freedom of movement, inflict critical wounds (DC 19), greater command (DC 19), greater magic weapon, lesser geas (DC 19), mage seeker, neutralize poison, sending, status, tongues, wrath of the sorcerer-king (DC 19)

3rd - cure serious wounds, dedication, discern lies (DC 18), dispel magic, glyph of warding (DC 18), image of the sorcerer-king (DC 18), inflict serious wounds (DC 20), lightning bolt (DC 18), locate object, magic circle against good, magic vestment, protection from energy, rage^D, remove disease, sand pit, speak with dead (DC 18), surface walk, wind wall, worm's breath

2nd - battlefield healing, bear's endurance, cure moderate wounds, delay poison, enthrall (DC 17), footsteps of the quarry, hold person (Will 17), inflict moderate wounds (DC 17), lesser restoration, remove paralysis, resist energy, return to earth, shatter (DC 17)^P, silence, undetectable alignment (DC 17), zone of truth (DC 17)

1st - black cairn, command (DC 16), comprehend languages, cure light wounds, deathwatch, detect undead, divine favor, doom (DC 16), endure elements, hand of the sorcerer king, hide from undead (DC 16), inflict light wounds (DC 16), lesser confusion (DC 16)^P, remove fear, protection from good, shield of faith

0th - cure minor wounds, defiler scent, detect magic, detect poison, guidance, light, mending, read magic, resistance, virtue

Spell-Like Abilities (CL 16th):

8 (total)/day - arcane mark, purify food and drink, slave scent

Abilities Str 10, Dex 10, Con 10, Int 16, Wis 17, Cha 20

SQ assume domain, secular authority 16/day (requisition property)

Feats Investigator, Leadership, Paranoid, Reign of Terror*, Skill Focus (Gather Information), Silent Spell, Still Spell

Skills Bluff +24, Concentration +19, Diplomacy +28, Disguise +5 (+7 act in character), Gather Information +31, Intimidate +26, Knowledge (local [Eldaarich]) +22, Literacy (Eldaarich), Move Silently +15, Search +5, Sense Motive +25, Spellcraft +22

Possessions combat gear plus Daskinor's sigil, ring of protection +4, amulet of natural armor +1, leather armor of greater silent moves +4

Assume Domain Udmech gains the granted powers from two domains: Chaos and Madness. He may add one domain spell from each level to his spells known list.

Hook "Innocence is no excuse for the law. Those who fail to prevent family members from committing crimes against the state are unworthy of citizenship and shall be enslaved. Liberty requires constant vigilance"

Udmech is the High Templar of the Savak. He is a man of power and influence who can get to the bottom of any issue with relative ease. He has immense power and runs things from the shadows.

Strategies and Tactics

Udmech prefers to allow others to fight for him. If pressed, he will use spells to attack foes from a distance and then close as needed. He will not endanger his life and will slip away if pressed. He prefers to take prisoners when he can, both for information and for use as potential spies to be returned to their homes later, with magical reinforcements of the "spy's" new loyalty of course.

Udmech had the following ability scores before racial adjustments, ability level increase, and age modifiers: Str 10, Dex 10, Con 10, Int 16, Wis 16, Cha 17.

“The Carver”

Slightly stooped and gray haired, the slight man silently sits in the corner of the room and carves what appears to be a child’s toy from the block of wood in his hands. His strokes are clean and the pile of thin shavings upon the floor attest to the sharpness of the man’s small obsidian blade.

The Carver, Udmech’s Cohort CR 14

Male human rogue 6/fighter 4/psionic assassin 4

NE Medium humanoid (human, psionic)

Init +7; **Senses** Listen +8, Spot +8

Languages Common, Cuurnu, Eldaarish

AC 14, touch 14, flat-footed 10; **improved uncanny dodge** (+3 Dex, +1 dodge)

hp 71 (14 HD)

Resist evasion

Fort +8, **Ref** +14, **Will** +3; +2 against poison

Speed 30 ft. (6 squares)

Melee unarmed +14/+9/+4 (1d3+2) or

Melee +1 *keen dagger* +15/+10/+5 (1d4+3/ 17-20)

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

Base Atk +11; **Grp** +17

Atk Options Combat Expertise, death attack, Improved Feint, Improved Grapple, Serene Path, sneak attack +5d6, Strangler

Power Points/Day 9: **Powers Known** (ML 4th):

2nd - *cloud mind*

1st - *chameleon, control light, offensive prescience*

Combat Gear obsidian carving knife (as +1 *keen dagger*)

Abilities Str 14, Dex 17, Con 12, Int 14, Wis 8, Cha 10

SQ blend into crowd, trapfinding, trap sense +2

Feats Combat Expertise, Improved Feint, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Paranoid, Serene Path*, Stealthy, Strangler*

Skills Balance +10, Bluff +14, Climb +6, Craft (*carving*) +6, Diplomacy +4, Disguise +13 (+15 to act in character), Escape Artist +9, Gather Information +11, Hide +18, Intimidate +9, Jump +6, Knowledge (local [Eldaarich]) +10, Listen +8, Move Silently +18, Perform (*dance*) +4, Sense Motive +16, Sleight of Hand +10, Spot +8, Tumble +10

Possessions combat gear plus *masterwork disguise kit, masterwork thieves’ tools, shrunken head of weapon finesse**, *skin shirt* (detect hostile intent, ectoplasmic form, inertial armor, psionic darkvision; ML 10th)*

Hook “The most honest man you will ever meet is the man who is dying.”

This deadly and silent figure is much younger than he appears. Using his skills, he constantly shifts minor aspects of his appearance and almost never looks like the same man twice. The only name he will answer to is “The Carver”, a false name for sure, but he has gone by it for so long that there are none who know his true name. He has served Udmech

for half a dozen years and is only answerable to him or other High Templars.

Strategies and Tactics

The Carver will never engage a foe head-on if he can avoid it – choosing to always attack from the shadows and optimizing the use of his sneak attack. His preferred method of engaging an opponent is to follow and observe them for several days if time allows: learning their habits, spotting weaknesses, and gaining other information on them. He will then make use of his death attack upon his chosen target, then disappear – using this type of hit and run tactics until all his foes are dead.

For reasons unknown to any but himself, the Carver will never attack or accept a mission that will cause him to kill a child.

“Justice is a coincidence that the weak-minded mistake for evidence that the universe does not hate them.”

- Instructor’s notes for “Introduction to Criminal Justice,” by Udmech Uhrdeelto.

Creatures and Allies

The Takrits and Savak bureaus make extensive use of undead, be they willing or unwilling, corporeal or incorporeal.

Environment: Most Eldaarish templars are encountered only within their city-state, with the exception of Kulags, Neshtaps and Savaks, who conduct regular incursions in the Trembling Plains.

Typical Physical Characteristics: Eldaarish templars are exclusively humans, and are usually taller and stronger than the rest of the population.

Alignment: Since they are constantly required to oppress, assault, and surveil their city’s population, most Eldaarish templars are evil. Since they reinforce or use the law to their advantage, they are usually lawful.



Kulag Encounters

The Kulag Order is Eldaarich's silt navy, which currently acts as the only merchant house for the Dim Lands. Led by the High Templar Kerillis, the Kulag opened trade with House Azeth a few years ago. Between the 50th and 60th days of Fruitbirth, Coldnights, and Ral's Rest, Kerillis and Corik Azeth meet in the village of Silt Side, bringing both goods agreed on in the last exchange and also goods for sampling. Kerillis currently bars the Kulags from trading with anyone other than Corik and House Azeth, and would only reconsider that position for the most extraordinary offer (see Adventure Hooks: *The Pregnant Mul*). Very rarely, rogue Kulags violate Kerillis' order and stop ashore to trade or to raid for slaves, but when they do so, they do not identify themselves as Kulags. Some Kulags also engage in piracy in the vicinity of Shault, and occasionally trade with the village of Break Shore. If any of these illicit dealings were exposed, the Kulag Order would likely put the culprits to death.

Kulag Raid/Trade Party (EL 9): Ten Kulag sailors (as caravan guard, infantry; *DS3*, pg 324), one Kulag bard (as bandit bard, but human), and one Kulag defiler (as defiler; *DS3*, pg 334). If the PCs look weak, the Kulags will try to rob them, and take them back to the Huuros Islands as slaves. If the party looks strong and well-to-do, the Kulags will offer good prices (in gold) for almost anything the PCs have, particularly weapons or iron. However, if the PCs sell equipment to the point that they now look weak, the Kulag may go back to their first plan — robbing and enslaving them.

Savak Encounters

Unlike the Neshtap, Savak does not send out official patrols, since the Savak do not officially exist. In the Trembling Plains, many Savak agents are code drummers. Savak group expeditions often involve higher level specialists, but the ranking templar almost always leads the party. Psionic individuals are especially barred from leadership, since Daskinor's ban on psionics would require them to be detained and imprisoned or eliminated if they officially



existed, but Savak agents are pragmatic and usually defer to the expertise of these specialists when appropriate.

Ex-Savak Refugees (EL ?): Some refugees are actually former members of the Savak. As members of Daskinor's secret police, they enforced his reign of terror on others for years. Then, suddenly, Daskinor began to persecute them for the psionic powers that they had always used in his service.

Other Savak agents often assume that ex-Savak refugees are still operating as Savak agents. The ex-Savak agents may give assistance to Savak agents to avoid letting the Savak discover their treason or to prevent outsiders from learning that they are former members of the Savak Order.

Savak Anniversary Party (EL 13): Two senior templars (as high-level templar; *DS3*, pg 330), four thugs (as city thug; *DS3*, pg 333), and a telepath (as Kawasan; *DS3*, pg 208). When a person agrees to do any service for Savak, the Savak believe this is a lifetime commitment. Informants will typically receive a visit once a year from a Savak Anniversary Party — a very intimidating group of people who review the informant's performance, give new assignments, and remind the informant of everything that is at stake should the informant betray the Savak Order or refuse to cooperate.

Savak Code Drummer (EL 1-12): Eldaarich's first line of defense, the Savak drummers are charged with keeping watch from elevated posts in the Dim Lands and communicating what they observe through a complex drum-code that sounds like a heartbeat.

Savak Drummer (EL 1): One 1st-level human bard. An individual Savak drummer can get left alone at their post for weeks at a time.

Savak Elocator-Drummer (EL 7): One Savak elocator-drummer. The Savak drummers on the mainland are much more powerful than their counterparts in the Dim Islands, both because they are more isolated, and because they are literally Eldaarich's first line of defense against attacks from the mainland. Each of the mainland drummers has taken the elocator prestige class, allowing them to hover in the air for long periods of time and keep watch as they communicate with their heartbeat drums. Savak drummers on the mainland almost universally have the *sustenance* power because they are often left for long periods with no food or water. Theoretically, they are supposed to be relieved once a week, but they will be put to death if they leave their posts without being relieved by a replacement.

Savak Dinner Party (EL 12): One junior templar (as low-level templar; *DS3*, pg 329), one poison master (*DS3*, pg 240, but human), two brutes (as raider; *DS3*, pg 335), one telepath (as Kawasan; *DS3*, pg 208), and one illusionist (as

defiler; *DS3*, pg 334). Less formal and more common than an Anniversary Party, a Dinner Party simply visits and debriefs an informant or someone who Savak agents wish to turn into an informant. The party often visits the informant's residence (commonly rendering other inhabitants unconscious or threatening them should that become useful to obtain cooperation), but might also corner them in a den. Dinner parties need to be flexible in their approach, since it is never clear at the onset what combination of drugs, magic, psionics, torture, or rewards will prove most effective.

Savak Double Templar (EL 13): Eldaarich's double templars (as Governor Lhonia Grey) infiltrate the templar orders of other city-states while hiding that they are serving Daskinor and can receive spell power from him. They tend to advance quickly through the ranks of other templarates, rising to positions of power and influence.

Savak Greeting Party (EL 12): Eight brutes (*DS3*, pg 335), one defiler (*DS3*, pg 334), one senior templar (as high-level templar; *DS3*, pg 330), and two junior templars (as low-level templar; *DS3*, pg 329). When a person and a place appear on the Wall of Lists (see Chapter 3, *Authorized Book of Law*), Savak dispatches an early response team - or a Greeting Party - to apprehend the suspects or at least pin them down until help can arrive.

Savak Housecleaning Party (EL 11): One contracted assassin (*DS3*, pg 333), three mid-level templars (*DS3*, pg 329), four clean-up agents (as slaver; *DS3*, pg 335), and four thugs (as city thugs; *DS3*, pg 333). When a person is to be killed or to be removed without a trace, but highest priority is to remove them, Savak sends a Housecleaning Party.

Savak Informant (EL ?): The most common encounter with Savak will be with an informant who may not even know that the person that they pass information to is a Savak agent. The informant might even be a decent person, or a friend of the PCs, who just regularly passes information down the line in exchange for money and doesn't think about the consequences. At best, the informant might not report some incriminating behavior on the part of people they like, but if they are afraid that their non-reporting might land them in trouble, they will report, just to be safe. At worst, the agent might dislike the PCs and make up false reports against them. Addicts often fall into this category, so it is wise to be polite to those you meet in Eldaarich. Informants are typically low-level and could be of any class, but are typically bards, rogues, wilders, or defilers. Some of the most dangerous informants are persons that don't know they are informants, but are regularly kidnapped, drugged, and probed for information. Savak then uses *modify memory* to remove the interrogation from the informant's mind, and creates some plausible story for their disappearances. Other informants may be invisible or unnoticeable. Defilers often use their familiars to spy on suspicious persons or places.

Savak Retirement Party (EL 13): One junior templar (as low-level templar; *DS3*, pg 329), two brutes (as raider; *DS3*, pg 335), one poison master (*DS3*, pg 240, but human), one Eldaarish mindblade (see Dimlanders), one Takrits defiler (as defiler; *DS3*, pg 334), and one master executioner*. A sleeper agent often loses the desire to return to Eldaarich entirely, and some may move to a different city and try to start a normal life. This happens alarmingly often with Eldaarish double templars. Savak often sends Retirement Parties to permanently silence agents who fail to report or to return to Eldaarich for debriefing. The master executioner is always one that the victim has previously seen perform. If the target is willing to be bound and brought home alive with the Retirement Party, that is usually an option, otherwise the group takes care to allow the executioner to strike the killing blow, preserving the target's head for later interrogation.

Savak Sleeper Agent (EL 4): One bandit bard (but human). Some "refugees" in the Trembling Plains are actually members of Eldaarich's secret police force, but many Savak agents have different covers. Although the Savak offer less resources and training than Kurn's School of Spies, the Savak's numbers are far greater. Savak has placed agents, including double templars, in various cities of the Tyr Region.

Some Savak agents have missions to infiltrate merchant houses, herder clans, Kurn, or the cities of the Tablelands. These remain sleeper agents for years, sometimes even decades at a time. To avoid looking Eldaarish, some of these agents are disguised as half-elves, wear gloves, or even amputate their fingertips to hide their Eldaarish finger-brands. The more fortunate spies have a magical or psionic item (such as a *hat of disguise*) that allows them to effectively hide their distinguishing Eldaarish features, such as their branded fingertips.

Savak Sleepover Party (EL 13): One poison master (*DS3*, pg 240, but human), one senior templar (as high-level templar; *DS3*, pg 330), and four junior templars (as low-level templar; *DS3*, pg 329). When the highest priority is capturing a target alive, Savak sends a Sleepover Party.

Shtas Encounters

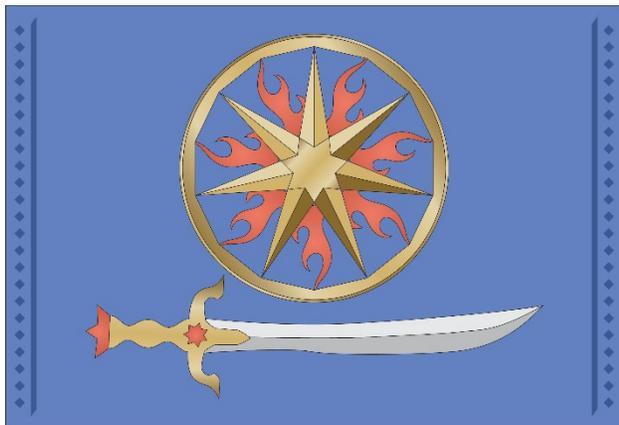
Commonly referred to as "the army" in the Dim Lands, the Shtas Order may be the oldest existing templar order on Athas. Headquartered in Fort Dahaj in Eldaarich, the Shtas guard the city gates and walls. Their most important, but least prestigious operation involves overseeing the thousands of slaves that toil away in the fields at South Guard.

Shtas Guard Contingent (EL 12): One browncloak*, two junior templars (as low-level templar; *DS3*, pg 329), and

Faces of the Forgotten North

twenty Shtas guards (as caravan archer). The Shtas are most commonly encountered on the walls of South Guard, keeping the fort's slaves in and the trin out.

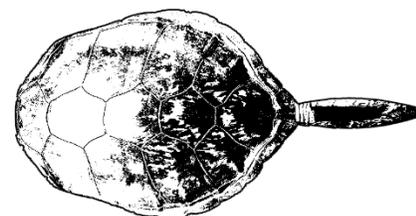
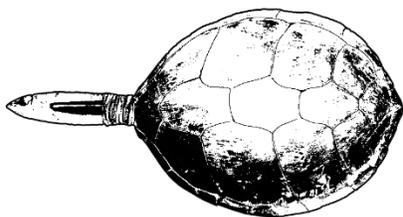
Shtas Work Crew (EL 15): Two half-giant warriors, one browncloak*, two junior templars (as low-level templar; *DS3*, pg 329), twenty overseers (as caravan footman), and eighty slaves (as Kurnan field slave). Like other Eldaarish humans, the Shtas pride themselves on not working whenever there's something that a foreign or nonhuman slave can do instead.



Society

All Eldaarish templars belong to one of Eldaarich's seven "Orders": **Takrits** (Daskinor's Handmaidens and Palace Guards), **Neshtap** (the mounted Red Guards), **Savak** (the Secret Police); **Kulag** (the Silt Fleet), **Halebán** (Management of Knowledge, Facts, and Public Works); **Shtas** (the Infantry), and **Cheka** (Truth Extraction). Each templar order is similarly structured with a rigid hierarchy from the acolytes and novitiates at the bottom rising to the order's "high templar". Backstabbing within the ranks to gain office is common, but all seven orders are remarkably cohesive when it comes to keeping knowledge of these intra-order disputes within the order and presenting a united face to the other orders.

Because Daskinor often demands his templars submit detailed explanations for each templar spell they cast,



Eldaarish "templars" tend to avoid the actual templar class, so that they do not need to rely on Daskinor for spell power. Because they generally lack spells, Eldaarish templars typically maintain order through terror as opposed to magical power.

Typical Treasure

Since they have access to the city funds, Eldaarish templars always have double their Challenge Rating in items.

Lore

Characters with ranks in **Knowledge (local [Eldaarich])** can learn more about Eldaarish templars. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Eldaarich)

DC	Result
10	The Eldaarish templars are divided in seven Orders; Takrits, Neshtap, Savak, Kulag, Haleban, Shtas, and Cheka.
15	Takrits has the most influence with Daskinor and the most power within Eldaarich itself; Neshtap dominates the Dim Lands; Savak's eyes extend even into foreign lands; Kulag runs Eldaarich's silt fleet; Haleban controls education, public works, and the show trials; Shtas, the regular army, mans the city walls and a few fortresses; Cheka specializes in interrogations.
20	Shtas is the oldest order, dating back to King's Ages before Eldaarich was founded; Cheka is the newest Order, founded less than a generation ago to replace some forgotten order that was wiped out a few generations earlier.
25	Halebán is subservient to Takrits, and Shtas is subservient to Neshtap, but the other Orders frequently fight one another, barely cooperating to maintain control of the city. Each order has its own High Templar. The previous head of Cheka was assassinated by Savak killers with Haleban assistance.

Adventure Hooks

Long, Beautiful Hair; Oasis Runs Dry; Retirement Party; Shtas Mutiny; The Pregnant Mul

“As well we should be, it’s an elven city; the first Kurnans were elves. The humans are our guests here. How much were you going to pay me for this shave, again?”

- Janef of the Barbers Clave, always in his best bargaining position when he’s got an obsidian razor to a customer’s throat.

Elven Runner

Nearly seven feet tall, this long-shanked elf leaps over a waist-high scrub bush without missing a stride.

Elven Runner

CR 3

Male elf ranger 2/barbarian 1
CG Medium humanoid (elf, psionic)
Init +3; **Senses** low-light vision; **Listen** +6, **Spot** +8
Languages Elven, Eloy, Kurnan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)

hp 15 (3 HD)

Resist mundane extreme heat or cold

Fort +5, **Ref** +6, **Will** +1

Speed 40 ft. (8 squares); elf run, Speed of Thought

Melee mwk elven longblade +3 (1d8/18-20) or

Ranged mwk longbow +6 (1d8/x3)

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

Base Atk +3; **Grp** +3

Atk Options Rapid Shot, rage 1/day (5 rounds)

Combat Gear masterwork elven longblade, masterwork longbow with 30 arrows, *potion-fruit of keen edge*, *potion-fruit of cure light wounds*

Power Points/Day 2: **Hidden Talent Powers Known** (ML 1st):

1st - *stomp* (DC 13)

Abilities Str 10, Dex 17, Con 10, Int 8, Wis 13, Cha 14

SQ fast movement, favored terrain (scrub plains +2), wild empathy +4 (+0 magical beasts)

Feats Hidden Talent, Rapid Shot^B, Speed of Thought, Track^B

Skills Escape Artist +6, Hide +5, Listen +8, Knowledge (nature) +4, Perform +4, Search +6, Spot +6, Survival +6

Possessions combat gear plus masterwork chitin armor

Favored Terrain An elven runner receives a bonus to Hide, Knowledge (nature), Move Silently, Spot and Survival checks made within their favored terrain.

When raging an elven runner has the following statistics

AC 15, touch 11, flat-footed 12

hp 21 (3 HD)

Fort +7, **Will** +3

Melee mwk elven longblade +5 (1d8+2/18-20)

Grp +5

Abilities Str 14, Con 14

Elves are more at home in Kurn than any of the cities of the Tyr Region.

The Elves of the Trembling Plains also get along better with Eloy than they do with any other people that aren’t full elves. This has to do with the tolerant — almost elven — view that Eloy, and to a lesser extent, Kurnans, have of wizardry and of raiding.

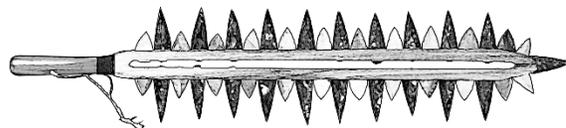
The elven runner presented here had the following ability scores before racial adjustments: **Str** 10, **Dex** 15, **Con** 12, **Int** 8, **Wis** 13, **Cha** 14.

Strategies and Tactics

Elven runners use their incredible speed to outrun threats and to scout areas for potential foes, preferring to use ranged weapons and only closing with their enemies when absolutely necessary. The average elven runner’s ability to use *stomp* enables them to leave even when surrounded by enemies.

“These northern datu aren’t so bad. They seem to understand that so long as no one gets hurt, raiding other people’s cattle does them a favor, teaching them to be on their guard.”

- Paulik Swiftfeet of the Swiftwings tribe.



Dalbra Moonracer

This appears to be a lanky elf with a slash scar running from his left eye to his chin. His pale silver eyes fix on you and he grins, causing his lower lip to split to opposite sides of the scar.

Dalbra Moonracer

CR 5

Male elf nomad 5

NG Medium humanoid (elf, psionic)

Init +1; **Senses** low-light vision; **Listen** +4, **Spot** +4

Languages Common, Elven, Eloy, Kurnan

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)

hp 12 (5 HD)

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Resist mundane extreme heat or cold

Speed 50 ft. (10 squares); elf run; **Run**, **Speed of Thought**

Melee mwk elven longblade +2 (1d8-1/18-20) or

Ranged mwk longbow +4 (1d8)

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

Base Atk +2; **Grp** +1

Combat Gear masterwork elven longblade, masterwork longbow with 30 arrows

Power Points/Day 32: **Psion Powers Known** (ML 5th):

3rd - *astral caravan*, *energy burst* (DC 16)^A

2nd - *cloud mind* (DC 15), *detect hostile intent*, *dimension swap*, *sustenance*

1st - *burst*, *conceal thoughts*, *empathy*, *know direction and location*, *telepathic projection* (DC 14)

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13

Feats Combat Manifestation, Iron Will, Run, Speed of Thought

Skills Concentration +8, Diplomacy +4, Jump +6, Knowledge (geography [Trembling Plains]) +6, Knowledge (psionics) +8, Listen +4, Perform +3, Psicraft +8, Search +5, Spot +4, Survival +10

Possessions combat gear plus masterwork studded leather armor, *boots of striding and springing*

Hook “Give up you fools! Do you think that you can run from the swift-winged children of the sun?”

Dalbra uses trading opportunities to preach to other elves about the need for Athas’ “swift-winged children of the sun” (elves) to unite against kreen, gith, and other desert dwellers. He has no desire to claim cities and no pretensions to leadership, he is merely a dedicated visionary. So long as other races show the proper respect, Dalbra’s love of

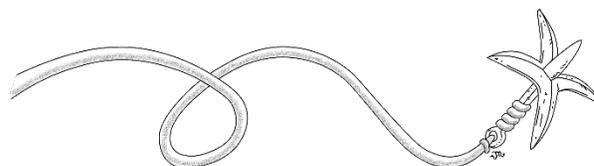


elvenkind does not translate to an unwillingness to deal with or even to befriend persons of other races.

Dalbra had the following ability scores before racial adjustments and **Hit Dice** ability increase: **Str** 8, **Dex** 10, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14.

Strategies and Tactics

Dalbra really prefers talking to fighting but if he cannot persuade his enemies to not attack him, he’ll manifest *burst* or *cloud mind* and quickly run to get out of trouble. If all else fails, he’ll manifest *energy burst*.



Elo’uga, Son of the Free

The elf is tall, but spare. His muscles look hard, taught like cables beneath his sun-browned skin, and his eyes peer brightly. His hair is cut short, like the simple beige tunic and short breeches he wears.

Elo’uga, Son of the Free

CR 9

Male elf rogue 5/dune trader 4

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Listen** +7, **Spot** +6

Languages Common, Draji, Elven

AC 16, touch 13, flat-footed 13; **uncanny dodge** (+3 Dex, +3 armor)

hp 22 (9 HD)

Resist mundane extreme heat or cold; **evasion**

Fort +1, **Ref** +8, **Will** +7

Speed 40 ft. (8 squares); elf run

Melee mwk elven longblade +6/+1 (1d8-1/18-20) or

Ranged mwk longbow +10/+5 (1d8)

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

Base Atk +6; **Grp** +5

Atk Options dazzle, **sneak attack** +3d6

Combat Gear masterwork elven longblade, masterwork longbow with 20 arrows, 3 doses of methelinoc poison, *bag of holding (type III)*

Abilities Str 8, Dex 16, Con 8, Int 12, Wis 14, Cha 18

SQ agent (Traako), contact 2/week, distributive bargaining, fast talk, **trapfinding**, **trap sense** +1

Feats Negotiator, Persuasive, Trader

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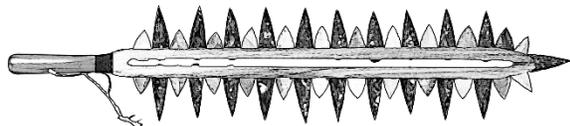
Skills Appraise +11, Bluff +23, Diplomacy +21, Disguise +11 (+13 to act in character), Forgery +6, Gather Information +19, Hide +9, Intimidate +11, Knowledge (local [Sons of the Free clan]) +13, Listen +7, Move Silently +9, Perform (acting) +7, Profession (merchant) +15, Search +8, Sense Motive +16, Spot +6, Survival +2 (+4 to follow tracks)

Possessions combat gear plus masterwork studded leather armor, *circlet of persuasion*, *cloak of Charisma +2*

Hook "Taxing lone merchants is not enough. A far greater feat is surviving the trin onslaught during Flamesky"

Elo'uga is an ambitious young elf, with hopes of someday ascending to lead a larger tribe. To achieve this end, he has dedicated himself to making the Sons of the Free clan wealthy and prominent.

Elo'uga had the following ability scores before racial adjustments, **Hit Dice** ability increases, and equipment bonuses: **Str** 8, **Dex** 13, **Con** 10, **Int** 12, **Wis** 14, **Cha** 15.



Traako, Elo'uga's Agent

You cannot tell if the thin figure before you is a human, elf, or belgoi. Wrapped in a nondescript cloak, they move with a quiet grace as they disappear around the corner. If they left any footprints, you cannot find them.

Traako, Elo'uga's Agent

CR 8

Male elf rogue 6/procurer 2

N Medium humanoid (elf)

Init +8; **Senses** low-light vision; Listen +10, Spot +10

Languages Common, Draji, Elven

AC 18, touch 14, flat-footed 14; **uncanny dodge** (+4 Dex, +4 armor)

hp 28 (8 HD)

Resist mundane extreme heat or cold; **evasion**

Weakness obsession

Fort +2, **Ref** +12, **Will** +4

Speed 40 ft. (8 squares); elf run

Melee *mwk* bard's friend +6 (1d4/18-20) or

Melee bard's garrote +5 *grapple* (2d4)

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

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

Atk Options Improved Feint, sneak attack +3d6

Combat Gear masterwork bard's friend, bard's garrote

Abilities Str 10, Dex 19, Con 11, Int 12, Wis 14, Cha 8

SQ obsession, secret door finding, trapfinding, trap sense +2

Feats Improved Initiative, Improved Feint, Trader

Skills Appraise +14, Bluff +12, Climb +5, Diplomacy+3, Disable Device +12, Escape Artist +10, Gather Information +6, Hide +20, Knowledge (local [Sons of the Free clan]) +7, Listen +10, Move Silently +20, Open Lock+12, Perform +1, Profession (merchant) +7, Search +10, Sense Motive +8, Sleight of Hand +14, Spot +10

Possessions combat gear plus *shadow studded leather armor of silent moves +1*

Obsession Traako must make a DC 12 Will save to avoid snooping around any closed door or tent opening.

Secret Door Finding If Traako merely passes within 5 feet of a secret or concealed door, he's entitled to a Search check to notice it as if he were actively looking for it.

Traako was just a simple cutpurse before Elo'uga met him. He perceived the boy's aptitude and recruited him for his tribe. There he learned how to hone his abilities in order to help the Sons of the Free grow.

Traako had the following ability scores before racial adjustments and **Hit Dice** ability increases: **Str** 10, **Dex** 15, **Con** 13, **Int** 12, **Wis** 14, **Cha** 8.

Strategies and Tactics

Elo'uga is extremely cautious and almost never gets involved in direct combat, preferring more subtle ways of dealing with his enemies, and only uses lethal force if required – usually in the form of poisons.

Traako avoids direct confrontation and tries to lurk in the shadows and feint his opponent so he can use his **sneak attack**. He's remarkably loyal for an elf and will try everything possible to protect Elo'uga.

History

The elves of the Trembling Plains are nomads in the truest sense, living and dying by their speed and the distance they can cross before the sun sets. They know every stretch of the rolling grasslands, every hidden spring, and every trick of the wind that signals a coming storm. To them, stillness is death, and only those who run truly live.

These elves are deeply intertwined with the Eloy herders, crossing their paths in trade, marriage, and conflict. While some elves take Eloy lovers, such unions are fleeting, for when the time for their tribe to move on comes, the elf invariably leaves. In the elven view, those who cannot run with the tribe are not truly of the tribe. Even so, a few return seasonally to visit their spouse and children, a rare but respected act of loyalty. The Eloy, in turn, bear no

grudges, accepting if not envying the elves' ways. To the elves, the only true freedom is the one found beneath the open sky, where the wind sings and the horizon is endless.

Environment: Elves thrive in good running grounds and wherever there is opportunity for gain. Nomadic elves travel the Trembling Plains except during the Flamesky season. Originally an Elven city, Kurn was abandoned and resettled by humans, but some of the original Kurnan elves have returned to the city of their ancestors.

Typical Physical Characteristics: Like other elves, the tribes on the Trembling Plains are tall and lean. They sport clan affiliation marks in their clothing.

Alignment: Most elves tend to have chaotic alignment because of their love for freedom and their nomad lifestyle.

Society

The principal elven tribes of the Trembling Plains are the Mirage Makers, the Moon Racers, the Swift Wings, and the Sons of the Free. Each of these tribes has different traditions and dialects but they also have a number of things in common: there are preservers in the tribe, they do not accept defilers into the tribe, and they are pureblood like most elf tribes of the Tyr Region – they do not accept half-elves. They recognize their half-elven children as their own, but not as part of the tribe, and feel limited responsibility for them.

All four tribes follow the calendar of the Trembling Plains, which they call "The Elven Calendar." In each of the 75-day seasons, there are two periods of multiple consecutive nights when Ral is at its brightest, and for most of the night, Guthay does not appear in the sky. The elves call these nights "the Feast of Ral," and it is the time when elves have the greatest visual advantage over most other humanoid races. The Feast of Ral is a time for raiding non-elves and otherwise demonstrating elven superiority over the slower races.

Since trins have [low-light vision](#), the Trembling Plains are a poor place for elves to celebrate the Feast of Ral during Flamesky season. Only the Sons of the Free remain in the Trembling Plains during Flamesky. Other elves generally shun the Trembling Plains and celebrate their superiority elsewhere during Flamesky.

For elven names, see *Elves of Athas* or *Wisdom of the Drylanders*.

The Mirage Makers: The only elven clan of the Trembling Plains whose main territory lies north of the city-state of Kurn, the Mirage Makers say little about what they have seen in those northern lands. Their path cuts northeast of Fort Protector into barrens and badlands beyond. Mirage Makers regularly migrate through the Trembling Plains, sojourning a few weeks in Kurn on their way south, and again on their way back north. They spend the first few weeks of the

Flamesky season in Kurn, until the crowds become unpleasantly thick, at which point they depart for their territories northeast of Fort Protector.

The Mirage Makers have tried unsuccessfully to trade with the wagon trains that House Azeth sends to Silt Side. Corik Azeth refuses to trade with anyone at Silt Side itself other than his Eldaarish trade partner. To avoid losing the Mirage Makers' business, Azeth makes special efforts to bring goods to trade whenever they pass through the area.

The Mirage Makers speak their own dialect, the Elven tongue, Gith, and the herder dialect; many also speak Kurnan but only a handful of them have any grasp of the Common tongue of the Tyr Region. Their worship of paraelemental Sun alienates them somewhat from the many wind-worshippers of the Trembling Plains. Nevertheless, because the Mirage Makers hold many of the same traditions as the herders, they get along tolerably with the herding clans.

The Moon Racers: About 45 strong excluding children, the Moon Racers move rapidly across the wastes to humor their leader Dalbra, who is eager to encounter other elves. The Moon Racers chose Dalbra as their leader not because of his vision but because he has the ability to locate trading opportunities, such as caravans stopped along the road.

As Flamesky approaches, the Moon Racers travel southwest towards the Ringing Mountains and then cut south to Urik through a parched stretch of barrens known as The Sun's Fist. They do not return until after the Windflood season has passed. In some years, they have bypassed Urik and have continued as far south as Tyr. When they think that Urik might not welcome them, the Moon Racers cross north of the Ringing Mountains into the Blood Prairie and into the badlands beyond. The Moon Racers' attempts to trade with the Forest Ridge halflings have all ended in skirmishes.

The Moon Racers speak Elven, the herder dialect, and the Common tongue. Many of them speak Urikite as well. They have no special tribal dialect, but claim that all elves are in their tribe, even if they do not know it yet. They refer to half-elves as "half-humans" and make the point of correcting anyone who uses any other term. The Moon Racers worship the winds.

The Sons of the Free: This newly formed tribe counts more than 60 adult elves as members. Its territory is mainly east of the trade road and their leader is named Elo'uga. Though Elo'uga knows better than to annoy the larger and better-armed caravans (such as those of House Azeth), most merchants who have taken the road from Draj to Kurn have encountered the "taxation" of the Sons. Many of these travelers accuse the Sons of the Free of banditry, but Elo'uga (through messengers, since he never

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visits Azeth's Rest) insists that what he does is no different than what Oronis of Kurn does. Elo'uga's messengers also point out that he has not killed anyone except in self-defense. Of course, many of his "attackers" were responding to Elo'uga's threats or were attempting to drive their wagons over the Sons of the Free who blocked their path.

The Sons of the Free pitch fortified camps during the Flamesky season, often in the rocky badlands south of Togas Peninsula where it is easier to fend off rampaging trin. They worship Air, and speak their own dialect of the Elven tongue, Common, and Draji.

Swift Wings: Members of the Swift Wings elf tribe frequent the desert wastes from north of Urik as far east as the southern edge of the territory of the Hozichak thri-kreen pack. These elves trade with the nikaal of the Crisiss tribe, as well as with the Bandit States of Wrath, Spoil, Ravage, and Ravish. Relations with the Bandit States are always dangerous, but the Swift Wings rarely venture this far north without large enough numbers to raid any of the villages, so they find it safer to trade with the bandits than to become subject to bandit attacks. Even though the Swift Wings are

Air worshippers and otherwise follow the code of the plains (e.g. no defiling), their rumored trade with bandits taints their reputation with the herders, who generally shun them. House Azeth trades with the Swift Wings but does not give them trust tokens or allow them to stay overnight within the walls of Azeth's Rest.

Elf Lore

Characters with ranks in **Knowledge (Heraldry and Royalty)** can learn more about elves. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Heraldry and Royalty)

DC	Result
10	Elves identify their clan with the markings in their clothing.
15	This elf belongs to the [clan's name].
20	This result reveals basic information about the elf's clan.

Eloy

The Eloy are a proud half-elven herding community that dwells in the Trembling Plains. Many have strong elven racial characteristics.

Eloy Herder

You notice a woman in a hooded cloak almost blending into the scrub bushes behind her; she seems to be standing watch over a group of erdlus. She does not look at you directly, but as you gaze at her, her fingers tighten around her staff.

Eloy Herder

CR 1

Female half-elf expert 2

LN Medium humanoid (elf)

Init +1; **Senses** low-light vision; **Listen** +5, **Spot** +2

Languages Eloy, Elven, Kurnan

AC 12, **touch** 11, **flat-footed** 11

(+1 **Dex**, +1 **armor**)

hp 7 (2 HD)

Resist mundane extreme heat or cold

Fort +0, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)

Melee quarterstaff +1 (1d6)

Ranged sling +2 (1d4)

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

Base Atk +1; **Grp** +1

Combat Gear quarterstaff, sling with 20 sling stones

Abilities **Str** 10, **Dex** 13, **Con** 10, **Int** 11, **Wis** 10, **Cha** 9

Feats Elfish Eloy*

Skills **Craft** (varies) +4, **Disguise** -1 (+1 impersonating elves or humans), **Handle Animal**+4, **Hide** +6 (+8 in aboveground natural terrain), **Listen** +5, **Move Silently** +6, **Ride** +5, **Spot** +2, **Search** +1, **Survival** +2

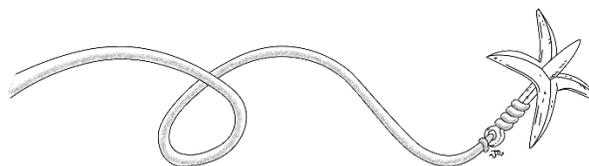
Possessions combat gear plus padded armor, three-season cloak*

The typical young Eloy herder is not well-experienced in combat and yet does a fair job surviving the rigors of the Trembling Plains.

The Eloy herder presented here had the following ability scores before racial adjustments: **Str** 10, **Dex** 11, **Con** 10, **Int** 11, **Wis** 10, **Cha** 11.

Strategies and Tactics

Most Eloy tend to avoid combat, instead preferring to hide themselves and wait until the danger is passed or until they call others for help.



Eloy Seasoned Warrior

Several warriors appear as if out of the bushes, holding spears. They look like elves, but they are not armed or decorated like any elven tribe that you have seen before - none of them carry an elven longblade or longbow, and their mottled cloaks have bits of dried scrub brush stuck to them.

Eloy Seasoned Warrior

CR 5

Male half-elf expert 4/ warrior 2

LN Medium humanoid (elf)

Init +1; **Senses** low-light vision; Listen +3, Spot +3

Languages Eloy, Elven, Kurnan

AC 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 29 (6 HD)

Resist mundane extreme heat or cold

Fort +5, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares),

Melee spear +8 (1d8+3)

Ranged sling +6 (1d4)

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

Base Atk +5; **Grp** +8

Atk Options Power Attack

Combat Gear spear, sling with 20 sling stones

Abilities Str 16, Dex 13, Con 12, Int 13, Wis 10, Cha 9

Feats Alertness, Elfish Eloy*, Power Attack

Skills Craft (varies) +10, Disguise -1 (+1 impersonating elves or humans), Handle Animal +8, Hide +9 (+12 in aboveground natural terrain), Intimidate +5, Jump +7, Listen +3, Move Silently +8, Ride +11, Spot +3, Search +2, Survival +2

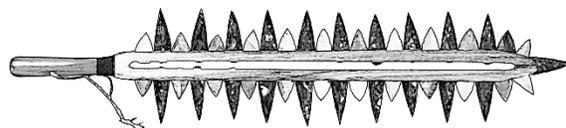
Possessions combat gear plus *chitin armor* +1, *buckler* +1, three-season cloak*

Most Eloy seasoned warriors act as stewards of their clans, protecting them from wild animals and the many bandits that roam the Trembling Plains.

The Eloy seasoned warrior presented here had the following ability scores before racial adjustments: Str 14, Dex 13, Con 10, Int 13, Wis 10, Cha 11.

Strategies and Tactics

Eloy seasoned warriors prefer to sit quietly until their opponent approaches and then ambush them, using **Power Attack** to quickly slay the weaker opponents.



Eloy Wind Walker

The insect calls stop, and a tiny dart whistles through the air as if out of nowhere.

Eloy Wind Walker

CR 9

Male half-elf rogue 1/ ranger 3/ wind walker 5*

LN Medium humanoid (elf)

Init +4; **Senses** low-light vision; Listen +11, Spot +11

Languages Eloy, Elven, Kurnan

AC 16, touch 14, flat-footed 12; **uncanny dodge**

(+4 Dex, +2 armor)

hp 49 (9 HD)

Resist mundane extreme heat or cold

Fort +5, **Ref** +13, **Will** +3

Speed 40 ft. (8 squares); plainswalker

Melee mwk puchik +9/+4 (1d4+2/x3)

Ranged +1 *blowgun of distance* +11 (1d2+1)

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

Base Atk +6; **Grp** +8

Atk Options poison (giant wasp, DC 18, 1d6 Dex/1d6 Dex), sneak attack +1d6

Special Actions hide in plain sight, traceless

Combat Gear masterwork puchik, +1 *blowgun of distance* with 20 blowgun needles, 3 doses of giant wasp poison

Abilities Str 14, Dex 19, Con 13, Int 10, Wis 12, Cha 6

SQ favored terrain (scrub plains +2), plainswalker +20 ft., trapfinding, wild empathy +3 (-1 magical beasts)

Feats Alertness, Endurance^B, Longshanks*, Eloy Scout*, Rapid Shot^B, Stealthy, Track^B

Skills Bluff -2 (+2 to deliver secret messages), Disguise -2 (+0 impersonating elves or humans), Handle Animal +5, Hide +24 (+27 in scrub plains), Jump +7, Knowledge (geography [Trembling Plains]) +5, Knowledge (nature) +5, Listen +11, Move Silently +14 (+3 in scrub plains), Profession (herder) +2, Ride +10, Search +6, Spot +11, Survival +8 (+10 to keep from getting lost/in aboveground natural terrain/following tracks)

Favored Terrain An Eloy wind walker receives a bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within their favored terrain.

Plains Blending (Ex) The Eloy wind walker gains a +3 bonus to Hide and Spot checks while on the Trembling Plains.

Possessions combat gear plus leather armor, three-season cloak*, *ring of chameleon power*

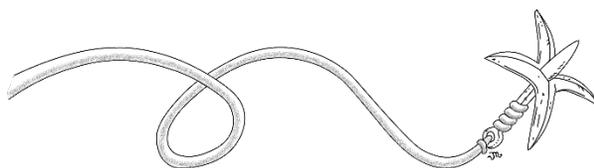
Faces of the Forgotten North

Wind Walkers are their clans' most capable scouts. Usually the first ones to find out about any incoming dangers, Wind walkers communicate what they see using a code of bird and insect calls.

The Eloy wind walker presented here had the following ability scores before racial adjustments: **Str** 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8.

Strategies and Tactics

Eloy wind walkers use their knowledge of the terrain and speed to the fullest, quickly and silently approaching their targets. They prefer to shoot poisoned needles from concealment. If discovered, they will attempt to escape and take another position which they can again attack from concealment. Wind Walkers prefer to not let strangers ever see them, allowing others in the clan to do the talking. When violence is not necessary, they sometimes follow strangers for days at a time, listening to every conversation, to report to their clan later.



Eloy Scout

A tall half-elf in a mottled cloak appears from a scrub bush with a rope in both hands. He pulls backward, and several feet of the rope emerge from the ground in a straight line towards you. You hear a click beneath your feet, and the ground begins to give way.

Eloy Scout

CR 1

Male half-elf rogue 1

LN Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Listen** +7, **Spot** +7

Languages Eloy, Kurman

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 6 (1 HD)

Fort +2, **Ref** +4, **Will** +2

Speed 40 ft. (8 squares)

Melee quarterstaff +0 (1d6)

Ranged sling +2 (1d4)

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

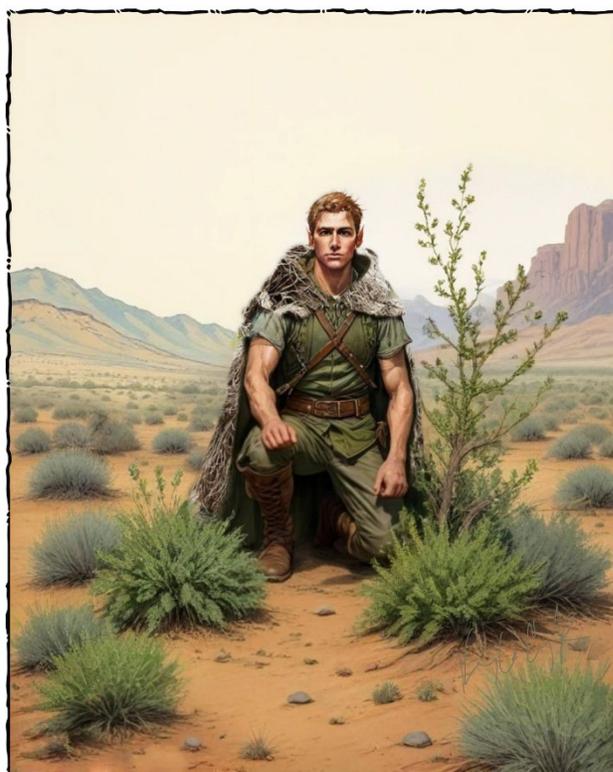
Base Atk +0; **Grp** +0

Atk Options sneak attack +1d6

Combat Gear quarterstaff, sling with 20 sling stones

Abilities **Str** 10, **Dex** 15, **Con** 14, **Int** 12, **Wis** 15, **Cha** 6

SQ trapfinding



Feats Longshanks*

Skills **Bluff** +2, **Disguise** -2 (+0 impersonating elves or humans), **Gather Information** +2, **Hide** +6, **Knowledge (local [Trembling Plains])** +5, **Listen** +7, **Move Silently** +6, **Search** +7, **Sense Motive** +6, **Spot** +7, **Survival** +4

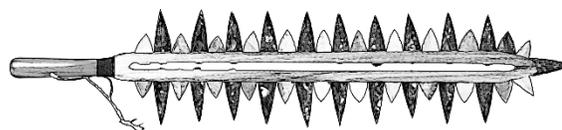
Possessions combat gear plus three-season cloak*

Eloy scouts monitor the perimeter of the clan's territory, to warn them if slavers or other strangers approach. They also set and sometimes trigger traps to dissuade strangers from advancing farther into their territory. In Eloy raiding parties, scouts search for traps in advance of the rest of their group while sneaking into another clan's land.

The Eloy scout presented here had the following ability scores before racial adjustments: **Str** 10, **Dex** 13, **Con** 14, **Int** 12, **Wis** 15, **Cha** 8.

Strategies and Tactics

Since they do not fare well in combat, Eloy scouts try to avoid direct combat as long as possible and to stay away from melee if needed.



Pfadra Zkeet

This well-preserved elderly woman has a distant look.

Pfadra Zkeet

CR 14

Female human wilder 6/soulknife 1/thrallherd 7

LE Medium humanoid (human, psionic)

Init +5; **Senses** Listen +6, Spot +6

Languages Eldaarish, Eloy

AC 19, touch 16, flat-footed 18; **Dodge**

(+1 Dex, +8 armor)

hp 30 (14 HD)

Fort +3, **Ref** +7, **Will** +14

Weakness psychic enervation

Speed 30 ft. (6 squares)

Melee mindblade +9 (1d6+1/19-20) or

Ranged mindblade +9 (1d6+1/19-20)

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

Base Atk +8; **Grp** +9

Atk Options psionic charm, psionic dominate

Special Actions Inquisitor, surging euphoria +1, throw mindblade, wild surge +2

Power Points/Day 158; **Wilder Powers Known** (ML 12th):

6th - *retrieve*

5th - *adapt body*

4th - *death urge* (DC 20)^A, *psionic dominate* (DC 20)^A

3rd - *energy burst* (DC 18)^A

2nd - *energy push* (DC 17)^A, *energy stun* (DC 17)^A

1st - *energy ray* (DC 16)^A, *mindlink* (DC 17), *mind thrust* (DC 17)^A, *psionic charm* (DC 17)^A

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 12, Dex 13, Con 9, Int 13, Wis 14, Cha 20

SQ elude touch, greater dominate, psychic enervation, mindblade, volatile mind (1 power point)

Feats Dodge, Expanded Knowledge (*energy stun*), Hidden Talent (*mindlink*), Improved Initiative, Inquisitor, Psionic Endowment

Skills Bluff +18, Concentration +15, Diplomacy +19, Intimidate +7, Knowledge (psionics) +14, Listen +6, Psicraft +13, Sense Motive +16, Spot +6

Possessions *bracers of armor* +8, *psionatrix of telepathy*, *torc of power preservation*

Greater Dominate (Ex) Pfadra does not have to pay 2 additional power points when she augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids.

Psionic Charm (Ex) Once per day, Pfadra can manifest *psionic charm* reduced by 6 power points, to a minimum of 1 pp.

Psionic Dominate (Ex) Once per day, Pfadra can manifest *psionic dominate* reduced by 6 power points, to a minimum of 1 pp.

Psychic Enervation (Ex) After a wild surge, Pfadra might become dazed and lose 6 power points.

Surging Euphoria (Ex) +1 morale bonus on attack rolls, damage rolls, and saving throws for 2 rounds.

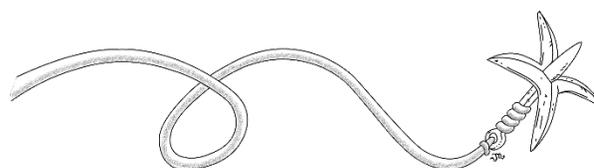
Volatile Mind (Ex) Telepathy powers directed at Pfadra cost 1 power point more to manifest.

Wild Surge (Su) +2 to Pfadra's manifester level when she manifests a power.

Hook "Has anyone seen my second-favorite husband?"

Unknown in the plains until a few years ago, Pfadra is now the matriarch of the largest herding clan in the history of the Trembling Plains. Most Eloy disliked Pfadra from the moment she formed her own clan. First, Pfadra was obviously Eldaarish. Not a mere Dimlander, but a full Eldaarish, brand and all, although she acted as if she didn't understand the question when people would ask her about Eldaarich. Eldaarish and Dimlanders usually aspire to be slaves, too timid to do anything else, although they were also prone to sudden and unexpected violence. However, there was more to it than her origin. Pfadra's clan grew suspiciously quickly. It's not that unusual for new clans to form, and for the young to run off to join a new clan where they have found love, or where they expect to be given new responsibilities, or a chance to escape old conflicts. With Pfadra, however, people were flocking to her before she even announced she was forming a new clan. Idolizing her, husbands left wives and children to go follow her, and that is very unusual in the Trembling Plains.

Pfadra had the following ability scores before Hit Dice ability increases and age modifiers: **Str** 15, **Dex** 16, **Con** 12, **Int** 11, **Wis** 12, **Cha** 15.



Scar

Raamin tattoos and a huge scar across the left side of his face mark this mul as a gladiator.

Scar, Pfadra's Thrall

CR 12

Male mul gladiator 1/psychic warrior 5/soulknife 6

NE Medium humanoid (dwarf, psionic)

Init +5; **Senses** darkvision 30 ft.; Listen +2, Spot +2

Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

Faces of the Forgotten North

hp 98 (12 HD); **DR** 1/- non-lethal

Resist extended activity, tireless (+4 on **Con** checks for extended physical activities and +4 against **weakness**, **fatigue**, **exhaustion** or **enfeeblement**)

Fort +11, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)

Melee +3 *keen sundering bastard sword mindblade* +20/+15 (1d10+12/17-20) or

Ranged +3 *keen sundering bastard sword mindblade* +17 (1d10+12/17-20)

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

Base Atk +10; **Grp** +15

Atk Options bladewind, Cleave, Improved Sunder, mercy, Power Attack, psychic strike +1d8, throw mindblade

Special Actions free draw, shape mindblade

Power Points/Day 12; **Psychic Warrior Powers Known** (ML 5th):

2nd - *animal affinity*, *body adjustment*

1st - *inertial armor*, *expansion*, *offensive prescience*

Abilities Str 21, Dex 12, Con 16, Int 10, Wis 14, Cha 6

SQ mindblade

Feats Cleave, Exotic Weapon Proficiency (mindblade)^B, Greater Weapon Focus (mindblade), Improved Critical (mindblade), Improved Initiative^B, Improved Sunder^B, Power Attack, Weapon Focus (mindblade), Weapon Specialization (mindblade)^B

Skills Bluff +3, Climb +9, Concentration +6, Diplomacy +2, Intimidate +5, Jump +9, Knowledge (psionics) +4, Listen +2, Ride +6, Sense Motive +5, Spot +2

Possessions *carru leather armor* +1

One of the many husbands that abandoned their families to serve Pfdra, Scar is an ex-gladiator with a huge scar on the left side of his face, hence the nickname.

Scar had the following ability scores before racial adjustments and **Hit Dice** ability increases: **Str** 15, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8.

Strategies and Tactics

Pfdra prefers to send her thrall, Scar, and her followers into combat. If needed, she will manifest *psionic dominate* on whomever seems to be the strongest enemy and *energy burst* on the remaining ones.

Scar is completely devoted to Pfdra and will not hesitate to die in order to protect her. If he has the opportunity, he will manifest *animal affinity* and *offensive prescience* before entering combat.

History

Not long ago, Pfdra Zkeet had everything that a respectable Eldaarish grandmother could want: a lovely new 13-year-old husband, an exquisitely talented mul concubine, and one of the largest cults of worshippers in the city. Daskinor was the *official* object of worship, but that distinction was lost on her worshippers, and Pfdra could not help forgetting it herself from time to time. None of the other Haleban cult leaders dared attack her anymore; Pfdra's believers were too many and too strong. Pfdra seemed destined to become the next High Templar of the Haleban Order.

Then came Daskinor's decree: all psionic persons were to be rounded up and imprisoned or killed. The Haleban Order came to her rescue, arranging for Pfdra to be assigned to doing copywork in Haleban's house of scribes; all she had to do was provide a list of her students. All of the orders had to give up some of their own to satisfy Daskinor's decree, and the Haleban High Templar had wisely arranged to save the leaders and sacrifice the lowly assistants and worshippers. Pfdra sat in the copy house, put brush to paper to write the names, and forgot. Forgot everything. Who was she? What was she doing here? Why was the city so ugly? Why was she wearing these hideous blue robes? She tore off her robes, pulled down the room's gray curtains to make herself a toga, and walked out of the city. The Shtas soldiers stationed at the gates glanced at each other in amusement: another fugue.

Pfdra followed the road, managed to stay out of sight of the Red Guards, and when she crossed the last bridge to South Guard, the Shtas tried to enslave her. Pfdra simply glanced at the one who was yelling the orders, and he collapsed, rimed in ice and frozen to the bone. The Shtas soldiers that attacked Pfdra collapsed when a sudden burst of fire emanated from Pfdra's body. In the confusion, about thirty of the slaves at South Guard escaped, and led Pfdra to Azeth's Rest. When the ex-slaves told the story at Azeth's Rest of how Pfdra had saved them, some herders and even a few Azeth employees abandoned their posts and families and followed Pfdra. Pfdra had the nucleus of a new cult, and she did not even know it.

Pfdra has forgotten her second Eldaarish name, and following the nomenclature of herder clans, identifies herself simply as Pfdra, indicating that she is her clan's matriarch. Pfdra does not comprehend the difference between preserving and defiling, and when a defiler became one of her followers, she had no objections.

The color blue frightens her.

Teima'a'ani

As you look closer, you note to your surprise that this tall one-legged Eloy looks like a full-blooded elf, and a tattoo on his hand marks him as a member of the Moon Racers clan. He notices you looking at his tattoo, and scowls.

Teima'a'ani

CR 11

Male elf ranger 2/wizard (preserver) 7/arcane archer 2

CG Medium humanoid (elf, psionic)

Init +5; **Senses** low-light vision; **Listen** +3, **Spot** +3

Languages Common, Elven, Kuman, Urikite

AC 15, **touch** 15, **flat-footed** 10

(+5 **Dex**)

hp 35 (11 HD)

Resist mundane extreme heat or cold

Fort +8, **Ref** +13, **Will** +6

Speed 10 ft. (2 squares); elf run

Ranged +2 *longbow* +15/+10 (1d8+2/x3)

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

Base Atk +7; **Grp** +7

Atk Options imbue arrow, Point Blank Shot, Precise Shot

Combat Gear +2 *longbow* with 50 arrows

Wizards Spells Prepared (CL 7th):

4th - *ice storm*

3rd - *flame arrow*, *protection from energy*, *sand pit*

2nd - *cat's grace*, *glitterdust* (DC 15), *protection from arrows*, *scorching ray* (+10 melee touch)

1st - *charm person** (DC 14), *cooling canopy*, *disguise self**, *grease*, *true strike*

0 - *detect magic*, *detect poison*, *mage hand*, *message*

*Denotes spell that can be prepared without spellbook

Power Points/Day 2; **Powers Known** (ML 1st):

1st - *inertial armor*

Abilities Str 10, Dex 20, Con 10, Int 16, Wis 13, Cha 9

SQ enhance arrow (+1), favored terrain (scrub plains +2), summon familiar, wild empathy +1 (-3 magical beasts)

Feats Hidden Talent (*inertial armor*), Leadership, Point Blank Shot, Precise Shot, Rapid Shot^B, Scribe Scroll^B, Spell Mastery^B, Track^B, Weapon Focus (*longbow*)

Skills Bluff +13, Concentration +14, Craft (bowmaking) +11, Diplomacy +1, Disguise +6 (+8 to act in character), Gather Information +3, Knowledge (arcana) +8, Knowledge (geography [Trembling Plains]) +15, Knowledge (local [Trembling Plains]) +13, Knowledge (nature) +11, Listen +3, Perform +1, Search +5, Spellcraft +10, Survival +11 (+13 to keep from getting lost/ aboveground natural terrain), Spot +3

Possessions combat gear plus *gloves of Dexterity* +4

Spellbook (woven patterns) spell prepared plus 0 - all; 1st - *magic missile*; 2nd - *acid arrow*, *dedication*; 3rd - *fireball*

Favored Terrain Teima'a'ani receives a bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within his favored terrain.

Hook "What are you looking at? I don't feel like standing up. Do you have a problem with that, human?"

Many in the Moon Racers clan expected Teima'a'ani to become chief within a few years. They did not mind the fact that his wife and most of his children were herders; many elves take on a human spouse as a seasonal hobby. Then Teima'a'ani was captured by Red Guards and enslaved at South Guard. After several escape attempts, the Shtas cut off Teima'a'ani's right leg at the knee. Released after years of slavery in South Guard, Teima'a'ani took his place in his wife's herder clan, since he could no longer run with the Moon Racers. Elected clan patriarch against his wishes, Teima'a'ani has become the butt of many elven jokes. To recover some of his savaged dignity, Teima'a'ani refuses to allow anyone to see him being carried or riding a pack animal, so he hides in a box as cargo or otherwise disguises himself whenever the clan needs to move. His clan members love him, and secretly consider his maiming to be a blessing from the winds, although none of them, even his wife and children, will ever say this to his face. They know that if Teima'a'ani were ever to recover his leg, he would abandon them again to run with the Moon Racers.

Teima's clan (Eloy tradition names the clan after the current patriarch) numbers 45 adults. The clan possesses 50 kanks, 40 sygra, and 10 inix. They capture wild inixes.

Teima'a'ani had the following ability scores before racial adjustments, **Hit Dice** ability increases, and equipment bonuses: **Str** 10, **Dex** 14, **Con** 12, **Int** 15, **Wis** 13, **Cha** 8.

Strategies and Tactics

Teima avoids entering melee, since he cannot walk or run, and hates to allow anyone to see him ride. He imbues his arrows with area spells such as *glitterdust*, *sand pit*, and *ice storm*.

Creatures and Allies

Since most Eloy are herders, they use many creatures in their day-to-day life. Teima's clan is becoming notorious for their special breed of war inixes.

Inixes (*ToA*, pg 193): These beasts are used as mounts and cattle.

Kanks (*ToA*, pg 218): These beasts are used as mounts and source of nectar.

Mekillots (*ToA*, pg 201): These beasts serve as beasts of burden.

Faces of the Forgotten North

Sygra (*ToA*, pg 184): These beasts are raised for their meat and milk.

War Inix (see House Azeth): These specially bred inixes are becoming the main source of income for many Eloy.

Sample Encounters

Eloy War Party (EL 10): 2d6 Eloy scouts, 2d4 elven runners, and 2d3 Eloy seasoned warriors. If intruders move boldly towards the clan camps unannounced, starts digging on a clan's territory, or otherwise takes what appears to be hostile action, and if the intruders appear weak enough to handle, the Eloy will make a show of force in order to frighten the intruders away. The Eloy scouts and Elven runners will secretly get into position before the seasoned warriors make their appearance, asking: "What are you doing on our land, Drylander?"

Small Eloy clan or branch of large Eloy clan (EL 8): The largest clans often have to split up by several miles to avoid overgrazing an area. Normally the clan's scouts will spot the PCs before they come within range. One Eloy cleric (as Azeth wind priest), 2d6 Eloy herders, 2d4 Eloy scouts (most clan scouts will remain in the perimeter unless the central camp is under attack), 2d12 Eloy children.

Multi-clan Eloy War Party (EL 13): Combine 1d4+1 Eloy war parties, and add 1d4 Eloy clerics (as Azeth wind priests) ready to use the *defiler scent* spell, trying to locate a defiler who has defiled large circles of scrublands.

History

Most of the nomadic herders of the Trembling Plains descend from Kurnans and Eldaarish who fled their cities when their kings began to gather levies for the Dragon. Since then, they have intermarried with other peoples, including elves.

Environment: The Eloy dwell in the Trembling Plains, although they may be encountered trading in Kurn or in Azeth's Rest, particularly during Flamesky season.

Typical Physical Characteristics: Like other half-elves, the Eloy are bulkier than elves and taller than humans. Most Eloy tend to look more elvish than human.

Alignment: Most Eloy are chaotic neutral due to their wind worship, but many are lawful neutral. They value unpredictability, but also tend to work together.

Society

An Eloy encampment is normally circular, with the tents and yurts of individual families arranged facing inwards, toward the open space traditionally left in the center. This space is

reserved for ritual and communal functions, and as a refuge for the tribe's most valuable animals should danger threaten outside.

The ring of tents, stiffened on the outside with bones and often surrounded by a ditch, fosse, or spikes, is pierced by two entrances. These are oriented to the wind direction - as the seasons change, and wind direction changes, the entrances are adjusted to match, guaranteeing that the prevailing wind can always flow easily through the center of camp.

The chieftain of each tribe usually has their tent pitched so that the entrance faces the direction of wind, so that the clan leader can bless the wind as it enters the camp.

Eloy herders typically travel alongside their herds, their possessions borne on travois constructed of mekillot bones and drawn by mekillots or other draft animals. The Eloy unload their goods at the site of the camp and then use the best-trained beasts to help set up their tents and yurts.

All herder clans use scouts and a complex code of insect and birdcalls as signals to warn when dangers approach.

Typical Treasure

The Eloy make it a strong policy to not carry gold, silver, or gems, in order to minimize their attractiveness as bandit targets. Their wealth is in their herds, and occasionally invested with House Azeth.

Eloy Lore

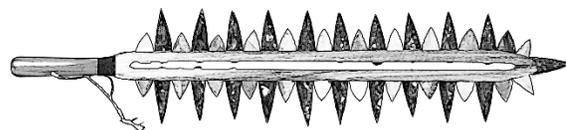
Characters with ranks in [Knowledge \(local \[Kurn\]\)](#) or [Knowledge \(local \[Trembling Plains\]\)](#) can learn more about the Eloy. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Kurn)

DC Result

10 These people are Eloy. Almost all have some human and some elven ancestry, and they see no shame in that, but dislike being called half-elves.

15 Most Eloy worship the winds, and many of their clan leaders are Air clerics.



Knowledge (local [Trembling Plains])

DC Result

- 10 These people are Eloy, herders of the Trembling Plains and masters in concealing themselves. They aren't ashamed by their mixed heritage, but do not think of themselves as half-elves.
- 15 The Eloy's "three-season cloaks" look filthy, but in fact have been carefully prepared to let them blend into the landscape. Most worship the winds and many clan leaders are experienced air clerics.
- 20 The Eloy are not a unified tribe and often raid each others' herds, but most of them follow a code of behavior called the Code of the Trembling Plains which, among other things, requires them to unite to fight defilers and the bandits from the Barrier Wastes.

Rumors Among the Eloy

Characters that spend time gossiping with the Eloy may hear the following rumors:

Gather Information

DC Result

- 10 The Dragon is coming. (**True** and **False** - This will come up in almost any conversation with an Eloy, whenever anyone says anything negative or complains. This rumor has circulated the Trembling Plains for two thousand years since Eldaarich and Kurn took their first and last levies for the Dragon. This was the year that most of the ancestors of the herders left those cities to hide from the levies. Despite two thousand years of time passing, there are still those that say year after year that the Dragon is coming back. Very few people believe the rumor from the Tyr Region that the Dragon is dead. They will probably never believe it. Those who insist that they mean this as more than simply a pessimistic expression may be gifted with enough precognitive ability (magical or psionic) to perceive the advent of Egender or Dote Mal Payne, both of whom are new and dangerous beings active in the Trembling Plains.)
- 10 The Azeth wind priests have had ominous dreams lately. (**True** - See Adventure Hooks: *Child of the Winds*.)
- 10 Last Flamesky, an entire herder clan was devoured by kreen within sight of Azeth's Rest. (**True** and **False** - People outside forts tend to get devoured by trin during Flamesky season, but few actual thri-kreen participate in these attacks.)
- 10 Dim Lands refugees are spies, come here to destroy us. (**True** and **False** - Nearly all refugees escape in order to avoid death or torment. Some of these refugees are in fact former templars or

former members of Eldaarich's secret police who found themselves on the wrong side of what passes for law in Eldaarich. However, some refugees are active spies of the Savak, Eldaarich's secret police. These spies send information back to their homeland and assassinate other Eldaarish refugees (mostly former Savak agents) who know too much and must be silenced.)

- 12 Daskinor trains Dimlanders in unarmed combat so that they can infiltrate our lands and destroy us. (**False** - Daskinor's Red Guards burn people alive for possessing weapons, even a dagger or a sling. The Dimlanders teach themselves unarmed combat skills because their lives depend on it; the strong prey on the weak.)
- 14 Unarmed fighting skills are part of the Eldaarish religion. (**True** and **False** - While Eldaarich's Haleban templars pretend that there is a single unifying "Eldaarish Religion," there might be more cults in Eldaarich than in any other city on Athas. However, many of these cults do teach martial arts, and two of these cults once taught their followers to become soulknives.)
- 15 More refugees than ever are escaping the Dim Lands these days, and more and more of them have strange and terrible psionic powers. (**True** - Daskinor recently ordered that persons demonstrating psionic abilities be imprisoned or put to death. Consequently, Eldaarish persons with the most flashy and overt psionic abilities are fleeing for their lives.)
- 16 Daskinor is experimenting with the Eldaarish people and creating psionic monsters. (**False** - Eldaarish are no more prone to psionics than any other people in the Dim Lands. Recently, a disproportionate number of refugees possess psionic powers, because Daskinor has ordered such persons imprisoned or put to death. Some of these persons have escaped Daskinor's dungeons; others have lived as fugitives since Daskinor's decree and finally despaired of the decree being reversed. Others managed to keep their psionic abilities a secret, but were recently unmasked, and fled for their lives.)
- 17 Some crazy refugee woman bought my entire herd, in gold pieces, and then she took my husband, my children, and half of my clan! (**True** - Most herders are satisfied with their crodlu, sygra, and aprig herds, but Pfadra Zkeet is a herder of men. It is also true that Pfadra is mentally ill; she suffers from fugue, does not know who she is, and does not care to remember. See Adventure Hooks: *Herder of Men*.)
- 19 There's a powerful defiler in the Trembling Plains. (**True** - One of the bandits that Pfadra won as a thrall is a defiler)

Adventure Hooks

Gone Astray; Herder of Men; Save Our Well

Gith, Filthspit Tribe

Filthspit Warrior

Standing hunched before you is a vaguely reptilian humanoid with hairless, greenish-gray skin and jet-black lidless eyes. The creature seems to be chewing something very disgusting.

Filthspit Warrior

CR 1/2

Male gith warrior 1

CE Medium humanoid (gith)

Init +6; Senses low-light vision; Listen +0, Spot +0

Languages Gith

Faces of the Forgotten North

AC 16, touch 12, flat-footed 14
(+2 Dex, +2 armor, +2 natural)

hp 4 (1 HD)

Fort +2, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)

Melee spear +2 (1d8+1/x3) or

Ranged spit +3 (poison)

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

Base Atk +1; **Grp** +2

Atk Options poison (filthspit, DC 16, 1d6 Con/1d6 Con)

Combat Gear spear, 3 doses of filthspit poison

Abilities Str 12, Dex 15, Con 11, Int 7, Wis 10, Cha 6

Feats Improved Initiative

Skills Climb +3, Hide +6, Jump +13, Move Silently +6

Possessions combat gear plus leather armor

This is the most common member of any filthspit tribe.

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

Strategies and Tactics

Filthspit warriors usually ambush their prey, attempting to leap into the fray and spit on their opponents before thrusting

their spear at them. Gith are not very brave and withdraw if they are outnumbered.

Creatures and Allies

Gith are hated by most intelligent Athasian races and usually keep to themselves.

Sample Encounters

The Filthspit are usually encountered around the Basalt Barrens. Filthspit gith are only encountered outside their camps in groups. Since gith are not very strong or cunning, they often rely on superior numbers or ambushes to succeed.

Gith Ambush (EL 6): A group of five gith warriors (*ToA*, pg 71) led by a 3rd-level gith Fire cleric waits from higher ground for incautious travelers to pass by.

History

The Filthspit derive their name from their habit of scavenging corpses from the desert wastes. They eat what they can of the dead, then place the remaining body parts and bones in enclosed buildings within their camp, where the remains grow molds and diseases of decay.



Faces of the Forgotten North

The Filthspit have learned which of these fungi they are immune to and they will often fill their cheeks with chewed-up disease-bearing fungi before battle, spitting the globs of spittle and fungi at opponents in melee.

The Filthspit live in a camp that was once used by Keltis' army as it marched south from the Thunder Mountains. Turrjahk leads the Firthspits; his father was the first gith to discover the fungi-spitting technique, and their family has used this fact to dominate the tribe. Each of the four families lives in a different quarter of the old army camp, pitching their filthy hide yurts among the sand-washed remains of the few stone buildings.

Environment: Filthspits can be found in any environment within the Trembling Plains, although they are much more common around their camp in the Basalt Barrens.

Typical Physical Characteristics: Like other gith, the Filthspits are tall and lanky, but because they're usually in a crouching stance, they only stand about 5 feet tall.

Alignment: Filthspit gith are bloodthirsty, savage, and cruel, taking pleasure in the suffering of others. Therefore, they are usually chaotic evil.

Typical Treasure

Gith have standard treasure for their **Challenge Rating**. They usually have great interest in magic and psionic items. Bards would probably pay a hefty price to discover how to reproduce their poison.

Filthspit Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** or **Knowledge (nature)** can learn more about the Filthspit gith. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Trembling Plains])

DC Result

- 10 This is a Filthspit gith, member of a tribe that inhabits the northern Trembling Plains.
- 15 The Filthspit get their name from their diseased spit.
- 20 Kurn's Healers Clave has offered a reward to anyone who brings samples of the mushrooms, fungi, and plants that the Filthspit tribe use to cultivate their diseased spittle.

Knowledge (Nature)

DC Result

- 10 This is a gith, a savage humanoid creature. This result reveals all humanoid traits.
- 15 Gith usually ambush their prey in massive numbers, jumping recklessly at their foes.
- 20 A gith will eat anything and they stay in one place until they've stripped everything they can before moving on to somewhere else.

Adventure Hooks

My Kingdom for a Spittoon

Giant, Squid-head

Squid-head Giant

Striding through the silt towards you is a hulking humanoid with a gray rubbery head that sports a number of writhing tentacles. As it catches sight of you, the giant hefts a large rock and prepares to throw it.

Squid-head Giant

CR 12

NE Huge giant (augmented animal, psionic)

Init +1; **Senses** low-light vision; **Listen** +8, **Spot** +8

Languages Giant

AC 22, **touch** 9, **flat-footed** 21

(-2 size, +1 **Dex**, +2 **armor**, +11 **natural**)

hp 148 (15 HD)

Fort +14, **Ref** +6, **Will** +7

Speed 40 ft. (6 squares), **Swim** 40 ft.

Melee spear +20 (2d8+10/x3) or

Melee slam +19 (1d8+10) or

Melee tentacle +19 (1d6+10) or

Melee bite +19 (2d6+10) or

Ranged rock +10 (2d8+10)

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

Base Atk +11; **Grp** +33

Atk Options constrict (1d8+10), improved grab, ink spray (DC 15), rock throwing

Combat Gear spear

Psi-Like Abilities 3/day - adapt body, aura sight, biofeedback (damage reduction 6/-*), clairvoyant sense, conceal thoughts (self only), detect hostile intent, ego whip (4d4 Cha, DC 20*), know direction and location, offensive precognition (+4 bonus*), thought shield (power resistance 25, 13 rounds*) ultrablast (15d6, DC 19*).
Manifest level 15th. The save DCs are Charisma-based

Abilities Str 31, Dex 12, Con 21, Int 7, Wis 14, Cha 15

Feats Alertness^B, Cleave, Combat Reflexes, Diehard^B, Endurance^B, Great Cleave, Power Attack, Toughness (2)^B, Weapon Focus (spear)

Skills Climb +12, Jump +12, Listen +8, Spot +8, Survival +8, Swim +18

Possessions combat gear plus silt horror leather armor, net

Faces of the Forgotten North

Squid-head giants are a type of beasthead giant native to the coastal areas near the Trembling Plains. Today, they largely dwell along the coast of the Siltflow Canyons, just north of Silt Side and the Storm Coast, and the narrow sandbars and islets offshore of Thorlo's ruins.

Strategies and Tactics

Squid-head giants usually attack their foes with thrown rocks before moving into melee range and attacking with their great strength. The giants use their spears and impressive reach to keep enemies at arm's length, but attack foes that come too close with their tentacles. If hard pressed, a squid-head giant will use their ink spray to blind their foes.

Creatures and Allies

The squid-head giants mostly keep to themselves and avoid other intelligent races; they have learned to be especially careful of Eldaarich's Kulag fleet.

Sample Encounters

Squid-head giants are usually encountered around the Siltflow Canyons, just north of Silt Side. The giants will avoid attacking especially powerful-looking groups or slit skimmers, but will quickly move to attack lone individuals or parties that look weak.

Lone Squid-head Giant (EL 12): A lone squid-head giant, foraging for silt mussels or silt spawn.

Clan of Squid-head Giant (EL 15): A group of three squid-head giants, hunting for prey along the coast.

History

Squid-head giants have lived along the coast of the Trembling Plains since the Green Age, when the Sea of Silt was still known as the Sunrise Sea.

During the Time of Magic, Thorlo's King Ungild VI pressed squid-head giants from nearby islands into the city's army as mamluks. These giant mamluks eventually came to dominate Thorlo, capturing the royal family and seizing control of the city's government. The giants controlled Thorlo until the apostate Rain priest Togovas led an army of Fire-worshipping pterrans to overtake the city, driving the squid-head giants out of the city once more.

Today, the Forgotten North's squid-head giants eke out a sad existence, living impoverished lives along the coast of the Sea of Silt. A number of the giants are kept as slaves at Eldaarich's Camp Zero, using their great strength to transport mud to the top of the cliffs.



Environment: Squid-head giants can be found all along the coastal areas of Trembling Plains, although they are much more common near the Siltflow Canyons that lie north of the Storm Coast.

Typical Physical Characteristics: Like other giants, squid-head giants are huge, human-shaped creatures, but squid-heads have gray, rubbery heads and tentacles around their mouths.

Alignment: Squid-head giants are cruel, savage, and selfish, but they are generally far more interested in seeing to their survival than causing others to suffer. Therefore, they are usually neutral evil.

Typical Treasure

Squid-head giants have standard treasure for their **Challenge Rating**. Much of their individual wealth is usually tied up in their oversized weapons and armor. Bards are often willing to pay a premium for squid-head giant ink.

Squid-head Giant Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** or **Knowledge (nature)** can learn more about squid-head giants. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Trembling Plains])

DC Result

- 11 This is a squid-head giant, a type of beasthead giant that dwells along the coast of the Trembling Plains region.
- 16 If approached carefully, the giants might be willing to trade, looking for food and giant-sized weapons and armor.
- 21 Squid-head giants live on small coastal islands in the Sea of Silt and along the coast north of Silt Side. The giants create sanctuaries and pavilions in what they call “holy groves” of coastal bamboo.

Knowledge (Nature)

DC Result

- 11 This is a beasthead giant, a huge and savage creature with the head of an animal. This result reveals all giant traits.
- 16 Squid-head giants usually attack their foes with thrown rocks before moving into melee range and attacking with their great strength.
- 21 Squid-head giants get their name from the shape of their heads - that of a squid. Squids are thought to be ancient relatives of silt horrors and are believed to be long extinct.

Halfling, Rohorind

Rohorind Sniper

Arrows hiss through the air but you cannot tell where they are coming from.

Rohorind Sniper

CR 8

Male halfling fighter 2/ranger 4/elite sniper 2

CN Small humanoid (halfling)

Init +4; **Senses** Listen +12, Spot +8

Languages Halfling

AC 19, touch 15, flat-footed 15

(+1 size, +4 Dex, +4 armor)

hp 47 (8 HD)

Fort +8, **Ref** +11, **Will** +3; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)

Ranged composite shortbow +15/+10 (1d4+1/x3) or

Ranged javelin +14/+9 (1d4+1) or

Ranged net +14 touch (entangle, PH 119)

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

Base Atk +8; **Grp** +5

Atk Options Far Shot, poison (large scorpion, DC 18, 1d6 Str/1d6 Str), Point Blank Shot, Precise Shot, Rapid Shot, ranged sneak attack +1d6

Combat Gear 10 javelins, composite [+1 Str bonus] shortbow with 20 arrows, net, 3 doses of Large scorpion venom

Ranger Spells Prepared (CL 2nd):

1st - *pass without trace*

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

SQ +4 on Wis checks that assess smell or taste, favored terrain (forests +2), sniper, poison use, wild empathy +4 (+0 magical beasts)

Feats Endurance^B, Far Shot, Rapid Shot^B, Point Blank Shot, Precise Shot^B, Sniper, Track^B, Weapon Focus (shortbow)^B

Skills Climb +8, Hide +13, Jump +8, Knowledge (geography [Rohorind Forest]) +5, Knowledge (nature) +5, Listen +12, Move Silently +13, Search +5, Spot +8, Survival +8

(+10 to keep from getting lost/ in aboveground natural terrain/ following tracks)

Possessions combat gear plus *shadow studded leather armor +1, gloves of Dexterity +2*

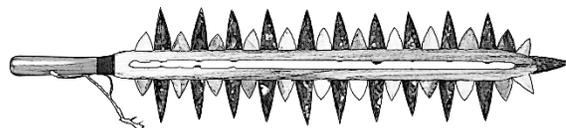
Animal Companion kivit (*ToA*, pg 196).

Rohorind snipers are halfling hunters, scouts, and guardians. Almost impossible to spot in the woods, many outsiders are afraid to roam the Rohorind Forest because of them.

The Rohorind sniper presented here had the following ability scores before racial adjustments, **Hit Dice** ability increase, and equipment bonuses: **Str** 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8.

Strategies and Tactics

A Rohorind sniper will always shoot from concealment, using their Sniper feat, and preferentially targeting humans, particularly with their poisoned arrows.



Dragonfly Rider

Between the branches of surrounding trees, you catch sight of a small humanoid riding upon a fast winged insect.

Dragonfly Rider

CR 6

Female halfling druid 5/psychic warrior 1

N Small humanoid (halfling, psionic)

Init +3; **Senses** Listen +8, Spot +4

Languages Halfling; *speak with animals*

Faces of the Forgotten North

AC 16, touch 13, flat-footed 13
(+1 size, +3 Dex, +2 armor)
hp 27 (6 HD)
Fort +6, **Ref** +4, **Will** +8; +2 against spell and spell-like effects

Speed 20 ft. (4 squares); Ride-By Attack, woodland stride
Melee lance +3 (1d6/x3) or
Ranged javelin +5 1d4(1d4) or
Ranged shortbow +5 (1d4/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -1

Atk Options Mounted Combat, poison (giant wasp, DC 18, 1d6 Dex/1d6 Dex), Spirited Charge

Special Actions spontaneous casting (*nature's ally* spells), wild shape 1/day (5 hours)

Combat Gear 10 javelins, shortbow with 20 arrows, lance, 3 doses of giant wasp poison

Druid Spells Prepared (CL 5th):

3rd - *cure moderate wounds*, *snare*

2nd - *fog cloud*, *hold animal* (DC 16), *resist energy*

1st - *charm animal* (DC 15), *cure light wounds*, *entangle* (3) (DC 15), *magic fang*

0 - *cure minor wounds* (2), *detect poison*, *know direction*, *mending*

Power Points/Day 2; **Psychic Warrior Powers Know** (ML 1st):

1st - *chameleon*

Abilities Str 11, Dex 16, Con 10, Int 12, Wis 18, Cha 8

SQ animal companion, link with companion, share spells, trackless step, wild empathy +6 (+2 magical beasts)

Feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge^B

Skills Climb +2, Concentration +9, Handle Animal +4, Hide +8, Jump +2, Knowledge (nature) +10, Listen +8, Move Silently +10, Ride +12, Spot +4, Survival +11 (+13 in aboveground natural terrain)

Possessions combat gear plus leather armor, *periapt of Wisdom* +2, military saddle

Animal Companion dire bat (*MM*, pg 62).

Giant Dragonfly

CR 4

Always N Large vermin

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +5

Languages —

AC 17, touch 12, flat-footed 14
(-1 size, +3 Dex, +5 natural)

hp 38 (7 HD)

Fort +6, **Ref** +5, **Will** +2

Speed 10 ft. (2 squares), fly 60 ft. (poor)

Melee bite +7 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

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

Atk Options devour, improved grab, rake 1d6+1



Abilities Str 16, Dex 16, Con 13, Int —, Wis 11, Cha 3

Skills Spot +5

Devour (Ex) Once a giant dragonfly has achieved a hold, it automatically deals bite damage each round it maintains the hold.

Improved Grab (Ex) To use this ability, a giant dragonfly must hit with its bite 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 can rake with two claws.

Rake (Ex) Attack bonus +7 melee, damage 1d6+1.

Dragonfly riders are support casters that join battles when snipers are not capable of taking their prey down or when a particular foe is too powerful. Like other Rohorind halfling druids, dragonfly riders will not fight against fellow Rohorind halflings except for renegades and those who are seen working with outsiders; they will not even offer surveillance services for one Rohorind halfling group against another. Similarly, Rohorind halflings will not attack a Rohorind halfling druid, since druids act as sacred messengers between tribes.

The dragonfly rider presented here had the following ability scores before racial adjustments, **Hit Dice** ability increase, and equipment bonuses: **Str** 13, **Dex** 14, **Con** 10, **Int** 12, **Wis** 15, **Cha** 8.

Strategies and Tactics

A dragonfly rider uses *entangle* or *snare* from a safe height and then uses poisoned arrows to strike helpless entangled enemies. If out of spells but confident that their enemies are weak, a dragonfly rider uses **Ride-By Attack**

Faces of the Forgotten North

to pick off individuals with their lance. If they feel threatened, a dragonfly rider uses their superior speed to escape, abandoning their landbound allies if necessary, in order to save their own life and to convey tactical information to their tribe and allies.

Other Creatures and Allies

In addition to the tactics mentioned earlier, Rohorind halflings associate with a number of creatures.

Halflings (*ToA*, pg 88): These make up the bulk of a Rohorind halfling tribe.

Sample Encounter

Rohorind halflings are usually found in the Rohorind Forest, but might also be encountered in the western White Mountains.

Mounted Scout (*EL 7*): One dragonfly rider, one giant dragonfly. This lone dragonfly rider may be scouting ahead of a larger group of halflings, but most likely is exploring the forest for spell components or delivering a message to another halfling tribe.

Rohorind Sniper (*EL 8*): One Rohorind sniper. This lone sniper is settled into position.

Rohorind Patrol (*EL 10*): One Rohorind sniper, followed by one Mounted Scout (see above encounter) and eight 1st-level halfling warriors (*ToA*, pg 88) patrol the woods.

History

The Rohorind halflings descend from refugees that escaped the ruins of Basrai during the Cleansing Wars. Like many of the halflings of the Forest Ridge, they have forgotten most of their ancient history in the struggle to survive. Those Rohorind halfling tribes that were driven from Oronha Valley do remember that part of their history, and retain a special hatred for Kurnans.

Environment: Rohorind halflings inhabit the Rohorind Forest, located west of the Snow Crown Mountains, in huts built in the canopies of the Rohorind's massive trees.

Typical Physical Characteristics: A Rohorind halfling is about 3 to 3 1/2 feet in height and weighs around 55 pounds. Their hair and skin is usually covered with leaves and natural dyes.

Alignment: A Rohorind halfling is often neutral. Typically, 50% of a tribe will be neutral-aligned, and 40% will share the alignment of the tribe's leader. Like Forest Ridge halflings, Rohorind halflings tend to have no mercy or pity towards non-halflings, and they are fiercely loyal to each other within their tribe, but unlike the halflings of the Forest Ridge, they often war with other halfling tribes.

Typical Treasure

Rohorind halflings have standard treasure for their **Challenge Rating**. Rohorind warriors usually adorn themselves with trinkets from fallen foes.

Rohorind Halfling Lore

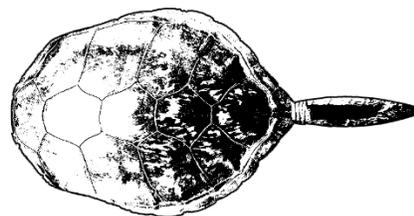
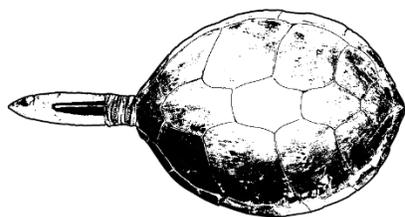
Characters with ranks in **Knowledge (local [Rohorind Forest])** can learn more about Rohorind halflings. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Rohorind Forest])

DC	Result
11	This is a halfling, a savage humanoid that belongs to the Rohorind tribe. This result reveals all humanoid traits.
16	Most people are wary to enter the Rohorind forest because of the halfling snipers and dragonfly riders that dwell in the woods.
21	Most halflings employ poisons from the creatures that inhabit their domain.

Adventure Hooks

Blank Map, Empty Bellies; Silver, Silver Everywhere, and Nary a Bite to Eat



Hogalayan

Egendo of Carsys ruined the dwarven city of Hogalay during the Cleansing Wars. All of the undead in Hogalay, both human and dwarven alike, share certain characteristics from having stayed in this city for over 2,000 years.

Hortruk Hammerfall

Entering the temple, two pairs of glowing red eyes stare out of the darkness. Out of the shadows walks a dwarf, striated muscles rippling exposed by his missing skin. A dark metal breastplate, ancient but still gleaming, obscures his broad chest, but there's no mistaking the large iron battleaxe in his left hand. Next to him floats the ghostly figure of a dwarven woman; she speaks to you saying, "Who enters this holy Earth temple?"

Hortruk Hammerfall CR 13

Male dwarf banshee fighter 4/cleric 4
LE Medium undead (augmented humanoid, dwarf, psionic)
Init +0; **Senses** darkvision 60 ft.; Listen +12, Spot +12
Languages Common, Dwarven

AC 26, touch 10, flat-footed 26
(+5 natural, +7 armor, +4 shield)
hp 68 (8 HD); **DR** 15/magic
Immune piercing damage, undead immunities
Resist fire 10; **stability** (+4 bonus against bull rush or trip)
Fort +8, **Ref** +2, **Will** +7; +2 against spells and spell-like effects

Speed 20 ft. (6 squares)
Melee slam +14/+9 (1d6+7) or
Melee +2 *iron battleaxe* +16/+11 (1d8+9)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +14
Atk Options dehydrating touch, gaze of frenzy, **Cleave**,
Combat Reflexes, Improved Sunder, Power Attack
Combat Gear +2 *iron battleaxe*
Psi-Like Abilities (ML 8th):
3/day - *hostile empathic transfer* (80 hp, DC 15*), *inflict pain*
(3 targets, DC 16*), *recall agony* (7d6, DC 16*)
*Power augmented for Hortruk's manifester level.

Abilities Str 24, Dex 10, Con -, Int 12, Wis 15, Cha 15
SQ enduring focus, Gray toughness 2, undead traits
Feats **Cleave**^B, **Combat Casting**, **Combat Reflexes**,
Endurance, **Improve Sunder**^B, **Power Attack**^B
Skills **Intimidate** +7, **Concentration** +9, **Craft** +6, **Heal** +7,
Knowledge (religion) +7, **Spellcraft** +7, **Listen** +12, **Spot**
+12
Possessions combat gear plus *iron breastplate* +2, *iron heavy shield* +2

Dehydrating Touch (Su) Hortruk can drain the moisture from a living creature as a standard action, making a touch

attack that does not provoke an attack of opportunity. If he hits, the victim suffers 13d6 points of nonlethal damage and becomes fatigued. A creature that makes a Fortitude save reduces the damage by half. The nonlethal damage cannot be recovered until the creature drinks its daily requirement of water.

Enduring Focus (Su) Even if the Hortruk is destroyed, he rises again the following sunset. The only way to permanently destroy him is to complete the task he could not. Killing Hortruk Hammerfall in the Gray prevents him from returning to life.

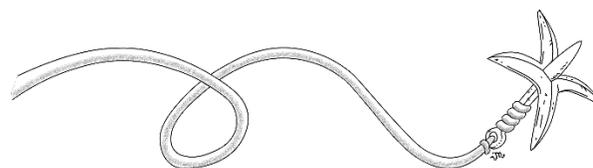
Gaze of Frenzy (Su) Living creatures within 30 ft. that meet Hortruk's gaze must make a Will save or enter an uncontrollable frenzy for 2d6 minutes. During this time, victims attack the nearest creature as though confused; if no creatures are nearby, a victim goes in search of foes. An affected creature never attacks the banshee while in a frenzy. Whether or not the save is successful, that creature cannot be affected again by his gaze for 24 hours unless he actively gazes at it. Once per day as a full-round action, Hortruk Hammerfall can actively gaze at all creatures within 30 ft. Each must make a Will save or frenzy.

Immunity to Bane (Ex) Hortruk is immune to the type of damage that originally killed him (piercing damage).

Hook "Guess who's coming to dinner? YOU ARE!"

Hortruk Hammerfall is undead, a dwarven banshee. In life, he was a cleric of Earth and a stalwart defender of the temple that is his eternal resting place. His armor and axe are covered with runes of his faith and his eyes burn with a cold malicious light. He is sullen and gruff. Hortruk Hammerfall is quick to anger and prone to attack interlopers on sight.

Even in undeath, Hortruk has held fast to his faith in the Earth lords, and has so far refused to make a pact with either Magma or Silt.



Terrasi Hammerfall

"Have you come with questions for the Lords of Earth, or have you come to steal from us?" asks the ghostly dwarven female. She floats forward. "If for the latter, then you will meet your doom." Her form rises above you and a creature of ectoplasm takes shape before your eyes.

Terrasi Hammerfall

CR 11

Female dwarf raag shaper 8

LE undead (augmented humanoid, dwarf, psionic, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Dwarven; *tongues*

AC 12, touch 12, flat-footed 12 (+2 deflection)

Miss Chance 50% (incorporeal)

hp 84 (8 HD); **DR** 10/magic

Immune undead immunities

Resist stability (+4 bonus against bull rush or trip)

Fort +2, **Ref** +2, **Will** +7; +2 against spells and spell-like effects

Weakness bound to area, vulnerability to wood

Speed 20 ft. (4 squares), fly 50 ft. (perfect) (10 squares)

Melee (corporeal only) **claw** +6 (1d6+2 plus disease)

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

Base Atk +4; **Grp** - (+6)

Atk Options disease (red ache, DC 15, 1d3 days, 1d6 Str), Empower Power

Special Actions Boost Construct, Psionic Meditation

Power Points/Day 70, **Psion Powers Known** (ML 8th):

4th - *mindwipe* (DC 17)^A, *telekinetic maneuver* (DC 17)^A, *wall of ectoplasm*

3rd - *dispel psionics*, *energy burst* (DC 16)^A, *psionic repair damage*, *time hop*

2nd - *biofeedback*, *ego whip* (DC 15)^A, *psionic identify*, *swarm of crystals* (DC 15)^A

1st - *astral construct*, *detect psionics*, *force screen*, *mind thrust* (DC 14)^A, *vigor*

^AThe save DCs for these powers might increase with the use of augments

Spell-Like Abilities (CL 8th):

At will - *bleed weapon*, *cure moderate wounds*, *invisibility*

Abilities Str —, Dex 10, Con —, Int 16, Wis 12, Cha 13

SQ Gray toughness 4, incorporeal traits, temporary corporeality, undead traits

Feats Boost Construct, Combat Manifestation, Improved Initiative, Empower Power^B, Psionic Meditation^B

Skills Bluff +10, Concentration +11, Craft +11, Knowledge (psionics) +11, Listen +7, Psicraft +13, Search +9, Sense Motive +17, Spot +7

Bound to Area (Su) If Terrasi strays more than 500 ft. from her temple she begins to weaken her bond to the Gray. Each day she is away, she gains a negative level. When Terrasi's negative levels equal her HD, she is destroyed. When she returns to her temple, she recovers 1 negative level per day.

Enduring Focus (Su) Even if the Terrasi is destroyed, she rises again the following sunset. The only way to permanently destroy her is to complete the task she could not. Killing Terrasi Hammerfall in the Gray prevents her from returning to life.

Temporary Corporeality (Su) Terrasi Hammerfall can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, she loses the incorporeal subtype, her deflection bonus to armor class becomes a natural armor bonus, and she has a Strength score equal to her Strength in life +2. When corporeal she makes 2 claw attacks (adjusted by her Strength). She can grapple creatures and manipulate objects. Terrasi Hammerfall can become incorporeal again as a standard action.

In the Gray, Terrasi Hammerfall is forced into corporeal form; she cannot exist there in incorporeal form.

Vulnerability to Wood (Ex) Terrasi's damage reduction can be bypassed by wooden weapons.

Hook "Who enters this holy Earth temple?"

Terrasi Hammerfall was a talented shaper when she was alive. She shaped her constructs to resemble earth elementals in reverence to the element she worshiped. Now an undead, she is still just as devoted to her faith as before. She is a counterpoint to Hortruk's gruffness and anger, if the PCs can talk to her and convince her that they are there to honor the faith of Earth rather than steal from the temple, then she will talk to them in a pleasant manner (for an ancient undead dwarf).

Strategies and Tactics

Hortruk will enter into combat by attacking those he perceives to be characters with the ability to **turn undead**. Eliminating them first, then casters will be his priority. Terrasi will use *astral construct* and *ectoplasmic wall* to isolate and separate groups. She does not hesitate to fully augment *ego whip* or *energy burst* against opponents. Against groups, Hortruk will use his area gaze and psi-like abilities to do maximum damage to casters to prevent their attempts at using spells and powers. Hortruk and Terrasi had fought together for years before undeath claimed them, and use tactics and abilities to aid each other.

History

When they became of courting age, Hortruk and Terrasi met during the annual Birth of the Mountain festival. Hortruk was a warrior priest, and Terrasi was a mystic. Their love of the Earth faith brought them together; they would spend their free time with one another, and quickly fell in love. They were married within a year and were about to start a family when Egendo the Dwarf-Butcher began his march towards Hogalay. As the city prepared for the assault, the two were assigned to separate parts of the city. Hortruk took on the focus of defending the Temple of Earth, while Terrasi's focus was to help as many

Faces of the Forgotten North

dwarves escape the city as she could. After three years of siege, Egendo's forces broke through the city walls. During the fighting, Hortruk took a blow that was meant for Terrasi, dying. His wife, realizing the sacrifice that was made for her, cried out a curse on herself and those around her. They died together, taking those who attacked the city with them. The pair rose quickly into undeath, with Hortruk as a banshee and Terrasi as a raaig. They guard one of the elemental Earth temples to this day, and remain as husband and wife.

Environment: The Hammerfalls reside in the ruins of Hogalay, and defend one of the temples of elemental Earth.

Alignment: Both of the Hammerfalls are Lawful Evil, and have very little regard for the living. They assume that anyone entering their domain is there to take from them. Only dwarves and obvious worshipers of elemental Earth can avoid being attacked when first encountered.

Typical Treasure

The two dwarves protect the treasures of the Temple of Elemental Earth in Hogalay. It is one of the few places that were not looted by those who sacked the city thousands of years ago.

Typical items found include enchanted metal weapons, often with the *bane*, *keen*, *disruption*, and *holy* special abilities.

Armors typically possess the *sonic resistance*, *fortification*, and *etherealness* abilities.

Hogalayan Lore

Characters with ranks in **Knowledge (religion)** can learn more about Hogalayans. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC Result

- | | |
|----|---|
| 20 | These creatures are undead, one is a dwarven banshee, the other is a raaig. This result reveals all undead traits. |
| 25 | These two creatures are Hortruk and Terrasi Hammerfall, two dwarves that died in the sack of Hogalay. They will show favor towards Earth worshipers and dwarves. |
| 30 | These dwarves have knowledge of the ancient past and know about Egendo the first Butcher of Dwarves. They know the secrets of Hogalay and will give the history of the city to those who worship Earth. |

Adventure Hooks

Gone Astray; Home Sweet Hogalay

House Azeth

Azeth Bard

A slender woman in a House Azeth tunic gazes confidently at you from her place in the inix howdah. Her features suggest mixed human and elf ancestry, and she carries herself with confidence and dignity.

Azeth Bard

CR 4

Female half-elven bard 4

LN Medium humanoid (elf, psionic)

Init +3; **Senses** low-light vision; **Listen** +8, **Spot** +8

Languages Baazrag, Common, Eloy, Elven, Kurnan

AC 17, **touch** 13, **flat-footed** 14

(+3 Dex, +4 armor)

hp 18 (4 HD)

Fort +5, **Ref** +7, **Will** +4

Speed 30 ft. (6 squares)

Melee bard's friend +3 (1d4/18-20) or

Ranged mwk splashbow +7 (1d4 plus 1d6 fire) or

Ranged mwk fixed crossbow +7 (2d8/19-20)

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

Base Atk +3; **Grp** +3

Atk Options poison (black adder, DC 11, 2d6 Con/ 2d6 Con), Quick Draw

Special Actions bardic music 4/day (countersong, fascinate 2 creatures, inspire competence, inspire courage +1)

Combat Gear masterwork fixed crossbow, masterwork splashbow, *potion-fruit of darkvision*, 2 *potion-fruits of cure light wounds*, 2 *potion-fruits of delay poison*, 6 doses of black adder poison

Power Points/Day 2: Hidden Talent Powers Known (ML 1st): 1st - *prevenom weapon* (DC 13)

Abilities Str 10, Dex 16, Con 13, Int 12, Wis 10, Cha 14

SQ bardic knowledge +4, poison use, trade secret (poison dealer)

Feats Hidden Talent, Exotic Weapon Proficiency (splashbow), Quick Draw^B

Skills Bluff +5, Craft (poisonmaking) +7, Diplomacy +7, Disguise +2 (+4 impersonating elves or humans), Gather Information +5, Heal +3, Intimidate +4, Listen +8, Perform +9, Ride +8, Sense Motive +7, Sleight of Hand +5, Spot +8

Possessions combat gear plus bard's friend, 20 +1 *distance hinged pelota* with alchemist's fire splash-globes, *chitin armor* +1, 45 Cp.



Loyal House Azeth agents who were often born into the Azeth family, Azeth bards tend to lead groups of friends and mercenaries such as the inix war howdah team.

The Azeth bard presented here had the following ability scores before racial adjustments and Hit Dice ability increases: **Str** 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 16.

Strategies and Tactics

Azeth bards keep watch and usually have a leadership role, even though in combat they often take on seemingly subordinate roles, such as loading the crossbows for more combat-oriented individuals, and using bardic music to inspire their allies.

Azeth Wind Priest

This human sporting the House Azeth symbol is dressed as a wind priest.

Azeth Wind Priest

CR 4

Male human cleric 4

N Medium humanoid (human, psionic)

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Eloy

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 18 (4 HD)

Resist +4 bonus against bull rush and trip

Fort +4, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)

Ranged hand crossbow +5 (1d4/19-20)

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

Base Atk +3; **Grp** +2

Special Actions *freedom of movement* 4 rounds/day, Inquisitor, spontaneous casting (*cure* spells), turn undead 4/day (+1, 2d6+5, 4th)

Combat Gear hand crossbow with 50 bolts

Cleric Spells Prepared (CL 4th):

2nd - *eye of the storm*^D, *silence*, *sound burst*, *zone of truth*

1st - *bless element*, *comprehend languages*, *cooling canopy*, *divine favor*, *gust of wind*^D,

0 - *create element*, *guidance* (2)

D: Domain spell. Element: Air. Domains: Furious Storm, Soaring Spirit

Power Points/Day 2: Hidden Talent Power Known (ML 1st):

1st - *inertial armor*

Abilities Str 8, Dex 14, Con 10, Int 13, Wis 16, Cha 12

SQ treated as one size larger against wind effects

Feats Hidden Talent, Inquisitor, Negotiator

Skills Concentration +7, Diplomacy +11, Heal +8, Knowledge (the planes) +6, Sense Motive +10

Possessions combat gear plus leather armor

Hook "There is an ill wind in your voice."

Faces of the Forgotten North

Many Azeth wind priests accompany the house's caravans, both as a good luck charm and to use their ability to notice lies.

The Azeth wind priest presented here had the following ability scores before racial adjustments and **Hit Dice** ability score increases: **Str** 8, **Dex** 14, **Con** 10, **Int** 13, **Wis** 15, **Cha** 12.

Strategies and Tactics

An Azeth wind priest usually stays as far from combat as possible, instead using *divine favor* to increase their accuracy and offensive spells like *gust of wind* and *sound burst* to help the melee combatants. They also serve as combat medics for the wounded.

Wind Priest – Child Variant

A child dressed in flowing priestly robes gives you a piercing glance.

Azeth Wind Priest, Child **CR 1**

Male human cleric 1

N Small humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 12, touch 12, flat-footed 11

(+1 size, +1 Dex)

hp 3 (1 HD)

Resist +4 bonus against bull rush and trip

Fort +1, **Ref** +1, **Will** +3

Speed 20 ft. (4 squares)

Ranged hand crossbow +2 (1d4/19-20)

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

Base Atk +0; **Grp** -1

Special Actions *freedom of movement* 1 round/day, spontaneous casting (*cure* spells), turn undead 3/day (+0, 2d6+1, 1st)

Cleric Spells Prepared (CL 1st):

1st - *bless element*, *divine favor*, *gust of wind*^D

0 - *create element*, *guidance*

D: Domain spell. Element: Air. *Domains*: Furious Storm, Soaring Spirit

Abilities Str 8, Dex 12, Con 9, Int 10, Wis 13, Cha 11

SQ treated as one size larger against wind effects

Feats Negotiator, Open Minded

Skills Concentration+2, Diplomacy +5, Heal +4, Hide +5, Knowledge (the planes) +1, Sense Motive +3

Possessions hand crossbow with 20 bolts

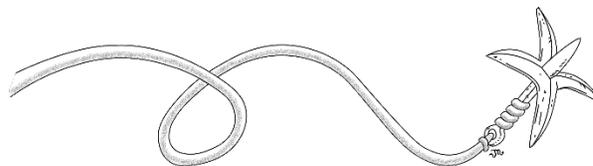
Hook "He's lying to you, uncle!"

A surprising number of House Azeth family members are taken by the winds when they are children. Being of such a young age, they have no fixed duties within House Azeth, but other members of the House take their advice seriously when they take an interest in matters.

The Azeth child wind priest presented here had the following ability scores before racial adjustments: **Str** 8, **Dex** 12, **Con** 9, **Int** 10, **Wis** 13, **Cha** 11.

Strategies and Tactics

As an adult Azeth wind priest, except that among strangers, a child wind priest tends to hide their abilities and act like any other child.



Azeth Team Driver

A tall, slender man riding a kank, this warrior is too solidly built to be a full-blooded elf.

Azeth Team Driver **CR 3**

Male half-elf ranger 2/psychic warrior 1

NG Medium humanoid (elf, psionic)

Init +2; **Senses** low-light vision; Listen +8, Spot +8

Languages Eloy, Elven

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 19 (3 HD)

Fort +7, **Ref** +5, **Will** +2



Faces of the Forgotten North

Speed 30 ft. (6 squares)
Melee lance +3 (1d6+1/x3) or
Melee carrikal +3 (1d6+1/x3) or
Ranged fixed crossbow +4 (1d12/19-20) or
Ranged light crossbow +4 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Mounted Combat, Rapid Shot, Ride-by Attack, Psionic Shot
Combat Gear carrikal, lance, fixed crossbow, 2 *potion-fruits of true strike*, *potion-fruit of cure serious wounds*, *potion-fruit of keen edge*
Power Points/Day 1: Psychic Warrior Powers (ML 1st):
1st - *force screen*

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 15, Cha 8
SQ Favored Terrain (scrub plains +2), wild empathy +1 (-3 magical beasts)
Feats Mounted Combat, Rapid Shot^B, Psionic Shot^B, Ride-by Attack, Track^B
Skills Concentration +4, Disguise -1 (+1 impersonating humans), Listen +8, Handle Animal +7, Ride +8, Survival +10, Spot +8
Possessions combat gear plus 10 +1 *crossbow bolts of distance*, 10 +1 *crossbow bolts of thunder*, masterwork chitin armor, *howdah of missile barrier**

Favored Terrain A team driver receives a +2 bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within their favored terrain.

Azeth War Inix

CR 4

Always N Large animal
Init +2; **Senses** low-light vision; Listen +10, Spot +8
Languages —

AC 21, touch 11, flat-footed 15; **Dodge** (-1 size, +2 Dex, +6 natural, +4 armor)
hp 59 (7 HD)
Fort +9, **Ref** +7, **Will** +4

Speed 50 ft. (10 squares)
Melee bite +10 (1d6+6) or
Melee tail slap (1d4+6)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tail)
Base Atk +4; **Grp** +14
Atk Options Combat Reflexes, improved grab, swallow whole

Abilities Str 22, Dex 15, Con 19, Int 2, Wis 14, Cha 8
SQ improved carrying capacity
Feats Alertness, Combat Reflexes, Dodge
Skills Listen +10, Spot +8

Azeth team drivers act both as couriers and as cavalry, forming part of Azeth's inix teams, and often driving kank

wagons as well. They usually ride a special breed of inix that the Eloy, especially Teima'a'ani's clan, herd and breed. Azeth's inix howdahs and kank wagons are equipped with fixed crossbows.

The Azeth team driver presented here had the following ability scores before racial adjustments: **Str** 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 15, **Cha** 10.

Azeth Team Driver – Cart Variant

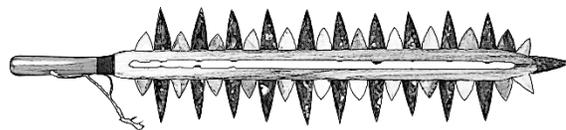
The Azeth team driver is best suited to driving kank and mekillot wagons.

Use the Azeth team rider stats from above, with the following changes:

Skills Concentration +4, Handle Animal +6, Survival +3, Spot +8

Strategies and Tactics

When engaging in combat with a group at long range, an Azeth team driver uses their *potion-fruits of keen edge* early in the combat, since keenness increases the usefulness of the *bolts of thunder*. Azeth teams group their crossbow bolts together in groups of 50 so that multiple team members can take advantage of the *keen edge* effect. The driver uses their **Psionic Shot** on whatever foe looks most threatening and least armored, and then either closes to make ride-by attacks with their lance or maintains a distance from foes so that the team can continue to use missile attacks.



Baazrag Runner

Moving towards you through the scrublands on its legs and knuckles at an unbelievable pace, this broad-shouldered, furry, hunchbacked creature looks like it could tower over you if it were to stand up straight. Its filthy cloak, spattered with dried mud and bits of dried scrubweed, opens in the front to reveal masterfully crafted well-fitting chitin armor. It carries a silver whistle in its mouth, an enormous spear in its hand, and has a massive bow and quiver resting on its back.

Baazrag Runner

CR 5

Male baazrag barbarian 1/psychic warrior 2
N Large monstrous humanoid (psionic)
Init +2; **Senses** low-light vision; scent; Listen +3, Spot +6

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Languages Baazrag, Eloy

AC 18, touch 11, flat-footed 16
(-1 size, +2 Dex, +2 natural, +5 armor)

hp 61 (7 HD)

Fort +6, **Ref** +7, **Will** +8

Speed 50 ft. (10 squares), **Climb** 20 ft.; **Psionic Charge**, **Speed of Thought**

Melee spear +10 (2d6+7/x3) or

Melee slam +10 (1d4+5) or

Melee spear +10/+5 (2d6+7/x3) and bite +5 (1d6+2) or

Melee 2x slam +10 (1d4+5) and bite +5 (1d6+2) or

Ranged +1 *composite longbow* +8/+3 (2d6+6)

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

Base Atk +6; **Grp** +15

Atk Options improved grab, rage 1/day (8 rounds), **Stand Still**

Special Actions Rotate Lines

Combat Gear spear, +1 *composite longbow* with 40 arrows, *potion-fruit of flaming arrow*, *potion-fruit of cure moderate wounds*, *potion-fruit of enlarge person*

Power Points/Day 4: **Psionic Warrior Powers Known** (ML 2nd):

1st - *biofeedback*, *skate*

Abilities Str 21, Dex 15, Con 16, Int 4, Wis 16, Cha 2

SQ fast movement, speech difficulty

Feats Psionic Body^B, Psionic Charge^B, Rotate Lines, Speed of Thought, Stand Still

Skills Climb +16, Concentration +4, Hide -2, Jump +6, Listen +3, Spot +6

Possessions combat gear plus *chitin armor* +1, *cloak of resistance* +1

When raging a baazrag runner has the following statistics

AC 16, touch 9, flat-footed 14

hp 75 (7 HD)

Fort +8, **Will** +10

Melee spear +12 (2d6+9/x3) or

Melee slam +12 (1d4+7) or

Melee spear +12/+5 (2d6+9/x3) and bite +7 (1d6+3) or

Melee 2x slam +12 (1d4+7) and bite +7 (1d6+3) or

Grp +17

Abilities Str 25, Con 20

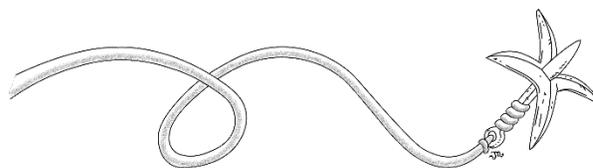
Skills Climb +18, Jump +8,

Cousins to the baazrags of the Teamsters Clave in Kurn, Azeth baazrag have dwelt in the oasis at Azeth's Rest for generations, as "friends of Azeth." They make no effort to communicate with anyone other than Azeth agents, who all know how to speak the Baazrag language. Baazrag runners are their clan's elite warriors.

The baazrag runner presented here had the following ability scores before racial adjustments: **Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8.

Strategies and Tactics

Every baazrag on the perimeter carries a unique whistle in its mouth, and periodically blows a brief burst to allow the baazrag runners to know where they are. Baazrag runners supervise the other baazrags that scout the perimeter, using their astonishing speed to close to the scene of a conflict or to search for team members (including other runners) that have failed to "sound in." Every baazrag that reaches a scene of conflict blows long bursts with the whistle, calling other baazrag to the fight. Even when using their rage ability, baazrag runners use Rotate Lines to maximize the attacks on the enemy and to minimize their own casualties. If it becomes safe and convenient, the runners and other baazrag may use their grapple abilities to take an enemy leader prisoner for questioning, to use as a hostage, or - in the case of a bandit leader or a defiler - for hanging when the caravan returns to Azeth's Rest.



Corik Azeth

A handsome human in his mid thirties, Corik Azeth is somewhat shorter and stockier than a typical Eloy or member of House Azeth.

Corik Azeth

CR 10

Male human bard 4/**fighter** 1/**dune trader** 5

LN Medium humanoid (human)

Init +1; **Senses** Listen +13, **Spot** +13

Languages Baazrag, **Common**, Eldaarish, Eloy, Elven, Kurnan, Neshtap **Hand Signals**, **Savak Drumcode**

AC 19, touch 11, flat-footed 18

(+1 Dex, +5 armor, +2 shield, +1 deflection, +1 natural)

hp 50 (10 HD)

Fort +8, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)

Melee lance +7 (1d8/x3)

Ranged *repeating heavy crossbow of thunder* +9 (1d10+1/19-20)

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

Base Atk +7; **Grp** +7

Atk Options Mounted Combat, Ride-By Attack

Special Actions bardic music 4/day (countersong, *fascinate* 2 creatures, inspire courage +1, inspire competence), **Quick Draw**

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Combat Gear repeating heavy crossbow of thunder +1, lance, 2 *potions*-fruits of flame arrow, 2 *potions*-fruits of keen weapon, psionic tattoo of elfsight, psionic tattoo of vigor (ML 9th), wand of greater invisibility (7 charges), wand of cure light wounds (5 charges)

Abilities Str 10, Dex 12, Con 12, Int 17, Wis 12, Cha 15

SQ agent (two cohorts, up to 15th level), bardic knowledge +7, contact 1/week, distributive bargaining, fast talk, poison use, trade secret (coolheaded)

Feats Investigator, Leadership, Mounted Combat^B, Negotiator, Quick Draw^B, Ride-by Attack, Trader

Skills Appraise +18, Bluff +18, Diplomacy +20, Disguise +3, Gather Information +19, Intimidate +6, Knowledge (local [Eldaarich]) +9, Listen +13, Perform (string instruments) +13, Profession (merchant) +3, Ride +13 (+15 to stay on saddle), Search +14, Sense Motive +13, Sleight of Hand +3, Speak Language (Baazrag, Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spot +13, Use Magic Device +15

Possessions combat gear plus *figurine of wondrous power* (golden inix*), *buckler* +1, *chitin armor* +1, *ring of protection* +1, *cloak of Charisma* +2, *amulet of natural armor* +1, *military saddle*

Contact Appointment/meeting with Kerillis and, access to purchasing spellcaster services (Makers Clave)

Hook "What do you think, Envek?"

Giant Wasp Mount

CR 3

Always N Large Vermin

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +9

AC 14, touch 10, flat-footed 13
(-1 size, +1 Dex, +4 natural)

Immune mind-affecting effects

hp 32 (5 HD)

Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. (4 squares), fly 60 ft (good)

Melee sting +6 (1d3+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

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

Atk Options poison (DC 14, 1d6 Dex/1d6 Dex)

Abilities Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11

SQ vermin traits

Feats Fly-by Attack

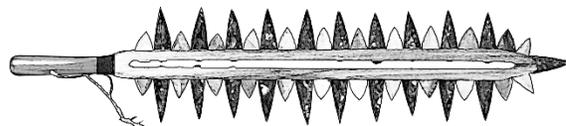
Skills Listen +1, Spot +9, Survival +1

Recognized as the greatest Azeth leader in two millennia, Corik Azeth was born an Eloy herder, but married into House Azeth. Corik is reserved and seems to usually defer to his counselors, but recognizes opportunity when he sees it. He conceals his knowledge of Eldaarich and the Eldaarish tongue, pretending not to understand it when Kerillis and other Eldaarish templars speak in front of him.

Corik had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 10, Dex 12, Con 12, Int 15, Wis 12, Cha 13

Strategies and Tactics

Before entering combat, Corik uses his ability to inspire courage in his allies. After that, he uses his *wand of greater invisibility* and tries to stay as far from melee combat as possible, using his ranged weapons after using his *potions*-fruits *flame arrow* and *keen weapon*.



Cozek Azeth

A beardless older man, his right arm missing below the elbow, stands close to Corik Azeth, his eyes seeming to miss nothing. He wears the garb of an Eloy herder.

Cozek Azeth

CR 8

Male human kineticist 7/red guard* 1

CN Medium humanoid (human, psionic)

Init +0; **Senses** Listen +1, Spot +1

Languages Common, Eldaarish, Eloy, Kurnan, Neshtap Hand Signals, Savak Drumcode

AC 17, touch 10, flat-footed 17

(+5 armor, +2 shield)

hp 22 (8 HD)

Fort +4, **Ref** +2, **Will** +6

Speed 30 ft. (6 squares)

Melee mwk steel dagger +5 (1d4/19-20)

Ranged lasso +4 touch (grapple, *Core Rules* 54)

Ranged sling +4 (1d4)

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

Base Atk +4; **Grp** +4

Atk Options enflame weapon, Maximize Power, Point-blank Shot, Widen Power

Combat Gear lasso, masterwork steel dagger, *dorje of energy wall* (30 charges), *dorje of vigor* (ML 7th, 10 charges), *potions*-fruit of lighten load

Power Points/Day 60, **Psion Powers Known** (ML 7th):

4th - *detonate* (DC 18), *inertial barrier*

3rd - *dispel psionics*, *energy burst* (DC 17)^A, *energy cone* (DC 17)^A, *energy wall* (DC 17)

2nd - *body equilibrium*, *ego whip* (DC 16)^A, *specified energy adaptation*, *energy push* (DC 16)^A

1st - *attraction* (DC 15)^A, *detect psionics*, *mind thrust* (DC 15)^A, *missive*, *vigor*

Faces of the Forgotten North

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 10, Dex 10, Con 11, Int 18, Wis 12, Cha 10

SQ vow of silence

Feats Combat Manifestation^B, Craft Dorje, Maximize Power, Point-blank Shot, Widen Power

Skills Auto-Hypnosis +6, Concentration +10, Handle Animal +6, Intimidate +7, Knowledge (local [Eldaarich]) +10, Knowledge (local [Kurn]) +11, Profession (trader) +6, Ride +9, Speak Language (Neshtap Hand Signals, Savak Drumcode)

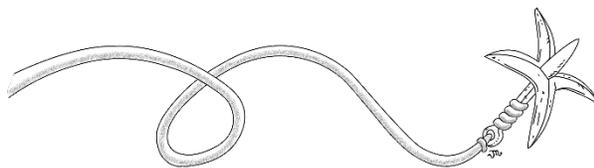
Possessions combat gear plus *goggles of dust watch**, *blanket of sustenance**, *amulet of non-detection*, *saddle of missile barrier**, *chitin armor +1*, *buckler +1*, three-season cloak*

Cozek is Corik's father. There is a secret that he keeps from everyone except from the wind priests of House Azeth: Cozek is an escaped Red Guard who only pretends to be mute to hide his Eldaarish accent. Some Eldaarish people, and Red Guards in particular, sometimes cut off parts of their right index and middle finger in order to hide their old identity, to the point where anyone missing those particular fingertips is suspected of being Eldaarish and hiding their identity. Cozek was careful to remove more than that, namely his whole lower right arm, to allay suspicion.

Cozek had the following ability scores before racial adjustments, age bonuses, and Hit Dice ability score increases: Str 13, Dex 12, Con 14, Int 15, Wis 10, Cha 8.

Strategies and Tactics

Cozek stays by Corik's side in combat, mounting his own giant wasp when Corik rides mounted. He avoids using abilities that would give away his Red Guard past, such as *Enflame Arrow*, but he still believes that spectacular terror and demoralizing the enemy is the quickest route to victory. For example, if he gets the opportunity, he will use his lasso to catch an opponent, pull the opponent into the air, and then drop them on their allies.



Envek Azeth

This older dwarven woman wears the loose-fitting garb of an Azeth wind priest and an exquisite silver and turquoise necklace that spreads across her throat and chest.

Envek Azeth

CR 13

Female dwarf cleric 13

LG Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +19

Languages Baazrag, Common, Dwarven, Elven, Eloy, Kurnan

AC 21, touch 13, flat-footed 19

(+2 Dex, +5 armor, +2 shield, +1 deflection, +1 natural)

hp 71 (13 HD)

Resist stability (+4 against bull rush and trip); elec 13

Fort +9, **Ref** +6, **Will** +13; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)

Ranged +1 *seeking composite shortbow* +12 (1d6+1)

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

Base Atk +9; **Grp** +8

Atk Options Silent Spell

Special Actions spontaneous casting (*cure* spells), turn undead 4/day (+6, 2d6+17, 13th)

Combat Gear +1 *seeking composite shortbow*

Cleric Spells Prepared (CL 13th):

7th - *chain lightning*^D (DC 21), *elemental chariot*

6th - *geas/quest*, *mass owl's wisdom*, *summon Tyr-storm*^D (DC 20)

5th - *control winds*^D, *elemental strike* (DC 19), *greater command* (DC 19), *spell resistance*

4th - *discern lies*, *elemental armor*, *ice storm*^D (DC 18), *neutralize poison*, *tongues*

3rd - *eye of the storm*, *prayer*, *call lightning*^D (DC 17), *wind wall*, *worm's breath*

2nd - *augury*, *eye of the storm*^D, *shatter* (DC 16), *silence* (DC 16), *sound burst* (DC 16), *zone of truth* (DC 16)

1st - *bless*, *cooling canopy*, *deathwatch*, *endure elements*, *gust of wind*^D (DC 15), *obscuring mists*

0 - *create element* (3), *detect magic*, *detect poison*, *guidance*

D: Domain spell. **Element:** Air. **Domains:** Furious Storm, Sky Blitz

Abilities Str 8, Dex 14, Con 13, Int 14, Wis 18, Cha 12

SQ dwarven focus, treated as one size larger against wind effects

Feats Combat Casting, Disciplined, Maintenance Focus*, Negotiator, Silent Spell

Skills Concentration +14, Diplomacy +10, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +19, Speak Language (Baazrag, Kurnan), Ride +7, Sense Motive +11, Spot +4

Possessions combat gear plus *goggles of dust watch**, *blanket of sustenance**, *saddle of missile barrier**, *chitin armor +1*, *shield +1*, *ring of protection +1*, *amulet of natural armor +1*

Dwarven Focus When Envek is actively pursuing the goal of protecting the Great Caravan, she receives a +1 morale bonus to all skill checks, attack and damage rolls, saving throws and spell save DCs.

Faces of the Forgotten North

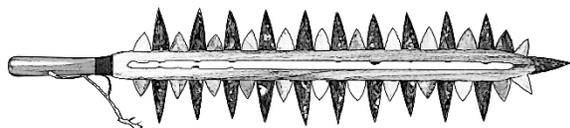
Hook “Focus on the Caravan!”

Visitors to Azeth’s Rest are often astonished to hear Azeth human and half-elven children refer to the dwarf Envek as “aunt,” but it is true, in a manner of speaking. Long ago, an Azeth agent fell victim to a powerful dwarven psion bandit lord who used *true mind switch* in a cunning scheme to infiltrate house Azeth and take over Azeth’s Rest. The attempt would have been successful if the agent had not escaped captivity in the dwarf’s body, and somehow managed to persuade the wind priests of the deception and to kill the psion. With his own body dead, the agent had to make do with his new dwarven body. He married a dwarven friend of Azeth, and Envek was their second of eleven children. The pyreen at Stonegate sometimes remark that they have not seen a single family like Azeth split across so many races since the Rebirth.

Envek Azeth had the following ability scores before racial adjustments and **Hit Dice** ability score increases: **Str** 8, **Dex** 13, **Con** 11, **Int** 16, **Wis** 16, **Cha** 14.

Strategies and Tactics

In combat, Envek mounts her giant wasp and keeps an eye on any wagons. She prefers to stay away from combat, using her spells from a safe distance. She uses her ability to spontaneously cast *cure* spells to help turn the tide in a battle.



Huzbug Azeth

You see a tall, long-limbed humanoid with tanned skin, pointed ears, and imperious arched brows, wearing a very finely-crafted cloak. Something about him inspires trust.

Huzbug Azeth

CR 13

Male elf bard 8/dune trader 5

LG Medium humanoid (elf)

Init +10; **Senses** low-light vision; **Listen** +4, **Spot** +4

Languages Common, Eldaarish, Eloy, Halfling, Elven, Giant, Kurn

AC 19, **touch** 14, **flat-footed** 15

(+4 **Dex**, +5 **armor**)

hp 47 (13 **HD**)

Resist mundane extreme heat or cold

Fort +7, **Ref** +11, **Will** +10; +2 against telepathic powers and enchantment/charm spells

Speed 40 ft. (8 squares); elf run

Melee +1 *bard’s friend of venom* +14/+9 (1d4+2/ 18-20 x2) or

Ranged dart +13/+8 (1d4+1/x2)

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

Base Atk +9; **Grp** +14

Special Actions bardic music 8/day (countersong, *fascinate* 2 creatures, inspire courage +2, inspire competence, suggestion), fast talk, improved poison use, poison (trin, DC 13, paralysis 2d6 minutes/ paralysis 2d6 minutes), Quick Draw

Combat Gear +1 *bard’s friend of venom*, *spell twig* of haste*, *spell twig of protection from arrow*, 2 *potion-fruits of cure serious wounds*, *potion-fruit of gaseous form*

Abilities **Str** 12, **Dex** 18, **Con** 11, **Int** 13, **Wis** 10, **Cha** 16

SQ agent (Rotiart), chance 1/day, contact 1/week, distributive bargaining, **poison use**, quick thinking +2, trade secrets (skilled: **Diplomacy** and **Perform** [wind instruments])

Feats Improved Grapple, Improved Initiative, Improved Unarmed Strike, Quick Draw^B, Trader, Weapon Finesse

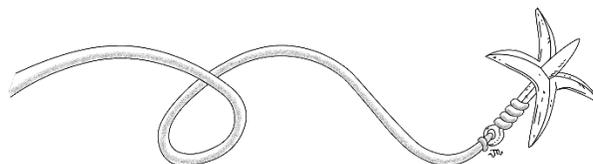
Skills Appraise +10, Bluff +16, Craft (poisonmaking) +10, Hide +13, Diplomacy +25, Disguise +9, Escape Artist +14, Gather Information +15, Intimidate +7, Listen +4, Literacy (Common), Perform (wind instruments) +17, Move Silently +12, Profession (merchant) +5, Search +7, Sense Motive +13, Sleight of Hand +17, Speak Language (Eldaarish, Eloy, Giant, Halfling), Spot +4, Tumble +11

Possessions combat gear plus *belt of Strength* +2, *gloves of Dexterity* +2, *glammered shadowed studded leather armor of silent moves* +2, *hat of disguise*, *vest of escape*, *slippers of spider climb*, *ring of mindshielding*, assorted finery worth 2,000 Cp.

Hook “I have traveled to strange worlds within the walls of Azeth’s Rest.”

Huzbug is elven by physical race, but both of his parents were half-elves from the Azeth family, and he has one younger sister that looks human. He feels the urge to run with the elves, but feels a stronger sense of duty towards his House. Huzbug instead releases his need to run by learning as much as he can about far off lands.

Huzbug Azeth had the following ability scores before racial adjustments and **Hit Dice** ability score increases: **Str** 8, **Dex** 13, **Con** 11, **Int** 16, **Wis** 16, **Cha** 14.



Rotiart of Azeth

Dark-eyed and with a shaggy mane of black hair, this young man's unwavering gaze seems to catch the slightest movement of those around. The multitude of small cuts and scars that cross-cross his hands and forearms give silent testament to the battles he's seen.

Rotiart, Huzbug's Cohort CR 10

Male human psychic warrior 4/psionic monk 6

LN Medium humanoid (human, psionic)

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Cuurnu, Eldaarish

AC 18, touch 18, flat-footed 15

(+3 Dex, +3 insight, +2 deflection)

hp 58 (10 HD)

Resist evasion

Fort +10, **Ref** +8, **Will** +9

Speed 50 ft.

Melee +1 *shock* unarmed strike +10/+5 (1d10+3 plus 1d6 electricity)

Ranged +1 *shock bolts* +10/+5 (1d8+1 plus 1d6 electricity/19-20)

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

Base Atk +7; **Grp** +9

Atk Options flurry of blows, Greater Psionic Fist, leap attack, sundering blow, Stunning Fist 2/day

Special Actions Deflect Arrows, Psionic Meditation, skill boost +20, Snatch Arrows

Combat Gear +1 *shock amulet of mighty fists*, *glove of missile casting**, +1 *shock bolts*

Power Points/Day 13; **Psionic Warrior Powers Known** (ML 4th):

2nd - *psionic lion's charge*

1st - *biofeedback*, *empty mind*, *inertial armor*, *vigor*

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8

SQ wholeness of body (12 hp)

Feats Deflect Arrows^B, Expanded Knowledge (*biofeedback*), Greater Psionic Fist, Improved Unarmed Strike^B, Psionic Fist, Psionic Meditation, Psionic Talent^B, Snatch Arrows, Stunning Fist^B

Skills Auto-Hypnosis +5, Balance +4, Concentration +12, Escape Artist +4, Hide +45, Jump +412, Knowledge (psionics) +43, Speak Language (Common, Cuurnu), Tumble +15, Use Rope +4

Possessions Azeth trust token*, *five-season cloak**, *ring of protection*+2

Silent and given to brooding, Rotiart learned the basics of unarmed combat as part of his normal pattern of life in an Eldaarish production village but, wanting more out of his existence than the yoke of servitude and the fear that gripped all within his village, fled and successfully avoided capture. He made his way to Azeth's Rest after quite an ordeal and began trying to build a better life for himself. Soon after coming to the Rest, he also began developing his psionic abilities.

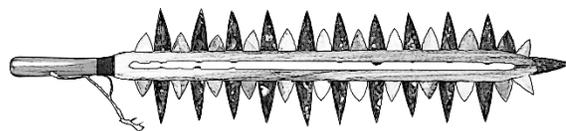
One night, after some men with whom he was guarding a caravan became drunk and belligerent toward the caravan master, Rotiart stepped forward and confronted one of the men, hoping to divert violence. He failed, and the man attempted to kill him; fighting to save himself, he slew his attacker. Upon returning to Azeth's Rest, his actions were brought to Huzbug's attention, and Huzbug invited the young man to work with him. Over the next few years, Rotiart proved himself time and again until he was asked to become Huzbug's personal guard. The young man accepted, and now takes his duty very seriously.

If Huzbug is threatened, Rotiart will do everything within his ability to see that his employer and friend makes it clear, going so far as to sacrifice himself if the situation calls for a stand against impossible odds as long as there is a chance Huzbug escapes.

Strategies and Tactics

In combat, Huzbug makes every effort to diffuse the situation, even attempting to bribe foes to disengage if necessary. He hangs back if possible, allowing Rotiart to defend him.

Rotiart prefers to meet foes head-on, attacking with his fists, but will engage his enemies with missile fire if necessary. Rotiart manifests *inertial armor* and *biofeedback* if given the chance to prepare for combat, and uses Greater Psionic Fist, Stunning Fist, and *psionic lion's charge* to make quick work of those who would threaten his employer.



Meraan Azeth

Something about this old man's posture seems odd as he stumbles along with his cane. Then you realize that his cloak extends several feet behind his waist, and that his knees do not seem to be bending in the right place, but it is hard to tell under that long cloak. From his gait, he might be riding a big sygra or a very small kank, but then why would he cover his mount's face?

Meraan Azeth CR 17

Male unique tauric-human cleric 12/elemental master 5

LN Medium monstrous humanoid (human)

Init -2; **Senses** Listen +7, Spot +7

Languages Common, Elven, Kurnan

Faces of the Forgotten North

AC 18, 11 touch, 18 flat-footed
(-2 Dex, +5 armor, +2 shield, +3 deflection)

hp 80 (17 HD)

Immune cold

Fort +11, **Ref** +7, **Will** +21

Speed 50 ft. (10 squares)

Melee +1 bane vs. humanoids (reptilian) frost distance returning steel trident +12/+8/+3 (1d8+1 plus 1d6 cold)

Ranged +1 bane vs. humanoids (reptilian) frost distance returning steel trident +11/+7/+1 ranged (1d8+1 plus 1d6 cold)

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

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

Special Actions power element, Point Blank Shot, spontaneous casting (cure or domain spells), turn undead 5/day (+4, 2d6+14)

Combat Gear +1 bane vs. humanoids (reptilian) frost distance returning steel trident, scroll of true resurrection, wand of cure critical wounds (CL 15th, 26 charges)

Spells Prepared (CL 17th):

9th - mass heal, waterways^D

8th - elemental storm (DC 27), empowered harm, horrid wilting^D (DC 25)

7th - extended mass bull's strength, mass cure serious wounds, prismatic wall^D (DC 24), word of recall

6th - awaken water spirits^D, braxatskin, banishment, blade barrier (DC 23), empowered poison (DC 23)

5th - break enchantment, elemental strike (DC 24), greater command (DC 22), mark of justice, shining sands^D (DC 22), true seeing

4th - coat of mists^D, death ward, dismissal, divine power, freedom of movement, silent dispel magic, spell immunity

3rd - bestow curse (DC 20), extended cat's grace, extended eagle's splendor, magical vestment, silent cure moderate wounds, surface walk, worm's breath^D

2nd - calm emotions, glitterdust^D (DC 19), lesser restoration, silence, silent sanctuary (DC 18), shatter (DC 19), status

1st - bless, comprehend languages, cooling canopy, divine favor, entropic shield^D, extended read magic, obscuring mist, shield of faith

0 - create element, detect poison, detect magic, guidance (2), mending

D: Domain spell. Element: Water. **Domains:** Desert Mirage, Living Waters

Spell-Like Abilities (CL 17th):

2/day - summon monster IX (water elemental only)

Abilities Str 11, Dex 7, Con 11, Int 14, Wis 25, Cha 15

SQ elemental focus

Feats Empower Spell, Extend Spell, Lightning Reflexes, Point Blank Shot, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [religion])

Skills Concentration +15, Diplomacy +17, Heal +17, Knowledge (ancient history) +15, Knowledge (religion) +23, Literacy, Profession (merchant) +17, Spellcraft +14, Sense Motive +10

Possessions combat gear plus belt of health +4 (as amulet of health +4), blanket of sustenance*, bracers of armor +5, periapt of wisdom +4, ring of protection +3, ring of resistance +2, dreamless helm*, Kurnan shimmercloth robe*, clay holy symbol, masterwork steel breastplate, masterwork heavy steel shield, assorted art, fine clothing, and jewelry totaling 10,000 Cp. Meraan's armor and shield are both worked with the coat of arms used by Keltis during the Cleansing Wars.

Hook "I am older than the sands, don't question me."

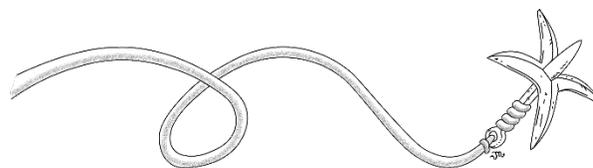
Meraan calls himself "the last of the centaurs." None but Meraan knows the whole truth, but he tells his family members that a human woman among the Kel Tas gave birth to him after they had settled in Kurn, and none of Keltis' people actually knew what a centaur looked like.

Meraan loves life and has sacrificed himself for his descendants, but thinks the Azeth are a little straight-laced. He enjoys spending the day with Azeth leaders in between his year-long naps, but insists that they provide some type of entertainment for him throughout the day.

Strategies and Tactics

If forced into battle, Meraan Azeth will begin by casting *blade barrier* in an attempt to hedge his foes away from him and also give him some additional cover to cast spells. In the subsequent rounds of combat, he will call upon an elder water elemental by using his *summon monster IX* ability and cast area effect spells at any foes clumped together.

Meraan keeps a *scroll of true resurrection* hidden in his chambers, not for himself - for he knows that his time is coming to an end, but to ensure the survival of his family. If House Azeth were to lose the last blood heir to his family, Meraan would use this scroll to bring back a long-deceased young blood-relative to keep the name of House Azeth from fading into the silt.



Preserver Apprentice

This gangly teenage boy fingers a wand nervously. A fine silver chain attaches the wand to the sleeve of his robe.

Preserver Apprentice

CR 2

Male human wizard (preserver) 2

NG Medium humanoid (human)

Faces of the Forgotten North

Init +1; **Senses** Listen +3, Spot +3

Languages Common, (Baazrag, Eloy, or Elven), Kurnan

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 9 (2 HD)

Fort +2, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)

Melee dagger +0 (1d6-1/19-20)

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

Base Atk +1; **Grp** +0

Combat Gear dagger, *wand of protection from arrows* (10 charges) or *wand of haste* (10 charges)

Wizard Spells Prepared (CL 2nd):

1st - *expeditious retreat*, *mage armor*, *true strike*

0 - *acid splash*, *daze* (DC 12), *message*, *slave scent*

Abilities Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10

SQ summon familiar, link with familiar, share spells

Feats Alertness^B, Enlarge Spell, Still Spell, Scribe Scroll^B

Skills Concentration +7, Decipher Script +7, Knowledge (arcana) +7, Knowledge (local [Trembling Plains]) +7, Listen +3, Spellcraft +7, Spot +3 (+6 in bright light)

Spellbook spells prepared plus 0 - all; 1st - *cooling canopy*, *jump*

Familiar hawk (*MM*, pg 273)

Kurnan society allows wizards to practice openly. In Azeth's Rest and farther north, House Azeth employs Kurnan wizards extensively as mercenaries. The apprentices usually have never been away from Kurn before.

The preserver apprentice presented here had the following ability scores before racial adjustments: **Str** 8, **Dex** 13, **Con** 14, **Int** 15, **Wis** 12 **Cha** 10.

Strategies and Tactics

Preserver apprentices usually prefer to stand away from combat, instead using their spells to increase their speed and ferry messages amongst everyone on their team. Their flying familiars enable them to learn of incoming threats earlier than usual. In combat, they use their wands to improve their allies' fighting abilities.

Other Creatures and Allies

In addition to the tactics mentioned earlier, an Azeth caravan rides with a number of monstrous creatures and mercenaries. House Azeth has ties to a number of Kurnan clans, particularly the prestigious Makers Clave.

Baazrags (*ToA*, pg 11): A clan of baazrags dwells within the fortified village of Azeth's Rest and serve as scouts for the house's Great Caravan. Each carries a unique whistle to

identify themselves when on patrol and to call for aid. Baazrag Runners supervise their clan-mates when scouting.

Elven Runner (see Elf): Elven runners are Azeth's scouts and messengers, running ahead of any caravans in order to ensure the path is safe and to dispatch minor threats.

Inixes (*ToA*, pg 193): These beasts are used as mounts.

Kurnan Mindbow (see Kurnan): Kurnan mercenaries are often employed to protect Azeth's Rest or the Great Caravan.

Mekillots (*ToA*, pg 201): These serve as beasts of burden and are managed by noncombatant psionic handlers (female half-elven psychic adept 3).

War Inix: Azeth purchases these especially bred inixes, and uses them as fighting mounts.

Sample Encounters

Other than their occasional embassies (see Embassy Party), Azeth generally only sends caravans along the trade road between Kurn and Draj and along the side path from Conak's Rock to Silt Side. South of Azeth's Rest, House Azeth sends Mekillot Wagons, Azeth-Ket Expeditions, Southbound Cattle Coffles, and Northbound Draj-Azeth War Wagons. North of Azeth's Rest, Azeth only uses the Great Caravan, Silt Side Parties, and the Silt Side Expedition.

Southbound Cattle Coffle (EL 9): Four war inix teams, twenty-four baazrags, four baazrag runners, one wind priest, and one dune trader accompany a coffle of cattle. Most Azeth caravans that head south from Azeth's Rest are essentially a coffle procession of livestock, including kanks, inixes, etc. Azeth ties small packs to the backs of different herd creatures, some with water and food for the journey, others with goods such as nuts, dried fruit, or raw cotton. The more skittish animals in the group are packed with stones to keep them from bolting away too quickly, and also to deceive raiders into believing that a particularly bad-tempered and disposable animal is laden with precious goods. Cattle coffle expeditions are particularly frequent during Coldnights season, when House Azeth has bought all the cattle that it could afford to feed from desperate herders during Flamesky season.

Mekillot Wagon (EL 12): One standard covered wagon (two mekillot and two team drivers), two war inix teams, two baazrag runners, twelve baazrags, one Azeth wind priest, and one dune trader (*DS3*, pg 224). This wagon travels south from Azeth's Rest to Draj, carrying copper, dyes, jade, giant's hair rope, mirrors, rugs, cosmetics, hardwood, incense, ink, paper, statues from the Dim Lands, perfume from Kurn, and obsidian from Charvass.

Faces of the Forgotten North

Northbound Draj-Azeth War Wagon (EL 14): On the return voyage north from Draj, Azeth caravans purchase and drive a standard two-mekillot war wagon, which they strip for its precious agafari wood once they reach Azeth's Rest. In addition to the agafari wood, the caravan carries prized Draji cotton, chitin armor and weapons, and exotic feathers.

Embassy Party (EL 9): One wind priest, one dune trader, one Azeth bard, one Azeth team driver on war inix, and eleven elven runners. House Azeth sends embassies to establish or strengthen trade relations, or when it wishes to avoid or defuse a conflict and believes that the other party will listen to reason.

Azeth-Ket Expedition (EL 11): Eleven kank wagons each with one Azeth team driver, two extra Azeth team drivers, one wind priest, one dune trader, twenty elven runners, and one war inix team. The wagons contain tuns of Kurnan ale and liquor, Kurnan tools, Eldaarish silver, live sygra, and skin-sealed packages of sausages (made in Azeth's Rest) on the southbound journey. On the return, the wagons are laden with grain from Ket.

Silt Side Party (EL 12): One open mekillot wagon (two mekillots, two Azeth team drivers, six baazrags, two baazrag runners, and one Embassy Party. To avoid alarming the paranoid Eldaarish prior to trade, Corik Azeth uses these small Silt Side parties to fill the village of Silt Side prior to trade. Wagons contain tuns of Kurnan ale, broy, and cider, cooking oil, salt, wax, wine, Kurnan berries, fruit, hardwood, livestock, and lamp oil from Draj. Corik Azeth himself accompanies the last Silt Side party, carrying the most precious items: Kurnan ink, medicines, paper, and resins, as well as agafari wood from Gulg and Tyrian iron.

Silt Side Evacuation (EL 16): Sixty-six baazrags, twenty-two baazrag runners, eleven Embassy Parties, and Corik Azeth. At the conclusion of seasonal trading at Silt Side, Corik Azeth evacuates all of the Azeth contingent at once. The eleven open mekillot wagons are laden with copper, dyes, jade, giant's hair rope, mirrors, rugs, and statues from the Dim Lands.

The Great Caravan (EL 18): Azeth's Great Caravan consists of one mekillot ram, four argosy wagons, one stable wagon, two wasp riders, eight inix howdah teams, ten elven runners, and five baazrag runners. Corik Azeth and the Azeth high chaplain, Envek Azeth, move from one argosy wagon to the other, making sure that everything is running smoothly. The Great Caravan only travels the route between Azeth's Rest and Kurn, heading north on the 37th day of each season (except for Flamesky) and heading south on the 65th day of each season.

On the northbound journey, each argosy wagon contains agafari wood, candy, iron, kank nectar, obsidian, hemp and silk rope, salt, raw silk, and tuns of Draji lamp oil. On the

southbound journey they contain cinnabar, copper, cosmetics, dyes, jade, giant's hair rope, hardwood, incense, ink, medicines, mirrors, paper, perfume, rugs, statues, wax, and tuns of Kurnan ale, broy, cider, liquor, cooking oil, and wine.

Other merchant houses are astonished that House Azeth makes such a large and important caravan run at regular intervals on the darkest nights of the season. The fact is that like most of the herders of the Trembling Plains, House Azeth has intermarried with the elvish tribes for generations. Most people in Azeth's family have some elvish blood, and the house is intimately familiar with the road north of Azeth's Rest, and wants to increase the attractiveness of what it considers to be a death trap for bandits. The Great Caravan is nothing short of a small army, and bandits that failed to realize it perished years ago from their own ignorance. The caravan makes it a point of pride and security that the caravan **does not stop for any reason**. During these five days, all other Azeth business stops and everything is on high alert. Even in faraway Azeth posts such as Ket and Draj, Azeth ventures slow down and agents keep the "Great Caravan in mind and beseech the elements for its safe arrival." (House Azeth's devotion to Air does not exclude an occasional plea to other elements.)

Argosy Wagon (EL 10): Four mindbows, ten dispatchers, four Azeth bards, two wind priests, two Kurnan wizards, and forty Kurnan 1st-level experts man a typical argosy wagon. There are twenty fixed crossbows atop the walls, one to each side. Half the crew is at their post at any time, and the rest can wake up and join a fight within 1d4 minutes notice. House Azeth only uses argosy wagons on the route between Azeth's Rest and Kurn.

Inix War Howdah Team (EL 7): An inix war howdah team includes one Azeth war inix, one Azeth patrol leader, two Azeth team drivers, and one Azeth bard.

Mekillot Ram (EL 9): In addition to the noncombatant crew, a mekillot ram is manned by Ausar Maker, four mindbows, ten dispatchers, three Azeth bards, two wind priests, one Kurnan wizard, and thirty Kurnan clavers. There are sixteen fixed crossbows at the top level and another sixteen on the middle level, four to each side on each level. The dispatchers ensure that each fixed crossbow is loaded with a *bolt of distance*. Half the crew is at their post at any time, and the rest can wake up and join a fight within 1d4 minutes.

Stable Wagon (EL 10): This adapted argosy wagon has ramps at the side and back that open when necessary to allow inix riders and runners to enter and exit. The top of the wagon has the same complement as the argosy wagon. Twelve dispatchers work inside the wagon, sending inix teams and runners out to meet any emergency.

History

Meraan Azeth founded House Azeth at the same time that Kurn was founded, towards the end of the Cleansing Wars. Since that time, House Azeth has intermarried with herders, Draji, and other people with whom they have had contact.

Despite its relatively small size, the sheer scale of Azeth's Great Caravan, its exclusive trade rights to Eldaarich, its near stranglehold on trade to Kurn, its enormous history, and the extraordinary strategic and political importance of Azeth's Rest require that one treat Azeth as a "major" trading house within this region.

Environment: House Azeth is based in the fortified village of Azeth's Rest, has permanent posts in Ket, Draj, and Kurn, and seasonal posts at Silt Side and Fort Stench. However, the greatest bulk of its strength sits in its Great Caravan.

Typical Characteristics: Azeth-blood family members tend to have dark hair and eyes, and light brown skin that they cover from the sun when possible. All Azeth agents know the Common tongue of the Tyr Region; they also usually speak Kurnan, Elven, and the Eloy herder dialect.

The Azeth House emblem is a golden lizard with the torso and upper body of a man, standing between two palm trees. The emblem of the oasis of Azeth's Rest is a palm tree between four stones.

Alignment: House Azeth has a strong reputation in the Trembling Plains for competence and fair dealing. Even more scrupulously law-abiding than House Inika, House Azeth bards and merchants emphasize lawfulness, taking great care that their business does not fall afoul of whatever passes for law and order in the lands that they deal with. House Azeth believes that the wind spirits send them opportunities to do good at small risk, and that persons of good character seize on these opportunities. The Azeth Air clerics emphasize goodness and determine a person's character as whether they "listen to the winds." However, survival and success of the House usually comes foremost. Most of the agents in House Azeth are either lawful good, lawful neutral, or neutral good.

Religion: Azeth enjoys a special relationship with the element of Air and regards its Air priests as prophetic. Most Azeth priests were "taken by the winds" when they were children, sometimes as young as babies. Strangers find it extraordinary to see Corik Azeth taking counsel from his five-year-old great niece. These "wind's gift" children have an extraordinary gift for identifying trustworthy people, and for predicting future marriages. Not all of their prophecies come true, because "the future is not written in stone, people are free to follow the winds, or to burn their own path."



Society

Azeth calls those it employs hirelings, slaves, friends, and agents.

Hirelings are persons who undertake a specific project or agree to work through one or two seasons, such as the Kurnan mercenaries that help to defend Azeth's Rest during the Flamesky season.

"Slaves," to House Azeth, refers to any person who agrees to work for a period of years without making a permanent commitment. Azeth pays its "slaves" daily, pays bonuses after seasons when their labor was particularly needed, and reserves half of their pay until the end of their service period. After the "slave's" period of service has expired, House Azeth takes the ceremony of setting a "slave" free very seriously, refusing to contract for another period of service until the "slave" has enjoyed their freedom for at least a week.

A friend of Azeth is a trustworthy person of great abilities who has rendered service to House Azeth. Eager to bring good blood into the family, Azeth tries to match such persons with single Azeth family members. When this is impractical (for example, if the friend is already married, or is an aarakocra or half-giant), the wind priests proclaim the person a "Friend of Azeth," and that person is given land within the walls of Azeth's Rest. The friend can build a permanent residence there that is theirs for as long as they live (the friend cannot sell the land or convey it to anyone else). Friends of Azeth are expected to assist with the defense of the oasis, and the House often draws on their efforts in other ways. Some friends participate in the caravans as if they were agents.

Agents are all family members by either blood or marriage. When House Azeth Air priests perform the marriage ceremony, anyone who marries into House Azeth takes the Azeth name and is treated as a full family member; such "non-blood" Azeth members can rise to full leadership in the House.

Faces of the Forgotten North

Politics: Azeth is acutely aware that, despite its importance to the North, it is a very small house compared to Tsalaxa or the other great Trade houses. Azeth is wary of trying to extend their trade links much farther into the Tyr Region, at least until the situation there stabilizes. Azeth has done well in the very stable, very predictable environment of the North; it knows its environment well and has adapted to it. They recognize these conditions for their success and avoid major risks in far larger regions with less predictable conditions. Azeth prefers to create more links to the northern Tyr Region by creating direct routes from Azeth to Raam and Urik that do not pass through Draj, and House Tsalaxa's stranglehold. Azeth does not think that it is realistic to even think about serving routes to cities south of Raam (trying to trade from Tyr to Urik or Draj to Balic). On the other hand, Azeth is willing to pretend to be larger than it is, and to pretend to consider expansion. This was the bargaining chip that persuaded House Inika to partner exclusively with Azeth for the northern trade in Gulgan spices on the condition that Azeth sells Kurnan and Eldaarish spices exclusively to Inika for trade in Gulg, Tyr, and Nibenay. Both Inika and Azeth think that they received the better end of the bargain, but the truth is that the bargain was good for both houses: Inika is the only house with the savvy to give Azeth a run for its money on the Draj-Eldaarich road, but Azeth's Great Caravan really seems to be the safest and most economical solution to the region's bandit threat in the long term.

For Player Characters

Azeth characters who select the dune trader prestige class (see *DS3*, page 224 for more information) treat the Sense Motive skill as the skill of choice. This is part of what the Azeth wind priests call "listening to the winds."

Typical Treasure

Azeth agents (but not baazrag, or mercenaries such as elf runners) have double the normal gear for their Challenge Rating. Many Azeth agents carry magical arrows and crossbow bolts prepared for them by the Makers Clave in Kurn, with which House Azeth has an alliance. Almost every agent, mercenary, or friend of Azeth carries an Azeth trust token*.

House Azeth Lore

Characters with ranks in [Knowledge \(Local \[Draj\]\)](#) or [Knowledge \(Local \[Trembling Plains\]\)](#) can learn more about House Azeth. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Local [Trembling Plains])

DC Result

- 10 House Azeth owns a heavily protected oasis along the trade road called "Azeth's Rest." Azeth's Great Caravan departs Kurn on the 20th of every season except for Flamesky, and arrives in Azeth's Rest on the 25th. Azeth's Rest holds a trade fair shortly after the Great Caravan arrives. The Great Caravan departs Azeth's Rest on the 53rd day of the season, and arrives in Kurn on the 58th day. The Great Caravan stops for nothing, and the guards assume that anyone or anything that stands in the Caravan's path is a bandit.
- 12 Corik Azeth always accompanies the Great Caravan. House Azeth has a solid reputation for fair dealing in Kurn and among the Eloy of the Trembling Plains.
- 14 Corik Azeth, leader of House Azeth, gained the trust of an Eldaarish high templar and established trade relations with Eldaarich. Trade occurs four times a year at the village of Silt Side, a few days after the Great Caravan arrives in Kurn.
- 20 Like the Eloy, most members of House Azeth have some human and some elven ancestry. The local elven tribes respect House Azeth and use the House to mediate their disputes with the Eloy. House Azeth is elf-like in one respect — Azeth priests apply elf-like tests of character to the persons that they wish to trust.
- 25 House Azeth's wind priests advise the house, and have a keen ear for truth. Some of them claim to prophesy the future. Only through the advice of the wind priests could a relative outsider like Corik Azeth (an Eloy herder that married into House Azeth) have risen to become head of the house.

Knowledge (Local [Draj])

DC Result

- 10 House Azeth is a trade house that does some business in Draj.
- 15 House Azeth has a small emporium in Draj, and does most of its business far to the north. Its trade route includes the Lost Cities of Kurn and Eldaarich.
- 20 While a small house by the standards of the Tyr Region, House Azeth is very important in the north, and owns a key oasis along the trade road called "Azeth's Rest." This oasis holds trade fairs four times per year.
- 25 House Azeth has an exclusive trade relationship with the city-state of Eldaarich, and holds an even greater influence in Kurn than House Tsalaxa has in Draj.

Rumors Among House Azeth

Characters that spend time gossiping with house Azeth agents and mercenaries may hear the following rumors:

Gather Information

DC Result

- 10 House Azeth has an exclusive trade relationship with the city-state of Eldaarich, and holds an even greater influence in Kurn than House Tsalaxa has in Draj.
- 12 Refugees from the Dim Lands look helpless, but many of them possess unarmed fighting tactics that would put them on a par with a gladiator from the Tyr Region. Daskinor trains Dimlanders in unarmed combat so that they can infiltrate our lands and destroy us. (**False** - Daskinor's Red Guards burn people alive for

Faces of the Forgotten North

possessing weapons, even a dagger or a sling. The Dimlanders teach themselves unarmed combat skills because their lives depend on it – the strong prey on the weak.)

14 More refugees than ever are escaping the Dim Lands these days, and more and more of them have strange and terrible psionic powers. Daskinor is experimenting with the Eldaarish people and creating psionic monsters. (False - Eldaarish are no more prone to psionics than any other people in the Dim Lands. Recently, a disproportionate number of refugees possess psionic powers, because Daskinor has ordered such persons imprisoned or put to death. Some of these persons have escaped Daskinor's dungeons; others have lived as fugitives since Daskinor's decree and finally despaired of the decree being reversed. Others managed to keep their psionic abilities a secret, but were recently unmasked, and fled for their lives.)

16 That strange Eldaarish matriarch must be a persuasive priestess: several of her herders sport bandit tattoos and admit to having been former bandits, but say that they have changed their lives and taken up honest herding.

21 An Eldaarish spy seduced King Oronis of Kurn, and she took his secrets right to Eldaarich. (True and False - Oronis privately married Prodigy, a gifted telepath whose parents had escaped from Eldaarich, though she herself was born in Kurn. Prodigy was indeed a spy, but not for Eldaarich: she served in Oronis' School of Spies, was the first of Oronis' spies to return alive from Eldaarich, and the information she brought back paved the way for many other spies and preservers to enter and leave Eldaarich. They had no children and Prodigy has disappeared.)

25 Although he publicly denies it, Huzbug Azeth fears that a spy in Azeth's Rest tells bandits when the caravans come and go.

Adventure Hooks

Child of the Winds; Delayed Caravan; Herder of Men; Homesick Spirit; Investigation; Monstrance of the Winds; Oasis Runs Dry; Obsidian Origin; Sweet Dreams; Token of Trust

House Ptellac



Slimahacc Rider

This lightly armored pterran rides behind the enormous horns of a serpent-like creature.

Slimahacc Rider

CR 6

Male pterran ranger 6

LN Medium humanoid (psionic, reptilian)

Init +1; Senses Listen +4, Spot +8

Languages Common, Pterran

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 33 (6 HD)

Fort +6, Ref +6, Will +5

Speed 30 ft. (6 squares)

Melee thanak +7 (2d6+1/x3) or

Melee thanak +7/+2 (2d6+1/x3) and bite +2 (1d4) or

Melee mwk thanak +8/+3 (2d6+1/x3) or

Melee claw +7 (1d3+1) or

Melee 2 claws +7 each (1d3+1) and bite +2 (1d4) or

Ranged mwk shortbow +8/+3 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +7

Atk Options favored enemy (thri-kreen +2), Manyshot, Mounted Combat, Rapid Shot, Trample

Combat Gear masterwork shortbow, thanak

Psi-Like Abilities (ML 6th):

At will - *missive* (reptiles only)

Abilities Str 13, Dex 13, Con 12, Int 13, Wis 16, Cha 12

SQ favored terrain (scrub plains +4), wild empathy +9 (+5 magical beasts)

Feats Animal Affinity, Endurance^B, Manyshot^B, Mounted Combat, Rapid Shot^B, Track^B, Trample

Skills Handle Animal +12, Jump +6, Knowledge (geography) +10, Knowledge (nature) +8, Listen +4, Profession (merchant) +8, Ride +14, Search +6, Spot +8, Survival +9 (+11 to keep from getting lost/ following tracks/aboveground natural terrain), Tumble +3

Possessions combat gear plus *belt of giant strength* +4, leather armor, exotic saddle

Animal Companion hawk (MM, pg 273)

Faces of the Forgotten North

Favored Terrain A slimahacc rider receives a bonus to **Hide**, **Knowledge (Nature)**, **Move Silently**, **Spot** and **Survival** checks made within their favored terrain.

Slimahacc Mount

CR 8

Always N Huge animal

Init +5; **Senses** low-light vision, tremorsense 30 ft.; **Listen** +20, **Spot** +8

Languages —

AC 19, **touch** 9, **flat-footed** 18

(-2 size, +1 **Dex**, +10 **natural**)

hp 168 (16 HD)

Fort +16, **Ref** +11, **Will** +8

Speed 40 ft. (8 squares), burrow 20 ft.

Melee bite +20 (2d8+13)

Base Atk +12; **Grp** +29

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

Atk Options constrict 2d8+13, improved grab, Power Attack, Snatch, swallow whole

Abilities **Str** 29, **Dex** 12, **Con** 22, **Int** 2, **Wis** 16, **Cha** 7

SQ tricks (attack, defend, stay)

Feats Improved Initiative, Improved Natural Armor, Power Attack, Skill Focus (Move Silently), Snatch, Weapon Focus (bite)

Skills **Hide** -7, **Listen** +20, **Move Silently** +8*, **Spot** +8, **Survival** +8

*Slimahaccs receive a +4 racial bonus to all **Move Silently** checks when moving over sand or rock.

Constrict (Ex) On a successful grapple check, a slimahacc deals 2d8+13 points of damage.

Improved Grab (Ex) To use this ability, a slimahacc must hit with its bite 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 can attempt to swallow the foe the following round.

Swallow Whole (Ex) A slimahacc can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+13 points of crushing damage plus 2 points of acid damage per round from the slimahacc's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the stomach (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan slimahacc's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

After eating more than one Large creature or the equivalent, a slimahacc enters a torpor, giving it a -4 penalty to attacks, saves, and skill checks.

Skills Slimahaccs receive a +12 racial bonus to all **Listen** checks.

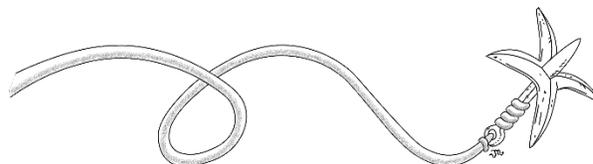
Pterrann merchants use slimahacc to carry light merchandise and fight to protect their caravans, just as some other merchant houses use inix teams.

The slimahacc rider presented here had the following ability scores before **Hit Dice** ability increases and racial adjustments: **Str** 8, **Dex** 15, **Con** 12, **Int** 13, **Wis** 14, **Cha** 10.

Strategies and Tactics

A slimahacc rider takes advantage of his mount's size, trying to command his slimahacc to **Snatch** or **Trample** his opponents while attacking them with ranged weapons.

This pterrann rides a slimahacc.



Ptellac Goldeye

Like other pterranns you have seen, this one wears a lizard hide tunic and carries a *slodak*, the characteristic pterrann wooden sword, at his side. He speaks perfect Common and seems civilized, even charming, but you find it difficult to not stare at his right eye, which glows warm gold, like sunlight through amber.

Ptellac Goldeye

CR 8

Male pterrann rogue 5/dune trader 3

NG Medium humanoid (psionic, reptilian)

Init +1; **Senses** **Listen** +4, **Spot** +9

Languages Common, Elven, Pterrann, Ssurran

AC 16, **touch** 11, **flat-footed** 15; **uncanny dodge**

(+1 **Dex**, +5 **armor**)

hp 28 (8 HD)

Resist evasion

Fort +3, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

Melee +2 *thanak* +9 (2d6+4/x3) or

Ranged +2 *hand crossbow* +8 (1d6+2)

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

Base Atk +5; **Grp** +7

Atk Options sneak attack +3d6

Combat Gear +2 *hand crossbow* with 40 bolts, +2 *thanak*

Psi-Like Abilities (ML 8th):

At will - *missive* (reptiles only)

Abilities **Str** 14, **Dex** 12, **Con** 10, **Int** 13, **Wis** 13, **Cha** 16

SQ contact 1/week, distributive bargaining, fast talk, trapfinding, trap sense +1

Feats Negotiator, Trader, Wastelander

Skills **Appraise** +16, **Bluff** +16, **Diplomacy** +20, **Gather Information** +16, **Intimidate** +5, **Knowledge (local [Lost Scale])** +12, **Listen** +4, **Profession (merchant)** +12, **Ride**

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+8, Sense Motive +14, Speak Language (elven, ssurran), Spot +9, Survival +3

Possessions combat gear plus *chitin armor +1*, military saddle

Slimahacc Mount, see slimahacc rider.

Hook “What do you have?”

Leader and founder of House Ptellac, Ptellac Goldeye likes to close a deal, but he will not agree to a bad deal that might hurt his village in the long run. The bag slung across his shoulder bulges with goods for sale. A consummate trader, Ptellac has a passion for making deals. If he sees something that he likes or if he encounters potential customers of any sort, he immediately begins to haggle.

Strategies and Tactics

Ptellac prefers to avoid combat when possible, but is resolute when members of his merchant house are threatened. He moves to flank foes with his fellow pterrans and their slimahaccs in order to use his sneak attack.

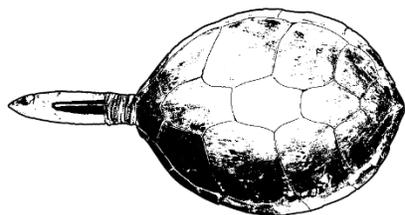
History

Based in Lost Scale, Ptellac trades with Tyr, various kreen packs in the Hinterlands, the Big Lizard and Skyglass clans of plains giants, and Azeth’s Rest.

Occasionally Ptellac travels to Ket, but will not risk his venture in Kurn because of the inexplicable hostility of many Kurnans whom Ptellac has met in Azeth’s Rest. It seems that many Kurnans still remember the “lizard demons” that their ancestors battled many King’s Ages ago (during the Cleansing Wars).

For Player Characters

House Ptellac characters who select the dune trader prestige class (see *Prestige Class Appendix I* for more details) treat the **Appraise** skill as the skill of choice. This is because of its founder’s eye for bargains.



Creatures and Allies

Pterrax (*ToA*, pg 203): These flying reptilian creatures are used as airborne mounts.

Slimahaccs (*ToA*, pg 206): These huge serpentine creatures are used as mounts.

Sample Encounters

Merchant pterrans are usually encountered in convoys to or from either Tyr or Azeth’s Rest.

Ptellac Caravan (EL 16): Ptellac Goldeye, accompanied by seven slimahacc riders, is traveling to Azeth’s Rest for the Azeth’s Rest trade fair.

Typical Treasure

House Ptellac characters usually have double their **Challenge Rating** in treasure, at least 50% of which is miscellaneous goods and trinkets for trade.

House Ptellac Lore

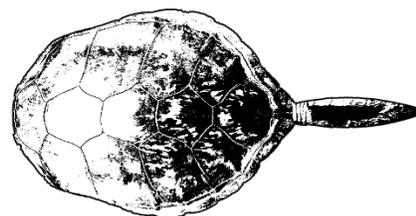
Characters with ranks in **Knowledge (Local [Trembling Plains])** can learn more about House Ptellac. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Trembling Plains])

DC	Result
10	This caravan belongs to House Ptellac.
15	Ptellac travels biannually through the Blood Prairie to Azeth’s Rest, arriving a few days before a trade fair, bringing furs, rare feathers, raw chitin, raw animal skins, herbs, exotic spices, amber, and Tyrian iron.
20	Ptellac’s caravan to Azeth’s Rest leaves shortly after the close of the fair, carrying copper, ink, glass, gold, incense, mirrors, silk cloth, fine wine, and rotgut liquor.

Adventure Hooks

Golden Opportunity



Inner Demon, Fragment



Fragments are splintered elements of Daskinor's mind brought to individual life. They possess many qualities that may seem fiendish, as well as abilities derived from their origin as components of Daskinor's own consciousness.

Tacitus

A dignified middle-aged man looks you over. As you meet his kindly eyes, you catch a whiff of brimstone.

Tacitus

CR 18

Male human fragment telepath 12/psychologist 3

LE Medium humanoid (human, psionic)

Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Eldaarish, Elven, Goblin, Raamite; polyglot

AC 12, touch 12, flat-footed 12

(+2 deflection)

hp 82 (15 HD)

Immune acid and poison

Resist cold 20, fire 20, electricity 20

Fort +8, **Ref** +5, **Will** +15

Speed 30 ft. (6 squares)

Melee +1 keen mindfeeder shortspear +9 (1d6+2/19-20) or

Ranged +1 keen mindfeeder shortspear +8 (1d6+2/19-20)

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

Base Atk +7; **Grp** +8

Atk Options possession, psychic leech, Greater Psionic Endowment

Special Actions fragmentary forms, incorporeality, Inquisitor, Narrow Mind, Psionic Meditation, summon figment, summon phthisic

Combat Gear +1 keen mindfeeder shortspear, dorje of force screen (25 charges)

Power Points/Day 232; **Psion Powers Known** (ML 15th):

8th - mind seed (DC 23)

7th - crisis of life (DC 22), fission, insanity (DC 22)^A, personal mind blank

6th - co-opt concentration (DC 21), mass cloud mind (DC 21), mind switch (DC 21)^A

5th - leech field, metaconcert, mind probe (DC 20), psychic crush (DC 20)

4th - psionic dominate (DC 19)^A, psionic modify memory (DC 19), schism, thieving mindlink (DC 19)^A

3rd - crisis of breath (DC 18)^A, false sensory input (DC 18), hostile empathic transfer (DC 18), mind trap

2nd - aversion (DC 17)^A, brain lock (DC 17), psionic suggestion (DC 17), read thoughts (DC 17)

1st - attraction (DC 16)^A, mind thrust (DC 16)^A, psionic charm (DC 16)^A, psionic daze (DC 16), telepathic projection (DC 16)

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 12, Dex 10, Con 16, Int 21, Wis 18, Cha 18

SQ fragmentary fiend, magical aversion, master discipline (telepathy)

Feats Extend Power^B, Inquisitor, Maximize Power^B, Metamorphic Transfer, Narrow Mind^B, Psionic Affinity, Psionic Meditation, Skill Focus (Knowledge [psionics]), Skill Focus (Psicraft)

Skills Auto-Hypnosis +16, Bluff +22, Concentration +20, Diplomacy +24, Gather Information +19, Knowledge (history) +20, Knowledge (psionics) +25, Psicraft +25, Sense Motive +20

Possessions combat gear plus ring of protection +2, personal finery worth 250 Cp.

Fragmentary Fiend (Ex) Tacitus cannot be raised or resurrected. He always smells strongly of brimstone. This imposes a -8 penalty to all Hide checks when a creature with a sense of smell is nearby.

Fragmentary Forms (Su) Tacitus can assume the form of any race of Athas. These forms cannot be penetrated by a true seeing spell or similar effect. For all intents and purposes, they are treated as Tacitus' natural form. Additionally, Tacitus may take the form of Daskinor's concept of a fiend. A true seeing (or similar effect) will penetrate this fiendish form, and reveal his natural form as being the one he had assumed before taking on his fiendish appearance.

Incorporeality (Su) Tacitus can become incorporeal as a standard action, and return to corporeality as a standard action. When incorporeal, Tacitus gains the incorporeal subtype.

Magical Aversion (Su) Any time Tacitus is subject to a spell that allows a saving throw he must roll the appropriate save regardless if the effect is beneficial.

Master Discipline The cost of manifesting a telepathy power is reduced by one point for Tacitus.

Possession (Su) Once per round when incorporeal, Tacitus can attempt to possess another creature. This ability is similar to a *magic jar* spell (caster level 15th, except that it does not require a receptacle. To use this ability, Tacitus must move into the target's space, which does not provoke attacks of opportunity. The target can resist the attack with a successful DC 19 Will save. A creature that successfully saves is immune to Tacitus' possession for 24 hours, and Tacitus cannot enter the target's space. If the save fails, Tacitus vanishes into the target's body. Tacitus cannot use supernatural special attacks while possessing a creature. The save DC is Charisma-based.

Psychic Leech (Ps) As a standard action, Tacitus can deal 2d4 points of *Int* damage to a target up to 100 ft. Will save DC 21 half.

Summon Figment (Sp) 3/day Tacitus can summon one figment. This is the equivalent of a 9th-level spell.

Summon Phthisic (Sp) 3/day Tacitus can summon 1d4 phthisics with a 40% chance of success.

Hook "Think of me as a midwife. The truth is within you, and I'm going to help you bring it out."

Ages ago, when Daskinor attempted to summon fiends to intimidate the Dragon, Tacitus was one of several inner demons that broke loose from the sorcerer-king's mind. Tacitus is not actually a fiend, but an amalgam of Daskinor's former curiosity and other aspects of his personality, combined with Daskinor's idea of what a fiend should be, look like, and smell like. With no desire to return to Daskinor's mind, Tacitus set out to explore his new world. He studied psionics at the Psiumarkh in Raam, at the feet of Tarandas herself, but has yet to approach her power.

Through various telepathic maneuvers, Tacitus has convinced the members of Cheka that burning sulfur in the interrogation rooms helps make victims pliable. (It also causes everyone who spends time in Cheka headquarters to smell of brimstone, which deflects questions about the slight brimstone odor that constantly follows Tacitus about). Interrogations have become so effective under Tacitus' command that the Savak have begun to burn sulfur in conjunction with their own illegal interrogations.

Tacitus is manipulative and entirely selfish, but generally true to his word. He has a genuine disgust for the very idea of coercing false confessions. He much prefers the honest sadism of the Neshtap to the hypocritical self-deluding justifications of the Savak and Haleban. It is one thing to use such lies to hold on to power, but with such a powerful king and state, the lies could only be for one purpose: self-deception.

Although he has a fiendish personality and believes himself to be a fiend, Tacitus has no desire to leave Eldaarich. Tacitus found that even without personally lifting a finger to hurt a soul, the pervasive terror and suffering of Eldaarich sustains and satisfies him better than any banquet of the netherworld.

Tacitus has no grand plan to overthrow anything, but when he feels he can get away with it, he takes small steps to ratchet up the conflict. Tacitus thinks that refusing to play along with false confessions will increase the conflict between the templar orders and eventually lead to another one of Daskinor's meltdowns. Tacitus hopes that his little amusements don't go too far and lead to Eldaarich's disintegration and destruction. On the other hand, Tacitus "remembers" his master in the netherworld once telling him, "You never know how much is enough, until you've had too much."

Tacitus almost never appears in his fiendish form and would certainly never reveal this aspect of himself to his subordinates. Daskinor has personally probed Tacitus' mind, subjected him to epic enchantments to search for any sign of treachery, and found less to concern him than he has found with any of his other templars. Tacitus has no intentions of betraying Daskinor, but sincerely wishes to fulfill Cheka's commission to seek truth through torture. Thus, the creature that Daskinor most feared has become one of his high templars. Tacitus dresses finely; while businesslike and abrupt when talking to his subordinates, he is otherwise suave and charismatic.

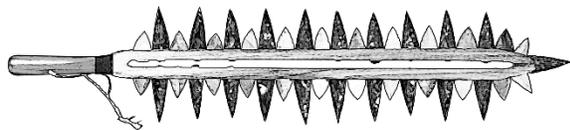
Strategies and Tactics

In combat, Tacitus chooses one opponent and attacks until it falls, then moves on to the next. He uses his best attacks first, right away, even when he does not know what he is facing. He fares poorly in hand-to-hand combat, but if forced into such a choice of action, he uses his dorje to protect himself and strikes swiftly with his enchanted shortspear. Wherever possible, he makes use of crushing telepathic attacks to render his targets insensible or dead as swiftly as he can.

On the rare occasions (such as when he is cornered in an uneven melee) that Tacitus assumes his fiendish form - that of a horned devil (a *cornugon*), he makes use of his *Metamorphic Transfer* feat to gain access to the horned devil's fear aura, infernal wound, or stun supernatural ability. He also summons phthisics and figments freely in such an instance. Tacitus believes that the phthisics he summons are fiends from his home plane, but the phthisics spring from Daskinor's own mind. If Tacitus fails to summon them, that means that the king saw them emerging from himself and destroyed them and will likely

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have another meltdown; life in Eldaarich will soon become even more agitated and difficult.



Zteng

A quarterstaff-wielding figure wearing fine armor accompanies a group of shadowy figures, and appears to be their leader. As he approaches, the smell of brimstone meets your nostrils.

Zteng

CR 16

Male human, fragment nomad 13

NE Medium humanoid (human, psionic)

Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Eldaarish, Elven, Goblin, Ulyanese; polyglot

AC 17, touch 10, flat-footed 17

(+7 armor)

hp 61 (13 HD)

Immune acid and poison

Resist cold 20, fire 20, electricity 20

Fort +5, **Ref** +4, **Will** +12

Speed 35 ft. (7 squares); **Speed of Thought**

Melee +1 *shock quarterstaff* +10/+7 (1d6+5 plus 1d6 electricity) or

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

Base Atk +6; **Grp** +9

Atk Options Deep Impact, Ghost Attack, Greater Psionic Weapon, possession, Psionic Weapon, psychic leech

Special Actions fragmentary forms, incorporeality, Psionic Meditation, summon figment, summon phthisic

Combat Gear +1 *shock quarterstaff*

Power Points/Day 179; **Psion Powers Known** (ML 13th):

7th - *dream travel* (DC 22)^A

6th - *breath of the black dragon* (DC 21), *psionic banishment* (DC 21)^A, *psionic disintegrate* (DC 21)

5th - *baleful teleport* (DC 20)^A, *power resistance*, *psionic teleport*, *teleport trigger*

4th - *empathic feedback*, *psionic dimensional anchor*, *psionic dismissal* (DC 19), *psionic fly*

3rd - *astral caravan*, *body adjustment*, *forced share pain* (DC 18)^A, *mental barrier*

2nd - *biofeedback*, *dimension swap* (DC 17), *inflict pain* (DC 17)^A, *psionic levitate*

1st - *burst*, *detect teleportation*, *force screen*, *inertial armor*, *offensive precognition*

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 16, Dex 10, Con 12, Int 21, Wis 18, Cha 18

SQ fragmentary fiend

Feats Armor Proficiency (Light), Combat Manifestation, Deep Impact, Ghost Attack, Greater Psionic Weapon^B, Psionic Body, Psionic Meditation^B, Psionic Weapon^B, Speed of Thought

Skills Climb +15, Concentration +17, Jump +15, Knowledge (the planes) +21, Knowledge (psionics) +21, Psicraft +23, Ride +15, Survival +20 (+22 on other planes)

Possessions combat gear plus *iron chain shirt of quickness* +3

Fragmentary Fiend (Ex) As Tacitus, above.

Fragmentary Forms (Su) As Tacitus, above.

Incorporeality (Su) As Tacitus, above.

Possession (Su) As Tacitus, above.

Psychic Leech (Ps) As Tacitus, above.

Summon Figment (Sp) As Tacitus, above.

Summon Phthisic (Sp) As Tacitus, above.

Hook "Leave the mindbender to me, boys."

Zteng is one of several inner demons that broke loose from Daskinor's mind when Daskinor attempted to summon fiends to battle the Dragon. Zteng is not actually a fiend, but an amalgam of Daskinor's former courage and other aspects of his personality, along with Daskinor's idea of what a fiend should be, look like, and smell like.

Zteng has explored Athas; he studied in war after war, and led undead to an unsuccessful rebellion against their lords in the Dead Lands. Following this failure, Zteng has returned to Eldaarich, where, to his surprise, he was "recognized" by the group of wraiths that call themselves the Founders. They call him Master, but he still does not understand that they believe him to be Daskinor, whom they served in the Cleansing Wars. They speak to him of battles, and their stories sound familiar to him; he remembers leading these men and women to battle, but does not remember why.



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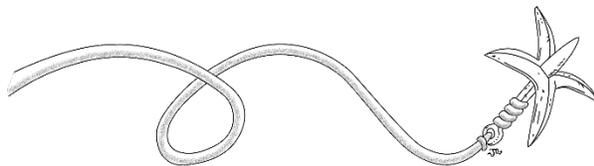
Although he has a fiendish personality and believes himself to be a fiend, Zteng has no desire to leave Eldaarich. Zteng believes that he has found his place in the universe, at the head of this small but loyal undead army, and plans to lead them to glory, if he could only come up with a cause.

Zteng almost never appears in his fiendish form. Zteng dresses in the finest armor and carries weapons which his loyal officers provided him with, including an exquisitely crafted quarterstaff engraved with ancient symbols of storm and rain.

Strategies and Tactics

In combat, Zteng seeks out the thick of the battle and issues commands as he fights. He relishes battle with verve uncommon amongst other psions. He uses his superior skill, speed, and maneuverability to command the battlefield, felling his opponents with powerful psionic abilities. He defaults to his strongest attacks (such as *breath of the black dragon* and *psionic disintegrate*) when threatened, and defends himself with *inertial armor*, *force screen*, and *mental barrier*.

When cornered, Zteng assumes his incorporeal form and uses his **Ghost Attack** to deal damage to his enemies, enhanced with **Psionic Weapon**. When corporeal, he amplifies his combat effectiveness with **Deep Impact** and multiple blows from his rune-carved quarterstaff.



Uda Nadil

This unarmored man carries only a dagger, and the glances that others in his group give him suggest that he is their leader. He smells of brimstone.

Uda Nadil

CR 19

Male human fragment telepath 9/thrallherd 7

NE Medium humanoid (human, psionic)

Init +0; **Senses** darkvision 60 ft.; **Listen** +3, **Spot** +3

Languages Eldaarish, Goblin; polyglot

AC 21, **touch** 13, **flat-footed** 21

(+3 deflection, +4 armor, +4 natural)

hp 89 (16 HD)

Immune acid and poison

Resist cold 20, fire 20, electricity 20

Fort +8, **Ref** +5, **Will** +14

Speed 30 ft. (6 squares)

Melee +1 dagger +9/+4 (1d4+2/19-20)

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

Base Atk +7; **Grp** +8

Atk Options Empower Power, Greater Psionic Endowment, Maximize Power, possession, Power Penetration, psionic charm, psionic dominate, Psionic Endowment, psychic leech, Quicken Power

Special Actions fragmentary forms, incorporeality, Inquisitor, Narrow Mind, Psionic Meditation, summon figment, summon phthisic

Combat Gear +1 dagger, *dorje of detect psionics* (15 charges)

Power Points/Day 232; **Psion Powers Known** (ML 15th):

8th - *mind seed* (DC 23)

7th - *crisis of life* (DC 22), *decerebrate* (DC 22), *ultrablast* (DC 22)

6th - *mind switch* (DC 21)^A, *psionic overland flight*, *temporal acceleration*

5th - *metaconcert*, *mind probe* (DC 20), *power resistance*, *psychic crush* (DC 20)^A

4th - *death urge* (DC 19)^A, *psionic dominate* (DC 19)^A, *psionic modify memory* (DC 19), *schism*, *thieving mindlink* (DC 19)^A

3rd - *crisis of breath* (DC 18)^A, *false sensory input* (DC 18)^A, *hostile empathic transfer* (DC 18)^A, *time hop*

2nd - *aversion* (DC 17)^A, *brain lock* (DC 17), *psionic suggestion* (DC 17), *read thoughts* (DC 17)

1st - *conceal thoughts*, *empty mind*, *mind thrust* (DC 16)^A, *mindlink* (DC 16), *missive*, *psionic charm* (DC 16)^A

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 12, Dex 10, Con 16, Int 21, Wis 17, Cha 20

SQ fragmentary fiend, thrallherd

Feats Empower Power, Greater Psionic Endowment^B, Inquisitor, Maximize Power, Narrow Mind, Power Penetration, Psionic Endowment^B, Psionic Meditation, Quicken Power

Skills Auto-Hypnosis +13, Bluff +24, Concentration +22, Diplomacy +28, Gather Information +17, Knowledge (history) +17, Knowledge (psionics) +26, Psicraft +26, Sense Motive +22

Possessions combat gear plus *ring of protection* +3, *bracers of armor* +4, *skin of the defender*, *psionatrix of telepathy*, 250 Cp of personal gear

Fragmentary Fiend (Ex) As Tacitus, above.

Fragmentary Forms (Su) As Tacitus, above.

Greater Dominate (Ex) Uda Nadil does not have to pay 2 additional power points when he augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if he had spent the additional power points.

Incorporeality (Su) As Tacitus, above.

Possession (Su) As Tacitus, above.

Psionic Charm (Ex) Once per day, Uda Nadil can manifest *psionic charm* with 7 power points less, to a minimum of 1 power point. The effect of this power is still restricted by his manifester level.

Psionic Dominate (Ex) Once per day, Uda Nadil can manifest *psionic dominate* with 7 power points less, to a minimum of 1 power point. The effect of this power is still restricted by his manifester level.

Psychic Leech (Ps) As Tacitus, above.

Summon Figment (Sp) As Tacitus, above.

Summon Phthisic (Sp) As Tacitus, above.

Thrallherd (Ex) Uda Nadil's Leadership score is 28. He has one 15th-level thrall, **one hundred thirty-five** 1st-level believers, **thirteen** 2nd-level believers, **seven** 3rd-level believers, **four** 4th-level believers, **two** 5th-level believers and **two** 6th-level believers.

Hook "Do not fear! Remember that those that die for me shall live forever."

Uda Nadil is one of several inner demons that broke loose from Daskinor's mind when Daskinor attempted to summon fiends to battle the Dragon. Nadil is not actually a fiend, but an amalgam of Daskinor's former ambition and other aspects of his personality, along with Daskinor's idea of what a fiend should be, look like, and smell like.

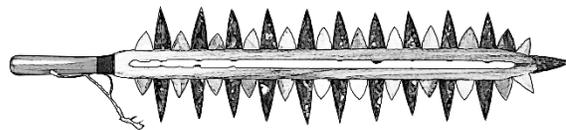
Nadil has founded cults devoted to his own greatness across Athas, but they have all met with disaster. The fate of his cults in Yaramuke, and later in Kalidnay, were not Nadil's fault, but he probably was too ostentatious in Urik, leading to a purge and extermination by Hamanu. Nadil was having some success in the free city of Tyr - one of his thralls was a senator of the city, until the Order stepped in. The Order took Nadil prisoner, studied him, and then banished him to the Dim Lands, on pain of death. "If Daskinor wants to set his inner Demons loose on the world, let him manage them in his own city." Unsure what the Order meant by inner demons, Nadil returned to Eldaarich, founded a cult, and was quickly recruited into the Haleban. He supports whoever seems the most likely contender to be the Haleban High templar, since he does not wish to meet with Daskinor.

Although he has a fiendish personality and believes himself to be a fiend, Nadil has no desire to leave Athas. Nadil would prefer to leave Eldaarich, where his ambitions are checked and stifled by Daskinor's domineering and paranoia, but he takes the Order's warning seriously and plans to remain in the Dim Lands for a few mortal generations, just to be safe, before returning to the outside world.

During his earlier years, Nadil used the *mind seed* power liberally as a means of gathering followers, but discovered to his dismay that these duplicates of himself had minds of their own, and ended up his competitors rather than his worshippers. Consequently, he has resolved not to use the *mind seed* power again. He knows of Abu Bdalug's cult, and finds it a threat, both as a Haleban and as a purported fiend from planes beyond the Gray.

Strategies and Tactics

Uda Nadil's philosophy regarding combat is to avoid it. If forced into battle, Nadil prefers not to be hit and places great stock in his defensive items. Wherever possible, he attempts to charm, coerce, or dominate his foes. Where this fails, he uses his psionic powers to still their hearts, destroy their brains, or force them to end their own lives. He is also regularly accompanied by members of his cults of personality and is not above sending these thralls into battle before him. They are so much expendable chaff to him - Nadil knows all too well that his own psionic magnetism will replace them in short order.



Abu Bdalug

This elderly unarmed elf carries a shortspear.

Abu Bdalug

CR 14

Male elf nomad 5/thrallherd 9

NE Medium humanoid (elf, psionic)

Init +2; **Senses** low-light vision; **Listen** +5, **Spot** +5

Languages Common, Eldaarish, Elven, Eloy, Goblin, Kurnan

AC 14, **touch** 14, **flat-footed** 12

(+2 **Dex**, +2 **deflection**)

hp 36 (14 HD)

Resist mundane extreme heat or cold

Fort +4, **Ref** +6, **Will** +13

Speed 40 ft. (8 squares); elf run; **Speed of Thought**, **Up the Walls**

Melee +1 *shortspear* +6/+1 (1d6) or

Ranged +1 *shortspear* +9 (1d6)

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

Base Atk +6; **Grp** +5

Atk Options Greater Psionic Endowment, Maximize Power, psionic charm, psionic dominate

Special Actions Narrow Mind, Psionic Meditation

Combat Gear +1 *shortspear*

Power Points/Day 179; **Psion Powers Known** (ML 13th):

7th - *dream travel*

6th - *psionic banishment* (DC 21)^A, *psionic overland flight*, *suspend life*

5th - *baleful teleport* (DC 20)^A, *psionic plane shift*, *psionic teleport*, *teleport trigger*

4th - *metamorphosis*, *psionic dimension door*, *psionic dimensional anchor*, *psionic dismissal* (DC 19), *psionic dominate* (DC 19)^A, *psionic fly*

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3rd - *astral caravan*, *energy bolt* (DC 18)^A, *energy burst* (DC 18)^A, *mind trap*

2nd - *dimension swap* (DC 17), *ego whip* (DC 17)^A, *mental disruption* (DC 17)^A, *psionic levitate*

1st - *burst*, *déjà vu* (DC 16)^A, *detect teleportation*, *psionic charm* (DC 16)^A, *disable* (DC 16)^A, *force screen*

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 8, Dex 14, Con 10, Int 20, Wis 17, Cha 20

Feats Expanded Knowledge (*metamorphosis*), Greater Psionic Endowment, Maximize Power, Narrow Mind, Psionic Endowment, Psionic Meditation, Speed of Thought^B, Up the Walls^B

Skills Auto-Hypnosis +14, Bluff +22, Climb +7, Concentration +12, Diplomacy +26, Jump +7, Knowledge (psionics) +24, Listen +5, Perform +7, Psicraft +24, Ride +10, Search +7, Sense Motive +12, Spot +5, Survival +11

Possessions combat gear plus *dreamless helm**, *ring of protection* +2

Greater Dominate (Ex) Abu Bdalug does not have to pay 2 additional power points when he augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if he had spent the additional power points.

Psionic Charm (Ex) Once per day, Abu Bdalug can manifest *psionic charm* with 9 power points less, to a minimum of 1 power point. The effect of this power is still restricted by his manifester level.

Psionic Dominate (Ex) Once per day, Abu Bdalug can manifest *psionic dominate* with 9 power points less, to a minimum of 1 power point. The effect of this power is still restricted by his manifester level.

Superior Dominate (Ex) Abu Bdalug does not have to pay 4 additional power points when he augments *psionic dominate* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater dominate ability). This reduced point cost does not increase the save DC of the power as if he had spent the additional power points.

Thrallherd (Ex) Abu Bdalug's Leadership score is 27. He has one 13th-level thrall, one hundred thirty-five 1st-level believers, thirteen 2nd-level believers, seven 3rd-level believers, four 4th-level believers, two 5th-level believers, and two 6th-level believers.

Hook "I will teach you fear."

Bdalug is a ranking member of the Savak and the most powerful of Nadil's mind seeds. Abu Bdalug's "memories" extend back thousands of years to the time that Nadil himself "remembers" coming into existence on another plane. Bdalug shares Nadil's "memories" of being "summoned" to Athas, but Bdalug has only existed as an independent entity since Nadil manifested *mind seed* on an elvish merchant-prince who had short-changed him some 400 years ago, just north of Celik. Bdalug eventually found his way back to Eldaarich.

Abu Bdalug has the memories and personality of a fiend (or rather, what Daskinor thinks a fiend would have), but lacks the fiendish qualities which Daskinor projected into his fragments, such as the ability to feed on the misery and fear in Eldaarich. While Eldaarich's torment and terror sates Uda Nadil's hunger, it only makes Bdalug hungrier for what he cannot taste. He wishes to "return" to his "homeworld".

Bdalug has managed to take over one of the undervillages, where he has built his own little approximation of the underworld - his home away from home, so to speak. The villagers worship him as a dark god, which seems to sate his soul's hunger to some extent. He uses his *metamorphosis* power to take on the appearance of a fiendish deity, according to his warped understanding of such a concept. If Bdalug is unable to leave the Prime Material plane, he plans to extend his little netherworld and craft it into its own sub-plane. Bdalug correctly believes that sufficiently powerful psionics will unlock the keys that he needs to accomplish that goal.

While the undervillagers are effectively a "captive audience", Bdalug has used his thrallherd powers to gather an above-ground cult. While they were drugged, Bdalug smuggled them down a secret shaft to his underworld and then back up to the surface, so they have seen their "god" in all his metamorphosed glory.

Unlike the fragments, Bdalug is mortal. He is alive today because he used *suspend life* over several centuries, a decade here and a decade there, to escape the wrath of enemies. He knows of the *true mind switch* power and aspires to learn and use that power before his body expires. When he knows he will not have much time to test and expand his abilities, he tries to delegate duties to subordinates and then hide himself and use *suspend life*.

Strategies and Tactics

Abu Bdalug abhors combat, seeing it as little more than a threat to his continued existence and his ultimate plans for immortality. He prefers to allow his thralls and believers to throw their lives away in his defense, and actively encourages this mentality in his followers. When faced with no other option, Bdalug unleashes maximized rapid blasts of energy, strikes with his enchanted shortspear, and then uses his psionic powers to flee to a position of greater security.

Creating a Fragment

"Fragment" is an inherited template that can be applied to any humanoid or monstrous humanoid (referred to hereafter as the "base creature").

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The template is not actually ever applied to a creature – one cannot become a fragment. Instead, a fragment is born from a positive element of Daskinor's consciousness (the three known fragments were derived from his curiosity, courage, and ambition – other fragments may exist that were derived from Daskinor's loyalty or love, for example). A fragment takes on a full life of its own, in the form of one of the countless bodies that Daskinor possessed in past ages, while believing itself to actually be a fiend from another plane of existence. It may have levels in one or more classes, usually those with psionic powers. All fragments share a similar set of abilities, as represented by the powers granted by the template. Beyond that, they believe themselves to be unique individuals.

Size and Type: The creature gains the psionic subtype.

Challenge Rating: Same as the base creature +3.

Abilities: A fragment always uses the elite ability array (15, 14, 13, 12, 10, 8) and gains an additional point per 4 class levels or **Hit Dice** gained, as with any other creature. It also gains ability enhancements derived from Daskinor's status as a **Champion** of Rajaat. Increase from the base creature as follows: **Str** +4, **Con** +4, **Int** +4, **Wis** +4, **Cha** +4.

Attack Options: A fragment has all the attack options of the base creature, plus the following special qualities. Saves have a DC of 10 + ½ fragment's **Hit Dice** + fragment's **Cha** bonus unless noted otherwise.

Possession (Su): Once per round, an incorporeal fragment can attempt to possess another creature. This ability is similar to a *magic jar* spell (caster level 10th or the fragment's **Hit Dice**, whichever is higher), except that it does not require a receptacle. To use this ability, the fragment 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 15 plus the fragment's **Cha** bonus). A creature that successfully saves is immune to that same fragment's possession for 24 hours, and the fragment cannot enter the target's space. If the save fails, the fragment vanishes into the target's body. The fragment cannot use supernatural special attacks while possessing a creature.

Psychic Leech (Ps): A fragment was born from an aspect of Daskinor's mind, and is able to feed upon the thoughts and emotions in other creatures. This ability is a standard action, affects a single target within a range of 100 ft. and deals 2d4 points of ability damage to this target (**Will** save for half). The ability that is damaged depends upon the nature of the fragment, but most fragments deal damage to either **Int**, **Wis**, or **Cha**.

Summon Figment (Sp): Three times per day, a fragment can summon one or more figments. Figments are identical to the evil outsiders or fiendish creatures summoned by the spell *summon monster IX*, but they are not drawn from the outer

planes; rather, they are quasi-real creatures created by the Fragment and reflect what they imagine fiends would be like. This ability otherwise functions identically to the spell *summon monster IX*. Consult the Summon Monster - Athasian Variant list in *Terrors of Athas* for a suggested list of appropriate base creatures to apply the fiendish creature template to..

Summon Phthisic (Sp): Three times per day a fragment can summon 1d4 phthisics with a 40% chance of success. This is the equivalent of a 7th-level spell.

Special Qualities: A fragment has all the special qualities of the base creature, plus the following special qualities.

Darkvision (Ex): A fragment has darkvision out to a range of 60 ft.

Fragmentary Fiend (Ex): A fragment cannot be raised or resurrected. A fragment always smells strongly of brimstone. This imposes a -8 penalty to all **Hide** checks when a creature with a sense of smell is nearby.

Fragmentary Forms (Su): A fragment always takes one of a number of alternate forms, as per the alternate form special ability. In the past, Daskinor took possession of countless numbers of bodies and a fragment may take on the form of any one of these individuals. This effectively means that a fragment may take the form of a member of any one of the races of Athas, of either gender. Unlike the standard alternate form special ability, these forms cannot be penetrated by a *true seeing* spell or similar effect. For all intents and purposes, they are treated as the fragment's natural form. The fragment, however, incorrectly believes these forms to be illusory.

Additionally, the fragment may take the form of a fiend (or, more correctly speaking, Daskinor's concept of a fiend). The fragment incorrectly believes this to be its natural form. A *true seeing* (or similar effect) will penetrate this fiendish form, and reveal the fragment's natural form as being the one it had assumed before taking on its fiendish appearance.

A fragment's fiendish form appears much like a horned devil. Use the statistics for a horned devil when the fragment assumes this alternate form.

Immunities (Ex): A fragment is immune to acid and poison.

Incorporeality (Su): A fragment can become incorporeal as a standard action, and return to corporeality as a standard action. When incorporeal, the fragment gains the incorporeal subtype. While incorporeal, a fragment may attempt to possess another creature.

Polyglot (Ex): A fragment can speak, read, and write all languages (not including magical script).

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Resistances (Ex): A fragment has resistance to cold, fire and electricity 20.

Level Adjustment: Same as the base creature +4.

History

Desperate to wield a power great enough to best the Dragon, Daskinor unleashed his psionic might against what he mistakenly believed to be the *Planar Gate*, with devastating consequences. Daskinor hoped to summon powerful fiends that would battle the Dragon. Instead, his last remaining personality strengths were sundered from his consciousness and took on life of their own, becoming the entities known as fragments (other less potent aspects of his mind also burst forth at the same time, becoming the constructs known as figments).

Daskinor believes the fragments to be fiends that he summoned from other planes to fight the Dragon, and does not realize that they were born from his own mind. The fragments share this delusion, likewise believing themselves to be fiendish outsiders. They possess many qualities that Daskinor believed to be fiendish qualities, as well as abilities derived from their origin as components of Daskinor's own consciousness. Since their creation, the fragments have immersed themselves in their illusory lives and there is now little hope that either they or their creator will ever discover the truth about their true nature.

Ecology

Fragments take pleasure and nourishment from the suffering and fear of those around them, regardless of whether they are personally inflicting it.

Environment: Daskinor's fragments are rarely encountered outside Eldaarich.

Typical Physical Characteristics: All fragments smell of brimstone, regardless of the form they have taken.

Alignment: Believing that they come from some netherworld, all fragments are evil. They generally behave selfishly.

Typical Treasure

Fragments have double the treasure for their Challenge Rating, usually in magic and psionic items.

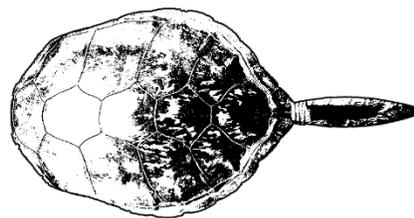
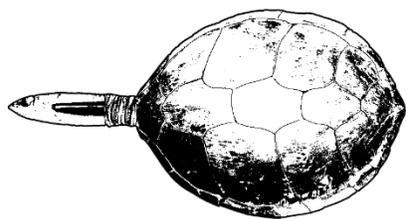
Inner Demon Lore

Characters with ranks in **Knowledge (psionics)** can learn more about fragments. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

The base creature and its characteristics must be identified using the appropriate skill according to the base creature's type.

Knowledge (Psionics)

DC	Result
20	This is a fragment; a creature spawned from a troubled psyche.
20 + DC	Fragments can be of any kind of character trait, and they reflect their creator's shifting personality, feeding upon other creature's feelings and emotions.



Khvakhas



Khvakhas are one of the many types of undead created by the brutal manner of their executions during the Cleansing Wars.

Khvakhas Ash Priest

This 4 ½ foot tall humanoid's flat face and high forehead have been brutally skinned, exposing its face muscles, bald skull, and lidless eyes. Tusks, six inches long, protrude from each side of its lipless mouth. Yellow phlegm oozes from a bulbous sore on its throat.

Khvakhas Priest

CR 6

Male goblin khvakhas cleric 4
 NE Small undead (augmented humanoid, goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Classic Dwarven, Classic Tanysh, Goblin

Aura despair (DC 13)
AC 19, touch 16, flat-footed 16
 (+1 size, +3 Dex, +3 armor, +2 deflection)
hp 26 (4 HD)
Immune undead immunities
Fort +4, **Ref** +4, **Will** +6
Weakness bound to area, distractible

Speed 30 ft. (6 squares)
Melee mwk scythe +8 (1d6+3/x4)
Ranged composite longbow +7 (1d6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 8/day (+6, 2d6+10, 9th)
Special Actions ambulatory limbs, spontaneous casting (inflict spells)
Possessions masterwork scythe, composite longbow with 40 arrows
Cleric Spells Prepared (CL 4th):
 3rd - *animate dead*^D, *cure serious wounds*, *searing light* (+8 ranged touch)
 2nd - *cure moderate wounds* (2), *desecrate*, *resist energy*, *speak with dead*^D
 1st - *death knell*^D (DC 13), *deathwatch*, *hide from undead* (2), *protection from evil* (2)
 0 - *guidance* (2), *mending*, *resistance* (2)
D: Domain spell. Element: Magma. **Domains:** Dead Heart, Mountain's Fury

Abilities Str 17, Dex 16, Con —, Int 12, Wis 14, Cha 12
SQ +4 bonus on interaction checks and rebuke attempts when dealing with undead, bound to area, distractible, immunity to undead, no armor check and encumbrance penalties to Climb checks while both hands are free, undead traits
Feats Extra Turning, Improved Turning
Skills Climb +5, Concentration +8, Hide +7, Knowledge (history) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +2, Move Silently +9, Ride +7, Spellcraft +3, Spot +2
Possessions combat gear plus masterwork studded leather armor

Ambulatory Limbs (Ex) As Gzeztgel.
Bound to Area (Su) As Gzeztgel.
Despair (Su) As Gzeztgel.
Distractible (Ex) As Gzeztgel.
Immunity to Undead (Su) As Gzeztgel.

Many goblins worshiped the element of "Ash" before Daskinor exterminated them.

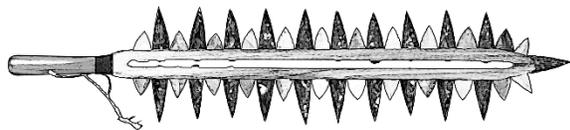
The khvakhas priest presented here had the following ability scores before racial adjustments, Hit Dice ability increase, and templates: Str 15, Dex 12, Con 8, Int 10, Wis 14, Cha 13.

Strategies and Tactics

Against undead enemies, the khvakhas priest uses his rebuke undead and *searing light*, or *hide from undead* if they

Faces of the Forgotten North

are too powerful. Against living creatures, he prefers to use his poison spit and *inflict* spells.



Asherakh the Meorty

You hear a pop sound from behind you and turn to see a four-foot tall humanoid, wearing metal armor and carrying a spiked iron chain that crackles with electricity. It speaks to you in an unfamiliar, guttural language.

Asherakh the Meorty of Juhudhuzar CR 15

Male goblin meorty fighter 9

LE Small undead (augmented humanoid, goblinoid, psionic)

Init +7; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Classic Tanysh, Goblin

AC 30, touch 14, flat-footed 27; **Dodge**, **Mobility** (+1 size, +3 Dex, +5 armor, +1 shield, +10 natural)

hp 76 (9 HD); **DR** 15/magic

Immune cold, electricity, undead immunities

SR 19

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

Weakness bound to area

Speed 30 ft. (6 squares)

Melee +1 *shocking burst iron spiked chain* +18/+13 (1d6+9 plus 1d6 electricity) or

Melee slam +15/+10 (1d4+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. w/ spiked chain)

Base Atk +9; **Grp** +10

Atk Options ability damage, **Combat Reflexes**, **Power Attack**, rebuke undead 3/day (+0, 2d6+9, 9th)

Combat Gear +1 *shocking burst iron spiked chain*

Psi-Like Abilities (ML 9th):

At will - *aura sight* (65 ft.*), *body equilibrium*, *catfall* (90 ft.*), *clairvoyant sense*, *detect remote viewing*, *mindlink* (5 unwilling targets, DC 10*), *psionic teleport*

3/day - *body adjustment* (3d12*), *crisis of breath* (any creature, DC 15*), *dissolving touch* (7d6*), *psionic dimensional anchor*

*Includes augmentation for manifester level.

Abilities Str 20, Dex 16, Con —, Int 12, Wis 14, Cha 10

SQ bound to area, create spawn, enhanced senses, Gray toughness 2, undead traits

Feats **Combat Reflexes**, **Dodge**^B, **Exotic Weapon Proficiency** (spiked chain), **Greater Weapon Focus** (spiked chain)^B, **Improved Initiative**, **Mobility**^B, **Power Attack**, **Weapon Focus** (spiked chain)^B, **Weapon Specialization** (spiked chain)^B

Skills Climb +8, Hide +3, Intimidate +11, Jump +8, Knowledge (warcraft) +6, Listen +14, Move Silently +3, Ride +9, Search +11, Sense Motive +12, Spot +14

Possessions combat gear plus masterwork buckler, masterwork shell armor

Ability Damage (Su) Living creatures hit by Asherakh's natural attacks must succeed on a Fortitude save or take 1d6 points of Constitution damage. On each such successful attack, Asherakh gains 5 temporary hit points.

Bound to Area (Su) As Gzeztgel.

Create Spawn (Su) Any humanoid slain by Asherakh 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 Asherakh's command and remain enslaved until death. At one time, Asherakh can control 18 HD worth of spawn.

Enhanced Senses (Ex) Asherakh gains an additional +2 racial bonus to Listen and Spot checks.

Hook "I charge you with violating a sacred law of Juhudhuzar: *knifing or poisoning of a human or other animal*. The fine is nine copper pieces."

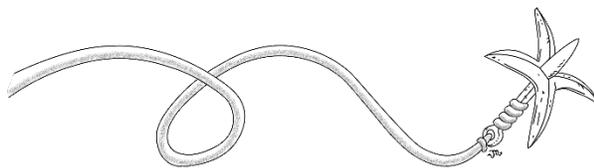


Asherakh was made a meorty long before Daskinor came to Juhudhuzar. He defended the city against foreign invaders and was one of the few meorties that the city's nobles made, due to the major infighting within the city. During the siege and fall of Juhudhuzar, Asherakh fought valiantly against the attackers and was able to rally the goblins many times. He was buried in a cave-in just before the fighting ended, and was only able to free himself after the army of the Champion left. Since then, he has enforced the laws of Juhudhuzar upon the khvakas there.

Asherakh had the following ability scores before racial adjustments, **Hit Dice** ability increase, and templates: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Strategies and Tactics

Asherakh uses his **rebuke undead** ability against his fellow undead, and *crisis of breath* against the living.



Gzetzgel Bloodstump

Before you stands a small humanoid with large tusks protruding from his mouth. He looks at you with malice in his eyes, and then licks the oozing stump of his missing hand.

Gzetzgel Bloodstump

CR 15

Male khvakhas goblin cleric 12

NE Small undead (augmented humanoid, goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Classic Dwarven, Classic Giant, Classic Tanysh, Goblin

Aura despair (DC 17), fear (60 ft., DC 17)

AC 31, touch 16, flat-footed 28

(+1 size, +3 Dex, +5 armor, +10 shield, +2 deflection)

hp 83 (12 HD)

Immune undead immunities

Fort +8, **Ref** +7, **Will** +12

Weakness bound to area, distractible

Speed 30 ft. (6 squares)

Melee +1 flaming burst iron heartpick +11/+6 (1d6+2 plus 1d6 fire/19-20/x4)

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

Base Atk +9; **Grp** +6

Atk Options poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 8/day (+7, 2d6+17, 16th)

Special Actions ambulatory limbs, rotting touch, spontaneous casting (*inflict spells*)

Combat Gear +1 flaming burst iron heartpick, *Clanging Gnasher**

Cleric Spells Prepared (CL 12th):

6th - *acid fog*^D, *antilife shell*

5th - *cloudkill*^D (DC 19), *commune*, *righteous might*

4th - *elemental armor*, *freedom of movement*, *lesser planar ally*, *spell immunity*, *vampiric touch*^D

3rd - *animate dead*^D, *bestow curse* (DC 17), *dispel magic*, *invisibility purge*, *prayer*, *protection from energy*

2nd - *calm emotions* (DC 16), *desecrate*, *hold person* (DC 16), *silence* (DC 16), *speak with dead*^D, *spiritual weapon*

1st - *command* (DC 15), *death knell*^D (DC 15), *deathwatch*, *divine favor*, *hide from undead*, *sanctuary* (DC 15), *protection from evil*

0 - *detect magic*, *guidance*, *inflict minor wounds* (DC 14), *light*, *read magic*, *resistance*

D: Domain spell. Element: Magma. *Domains:* Dead Heart, Ill Winds

Spell-Like Abilities (CL 12th):

2/day - *detect poison*

Abilities Str 12, Dex 16, Con —, Int 15, Wis 18, Cha 12

SQ +4 bonus on interaction checks and rebuke attempts when dealing with undead, bound to area, distractible, enhanced ability (+1 skill point per HD), immunity to undead, undead traits

Feats Combat Casting, Extra Turning, Exotic Weapon Proficiency (heartpick), Improved Critical (heartpick), Leadership

Skills Concentration +16, Diplomacy +10, Heal +7, Hide +7, Knowledge (ancient history) +7, Knowledge (religion) +9, Move Silently +9, Ride +6, Search +6, Spellcraft +11.

Possessions combat gear plus *boots of speed*, *iron chain shirt* +1

Ambulatory Limbs (Ex) A khvakhas can detach a hand or foot as a **standard action**, the separated part becoming a **Diminutive** creeping claw (*TotDL*, pg 40). 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.

Despair (Su) At the mere sight of a khvakhas, the viewer must succeed on a **DC 17 Will** save or be **paralyzed** with fear for 1d4 rounds.

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.

Fear Aura (Su) Creatures in a 60-foot radius that look at the undead must make a **DC 17 Will** save. Creatures with fewer than 5 HD that fail their save become panicked. Creatures with fewer HD than the undead that fail their save become shaken.

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.

Rotting Touch (Su) Gzetzgel's touch turns living plants into a useless, rotting mess. He can make a touch attack against a **plant creature**, dealing 15d4 points of damage.

Hook "Pain! Loss! You have no idea what these words truly mean until you watch your entire race die. But...you will have a much clearer understanding."

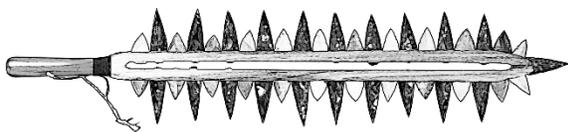
Since acquiring the *Clanging Gnasher*, Gzetzgel has taken on a higher profile among the khvakhas of Juhudhuzar, gathering an army to revenge himself on the human world.

Faces of the Forgotten North

Gzetzgel had the following ability scores before racial adjustments, Hit Dice ability increase, and templates: Str 10, Dex 12, Con 8, Int 13, Wis 15, Cha 14.

Strategies and Tactics

A cunning opponent, Gzetzgel will coordinate his attacks and movements in order to take advantage of his cohort's psionic powers. If truly threatened or faced with a large force, he will retreat using his *boots of speed* and make his stand in his temple, which he has maintained an *unhallow* effect on, renewing it every year. The spell effect fixed within this unhallowed area is *freedom of movement* and only affects those who worship the paraelement of Magma.



Whortjava the Martyr

Before you stands a small humanoid female, her muscles lying exposed over her bones, and a look of sadness and madness on her face. She wears a cloak that makes her look ghostly and insubstantial. Looking at you, she seems to fill with rage and as you see her scream without words, you feel her assault your mind.

Whortjava the Martyr

CR 13

Female khvakhas goblin wilder 10

NE Small undead (augmented humanoid, goblinoid, psionic)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Classic Giant, Classic Tanysh, Goblin, Orcish

Aura despair (DC 18)

AC 23, touch 19, flat-footed 20

(+1 size, +3 Dex, +3 armor, +4 natural, +2 deflection)

hp 70 (10 HD)

Immune undead immunities

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

Weakness bound to area, delusional, distractible, **psychic enervation**

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee +1 *keen puchik* +8 (1d3+2/19-20/x3)

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

Base Atk +7; **Grp** +4

Atk Options brand, *Overchannel*, poison spit 3/day (DC 15), rebuke undead 6/day (+3, 2d6+13, 10th)

Special Actions ambulatory limbs, surging euphoria +1, wild surge +3

Combat Gear +1 *keen puchik*, *psicrown of fiery ruin* (190 power points), *Shroud of Martyrs**

Power Points/Day 103; **Wilder Powers Known** (ML 10th):

5th - *psychic crush* (DC 18)

4th - *energy adaptation*

3rd - *dispel psionics*, *energy cone* (DC 16)^A

2nd - *feat leech* (DC 15)^A, *sensory suppression* (DC 15)

1st - *empty mind*, *energy ray* (+9 ranged touch)

^AThe save DCs for these powers might increase with the use of augments

Psi-Like Abilities (ML 10th):

1/day - *death urge* (DC 20), *energy burst* (10d6, DC 20*), *energy retort* (15 minutes*, DC 20), *psionic suggestion* (4 targets*, DC 20)

*Includes augmentation for the shroud's manifester level.

Abilities Str 12, Dex 17, Con —, Int 16, Wis 8, Cha 17

SQ bound to area, **elude touch**, immunity to undead, psychic enervation, surging euphoria +1, undead traits, volatile mind (2 power points)

Feats Alertness^B, Expanded knowledge (*feat leech*), Expanded Knowledge (*energy cone*), *Overchannel*, Talented

Skills Auto-Hypnosis +11, Bluff +15, Concentration +16, Diplomacy+19, Hide +7, Intimidate +17, Knowledge (psionics) +15, Move Silently +7, Psicraft +15, Ride +7, Sense Motive +11

Possessions combat gear plus *amulet of resistance* +2, *skin of the defender*, masterwork wooden bucket, masterwork studded leather armor

Ambulatory Limbs (Ex) As Gzetzgel.

Bound to Area (Su) As Gzetzgel.

Brand (Su) Three times per day, Whortjava can make a touch attack that deals 1d8 points of damage and inflicts a -2 penalty on any interaction checks the victim makes (such as Bluff, Diplomacy, Intimidate, and Sense Motive). The brand also leaves a disturbing impression on anyone who sees it.

Delusional (Ex) Whortjava believes that the Cleansing Wars are still on-going, and that any non-humans that enter Juhudhuzar in the company of humans must be captives. She will move to free and ally with any non-humans she encounters, at least until they prove themselves to be 'collaborating' with Daskinor's forces.

Despair (Su) As Gzetzgel.

Distractible (Ex) As Gzetzgel.

Immunity to Undead (Su) As Gzetzgel.

Shapemith (Ps) The shroud's wearer can use the *alter shape* psionic power on themselves or any of their believers or thralls at will.

Holy War (Ex) The shroud's wearer gains a thrall and believers as if they were a first-level thrallherd. These fanatics will willingly die for the shroud's owner, but if the character passes more than seventy-seven days without killing at least one of Daskinor's servants or descendants, the thrall and believers turn on the owner.

Secret Servants (Ps) The shroud wearer's thrall and all of their believers are affected as by the *personal mind blank* power.

Correspond (Ps) The shroud's wearer can *correspond* with their thrall or any of their believers, individually, or all at once, at any time.

Familiar Servant (Ps) The shroud's wearer can use the psi-like powers of the shroud, and any spells or powers that they know through their thrall or believers that are within a 20 mile radius. This ability can be used on only one believer or the thrall per day.

Hook "You work for him, don't you? He failed to destroy me before, but I will not fail to destroy you."

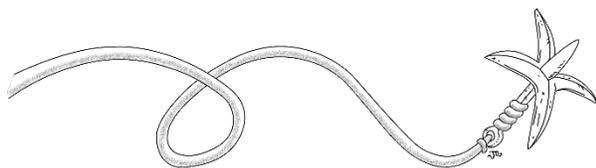
Whortjava the Martyr was one of the many thralls of the *Shroud of Martyrs*. While Juhudhuzar was besieged, Mountain Mother sent one Martyr after another to harass Daskinor's attack. Whortjava is the only known female khvakhas, because Daskinor managed to sever her connection to the *Shroud of Martyrs*, held her in stasis during the siege, and then gave her the same treatment as he gave the male goblin leaders: forcing her to watch the torture and destruction of her people before slaying her cruelly.

Whortjava tracked down and recovered the *Shroud of Martyrs* not long after she arose in undeath. Powerful, passionate, and (by goblin standards) beautiful, she is everything that an undead goblin male could desire. She lacks the tusks of other khvakhas, and has traditionally served as the consort of the most powerful male khvakhas in Juhudhuzar — whoever that might be at the time.

Whortjava had the following ability scores before racial adjustments, **Hit Dice** ability increase, and templates: **Str** 10, **Dex** 13, **Con** 12, **Int** 14, **Wis** 8, **Cha** 15.

Strategies and Tactics

In battle, Whortjava will first focus her *psychic crush*, fully augmented and further empowered with her *wild surge*, to target any spellcasters or other psionic wielding opponents as long as no other formidable opponent threatens her at the time.



Ezgruz

Standing before you is a small humanoid creature with large tusks protruding from its lower jaw. His eyes burn with malice and hate as he turns to face you. You feel despair pouring off of him as he comes closer, raising a warhammer as he approaches. "Did Tvakch send you?"

Ezgruz

CR 13

Male goblin khvakhas cleric 9
NE Small undead (augmented undead, goblinoid)
Init +2; **Senses** darkvision 60 ft.; **Listen** +5, **Spot** +5
Languages Goblin
Aura despair (DC 15)

AC 21, touch 15, flat-footed 19
(+1 size, +2 Dex, +6 armor, +2 deflection)

hp 58 (9 HD); **DR** 5/magic

Immune spell turning, turning, undead immunities

Fort +8, **Ref** +7, **Will** +11

Weakness bound to area, distractible

Speed 30 ft. (6 squares)

Melee mwk iron warhammer +10/+5 (1d6+2/x3)

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

Base Atk +6; **Grp** +4

Atk Options death touch (9d6 hp), disease, poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 4/day (+1, 2d6+10, 9th)

Special Actions ambulatory limbs

Combat Gear masterwork iron warhammer

Cleric Spells Prepared (CL 9th):

5th - *commune*, *sands of time*^D

4th - *elemental armor*, *spell immunity*, *vampiric touch*^D

3rd - *animate dead*^D, *bestow curse* (DC 16), *dispel magic*, *prayer*, *protection from energy*

2nd - *calm emotions* (DC 15), *desecrate*, *silence* (DC 15), *speak with dead*^D, *spiritual weapon*

1st - *command* (DC 14), *death knell*^D (DC 14), *deathwatch*, *divine favor*, *hide from undead*, *protection from evil*

0 - *detect magic*, *guidance*, *inflict minor wounds* (DC 13), *light*, *read magic*, *resistance*

D: Domain spell. Element: Silt. *Domains*: Dead Heart, Decaying Touch

Spell-Like Abilities (CL 12th):

3/day - *charm person*

Abilities Str 14, Dex 14, Con —, Int 10, Wis 16, Cha 13

SQ +4 bonus on interaction checks and rebuke attempts when dealing with undead, bound to area, distractible, immunity to undead, undead traits

Feats Alertness, Combat Casting, Track, Weapon Focus (warhammer)

Skills Concentration +13, Hide +6, Knowledge (history) +2, Knowledge (religion) +2, Listen +5, Move Silently +6, Ride +6, Spellcraft +2, Spot +5, Survival +6

Possessions combat gear plus *chitin armor of invulnerability* +2, *cloak of resistance* +2

Ambulatory Limbs (Ex) As Gzeztgel.

Bound to Area (Su) As Gzeztgel.

Despair (Su) As Gzeztgel.

Disease (Su) Fortitude DC 15, 50% chance for either filth deaver or red ache.

Distractible (Ex) As Gzeztgel.

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Immunity to Turning (Ex) Ezgruz cannot be turned or rebuked.

Immunity to Undead (Su) As Gzeztgel.

Spell Turning (Su) Ezgruz is protected from 1d4+6 spell levels per day, as per the spell turning spell. He can suppress this ability as a free action

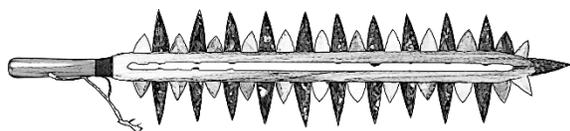
Hook “Infidels! Human beasts, and worse. But you’ll serve. There’s something I want...”

Ezgruz is one of the two original priests that brought the *Clanging Gnasher* to Juhudhuzar. He has spent much of his time since becoming undead fighting over the *Gnasher*, trying to regain possession of it. He has come to hate the krag Tvakch and actively works against his former friend.

Ezgruz had the following ability scores before racial adjustments, **Hit Dice** ability increase, and templates: **Str** 12, **Dex** 10, **Con** 13, **Int** 8, **Wis** 15, **Cha** 14.

Strategies and Tactics

Ezgruz knows that his melee combat abilities are not good and he tries to stay away as far as possible from actual combat, instead directing nearby gluk’kiuks to fight on his behalf.



Giggles

As you enter the room, you hear laughter, incessant non-stop laughter. It fills your ears and infects your mind as you see a small creature with a scimitar running towards you.

Giggles

CR 8

Male blue khvakhas psychic warrior 6

CE Small undead (augmented humanoid, goblinoid, psionic)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4

Languages understand Classic Tanysh, Goblin

Aura despair (DC 17), laughter (30 ft., DC 15)

AC 22, touch 14, flat-footed 21

(+1 size, +1 Dex, +5 armor, +3 shield +2 deflection)

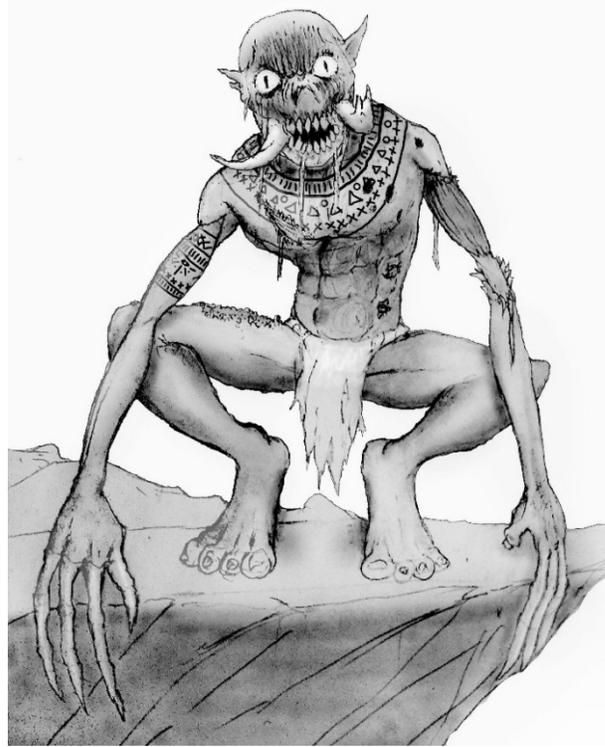
hp 55 (6 HD)

Immune undead immunities

Fort +5, **Ref** +4, **Will** +4

Weakness bound to area, distractible

Speed 30 ft. (6 squares); **Psionic Charge**, **Speed of Thought**, **Up the Walls**



Melee +1 icy burst scimitar +10 (1d4+6 plus 1d6 cold/18-20)

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

Base Atk +4; **Grp** +4

Atk Options poison spit 3/day (DC 15, 1d6 Str/-), **Psionic Weapon**, rebuke undead 3/day (+0, 2d6+6, 6th)

Special Actions ambulatory limbs, **Psionic Meditation**

Combat Gear +1 icy burst iron scimitar

Power Points/Day 18; **Psionic Warrior Powers Known** (ML 6th):

2nd - animal affinity, concealing amorpha, body adjustment

1st - biofeedback, offensive prescience, thicken skin

Abilities Str 18, Dex 14, Con —, Int 12, Wis 14, Cha 11

SQ bound to area, immunity to undead, naturally psionic, undead traits

Feats **Psionic Weapon**, **Psionic Body^B**, **Psionic Charge**, **Psionic Meditation^B**, **Speed of Thought^B**, **Up the Walls**

Skills Autohypnosis +7, Climb +6, Concentration +9, Hide -2, Jump +6, Knowledge (psionics) +6, Move Silently +6, Ride +9, Search +5

Possessions combat gear plus iron chain shirt +1, large shield +1

Ambulatory Limbs (Ex) As Gzeztgel.

Bound to Area (Su) As Gzeztgel.

Despair (Su) As Gzeztgel.

Distractible (Ex) As Gzeztgel.

Immunity to Undead (Su) As Gzeztgel.

Laughter Aura (Su) Any person within 30 feet who hears Giggles is subject to *hideous laughter*, as the spell.

Faces of the Forgotten North

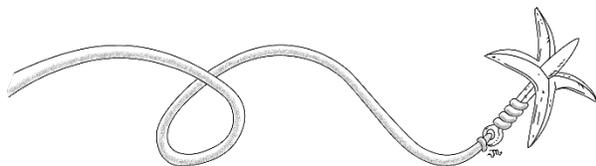
However, unlike his opponents, Giggles has no problem fighting while laughing. However, his continuous laughter makes it difficult for him to hide, giving Giggles a -8 penalty on Hide checks.

Giggles never stops laughing. Ever. He started laughing when Daskinor skinned his mother alive in front of him, and his laughter only briefly paused when his torturers gave up on making him stop laughing and speared his heart. All of the other khvakhas in Azghabar awoke to undeath to the sound of Giggles' laughter, and none of them like him.

Giggles had the following ability scores before racial adjustments, Hit Dice ability increase, and templates: Str 15, Dex 12, Con 10, Int 8, Wis 14, Cha 13.

Strategies and Tactics

Giggles relies on his laughter aura, *concealing amorpha* and speed to take him away every time trouble finds him. His first targets are always those around him who are not laughing (see his Laughter Aura, above).



Javzunda

From out of the darkness, a small humanoid approaches. With a spear in hand, the creature smiles, its lower jaws having wicked looking tusks. It furrows its brow, and your mind explodes in pain.

Javzunda

CR 10

Male blue khvakhas telepath 7

NE small undead (augmented humanoid, goblinoid, psionic)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Classic Dwarven, Classic Tanysh, Goblin, Orcish, Thri-Kreen

Aura despair (DC 13)

AC 24, touch 15, flat-footed 22

(+1 size, +2 Dex, +6 armor, +3 shield, +2 deflection)

hp 45 (7 HD); **DR** 1/-

Immune undead immunities

Fort +2, **Ref** +4, **Will** +9

Weakness bound to area, distractible

Speed 30 ft. (6 squares)

Melee +1 *iron shortspear* +5 (1d4+1) or

Melee tongue +4 (1d3) or

Ranged +2 *composite longbow* +8 (1d6+2)

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

Base Atk +3; **Grp** -1

Atk Options constrict 1d3, improved grab, poison spit 3/day (DC 15, 1d6 Str/-), putrefying touch, **Quicken Power**, rebuke undead 3/day (+0, 2d6+7, 7th)

Special Actions ambulatory limbs

Combat Gear +1 *iron shortspear*, +2 *composite longbow*, *dorje of psionic blast* (12 charges), *dorje of psionic dominate* (30 charges)

Power Points/Day 64; **Psion Powers Known** (ML 7th):

4th - *psionic dominate* (DC 19)^A, *thieving mindlink* (DC 19)^A

3rd - *hostile empathic transfer* (DC 18), *false sensory input* (DC 18), *mind trap*, *psionic blast* (DC 18)

2nd - *aversion* (DC 17)^A, *brain lock* (DC 17), *psionic suggestion* (DC 17), *read thoughts* (DC 17)

1st - *conceal thoughts*, *demoralize* (DC 16)^A, *inertial armor*, *psionic charm* (DC 16)^A, *telepathic projection* (DC 16)

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 10, Dex 14, Con —, Int 20, Wis 14, Cha 11

SQ bound to area, immunity to undead, naturally psionic, undead traits

Feats Alertness^B, Combat Manifestation, Craft Dorje^B, Psicrystal Affinity^B, Psicrystal Containment, **Quicken Power**

Skills Autohypnosis +, Bluff +7, Concentration +10, Diplomacy +11, Gather Information +9, Hide +6, Knowledge (local [Azghabar]) +12, Knowledge (history) +10, Knowledge (psionics) +12, Listen +4, Psicraft +14, Sense Motive +9, Spot +4

Possessions combat gear plus *adamantine chain shirt* +2, *large shield* +1

Ambulatory Limbs (Ex) As Gzeztgel.

Bound to Area (Su) As Gzeztgel.

Despair (Su) As Gzeztgel.

Distractible (Ex) As Gzeztgel.

Immunity to Undead (Su) As Gzeztgel.

Putrefying Touch (Su) A touch from Javzunda causes boils and sores. Affected creatures must make a Fortitude save or take a -4 penalty to Dexterity and on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). The wounds last 1d8 days or until cured by a *remove disease* or *heal* spell.

Hook "You will feed my fleshworms nicely."

Javzunda's Psicrystal

CR —

NE Diminutive construct

Init -5; **Senses** Listen +4, Spot +4

Languages understand creator's orders; telepathic link, telepathic speech

AC 12, touch 9, flat-footed 12

(+4 size, -5 Dex, +3 natural)

hp 22 (7 HD); **Hardness** 8

Resist improved evasion

Immune construct immunities

Fort +2, **Ref** +4, **Will** +7

Speed 0 ft.

Melee —

Space 1 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** —

Atk Options deliver touch powers

Special Actions self-propulsion

Abilities Str —, Dex —, Con —, Int 9, Wis 10, Cha 10

SQ alertness, construct traits, personality (resolved), share powers, sighted

Skills Bluff +7, Concentration +10, Diplomacy +7, Gather Information +7, Knowledge (local [Azghabar]) +6, Knowledge (history) +4, Knowledge (psionics)+6, Listen +4, Psicraft +6, Search +4, Sense Motive +7, Spot +4

With its self-propulsion ability activated, the psicrystal has the following statistics

Init +2

AC 22, touch 16, flat-footed 20

Speed 30 ft. (6 squares), climb 20 ft.

Grp -17

Abilities Str 1, Dex 15

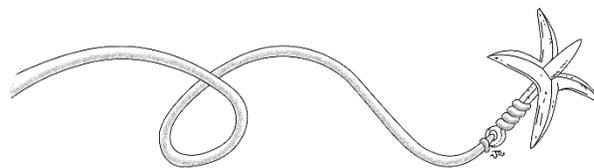
Skills Climb +3, Hide +14, Move Silently +6

Javzunda, the third most powerful khvakhas in Azghabar, was not a warrior in life but a potent telepath. When the city's defenses collapsed, he psionically concealed the escape of many goblins using side tunnels and passages. Since his torment, death, and undeath, Javzunda has devoted himself to opposing the intrigues of the human undead, particularly Esmila the Eye-Blind.

Javzunda had the following ability scores before racial adjustments, Hit Dice ability increase, and templates: Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Strategies and Tactics

Javzunda tries to *dominate* or *rebuke* the strongest member of any group and uses *psionic blast* on the remaining ones. He usually uses his psicrystal to scout for Esmila's agents, which he will then sneak up on using *false sensory input*.



Ghazrashuna the Changeling

Before you stands a small humanoid that looks like a halfling. Then, a moment later, it looks like a dwarf, then a tari. Finally, he changes into a small humanoid with large tusks. He smiles at you, and readies his sword.

Ghazrashuna the Changeling CR 9

Male goblin khvakhas rogue 7

NE small undead (augmented humanoid, goblinoid)

Init +5; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Classic Dwarven, Classic Tanysh, Goblin

Aura despair (DC 11)

AC 22, touch 18, flat-footed 17; Dodge, uncanny dodge

(+1 size, +5 Dex, +4 armor, +2 deflection)

hp 45 (7 HD)

Resist evasion

Immune undead immunities

Fort +2, **Ref** +10, **Will** +4

Weakness bound to area, distractible, turn submission (3 HD)

Speed 30 ft. (6 squares)

Melee mwk macahuitl +8 (1d6+1/19-20)

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

Base Atk +5; **Grp** +2

Atk Options Improved Feint, poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 1/day (-2, 2d6+5, 7th), sneak attack +4d6

Special Actions ambulatory limbs, change shape

Combat Gear masterwork macahuitl

Abilities Str 12, Dex 20, Con —, Int 15, Wis 14, Cha 6

SQ bound to area, change shape, immunity to undead, trapfinding, trap sense +2, undead traits

Feats Dodge, Improved Feint, Stealthy

Skills Balance +10, Bluff +8, Climb +6, Diplomacy +2, Disable Device +9, Disguise +6 (+8 to act in character), Escape Artist +10, Hide +21, Jump +6, Listen +7, Move Silently +20, Open Lock +9, Ride +9, Search +7, Sense Motive +12, Sleight of Hand +10, Spot +7

Possessions combat gear plus *glamered studded leather armor* +1

Faces of the Forgotten North

Ambulatory Limbs (Ex) As Gzeztgel.

Bound to Area (Su) As Gzeztgel.

Change Shape (Su) Ghazrashuna can mimic the voice and appearance of any Small humanoid. He gains a +10 circumstance bonus on Disguise checks while in another form. A *true seeing* spell or ability reveals his natural form.

Turn Submission (Ex) Ghazrashuna turns as if he were an undead with 4 fewer Hit Dice.

Despair (Su) As Gzeztgel.

Distractible (Ex) As Gzeztgel.

Immunity to Undead (Su) As Gzeztgel.

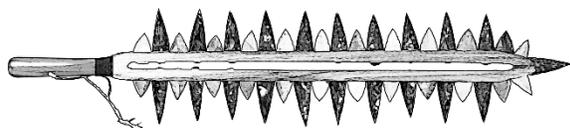
Hook “You’re ugly. The penalty for ugly is death.”

Ghazrashuna was an infiltrator before his transformation into undeath. Since becoming a khvakhas, he has gained the ability to change his shape, and moves from area to area, becoming whatever is most appropriate for that region of the city. Ghazrashuna always had a highly-developed aesthetic taste, which has only become more acute since his undeath and ability to change shape. He regards all non-goblins as ugly, though he may make an exception for a short, attractive female.

Ghazrashuna had the following ability scores before racial adjustments, Hit Dice ability increase, and templates: Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 8.

Strategies and Tactics

Ghazrashuna dislikes combat and usually uses his *change shape* ability to disguise himself until another member of either faction shows up. He likes to make sneak attacks and will flee from danger, often leading pursuers into crevasses, pits, and other traps.



Hortzell the Fox

This small humanoid looks at you with a sneer, its tusks protruding from its lower jaw. It rubs a ring on his finger and disappears from sight. You hear the sound of a metal blade being drawn from a scabbard.

Hortzell the Fox

CR 7

Male goblin khvakhas rogue 5

NE small undead (augmented humanoid, goblinoid)

Init +5; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Languages Classic Giant, Classic Tanysh, Goblin

Aura despair (DC 12)

AC 20, touch 18, flat-footed 15

(+1 size, +5 Dex, +2 armor, +2 deflection)

hp 32 (5 HD)

Immune undead immunities

Fort +1, **Ref** +9, **Will** +3

Weakness bound to area, distractible, vulnerability to mind-affecting effects, vulnerability to sunlight

Speed 30 ft. (6 squares)

Melee *dagger of venom* +4 (1d3/19-20) or

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

Base Atk +3; **Grp** -1

Atk Options poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 3/day (+0, 2d6+5, 5th)

Special Actions ambulatory limbs

Combat Gear *small dagger of venom*

Spell-Like Abilities (CL 5th):

At will - deeper darkness

Abilities Str 10, Dex 20, Con —, Int 15, Wis 14, Cha 10

SQ bound to area, *nondetection*, immunity to undead, **undead traits**

Feats Alertness, Stealthy

Skills Balance +11, Bluff +8, Diplomacy +10, Disguise +6 (+8 to act in character), Escape Artist +11, Gather Information +8, Hide +19, Intimidate +2, Knowledge (local [White Mountains]) +10, Listen +12, Move Silently +19, Ride +9, Sense Motive +8, Spot +12, Use Rope +5 (+7 involving bindings)

Possessions combat gear plus leather armor, *ring of invisibility*

Ambulatory Limbs (Ex) As Gzeztgel.

Bound to Area (Su) As Gzeztgel.

Despair (Su) As Gzeztgel.

Distractible (Ex) As Gzeztgel.

Immunity to Undead (Su) As Gzeztgel.

Nondetection (Su) Hortzell is difficult to detect using divination spells, as though it were protected by the *nondetection* spell. The DC to detect him is 15.

Vulnerability to Mind-Affecting Effects (Ex) Unlike most undead, Hortzell is susceptible to mind-affecting effects, which affect him as if he were a living goblin.

Vulnerability to Sunlight (Ex) Direct sunlight deals 1d6 points of damage each round to Hortzell.

Hook “You’ll never catch me.”

Hortzell was an advanced scout, patrolling the region and keeping watch for Daskinor’s forces. When they came, he spent many nights attacking the Champion’s officers in their tents. He was finally captured and tortured by Daskinor after Hortzell killed one of his top aides while he slept.

Hortzell had the following ability scores before racial adjustments, Hit Dice ability increase, and templates: Str 8, Dex 15, Con 10, Int 13, Wis 14, Cha 12.

Strategies and Tactics

Hortzell constantly uses his ring of invisibility and nondetection ability to ensure that he is never being followed.

Creating a Khvakhas

“Khvakhas” is an acquired template that can be added to any goblinoid creature (referred to hereafter as the base creature).

A khvakhas uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid).

Challenge Rating: Same as base creature +2.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: Natural armor is the same as the base creature, but it gains a +2 deflection bonus.

Attack: A khvakhas retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one. If the base creature can use weapons, the base creature retains this ability. A khvakhas with natural weapons retains those natural weapons. A khvakhas fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A khvakhas armed with weapons uses its slam or the weapon, as it desires.

Damage: A khvakhas has a slam attack (1d4 for a Small creature).

Special Attacks: A khvakhas retains all the special attacks of the base creature and also gains the following special abilities.

Despair (Su): At the mere sight of a khvakhas, the viewer must succeed on a Will save (DC 10 + ½ 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.

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).

Rebuke Undead (Su): A khvakhas can rebuke or command undead as an evil cleric of level equal to its HD. If a khvakhas could already rebuke undead, its effective cleric level equals its HD + 4.

Special Qualities: A khvakhas has all the special qualities of the base creature, plus 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 (*TotDL*, pg 40). 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.

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.

Abilities: Change from the base creature as follows: Str +4, Dex +2, Int +2. Being undead, a khvakhas has no Constitution score.

Level Adjustment: Same as base creature +3.

Sample Encounter

One normally only encounters khvakhas in or near ancient goblin ruins. Because of their curse, khvakhas normally can never leave the area around their cities.

Khvakhas Patrol (EL 7-10): A khvakhas and his flesh worms scout the area for intruders.

EL 7: One Khvakhas Ash priest, six gluk’kiuks.

EL 8: One Khvakhas Ash priest, two flesh rinds.

EL 10: One Khvakhas Ash priest, three flesh worms.

Creatures and Allies

Flesh worms, including the lesser varieties: gluk’kiuks and flesh rinds. These unintelligent goblinoid undead serve the khvakhas mindlessly, and if left to their own devices, would simply wander the goblin ruins, devouring any living thing that they encountered.

Faces of the Forgotten North

History

When assaulting a goblin city, Daskinor always ordered his men to capture the goblin leaders alive if at all possible. It was his custom to torture them, and then once he had extracted all useful information from them, torment them further by hanging them from the ceilings of the largest chambers in their caverns, suspended by their arms, wrists, or fingers, and forced to watch as his men slowly flayed alive any common goblins – males, females, and children – they had captured.

The symbolism of the hanging was deliberate – not only did it shame and mock the goblin leaders, but it pleased Daskinor’s men. He had deliberately recruited primarily mountain tribesmen into his army, men whose tribes had long histories of conflict with goblins.

Many of these men believed in mountain spirits, glorifying the magnificent peaks and the skies in which they towered, so it proved easy to convince them that goblins, tunneling in darkness at the roots of these mighty mountains, were blasphemous and degenerate. Hanging the goblin leaders off the ceiling symbolically separated them from the Earth and lifted them into the sky as sacrifices to the Air spirits in which Daskinor’s primitive troops still believed.

Environment: The khvakhas appear in most of the goblin cities that Daskinor destroyed, such as Azghabar, Dzhuzhak, Whal Khozdem, Juhudhuzar, and Ghozer.

Typical Physical Characteristics: A typical khvakhas stands between 4 and 5 feet tall and weighs around 100 pounds.

Alignment: khvakhas are always chaotic evil. They retain the chaotic in-fighting prevalent among the goblins before they were cleansed, but now are evil in undeath. They still fight each other for dominance.

Society

Khvakhas are as vicious and greedy in undeath as they were in life. They possess many of the psionic and priestly powers they had in life, and their personalities are intact as well, if twisted. Each is engaged in an endless power struggle with any other free-willed undead near it, attempting to dominate as many undead creatures as possible and use them to control their surroundings. Individual khvakhas may disagree and struggle for primacy, but once one khvakhas clearly predominates, all other goblin undead defer to it.

Typical Treasure

Khvakhas have standard treasure for their [Challenge Rating](#).

Khvakhas Lore

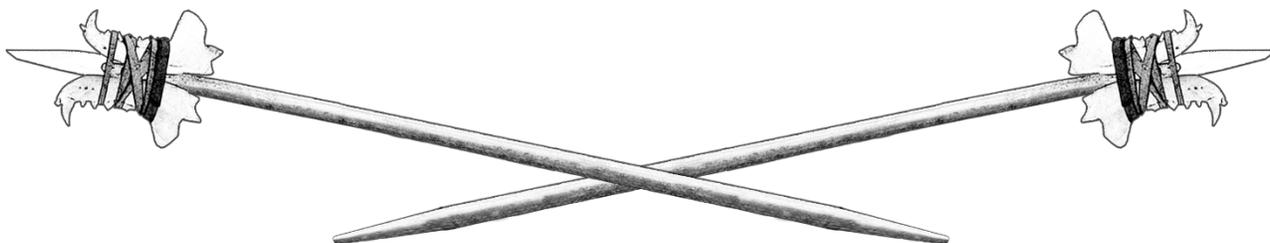
Characters with ranks in [Knowledge \(religion\)](#) can learn more about khvakhas. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
15+CR	This is a khvakhas, a goblinoid undead creature. This result reveals all undead traits.
20+CR	Khvakhas were once goblin leaders, but were tortured to death in ancient times. They possess the ability to command undead goblins.

Adventure Hooks

Silver, Silver Everywhere, and Nary a Bite to Eat; The Goblinfather’s Children are Hungry.



Kurnan

All Kurnan militia members are citizens of one of Kurn's claves, so they are typically artisan craftworkers. Oronis' Black Brethren are Kurn's elite army.

Black Captain

The man before you rests a hand on the sword at his waist. He stands tall and proud, exuding an air of confidence and command. The men around him ready their bows and spears.

Black Captain

CR 10

Male human psychic warrior 7/templar knight 3

NG Medium humanoid (human, psionic)

Init +3; Senses Listen +3, Spot +3

Languages Common, Baazrag, Eloy, Elven, Kurnan

AC 18, touch 9, flat-footed 18

(-1 Dex, +6 armor, +3 shield)

hp 58 (10 HD)

Fort +10, Ref +5, Will +7

Speed 30 ft. (6 squares)

Melee +1 flaming iron longsword +12/+7 (1d8+4 plus 1d6 fire) or

Ranged glove of missile casting +7/+2 (1d8/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +10

Attack Options Great Cleave, Power Attack, smite 1/day

Combat Gear 30 crossbow bolts, +1 flaming iron longsword, glove of missile casting*

Power Points/Day 25; Psychic Warrior Powers Known (ML 7th):

3rd - dimension slide

2nd - animal affinity, dimension swap, dissolving weapon

1st - burst, detect psionics, offensive precognition

Templar Knight Spells (CL 3rd 2/1):

2nd - bear's endurance, bull's strength, cure moderate wounds, death knell (DC 15), hold person (DC 15), inflict moderate wounds, rage, resist energy

1st - cause fear (DC 14), command (DC 14), cure light wounds, detect magic, divine favor, doom (DC 14), entropic shield, inflict light wounds, magic weapon, shield of faith, true strike

Spell-Like Abilities (CL 10th):

5/day (total) - defiler scent, detect magic, slave scent

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 16, Cha 14

SQ fearless presence

Feats Cleave, Great Cleave^B, Improved Initiative, Leadership, Lightning Reflexes, Power Attack, Rotate Lines^B, Teamwork^B, Quick Draw, Weapon Focus (longsword)^B

Skills Autohypnosis +5, Climb +1, Concentration +14, Diplomacy +7, Jump +1, Knowledge (psionics) +1, Ride -2, Sense Motive +6

Possessions combat gear plus cloak of resistance +1, shell armor +1, large wooden shield +1, skill shard (ride) +3, skill shard (ride) +9

Strategies and Tactics

Black captains typically command other troops. While capable melee combatants, they tend to rely on their underlings to work for them. They make full use of their fearless presence and spells available. When they have set their troops to task, they will use *dimensional slide* or



Faces of the Forgotten North

dimensional swap to take them where they are needed on the battlefield, and will generally use their *dissolving weapon* power when needed.

Black Chaplain

With a long blade drawn before you, this half-elf moves with a grace that tells of deadly ability.

Black Chaplain

CR 9

Male half-elf cleric 5/battledancer 4

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +4, Spot +4

Languages Eloy, Elven, Kurnan

AC 18, touch 14, flat-footed 15; **Dodge**, **Mobility**, sidestep +1 (+3 Dex, +4 armor, +1 deflection)

hp 44 (9 HD)

Fort +9, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)

Melee elven longblade +9/+4 (1d8+2/19-20)

Ranged sling +10/+5 (1d4)

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

Base Atk +7; **Grp** +9

Special Actions battle dance +1, death touch (4d6 hp), imbue arms

Combat Gear *black chaplain's staff* (10 charges), *elven longblade*, 9 *potion-fruits of cure light wounds*, 2 *potion-fruits of cure serious wounds*, *wand of bless* (20 charges)

Cleric Spells Prepared (CL 7th):

4th - *acid rain*^D (DC 17), *elemental weapon*

3rd - *contagion*^D (DC 16), *dispel magic*, *meld into stone*, *speak with dead*

2nd - *aid*, *delay poison*, *enthrall*, *rusting grasp*^D (DC 15), *silence*

1st - *bless*, *deathwatch*, *divine favor*, *doom* (DC 14), *return to the earth*^D, *shield of faith*

0 - *detect magic*, *detect poison*, *purify food and drink*, *read magic*, *resistance*

D: Domain spell. Element: Earth. Domains: Decaying Touch, Mountain's Fury

Abilities Str 14, Dex 16, Con 10, Int 12, Wis 16, Cha 6

SQ no armor check and encumbrance penalties to Climb while both hands free

Feats Combat Casting, Dodge, Mobility, Teamwork^B, Weapon Focus (elven longblade)

Skills Climb +9, Concentration +12, Heal +3, Handle Animal +5, Knowledge (religion) +9, Listen +4, Perform (dance) +0, Search +2, Spellcraft +6, Spot +4, Survival +5

Possessions combat gear plus *cloak of resistance* +1, *ring of protection* +1, *studded leather armor* +1

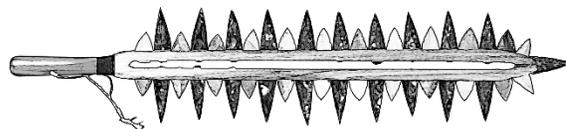
Battle Dance (Ex) As a move-equivalent action, a battle dancer can initiate the ritual of combat, an energetic dance with rhythmical chants. Their patron element grants them a sacred bonus to attack rolls and damage rolls for 4 rounds.

Imbue Arms (Sp) Once per day a battle dancer can imbue an elven longblade or any bow with elemental power. This has the effect of an *elemental weapon* spell (from *DS3 Core Rules*) on the weapon.

Sidestep (Ex) At the beginning of each combat round, a battle dancer designates an enemy against whom they receive a +1 dodge bonus. This bonus stacks with the Dodge feat.

Strategies and Tactics

Black chaplains are generally in the thick of the fight with their troops, making the best of their capacities. Black chaplains will use their battle dance ability and their spells to full advantage.



Black Investigator

This black robed man looks at you with eyes that command respect. He holds an arrow in his hand, and raises the other hand to his temple. Furrowing his brow, you feel your mind assaulted as the man stares into you.

Black Investigator

CR 8

Male human telepath 8

NG Medium humanoid (human, psionic)

Init +2; **Senses** Listen +2, Spot +2

Languages Common, Baazrag, Eloy, Elven, Kurnan

AC 18, touch 13, flat footed 16

(Dex +2, armor +5, deflection +1)

hp 20 (8 HD)

Fort +3, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)

Melee dagger +5 (1d4+1) or

Ranged *glove of missile casting* +6 (1d8/19-20)

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

Base Atk +4; **Grp** +5

Attack Options Empower Power, Maximize Power

Special Actions Psionic Mediation

Combat Gear 20 crossbow bolts, dagger, *glove of missile casting**, 5 *potion-fruits of cure light wounds*

Power Points/Day 70; **Psion Powers Known** (ML 8th):

4th - *psionic dominate* (DC 17)^A, *mindwipe* (DC 17)^A, *psionic modify memory* (DC 17)

Faces of the Forgotten North

3rd - *dismiss ectoplasm*, *dispel psionics*, *energy bolt* (DC 16)^A, *energy wall* (DC 16).

2nd - *brain lock* (DC 15)^A, *ego whip* (DC 15)^A, *mass missive*, *read thoughts*

1st - *psionic charm* (DC 14)^A, *detect psionics*, *entangling ectoplasm* (DC 14), *mindlink*, *mind thrust* (DC 14)^A

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 12, Dex 14, Con 10, Int 16, Wis 14, Cha 8

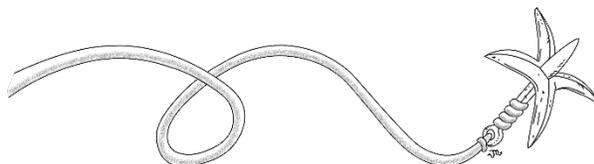
Feats Combat Manifestation, Empower Power^B, Inquisitor, Maximize Power, Psionic Meditation^B, Teamwork

Skills Concentration +15, Diplomacy +3, Knowledge (local [Trembling Plains]) +14, Knowledge (psionics) +14, Psicraft +16, Sense Motive +13

Possessions combat gear plus *cloak of resistance +1*, *ing of protection +1*, *studded leather armor +2*

Strategies and Tactics

Black inquisitors generally operate behind the front lines. They will use their offensive powers to greatest effect, making sure to avoid hitting their own allies. They will often use *energy wall* and *entangling ectoplasm* to control the battlefield and isolate enemies. Against more powerful adversaries, they will use *ego whip* fully augmented to weaken opponents, as well as *brain lock* and *charm* to avoid killing those they would like to interrogate later.



Black Lancer

Before you is a soldier dressed in black, riding a powerful crodlu. With shield at the ready, he lowers his lance at you and charges forward.

Black Lancer

CR 6

Male human psychic warrior 4/fighter 2

NG Medium humanoid (human, psionic)

Init +1; **Senses** Listen +2, Spot +2

Languages Baazrag, Eloy, Kurnan

AC 18, touch, 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 29 (6 HD)

Fort +7, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares); Ride-by Attack

Melee +1 lance +9 (1d8+5/x3) or

Ranged composite longbow +7 (1d8+3/x3)

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

Base Atk +5; **Grp** +8

Attack Options Point Blank Shot, Greater Psionic Shot, Spirited Charge

Special Actions Psionic Meditation, Mounted Combat

Combat Gear +1 lance, masterwork composite longbow (+3 Str), 6 *potion-fruits of true strike*

Power Points/Day 9; **Psionic Warrior Powers Known** (ML 4th):

2nd - *psionic lion's charge*

1st - *force screen*, *offensive precognition*, *vigor*

Abilities Str 16, Dex 13, Con 10, Int 12, Wis 14, Cha 8

Feats Greater Psionic Shot, Mounted Archery, Mounted Combat, Point-Blank Shot^B, Psionic Meditation^B, Psionic Shot^B, Ride-By Attack^B, Spirited Charge

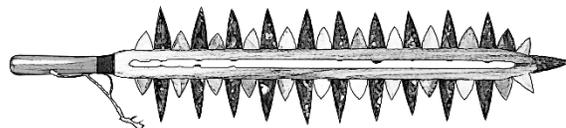
Skills Autohypnosis +4, Climb +3, Concentration +9, Jump +3, Knowledge (psionics) +6, Ride +8, Handle Animal +8

Possessions combat gear plus *chitin armor +1*, *large wooden shield +1*

Mount heavy warmount crodlu (*ToA*, pg 188)

Strategies and Tactics

Black lancers will first pepper their foes with arrows using Greater Psionic Shot to maximize damage. After their foes are weakened, they will charge into combat using their *mounted combat* feat.



Black Mindbow

In unison, ten bowmen dressed in black armor draw their bows. With perfect synchronicity, the bowmen close their eyes and concentrate. When their eyes open, their arrows glow with latent psionic power and they raise their bows together, aiming for you. Without a word, they loose their arrows simultaneously at you.

Black Mindbow

CR 5

Human psychic warrior 3/fighter 2

NG Medium humanoid (human, psionic)

Init +3; **Senses** Listen +6, Spot +6

Languages Common, Eloy, Kurnan

AC 20, touch 14, flat-footed 17

(+3 Dex, +6 armor, +1 deflection)

hp 34 (5 HD)

Fort +7, **Ref** +4, **Will** +3

Speed 20 ft. (4 squares)

Melee club +4 (1d6) or

Ranged mwk composite longbow +8 (1d8/x3)

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

Base Atk +4; **Grp** +4

Faces of the Forgotten North

Atk Options Far Shot, Point Blank Shot, Psionic Shot

Special Actions Concentrated Fire, Psionic Meditation

Combat Gear club, masterwork composite longbow with 10 arrows, 2 *potion-fruits of true strike*

Power Points/Day 6; **Psionic Warrior Powers Known** (ML 3rd):

1st - *chameleon, elfsight, vigor*

Abilities Str 10, Dex 16, Con 13, Int 12, Wis 14, Cha 8

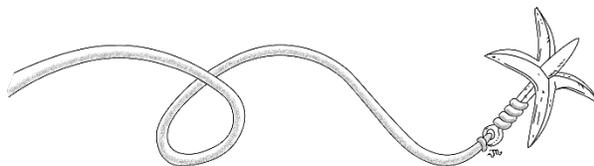
Feats Concentrated Fire, Far Shot^B, Point Blank Shot^B, Psionic Body, Psionic Meditation^B, Psionic Shot^B, Teamwork

Skills Concentration +9, Listen +6, Search +9, Spot +6

Possessions combat gear plus 4 +1 *arrows of distance*, ring of protection +1, shell armor +1

Strategies and Tactics

Black Mindbows will use their **Psionic Shot** and Concentrated Fire feats to great effect in combat. They move, aim, and shoot as a group, and will move about the battlefield to improve their position. When firing, they all attack a single creature, riddling it with arrows until it is down, before moving on to the next.



Black Scout

Hovering in the air ten feet off the ground is a woman with a bow drawn and aimed at you. She floats down and stops a foot off the ground.

Black Scout

CR 7

Female human psychic warrior 5/locator 2

NG Medium humanoid (human, psionic)

Init +8; **Senses** Listen +7, Spot +7

Languages Eloy, Elven, Kurnan

AC 19, touch 14, flat-footed 15; **Dodge**, **Mobility** (+4 Dex, +5 armor)

hp 29 (7 HD)

Fort +4, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares); **scorn earth**

Melee club +5 (1d6+1) or

Ranged mwk composite longbow +9 (1d8+1/x3)

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

Base Atk +4; **Grp** +5

Atk Options opportunistic strike +2, Point Blank Shot, Psionic Shot, Spring Attack

Special Actions Psionic Meditation

Combat Gear club, masterwork composite longbow (+1 Str), 9 *potion-fruits of true strike*

Power Points/Day 17; **Psionic Warrior Powers Known** (ML 6th):

2nd - *concealing amorpha, dimension swap, hustle*

1st - *burst, chameleon, detect psionics*

Abilities Str 13, Dex 18, Con 10, Int 12, Wis 14, Cha 8

Feats Dodge^B, Improved Initiative, Mobility^B, Point Blank Shot, Psionic Meditation, Psionic Shot, Sidestep Charge^B, Spring Attack^B

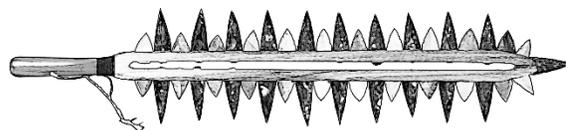
Skills Concentration +10, Hide +8, Listen +7, Move Silently +8, Search +7, Sense Motive +6, Spot +7

Possessions combat gear plus 5 +1 *shocking arrows*, *gloves of Dexterity* +2, *chitin armor* +1

Opportunistic Strike (Ex) A black scout gains a +2 insight bonus on their attack roll and her damage roll (if the attack hits) for the first attack they make against an opponent that has been dealt damage in melee by another character since the elocator's last action.

Strategies and Tactics

Black scouts make full use of their maneuverability when facing opponents. They will often use their **scorn earth** ability to maneuver into hard to reach positions and rain down arrows against opponents who will be unable to attack them. When entering into combat, black scouts typically start with a fully augmented *psionic lion's charge* and then rely on their opportunistic strike to help them. Once in melee combat, they use their psionic powers to augment their fighting abilities, often using *dimensional swap* to line up another charge.



Black Shield

Rushing up to meet you is a tightly packed formation of armored warriors. They all wield spears and shields, and are dressed in black. As they close, they form a wall and ready themselves for attack.

Black Shield

CR 5

Male human psychic warrior 3/fighter 2

NG Medium humanoid (human, psionic)

Init +5; **Senses** Listen +2, Spot +2

Languages Eloy, Kurnan

AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)

hp 29 (5 HD)

Fort +7, **Ref** +2, **Will** +3

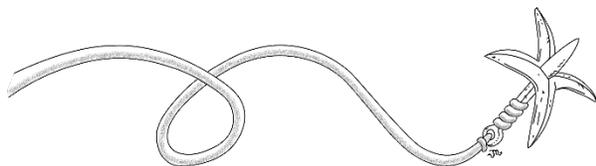
Faces of the Forgotten North

Speed 20 ft. (4 squares)
Melee +1 *shortspear* +8 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options Psionic Weapon
Special Actions Psionic Meditation, Shield Wall, Spear Wall, Teamwork
Combat Gear +1 *shortspear*, 2 *potions* of bull's strength, 2 *potions* of true strike
Power Points/Day 6: Psychic Warrior Powers Known (ML 3rd):
1st - *biofeedback*, *offensive precognition*, *vigor*

Abilities Str 16, Dex 12, Con 13, Int 10, Wis 14, Cha 8
Feats Improved Initiative, Psionic Meditation^B, Psionic Weapon^B, Shield Wall^B, Spear Wall, Teamwork, Weapon Focus (*shortspear*)^B
Skills Climb +6, Concentrate +9, Jump +6
Possessions combat gear plus masterwork large shield, *shell armor* +1

Strategies and Tactics

Black shields train, fight, and move in groups. They will typically start combat by using *vigor* or *offensive precognition*. They will then use *Greater Psionic Weapon* to increase the damage from their attacks. Black shields also freely use their Teamwork feat to aid each other when needed.



Black Signet

The black robed figure before you holds a wooden staff. He begins waving his arms and you see a shimmer of energy rise from the ground to his hand. Without a word, he smiles and disappears from sight.

Black Signet

CR 8

Male human wizard (preserver) 8
NG medium humanoid (human)
Init +2; **Senses** Listen +4, Spot +4
Languages Baazrag, Common, Eloy, Elven, Kurnan

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 28 (8 HD)
Fort +3, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)
Melee dagger +3 (1d4-1) or
Ranged light crossbow +6 (1d8/19-20)

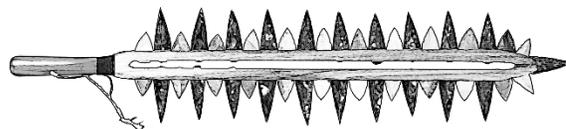
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +3
Special Actions Augment Summoning
Combat Gear dagger, light crossbow with 20 crossbow bolts
Wizard Spells Prepared (CL 8th):
4th - *hallucinatory terrain* (DC 17), *summon monster IV*
3rd - *dispel magic*, *fireball* (DC 16), *haste*, *summon monster III*
2nd - *bull's strength*, *invisibility*, *summon monster II*, *web* (DC 15)
1st - *mage armor*, *magic missile*, *obscuring mist*, *sleep* (DC 14), *summon monster I*
0 - *detect poison*, *detect magic*, *read magic*, *message*

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 14, Cha 10
SQ summon familiar, link with familiar, share spells
Feats Alertness^B, Augment Summoning, Combat Casting, Enlarge Spell^B, Scribe Scroll^B, Spell Focus, Teamwork
Skills Concentration +12, Knowledge (arcana) +14, Knowledge (geography) +14, Knowledge (nature) +7, Knowledge (psionics) +14, Listen +4, Spellcraft +16, Spot +4
Possessions combat gear plus *ring of invisibility*
Spellbook spells prepared plus 0 - all; 1st - *protection from evil*, *wakefulness*; 2nd - *dedication*, *resist energy*; 3rd - *sand pit*

Familiar hawk (MM, pg 273)

Strategies and Tactics

Black Signets often enter combat making full use of their *ring of invisibility*. When they have the opportunity, they will *summon* help or use *obscuring mist* or *web* to separate their enemies. They will also use *hallucinatory terrain* to set up illusionary protective hills and boulders that their allies can fire through or hide behind. They also typically have a familiar that they use to full effect.



Iotef the Healer

With hands stained from mixing chemicals and plant reagents, this man looks up from his desk and stops humming a quiet tune. His eyes are bright and quick, showing a great intelligence and a deep respect and love.

Iotef of the Healers Clave

CR 7

Male human expert 4/bard 4
NG Medium humanoid (human)
Init +5; **Senses** Listen +7, Spot +7
Languages Common, Dwarven, Eloy, Kurnan



AC 13, touch 11, flat-footed 12; Dodge (+1 Dex, +2 armor)

hp 28 (8 HD)

Fort +5, Ref +6, Will +10

Speed 30 ft. (6 squares)

Melee iron short sword +5/+0 (1d6-1/19-20) or

Ranged shortbow +7/+2 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +6

Special Actions *bardic music* 4/day (*countersong*, *fascinate* 2 creatures, *inspire courage* +1, *inspire competence*)

Combat Gear iron short sword, shortbow with 20 arrows, 2 splash globes of acid, 2 splash globes of liquid darkness, 3 splash globes of liquid fire, 4 *potion-fruits of cure moderate wounds*, 2 doses of blue whinnis poison, 2 doses of Large scorpion venom poison

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 14

SQ bardic knowledge +7, poison use

Feats Dodge, Improved Initiative, Quick Draw^B, Self-Sufficient, Skill Focus (Craft [alchemy])

Skills Appraise +10 (+12 alchemical items), (Bluff +15, Craft (alchemy) +17, Gather Information +15, Heal +13, Intimidate +17, Knowledge (history)* +13, Knowledge (local)* +13, Knowledge (nature)* +13, Knowledge (nobility)* +13, Listen +7, Performance (dwarven chanting) +13, Sleight of Hand +16, Spot +7
*includes bonus from Bardic Knowledge

Possessions combat gear plus alchemical tools, leather armor

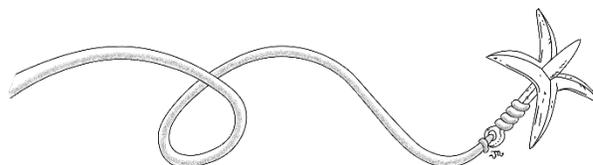
Hook “You have need of my skills, yes?”

Iotef is the inventor of mulbirth*, and is a valued member of his community. His knowledge of herbs and alchemy are legendary, and many come to seek his aid.

Strategies and Tactics

Iotef avoids combat, as he prefers healing to killing. If pressed, he will use his splash globes to allow a chance to escape starting with liquid darkness and moving to liquid fire. When he must fight, Iotef will use ranged combat first and will coat his arrows with blue whinnis poison. He will use large scorpion venom poison in melee if need be. When with a group, he will use his *bardic music* to aid those around him.

Iotef had the following ability scores before Hit Dice ability increases: Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.



Kurnan Charioteer

Riding before you on a crodlu-drawn chariot is a finely dressed man with a lance in his hand. He looks at you with superiority in his eyes, his immaculate appearance showing his wealth and status.

Kurnan Charioteer

CR 2

Male human aristocrat 3
 NG Medium humanoid (human)
Init +1; **Senses**; Listen +4, Spot +4
Languages Common, Kurnan

AC 16, touch 11, flat-footed 15
 (+1 Dex, +5 armor)

hp 10 (3 HD)

Fort +0, **Ref** +2, **Will** +2

Speed 20 ft. (4 squares)

Melee lance +2 (1d8/x3) or

Melee heavy mace +2 (1d8) or

Ranged composite shortbow +2 (1d6)

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

Base Atk +2; **Grp** +2

Atk Options Mounted Archery, Ride-by-Attack

Special Actions Mounted Combat

Combat Gear composite shortbow, heavy mace, lance

Abilities Str 10, Dex 12, Con 8, Int 13, Wis 9, Cha 11

Feats Mounted Archery, Mounted Combat, Ride-by-Attack

Skills Bluff +5, Diplomacy +9, Intimidate +4, Listen +4, Ride +7, Sense Motive +4, Spot +4

Possessions breastplate, buckler, chariot

Kurnan nobles patrol their lands outside the city, typically riding around in chariots. This allows them to command their field slaves and direct their small militias.

Strategies and Tactics

When not directing their underlings, Kurnan nobles will use their ranged weapons against opponents and then charge with their chariot, making full use of **Spirited Charge** and **Power Attack**. They will flee combat if sorely pressed, but make sure to help as many as possible survive the encounter.

Kurnan Field Slave

From the fields of grain, a modestly dressed man carrying a spear approaches. Moments later two more individuals stand - a man and a woman. They look at you with distrust in their eyes.

Kurnan Field Slave

CR 1

Human commoner 2
 NG Medium humanoid (human)
Init +1; **Senses** Listen +4, Spot +4
Languages Any 2 (Common, Eldaarish, Eloy, Kurnan)

AC 13, touch 11, flat-footed 12
 (+1 Dex, +1 armor, +1 shield)

hp 5 (2 HD)

Fort +0, **Ref** +1, **Will** -1; Faithful Follower

Speed 30 ft. (6 squares)

Melee shortspear +1 (1d6) or

Ranged sling +2 (1d4)

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

Base Atk +1; **Grp** +1

Special Actions Teamwork

Combat Gear shortspear, sling with 20 sling stones

Abilities Str 10, Dex 13, Con 11, Int 12, Wis 9, Cha 8

Feats Faithful Follower, Teamwork

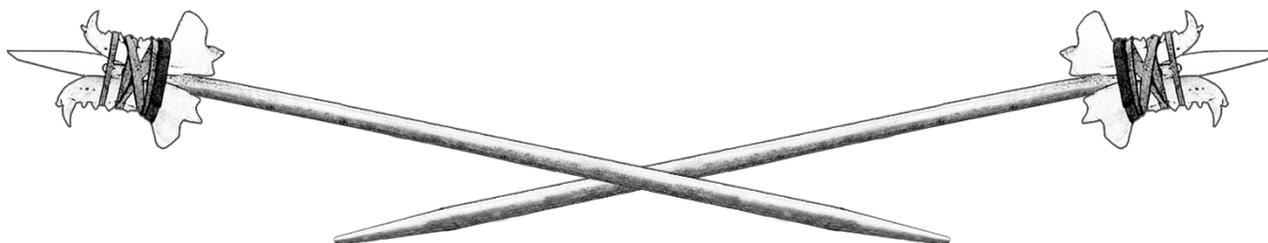
Skills Handle Animal +4, Listen +4, Profession (farmer) +4, Spot +4

Possessions combat gear plus buckler, padded armor

Kurnan nobles are required to drill their slaves for battle in case of invasion.

Strategies and Tactics

Field slaves avoid combat, alerting their nobles and overseers when threatened. If they must fight, or when they form a militia, they will work together to grapple foes, drag them to the ground, and then finish them off.





Kurnan Maker

Sitting at a desk overlooking a series of Kurnan cards, a woman with a long braid and a sharp eye looks up from her documents. She speaks, and her confidence is plain to hear. "So, you saw what we did for the Healers' Clave, and want my help now on your building project? Let's talk."

Kurnan Maker

CR 8

Female human wizard (preserver) 5/Kurnan maker* 3

NG Medium humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Baazrag, Common, Eloy, Kurnan

AC 14, touch 12, flat-footed 13

(+1 Dex, +2 armor, +1 deflection)

hp 31 (8 HD)

Fort +3, **Ref** +3, **Will** +9

Speed 30 ft. (6 squares)

Melee quarterstaff +3 (1d6) or

Ranged *glove of missile casting* +4 (1d8/19-20)

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

Base Atk +3; **Grp** +3

Special Actions devisor 75%, sandstone, team creation

Combat Gear 20 crossbow bolts, *glove of missile casting**, *battle staff** (20 charges), quarterstaff, *wand of lightning bolt* (21 charges)

Wizard Spells Prepared (CL 8th):

4th - *empowered scorching ray* (DC 15), *stone shape*

3rd - *dispel magic*, *fireball* (DC 16), *haste*, *tiny hut*

2nd - *bull's strength*, *invisibility*, *scorching ray* (DC 15), *web* (DC 15)

1st - *charm person* (DC 14), *magic missile*, *obscuring mist*, *sleep* (DC 14), *summon monster I*

0 - *detect magic*, *mending*, *message*, *read magic*

Abilities Str 10, Dex 13, Con 12, Int 17, Wis 14, Cha 8

Feats Alertness^B, Craft Magic Arms and Armor, Craft Wondrous Item^B, Craft Wand, Empower Spell, Improved Initiative, Scribe Scroll^B

Skills Concentration +12, Craft (alchemy) +7, Craft (stoneworking) +14, Knowledge (arcana) +14, Knowledge (architecture and engineering) +14, Spellcraft +16

Possessions combat gear plus *bracers of armor* +2, *ring of protection* +1

Spellbook spells prepared plus 0 - all; 1st - *protection from evil*, *wakefulness*; 2nd - *dedication*, *resist energy*; 3rd - *sand pit*

Deviser (Ex) A Kurnan maker needs only 75% of the normal time, XP, and material costs to create magical traps and magical ammunition, or to repair broken items, and to recharge items.

Sandstone (Su) A Kurnan maker can cause as much as 32 10-foot cubes of mud or sand to harden into sandstone per day, simply by concentrating for one minute.

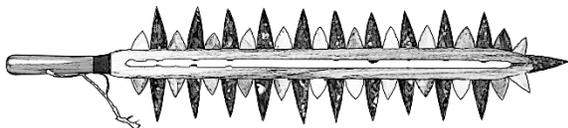
Team Creation A Kurnan maker can split the time and XP costs of item creation with any participant, including the use of spells or powers with XP cost.

Familiar hawk (MM, pg 273)

Makers are the most prestigious wizards in Kurn; as such, they have great authority.

Strategies and Tactics

Makers prefer building rather than destroying. However, if need be, they make full use of their magical abilities. They do not hesitate to use their *battle staff* or *wand of lightning* to rain down magic on foes. Makers will use their spells and sandstone ability to prepare the terrain for combat, if given time. Makers are often hired as military engineers for projects, and excel in defensive fortifications that utilize their creation and deviser abilities, setting up the battlefield faster than an enemy might expect.



Kurnan Master Maker

The man before you wears an ornate robe and carries a staff. He looks at the surrounding terrain, and mutters, "I think I'll put a hill right there, beyond that pile of stones."

Kurnan Master Maker CR 15

Female human wizard (preserver) 5/Kurnan maker* 10

NG Medium humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Baazrag, Common, Eloy, Kurnan

AC 23, touch 15, flat-footed 22

(+1 Dex, +8 armor, +4 deflection)

hp 55 (15 HD)

Fort +5, **Ref** +5, **Will** +13

Speed 30 ft. (6 squares)

Melee quarterstaff +7 (1d6) or

Ranged *glove of missile casting* +8 (1d8/19-20)

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

Base Atk +7; **Grp** +7

Atk Options quicken charged device, widen charged device

Special Actions arcane making (Craft Wondrous Item), deviser 50%, metamorphose stone, *move earth or sand*, sandstone, *sculpt mud or sand*, team creation

Combat Gear 20 crossbow bolts, *glove of missile casting**, *battle staff** (20 charges), quarterstaff, *wand of haste* (11 charges), *wand of lightning bolt* (21 charges), *wand of slow* (12 charges)

Wizard Spells Prepared (CL 15th):

8th - *polymorph any object*

7th - *delayed blast fireball* (DC 22), *mass invisibility*

6th - *chain lightning* (DC 21), *disintegrate* (DC 21), *wall of iron*

5th - *cloudkill* (DC 20), *cone of cold* (DC 20), *empowered fireball* (DC 18), *major creation*, *wall of stone*

4th - *black tentacles*, *minor creation*, *stone shape*, *stoneskin*, *wall of fire* (DC 19)

3rd - *arcane sight*, *dispel magic*, *fireball* (DC 18), *hold person* (DC 18), *shrink item*

2nd - *acid arrow* (DC 17), *invisibility*, *shatter*, *web* (DC 17), *whispering wind*

1st - *burning hands* (DC 16), *enlarge person*, *magic missile*, *obscuring mist*, *true strike*, *unseen servant*

0 - *detect magic*, *mending*, *message*, *read magic*

Abilities Str 10, Dex 13, Con 12, Int 18, Wis 14, Cha 8

Feats Alertness^B, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item^B, Empower Spell, Extend Spell, Heighten Spell, Improved Initiative, Scribe Scroll^B

Skills Concentration +19, Craft (alchemy) +7, Craft (stoneworking) +21, Disable Device +15, Knowledge (arcana) +21, Knowledge (architecture and engineering) +21, Search +15, Spellcraft +23

Possessions combat gear plus *bracers of armor* +7, *headband of intellect* +2, *ring of protection* +4

Spellbook spells prepared plus 0 - all; 1st - *floating disk*, *identify*; 2nd - *bull's strength*, *sandstone*; 3rd - *phantom steed*, *tiny hut*; 4th - *mass enlarge person*, *secure shelter*; 5th - *sandflow*, *sacred chest*; 6th - *fabricate*, *sands of time*; 7th - *instant summons*; 8th - *telekinetic sphere*

Arcane Making At 9th level, a Kurnan master maker specializes in making Wondrous Items. Providing they possess the appropriate Craft skill to at least participate in making the object, the maker can create these items at 75% of the normal time, XP cost, and raw materials.

Deviser (Ex) A Kurnan master maker needs only 50% of the normal time, XP, and material costs to create magical traps and magical ammunition, or to repair broken items, and to recharge items.

Metamorphose Stone (Su) At 8th level, by focusing on a 10-foot cube of sandstone for one minute, a Kurnan master maker can transform it into granite. This makes for stronger walls and fortifications; the stone is now treated as unhewn stone as described in the Dungeon Master's Guide. The stone remains useless for making weapons. This ability can be used one time per spellcaster level per day.

Move Earth or Sand (Sp) At 6th level, a Kurnan master maker can use *move earth* as a spell-like ability once per day (caster level equal to their character level).

Faces of the Forgotten North

Quicken Charged Device (Ex) At 10th level, a Kurnan master maker can use a charged device (such as a rod, staff, or wand) as a quick action rather than as a standard action. This uses up two extra charges from the device

Sandstone (Su) A Kurnan master maker can cause as much as 32 10-foot cubes of mud or sand to harden into sandstone per day, simply by concentrating for one minute.

Sculpt Mud or Sand (Sp) At 4th level, a Kurnan master maker can, once per day per maker level, cause up to a ten-foot cube (7,500 gallons) of mud or sand to form itself into any shape that can fit into a ten-foot radius by concentrating for a minute.

Team Creation A Kurnan master maker can split the time and XP costs of item creation with any participant, including the use of spells or powers with XP cost.

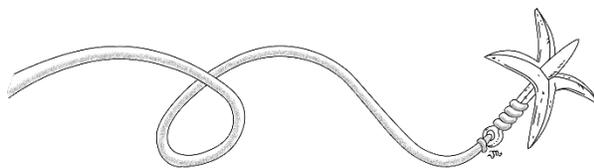
Widen Charged Device At 5th level, when using a charged device (such as a rod, staff, or wand), a Kurnan master maker can double the normal area of effect. This draws one extra charge from the device.

Familiar hawk (*MM*, pg 273)

Master Makers direct the tasks of theclave, and command an enormous amount of respect in Kurn.

Strategies and Tactics

Master makers rarely enter into combat directly, though one focused on the military applications of their craft is a deadly thing and an asset to any of the militias or Brethren in Kurn. They will use their spells and abilities of widen charged device and quicken charged device to attack foes. Master makers excel at supporting other troops and will use their spells in ways that maximize their opponent's suffering without harming their own troops at all.



Kurnan Militia Archer

This woman is tall and lean, and her long hair falls in a single braid; she carries a longbow at her back and a quiver at her hip.

Militia Archers

CR 1

Female human expert 1/warrior 1
NG Medium humanoid (human)
Init +1; **Senses** Listen +4, Spot +4
Languages Eloy, Kurnan

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 6 (2 HD)

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

Speed 20 ft. (4 squares)

Melee club +1 (1d6) or

Ranged composite longbow +2 (1d8/x3)

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

Base Atk +1; **Grp** +1

Atk Options Concentrated Fire

Special Actions Teamwork

Combat Gear club, composite longbow with 30 arrows

Abilities Str 10, Dex 13, Con 9, Int 12, Wis 11, Cha 8

Feats Concentrated Fire, Teamwork

Skills Climb -4, Craft (any) +5, Diplomacy +3, Heal +4, Hide -1, Jump -4, Listen +4, Profession (any) +4, Search +5, Spot +4

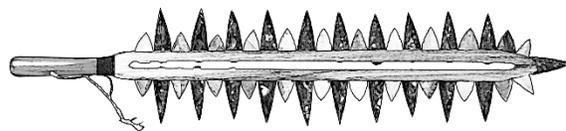
Possessions combat gear plus shell armor, buckler

She is a Kurnan artisan, a proud member of aclave, and probably a wife and mother, but as a citizen, it is a Kurnan militia archer's duty to spend nearly two months every year serving in Kurn's militia.

These are Kurnan citizens with lives and jobs, who have honed their archery skills for Kurn's defense. When demand for their goods and skills dip, they sell their skills as mercenaries to House Azeth.

Strategies and Tactics

Kurnan militia archers begin combat by firing at their opponents from range, using Concentrated Fire to improve their attacks. They tend to fight in groups and use their training and teamwork to full effect.



Kurnan Militia Mindbow

This tall woman has a fierce look in her eye. She holds an arrow in her hand, ready to notch it when her commander gives the order.

Militia Mindbow

CR 2

Female human psychic adept 2/warrior 1
NG Medium humanoid (human, psionic)
Init +1; **Senses** Listen +2, Spot +2
Languages Eloy, Elven, Kurnan

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 10 (3 HD)

Faces of the Forgotten North

Fort +2, Ref +1, Will +2

Speed 20 ft. (4 squares)

Melee club +2 (1d6) or

Ranged composite longbow +3 (1d8/x3)

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

Base Atk +2; **Grp** +2

Atk Options Concentrated Fire, Point Blank Shot, Psionic Shot

Combat Gear club, composite longbow with 30 arrows

Power Points/Day 2: Psychic Adept Powers Known (ML 2nd):

1st - *biofeedback*

Abilities Str 10, Dex 13, Con 11, Int 12, Wis 8, Cha 10

Feats Concentrated Fire, Point Blank Shot, Psionic Shot

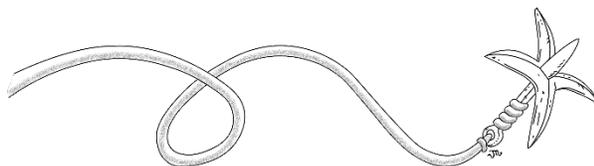
Skills Concentration +6, Handle Animal +5, Heal +5, Listen +2, Ride +5, Spot +2

Possessions combat gear plus shell armor

Kurnan militia mindbows are Kurnans who have worked to combine their archery and psionic abilities for Kurn's defense. When demand for their goods and skills dip, they sell their skills as mercenaries to House Azeth.

Strategies and Tactics

A Kurnan militia mindbow will use their psionic abilities to increase their attacks with *psionic shot*. When pressed into hand-to-hand combat, they will use *biofeedback* to defend themselves.



Kurnan Militia Spearman

The plainly dressed man before you stands with shield and spear ready. While he wears the badge of an artisan, his stance and demeanor show the confidence of a trained warrior.

Militia Spearman

CR 2

Male human expert 2/warrior 1

NG Medium humanoid (human)

Init +0; **Senses** Listen +4, Spot +4

Languages Eloy, Kurnan

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 12 (3 HD)

Fort +2, **Ref** +0, **Will** +2; Faithful Follower

Speed 20 ft. (4 squares)

Melee spear +3 (1d8+1) or

Ranged composite longbow +2 (1d8)

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

Base Atk +2; **Grp** +3

Special Actions Teamwork

Combat Gear spear, composite longbow with 30 arrows

Abilities Str 13, Dex 11, Con 10, Int 12, Wis 9, Cha 8

Feats Faithful Follower, Spear Wall, Teamwork

Skills Climb -2, Craft (any) +6, Diplomacy +4, Heal +4, Jump -2, Listen +4, Profession (any) +4, Ride +0, Search +6, Spot +4

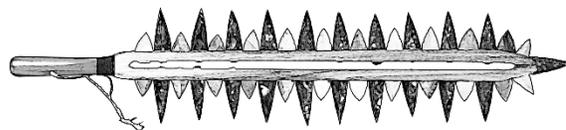
Possessions combat gear plus shell armor

This man is a Kurnan artisan, a proud member of a clave, and probably a husband and a father, but as a citizen, he spends nearly two months every year serving in Kurn's militia.

These are Kurnan citizens with lives and jobs, who have honed their military skills for Kurn's defense. When demand for their goods and skills dips, they sell their skills as mercenaries to House Azeth.

Strategies and Tactics

Kurnan militia spearmen fight in groups. They use their Teamwork and Shield Wall feats to full advantage when faced with combat.



Kurnan Mindbow

The woman before you holds a bow ready at her side. Floating above her left shoulder, a crystal glows with a soft inner light. The tip of her arrow glows with power and in a flash she is gone, only to appear on an overhang above you, raining down arrows.

Mindbow

CR 8

Female human psychic warrior 8

NG Medium humanoid (human, psionic)

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

Languages Baazrag, Elven, Eloy, Kurnan

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 deflection)

hp 44 (8 HD)

Fort +7, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares)

Melee club +6/+1 or

Ranged composite longbow +8/+3 (1d8/x3)

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

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

Atk Options Greater Psionic Shot

Special Actions Psionic Meditation

Combat Gear club, composite longbow with 50 arrows, 6 *potion-fruits of true strike*

Power Points/Day 31; **Psionic Warrior Powers Known** (ML 8th):

3rd - *dimensional slide, greater concealing amorphia*

2nd - *animal affinity, dissolving weapon, hustle*

1st - *biofeedback, elfsight, force screen*

Abilities Str 10, Dex 14, Con 12, Int 14, Wis 16, Cha 8

SQ psicrystal (single-minded), share powers, sighted, telepathic link, deliver touch powers

Feats Alertness^B, Far Shot^B, Greater Psionic Shot^B, Improved Initiative, Point Blank Shot, Psicrystal Affinity, Psicrystal Containment, Psionic Meditation^B, Psionic Shot^B

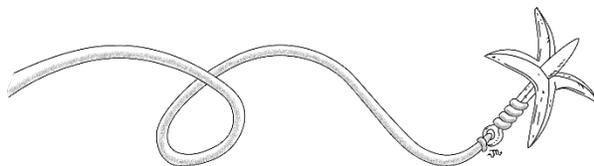
Skills Autohypnosis +7, Climb +7, Concentrate +15, Listen +10, Ride +13, Spot +10

Possessions combat gear plus 5 +3 arrows, 5 +1 arrows of distance, 10 +1 arrows of shocking burst, ring of protection +1, shell armor +1

The mindbrow presented here had the following ability scores before racial adjustments: **Str** 10, **Dex** 13, **Con** 12, **Int** 14, **Wis** 15, **Cha** 8.

Strategies and Tactics

A mindbrow uses *elfsight* for night duty. They often rely on other members of their team to reload their crossbow while they meditate to regain their focus to use **Greater Psionic Shot**, and then consume a potion of *true strike*. Their psicrystal focus allows the mindbrow one extra use of **Greater Psionic Shot** without regaining *psionic focus* in between. They will also use their psionic powers of *hustle* and *dimensional slide* to gain a tactical advantage.



Kurnan Apprentice

Sitting on a rock, a man with a hawk on his shoulder thumbs through a stack of cards. Wearing clothes common to Kurn, this man looks up from his cards and extends an arm, palm towards the ground.

Kurnan Apprentice

CR 2

Male human wizard (preserver) 2

NG Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Elven, Kurnan

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 11 (2 HD)

Fort +2, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)

Melee dagger +0 (1d6-1/19-20) or

Ranged sling +2 (1d4)

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

Base Atk +1; **Grp** +0

Combat Gear dagger, sling with 10 sling stones, *wand of protection from arrows* (10 charges) or *wand of haste* (10 charges) or *wand of keen weapon* (10 charges) or *wand of magic missiles* (10 charges)

Wizard Spells Prepared (CL 2nd):

1st - *expeditious retreat, ray of enfeeblement* (2)

0 - *acid splash, daze* (DC 12)

Abilities Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10

SQ summon familiar, link with familiar, share spells

Feats Alertness^B, Improved Initiative, Still Spell, Scribe Scroll^B

Skills Concentration +7, Decipher Script +7, Knowledge (arcana) +7, Knowledge (local [Trembling Plains]) +7, Listen +3, Spellcraft +7, Spot +3

Spellbook spells prepared plus 0 - all; 1st - *cooling canopy, jump, mage armor*

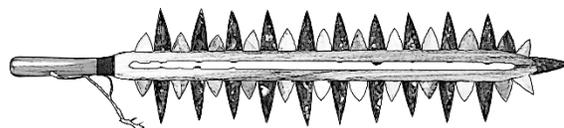
Familiar hawk (MM, pg 273)

A Kurnan apprentice always plays a supportive role, usually far from the front line. They are low-level preservers that work in groups, often as mercenaries. They will also give their help in exchange for magical education.

The Kurnan apprentice presented here had the following ability scores before racial adjustments: **Str** 8, **Dex** 13, **Con** 14, **Int** 15, **Wis** 12 **Cha** 10.

Strategies and Tactics

Kurnan apprentices cast their spells to benefit those around them, largely depending on their wands and attacking when able with their ranged attacks. They cast *expeditious retreat* to escape when needed.



Kurnan Wasp-Herder

A buzzing fills your ears as you crest the hill. Before you is a man dressed in a dark robe covered in wasps. He is working with a nest, and looks up at you. His mouth moves, but no words are audible above the drone of the buzzing.

Kurnan Wasp-Herder

CR 3

Male human cleric 3
 NG Medium humanoid (human)
Init +1; **Senses** Listen +4, Spot +4
Languages Eloy, Elven, Kurnan

AC 13, touch 11, flat-footed 12
 (+1 Dex, +2 armor)

hp 16 (3 HD)

Fort +6, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee spear +1 (1d8) or

Ranged shortbow +3 (1d6/x3)

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

Base Atk +2; **Grp** +1

Atk Options death touch (3d6 hp), turn undead 3/day (+0, 2d6+3, 3rd), rebuke vermin 3/day (+0, 2d6+3, 3rd)

Special Actions spontaneous casting (cure spells)

Combat Gear spear, shortbow with 20 arrows, 2 *potion-fruits of cure minor wounds*

Cleric Spells Prepared (CL 3rd):

2nd - *delay poison, summon monster II, summon swarm*^D

1st - *animal messenger*^D, *bles*, *divine favor, summon monster I*

0 - *detect magic, detect poison, purify food and drink, read magic*

D: Domain spell. Element: Earth. Domains: Decaying Touch, Ruinous Swarm

Abilities Str 8, Dex 13, Con 12, Int 14, Wis 15, Cha 10



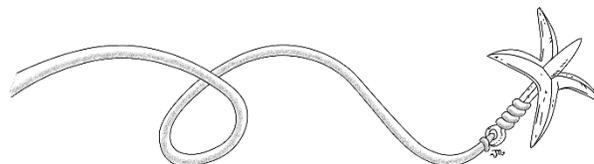
Feats Animal Affinity, Great Fortitude, Wasp-Herder*

Skills Handle Animal +8 (+4 with wasps), Heal +8, Knowledge (religion) +3, Knowledge (nature) +5, Listen +4, Ride +5, Spellcraft +3, Spot +4

Possessions combat gear plus leather armor

Strategies and Tactics

Wasp herders tend to enter combat with help from their *summon monster* spells. They will protect their herds with their lives, but prefer to sacrifice their *summoned* allies.



White Disciple

On the battlefield before you, a man dressed in white moves from body to body. Some he stops over and appears to cast spells, while he closes the eyes of others and then moves on. He looks up at you for a moment and then continues his work.

White Disciple

CR 8

Male human templar 8

NG Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +8

Languages Eloy, Elven, Kurnan

AC 13, touch 13, flat-footed 13

(-1 Dex, +4 armor)

hp 44 (8 HD)

Fort +7, **Ref** +1, **Will** +6

Speed 30 ft. (6 squares)

Melee mwk iron short sword +9/+4 (1d6+2/19-20)

Ranged *glove of missile casting* +5 (1d8)

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

Base Atk +6; **Grp** +8

Atk Options turn undead 10/day (+5, 2d6+5, 5th)

Special Actions Secular Authority 8/day (+20)

Combat Gear 20 crossbow bolts, masterwork iron short sword, *staff of healing* (9 charges), *glove of missile casting**

Templar Spells (CL 8th, 6/7+d/7+d/6+d/3+d:

4th - *air walk, cure critical wounds, dimensional anchor, fool's feast, freedom of movement, inflict critical wounds* (DC 17), *greater command* (DC 17), *greater magic weapon, lesser geas* (DC 17), *mage seeker, neutralize poison, sending, spell immunity*^D, *status, tongues, wrath of the sorcerer-king* (DC 17)

Faces of the Forgotten North

3rd - *clairaudience/clairvoyance*^D, *cure serious wounds*, *dedication*, *discern lies* (DC 16), *dispel magic*, *glyph of warding* (DC 16), *image of the sorcerer-king* (DC 16), *inflict serious wounds* (DC 16), *lightning bolt* (DC 16), *locate object*, *magic circle against good*, *magic vestment*, *protection from energy*, *remove disease*, *sand pit*, *speak with dead* (DC 16), *surface walk*, *wind wall*, *worm's breath*

2nd - *battlefield healing*, *bear's endurance*, *cure moderate wounds*, *delay poison*, *enthrall* (DC 15), *footsteps of the quarry*, *hold person* (Will 15), *inflict moderate wounds* (DC 15), *lesser restoration*, *remove paralysis*, *resist energy*, *return to earth*, *shield other*^D, *silence*, *undetected alignment* (DC 15), *zone of truth* (DC 15)

1st - *black cairn*, *command* (DC 14), *comprehend languages*, *cure light wounds*, *deathwatch*, *detect undead*, *divine favor*, *doom* (DC 14), *endure elements*, *hand of the sorcerer king*, *hide from undead* (DC 14), *inflict light wounds* (DC 14), *remove fear*, *protection from good*, *sanctuary*^D, *shield of faith*

0th - *cure minor wounds*, *defiler scent*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *virtue*

Spell-Like Abilities (CL 8th):

6 (total)/day - *arcane mark*, *purify food and drink*, *slave scent*

Abilities Str 14, Dex 8, Con 12, Int 14, Wis 10, Cha 16

SQ assume domain

Feats Companion, Extra Turning, Improved Initiative, Secular Authority^B, Teamwork

Skills Concentration +6, Diplomacy +16, Gather Information +8, Heal +5, Knowledge (local [Kurn]) +7, Knowledge (religion) +7, Sense Motive +8, Spellcraft +7, Spot +8

Possessions combat gear plus *studded leather armor +1*

Assume Domain A white disciple gains the granted powers from two domains: Knowledge and Protection. They may add one domain spell from each level to their spells known list.

The white disciple presented here had the following ability scores before racial adjustments: **Str** 13, **Dex** 8, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15.

Strategies and Tactics

White disciples fight defensively, helping others and healing those in need. A white disciple will position themselves in a way to use their *cure* spells without getting into danger. White disciples will counter opponents' attacks and prefer to take opponents alive, through use of *hold person* and *greater command*.

Creatures and Allies

Sometimes Kurnans keep creatures that they use as allies or as sources of food.

Giant Wasps (MM, pg 285): Giant wasps often are used by wasp herders both as pets and allies, and as messengers, sentries, and companions.

Harnaqs*: These creatures are used for their milk, which is highly prized by Kurnans.

Sample Encounters

Out in the wilderness, a party may encounter a unit of Black Brethren. If the PCs are in the areas surrounding Kurn, they have a good chance of meeting with these elite soldiers.

Smaller patrols of Black Brethren typically consist of one Black Captain, one or two Black Chaplains, three to five Black Scouts, one Black Signet, one Black Investigator, eight to twelve Black Lancers, fifteen to twenty Black Shields, and ten to fifteen Black Mindbows.

If the party submits to the orders of the Black Brethren, they will be questioned - possibly with spells and psionics - to determine the veracity of their answers.

If the party resists, the Black Brethren will subdue them first, and kill them second. They are very effective as a team, fighting in formations that allow them to aid one another. If the PCs are Drylanders, then they will be questioned for information and possibly brought to an area near Kurn to be questioned further. They will then be released and ordered to make their way south, never to return.

History

See *Lost Cities of the Trembling Plains*.

Environment: The Kurnan people can be found anywhere in the region of the Trembling Plains, but typically reside within 10 miles of Kurn or one of Kurn's client villages. Black Brethren can be found patrolling within 25 miles of these sites. Kurnans may also be found in other villages and forts where trade or information is to be had.

Typical Physical Characteristics: Kurnans walk a little taller, stand a little prouder, and are generally happier than any other people on Athas. They value their freedom, and are generally kind, if guarded, to outsiders. For more information on Kurnans, see *Lost Cities of the Trembling Plains*.

Alignment: Kurnans tend towards good alignment, as they are a free society. They work together for the benefit of their clave. They tend to give each other the benefit of the doubt and will extend this courtesy to strangers if they prove they can be trusted.

Faces of the Forgotten North

Society

See *Lost Cities of the Trembling Plains*.

Typical Treasure

Besides the items listed in the individual stat blocks, Kurnans typically carry some currency, allowing them to trade with others when needed. The most important treasure that Kurnans have is their knowledge of Kurn.

Kurnan Lore

Characters with ranks in [Knowledge \(local \[Kurn\]\)](#) or [Knowledge \(local \[Trembling Plains\]\)](#) can learn more about the Kurnans. When a character makes a successful [skill check](#),

the following lore is revealed, including the information from lower DCs.

Knowledge (local [Trembling Plains])

DC Result

- | | |
|----|--|
| 10 | The "lost" cities of Kurn and Eldarich have been rediscovered, far to the north, and they are trading with Draj again. |
| 15 | Kurnans refer to people from the Tyr Region as "Drylanders." |
| 20 | Kurnans have a greater tolerance for wizardry and theft than any city in the Tyr Region, even than the anarchic Raamins. |

Adventure Hooks

All About Harnaqs; My Kingdom for a Spittoon; Sweet Dreams; The Goblinfather's Children are Hungry; The Pregnant Mul

Listana

A swirling mass of black smoke forms into a grayish shade before your eyes. Dark glowing purple eyes stare at you with hatred and loathing. The figure slides into a large marble statue of a dwarf, standing 10 feet tall. The eyes of the statue open and the eyes glow purple. The statue smiles at you wickedly and lumbers towards you.

Listana

CR 8

LE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft; **Spot** +18, **Listen** +18

Languages Carsys, Classic Tanysh, Dwarven, Eloy

AC 18, **touch** 18, **flat-footed** 14

(+4 **Dex**, +4 **deflection**)

hp 71 (11 HD)

Miss Chance 50% (incorporeal)

Immune undead immunities

Fort +3, **Ref** +7, **Will** +9

Weakness bound to area, distractible, vulnerability to *raised dead*

Speed fly 60 ft. (good) (12 squares)

Melee incorporeal touch +10 (1d4 plus 1 **Str** damage)

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

Base Atk +5; **Grp** – (+10 corporeal)

Atk Options Combat Reflexes, heart grip, taint weapon, teleport victim 3/day

Special Actions animate object, possession

Spell-Like Abilities (CL 11th):

3/day - *charm person* (DC 15)

Abilities **Str** —, **Dex** 18, **Con** —, **Int** 14, **Wis** 14, **Cha** 19

SQ enduring focus, **incorporeal traits**, necromant, temporary corporeality, **undead traits**, vulnerability to *raise dead*

Feats Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (incorporeal touch)

Skills [Diplomacy](#) +6, [Hide](#) +18, [Intimidate](#) +18, [Listen](#) +18, [Search](#) +15, [Sense Motive](#) +16, [Spot](#) +18

Animate Object (Su) As a standard action, Listana can inhabit a single inanimate object, usually a large marble dwarven statue. This functions as an animate objects spell (caster level 11th), except Listana merges with the object and the duration lasts as long as the wraith concentrates.

Bound to Area (Su) Listana cannot leave her gem without weakening her connection to the Gray. Each day she's away, she gains a **negative level**. When her **negative levels** equal her **Hit Dice**, she's destroyed. If she returns, she recovers 1 **negative level** per day.

Distractible (Ex) Listana has spent centuries nursing her hate of dwarves. When coming into contact with dwarves, Listana will always target them first, even if other targets are more of a threat. Listana will attack dwarves if ordered not to by Egendo, but she will do what she can to harass them and prove that she is superior to them.

Enduring Focus (Su) Listana's life force is stored in a focus object called its phylactery. As long as this gem is intact, she cannot be permanently killed. Unless her phylactery is located and destroyed, Listana reforms 1d100 days after its apparent death. The phylactery has the hardness of 20 and 30 hit points. Killing Listana in the Gray prevents her from returning to life. Egendo of Carsys currently possesses this gem.

Heart Grip (Su) Listana can reach into a victim and grasp its heart as a standard action that does not provoke an attack of opportunity. The victim makes a Will save (DC 19). If it fails, the victim is helpless, and Listana can tell when it is lying and can read its surface thoughts. The heart grip cannot be broken except by dealing damage to Listana, which causes her to release her grasp.

Necromant (Ex) Listana 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 her to draw spell energy within the Gray.

Possession (Su) Once per round, Listana can merge its body with a non-intelligent creature. This ability is similar to a *magic jar* spell (caster level 11th), except that it does not require a receptacle. To use this ability, she 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 19). A creature that successfully saves is immune to that same wraith's possession for 24 hours, and Listana cannot enter the target's space. If the save fails, she vanishes into the target's body. Listana cannot use supernatural special attacks while possessing a creature. When possessing a creature, Listana forces it to spiritually enter a mindscape (Chapter 2 of *Terrors of the Dead Lands*). Listana can also enter or leave the mindscape as a standard action. When in the mindscape, the victim's physical body falls lifeless. Defeating Listana'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, Listana becomes corporeal, and if its spiritual copy is killed, she is permanently destroyed. She can also be used as an energy battery as though it were in the Gray.

Strength Damage (Su) Living creatures hit by Listana's incorporeal touch attack suffer an additional point of temporary Strength damage. On each such successful attack, she gains 2 temporary hit points.

Taint Weapon (Su) Listana's connection to the Gray is so strong that she can taint magic and psionic weapons by touching them. She makes a touch attack against the weapon; if successful, the weapon or its wielder must make a Will save (DC 19). 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.

Teleport Victim (Sp) Listana can grab hold of a creature and teleport it to Egendo. This ability functions just like the *greater teleport* spell, except unwilling creatures can be teleported if they fail a Will save (DC 19). Listana can use this attack three times per day.

Temporary Corporeality (Su) Listana can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, she loses the incorporeal subtype, her deflection bonus to armor class becomes a natural armor bonus, and she has a Strength score of 20. Listana makes 2 claw attacks instead of an incorporeal touch attack (damage 1d4+5), and she can still use special attacks, except for heart grip. She can grapple creatures and manipulate objects. Listana can become incorporeal again as a standard action. In the Gray, she is forced into corporeal form; she cannot exist there in incorporeal form.

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

Hook "Ah, the games we play..."

Listana, Animated Statue

CR 8

LE Large construct (dwarven statue)

Init +8; Senses darkvision 60 ft; Spot +18, Listen +18

Languages Carsys, Classic Tanysh, Dwarven, Eloy

AC 22, touch 17, flat-footed 18

(-1 size, +4 Dex, +4 deflection, +5 natural)

hp 52 (4 HD); Hardness 10

Immune construct immunities, undead immunities

Fort +3, Ref +7, Will +9

Speed 30 ft. (6 squares)

Melee slam +13 (1d8+11)

Space 10 ft., Reach 5 ft.

Base Atk +5; Grp +17

Atk Options Combat Reflexes, trample

Abilities Str 26, Dex 18, Con —, Int 14, Wis 14, Cha 19

SQ construct traits, enduring focus, necromant, undead traits, vulnerability to raise dead

Feats Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Diplomacy +6, Hide +14, Intimidate +18, Listen +18, Search +15, Sense Motive +16, Spot +18

Animate Object (Su) As Listana, above.

Bound to Area (Su) As Listana, above.

Distractible (Ex) As Listana, above.

Enduring Focus (Su) As Listana, above.

Hardness (Ex) An animated object has the same hardness it had before it was animated.

Necromant (Ex) As Listana, above.

Vulnerability to Raise Dead (Ex) As Listana, above.

Teleport Victim (Sp) As Listana, above.

Trample (Ex) Listana can trample creatures of small size, dealing damage equal to her slam damage +12. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 20) to halve the damage

Listana is an Athasian wraith in service to Egendo of Carsys. She stayed behind when his army was called back to the Pristine Tower, and her faith in her lord's cause sustained her in undeath. She has aided Egendo these long years, gathering spell fodder and defacing the dwarven ruins of Hogalay.

Strategies and Tactics

Listana patrols Hogalay and scouts the surrounding lands, searching out victims to bring to her lord Egendo for interrogation. Listana prefers to confront foes from within animated statues, lashing out with stoney fists while defacing dwarven cultural artifacts. When not animating statues or other objects, prefers to fight by swooping through nearby walls or the floor to attack her enemies, using her teleport victim ability to send them directly to Egendo.

Sample Encounters

Listana often scouts for Egendo, and she will lurk for a long time before exposing herself to a party. More often than not, those she investigates never know that she is there. If Listana believes that her prey would be useful to Egendo, she will either attempt to *charm* them or she will lure them with a cat and mouse game.

Creatures and Allies

Egendo of Carsys

History

When Hogalay fell to the forces of Egendo, Listana was one of his chief captains. After Rajaat called the army back to the Pristine Tower and gave command of the army to one of Egendo's other captains, Borys of Ebe, Listana stayed behind to try to find her master. She wandered the ruins day and night until finally succumbing to the elements and becoming an Athasian wraith. When she returned to (un)life, she realized what had happened and that she could finally contact her lord. She has served Egendo for millennia, bringing him fodder for his spells. She has spent much of her time hunting for answers and trying to understand the world on behalf of her master, with little success, as she is unable to travel far from her gem. She spends her free time defacing the statues in the city of Hogalay, posing them in crude and humiliating positions.

Alignment: Listana is lawful evil. She will act on behalf of Egendo and will follow his commands without question. She

hates dwarves and will do what she can to hurt and humiliate them. This is the only point on which she will challenge Egendo.

Typical Treasure

Listana does not collect treasure; the statue she prefers to animate, however, is a 10-foot-tall bronze statue of an ancient dwarven lord, and it is worth 10,000 Cp.

Listana Lore

Characters with ranks in [Knowledge \(history\)](#) or [Knowledge \(religion\)](#) can learn more about Listana. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Ancient History, Religion)

DC	Result
15	This is an Athasian wraith. This result reveals all undead traits and the incorporeal subtype.
20	This Athasian wraith is different from others of its kind and has abilities that are above and beyond the standard wraith.
25	This wraith served in the Cleansing Wars, and died out of loyalty to her master, Egendo of Carsys – the first Butcher of Dwarves.
35	This is Listana, the wraith who has helped Egendo escape his prison-cyst. This result reveals her history and unique powers.

Adventure Hooks

Gone Astray; Home Sweet Hogalay

Merchant

The characters presented below can be used for most caravans encountered in the Trembling Plains. Note that two merchant houses are sufficiently different from the norm to deserve separate treatment: House Azeth and House Ptellac.

Caravan Archer

From under the cover of the wagon, a group of lightly armored troops hold crossbows at the ready.

Caravan Archer

CR 2

Male human warrior 3

N Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 14, **touch** 11, **flat-footed** 13

(+1 **Dex**, +3 **armor**)

hp 16 (3 HD)

Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)

Melee short macahuitl +3 (1d6-1/19-20) or

Ranged light crossbow +4 (1d8)

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

Base Atk +3; **Grp** +4

Atk Options Concentrated Fire, Point Blank Shot, Precise Shot

Combat Gear short macahuitl, light crossbow with 20 bolts

Faces of the Forgotten North

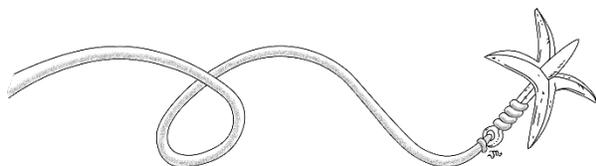
Abilities Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8
Feats Concentrated Fire, Point Blank Shot, Precise Shot
Skills Climb +2, Handle Animal +2, Listen +1, Ride +3, Spot +1
Possessions combat gear plus studded leather armor

Caravan archers are the defense line of their caravans, firing arrows from the cover of the wagons.

Strategies and Tactics

Caravan archers work in teams of four, launching arrow volleys at the enemy to make the most of Concentrated Fire. They have standing orders to concentrate their bolts at any obvious psionic or spellcasting foe.

A caravan archer gains soft cover (see *Player's Handbook*, page 151) behind 1 inch of bone (hp 10, hardness 6) from a howdah.



Caravan Footman

Spear-men with heavy shields walk alongside the wagon, spaced evenly apart. After a moment, you realize that they are walking in time with each other, as if in formation.

Caravan Footman

CR 2

Male human warrior 3
N Medium humanoid (human)
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 15, touch 10, flat-footed 15; Shield Wall
(+3 armor, +2 shield)

hp 16 (3 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee shortspear +4 (1d6+1) or

Ranged dagger +3 (1d4+1)

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

Base Atk +3; **Grp** +4

Atk Options Power Attack

Combat Gear shortspear, dagger

Abilities Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Feats Alertness, Power Attack, Shield Wall

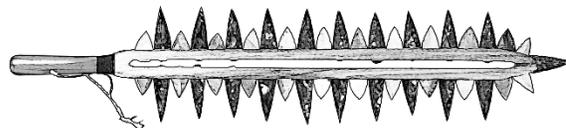
Skills Climb +2, Handle Animal +2, Listen +2, Ride +3, Spot +3

Possessions shortspear, dagger, studded leather armor, heavy wood shield

The main line of both offense and defense, caravan footmen are the bulk of any medium to large caravan.

Strategies and Tactics

In combat, small groups of these footmen will band together to make use of Shield Wall in order to help repel raiders and give the archers time to shoot.



Caravan Outrider

Riding fast-moving crodlus, a group of men hold lances and bows in a manner that shows a lack of aggression. They look at you from a distance, then one of them moves back over the ridge they came from.

Caravan Outrider

CR 3

Male human ranger 2/psychic warrior 1

N Medium humanoid (human, psionic)

Init +2; **Senses** Listen +8, Spot +8

Languages Common, Eloy

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 19 (3 HD)

Fort +7, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)

Melee lance +3 (1d8+1/x3) or

Melee carrikal +3 (1d8+1/x3) or

Ranged shortbow +3 (1d6/x3)

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

Base Atk +2; **Grp** +3

Atk Options Mounted Archery, Mounted Combat, Point Blank Shot, Psionic Shot, Rapid Shot

Combat Gear lance, carrikal, shortbow

Power Points/Day 1; **Psychic Warrior Powers Known** (ML 1st):

1st - inertial armor

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8

SQ favored terrain (scrub plains +2), wild empathy +1 (-3 magical beasts)

Feats Mounted Archery^B, Mounted Combat, Point Blank Shot, Psionic Shot, Rapid Shot^B, Track^B

Skills Concentration +8, Knowledge (psionics) +3, Listen +8, Ride +6, Search +5, Spot +8, Survival +8

Possessions combat gear plus masterwork chitin armor

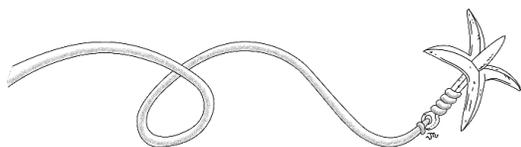
Faces of the Forgotten North

Favored Terrain A caravan outrider receives a bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within their favored terrain.

These outriders utilize fast steeds to be able to inform their caravans of any incoming dangers, such as mekillot stampedes or bandit attacks.

Strategies and Tactics

An outrider uses their ranged combat abilities to the fullest, always empowering their arrows with **Psionic Shot**. They activate their *inertial armor* right before any enemy comes within range.



Caravan Trader

This person carries a precious metal longsword at their hip, and their clothes are finer than you would expect for wilderness travel. The warriors in the group seem to be looking to them for instructions.

Caravan Trader

CR 4

Male human expert 4/dune trader 1
N Medium humanoid (human, psionic)
Init +0; **Senses** Listen -1, Spot -1
Languages Common, Elven, Ssurran

AC 12, touch 10, flat-footed 12
(+2 armor)

hp 17 (5 HD)

Fort +1, **Ref** +1, **Will** +5

Speed 30 ft. (6 squares)

Melee iron longsword +2 (1d8-1/19-20)

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

Base Atk +3; **Grp** +2

Combat Gear iron longsword

Power Points/Day 2; **Powers Known** (ML 1st):

1st - *force screen*

Abilities Str 8, Dex 10, Con 11, Int 14, Wis 9, Cha 12.

SQ contact 1/week, fast talk

Feats Hidden Talent (*force screen*), Negotiator, Trader

Skills Appraise +11 (+10 False Goods / Forgeries), Bluff +11, Craft (Craft [False Goods / Forgeries]) +10, Decipher Script +7, Diplomacy +13, Forgery +9, Gather Information +8, Intimidate +8, Knowledge (local [Trembling Plains]) +7, Literacy [Elven], Listen -1, Profession (merchant) +6, Sense Motive +6, Spot -1, Use Rope +5

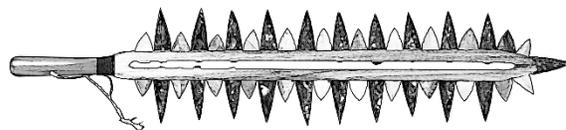
Possessions combat gear plus leather armor

Caravan traders are merchant house agents, and will sell anything for a price.

The caravan trader presented here had the following ability scores before **Hit Dice** ability increase: **Str** 8, **Dex** 10, **Con** 11, **Int** 13, **Wis** 9, **Cha** 12.

Strategies and Tactics

Before blades are drawn, a caravan trader will attempt to avoid combat using his skills of flattery and diplomacy. Once they sense combat, a caravan trader will activate their *force screen* to increase their **Armor Class** and then fight to the best of their ability if it seems in their best interest, or parlay with their foes if they think doing so will spare their life. Such a merchant usually has no qualms about leaving their caravan or personal guards to protect their back if wounded or faced with a hopeless fight.



Sssythril Tsalaxa

This slender - and from what you can see of her, beautiful - woman wears an abbreviated trader's garment that leaves most of her fair legs and arms bare except for a fine silken cloak. A short gray gauzy veil makes her eyes difficult to see.

Sssythril Tsalaxa

CR 15

Female yuan-ti herald* rogue 8/dune trader 5
NE Medium monstrous humanoid (psionic)
Init +6; **Senses** darkvision 60 ft. Listen +6, Spot +4
Languages Common, Eloy, Yuan-Ti, Draji, Kurnan

AC 24, touch 12, flat-footed 22; **dodge**, improved uncanny dodge

(+2 Dex, +9 armor, +3 natural)

hp 71 (13 HD)

Immune snake poison

Resist evasion; **PR** 20

Fort +5, **Ref** +9, **Will** +6

Speed 30 ft. (6 squares)

Melee +3 *short macahuitl* +13/+8 (1d6+4/19-20) or

Melee bite +10/+5 (1d4+1 plus poison)

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

Base Atk +9; **Grp** +12

Atk Options poison (injury, Fort DC 21, 1d6 Con/ 1d6 Con), sneak attack +4d6

Combat Gear +3 *bone short sword*, *potion-fruit of keen edge*, 3 *potion-fruits of cure moderate wounds*, *potion-fruit of mage armor*

Psi-Like Abilities (ML 12th):

3/day - *psionic charm* (affects aberrations, animals, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, and outsiders, DC 15*)

1/day - *detect poison*

*Includes augmentation for Sssythril's manifester level.

Abilities Str 12, Dex 15, Con 14, Int 18, Wis 10, Cha 10.

SQ agent (kenku assassin), contact 2/week, fast talk, distributive bargaining, poison immunity, totem power (kluzd), trap finding, trap sense +2

Feats Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Intimidating Presence^B, Investigator, Negotiator, Trader, Sidestep Charge

Skills Appraise +16 (+18 poisons), Bluff +20, Craft (poisonmaking) +12, Decipher Script +4, Diplomacy +24, Disguise +18 (+20 to act in character, +23 to appear human), Escape Artist +6, Forgery +12, Gather Information +22, Hide +10, Intimidate +10, Knowledge (local [Draj]) +20, Listen +6, Move Silently +6, Profession (merchant) +16, Search +12, Sense Motive +20, Spot +4, Survival +0 (+2 following tracks), Use Rope +2 (+4 involving bindings)

Possessions combat gear plus *shell armor* +5, *cloak of Charisma* +4

Hook "Step closer and let me see your faces."

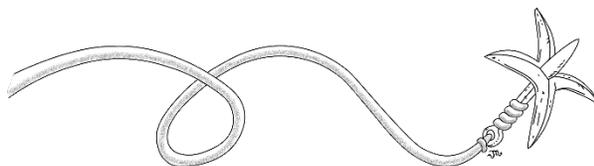
Sssythril leads a caravan for House Tsalaxa, but doubles as a spy and agent for Dote Mal Payne, who controls her through *psionic dominate*.

Sssythril Tsalaxa had the following ability scores before racial adjustments, **Hit Dice** ability increases, and equipment bonuses: **Str** 12, **Dex** 13, **Con** 14, **Int** 15, **Wis** 10, **Cha** 8.

* See *Scale, Tail, and Claw* for more details on yuan-ti heralds.

Strategies and Tactics

Sssythril is never close to combat, since she is afraid to reveal her true nature. She usually sends her agents and mercenaries to fight in her place.



Kenku Assassin

In the moonlight on the desert sands, a large birdlike shadow appears out of nowhere. You hear a whistling sound from above you and your guide falls, a dart in her eye, and then the shadow disappears.

Kenku Assassin

CR 9

Male kenku rogue 5/psionic assassin 3

LE Medium monstrous humanoid (psionic)

Init +4; **Senses** low-light vision; Listen +10, Spot +7

Languages Kenku, Eloy, Elven

AC 16, touch 14, flat-footed 12; uncanny dodge

(+4 Dex, +2 armor)

hp 44 (8 HD)

Resist evasion

Fort +4, **Ref** +11, **Will** +3; +1 against poison

Speed 20 ft. (4 squares), fly 40 ft. (average)

Melee mwk impaler +5 (1d6-1/x4) or

Melee 2 claws +4 (1d3-1) each

Ranged mwk sling +10 (1d4-1)

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

Base Atk +5; **Grp** +8

Atk Options death attack (DC 20), Psionic Weapon, sneak attack +5d6

Combat Gear masterwork impaler, masterwork sling with 20 sling stones

Power Points/Day 7; **Psionic Assassin Powers Known** (ML 3rd):

1st - *burst, chameleon, offensive prescience*

Psi-like Abilities (ML 6th):

At will - *mass missive* (40 ft., DC 13)*

1/day - *metaconcert* (other kenku only).

*Includes augmentation for the kenku's manifester level.

Spell-like Abilities (CL 1st):

At will - *disguise self*

Abilities Str 8, Dex 18, Con 14, Int 14, Wis 12, Cha 8

SQ naturally psionic, poison use, trapfinding, trap sense +1

Feats Narrow Mind, Psionic Weapon, Stealthy

Skills Balance +8, Bluff +4, Concentration +4 (+8 to become psionically focused), Craft (poisonmaking) +7, Diplomacy +6, Disable Device +7, Forgery +6, Gather Information +6, Hide +17, Knowledge (local [Draj]) +7, Listen +10, Move Silently +17, Open Lock +9, Search +7, Sense Motive +6, Sleight of Hand +11, Spot +10, Tumble +8

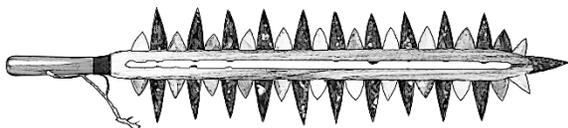
Possessions combat gear plus masterwork studded leather armor, 3 doses antloid poison,

Sssythril employs kenkus as her personal bodyguards and assassins.

This kenku assassin had the following ability scores before racial adjustments, **Hit Dice** ability increases, and equipment bonuses: **Str** 10, **Dex** 15, **Con** 13, **Int** 14, **Wis** 12, **Cha** 8.

Strategies and Tactics

The kenku assassin coats his impaler and his claws with poison prior to approaching a target. He then tries to either hide himself or to fly invisibly while he studies his target in order to use his **death attack**. If unable to study his target for three rounds, he resorts to his **sneak attack** powered with **Psionic Weapon**. Regardless of the attack's outcome, he will manifest invisibility as soon as possible after launching the attack.



Trenbull Al'Raam'ke

This man's head and face is shaved clean except for a narrow goatee. A band of ash crosses his face around his intense dark eyes.



Trenbull "Uhrnius"

CR 17

Al'Raam'ke

Male human ranger 12/dune trader 5

NG Medium humanoid (human)

Init +3; **Senses** Listen +18, Spot +28

Languages Common, Dwarven

AC 22, touch 15, flat-footed 19; **Dodge** (+3 Dex, +7 armor, +2 deflection)

hp 122 (17 HD)

Resist evasion

Fort +16, **Ref** +15, **Will** +14

Speed 40 ft. (8 squares); woodland stride

Melee +2 metal longsword +20/+15/+10 (1d8+5/19-20) or

Ranged +2 composite longbow +20/+15/+10 (1d8+5/x3)

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

Base Atk +15; **Grp** +18

Atk Options favored enemy (animals +2, magical beasts +2, giants +6), Improved Precise Shot, Manyshot, Point Blank Shot, Quick Draw, Rapid Shot

Special Actions dazzle

Combat Gear +2 metal longsword, +2 composite (+3 Str) longbow with 50 arrows, potion-fruit of cure moderate wounds

Ranger Spells Prepared (CL 6th):

3rd - cure moderate wounds, summon nature's ally III

2nd - barkskin, cat's grace

1st - alarm, entangle (DC 14)

Abilities Str 16, Dex 16, Con 16, Int 10, Wis 16, Cha 8

SQ agent (Brodeh), contact 1/week, distributive bargaining, fast talk, linguist, swift tracker, wild empathy +11 (+7 magical beasts)

Feats Dodge, Endurance^B, Far Shot, Improved Precise Shot^B, Manyshot^B, Point Blank Shot, Quick Draw, Rapid Shot^B, Shot on the Run, Sniper, Track^B, Trader, Wastelander

Skills Appraise +15, Bluff +14, Diplomacy +18, Hide +18, Jump +12, Listen +3, Move Silently +17, Profession (merchant) +11, Sense Motive +23, Speak Language (Dwarven), Spot +33, Survival +20

Possessions combat gear plus *amulet of health* +4, *boots of elvenkind*, *boots of springing and striding*, *cloak of resistance* +3, *gauntlets of braxat power* +2 (as *gauntlets of ogre power* +2), *third eye aware*, *studded leather armor* +4, *ring of protection* +2

Animal Companion kes'trekel

Hook "Welcome to Charvass. Are you here to trade? We have many fine obsidian tools for sale."

Trenbull regularly accompanies the Moratuc caravans from Charvass to Azeth's Rest. This small caravan does not fly the House M'ke colors, nor does Trenbull advertise his association with that house or share his name - Trenbull Al'Raam'ke. Trenbull has adopted the Moratuc's peculiar religion, and has shaved his head and now wears the ash stripe. He has also accepted the name that the Moratuc gave him: *Uhrnius* and he now goes by that name exclusively except when dealing with his uncle and in his recent letters to his House M'ke superiors.

Trenbull's M'ke superiors nearly decided to have him killed years ago when Trenbull abruptly and inexplicably refused to honor a contract with the sorcerer-queen of Raam for large obsidian spheres produced by the Moratuc. Since then, Trenbull has largely redeemed himself in the eyes of House M'ke by helping to open very significant trade routes with Kurn and Eldaarich. Some in House M'ke criticize Trenbull for relying so much on House Azeth, but Trenbull lacks the resources to transport the goods to Kurn himself. More importantly, keeping Azeth pleased is key to having any opportunity to trade with Eldaarich. Korsun Azeth has personally attempted to recruit the man he knows as "Uhrnius," but Trenbull remains loyal to his house. Trenbull does not tell his superiors everything, however. He has strictly forbidden the Moratuc to say anything about his father, Marcus Al'Raam'ke (N male human rogue 5/dune trader 2/druoid 9), whom House M'ke believes to be dead (Marcus in fact lives on the island of Avedgadaar, but makes seasonal visits to Charvass). As detailed in *Dragon's Crown*, Trenbull originally came to Charvass in search of his father whom he correctly believed to be alive.

Because of the state of near civil war since the death of Abalach-Re, Draj will not permit Trenbull to take large supplies of armor, weapons, medicine, chariots, crodlu, or erdlu (quality goods of which Kurn has in abundance) to Raam where all of these items are in extreme demand. Trenbull has a dream of cutting a wagon trail from the road north of Fort Ral, directly to Raam, bypassing Draj. House M'ke scoffs at the idea of building a new road, but the Moratuc have built what they call a *road plow* - a large stone roller with obsidian spikes - that, when pulled by a mekillot, would probably serve to cut a road through the scrub of the Trembling Plains. Trenbull could find the workers among the Moratuc and the herders of the Trembling Plains, but he needs investors and mercenaries to protect the wagon, supplies, and work crew (see Adventure Hooks: *Road Crew*).

Until Trenbull's road-building proposal, few leaders in M'ke knew that the Moratuc operation even existed, let alone its location. M'ke is simply too busy with its affairs in Raam to closely manage the actions of a lone agent that regularly sends back valuable resources without asking for support. The only House M'ke agent that knows the location of the Charvass outpost is Azran Al'Raam'ke, Trenbull's uncle, who visits Charvass yearly (late in the Ral's Rest season) on the Ballamarash, a battered vessel that uses enormous wooden wheels to stay above the silt, and makes surprisingly good time by alternating two shifts of muls.

Trenbull had these ability scores before **Hit Dice** ability increases: **Str** 13, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8.

Strategies and Tactics

An experienced and well-traveled caravaner, Trenbull is no stranger to combat. When he must defend himself and his people, Trenbull attacks from range with his longbow, making good use of not only Manyshot and Rapidshot, but also Shot on the Run and Sniper to stay hidden between attacks. Trenbull is not, however, afraid to draw his metal longsword and wade into melee if the situation demands.

House M'ke's schemes and speculations

Aside from Trenbull, House M'ke would certainly see the Azeth partnership as a temporary step, a foot in the door. When they are better established, M'ke leaders intend to operate solo and compete directly with House Azeth, and possibly even to seize Azeth's Rest by force. M'ke leaders speculate that once they get a mekillot wagon full of men instead of goods through the gates, the M'ke takeover would be irreversible; M'ke would own the northern trade. M'ke leaders believe that in time, Azeth would see this was all for the best. The north needs a real house like M'ke to manage something as profitable as Azeth's Rest, and to keep House Tsalaxa in line. Let Azeth keep Silt Side, M'ke reasons; that's a generous opportunity for a house of Azeth's size.

Brodeth

This female dwarf wears an ash stripe on her face and greets you with a warm smile "Hello, see anything you like? You know, we take commissions for custom obsidian work."

Brodeth

CR 7

Elite female dwarf expert 5/warrior 1

N Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; **Listen** +4, **Spot** +9

Languages Common, Eloy, Dwarven, Kurnan

AC 15, **touch** 11, **flat-footed** 15

(+4 armor, +1 deflection)

hp 34 (6 HD)

Resist stability (+4 against **bull rush** and **trip**)

Fort +6, **Ref** +2, **Will** +5; +2 against spells, spell-like effects and poison

Speed 20 ft. (4 squares)

Melee mwk dagger +6 (1d4+1/19-20) or

Melee mwk light crossbow +5 (1d8/19-20)

Faces of the Forgotten North

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

Base Atk +4; **Grp** +5

Special Actions Teamwork

Combat Gear masterwork dagger, masterwork light crossbow and 40 bolts, *psionic tattoo of animal affinity*, *psionic tattoo of empty mind*, 2 *psionic tattoos of vigor*

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

SQ dwarven focus

Feats Maintenance Focus, Teamwork, Trader

Skills Appraise +13, Bluff +9, Diplomacy +11, Handle Animal +11, Listen +4, Profession (farmer) +1, Profession (merchant) +4, Sense Motive +8, Spot +9, Survival +4

Possessions combat gear plus *cloak of resistance +1*, *handy haversack*, *ring of protection +1*, *studded leather armor +1*

Friendly and eager to learn, Brodeth has quickly taken to her new role as *Uhrnius'* apprentice. She now manages much of the affairs at the Charvass trade village, in addition to accompanying Trenbull on caravans to Azeth's Rest and back.

Brodeth had the following ability scores before racial adjustments and **Hit Dice** ability increases: **Str** 12, **Dex** 10, **Con** 13, **Int** 14, **Wis** 8, **Cha** 15.

Strategies and Tactics

Brodeth has largely been training as a trader under Trenbull, but he has not neglected her education in other matters. As such, Brodeth can hold her own in both melee and ranged combat.

Sample Encounters

House Tsalaxa Inix Caravan to Kurn (EL 11): One caravan trader, eight caravan footmen, four caravan archers, and six caravan outriders on soldier kanks (*ToA*, pg 218). Unlike Azeth's Great Caravan, House Tsalaxa attempts to send smaller irregularly-scheduled caravans along the dangerous route from Azeth's Rest to Kurn. The goods are essentially the same as those that the house transports to Azeth's Rest, since Tsalaxa does not buy or sell much in Azeth's Rest, except for purchasing drake ivory and furs at the trade fairs. Northbound caravans carry agafari wood, Tyrian iron, salt, and Draji raw silk.

House Tsalaxa Inix Caravan from Kurn (EL 11): One caravan trader, eight caravan footmen, four caravan archers, and six caravan outriders on soldier kanks (*ToA*, pg 218). Southbound caravans carry Kurnan charcoal, medicines, poisons, paper, and cosmetics; lead, silver, cinnabar and copper from the Huuros islands; Eldaarish statues, jewelry and fine cloth; furs and drake ivory, glass from the Storm Coast, and obsidian from Charvass.

House Inika Caravan (Northbound, EL 13): One caravan master (as senior agent; *DS3*, pg 327), four mul bodyguards (as mul soldier; *DS3*, pg 328), eight elven runners, eight caravan outriders on light crodlu (*ToA*, pg 188), five caravan outriders on kanks (*ToA*, pg 218), one Inika druid (as Suntail but human; *DS3*, pg 204) riding a kank brood queen (*ToA*, pg 218) and stringing 20 pack kanks (*ToA*, pg 218) behind, the other caravan outriders mounted on soldier kanks (*ToA*, pg 218). An additional eight lightly packed soldier kanks instinctively flank and protect the queen. The caravan carries agafari wood and other hardwood, gems, amber, rare feathers, spices, and incense from Gulg. Like other light, fast-moving caravans used to transport small, valuable cargoes, House Inika believes that speed is the best defense.

House Inika caravan (Southbound, EL 11): One caravan master (as senior agent; *DS3*, pg 327), four mul bodyguards (as mul soldier; *DS3*, pg 328), eight elven runners, eight caravan outriders on light crodlu (*ToA*, pg 188), eight inixes (*ToA*, pg 193) with four caravan outriders each. Carries jade statuettes from Eldaarich (which have become marvelously popular among the Jugada of Gulg), resins, furs, fine Kurnan wine, ink, glass, cosmetics, medicines, poisons, paper, clothing, cosmetics, and armor; cinnabar and copper from the Huuros islands; fine Eldaarish cloth; furs and drake ivory.



Dedys Consortium Caravan (Fort Xalis to Azeth's Rest) (EL 12): Eight elven runners, one caravan master (as senior agent; *DS3*, pg 327), four mul bodyguards (as mul soldier; *DS3*, pg 328), eight caravan outriders on soldier kanks (*ToA*, pg 218), and one Dedys druid (as Suntail but half-elf; *DS3*, pg 204) riding a kank brood queen (*ToA*, pg 218). Sixteen additional riderless lightly packed soldier kanks instinctively flank and protect the queen. The Dedys Consortium only recently joined the trade with the Forgotten North in Free Year 11, after hiring a group of adventurers to verify that the trade opportunities of the "Lost Cities" really did exist. To minimize their vulnerability to House Tsalaxa, the Dedys Consortium has chosen to bypass the southern trade road altogether.

Faces of the Forgotten North

Through arrangement with House M'ke, the Dedys Consortium travels directly to Azeth's Rest across the Trembling Plains from Fort Xalis, a major M'ke supply stop near the Black Waters. This eastward caravan carries iron from Tyr and raw silk from Raam, plus their soldier kanks which are themselves of great value; Dedys sells the trained kanks in Azeth's Rest and purchases inix for the return trip.

Dedys Consortium caravan (Azeth's Rest to Fort Xalis) (EL 11): One caravan master (as senior agent; *DS3*, pg 327), four mul bodyguards (as mul soldier; *DS3*, pg 328), one Dedys druid (as Suntail but half-elf; *DS3*, pg 204), and eight caravan outriders each mounted on a war inix (*ToA*, pg 193). On the return trip from Azeth's Rest to Fort Xalis, Dedys Consortium caravans carry ink, dyes, masterwork tools, pigments, and medicines from Kurn; shimmercloth, and drake ivory. Dedys is attempting to form contacts with the Eloy clans in Hammer's Head, in order to purchase erdlu to sell House M'ke in Fort Xalis, but most of the clans have kept their distance so far, since Drylander merchant houses (particularly House M'ke) have raided Eloy clans to obtain slaves.

For Player Characters

A merchant house carries some token or banner that they display when convenient. See *Trade Lords* for the description of different house symbols.

Tsalaxa is the primary supplier of villages along the Urik-Raam-Draj route. Of all major trade houses, Tsalaxa offers the best opportunities for spies and assassins. Sometimes Tsalaxa even hires braxats or gith, particularly those with psionic skills. Hirelings that learn secrets are usually offered permanent employment or killed. No one trusts House Tsalaxa, which is known for its use of monopolistic economic tricks, blackmail, kidnapping, assassination, and armed harassment through mercenary raiding tribes. Tsalaxa maintains cordial relations with the sorcerer-kings of the Tyr Region, but openly seeks to exterminate small houses. Its acts against larger houses are stealthier. House Tsalaxa is Azeth's greatest enemy as well as one of its most important trading partners. Tsalaxa holds the political power to shut Azeth out of Draj permanently, or at least to make the road from Fort Ral to Draj impassible to Azeth caravans. Likewise, House Azeth has the influence to shut Tsalaxa out of Kurn and to block its passage north of Azeth's Rest. Additionally, Eldaarich refuses to trade directly with anyone other than House Azeth. As much as the two houses dislike each other's philosophy and style, they depend on each other's goodwill for a substantial part of their trade.

At Azeth's Rest, Tsalaxa exchanges Draji silk and hemp products for obsidian, furs, and drake ivory. Tsalaxa spies have so far labored in vain to discover where the obsidian comes from and incorrectly concluded that Azeth was

purchasing the obsidian from the Eldaarish, but the obsidian in fact comes from Charvass.

Refusing to share its most lucrative trade with House Azeth's Great Caravan, House Tsalaxa attempts to send caravans all the way to Kurn, often carrying Gulgan goods. On the southward return journey from Kurn to Draj, House Tsalaxa carries Kurnan charcoal, medicines, poisons, paper, and cosmetics; lead, silver, cinnabar, and copper from the Huuros islands; Eldaarish statues, jewelry, and fine cloth; and furs and drake ivory gathered by various hunters.

The Dedys Consortium is an alliance of 3 small houses: Terg, Voyan, and Shakktur.

Merchant House Wavir backs its ventures in the north. Like House M'ke, House Wavir seeks to retrench because of its high stakes gamble in Balic. However, because one of its "partners", House Tomblador, holds the Tyr Region's only source of gold, Wavir desires an independent source of gold lest house Tomblador abuse its monopoly (According to Dune Trader, House Ardian had a habit of arrogantly waving its gold monopoly in everyone's face. The Wanderer's Journal and the Wanderer's Chronicle both state that Tomblador now owns Wallis. It is unclear whether there was a takeover, or whether Ardian was a front for Tomblador). Wavir needs every strong arm it can get in Balic, but it uses what influence and credit it has in the north to promote the Dedys Consortium's venture. Dedys has so far chosen to play as safe, as it can send caravans no farther north than Azeth's Rest. A Dedys agent always travels with Azeth's Great Caravan as a paying passenger, to keep an eye on the goods and to gather any information that might help Dedys' expansion in the future. Another Dedys agent stays in Kurn and another in Fort Stench, sniffing out opportunities for buying and selling.

Paying to ship their goods through Azeth's Great Caravan is certainly not cheap, but Dedys agents determined that the risk and expense of making the trip on their own far outweighed Azeth's shipping charges. At Azeth's Rest, the Dedys Consortium exchanges most of its northbound shipment in exchange for House Azeth's goods, but the Consortium agents do sell modest amounts of agafari wood and iron at Azeth's trade fairs, mostly looking to exchange for furs and drake ivory found by herders or acquired by hunters.

Rumors Among the Merchants

Persons who spend time speaking to a merchant house's agents and mercenaries may hear the following rumors:

Gather Information

DC Result

- 11 House Azeth has an 'arrangement' with the Bandit Lords. The bandits don't attack Azeth's caravans, and Azeth gives the Bandit Lords information on non-Azeth caravans in exchange. Azeth's wind priests *scry* the trade road with their magic or with the collaboration of air spirits, watch what we do, and listen to what we say on the road. That's why they seem to know everything. (**False** – Someone in Azeth's Rest is passing information to the bandits, and also to the Red Guard, but it's not an Azeth agent. Azeth's Great Caravan doesn't get hit north of Azeth's Rest because it is better defended. House Azeth's wind priests are well informed because they exchange stories with the herders who often see and hear many things on the trade road, usually without being seen themselves.)
- 15 Those strange Moratuc dwarves have picked as their Uhrhomnus a human who thinks he's a dwarf. (**False** – Turnbull's dwarven name is "Uhrnius," and he's not the Moratuc's Uhrhomnus. Turnbull has taken on the religion of the Moratuc, shaves his head, and draws an ash stripe across his face like the Moratuc. He does not think that he's a dwarf, and he does not lead the Moratuc clan, except where trade and dealings with outsiders are concerned.)
- 19 The Moratuc dwarves seem to have the only northern source of obsidian, since the stone is expensive in Draj, Kurn, and Eldaarich. Where can they be getting it from?

- 23 House Tsalaxa can't get enough "mulbirth" – some Kurnan drug that helps women survive giving birth to a mul. The Healers Clave in Kurn won't sell Tsalaxa the drug because they know that Tsalaxa will use it to breed slaves.
- 27 Corik Azeth isn't really the leader of House Azeth; he takes orders from the family wind priests. He doesn't look very elfish either; he looks like a Dimlander, and that bodyguard of his looks even more like a Dimlander. (**True and False** – Corik leads House Azeth and is considered a great Azeth leader, second only to Meraan Azeth, the wind priest who founded House Azeth thousands of years ago. But like all Azeth leaders after Meraan, Corik takes the counsel of Azeth's Air priests very seriously. No Azeth leader has ever gone against the Azeth Air priests' unanimous counsel. This is not difficult because the Air priests' judgments seldom agree.)
- 31 Although he's usually very careful to speak only Eloy and avoid the Common speech, that human named Uhrnius, the one that runs with the Moratuc, replied to me in Common a few months ago when I spoke to him at Azeth's Rest. He had a distinct Raamin accent. I think he may be a House M'ke agent.

Adventure Hooks

Road Crew

Nikaal, Crisiss Tribe

The Crisiss ("Profitable") tribe are nikaal slavers who roam the wastes from Azeth's Rest to as far west as Spoil and as far south as Urik.

Uss-rahass

This red-skinned nikaal has dark red hair-bristles atop their head and a cunning look in their eyes. They don't appear to be carrying a weapon, but you suspect that doesn't make them any less dangerous.

Uss-rahass

CR 13

Female nikaal bard 5/telepath 5/dune trader 3

NE Medium humanoid (reptilian)

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Nikaal, Ssuran, Yuan-ti

AC 20, touch 13, flat-footed 19

(+1 Dex, +3 natural, +4 armor, +2 deflection)

hp 53 (13 HD)

Fort +6, **Ref** +7, **Will** +12; +2 against telepathic powers and enchantment/charm spells

Speed 30 ft. (6 squares)

Melee +1 *iron dagger* +8 (1d4+1/19-20/x2)

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

Base Atk +7; **Grp** +7

Atk Options Acid spit (1/3 rounds, 5/day, 15 feet, DC 11, 2d4 acid), Greater Psionic Endowment, poison use

Special Actions bardic music 4/day (countersong, *fascinate* 2 creatures, *inspire courage* +1)

Combat Gear +1 *iron dagger*, *dorje of force screen* (8 charges), *dorje of psionic blast* (16 charges)

Power Points/Day 37; **Psion Powers Known** (ML 5th):

3rd - *dispel psionics*, *hostile empathic transfer* (DC 18)^A

2nd - *brain lock* (DC 17)^A, *detect hostile intent*, *read thoughts*, *sustenance*

1st - *attraction* (DC 16)^A, *conceal thoughts*, *empty mind*, *mindlink*, *mindthrust* (DC 16)^A

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 10, Dex 12, Con 12, Int 20, Wis 13, Cha 14

SQ Bardic knowledge +10, contact (1/week), distributive bargaining, fast talk, heat tolerance, trade secret (poison dealer)

Feats Dissimulate, Greater Psionic Endowment^B, Inspiring Presence, Negotiator, Persuasive, Psionic Endowment^B, Quickdraw^B, Trader

Skills Appraise +23 (+25 for poisons), Bluff +29, Concentration +11, Craft (poison) +10, Diplomacy +24, Disguise +1 (+3 to act in character), Gather Information +16, Intimidate +20, Knowledge (psionics) +12, Psicraft +12, Profession (merchant) +112, Sense Motive +19, Sleight of Hand +5

Possessions combat gear plus *bracers of armor +4*, *headband of intellect +2*, *ring of protection +2* and jewelry (the ‘Tiara of the Sun’: a white jade intaglio tiara, inlaid with gold, obsidian, and rubies [worth 1,400 Cp], the ‘Guthaystone Pendant’: a fine silver chain bearing a Guthaystone [worth 400 Cp], the ‘Ralstone Torc’: a torc made of t’zira wood, inlaid with silver and set with a Ralstone [worth 360 Cp], 90 ‘Scales of Parek’: meticulously crafted individual scales made of a proprietary electrum alloy that Parek has named after himself, colored and textured with gem flakes [worth 8 Cp each]).

Hook “Come, honored travelers, rest your weary feet by our fires. The night is young, the wine is sweet, and the music? Ah, it will make your soul dance like the wind itself. We feast, we laugh, we share stories... and if fortune favors, perhaps we shall speak of business. After all, not all treasures are found in the earth - some walk upon it, waiting for the right master to claim them.”

The current leader of the Crisiss tribe is Uss-rahass, a redscale nikaal, former slave, and refugee. She fled her homeland with a fellow slave, but a teleportation mishap left her stranded and alone in the northern Tablelands. Eventually encountered by the Crisiss tribe and taken in, Uss-rahass rose to prominence after an attack by Raamin slavers decimated the tribe. Uss-rahass cemented her position as leader of the Crisiss, however, by convincing her tribemates to become slavers themselves and leading them to Draj to sell their captives. The nikaal caught and sold so many slaves on their first trip to Draj that they now make the journey once per year, usually during Fruitbirth season.

Uss-rahass has met traders from House Azeth, and she knows that Kurn lies to the north, but since Kurn seems to be a poor market for slaves (and a vengeful one when its own citizens are enslaved), Uss-rahass avoids taking her tribe in that direction. Uss-rahass herself is not welcome in Azeth’s Rest, but other nikaal - even other members of the Crisiss tribe - are allowed entry, and a few have even earned Azeth trust tokens*.

Mean-spirited and ambitious, Uss-rahass has focused her caravan on trading in arms, poisons, and slaves. Since she assumed leadership of the Crisiss, Uss-rahass has encouraged many members of the caravan to choose long-term brumation for the benefit of the caravan. The caverns where these nikaal have chosen to brumate are often inexplicably lost, however, and any who join the caravan meet with an “accident” if they aren’t amenable to Uss-rahass’ plans.

Uss-rahass had the following ability scores before **Hit Dice** increases and racial adjustments: **Str** 8, **Dex** 12, **Con** 10, **Int** 15, **Wis** 13, **Cha** 14.

Strategies and Tactics

Uss-rahass prefers to set up ambushes, especially when outnumbered. Her favorite method involves sending an advance party that appears harmless or even helpful, typically dressed as traders or travelers and seemingly experiencing minor difficulties. These nikaal operatives approach potential targets, offering trade goods, requesting assistance, or inviting the targets to a feast at their caravan. If a nikaal bard is among them, they’ll try to psionically influence their intended victims with their music.

When the moment is right, however, the tribe’s main force emerges rapidly for a sudden, overwhelming assault. The goal is not lethal combat but instead swift, decisive action focused on capturing valuable individuals with minimal casualties. Poison-tipped weapons and coordinated attacks are used to quickly incapacitate and confuse the targets.

Should the targets prove unexpectedly strong or well-defended, Uss-rahass has strict retreat protocols which result in possible captives or valuable resources being grabbed and carried away during the retreat. Ranged psionic attacks and poisoned projectiles usually provide cover for their quick retreat.

Sample Encounter

The Crisiss are usually either encountered when on a trading expedition or as a slaving party, though the difference between the two is often largely academic.

Crisiss Trading Expedition (EL 5): One 3rd-level nikaal rogue, one 3rd-level nikaal ranger, and two 1st-level nikaal warriors (*ToA*, pg 111) are traveling through stony barrens. Previously searching for game, the nikaal will offer to trade with most groups, but might attempt to enslave an especially weak-looking party.

Crisiss Slaving Party (EL 12): One 7th-level nikaal ranger, two 3rd-level nikaal bards, and ten 1st-level barbarians, conceal themselves the rocks or dunes.

The nikaal first attempt to lure their victims to them, with the bard producing a hypnotic melody from their ryl pipe – its eerie, undulating tones slithering through the night air. The sound carries an unnatural allure, a psionic

resonance designed to weaken willpower and lull the mind into submission.

Should a victim resist the psionic charm, the slavers abandon subtlety and simply attack. The barbarians fan out in a coordinated circle with their obsidian-tipped javelins to cut off escape routes, while the lead ranger demands surrender.



Society

The Crisiss operate largely as slavers, traveling between the Forgotten North, Urik, and Draj, and procuring captives along the way. They used to visit Raam as well, but after the devastating attack against their caravan just outside the city, they have adjusted their routes to avoid Raam and now travel to Draj instead. It has been less than ten years since Uss-rahass has come to lead the Crisiss, but the caravan has grown brutal, devious, and strangely sedentary in that time.

Nikaal Names: Sikklaas, Zaelis, Kirnees, Kikaasi, Naelaa, Tyali.

The Crisiss are nearly a hundred strong, including Uss-rahass, her students, and her lieutenants, though they aren't usually seen in groups of more than 20-30. This is due to Uss-rahass' exposure to Houses Stel and Tsalaxa, and their practices of keeping slaves to produce trade goods. While hunting prey (including mekillots) for their bones, Crisiss hunters now also look for venomous fauna and poisonous flora along the way, all to serve as fodder for the caravan's trade. The caravan has grown dramatically in size and wealth since Uss-rahass has taken the lead, and though there are rumblings of a return to Raam among some of the more vengeance-minded members, most are content with the convenience of slave trading.

Environment: The Crisiss roam the wastes from Azeth's Rest to as far as the Bandit State of Spoil in the west, Urik in the south, and Draj in the east. The nikaal often camp near Watch Rock (a place once known as Durzghab), sending lookouts to the summit to scan the desert for potential captives, and they often stop to water at Rocklips Gulp. The caravan usually travels in a counterclockwise circuit, visiting several well-hidden refuges along the way: the Tambrak Mountains north of Dry Spring, the eastern ridge of the Smoking Crown Mountains north of Urik, and the southernmost tip of the Kreegill Mountains north of Raam. The Crisiss steer clear of Yaramuke and Raam along the way, being suspicious of the ruins of Yaramuke and wary of the continuing chaos in Raam.

Typical Physical Characteristics: Adult nikaals stand between 5 and 6 feet tall and weigh between 150-250 pounds.

The nikaal appear friendly and eager to engage in trade at first, but a quick look reveals that the Crisiss all have the appearance of experienced warriors. Their ready and well-used weapons are often enough to raise suspicions.

Alignment: Most of the Crisiss are neutral evil, but a number of them are lawful evil.

Typical Treasure

Nikaal have standard treasure for their [Challenge Rating](#).

Crisiss Nikaal Lore

Characters with ranks in [Knowledge \(local \[Trembling Plains\]\)](#) can learn more about Crisiss nikaal. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Local [Trembling Plains])

DC	Result
----	--------

- | | |
|----|--|
| 10 | These creatures are nikaal: tall, slender reptilian humanoids with colorful scales and elongated heads. |
| 15 | These nikaal are members of the Crisiss tribe. The Crisiss are arms dealers and mercenary slavers, known for the quality of their goods and their fierce negotiating skills. |
| 20 | The Crisiss leader is Uss-rahass, a former slave who has convinced her tribe to become slave traders since her rise to power. Uss-rahass herself isn't welcome in Azeth's Rest, but some members of the tribe still are. |
| 25 | Uss-rahass isn't your everyday nikaal — she has scarlet scales and is said to come from far away, far beyond the Trembling Plains and the Tablelands. |

Rumors Among the Crisiss

Those who spend time speaking to the Crisiss may hear the following rumors:

Gather Information

DC	Result
----	--------

- | | |
|----|--|
| 10 | The area around Watch Rock is well patrolled by the Crisiss. Friends of the caravan can rest easily there. (True and False - The Crisiss do patrol the area around Watch Rock, but they attempt to enslave anyone they encounter.) |
| 15 | Caravans are being attacked by undead coming down from the Tambrak mountains. Those who clear out the peaks could gain treasure from the ruins located there, as well as the gratitude of the Crisiss. (False - The Crisiss spread this lie to draw in adventurers for capture.) |
| 20 | A dwarf claiming to be an Earth priest has been seen in several settlements lately. They say he has been asking about hiring mercenaries and intends to undertake "a great and sacred quest." (True - See Adventure Hooks: <i>Home Sweet Hogalay</i> .) |

Adventure Hooks

Treasures of the Tambraks

Red Guard

The Red Guards are the officers of an organization known as the “Neshtap” – the most feared, and the second-most powerful of seven orders that Daskinor uses to maintain control of his city Eldaarich and its client villages. While the Neshtap is one of Daskinor’s seven orders, this section details them separately from the other “Eldaarish templars” because the Neshtap are not based in Eldaarich; most Neshtap operate outside the city, and because of this, they have become a law unto themselves more than any other order.

Neshtap Ranger

This crodlu rider is covered head to toe in dark red leather armor. His hood rises in a cone shape above his head; the hood’s eye-slits are the only hint that there’s a face underneath.

Neshtap Ranger

CR 8

Male human ranger 6/red guard 2

LE Medium humanoid (human)

Init +4; **Senses** Listen +7, Spot +13; silt eyes (10%)

Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 18, touch 18, flat-footed 14

(+4 Dex, +4 armor)

hp 50 (8 HD)

Fort +10, **Ref** +10, **Will** +5

Speed 30 ft. (6 squares)

Melee carrikal +10/+5 (1d8+2/x3) or

Ranged +1 composite shortbow +14/+9 (1d6+3/x3) or

Ranged lasso +12/+7 touch (grapple)

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

Base Atk +8; **Grp** +10

Atk Options enflame arrow, Manyshot, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, favored enemy (humans +4)

Combat Gear +1 composite shortbow (+2 Str) with 50 arrows, carrikal, lasso, 2 spell twigs of cure moderate wounds, spell twig* of true strike, 2 tanglefoot bags

Ranger Spells Prepared (CL 3rd):

1st - entangle (DC 13), resist energy

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 8

SQ catch fire, favored terrain (scrub plains +2), vow of silence, wild empathy +8 (+4 magical beasts)

Feats Endurance^B, Exotic Weapon Proficiency (lasso)^B, Manyshot^B, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot^B, Rapid Shot^B, Track^B, Weapon Focus (longbow)^B

Skills Handle Animal+5, Heal +8, Hide +14, Knowledge (nature) +7, Listen +7, Move Silently +11, Ride +13, Search +5, Speak Language (Neshtap Hand Signals, Savak

Drumcode), Spot +13, Survival +15 (+17 in aboveground natural terrain)

Possessions combat gear plus studded leather armor +1, gloves of Dexterity +2, cloak of resistance +1, giant hair rope, healer’s kit, Neshtap mask, letter of marque*, military saddle

Enflame Arrow (Su) As a swift action, a red guard can cause an arrow to deal +1 fire damage.

Catch Fire (Su) Targets struck with enflamed arrows must make a Reflex save (DC 15) or be set on fire. Red guards are immune to this effect from each others’ arrows. This ability is useable twice per day.

Favored Terrain A Neshtap ranger receives a bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within their favored terrain.

Silt Eyes (Ex) A red guard’s senses are so acute that they can reduce the effects of concealment by the listed amount when attacking a target that has concealment, and they become immune to the effects of the Gray Death.

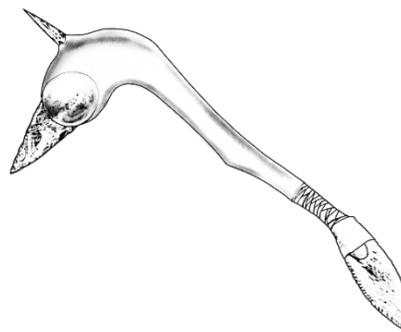
Share Spell Stick If a red guard possesses an animal companion, the animal companion benefits from any spell stick that the red guard uses, so long as the animal companion remains within 30 feet of the red guard.

Slightly over half of the Neshtap are rangers.

The Neshtap ranger presented here had the following ability scores before Hit Dice ability increases, and equipment bonuses: Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

Strategies and Tactics

A Neshtap ranger relies on his enflame arrow ability to burn entangled opponents from a safe distance. If that doesn’t work, he uses his mount to gain an advantage. Neshtap rangers use their spell twigs recklessly, confident of their ability to renew their supplies.



Faces of the Forgotten North

Crodlu Animal Companion CR -

Always N Large animal

Init +5; **Senses** low-light vision, scent; Listen +7, Spot +0

Languages—

AC 18, touch 14, flat-footed 13

(-1 size, +5 Dex, +4 natural)

hp 45 (6 HD)

Resist evasion

Fort +8, **Ref** +10, **Will** +4

Speed 50 ft. (10 squares)

Melee 2 claws +7 each (1d8+4) and bite +2 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

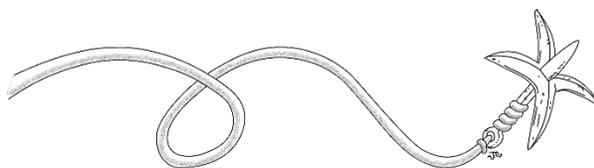
Atk Options improved grab, pounce, rake 1d8+2

Abilities Str 19, Dex 21, Con 16, Int 2, Wis 14, Cha 8

SQ link, share spells, share spell twigs, tricks (attack, track)

Feats Alertness, Endurance, Improved Natural Attack (claw), Run^B

Skills Jump +24, Listen +7, Move Silently +9, Spot +0



Red Axeman

This crodlu rider is covered head to toe in dark red leather armor, with a cone-shaped hood that covers its face. It guides its mount with its legs, carrying an enormous carrikal in both hands.

Red Axeman CR 8

Male human fighter 6/red guard 2

LE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +6; silt eyes (10%)

Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 58 (8 HD)

Resist Mental Resistance

Fort +11, **Ref** +4, **Will** +7

Speed 20 ft. (4 squares)

Melee mwk carrikal +14/+9 (1d8+4/x3) or

Melee lance +12/+7 (1d8+6/x3) or

Ranged mwk composite longbow +10/+5 (1d8+4/x3) or

Ranged lasso +9/+4 touch (grapple)

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

Base Atk +8; **Grp** +12

Atk Options enflame arrow, Mounted Combat, Point Blank Shot, Ride-by Attack, Spirited Charge

Combat Gear masterwork carrikal, masterwork composite longbow (+4 Str) with 50 arrows, lasso, lance, *spell twig* of expeditious retreat*, 2 tanglefoot bags

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 14, Cha 8

SQ catch fire, share spell stick, vow of silence

Feats Exotic Weapon Proficiency (lasso)^B, Iron Will, Mental Resistance, Mounted Archery^B, Mounted Combat^B, Point Blank Shot, Ride-by Attack^B, Spirited Charge^B, Weapon Focus (longbow)^B, Weapon Focus (carrikal)

Skills Handle Animal +6, Heal +4, Intimidate +8, Ride +7, Speak Language (Neshtap Hand Signals, Savak Drumcode), Spot +6, Survival +6

Possessions combat gear plus *full plate* +1, *gauntlets of braxat power* +2 (as *gauntlets of ogre power* +2), *cloak of resistance* +1, healer's kit, Neshtap mask, letter of marque*, military saddle

Catch Fire (Su) Targets struck with enflamed arrows must make a Reflex save (DC 15) or be set on fire. Red guards are immune to this effect from each others' arrows. This ability is useable twice per day.

Enflame Arrow (Su) As a *swift action*, a red guard can cause an arrow to deal +1 fire damage.

Silt Eyes (Ex) A red guard's senses are so acute that they can reduce the effects of concealment by the listed amount when attacking a target that has concealment, and they become immune to the effects of the Gray Death.



Faces of the Forgotten North

Share Spell Stick If a red guard possesses an animal companion, the animal companion benefits from any spell stick that the red guard uses, so long as the animal companion remains within 30 feet of the red guard.

Heavy Warmount Crodlu CR 4

Always N Large animal

Init +3; **Senses** low-light vision, scent; **Listen** +6, **Spot** +2

Languages -

AC 18, touch 12, flat-footed 15

(-1 size, +3 Dex, +6 natural)

hp 57 (6 HD)

Fort +10, **Ref** +8, **Will** +3

Speed 40 ft. (8 squares)

Melee 2 claws +10 each (1d8+7) and bite +5 melee (1d8+3)

Space 10 ft.; **Reach** 5 ft.

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

Atk Options improved grab, pounce, rake 1d8+3

Abilities Str 24, Dex 17, Con 20, Int 2, Wis 13, Cha 7

Feats Alertness, Endurance, Improved Natural Attack (claw), Run^B

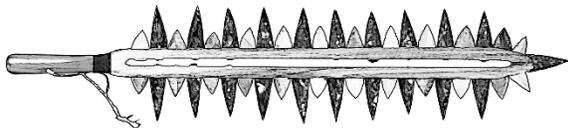
Skills Jump +21, Listen +6, Move Silently +6, Spot +2

Axmen are the toughest Neshtap regulars in melee.

The red guard fighter presented here had the following ability scores before **Hit Dice** ability increases, and equipment bonuses: **Str** 15, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8.

Strategies and Tactics

An axeman uses his **Spirited Charge** and **Mounted Archery** feats to make full use of his crodlu mount, using his tanglefoot bags to ensure that no one escapes.



Neshtap Novice

This crodlu rider is covered head to toe in dark red leather armor, with a cone-shaped hood that covers their face.

Neshtap Novice CR 3

Male human ranger 3

LE Medium humanoid (human)

Init +2; **Senses** Listen +3, **Spot** +7

Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 16 (3 HD)

Fort +5, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)

Melee mwk carrikal +6 (1d8+3/x3) or

Ranged mwk composite longbow +6 (1d8+2/x3)

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

Base Atk +3; **Grp** +5

Atk Options Mounted Combat, Point Blank Shot, Rapid Shot, favored enemy (humans +2)

Combat Gear masterwork composite longbow (+2 Str) with 50 arrows, masterwork carrikal, *spell twig* of expeditious retreat*, *spell twig of cure moderate wounds*, splash-globe of liquid fire, tanglefoot bag

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

SQ wild empathy +3 (-1 magical beasts)

Feats Endurance^B, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B

Skills Handle Animal +5, Hide +8, Knowledge (nature) +2, Listen +3, Move Silently 8, Ride +9, Speak Language (Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spot +7, Survival +7

Possessions combat gear plus *studded leather armor* +1, *cloak of resistance* +1, *brooch of shielding*, Neshtap mask, military saddle

Crodlu CR 3

Always N Large animal

Init +5; **Senses** low-light vision, scent; **Listen** +7, **Spot** +0

Languages—

AC 16, touch 14, flat-footed 11

(-1 size, +5 Dex, +2 natural)

hp 30 (4 HD)

Fort +7, **Ref** +9, **Will** +3

Speed 50 ft. (10 squares)

Melee 2 claws +6 each (1d6+4) and bite +1 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

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

Atk Options improved grab, pounce, rake 1d6+2

Abilities Str 18, Dex 20, Con 16, Int 2, Wis 14, Cha 8

Feats Alertness, Endurance, Run^B

Skills Jump +22, Listen +7, Move Silently +9, Spot +0

Neshtap novices are young Red Guards who have yet to bond with their animal mounts.

Strategies and Tactics

A Neshtap novice usually tries to imitate the highest-ranking officer nearby, often by using his mount to do most of the work.

Red Pyro

This red-clad hooded figure moves his hands as if reaching for something, and draws back a lash made of bright fire.

Red Pyro

CR 7

Male human kineticist 5/pyrokineticist 2
 CE Medium humanoid (human, psionic)
Init +2; **Senses** Listen +3, Spot +3
Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 13, touch 13, flat-footed 11
 (+2 Dex, +1 deflection)

hp 34 (7 HD)

Resist fire 10

Fort +6, **Ref** +9, **Will** +6; +4 bonus against fire and heat spells and effects

Speed 30 ft. (6 squares)

Melee hand afire +2 (1d3-1 plus 2d6 fire)

Ranged fire lash +5 ranged touch (1d8 fire)

Space 5 ft.; **Reach** 5 ft. (15 ft. with fire lash)

Base Atk +3; **Grp** +2

Atk Options fire lash, hand afire, Mounted Combat

Special Actions Inquisitor

Combat Gear 2 *spell twigs* of expeditious retreat*, 2 *spell twigs* of cure light wounds*

Power Points/Day 32; **Psion Powers Known** (ML 5th):

3rd - *energy cone* (DC 16), *touchsight*

2nd - *body equilibrium*, *control air*, *energy missile* (DC 15)^A, *mass missile*

1st - *control flames*, *control object*, *detect psionics*, *empathy*, *inertial armor*

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 10

SQ Fire Adaption

Feats Alertness, Craft Psionic Arms and Armor^B, Inquisitor^B, Mounted Combat, Paranoid, Psionic Body

Skills Autohypnosis +8, Concentration +11, Craft (alchemy) +9, Intimidate +10, Knowledge (Psionics) +10, Listen +3, Psicraft +13, Ride +7, Sense Motive +4, Spot +3

Possessions combat gear plus *cloak of resistance* +1, *gloves of Dexterity* +2, *ring of protection* +1, giant hair rope, healer's kit, Neshtap mask, letter of marque*, military saddle

Hand Afire (Ps) As a move-equivalent action, flames engulf one of the pyrokineticist's hands (but do them no harm). Unarmed attacks with that hand are treated as armed and deal an extra 2d6 points of fire damage.

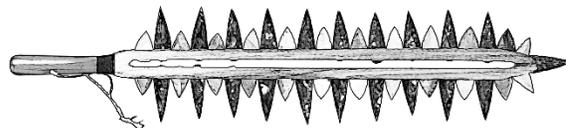
Crodlu Mount see Neshtap Novice

Because of Daskinor's ban on psionics, red pyros avoid the city of Eldaarich itself. They act as chaplains for their units; other Neshtap admire their brash cruelty.

The red pyro presented here had the following ability scores before **Hit Dice** ability increases, and equipment bonuses: **Str** 8, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 10.

Strategies and Tactics

A pyro usually first tries to burn his opponents to death with *energy missile* and *energy cone*.



Neshtap Wizard

This red-clad hooded and mounted figure is dressed much like the others, but when you look closely, you see that this individual's hood and clothing are cloth instead of leather.

Neshtap Wizard

CR 9

Male half-elf wizard (preserver) 9
 LE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Listen +2, Spot +2

Languages Eldaarish, Elven, Neshtap Hand Signals, Savak Drumcode

AC 13, touch 13, flat-footed 10
 (+3 Dex)

hp 43 (9 HD)

Fort +6, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares)

Melee *staff of fire* +4 (1d6)

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

Base Atk +4; **Grp** +4

Combat Gear *staff of fire* (9 charges), *spell twig* of cure light wounds*, *spell twig* of cure moderate wounds*

Wizard Spells Prepared (CL 9th):

5th - *teleport*

4th - *dimensional anchor*^D, *lesser globe of invulnerability* (CL 10th)^D, *scrying* (DC 18, CL 10th)

3rd - *clairaudience/clairvoyance* (CL 10th)^D, *dispel magic* (2) (CL 10th)^D, *lightning bolt* (DC 17)

2nd - *invisibility*, *locate object* (CL 10th)^D, *protection from arrows*, *resist energy* (CL 10th)^D, *wakefulness*

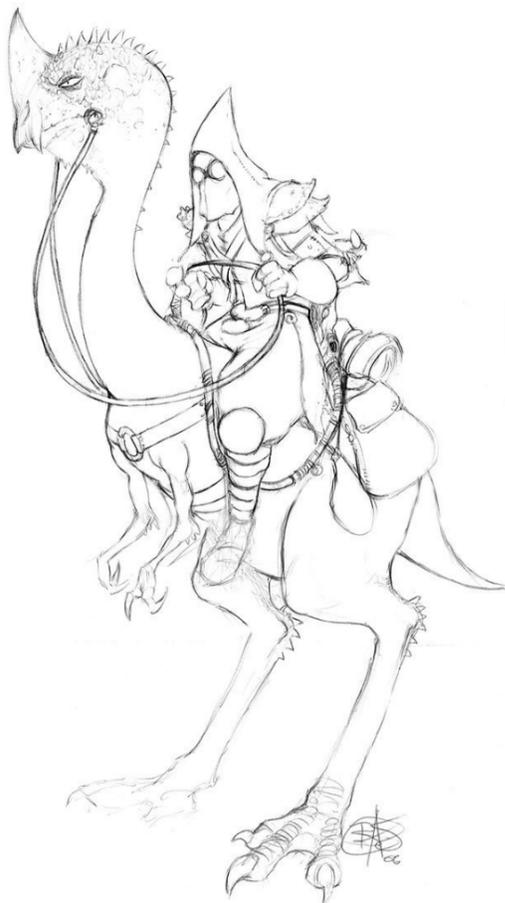
1st - *comprehend languages* (CL 10th)^D, *expeditious retreat*, *magic missile* (2), *shield* (CL 10th)^D

0 - *detect magic* (2) (CL 10th)^D, *mage hand*, *message*

Abilities Str 10, Dex 15, Con 14, Int 19, Wis 12, Cha 6

Feats Brew Potion^B, Combat Casting, Craft Wondrous Item, Improved Initiative, Path Dexter^D, Scribe Scroll^B

Skills Bluff +10, Concentration +14, Handle Animal +1, Knowledge (Arcana) +16, Listen +2, Literacy, Spellcraft +17, Ride +4, Search +5, Spot +2, Survival +3



Possessions combat gear plus *headband of intellect* +2, *cloak of resistance* +1, *brooch of shielding*, Neshtap mask, letter of marque*, military saddle

Spellbook spells prepared plus 0 - all; 1st - *cooling canopy*, *mage armor*, *protection from evil*; 2nd - *eye of the storm*; 3rd - *sand pit*

Path Dexter spells marked (P) plus 5th - *break enchantment*, *prying eyes*

Crodlu Mount see Neshtap Novice

Although they serve Daskinor, the Neshtap hate defilers, and the few Neshtap that take up wizardry are all preservers.

The Neshtap wizard presented here had the following ability scores before **Hit Dice** ability increases, and equipment bonuses: **Str** 10, **Dex** 13, **Con** 14, **Int** 15, **Wis** 12, **Cha** 8.

Strategies and Tactics

A Neshtap wizard prefers to use his spells to locate escapees or to avoid any dangers. He uses his *staff of fire* as his main source of offensive power.

Red Sigil

Like the others, this crodlu rider is covered from boot to hood in dark red leather armor, with eye-slits in their conical hood. This one is farther away from you than the others, and their hands move as if casting some sort of spell.

Red Sigil

CR 7

Male human templar 5/red guard 2

LE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2; silt eyes (10%)

Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 18, touch 12, flat-footed 17

(+1 Dex, +6 armor, +1 deflection)

hp 38 (7 HD)

Fort +9, **Ref** +4, **Will** +7

Speed 20 ft. (4 squares)

Melee mwk carrikal +6 (1d8/x3) or

Ranged +1 *composite longbow* +7 (1d8+1/x3)

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

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

Atk Options enflame arrow, Point Blank Shot, rebuke undead 6/day (+3, 2d6+2, 2nd)

Special Actions Secular Authority 5/day (+7)

Combat Gear +1 *composite longbow* with 50 arrows, masterwork carrikal, *spell twig* of expeditious retreat*, *spell twig* of cure moderate wounds*

Templar Spells (CL 6th, 6/7+d/6+d/4+d):

3rd - *cure serious wounds*, *dedication*, *discern lies* (DC 16), *dispel magic*, *glyph of warding* (DC 16), *image of the sorcerer-king* (DC 16), *inflict serious wounds* (DC 16), *lightning bolt* (DC 16), *locate object*, *magic circle against good*, *magic vestment*, *protection from energy*, *rage*^P, *remove disease*, *sand pit*, *speak with dead* (DC 16), *surface walk*, *wind wall*, *worm's breath*

2nd - *battlefield healing*, *bear's endurance*, *cure moderate wounds*, *delay poison*, *enthrall* (DC 15), *footsteps of the quarry*, *hold person* (Will 15), *inflict moderate wounds* (DC 15), *lesser restoration*, *remove paralysis*, *resist energy*, *return to earth*, *shatter* (DC 15)^P, *silence*, *undetectable alignment* (DC 16), *zone of truth* (DC 16)

1st - *black cairn*, *command* (DC 14), *comprehend languages*, *cure light wounds*, *deathwatch*, *detect undead*, *divine favor*, *doom* (DC 14), *endure elements*, *hand of the sorcerer king*, *hide from undead* (DC 14), *inflict light wounds* (DC 14), *lesser confusion* (DC 14)^P, *remove fear*, *protection from good*, *shield of faith*

0th - *cure minor wounds*, *defiler scent*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *virtue*

Spell-Like Abilities (CL 6th):

6 (total)/day - *arcane mark*, *purify food and drink*, *slave scent*

Abilities Str 10, Dex 13, Con 12, Int 8, Wis 14, Cha 16

SQ assume domain, catch fire, share spell stick, vow of silence

Faces of the Forgotten North

Feats Enspell Twig*, Exotic Weapon Proficiency (lasso)^B, Martial Weapon Proficiency (longbow)^B, Paranoid, Point Blank Shot, Weapon Focus (longbow)

Skills Concentration +7, Craft (alchemy) +5 Diplomacy +5, Handle Animal +7, Heal +4, Sense Motive +13, Ride +3, Speak Language (Neshtap Hand Signals, Savak Drumcode)

Possessions combat gear plus *shell armor +1*, *cloak of resistance +1*, healer's kit, military saddle, *ring of protection +1*

Assume Domain A red sigil gains the granted powers from two domains: Chaos and Madness. He may add one domain spell from each level to his spells known list.

Catch Fire (Su) Targets struck with enflamed arrows must make a Reflex save (DC 15) or be set on fire. Red guards are immune to this effect from each others' arrows. This ability is useable twice per day.

Enflame Arrow (Su) As a *swift action*, a red sigil can cause an arrow to deal +1 fire damage.

Silt Eyes (Ex) A red sigil's senses are so acute that they can reduce the effects of concealment by the listed amount when attacking a target that has concealment, and they become immune to the effects of the Gray Death.

Share Spell Stick If a red sigil possesses an animal companion, the animal companion benefits from any spell stick that the red sigil uses, so long as the animal companion remains within 30 feet of the red sigil.

Crodlu Mount see Neshtap Novice

Neshtap red sigils are the rare few Red Guards who take the templar class. Red sigils are fanatical in the extreme, being those few who are dedicated to their order enough to draw power from Daskinor to serve the Neshtap.

The red sigil presented here had the following ability scores before *Hit Dice* ability increases, and equipment bonuses: *Str* 10, *Dex* 13, *Con* 12, *Int* 8, *Wis* 14, *Cha* 15.

Strategies and Tactics

A red sigil prefers to use his offensive spells and his ability to create *catch fire* arrows before entering melee. He usually leads a Neshtap group, and prefers to expend the lives of other Neshtap than his own, but takes care not to appear cowardly to his own men.

Sample Encounters

Slavecart, Empty (EL 3): One Neshtap novice. These are always the last to arrive on the scene of a slave raid, so it's possible to catch one or more empty slavecart drivers isolated from the rest of the Neshtap slaving party. One crodlu tows the cart, and a dismounted rider serves as the driver. The driver goes slowly because the wagon is loud, and he doesn't

want to announce the rest of the slave raiders to their enemies.

Slavecart, Filled (EL 4): One Neshtap novice. These are usually the first to depart the scene of a slave raid, so it's possible to catch one or more filled slavecart drivers isolated from the rest of the Neshtap slaving party. One crodlu tows the cart, and a dismounted rider serves as the driver. The driver goes fast because he wants to bring the slaves back to South Guard before their allies rally. The cart usually carries women and children, loved ones of the stronger slaves, giving them a motive to obey, cooperate, and keep up. The bulk of the Neshtap party is usually 2d8 minutes behind, driving other slaves on foot. If the slaves have the opportunity to free themselves and their young, they will scatter. For an EL 5 encounter, add another mounted Neshtap novice.

Slavecart, with Jhakar (EL 5): One dismounted Neshtap novice and three jhakar. Like an empty slavecart, except that the three trained jhakar (*ToA*, pg 195) are riding in the cart, and will leap out of the cart to fight any attackers.

Neshtap Foot Patrol (EL 7): Three dismounted Neshtap novices and three jhakar (*ToA*, pg 195).

Reinforcements (EL 10): Four crodlu-mounted Neshtap novices, usually galloping quickly to what they believe is the scene of a conflict.

Neshtap Scout (EL 8): One Neshtap ranger, mounted.

Drik Wagon Party (EL 9): One red sigil, three Neshtap novices, and one noncombatant psionic handler (3rd-level female human psychic adept) accompanying a wagon drawn by a single drik (*ToA*, pg 46). The drik will not attack unless provoked. The Neshtap use drik-carts to transport goods, food, and water between Eldaarich and the various fortresses and slave villages of the Dim Lands, including South Guard. Drik wagons never venture west of South Guard, but occasionally during Ral's Rest season, a drik wagon party will explore the beach within 10 miles of South Guard, bringing along a dozen Neshtap boys from Fort Mudwatch to dig for lightning-glass.

Neshtap Capture Team (EL 11): One Neshtap ranger and four Neshtap novices, usually moving swiftly in pursuit of a fugitive. This is one of the most commonly encountered Neshtap groups.

Neshtap Reavers (EL 11): One Neshtap ranger, one red axeman, two Neshtap novices. The party may be searching for escaped citizens, retrieving beasts for the arena, or hunting aarakocra for the Fire Dawn sacrifices in Eldaarich. Higher-level parties may be led by a Red Guard with the reaver prestige class. Neshtap parties in the White Mountains are sometimes led by a Red Guard that has also taken levels in the master scout prestige class.

Faces of the Forgotten North

Neshtap Slaver Party (EL 13): One Neshtap ranger, one red axeman, one red pyro, four Neshtap novices, and 2d6 “runners” (as raider; *DS3*, pg 335; barbarians that wear the

“On my life, I will protect the King’s Land, increase his wealth, keep the peace, honor the flame, shun all other company, and never speak another word.”

- The Neshtap creed, vow, and charter.

Neshtap uniform but have not yet been initiated into the Red Guard prestige class). These parties are sent after herders, elven tribesmen, and others who the Red Guard scouts have identified as being vulnerable. The party’s purpose is to capture as many potential slaves as possible. Children deemed too young to work are either abandoned or killed for sport. Slave raiders will surround the vulnerable enemy, and then use their bows to target the strongest and most heavily armed among their prey, while spellcasters use spells to immobilize those that look like the strongest potential slaves. Neshtap sometimes start controlled prairie fires to flush prey and fugitives from the scrublands. They will light wagons and even their enemy’s steeds on fire to cut off escape and to sow panic, and then close in for the capture. The Red Guards tie their captives’ wrists to a single long rope, gag them, cut their clothing off, and whip them all the way to South Guard without stopping to sleep. Captives that cannot keep up with the fast march to South Guard are cut loose and set on fire. Neshtap slave raiders are in a hurry because they do not want to be caught by their captives’ allies. The slavers travel on foot to make it more difficult for people to see them in the scrublands.



Creatures and Allies

Crodlus (*ToA*, pg 188): Rangers and red guards among the Neshtap often bond with crodlu steeds, and the crodlu stables in Fort Mudwatch are more spacious and comfortable than most human habitations in the Dim Lands. Neshtap crodlu, even the non-bonded ones, are loyal and well-trained steeds. Bonded riders often apply their spell effects and spell twigs to their crodlu mounts.

Driks (*ToA*, pg 46): The Neshtap use drik wagons to haul food, water, and various goods to supply the fortresses and slave-villages of the Dim Lands, and to carry away the produced goods of the slave villages.

Jhakars (*ToA*, pg 195): In the Dim Lands and beyond, the Neshtap use trained jhakar ‘hounds’, valuing them for their sense of smell and their ability to intimidate others.

History

A few ages ago, Daskinor, in one of his characteristic overreactions to some long-forgotten scandal, ordered all of the tongues of Neshtap agents to be cut out, forcing them to do their duties in silence. The Neshtap continue to enforce a vow of silence on each other to this day, but they only cut out the tongues of those who are caught violating this vow.

Environment: To increase Daskinor’s wealth, the Red Guards make regular forays into the Trembling Plains to raid for slaves. Although they hate defilers and will kill anyone who defiles the land outside the city walls in the Dim Islands, the Red Guard have no oath to defend the land outside the islands. The Neshtap know that defilers sometimes operate in South Guard, but they do not make an issue of it unless they see large swaths of productive land getting defiled. Outside the king’s lands, they don’t take the trouble to hunt down defilers. They know they are out of their territory and only seek to fulfill their specific mission.

Common Characteristics: Other than a mekillot stampede, Red Guards may be the most terrifying thing to encounter in the Trembling Plains. Although the Red Guards take different character classes, all of them take a level in the red guard* prestige class when they reach 6th level. All Neshtap use composite longbows built for their strength. The Red Guards are particularly feared for their ability to enflame their arrows and melee weapons, and their ability to cause their foes to catch on fire.

Alignment: Most Neshtap are evil-aligned rangers, and have humanoid (human) designated as their first favored enemy.

Neshtap Gear: All Red Guards wear blood-dyed red armor and tall pointed hoods, hard spiked boots, and thick gauntlets.

As they control nearly all of the manufacturing in the Dim Lands and make frequent raids on the mainland, the Neshtap are by far the best equipped Order. Few living military organizations of their size on Athas are so well trained and equipped, except possibly for Kurn’s Black Brotherhood. Nearly all gear that is not magical or psionic is masterwork and custom-fitted or designed for that particular Neshtap.

"I did not swear an oath to protect Daskinor! I swore to protect his lands, and to make that old spider rich. I don't care what he does with the riches we bring him. Daskinor can choke on them for all I care. I protect his lands, even if that means protecting them from him."

— A very drunk Neshtap initiate named 12-57, speaking to his two Red Guard companions and the Kurnan spy that had just seduced them.

All Red Guards possess at least one spell twig, usually of *true strike*, which bypasses concealment. Spell twigs look like tindertwigs. The Red Guards use spell twigs so they do not have to lift their masks to consume a potion. To activate a spell twig, the Red Guards strike them, as one would strike a tindertwig, and then snuffs out the flame. Activating a spell twig is a standard action. The Red Guards' gauntlets have small leather loops on the wrists, where they can keep tindertwigs for immediate access.

Society

The Neshtap have a sign language to communicate with each other, and they can read, write, and understand the Eldaarish language.

Rank and Specialty: Templar levels do not affect a Red Guard's status within the Red Guard. Most Neshtap take the ranger class, but there are also preservers, templars, and even a few druids, although the Neshtap druids never set foot on the mainland, and are regarded with some suspicion within the organization.

Recruiting: Unlike other Orders, the Neshtap have a simple recruiting policy: they take any male infant below one year of age that is given to them, and raise him to be one of them. Hence, the Neshtap are marked differently than other Eldaarish citizens – the index and middle fingertips of their right hand are branded with numbers ranging from 12 to 77 (Other Eldaarish citizens have names branded on their left index and middle fingertips, but the Neshtap complained that these brands interfered with their archery. Whether that was true or not, branding on the other hand is one more thing that sets the Neshtap apart from – some would say above – ordinary Eldaarish citizens). Hence, one Neshtap might be named 12-51, while another might have the name 57-18. Higher level officers are known as "tactical officers," unless they are promoted to "strategic officers." The Neshtap maintain eleven strategic officers at any time. The Neshtap strategic officers receive a brand on the fingertip of their ring finger, ranging from First to Eleventh, and they become known by those numbers rather than their original designation: First Neshtap, Second Neshtap, etc. Other than distinguishing strategic officers from other Neshtap, the numbers do not designate one's rank within the Neshtap. For

example, the current leader of the Red Guard is Sixth, so First, Seventh, and all the other Neshtap report to Sixth.

Any time there is a vacancy among the strategic officers, the other ten strategic officers must come to a consensus as to a replacement, and brand him into office. At that point, the tactical officers are allowed one week to plot together and to try to kill the probationary strategic officer. If the probationary strategic officer does not desert his post and is still alive by the end of the week, then his probationary period is over and he becomes a full strategic officer. The Neshtap use exactly the same process to appoint their high templar.

What does the Neshtap Vow mean? While the words have not changed, the meaning of the oath has changed considerably over the ages as the Neshtap became increasingly isolated from the people and king that they were supposed to serve. To the Red Guards, *The King's Land* refers to the Dim Islands outside the Eldaarich's walls, and the land within a 5-mile radius of South Guard. If the Red Guards find signs of defiling in this area, they will track and deal painful death to the perpetrator and their allies, but the Red Guards do not trouble themselves over defiling that occurs within the city itself, in Adiral, or in Huuros where other orders have authority. To *increase his wealth*, the Neshtap exploit the slave villages, and use their own considerable hunting skills and other resources to make those villages more productive. *Keeping the peace* means bludgeoning "rioters," and making certain that everyone is properly afraid of them, since fear brings peace. *Honor the Flame* originally only referred to the Neshtap, which was known as the Brotherhood of the Flame, but over time the Neshtap have come to honor flame in other ways. For example, they will not, under any conditions, slay someone they know is a cleric of elemental Fire. Finally, the Neshtap keep a vow of silence, and shun all friendship and unnecessary association with non-Neshtap. Sixth, the Neshtap high templar, is required to break the oath of silence at the King's Council, but whenever he speaks, all of the other high templars can sense his open contempt for them.

Typical Treasure

The Neshtap have no use for money, gold, or silver, because they take what they want when they want it. They usually have twice the items for their [Challenge Rating](#).

Neshtap Lore

Characters with ranks in [Knowledge \(local \[Eldaarich\]\)](#) can learn more about the Neshtap. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower [DCs](#).

Knowledge (Local [Eldaarich])

DC Result

- 10 The Neshtap, also known as Red Guards, are an Eldaarish templar order that never speak.
- 15 Red Guards like the element of Fire and many have abilities related to that element.
- 20 The Neshtap order is becoming increasingly powerful and independent from Daskinor.

Adventure Hooks

Birds of Fire; Birds of Ice; Child of the Winds; Red Alert

Silvaarak



Skamsaar Click-Claws, Silvaarak Preserver

This bird-man, his shoulders incongruously draped with a light drab-green shawl, looks at you with large, liquid eyes – you get the feeling he sees more of you than most others.

Skamsaar Click-Claws

CR 6

Male aarakocra wizard (preserver) 5

LN Medium monstrous humanoid

Init +4; **Senses** low-light vision; **Listen** +3, **Spot** +3

Languages Aarakocra, Auran, Kurman, Ptteran

AC 15, **touch** 14, **flat-footed** 11

(+4 Dex, +1 natural)

hp 7 (5 HD)

Resist cold 5

Fort +0, **Ref** +5, **Will** +5

Weakness claustrophobic

Speed 20 ft. (4 squares), **fly** 90 ft. (average)

Melee dagger +2 (1d4/19-20) or

Ranged light crossbow +6 (1d8/19-20)

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

Base Atk +2; **Grp** +2

Atk Options aerial dive

Combat Gear *scroll of mage armor*, *scroll of invisibility*

Wizard Spells Prepared (CL 5th):

3rd - *lightning bolt* (2) (DC 16)

2nd - *invisibility*, *misdirection*, *resist energy*

1st - *mage armor*, *magic missile* (2), *shield*

0 - *detect magic* (2), *ray of frost* (2) (+9 ranged touch)

Abilities Str 10, Dex 18, Con 8, Int 16, Wis 13, Cha 8

SQ summon familiar, link with familiar, share spells

Feats Alertness^B, Combat Casting, Ice Dweller*, Scribe Scroll^B

Skills Concentration +7, Knowledge (arcana) +8, Knowledge (geography) +8, Knowledge (local [Winter Nest]) +8, Listen +3, Spellcraft +8, Spot +3 (+9 in daylight), Survival +1 (+3 to keep from getting lost)

Possessions combat gear plus dagger, light crossbow with 20 bolts, pearl of power (2nd level)

Spellbook spells prepared plus 0 - all; 1st - *charm person*, *protection from evil*, *sleep*; 2nd - *protection from arrows*, *resist energy*; 3rd - *nondetection*

Familiar hawk (MM, pg 273)

Aerial Dive (Ex) Aarakocra can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. If attacking with a lance, the aarakocra deals double damage on a successful attack. Optionally, the aarakocra can make a full attack with its natural weapons (two claws and one bite) at the end of the charge, dealing normal damage.

Claustrophobic (Ex) Aarakocra receive a –2 morale penalty on all rolls when in an enclosed space. Being underground or in enclosed buildings is extremely distressing for them.

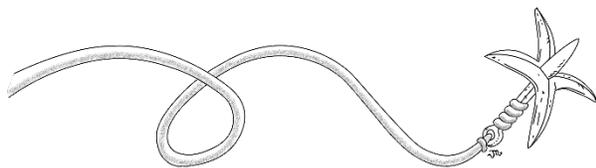
Faces of the Forgotten North

One of few Winter Nesters who has lived long among non-aarakocra, Skamsaar is currently apprenticed to the Makers Clave in Kurn. He is learning preserving, and trading the preserving skills of his own people, while living among flatlanders. Skamsaar is generally friendly and forthright, having encountered such traits among most of the people he's met in Kurn. Skamsaar got his epithet "Click-Claws" because he is able to cast many spells without speaking, instead clicking his talons in fast and complex near-musical patterns.

The Silvaarak preserver presented here had the following ability scores before racial adjustments and **Hit Dice** ability increase: **Str** 12, **Dex** 14, **Con** 10, **Int** 15, **Wis** 13, **Cha** 8.

Strategies and Tactics

A Silvaarak preserver always fights from above, casting *magic missile* and *lightning bolt* to safely destroy any trespassers.



Loniimas Sky's Son, Silvaarak Air Cleric

Gray-feathered with rich brown wingtips, this young aarakocra wears an elaborate headpiece and a necklace made of polished bones and fragments of roc eggs.

Loniimas Sky's Son

CR 4

Male aarakocra cleric 3

N Medium monstrous humanoid

Init +3; **Senses** low-light vision; **Listen** +2, **Spot** +2

Languages Aarakocra, Auran

AC 17, **touch** 13, **flat-footed** 14

(+3 **Dex**, +3 **armor**, +1 **natural**)

hp 16 (3 HD)

Resist electricity 3

Immune deafness or stunning by sonic spells or abilities

Fort +3, **Ref** +4, **Will** +5

Weakness claustrophobic

Speed 20 ft. (4 squares), fly 90 ft. (average); **Flyby Attack**

Melee dagger +0 (1d4/19-20) or

Ranged skyhammer +5 (1d10)

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

Base Atk +2; **Grp** +0

Atk Options aerial dive, **turn undead** or **rebuke** air creature
5/day (+2, 2d6+7, 3rd)

Special Actions spontaneous casting (*cure* spells)

Combat Gear dagger, skyhammer

Cleric Spells Prepared (CL 3rd):

2nd - *hold person* (DC 14), *lighten load*, *sound burst*^D (DC 14)

1st - *command*^D, *divine favor*, *protection from evil*, *sanctuary* (DC 13)

0 - *detect magic*, *guidance* (2), *virtue*

D: Domain spell. Element: Air. **Domains:** Rolling Thunder, Sky Blitz

Abilities **Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 15, **Cha** 14

Feats Combat Casting, Flyby Attack

Skills Concentration +6, Knowledge (religion) +5, Listen +2, Spellcraft +1, Spot +2 (+6 in daylight)

Possessions combat gear plus masterwork studded leather armor

Aerial Dive (Ex) Aarakocra can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. If attacking with a lance, the aarakocra deals double damage on a successful attack. Optionally, the aarakocra can make a full attack with its natural weapons (two claws and one bite) at the end of the charge, dealing normal damage.

Claustrophobic (Ex) Aarakocra receive a -2 morale penalty on all rolls when in an enclosed space. Being underground or in enclosed buildings is extremely distressing for them.

Loniimas Sky's Son is a young Air cleric from Winter Nest. He is one of the more intolerant of his people with regard to outsiders, always on guard against strangers who might seek to harm his tribe. He will not approach strangers unless escape is guaranteed, and will reveal nothing, not even his own name, to anyone unless compelled. Strangers who attempt to convince Loniimas that they too worship Air will be mocked - Loniimas cannot conceive of flatlander non-flyers having any concept of the proper worship of his element, and will reject any claims that the majority of Eloy and others in any way share his faith.

The Silvaarak Air cleric presented here had the following ability scores before racial adjustments: **Str** 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14.

Strategies and Tactics

The Silvaarak Air cleric acts more as a scout than a warrior, preferring to spot enemies than confronting them. If forced into battle, he will use his skyhammer and *sound burst* from above after casting *divine favor* on himself.

Ks'treevak, Silvaarak Rain Cleric

The tall bird-man looks up from the worn bone chits he was casting. His pearl-colored beak splits in what might pass for a smile.

Ks'treevak

CR 4

Male aarakocra cleric 3

NG Medium monstrous humanoid

Init +3; **Senses** low-light vision; **Listen** +2, **Spot** +2

Languages Aarakocra, Auran

AC 17, touch 13, flat-footed 14

(+3 Dex, +3 armor, +1 natural)

hp 16 (3 HD)

Resist cold 3

Fort +3, **Ref** +4, **Will** +5

Weakness claustrophobic

Speed 20 ft. (4 squares), fly 90 ft. (average); **Flyby Attack**

Melee mekillot sap +0 (2d6) or

Ranged longbow +5 (1d8/x3)

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

Base Atk +2; **Grp** +0

Atk Options aerial dive, turn undead 5/day (+2, 2d6+7, 3rd)

Special Actions spontaneous casting (*cure* spells)

Combat Gear mekillot sap, longbow with 20 arrows

Cleric Spells Prepared (CL 3rd):

2nd - *eagle's splendor*, *fog cloud*^D, *summon monster II*

1st - *bane* (DC 13), *cause fear* (DC 13), *chill touch*^D, *doom* (DC 13), *summon monster I*

0 - *detect magic*, *guidance*, *light*, *resistance*

D: Domain spell. Element: Rain. *Domains*: Cold Malice, Living Waters

Abilities Str 6, Dex 16, Con 11, Int 10, Wis 15, Cha 14

SQ 1/day, stabilize all dying creatures within a 60 ft. radius

Feats Combat Casting, Flyby Attack

Skills Concentration +6, Intimidate +5, Knowledge (religion) +3, Listen +2, Spot +2 (+6 in daylight)

Possessions combat gear plus masterwork studded leather armor

Aerial Dive (Ex) Aarakocra can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. If attacking with a lance, the aarakocra deals double damage on a successful attack. Optionally, the aarakocra can make a full attack with its natural weapons (two claws and one bite) at the end of the charge, dealing normal damage.

Claustrophobic (Ex) Aarakocra receive a -2 morale penalty on all rolls when in an enclosed space. Being underground or in enclosed buildings is extremely distressing for them.

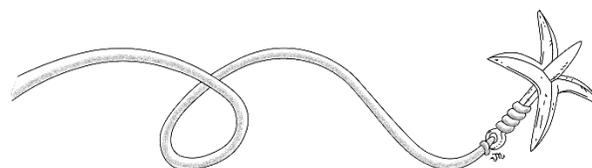
Ks'treevak is a journeyman cleric of what the aarakocra call the faith of Ice, though flatlanders conceive of it as Rain. As Rain falls equally on mountains and flatlands - though only in the blessed mountains does it attain its most perfect crystalline form, that being Ice - Ks'treevak is inclined to speak to strangers.

Ks'treevak will immediately divine if the strangers are Kurnan, and if so, will be friendly, though still attentive to risk like most of his kind. If the strangers are not Kurnan, Ks'treevak will attempt to leave at the earliest possible opportunity, though he will not compromise the demands of courtesy to do so. Nor will he reveal any information about Winter Nest.

The Silvaarak Rain cleric presented here had the following ability scores before racial adjustments: **Str** 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14.

Strategies and Tactics

A Silvaarak Rain cleric prefers to avoid combat, relying on *bane*, *cause fear*, and *doom* to scare off any hostiles. He will summon Rain creatures to deal with them if that fails.



Jaahksik Fireeyes

The aarakocra lands before you with a smooth grace, his bright eyes playing across you and your equipment. His own leather harness is accented with jagged pieces of silver, as are his claws.

Jaahksik Fireeyes

CR 6

Male aarakocra cleric 6

CN Medium monstrous humanoid

Init +4; **Senses** low-light vision; **Listen** +3, **Spot** +9

Languages Aarakocra, Auran

AC 18, touch 14, flat-footed 14

(+4 Dex, +3 armor, +1 natural)

hp 27 (6 HD)

Resist electricity 6

Immune deafness or stunning by sonic spells or abilities

Fort +5, **Ref** +6, **Will** +8

Weakness claustrophobic

Speed 20 ft. (4 squares), fly 90 ft. (average); **Flyby Attack**

Ranged masterwork atlatl +9 (1d6-2/x3)

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

Base Atk +4; **Grp** +2

Atk Options aerial dive, turn undead or rebuke air creature 5/day (+2, 2d6+10, 6th)

Special Actions spontaneous casting (*cure* spells)

Combat Gear masterwork atlatl with 20 javelins

Cleric Spells Prepared (CL 6th):

3rd - *call lightning*^D, *eye of the storm*, *protection from energy*, *summon monster III*

2nd - *hold person*, *sound burst*^D, *spiritual weapon*, *summon monster II* (2)

1st - *divine favor*, *protection from evil*, *shield of faith*, *shocking grasp*^D, *summon monster I*

0 - *create element* (3), *detect magic*, *resistance*

D: Domain spell. Element: Air. Domains: Rolling Thunder, Sky Blitz

Abilities Str 6, Dex 18, Con 11, Int 10, Wis 16, Cha 14

Feats Combat Casting, Flyby Attack, Leadership

Skills Concentration +6, Knowledge (religion) +6, Listen +3, Spellcraft +6, Spot +3 (+9 in daylight)

Possessions combat gear plus *gloves of dexterity* +2, *studded leather armor* +1

Jaahksik and his followers insist that they are clerics of "Lightning." One of the more adventurous clerics in Storm Peak, Jaahksik often accompanies cattle raiders and trading parties that visit the flatlands Eloy. He has fought alongside Eloy when their trade meet was attacked by the Filthspit gith, and came away from the experience with both a jagged scar on his right wing and a newfound respect for the herders – after all, they might be dirt-eating flatlanders, but they fought well, and they had enough sense to worship Air. Not enough sense to worship Lightning, of course, but nobody's perfect...

Jaahksik's experiences with the Eloy, and seeing the depredations of Red Guards seeking aarakocra captives, convinced him that the Winter Nest aarakocra should renew contact with the Storm Peakers, the group that split from their community generations ago. The two branches of the Silvaarak tribe have generally ignored and avoided one another, but Jaahksik is a leading proponent of establishing trade and intermarriage with Storm Peak. He sees that Storm Peak could offer a trade outlet for Winter Nest, without either village giving up its autonomy.

Jaahksik had the following ability scores before racial adjustments and **Hit Dice** ability increase: **Str** 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14.

Strategies and Tactics

Jaahksik prefers to use *call lightning* to destroy his enemies, or just casts *summon monster*, typically calling an air incarnation hawk or eagle.

Sample Encounters

Vision Quest (EL 1): One individual aarakocra warrior (*ToA*, pg 8), undergoing initiation into adulthood.

Hunting Party (EL 5): A group of four aarakocra warriors (*ToA*, pg 8) and one Silvaarak Air cleric (as Loniimas Sky's Son) seeking wild game.

Raiding Party (EL 8): This party consists of ten aarakocra warriors (*ToA*, pg 8), one Silvaarak Air cleric (as Loniimas Sky's Son), and one Silvaarak preserver (as Skamsaar Click-Claws). They usually raid Kurnan or Eloy cattle, if they think they can get away with it without being killed or suffering any other serious risk. They emphasize stealth or intimidation rather than brute force.

Society

Those Silvaarak aarakocra who revere what they call the element of Lightning live in the small village of Storm Peak, at the very southern extremity of the Snow Crown Mountains. They are more open to trading and raiding with the Eloy than their more secretive parent society in Winter Nest, and for this and other reasons have very limited contact with the Winter Nesters. Most Eloy regard all aarakocra with suspicion due to the livestock raiding of the Storm Peakers.

Environment: Aarakocras tend to live in high and cold areas, such as the White Mountains near Kurn.

Typical Physical Characteristics: As described in *Terrors of Athas*, aarakocras are tall, gangly, and have light bones and vulnerable joints.

Alignment: Aarakocra are usually neutral, and since many worship the element of Air, they tend to be chaotic.

Typical Treasure

Silvaarak carry standard treasure for their **Challenge Rating**.

Silvaarak Lore

Anyone with any ranks in **Knowledge (local** [Winter Nest]) can learn more about Silvaaraks. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (local [Winter Nest])

DC Result

- 10 Winter Nest is a large village of aarakocra in the central White Mountains, to which no outsiders are ever invited.
- 15 The Winter Nesters are Silvaarak aarakocra, revering Air and Ice. Theirs is the largest tribe of aarakocra known on Athas.
- 20 The aarakocra of Winter Nest are well-received in Kurn, where they often trade and observe the games – but they refuse all contact with others non-Kurnans.

Adventure Hooks

Birds of Fire; Birds of Ice

Spies, Trembling Plains

Gelna Maker

This elegantly dressed, middle-aged woman breaks into a charming smile when she catches sight of you.

Gelna Maker

CR 13

Female human bard 2/wilder 7/Kurnan spymaster* 4

N Medium humanoid (human, psionic)

Init +0; **Senses** Listen +6, Spot +6

Languages Common, Eldaarish, Eloy, Kurnan, Neshtap Hand Signals, Savak Drumcode

AC 10, touch 10, flat-footed 10

(+0 Dex)

hp 45 (13 HD)

Fort +5, **Ref** +9, **Will** +14

Weakness psychic enervation

Speed 30 ft. (6 squares)

Melee mwk dagger +8/+3 (1d4-2) or

Ranged mwk blowgun +10/+5 (1d2)

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

Base Atk +9; **Grp** +7

Atk Options poison (giant wasp, DC 18, 1d6 Dex/ 1d6 Dex), sneak attack +1d6, surging euphoria +1, wild surge +3

Special Actions bard music 2/day (countersong, *fascinate*, inspire courage +1), quicken power

Combat Gear masterwork dagger, masterwork blowgun with 20 needles, *dorje of mass cloud mind* (15 charges), *psionic tattoo of biofeedback*, *psionic tattoo of empty mind*, 3 doses of *giant wasp poison*

Power Points/Day 108; **Wilder Powers Known** (ML 10th):

5th - *power resistance*

4th - *detect remote viewing*

3rd - *energy burst* (DC 19)^A, *energy retort* (DC 19)

2nd - *biofeedback*, *psionic suggestion* (DC 18)

1st - *empty mind*, *mind thrust* (DC 17)^A, *psionic alter self*

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 7, Dex 11, Con 9, Int 14, Wis 15, Cha 18

SQ bardic knowledge +8, duplicitous mind, elude touch, poison use, specialist training (interaction), volatile mind (1 pp)

Feats Deceitful, Expanded Knowledge (*biofeedback*, *energy burst*), Investigator, Quicken Power, Scribe Tattoo

Skills Autohypnosis +13, Bluff +21, Concentration+8, Craft (poisonmaking) +9, Craft (tattooing) +6, Diplomacy +25, Disguise +12 (+14 to act in character), Forgery +6, Gather Information +15, Intimidate +9, Knowledge (local [Azeth's Rest]) +7, Listen +6, Literacy (Common, Picts), Perform (oratory) +11, Search +4, Sense Motive+19, Sleight of Hand+2, Speak Language (Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spot +6

Possessions combat gear plus *spymaster's ring**

Duplicitous Mind (Ps) Gelna is treated as continually under the effect of *aura alteration* (ML 6th).

Hook "Do stay and chat. I long for some news of the outside world."

The closest thing that Azeth's Rest has to a hub of organized crime is Gelna Maker, a charming middle-aged Kurnan woman who lives with her husband, Ausar Maker. Gelna uses both her own status as unofficial village gossip and her husband's position of trust with House Azeth to keep her handlers apprised of any rumors or knowledge of important developments that pass through Azeth's Rest.

As a Kurnan spy, Gelna meets with all sorts of unsavory characters - both within and outside Azeth's walls - including elven tribes, bandits, and even Red Guards. Gelna traffics in anything small and easy to conceal, such as gems, spell components, medicines, poisons, addictive drugs, and information. She will do "whatever it takes" to win the trust of Red Guards, bandits, or other potential enemies of Kurn, in hopes of delivering new information to her superiors in Kurn's School of Spies. Three times now, Gelna has sold caravan routes and schedule information to bandits, and she has twice passed information about the whereabouts of a vulnerable herder clan to Neshtap slavers. Two of the "herders" were actually Kurnan spies who wanted to infiltrate South Guard as slaves, but the Red Guard raids also enslaved dozens of innocent herders. So far, Gelna has never dealt in a way that would cause actual Kurnan citizens to be

Faces of the Forgotten North

harmed, but she might cross that line if the prize was big enough.

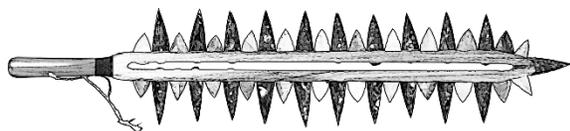
At any one time, Gelna manages a modest number of discrete affairs with those that she thinks might supply her with information. Her current regulars include Huzbug Azeth, Tlachzic of House Tsalaxa, Teima A'ani (an elven chief that frequents Azeth's Rest's trade fairs), the bandit chief Evartu of Plunder, and a number of lonely Red Guards that regularly travel to a designated meeting place sixteen miles east of Azeth's Rest to see her. Huzbug is terrified of offending Gelna's husband, a powerful wizard; Gelna plays on this fear to control the terms of their relationship. Ausar knows that Gelna used to be a spy, and as a patriotic Kurnan, he keeps silent about that fact, and that she sends back occasional reports to her superiors, but he has no idea of the extent of Gelna's activities. Gelna probes his mind regularly and uses her *sPYmaster's ring* to remove any memories that might disquiet Ausar or inconvenience her.

Gelna uses her ability to alter her appearance to act out different parts within the community. One of her favorite roles is that of Ebelith, a gruff and seldom-seen female mul gladiator from Raam who sells her tattooing services, including the ability to craft psionic tattoos. Gelna was stationed in Raam as a spy for several years, and will not be caught in ignorance about that city. She takes her time during the tattoo process, conversing with the client in detail, and sometimes uses her *sPYmaster's ring* to probe the client's mind during the process if she suspects they have information that they aren't going to share. She has assumed a different identity for each of her different affairs, except for the one with Huzbug Azeth, who knows her as Gelna Maker.

Gelna had the following ability scores before Hit Dice increases, age modifiers, and equipment bonuses: **Str** 8, **Dex** 12, **Con** 10, **Int** 13, **Wis** 14, **Cha** 15.

Strategies and Tactics

Gelna knows that her time of combat has passed and prefers to remain behind the front lines, using her powers to aid her allies. If forced into battle, she will manifest *energy retort*, then she will use *quicken mind thrusts* and *energy bursts* to quickly dispatch foes. She uses her *wild surge* only when it is really needed, for she knows the dangers of becoming *dazed* during combat at her age.



Giurnam

A bruised and frightened woman in torn clothing looks at you with haunted eyes.

Giurnam

CR 6

Female human bard 6

N Medium humanoid (human)

Init +7; **Senses** Listen +11, Spot +3

Languages Common, Eldaarish, Kurnan, Neshtap Hand Signals

AC 11, touch 11, flat-footed 10; Dodge

(+1 Dex)

hp 27 (6 HD)

Fort +6, **Ref** +6, **Will** +5; +2 against telepathic powers and enchantment/charm spells

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d4-1)

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

Base Atk +4; **Grp** +3

Special Actions bard music 6/day (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*), improved poison use, Quick Draw

Abilities Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 16

SQ bardic knowledge +8, poison use, trade secrets (skilled [Bluff]), poison use, quick thinking +2

Feats Alertness, Dodge, Improved Initiative, Quick Draw^B, Skill Focus (Diplomacy)

Skills Bluff +18, Diplomacy +19, Disguise +12 (+14 to act in character), Forgery +5, Gather Information +16, Intimidate +5, Knowledge (local [Eldaarich]) +7, Listen +11, Move Silently +3, Perform (oratory) +12, Search +5, Sense Motive +9, Sleight of Hand +9, Speak Language (Neshtap Hand Signals), Spot +3

Possessions none

Hook "Take me with you."

Giurnam, the slave mistress of Sixth (the current leader of the Red Guard) and a Kurnan spy, used a Kurnan love charm on Sixth with mixed results. Since Sixth is incapable of what most sentient creatures would call love, it's caused him to become ferociously obsessed with her, but it's made him unable to kill her or to allow his followers to abuse her, although he himself has frequently abused her and beat her nearly to the point of death. At this point, Giurnam regrets ever having got into the spy business, and will do anything to escape and return to Kurn, but if she leaves, Sixth will do anything to capture her again, even abandoning his own post. If he does abandon his post, then both Sixth and Giurnam will be marked for death by the Neshtap, while the Savak will spare no resources to capture them both alive. The Takrits, if they find out, will do whatever is necessary to keep the matter from Daskinor's attention. Cheka will offer its interrogation capabilities in case either of the suspects is captured alive. The other orders do whatever it takes to

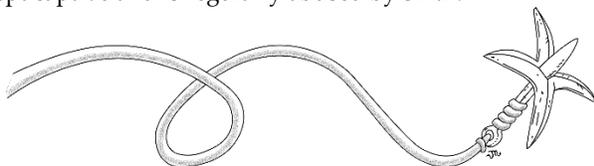
Faces of the Forgotten North

avoid being drawn into the controversy in any way whatsoever, unless Daskinor personally orders their action (which he won't). If Daskinor does discover the matter, it could lead to war with Kurn.

Giurnam had the following ability scores before Hit Dice increases: **Str** 8, **Dex** 12, **Con** 13, **Int** 14, **Wis** 10, **Cha** 15.

Strategies and Tactics

Giurnam is not in any condition to fight, since she is usually kept captive and is regularly abused by Sixth.



Governor Lhonia Grey

An elegantly dressed woman in a gray uniform appears to be in command here.

Governor Lhonia Grey

CR 13

Female human templar 8/double templar* 5

LN Medium humanoid (human, psionic)

Init +1; **Senses** Listen +1, Spot +1

Languages Eldaarish, Eloy, Kurnan

AC 22, touch 13, flat-footed 21

(+1 Dex, +6 armor, +3 shield, +2 deflection)

hp 53 (13 HD)

Fort +7, **Ref** +5, **Will** +11; +5 bonus against mind reading or control attempts

Speed 30 ft. (6 squares)

Melee +1 dagger +9/+4 (1d4/19-20)

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

Base Atk +9; **Grp** +8

Atk Options double-cross (DC 19), turn undead 9/day (+8, 2d6+14, 5th)

Special Actions Inquisitor, Secular Authority 9/day (+34)

Combat Gear +1 dagger, 3 potion-fruits of cure light wounds, scroll of eye of the storm

Templar Spells (CL 13th, 6/6+d/6+d/6+d/6+d/6+d/4+d):

6th - *control tides*, *forbiddance* (DC 22), *greater dispel magic*, *greater glyph of warding* (DC 22), *phantasmal killer* (DC 22)^D, *raise dead*, *symbol of fear* (DC 22), *symbol of persuasion* (DC 22), *wisdom of the sorcerer-king*, *word of recall*

5th - *air lens*, *bolts of bedevilment* (DC 21)^D, *break enchantment*, *elemental strike* (DC 21), *fire track*, *klar's heart*, *mark of justice*, *screying*, *symbol of pain* (DC 21), *symbol of sleep* (DC 21), *true seeing*

4th - *air walk*, *chaos hammer*^D, *cure critical wounds*, *dimensional anchor*, *fool's feast*, *freedom of movement*,

inflict critical wounds (DC 20), *greater command* (DC 20), *greater magic weapon*, *lesser geas* (DC 20), *mage seeker*, *neutralize poison*, *sending*, *status*, *tongues*, *wrath of the sorcerer-king* (DC 20)

3rd - *cure serious wounds*, *dedication*, *discern lies* (DC 19), *dispel magic*, *glyph of warding* (DC 19), *image of the sorcerer-king* (DC 19), *inflict serious wounds* (DC 19), *lightning bolt* (DC 19), *locate object*, *magic circle against good*, *magic vestment*, *protection from energy*, *rage*^D, *remove disease*, *sand pit*, *speak with dead* (DC 19), *surface walk*, *wind wall*, *worm's breath*

2nd - *battlefield healing*, *bear's endurance*, *cure moderate wounds*, *delay poison*, *enthrall* (DC 18), *footsteps of the quarry*, *hold person* (Will 18), *inflict moderate wounds* (DC 18), *lesser restoration*, *remove paralysis*, *resist energy*, *return to earth*, *shatter* (DC 18)^D, *silence*, *undetectable alignment* (DC 18), *zone of truth* (DC 18)

1st - *black cairn*, *command* (DC 17), *comprehend languages*, *cure light wounds*, *deathwatch*, *detect undead*, *divine favor*, *doom* (DC 17), *endure elements*, *hand of the sorcerer king*, *hide from undead* (DC 17), *inflict light wounds* (DC 17), *lesser confusion* (DC 17)^D, *remove fear*, *protection from good*, *shield of faith*

0th - *cure minor wounds*, *defiler scent*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *virtue*

Power Points/Day 2; Powers Known (ML 1st):

1st - *defensive precognition*

Spell-Like Abilities (CL 8th):

7 (total)/day - *arcane mark*, *purify food and drink*, *slave scent*

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 22

SQ assume domain, double meaning, double-minded, duplicitous, poison use, two masters, usurp authority

Feats Deceitful, Hidden Talent (*defensive precognition*), Inquisitor, Negotiator, Paranoid, Persuasive, Secular Authority^B

Skills Bluff +29 (+39 to deliver a secret message), Concentration +16, Diplomacy +30, Disguise +20 (+2 to act in character), Forgery +9, Gather Information +18, Intimidate +10, Knowledge (local [Eldaarich]) +9, Knowledge (local [Kurn]) +9, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Literacy (Kurnan, Picts), Sense Motive +22, Spellcraft +7

Possessions combat gear plus *amulet of proof against detection and location*, *chitin armor* +2, *buckler* +2, *cloak of Charisma* +4, *ring of protection* +2, *spremaster's ring**

Assume Domain Lhonia gains the granted powers from two domains: Chaos and Madness. She may add one domain spell from each level to her spells known list.

Hook "Welcome to civilized lands, Drylanders."

Lhonia Grey, the governor of Fort Stench, is a double templar, formerly in Daskinor's service. From refugees, Lhonia has learned about the purge of psionic persons in Eldaarich, and as someone with a wild talent, Lhonia fears for her own life should she return. She takes every opportunity she can to speak to Drylanders in Common, and plans to make a run for the Tyr Region to escape her

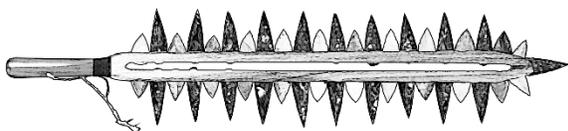
Faces of the Forgotten North

angry Savak handlers, who sent her a summons over a year ago to return to Eldaarich.

Lhonia had the following ability scores before Hit Dice increases and equipment bonuses: **Str** 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 15.

Strategies and Tactics

Lhonia prefers to use discreet methods to deal with her enemies, such as using her secular authority or by using *hold person* or *greater command*. If those don't work, she follows up by using *elemental strike*.



Ptoby the Pterrann

This finely dressed pterrann dresses like a human merchant from the Tyr Region, but carries a thanak, the traditional pterrann sword at his belt.

Ptoby the Pterrann

CR 6

Male pterrann wilder 6

LN Medium humanoid (reptilian, psionic)

Init +0; **Senses** Listen +4, Spot +0

Languages Common, Eloy, Draji, Kurnan

AC 10, touch 10, flat-footed 10
(+0 Dex)

hp 21 (6 HD)

Fort +2, **Ref** +2, **Will** +4

Weakness psychic enervation

Speed 30 ft. (6 squares)

Melee thanak +5 (2d6+1/x3)

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

Base Atk +4; **Grp** +1

Atk Options surging euphoria +1, wild surge +2

Special Actions Psionic Endowment

Combat Gear thanak

Power Points/Day 47; **Wilder Powers Known** (ML 6th):

3rd - *mental barrier*

2nd - *biofeedback*

1st - *attraction* (DC 15)^A, *empathy* (DC 15)

^AThe save DCs for these powers might increase with the use of augments

Psi-Like Abilities (ML 6th):

At will - *missive* (reptiles only)

Abilities Str 13, Dex 10, Con 10, Int 14, Wis 10, Cha 19

SQ volatile mind (1 pp)



Feats Psionic Endowment, Negotiator, Skill Focus (Diplomacy)

Skills Bluff +13, Concentration +9, Diplomacy +15, Gather Information +9, Intimidate +6, Literacy (Common, Picts), Listen +4, Profession (tavern keeper) +5, Sense Motive +11

Possessions combat gear plus *cloak of Charisma* +2, *spymaster's ring**

Hook "Let's not talk about the smell."

Ptoby is one of the only two males in Kurn's School of Spies, and as far as the School of Spies knows, perhaps the only pterrann templar anywhere. Ptoby is not a genuine pterrann name, but it is the genuine name of this particular pterrann. Ptoby was hatched in Kurn after the Gray Heralds accidentally confiscated his egg during taxing procedures at Kurn's gates. No pterranns had visited Kurn, and the Gray Heralds could not determine which traveler they had taken the egg from. The Scholars Clave acquired the egg to study it, and when it hatched, the school brought "Ptoby" in as their pet. Gradually, the spies realized that he was pterrann, and sentient, but the older spies have never stopped thinking of Ptoby as their pet, which annoys him. Ptoby has yet to meet another pterrann, and is actually afraid of what he'll find. As fond of his "aunts" at the School of Spies as they are of him, Ptoby has become a valuable spy, partly because no one expects a pterrann to be a templar and a spy, and because some people will talk

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to him that will not talk to anyone else. To strangers, Ptoby plays the part of the outsider, bemoaning about how closed and repressed the Kurnans are. For some reason, malcontents and troublemakers seem drawn to him like a moth to the flame.

In Fort Stench, Ptoby owns a tavern, "The Truth." Ptoby knows nothing about pterrann culture, but neither do his customers, so Ptoby makes up facts about his "heritage" as he goes along. Even if Ptoby were to encounter someone who knows about pterrann culture, Ptoby's remarks about his pterrann heritage are all tongue-in-cheek, so it's hard to tell when he's lying or just joking. Locals dislike the "Ptruth," as they call it, because much of Ptoby's sharp wit seems to come at the expense of Kurnan culture. When asked why so few locals frequent his taverns, Ptoby quips that his neighbors "can't handle the Truth." Ptoby also routinely mocks House Azeth, recounts humorous personal innuendo about the seven bandit lords of the western deserts, and other local curiosities. Many travelers describe Ptoby as the most entertaining person that they have met. At least once every night, his clients bully him into repeating his most famous composition: "Seven things that you should never do with

harnaq milk." The School of Spies sees that the Ptruth gets supplied with the best brews in the Kurnlands, and Ptoby always seems to have a spare room for interesting travelers from the south, sometimes even closing the tavern doors just so that he can continue with an interesting conversation.

Ptoby had the following ability scores before **Hit Dice** increases and racial adjustments: **Str** 13, **Dex** 12, **Con** 10, **Int** 14, **Wis** 8, **Cha** 15.

Strategies and Tactics

Ptoby really prefers talking then fighting; he usually tries to use *attraction/empathy* every time he thinks trouble might come up. He isn't afraid to wield his thanak into battle when his *surging euphoria* kicks in, though.

Adventure Hooks

Retirement Party; Silver, Silver Everywhere, and Nary a Bite to Eat

Ssurran, Trader

Ssurran Trader

This hulky reptilian humanoid squints at you and hisses quietly to itself.

Ssurran Trader

CR 4

Male ssurran rogue 3

N Medium monstrous humanoid (reptilian)

Init +0; **Senses** darkvision 60 ft.; **Listen** +1, **Spot** +1

Languages Common, Elven, Ssurran, Thri-Kreen

AC 17, touch 11, flat-footed 17

(+0 Dex, +3 armor, +3 natural, +1 deflection)

hp 30 (6 HD)

Resist evasion

Immune natural heat

Fort +3, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

Melee mwk short macahuitl +7 (1d6+1/19-20) and bite +1 (1d4) or

Melee 2 claws +6 each (1d4) and bite +1 (1d4) or

Ranged mwk light crossbow +5 (1d8/19-20)

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

Base Atk +5; **Grp** +6

Atk Options sneak attack +2d6

Combat Gear masterwork short macahuitl, 2 *potion-fruits of cure moderate wounds*

Abilities **Str** 12, **Dex** 10, **Con** 12, **Int** 14, **Wis** 13, **Cha** 14

SQ heat tolerance, trapfinding, trap sense +1

Feats Negotiator, Persuasive, Trader

Skills Appraise +17, Bluff +13, Diplomacy +16, Handle Animal +7, Intimidate +6, Profession (trader) +14, Ride +3, Sense Motive +12, Survival +15

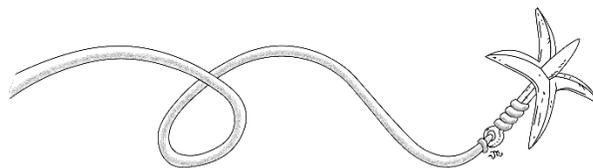
Possessions combat gear plus masterwork studded leather, *ring of protection* +1

These traders come from the Scorched Plateau.

The ssurran trader presented here had the following ability scores before **Hit Dice** increases and racial adjustments: **Str** 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 15.

Strategies and Tactics

A ssurran trader usually tries to avoid combat, but will fight savagely for their goods if needed, relying on their *sneak attack* and *evasion* to prevail.



Stasslan Shimmerman

This broad-shouldered humanoid lizard with black eyes wears a colored cloak that dazzles your eyes in the sunlight.

Stasslan Shimmerman CR 11

Male ssurran druid 9

N Medium monstrous humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Elven, Gith, Ssurran; *speaks with animals*

AC 16, touch 9, flat-footed 16
(-1 Dex, +4 armor, +3 natural)

hp 90 (12 HD)

Immune natural heat, venom

Fort +10, **Ref** +5, **Will** +12

Speed 30 ft. (6 squares); woodland stride

Melee 2 claws +12 each (1d4+3) and bite +10 (1d4+1)

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

Base Atk +9; **Grp** +12

Special Actions spontaneous casting (*summon nature's ally* spells), wild shape 3/day (9 hours)

Combat Gear *potion-fruit of cure moderate wounds, wand of call lightning* (11 charges)

Druids Spells Prepared (CL 9th):

5th - *call lightning storm* (DC 18)

4th - *elemental strike* (2) (DC 17)

3rd - *call lightning* (DC 16), *eye of the storm*, *protection from energy*, *searing light* (+8 ranged touch)

2nd - *barkskin*, *bull's strength*, *flame blade*, *flaming sphere* (DC 15), *resist energy*

1st - *detect snares and pits*, *detect undead*, *jump*, *longstrider*, *proof against undeath*

0 - *defiler scent* (2), *detect magic*, *know direction*, *mending*, *purify food and drink*

Abilities Str 16, Dex 8, Con 16, Int 14, Wis 16, Cha 6

SQ animal companion, heat tolerance, link with companion, share spells, wild empathy +9 (+5 magical beasts), trackless step

Feats Combat Casting, Improved Initiative, Multiattack, Natural Spell, Power Attack

Skills Appraise +17, Concentration +18, Handle Animal +8, Knowledge (nature) +9, Listen +8, Profession (merchant) +18, Spellcraft +6, Spot +8, Survival +22 (+24 in aboveground natural terrain)

Possessions combat gear plus *wild studded leather armor +1*, shimmercloth robe*

Animal Companion (Heavy Warmount Crodlu) see Red Axeman

Hook "Where do we come from? All you need to know is that our goods come from lost faraway lands beyond your reach."

Stasslan doesn't believe that he's a druid, instead insisting that he's a priest of Tthurssem, an immortal being of elemental Fire. Whether or not Tthurssem is a spirit of the land that inhabits the Scorched Plateau, none can say.

Stasslan had the following ability scores before **Hit Dice** ability score increases and racial adjustments: **Str** 12, **Dex** 10, **Con** 13, **Int** 14, **Wis** 15, **Cha** 8.

Strategies and Tactics

Stasslan usually wild shapes into an inix and then casts *bull's strength* on himself before joining combat, or wild shapes into a pterrax to flee. He calls upon Tthurssem to smite his opponents with "fire from the sky", in the form of *call lightning storm*, *call lightning*, and *elemental strike*.

Creatures and Allies

Fire-Resistant Inix (*ToA*, pg 193): Native to the Scorched Plateau, this inix has a natural fire resistance of 5.

Sample Encounter

Ssurrans roam the Athasian wastes carrying trinkets of all sorts, but they are especially active around Highest Sun and Lowest Sun, since this is the time when they return to Trade Nest to purchase shimmercloth from other ssurrans. Shimmercloth originates from Saragar (where it is called "puddingfish cloth"), but the ssurrans who trade with Saragar never travel south of Trade Nest, and never reveal the origins of their goods, even to other ssurrans. Thus, no ssurran found south of Trade Nest has heard of Saragar or knows the origin of shimmercloth. They do not willingly reveal that they obtain shimmercloth and other goods from Trade Nest.

Shimmerman Caravan (**EL 11**): Shimmerman leads a caravan composed of one fire-resistant inix, six ssurran warriors (*ToA*, pg 166), and three ssurran traders.

History

These traders are based in the Scorched Plateau, but are evasive with those that ask where they come from or seek information about their trade route or where their goods come from.

Environment: Because of their natural resistance, ssurrans tend to dwell in very hot and dry areas, but can be encountered anywhere a good bargain can be found.

Typical Physical Characteristics: A typical ssurran is 4 to 6 feet in height, weighing around 180 to 225 pounds.

Alignment: Ssurrans are usually chaotic or neutral.

Typical Treasure

Ssurran traders, including Stasslan Shimmerman, have double treasure for NPCs of their **Challenge Rating**.

Trembling Plains Ssurran Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about these ssurrans. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Trembling Plains])

DC Result

- | | |
|----|---|
| 10 | These are ssurrans, reptilian traders from faraway lands. |
| 15 | All shimmercloth in the Tyr Region and in the Trembling Plains came from ssurran merchants, and no one else knows where shimmercloth comes from. |
| 20 | Ssurran merchants travel in small groups that include at least one spellcaster. Their clothing smells faintly of brimstone, suggesting that they have passed through a volcanic area. |

Tarek, Nagukuz Clan

The Nagukuz clan roams over a broad stretch of the rocky badlands known as the Shady Desert, south of the lands claimed by Chugak pack, east of the Lions' Labyrinth, and north of Stone Well.

Gekdo

This seven-foot-tall olive-skinned hulk carries a heartpick in either hand.

Gekdo

CR 9

Male tarek rogue 5/barbarian 2/dune trader 1

N Medium humanoid

Init +6; **Senses** darkvision 30 ft.; Listen +6, Spot +2

Languages Common, Tarek

AC 20, touch 13, flat-footed 18; improved uncanny dodge (+2 Dex, +3 natural, +4 armor, +1 deflection)

hp 42 (8 HD)

Resist evasion

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

Weakness tarek musk

Speed 30 ft. (6 squares)

Melee +1 heartpick +9 (1d8+4/x4)

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

Base Atk +5; **Grp** +8

Atk Options rage 1/day (6 rounds), sneak attack +3d6, Teamwork

Combat Gear +1 heartpick, 2 psionic tattoos of offensive prescience (ML 4th), psionic tattoos of vigor (ML 3rd)

Abilities Str 16, Dex 15, Con 12, Int 11, Wis 11, Cha 10

SQ fast movement, fast talk, ferocity, trapfinding, wasteland trapsense +1

Feats Improved Initiative, Persuasive, Teamwork^B, Trader

Skills Appraise +13, Bluff +15, Diplomacy +15, Intimidate +15, Jump +9, Listen +6, Profession (merchant) +2, Sense Motive +9, Spot +6, Survival +11

Possessions combat gear plus *cloak of resistance +1, gauntlets of braxat power +2 (as gauntlets of ogre power +2), +1 studded leather armor, ring of protection +1*

When raging, Gekdo has the following statistics

AC 18, touch 11, flat-footed 16

hp 58 (8 HD)

Fort +8, **Will** +8

Melee +1 heartpick +11 (1d8+6/x4)

Grp +10

Abilities Str 20, Con 16

Skills Jump +11

Ferocity As a tarek, Gekdo is such a tenacious combatant that it continues to fight without penalty when disabled or dying.

Tarek Musk Gekdo takes a –2 penalty on Diplomacy, Disguise, Gather Information and Perform checks, and a –4 penalty on Hide checks, against those within 30 ft., due to the tarek's musk odor.

Hook "First, I will eat that elf's heart. Stay out of my way, and perhaps we can trade afterwards."

The leader of the Nagukuz clan is Gekdo, a 7 foot-tall tarek with an uncanny ability to lead his people out of tight situations. Gekdo in fact knows every twist of his home boulder fields and barrens. He has organized his people to surround the area with traps and crude warnings, so that would-be attackers cannot surprise them.

Because he knows that his people are too weak to take on the kreen packs to their north and south, Gekdo has no desire to expand his area of control, but he is always careful to maintain Nagukuz control over the natural cistern of Stone Well.

Gekdo had the following ability scores before **Hit Dice** increases and racial adjustments: **Str** 10, **Dex** 15, **Con** 8, **Int** 13, **Wis** 14, **Cha** 12.

Strategies and Tactics

Gekdo uses his knowledge of the terrain to set up ambushes, especially when outnumbered. These traps are set against the winds, since he knows that his musk will denounce their band. He usually activates his tattoo and begins his rage just before jumping into a fray and slaying his foes with his heartpick. He promptly attacks any elf that he sees.

Sample Encounter

The Nagukuz can be usually encountered in two ways, when hunting/gathering or when ambushing unwary travelers that come close to Stone Well.

Nagukuz Hunting Pack (EL 5): One 3rd-level tarek ranger and two 1st-level tarek warriors (*ToA*, pg 168) are searching for game in the stony barrens. The tareks ferociously charge any likely targets.

Nagukuz Ambush (EL 12): Gekdo, along with one 5th-level tarek barbarian, one 3rd-level tarek ranger, and ten 1st-level tarek warriors (*ToA*, pg 168) are lurking from higher ground waiting for passers-by. They recklessly charge, hoping to surprise and intimidate their foes and quickly win.

Society

The Nagukuz and the other few tarek clans of the Trembling Plains live by hunting and gathering. They raid when they can, ambushing lone kreen, elves, or dune traders who venture into their territory.

Tarek Names: Fhrákthrák, Gritgrunch, Iyfwedg, Kisoffrak, Trazyük, Vrathalós, Zikrasuyl.

There are more than 50 battle-ready tarek warriors in the Nagukuz tribe, a hard-bitten band of survivors who have staked out their claim to the boulder fields and stony barrens of the region, hunting small animals and foraging among the rocks for cacti and grasses.

Environment: The Nagukuz can be found in the area near to the Stone Well.

Typical Physical Characteristics: An adult tarek is about 7 feet tall and weighs 250 pounds.

They look dull-witted, with square heads and sloping foreheads.

Alignment: Most Nagukuz tareks are neutral evil, but several are neutral.

Typical Treasure

Tareks have standard treasure for NPCs of their **Challenge Rating**. They favor armor and weapons.

Nagukuz Tarek Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about Nagukuz tareks. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Trembling Plains])

DC	Result
10	These creatures are tareks: strong, smelly, and violent.
15	The markings on these tareks indicate that they belong to the Nagukuz, a Water-worshiping clan. Like other tareks, the Nagukuz hate elves, but often trade with other humanoids, so long as they act to carefully avoid offending the tareks.
20	The Nagukuz leader is Gekdo, who has a special loathing for elves. An ancient stone well is part of their territory.

Rumors Among the Nagukuz

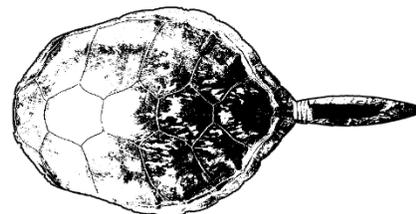
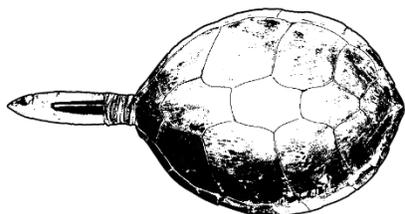
Persons who spend time speaking to the Nagukuz may hear the following rumors:

Gather Information

DC	Result
20	Nagukuz legend holds that the passages beneath the stone well lead to the pits of the Earth lords, an area that the Nagukuz wish to avoid as the tribe generally adheres to the faith of Water.

Adventure Hooks

Silver, Silver Everywhere, and Nary a Bite to Eat



Two distinct groups of tari dwell in the Forgotten North: the People Under the Stairs pack in the east, and the scattered packs of the Longshanks Scablands to the west.

The People Under the Stairs are a pack of tari scavengers living in an ancient human village along one of the region's great ancient riverbeds, just east of where the modern trade road crosses the riverbed.

Numerous scattered packs of tari reside in the far western extent of the Trembling Plains, dwelling in the northern Longshanks Scablands, foraging eastward in the Blood Prairie.

Thludiyy, People Under the Stairs Pack

The brown matted fur of this humanoid rodent has patches of gray and white, and it carries a discolored bone dagger.

Thludiyy

CR 9

Male tari bard 5/dune trader 3

N Small humanoid (tari)

Init +4; **Senses** darkvision 60 ft.; **Listen** +7, **Spot** +7

Languages Common, Tari

AC 18, touch 16, flat-footed 14

(+1 size, +4 Dex, +2 armor, +1 deflection)

hp 28 (8 HD)

Immune mundane disease

Fort +5, **Ref** +10, **Will** +11; +2 against telepathic powers and enchantment/charm spells, +4 against poison

Weakness light sensitivity

Speed 20 ft. (4 squares), burrow 10 ft.

Melee dagger +6 (1d3-1/19-20) or

Melee bite +5 (1d3-1 plus disease)

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

Base Atk +5; **Grp** +0

Atk Options poison (sassone, DC 16, 2d12 hp/ 1d6 Con; terinav root DC 16, 1d6 Con/2d6 Con)

Special Actions bardic music (countersong, *fascinate*, inspire courage +1)

Combat Gear masterwork dagger, 3 doses of sassone leaf residue poison, 2 doses of terinav root, 2 tanglefoot bags

Abilities Str 8, Dex 18, Con 10, Int 8, Wis 18, Cha 12

SQ bardic knowledge +5, contact 1/week, distributive bargaining, fast talk, poison use, trade secret (skilled [Bluff])

Feats Negotiator, Persuasive, Quickdraw^B, Trader

Skills Appraise +6 (+8 related to poison), Bluff +16, Craft (poisonmaking) +4, Diplomacy +16, Disguise +1 (+3 to



act in character), **Escape Artist** +8, **Gather Information** +8, **Hide** +20, **Intimidate** +7, **Listen** +7, **Move Silently** +13, **Perform (oratory)** +6, **Profession (merchant)** +6, **Search** +1, **Sense Motive** +13, **Slight of Hand** +9, **Spot** +7

Possessions combat gear plus +1 shadow silent moves studded leather armor, ring of protection +1

Tari Fever (Su) **Fortitude** DC 8, incubation period 1d3 days; damage 1d3 Con. Unlike normal diseases, tari fever continues until the victim reaches **Constitution** 0 (and dies) or is cured with a *remove disease* spell.

Hook "My people are shy, Drylander. I would trade with you, but if you alert your friends, I shall need to disappear, and you will not see me again."

Leader of the People Under the Stairs - a group of tari dwelling in a ruined underground village along the trade road in the Last Steppe - Thludiyy is the pack's main interface with other traders.

Thludiyy despises humans and other humanoids alike, but he has learned to profit from them both for himself and for the pack. Thludiyy's visits to the few dune traders who know of the tari are always held at night, several miles from the tari's hidden lair, and Thludiyy takes care to never reveal his people's numbers or the location of their home.

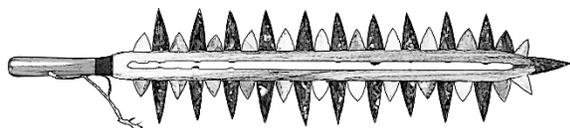
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Tludiyy often obtains information from dune traders about other caravans and traders, which the tari then attempt to steal from. House Azeth is unaware of the tari but has learned from past mistakes and is careful to avoid camping anywhere near the old riverbed, but Azeth merchants consider this fact a trade secret and do not share it with others.

Tludiyy had the following ability scores before Hit Dice increases and racial adjustments: **Str** 12, **Dex** 14, **Con** 10, **Int** 8, **Wis** 15, **Cha** 13

Strategies and Tactics

Tludiyy knows he and his people are incapable of putting up much of a fight. He prefers to stay hidden and then attack from concealment, relying on his poisons to do the work.



Ziurkei of the Hidden Burrows

This tari towers over his kin, standing at nearly five feet tall, a stark contrast to the smaller, hunched tari that can be seen around him. He carries his massive, black-furred frame with confidence, gripping his weapon with ease.

Ziurkei

CR 8

Male tari barbarian 3/rogue 4

N Small humanoid (tari)

Init +5; **Senses** darkvision 60 ft.; **Listen** +14, **Spot** +14

Languages Common, Tari

AC 15, touch 12, flat-footed 14; improved uncanny dodge (+1 size, +1 Dex, +3 armor,)

hp 35 (7 HD)

Immune mundane disease

Resist evasion

Fort +7, **Ref** +8, **Will** +5; +4 against poison

Weakness light sensitivity

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

Melee +1 cahulak +8/+3 (1d4+2/x3) or

Melee +1 cahulak +6/+1 (1d4+2/x3) and mwk cahulak +6 (1d4/x3) or

Melee bite +8 (1d3+1 plus disease) or

Ranged mwk composite longbow +9/+4 (1d6/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft with cahulak)

Base Atk +6; **Grp** +3

Atk Options rage 1/day (7 rounds), sneak attack +3d6

Combat Gear masterwork composite longbow with 40 arrows

Abilities **Str** 12, **Dex** 12, **Con** 15, **Int** 10, **Wis** 14, **Cha** 12

SQ fast movement, trapfinding, trap sense +2

Feats Exotic Weapon Proficiency (cahulak), Improved Initiative, Two-Weapon Fighting.

Skills Diplomacy +15, Hide +11, Intimidate +8, Jump +4, Listen +14, Move Silently +11, Search +2, Sense Motive +7, Spot +14, Survival +5

Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +1, *studded leather armor* +1

Tari Fever (Su) **Fortitude** DC 9, incubation period 1d3 days; damage 1d3 **Con**. Unlike normal diseases, tari fever continues until the victim reaches **Constitution** 0 (and dies) or is cured with a *remove disease* spell.

When raging Ziurkei has the following statistics

AC 13, touch 10, flat-footed 12

hp 49 (7 HD)

Fort +9, **Will** +7

Melee +1 cahulak +10/+5 (1d4+4/x3) or

Melee +1 cahulak +8/+3 (1d4+4/x3) and mwk cahulak +8 (1d4+1/x3) or

Melee bite +10 (1d3+3 plus disease)

Grp +5

Abilities **Str** 16, **Con** 19

Skills **Jump** +6

Hook "You think I'm like the tari you've crushed beneath your boots? Look around, flat-ears: this isn't one of your sorrow-filled city-states, these are the Longshanks Scablands. These are my lands and here, I promise you: I will not be the one running scared."

Ziurkei is the chieftain of the Hidden Burrows pack, a large group of experienced tari warriors dwelling in the southeastern corner of the Longshanks Scablands.

If treated with respect by others, Ziurkei gladly reciprocates. Though an experienced combatant and war leader, Ziurkei is always eager to trade and prefers to use diplomacy rather than brute force to solve problems. However, the constant attacks by renegade halflings against the tari in the Scablands have made him realize that united assaults against the halflings may be the only way to keep his people safe. Ziurkei has long trained his pack to defend themselves when necessary, but now hopes to bring all the packs together to form a unified tari warband and push their enemies back into the jungle.

Ziurkei's pack trades directly with the Moon Racers, meeting with them in the nearby Blood Prairie. He yearns to establish ties with the giants of the Big Lizard clan as well, hoping to draw them into an alliance against the halflings, but has so far met with little success. Ziurkei might even be willing to trade with Eloy herders should

Faces of the Forgotten North

the opportunity arise, but looks down on those from the city-states, believing them to be soft, weak, and prejudiced against tari.

Tludiyy had the following ability scores before [Hit Dice](#) increases and racial adjustments: [Str](#) 15, [Dex](#) 8, [Con](#) 13, [Int](#) 10, [Wis](#) 12, [Cha](#) 14

Strategies and Tactics

Ziurkei's pack knows nearly every hidden warren, burrow, and sinkhole for miles around, and use that knowledge against their foes. He prefers to lure enemies into terrain that favors his people, setting up ambush points amidst pitfalls, collapsed tunnels, and dead-end canyons. Ziurkei endeavors to always strike from surprise, combining his [Rage](#) and [Sneak Attack](#) to devastating effect with either his bow or [cahulakas](#) appropriate.

Sample Encounters

Tari Band (EL 5): Seven 1st-level tari warriors (*ToA*, pg 170).

Tari Patrol (EL 9): Ziurkei and eight 1st-level tari warriors (*ToA*, pg 170).

Trade Delegation (EL 10): Tludiyy and seven 1st-level tari warriors (*ToA*, pg 170). The tari warriors all stay in hiding, carefully watching to ensure their leader's safety.

History

The People Under the Stairs pack fled east during the Cleansing Wars, bribing human sailors to ferry them out to the Road of Fire, using the region's volcanism to conceal themselves for generations. They lacked enough food once the Moratuc moved into the area, however, and so made the arduous journey to the northern Trembling Plains. There they found an ancient village, long since buried by drifting sand and silt, located along the lower course of a dry riverbed, and moved into the buried ruins.

The tari of the Longshanks Scablands trace their origins to several sources; many have sought shelter there since the Cleansing Wars, while others' ancestors were later led to the Scablands by Nikaram al-Soury, a wandering tari prophet. Nikaram preached among the tari of the city-states, urging his kin to abandon their wretched lives beneath the cities and rediscover their true identity. His teachings eventually became the foundation of a slow but steady exodus, as packs of tari left the cities in search of a land to call their own.

Cautious but determined, the tari established themselves just beyond the western-extent of the Trembling Plains, taking advantage of abandoned burrows left behind by the great korinth lizards. Once nesting hollows for korinth young, the

burrows provided the tari with ready-made shelters, which they quickly expanded into expansive warrens. The various tari packs of the Longshanks Scablands are not a unified group, each possessing its own leadership and traditions. However, necessity has forced them into forming loose alliances based on mutual survival. These alliances, so far, have primarily been defensive pacts meant to protect against the encroaching halflings in the south, who compete for the same resources and, in many cases, hunt the tari as prey.

Environment: The People Under the Stairs are only seen when they wish to be – at night, at traders' camps off the main road (the more isolated the better), and one at a time. Tludiyy often personally makes contact, usually by slipping inside the traders' camp and waking one of their leaders, most often with a sharp knife to the throat. Other tari lurk nearby, observing with physical and psionic senses, and ready to intervene if the introductions go awry. Only when Tludiyy is certain he will not be betrayed will he remove the knife and discuss possible trade arrangements.

Tludiyy is interested in foodstuffs, and tools that can be used for digging (though he will not talk about where or what he is digging). In exchange, he will offer mushrooms and artifacts of bygone ages (uncovered in previous diggings, but which the People Under the Stairs cannot understand or use). The terms usually specify that the traders should leave the goods they wish to trade at an isolated spot only a few miles away on the next night, and by morning the items will have been exchanged. The People Under the Stairs are generally honest traders, since they get few opportunities to trade and realize the value of leveraging a known trader for future deals by not cheating them today. However, they are often honest in that the artifacts they offer - which the trader buys sight unseen - are unknown to them, and thus could be either incredibly valuable or utterly worthless. Unscrupulous traders who cheat the People, or who try to harm Tludiyy, often find their goods filched and caravan members killed or missing in the night.

The tari of the western Trembling Plains have adapted to their harsh environment with stealth, caution, and careful planning. They are most active between dusk and dawn, taking advantage of the darkness to remain unseen when moving in the open. If they allow themselves to be seen by outsiders, it is always on their own terms and almost always from a position of strength. If such an advantage is not possible, the tari will already have an escape route planned out, ensuring they are never cornered or trapped.

Though tari may be spotted in the Blood Prairie, they are rarely seen in the Longshanks Scablands, where they keep their deep and hidden burrows. The Blood Prairie is a

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borderland, a space where tari sometimes engage in trade and interaction with elven tribes and other passersby.

A rare exception to the taris' secretive ways are the chieftain Ziurkei and his pack. Unlike most tari leaders, Ziurkei is an accomplished warrior, as his pack resides in an area of the Scablands where enemies abound, being located near both the Blood Prairie and the jungles of the Forest Ridge.

Ziurkei is a bold and confident leader, sometimes bordering on overconfidence, but he is far from reckless, knowing when to withdraw and when to press an advantage. The other tari know him to be a fearsome warrior, but Ziurkei fancies himself a diplomat and dealmaker, one of the few pack leaders willing to consider long-term cooperation with outsiders. He believes that cooperation is more beneficial than isolation, recognizing that alliances and trade, even with non-tari, may one day secure his people's survival. While he is willing to negotiate, Ziurkei never grovels, as he sees himself as a leader among equals, not a beggar seeking favors.

Typical Physical Characteristics: The average adult tari stands around 4 feet tall and weighs 100 pounds.

Tari have 2-foot-long tails that are used mainly for balance, and that are just strong enough to wrap around a branch and hang from it. Their entire bodies are covered with fine fur, usually brown, but sometimes gray, golden, or even silver, or a combination of any of these.

Alignment: Tari are not strongly inclined towards good or evil, nor towards law and chaos. They are usually neutral.

Society

There are upwards of 40 tari in the People Under the Stairs pack, calling themselves that since they live in a ruined village below the surface and can only reach the surface by carefully hidden and reconstructed stairs. The People Under the Stairs live by trading with or stealing from traders on the road, or scavenging from the detritus the traders leave behind in their camps. They also grow several varieties of fungus in their subterranean homes, subsisting on molds and mushrooms for food and also, through several carefully-chosen intermediaries, trading a limited quantity of fungal medicines and balms.

Estimating the exact number of tari packs in the Longshanks Scablands and Blood Prairie is a complicated task. The lowest estimates suggest there may be fewer than a dozen distinct packs, while some boldly and confidently claim that more than fifty packs roam the region. The ambiguity arises from the fluid nature of tari society. Some tari packs share the same extended burrow networks, living so closely that they are nearly indistinguishable from one another and operating almost as a single community, only separate in name or

traditions. Others, however, hold themselves apart from their fellows, sometimes even living a far more transient lifestyle, spending a season or two in the Scablands before vanishing, only to resurface years later, stronger or more numerous than before.

Typical Treasure

Tari have 50% of the standard treasure for NPCs of their **Challenge Rating**. This is usually in the form of simple weapons and herbs.

Tari Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about the tari of the Trembling Plains. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Local [Trembling Plains])

DC	Result
10	This is a tari, a member of a race of beings much-persecuted as lurking thieves in the Seven Cities.
15	The tari were hunted almost to extinction; they most often hide, rather than fight, but if one is seen, more are probably nearby, watching from afar.
20	Traders have reported a clan of tari along the trade road, bartering small quantities of occasionally valuable artifacts for foodstuffs.
22	Some Moon Racers speak of tari that live underground in the Blood Prairie. It's been suggested that this can't be true, but few travel far enough from the trade road to confirm or refute such rumors.

The following are additional pieces of information that the tari can reveal, for a price, of course:

Knowledge (Local [Trembling Plains])

DC	Result
10	Great wars were once fought here, and great, now-forgotten cities still lie beneath the sands. One of these cities is named Thorlo.
15	The ruins of Thorlo lie by the sea. Other things come from the sea as well, such as terrifying pirates with skimmers and schooners and a fearsome badge with a wheel and serpent.
20	Within the city of Thorlo are giants. Dead ones, that hunt the little people. We are all little people.

The following are additional pieces of information that the tari of the Longshanks Scablands can reveal, for a price, of course:

Knowledge (Local [Trembling Plains])

DC	Result
10	Tensions in the Scablands are escalating, with several tari packs locked in violent conflict against aggressive halfling raiders from the south.
15	An entire tari pack was reportedly wiped out in a recent halfling raid, leaving no survivors. The brutality of the attack has sent shockwaves through the nearby packs.

20 Rumor has it a powerful halfling chieftain in the southern Scablands has amassed quite a hoard of stolen treasure, the spoils of countless raids. (**False** - this tale is often spread by clever tari hoping to lure would-be allies or adventurers into taking action against their enemies.)

Adventure Hooks

Blood of the Tari

Thri-kreen, Trembling Plains

Chu'ti'tak

Most kreen move in sudden jerks – but this turns smoothly to face you. It opens its forelegs wide in welcome, revealing an intricate mandala tattoo inscribed on its carapace. Its claws clack open, sharp and crisp – suddenly, it doesn't look like it's smiling after all...

Chu'ti'tak

CR 9

Male tok'sa thri-kreen ranger 8
 NG Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; **Listen** +4, **Spot** +4
Languages Thri-kreen

AC 17, touch 14, flat-footed 14
 (+3 **Dex**, +3 **natural**, +1 **deflection**)

hp 75 (10 HD)

Immune sleep effects

Fort +11, **Ref** +13, **Will** +9

Speed 40 ft. (8 squares); **woodland stride**

Melee *mwk dasl ko* +15/+11 (1d4+4/x4) or *mwk dasl ko* +13/+8 (1d4+4/x4) and 3 *ko* +12/+7 each (1d4+2/18-20) and **bite** +9 (1d4+2) or

Ranged *chatkcha* +12/+7 (1d6+4/18-20) or *chatkcha* +10/+5 (1d6+4/18-20) and 6 *chatkcha* +8/+8/+8/+3/+3/+3 each (1d6+2/18-20)

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

Base Atk +9; **Grp** +14

Atk Options **avored enemy** (gith +4, elves +2), **poison** (DC 12, 1d6 **Dex**/paralysis)

Special Actions **Deflect Arrows**, **Teamwork**

Combat Gear **masterwork dasl ko**, 3 **ko**, 9 **chatkchas**

Ranger Spells Prepared (CL 4th):

2nd - *bear's endurance*

1st - *detect animals or plants*, *resist energy*

Abilities **Str** 20, **Dex** 16, **Con** 16, **Int** 6, **Wis** 16, **Cha** 6

SQ link with companion, share spells, swift tracker, wild empathy +6 (+2 magical beasts)

Feats **Deflect Arrows**^B, **Endurance**^B, **Exotic Weapon Proficiency** (**ko**), **Improved Multiweapon Fighting**^B, **Quick Draw**, **Teamwork**, **Track**^B, **Multiweapon Fighting**^B, **Wastelander**

Skills **Concentration** +5, **Hide** +8 (+12 in sandy or arid areas), **Jump** +40, **Knowledge (geography)** +5, **Knowledge (nature)** +5, **Listen** +4, **Move Silently** +8, **Spot** +4, **Survival** +15 (+17 to avoid getting lost/in aboveground natural terrain)

Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +1, *gauntlets of braxat power* +2 (as *gauntlets of ogre power* +2), *lesser bracers of archery*, *ring of protection* +1

Animal Companion monitor lizard (*MM*, pg 275)

Hook "You – you bring the forbidden arts to the hunting grounds. Are you responsible for the ash-circle beyond the eastern dunes?"

Chu'ti'tak leads the 75 packmates of the La'tik-kik tek. He believes that the kreen race is responsible for the desert, and that worthy kreen dedicate themselves to the protection of the desert's wildlife and water resources. Those who wantonly waste or ruin the desert, such as gith or defiling elves, must be punished for their acts. Chu'ti'tak does not actively hunt gith or elves except when he discovers that they have damaged his hunting grounds – in such cases he leads hunts to kill the perpetrators. Chu'ti'tak has organized one of the rare tok'sa teks, channeling his people's hunting drives into generally peaceful pursuits. He believes in hunting only non-intelligent prey but will cause the tek to energetically pursue vendettas against elves or others who wrong the La'tik-kik. Chu'ti'tak has negotiated safe-passage agreements with the merchants of House Azeth, obtaining occasional livestock for his people to hunt in exchange for refraining from attacks on caravans.

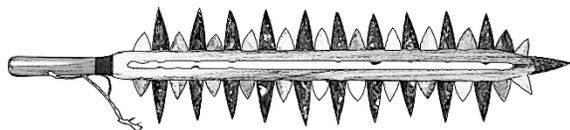
Chu'ti'tak had the following ability scores before **Hit Dice** ability increases and racial adjustments: **Str** 15, **Dex** 12, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10.

Strategies and Tactics

Chu'ti'tak usually avoids combat if possible, but if he discovers that anyone has been defiling his hunting

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grounds or otherwise abusing the land, he will not hesitate to destroy them. He usually casts *bear's endurance* and then jumps into the fray, unleashing a flurry of ko attacks and poisonous bites.



Kekijez

This kreen is short for its kind, but its legs are long, and its chitin barbs look to be well-sharpened. The kreen clacks its mandibles twice, then turns to the others lined up behind it.

Kekijez

CR 8

Male jeral thri-kreen cleric 7

LE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Listen +4, Spot +9

Languages Common, Thri-kreen

AC 20, touch 14, flat-footed 16

(+4 Dex, +3 natural, +3 armor)

hp 40 (9 HD)

Resist Acid 7

Immune sleep effects

Fort +6, **Ref** +9, **Will** +12

Speed 40 ft. (8 squares)

Melee 4 claws +8 each (1d4+2) and bite +3 (1d4+1) or

Ranged chatkcha +10/+5 (1d6+2/18-20)

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

Base Atk +6; **Grp** +8

Atk Options poison (DC 11, 1d6 Dex/paralysis), turn undead, rebuke vermin 0/day each (-1, 2d6+4, 7th)

Special Actions Deflect Arrows

Combat Gear 4 chatkchas, *potion-fruit of bull's strength*, 2 *potion-fruits of cure light wounds*

Cleric Spells Prepared (CL 7th):

4th - *elemental armor*, *elemental weapon*, *wall of stone*^D

3rd - *dispel magic*, *prayer*, *secure shelter*^D, *stone shape*

2nd - *bear's endurance*^D, *bless element* (2), *make whole*, *status*

1st - *bless*, *divine favor*, *endure elements* (2), *magic stone*^D, *protection from evil*

0 - *light* (2), *mending* (2), *resistance* (2)

D: Domain spell. Element: Earth. **Domains:** Earthen Embrace, Ruinous Swarm

Abilities Str 14, Dex 18, Con 10, Int 11, Wis 19, Cha 4

SQ use Survival to assess depth underground (DC 15)

Feats Combat Casting, Deflect Arrows^B, Extra Turning, Quick Draw, Wastelander

Skills Concentration +7, Hide +4 (+8 in sandy or arid areas), Jump +36, Knowledge (religion) +5, Listen +4, Spellcraft +2, Spot +9, Survival +11

Possessions combat gear plus *bracers of armor* +3

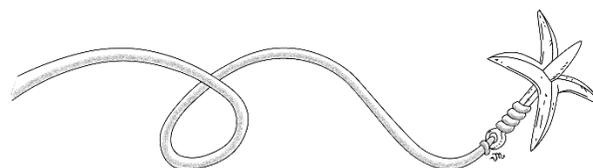
Hook "More dra – the elements are generous this day, my brothers. Let us feast on the gifts of the land."

Kekijez hates the dra of Kurn and the La'tik-kik pack that seeks peace with Kurn and the Eloy.

Kekijez had the following ability scores before **Hit Dice** ability increases and racial adjustments: **Str** 12, **Dex** 14, **Con** 10, **Int** 13, **Wis** 15, **Cha** 8.

Strategies and Tactics

Kekijez does not like soft-fleshed humanoids or anything related to them. He usually casts *elemental armor*, *elemental weapon*, and *divine favor* (if time allows) before jumping at his opponents with his claws at the ready.



Trazak

This individual is tall, dark, and handsome – for a kreen, anyway. An impressive display of trophies dangles from its carapace as it rises smoothly from the dunes in front of you. Its dark eyes sparkle.

Trazak

CR 13

Male tok'sa thri-kreen psychic warrior 12

N Medium monstrous humanoid (psionic)

Init +3; **Senses** darkvision 60 ft.; Listen +5, Spot +8

Languages Thri-kreen

AC 22, touch 13, flat-footed 19; Dodge, Mobility

(+3 Dex, +3 natural, +6 armor)

hp 63 (14 HD)

Immune sleep effects

Fort +9, **Ref** +10, **Will** +11

Speed 40 ft. (8 squares)

Melee mwk gythka +19/+14/+9 (1d8+9) or

Melee mwk gythka +17/+12/+7 (1d8+6) and 3 mwk gythka +17 each (1d8+3) and bite +12 (1d4+3) or

Ranged chatkcha +14/+9/+4 (1d6+6/18-20) or

Ranged chatkcha +12/+7/+2 (1d6+6/18-20) and 3 chatkcha each +12/+7/+2 (1d6+3/18-20)

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

Base Atk +11; **Grp** +17

Atk Options Combat Reflexes, poison (DC 11, 1d6 Dex/paralysis), Power Attack, Spring Attack

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Special Actions Deflect Arrows

Combat Gear 2 masterwork dasl/masterwork dasl gythka, 10 chatkchas

Power Points/Day 67; **Psychic Warrior Powers Known** (ML 12th):

4th - *inertial barrier*, *psionic freedom of movement*, *truevenom weapon* (DC 17)

3rd - *evade burst*, *mental barrier*, *psionic keen edge*

2nd - *animal affinity*, *antidote simulation*, *body adjustment*

1st - *inertial armor*, *offensive prescience*, *wild leap*

Abilities Str 22, Dex 17, Con 10, Int 10, Wis 18, Cha 4

Feats Combat Reflexes, Deflect Arrows^B, Dodge^B, Leadership, Mobility^B, Multiweapon Fighting, Power Attack^B, Quick Draw, Spring Attack^B, Wastelander, Weapon Focus (gythka)^B

Skills Autohypnosis +7, Concentration +11, Hide +3 (+7 in sandy or arid areas), Jump +46, Knowledge (psionics) +2, Listen +5, Search +5, Spot +8, Survival +6 (+8 following tracks)

Possessions combat gear plus *belt of giant's strength* +4, *bracers of armor* +6

Hook "I told you there would be good hunting here today – strangers, you trespass on the lands of the Hozí'chak. We are prepared to be generous – but you will forfeit that fine blade, as a penalty."

Trazak leads the Hozí'chak. He is not the most powerful chakak in the pack, but he is the most aggressive. Each clutch claims at least one mindbender of equal or greater skill, and the clutches hold raucous contests whenever they meet, testing each other's skills.

Trazak's main goal is to maintain his grip on the pack's leadership. He avoids triggering a dominance struggle by continually achieving minor successes, such as raiding caravans or hunting lone elves. Trazak has been leader for a long time and hopes to remain leader until his death in several years by avoiding meaningful dangers and thus not bringing forward any challengers to his status.

Trazak had the following ability scores before **Hit Dice** ability increases and racial adjustments: **Str** 15, **Dex** 13, **Con** 10, **Int** 12, **Wis** 14, **Cha** 8.

Strategies and Tactics

Trazak prefers to allow possible foes a chance to avoid combat, lest his own weak abilities be displayed, so his challenges, while delivered fiercely, will always offer a means for them to avoid battle. However, Trazak will fight to maintain his status if he must – he will not back down if parlay is refused. In combat, he always manifests *offensive prescience* and *animal affinity* (increasing **Strength** and **Constitution**) before going into battle and using *truevenom* on his dasl chatkcha before going for the strongest opponent. However, he always leaves at least 9 **power points** in reserve

for his *evade burst*. He uses **Power Attack** only when he is confident that it won't hinder his accuracy too much.

Sample Encounters

Thri-kreen roam the Trembling Plains in packs, usually varying from 20 to sometimes more than a hundred.

Hunting Pack (EL 5-12): Thri-kreen are natural hunters and are always looking for prey.

EL 5: A pack of eight thri-kreen warriors leadered by a 3rd-level thri-kreen psychic warrior roams the plains looking for prey.

EL 12: A pack of ten thri-kreen warriors, a 3rd-level thri-kreen psychic warrior, and Kekijez roam the wastes looking for prey. He will not hesitate to kill any intelligent creatures they might find in the way.

Society

Unfortunately for the relations between the kreen and other peoples of the Trembling Plains, another group of mantis-people sweeps through the Trembling Plains every Flamesky season, the feral trin.

Environment: Thri-kreen find the Trembling Plains a marvelous hunting ground during Ral's Rest, Fruitbirth, and Flamesky seasons, but find Coldnights uncomfortable. Kreen particularly shun the plains during Windflood season, when the plains take on an uncanny resemblance to "Kano," the hell of kreen mythology.

Typical Physical Characteristics: A typical thri-kreen stands about 7 feet tall and weighs 200 pounds.

Alignment: Because of their pack mentality, almost all thri-kreen are lawful, and most tend towards neutrality.

Typical Treasure

Thri-kreen do not understand the concept of money and treasure and therefore have only 50% their **Challenge Rating** in goods.

Kreen Lore

Chugak: The jeral of the Chugak ("True Hearts of War") kek wander the northern portion of the Shady Desert west of Conak's Rock, often invading the Banding Slopes, Kurn's verdant belt. The 70 kreen of the Chugak are in constant conflict with Kurnan templars, and at outright war with Kurnan nobles. The Chugak refuse all Kurnan efforts to parlay with them to convince them to move away.

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The Chugak pack raids Kurn's farmlands and caravans, cleverly trying to make the damage appear to be the fault of other kreen bands, especially the La'tik-kik. Their methods are well practiced, sometimes even deceiving the Kurnan templars. The deep-seated Kurnan distrust of kreen makes it easier for Kekijez to implicate other kreen packs.

Characters with ranks in **Knowledge (nature)** can learn more about the Chugak. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Nature)

DC	Result
15	The markings on these jeral thri-kreen signal that they belong to the Chugak pack. The Chugak hunt the desert and scrub plains west of Conak's Rock. The Chugak kek often receive Kurn's Gray Heralds.
20	The Chugak pack has 70 pack members. Chugak means "True Hearts of War." While the Chugak kek accepts Gray Herald ambassadors and listens to parlay negotiations, they refuse to move away. They often invade the Banding Slopes, and have skirmished not only with Kurnan nobles, but with Kurn's Black Brotherhood.
25	A powerful chakak (psychic warrior) leads the Hozí'chak kek. In addition to elven nomads, the Hozí'chak kek hunts gith, nikaal, and bandits, particularly the Kreen Eater bandits.

Hozí'chak: The tok'sa of Hozí'chak ("Leaders of the Mind") roam the lands northwest of the region claimed by the Filthspit gith and southwest of the Blue Pool of the Ancients, occasionally wandering as far northwest as the ruins of Hoyalay. The kek is large, with more than 100 pack members. Hozí'chak is divided into clutches that often operate independently, hunting gith, elves, nikaal, and dra from the Kreen Eaters tribe.

Hozí'chak Lore

Characters with ranks in **Knowledge (nature)** can learn more about the Hozí'chak. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Nature)

DC	Result
15	The markings on these kreen signal that they belong to the Hozí'chak pack, the kreen who claim the territory far to the southeast of Hoyalay.
20	Hozí'chak means "Leaders of the Mind", and the kek has more than 100 pack members, but usually operates individually as clutches. The Hozí'chak hunt elves and roam the area northwest of the Filthspit territory and southwest of the Blue Pool of the Ancients.
25	A powerful chakak (psychic warrior) leads the Hozí'chak. In addition to elven nomads, the Hozí'chak hunt gith, nikaal, and bandits, particularly the Kreen Eaters.

La'tik-kik: The tok'sa of the La'tik-kik ("Finders and Guardians") consider Shevgar's Reach their territory, but they frequently cross into the Trembling Plains to hunt or trade. The tek occasionally fight with the Sons of the Free when that elf tribe comes north of Azeth's Rest, and frequently battles the Filthspit gith clan, but these tok'sa are seldom aggressive. The Red Guards leave them alone, and so far, the La'tik-kik have left the Red Guards alone.

La'tik-kik Lore

Characters with ranks in **Knowledge (nature)** can learn more about the La'tik-kik. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Nature)

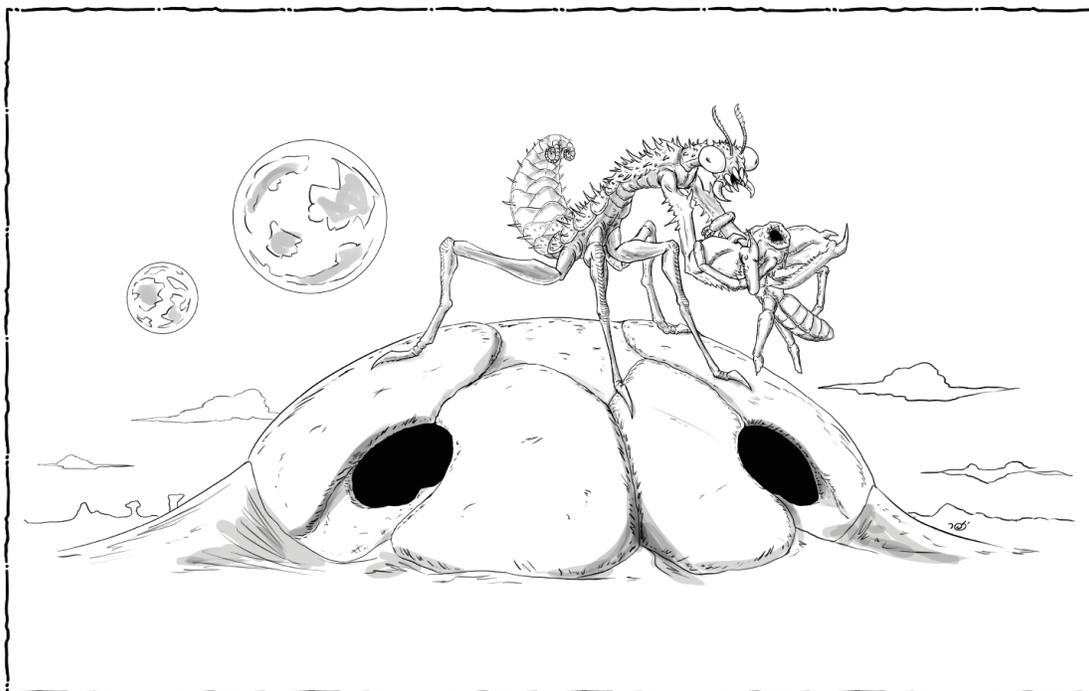
DC	Result
15	The markings on these kreen signal that they belong to the La'tik-kik pack ("Finders and Guardians"), who claim the barrens and badlands lying northeast of Azeth's Rest.
20	Chu'ti'tak, leader of the La'tik-kik pack, says that he wishes for peaceful relations between kreen and their Eloy and Kurnan neighbors.
25	There is another kreen pack that despises Chu'ti'tak's attempts to befriend the Kurnans and Eloy.
30	The kreen pack that hates the La'tik-kik is the Chugak pack, whose leader has a personal vendetta against Chu'ti'tak, leader of the La'tik-kik.

Trembling Plains Kreen Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about Trembling Plains kreen. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (local [Trembling Plains])

DC	Result
10	Elves have a special hatred for kreen.
15	Most people in the Trembling Plains do not consider thri-kreen to be people. They fear and loathe the kreen because every Flamesky season, mantis warriors sweep in from the west across the Trembling Plains, slaughtering everything they find.
20	Chu'ti'tak, leader of the La'tik-kik pack, says that he wishes for peaceful relations between kreen and their Eloy and Kurnan neighbors.
25	There are other kreen packs that despise Chu'ti'tak attempts to befriend the Kurnans and Eloy.



Trin, Trembling Plains

Trin Clutch Leader

The largest of the mantis-warriors turns its head towards you, sunlight glinting off its compound eyes. It crouches down, as if preparing to leap at you. The others follow its example, appearing to look on it as the leader.

Trin Clutch Leader

CR 9

Male trin barbarian 3/psychic warrior 2

N Medium monstrous humanoid (psionic)

Init +8; **Senses** darkvision 60 ft.; **Listen** +5, **Spot** +5

Languages Eloy, Trin

AC 17, **touch** 14, **flat-footed** 13; **uncanny dodge**

(+4 **Dex**, +3 **natural**)

hp 81 (10 HD)

Immune sleep effects

Fort +10, **Ref** +9, **Will** +6

Speed 60 ft. (12 squares); **Run**

Melee 2 claws each +14 (1d8+4) and **bite** +8 (1d4+2)

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

Base Atk +9; **Grp** +13

Atk Options improved grab, **poison** (DC 16, paralysis/paralysis), **pounce**, **rend** 2d8+6

Special Actions Deflect Arrows, **Mental Leap**, **rage** 1/day (6 rounds)

Power Points/Day 1; **Psychic Warrior Powers Known** (ML 1st):

1st - *offensive prescience*

Abilities Str 18, Dex 18, Con 16, Int 8, Wis 12, Cha 6

SQ fast movement, hive mind, wasteland trapsense +1

Feats Ability Focus (poison), **Deflect Arrows^B**, **Improved Initiative^B**, **Improved Natural Attack** (claw), **Mental Leap^B**, **Run**, **Weapon Focus** (Claw)

Skills **Concentration** +4, **Hide** +9(+13 in desert terrain), **Jump** +50, **Listen** +5, **Spot** +5, **Survival** +2

Hive Mind (Ex) All trin within 100 ft. are in constant communication. If one in a group is not flat-footed, none of them are. No trin in a group is considered flanked unless all of them are.

Improved Grab (Ex) To use this ability, a trin must hit a Medium-size or opponent with a claw attack. It can then attempt to start a grapple as a **free action** without provoking an **attack of opportunity**.

Pounce (Ex) If a trin charges, it can make a full attack.

Rend (Ex) If a trin hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+6 points of damage.

Wasteland Trapsense (Ex) A barbarian can apply their **trap sense** class feature to natural hazards, such as quicksand or an ant lion's sand pit (*TotDL* 82), as well as their **Armor Class** against attacks made by natural hazards, such as a mekillot stampede (*FFN* 146).

When raging, a trin has the following statistics

AC 15, **touch** 12, **flat-footed** 11

hp 101 (10 HD)

Fort +12, **Will** +8

Melee 2 claws each +16 (1d8+6) and **bite** +10 (1d4+3)

Grp +15

Abilities Str 22, Con 20

Skills Jump +52

Each trin clutch has a clutch leader, inevitably the strongest trin of the clutch. Unlike the kreen, trin do not form clutches with creatures not of their kind.

The trin clutch leader presented here had the following ability scores before **Hit Dice** ability increases and racial adjustments: **Str** 14, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

Strategies and Tactics

A trin clutch leader always enters their rage before going into battle, which they usually do by jumping over their prey.

Sample Encounters

Trin do not form groups larger than a clutch of eight adults, but it is possible to encounter multiple clutches simultaneously. While the clutches do not cooperate, they might attack larger prey at the same time, reasoning that they might kill now and fight over which clutch gets the first bite later.

Individual (EL 5): A single trin (*ToA*, pg 175) roams the Trembling Plains looking for prey.

Hunting Pack (EL 7-14): Trin go into the Trembling Plains looking only to eat.

EL 7: A pair of exhausted trin (*ToA*, pg 175) that were separated from their clutch during a mekillot stampede are looking for food and a place to rest.

EL 12: A trin clutch leader and seven trin (*ToA*, pg 175) are hunting for mekillots, but will settle for any other source of meat.

Ecology

Trin are found mostly in the Hinterlands for much of the year, but the trin bands swarm northeastwards like locusts during Flamesky, driven by the lack of food in the drier Hinterlands. They are feral and, in their hunger and vast

numbers, even thri-kreen give them a wide berth. It is this annual trin invasion that gives the thri-kreen such a bad reputation among the Eloy and Kurnans, since the dra generally fail to differentiate trin from kreen.

Environment: Trin prefer to inhabit warm and dry areas, such as plains and deserts. They remain in the Trembling Plains only during the hotter and drier seasons.

Typical Physical Characteristics: A typical trin is about 5 to 6 feet tall and weighs around 450 pounds.

Alignment: Trin are predators and rarely take moral stances. They are always neutral.

Typical Treasure

Trin do not collect treasure.

Trembling Plains Trin Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about Trembling Plains trin. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (local [Trembling Plains])

DC Result

- 10 Every Flamesky season, mantis warriors sweep in from the west across the Trembling Plains. They hunt game and intelligent creatures alike. The entire village of Fort Stench vacates and moves back to Kurn for the season for safety.
- 15 The mantis-warriors that sweep the plains every Flamesky season carry no weapons, and make no effort to communicate or trade. They come to hunt mekillots, but will gladly turn on intelligent creatures.
- 20 Contrary to popular belief, the creatures that sweep the Trembling Plains every Flamesky season are not thri-kreen at all, but trin that come from the far west.
- 25 While they appear to attack in greater numbers, the trin have no organization larger than a single "clutch" - at most ten trin, and usually no more than eight. Multiple clutches may attack the same prey at the same time, but they will not cooperate, and might be induced to fight each other.



Faces of the Forgotten North



Part 2: Monsters

Bat, Reptilian

A whirling mass of quick, darting creatures similar to tiny pteraxes sweeps close by. Hundreds of high-pitched squeaks fill the air.

Reptilian Bat Swarm

CR 3

Always N Tiny animal (psionic)

Init +2; **Senses** blind, blindsense 60 ft.; Listen +13

Languages —

AC 14, touch 14, flat-footed 12

(+2 size, +2 Dex)

hp 18 (4 HD)

Resist half damage from piercing and slashing weapons

Immune swarm immunities

Fort +4, **Ref** +8, **Will** +3

Speed 5 ft. (1 square), fly 40 ft. (good)

Melee swarm (1d6)

Space 5 ft.; **Reach** —

Base Atk +3; **Grp** —

Atk Options distraction

Psi-Like Abilities (ML 4th):

At will - *burst*, *chameleon*

1/day - *body adjustment*, *painful strike* (DC 11)

Abilities Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 12

SQ swarm traits

Feats Ability Focus (distraction), Lightning Reflexes

Skills Listen +13

Advancement —

Distraction (Ex) Fortitude DC 14, nauseated 1 round. The save DC is Constitution-based.

Blindsense (Ex) A reptilian bat swarm notices and locates creatures within 60 feet. Opponents still have total concealment against the reptilian bat swarm (but swarm attacks ignore concealment).

Skills A reptilian bat swarm has a +4 racial bonus on Listen checks. These bonuses are lost if its blindsense is negated.

A reptilian bat swarm consists of around a thousand Tiny horned, blind mini pterax that gain psionic powers when in large groups.

Strategies and Tactics

A reptilian bat swarm tries to stay away from bigger prey, preferring to focus on the small lizards and insects that live

close to its lair. It activates *burst* and *chameleon* when closing in and begins its attack using *painful strike*.

Ecology

Reptilian bats live much as other bats do. They prefer areas with dense vegetation or caves, particularly if the region has plenty of small prey to feed upon.

Environment: Low mountains, foothills, and badlands, such as Gloomwarrens, Rohorind Forest, Siltflow Canyons, and Lion's Labyrinth. A reptilian bat swarm is nocturnal, and is never found aboveground in daylight.

Typical Physical Characteristics: A typical reptilian bat is about 1 foot long and weighs 2 to 3 pounds.

Alignment: Reptilian bat swarms are predators and never take moral stances. They are always neutral.

Typical Treasure

Like other animals, reptilian bat swarms do not collect treasure, but there is a 30% chance that a reptilian bat swarm lair contains some coins, goods, and items left over from its victims. Roll separately for the type of treasure.

Reptilian Bat Lore

Characters with ranks in *Knowledge (nature)* can learn more about reptilian bat swarms. When a character makes a successful *skill check*, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC Result

13 This is a reptilian bat swarm, a swarm of tiny animals. This result reveals all animal and swarm traits.

18 Reptilian bats gain several psionic powers when swarming.

23 Reptilian bat swarms are lightning fast and always attack at night.

Coral Wight

This hulking reptilian humanoid has some sort of colorful porous rock covering its skin. Its face seems to shift with every step it takes towards you.

Coral Wight

CR 7

Usually NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Aquan, Common, Lizardfolk

AC 21, touch 11, flat-footed 20

(+1 Dex, +4 armor, +6 natural)

hp 90 (12 HD); **DR** 1/–

Immune undead immunities

Fort +4, **Ref** +5, **Will** +11

Weakness distractible

Speed 30 ft. (6 squares)

Melee +2 *adamantine longsword* +13/+8 (1d8+6/19-20)

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

Base Atk +6; **Grp** +10

Atk Options Cleave, Power Attack

Special Actions faceless

Combat Gear +2 *adamantine longsword*

Spell-like Abilities (CL 12th):

At will - *defiler scent*, *locate object* (coral heart only)

3/day - *coat of mists*, *lungs of water* (DC 15)

1/day - *drown on dry land* (DC 17)

Abilities Str 18, Dex 12, Con —, Int 13, Wis 16, Cha 12

SQ chameleon skin, enduring focus, Gray toughness 1, undead traits

Feats Cleave, Improved Initiative, Power Attack, Track, Weapon Focus (longsword)

Skills Balance +5, Climb +7, Concentration +6, Diplomacy +4, Heal +8, Hide +22, Jump +8, Knowledge (nature) +16, Listen +8, Spot +8, Survival +18 (+20 in aboveground natural environments), Swim +18

Advancement by character class; **Favored Class** psychic warrior; see text

Possessions combat gear plus *adamantine chain shirt*

Chameleon Skin (Ex) Coral wights still have a degree of control over their pigmentation. This ability grants a +10 racial bonus to all **Hide** checks, when using camouflage to conceal themselves.

Distractible (Ex) Coral wights deeply hate Keltis and everything related to him, including those recognizable as **Kurnans**. In combat, a coral wight rids itself of the distraction, eliminating the source even before dealing with prominent threats.

Enduring Focus (Ex) A coral wight's life force is stored in a focus object called its coral heart. As long as this object is intact, a coral wight cannot be permanently killed. A coral wight can also be permanently killed by locating its original skull and destroying it. Unless its coral heart or original skull is located and destroyed, a coral wight

reforms 1d12 days after its apparent death. Killing a coral wight in the Gray prevents it from returning to life.

Faceless (Su) Since a coral wight has no skull, it can change its appearance at will as if using the *disguise self* spell. This affects the wight's face only. It is not an illusory effect, but a minor physical alteration of the wight's appearance within the limits described for the spell.

Recall Items (Sp) Anytime a coral wight is destroyed and its coral heart is intact, all its belongings are instantly teleported to its life coral, as though it had cast *word of recall*.

Skills (Ex) Because of their tails, coral wights have a +4 racial bonus on **Balance**, **Jump**, and **Swim** checks.

Coral Heart

CR —

Always N Diminutive construct

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

Languages telepathy 30 ft.

AC 16, touch 16, flat-footed 14

(+4 size, +2 Dex)

hp 1 (1/4 HD); **Hardness** 8

Immune construct immunities

Fort +0, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares), climb 20 ft.

Melee —

Space 1 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -17

Abilities Str 1, Dex 15, Con —, Int 6, Wis 10, Cha 10

SQ construct traits

Feats Alertness

Skills Climb +10, Hide +14, Listen +2, Move Silently +3, Spot +2

Advancement —

Skills A coral heart uses its Dexterity modifier instead of its Strength modifier on **Climb** checks. It has a +8 racial bonus on **Climb** checks and can always choose to take 10, even if rushed or threatened.

A coral wight is a lizardfolk who renounced druidry for undeath in order to fight against Keltis, Lizard Man Executioner. The greatest druids of the Green Age once kept large corals under the sea that were as powerful as *trees of life*. After becoming undead, their heads and hearts were removed and underwent a special process that took several weeks. The heart developed a semi-consciousness that quickly turned to resentment of its former body and a burning anger for anyone with a hatred for lizardfolk.

Faces of the Forgotten North

After their hearts turned utterly to hatred and revenge, the druids set themselves loose to punish and destroy the Kel Tas, Keltis' fleet. Their metal gear, along with their embracement of undeath, symbolize everything they sacrificed in order to punish Keltis for his crimes.

Strategies and Tactics

Since coral wights usually fight alone, one relies on its spell-like abilities to dispatch its foes, trying to use its Hide skill to approach unnoticed. The coral wight will then burst out of hiding in an attempt to surprise its target, with a flurry of attacks and an echoing howl that emanates from its entire body.

A coral wight uses its *locate object* spell-like ability to find its coral heart, and tries to capture and keep it safe, because if the coral heart gets smashed, the coral wight dies.

Other than destroying its coral heart, the only way to permanently kill a coral wight is to tear the coral wight's real skull from its life coral buried in what is now the Sea of Silt. The coral wight's original skull, partially grown-over, can still be seen poking through the life coral.

Sample Encounter

Coral wights are usually encountered individually, but sometimes two coral wights join forces to destroy a particular strong enemy.

Individual (EL 7): One lone coral wight is on its eternal quest for revenge.

EL 7: The coral wight Sslath Seamiser has discovered a thousand-year-old document that describes lizardfolk still living in the Last Sea area. He is now desperately looking for the information of how to get there, even kidnapping and torturing everyone he encounters if needed. He plans to locate the life coral within the Last Sea, and recruit living lizardfolk to become coral wights to help him gain his revenge on Keltis.

Ecology

As undead beings that exist only to find and destroy Keltis' army, coral wights do not contribute to the ecology of an area.

Coral wights have no society and rarely choose to communicate with other intelligent beings. When they do so, it is only to help them fulfill their mission.

Environment: Coral wights can be found in any environment, although they are much more frequent in the vicinity of the Sea of Silt, since this is where they used to live and where their life coral is located.

Typical Physical Characteristics: A typical coral wight stands about 6 and 7 feet tall and weighs around 300 pounds. Their skin is covered in coral, which usually changes color to match the wight's surroundings or mood.

Alignment: Coral wights are bloodthirsty, savage, and remorseless when regarding Keltis or the Kel Tas, but are indifferent when it comes to everything else. Therefore, they are usually neutral evil.

Very few coral wights are aware that Keltis has changed his name to Oronis and dwells in Kurn.

Typical Treasure

Coral wights do not collect treasure, but their coral hearts are prized by many beings as a fine piece of jewelry. If intact, it can fetch sums up to 12,000 Cp. Of course, a coral wight's adamantine gear is worth a king's ransom, provided the wight is permanently destroyed.

Coral Wights With Character Levels

Many coral wight NPCs advance as psychic warriors, since it helps their fighting capabilities, although some become rangers to facilitate finding their hated enemies or their coral heart, usually picking humanoid (humans) as their favored enemies.

Level Adjustment: +6.

Coral Wights Lore

Characters with ranks in **Knowledge (religion)** can learn more about coral wights. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
----	--------

- | | |
|----|---|
| 17 | This is a coral wight, a lizardfolk druid who willingly became an undead creature to fight Keltis. This result reveals all undead traits. |
| 22 | Coral wights can easily change their skin color and the shape of their faces. |
| 27 | Coral wights cannot be destroyed unless their coral heart or original skull is destroyed. |

Flesh Worm

The executions performed by Daskinor's armies during the Cleansing Wars created several unique types of undead.

Gluk'kiuk

The glistening shambles of skinned humanoid shambles towards you, dragging attached entrails behind it, making a wet sliding sound as the viscera slurps across the stone.

Gluk'kiuk

CR 2

Always NE Small undead

Init +0; **Senses** tremorsense 60 ft.; **Spot** -5, **Listen** -5

Languages —

Aura revulsion (30 ft.; DC 16)

AC 11, **touch** 7, **flat-footed** 11

(+1 size, -4 Dex, +4 nat)

hp 26 (4 HD)

Immune undead immunities

Fort +1, **Ref** -3, **Will** -1

Speed 10 ft. (2 squares), **climb** 5 ft

Melee slam +2 (1d4)

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

Base Atk +2; **Grp** +2

Atk Options absorption, **Improved Grapple**

Abilities Str 10, Dex 3, Con —, Int —, Wis 1, Cha 11

SQ invisible to darkvision, **undead traits**

Feats Improved Grapple^B, Improved Initiative^B

Skills Jump +4

Absorption (Ex) Each round that the gluk'kiuk grapples with a living creature, the creature takes 1d6 acid damage from digestive fluids. The body of any creature killed by a gluk'iuk is instantly absorbed, limbs and all, into the gluk'iuk. If a gluk'kiuk absorbs two **Small** or one **Medium**-size or larger creatures, the gluk'kiuk becomes a flesh rind (see below). A gluk'kiuk gains no mechanical benefit from absorbing a creature of **Tiny** size or smaller, and it cannot absorb a creature larger than **Large**.

Invisible to Darkvision (Ex) Gluk'kiuks are not detectable with darkvision, but can be seen in normal light. They can be felt, heard, and otherwise detected by all other senses normally.

Revulsion (Su) A powerful aura of revulsion surrounds a gluk'kiuk. Any creature within 30 ft. that fails a **Fortitude** save (DC 16) becomes **nauseated** for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same gluk'kiuk's aura for 24 hours. This includes a +4 racial bonus.

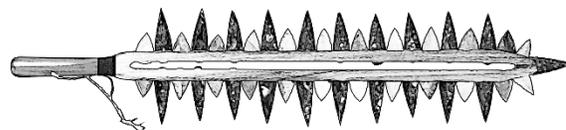
Skills A gluk'kiuk has a +10 **racial bonus** on **Jump** checks.

The common goblins flayed alive by Daskinor's troops during the Cleansing Wars often returned to unlife as gluk'kiuk, flesh rinds, or flesh worms. Their bodies, left tattered in corners when they no longer entertained Daskinor's troops, animated as horrible slimy masses of soft tissue in which organs and occasionally limbs are differentiable, sometimes within a sticky sack of what had been the victim's skin. Depending on how mutilated they were at the times of their death, these undead may be near-complete or merely a loose collection of connected organs – but in every case they are crawling horrors, incapable of speech, bipedal locomotion, or any intelligent interaction. Fast-moving and careful adventurers can avoid the gluk'kiuks, especially if they take advantage of the broken floors, pits, stalactites, and stalagmites common in the caverns. Though there are thousands of gluk'kiuks in each goblin city sacked by Daskinor, they are slow, and challenging terrain often stymies them – it is difficult to climb without limbs, for example, as canny adventurers may realize.

Gluk'kiuks move slowly, with few even having intact limbs with which to drag themselves, and though they often lack eyes or other traditional sensory organs, their sense for living flesh is unerring. Flesh digested is putrefied, and attaches to the gluk'kiuk, which in turn grows more complete – and thus more capable, becoming faster and stronger as it gains new limbs – but no less hungry.

Strategies and Tactics

Gluk'kiuks have an insatiable lust to “complete” their partial corpses, which they do by “leaping” onto their victims and attempting to envelop either the entire victim or a limb thereof, and digesting the victim's flesh.



Flesh Rind

A glistening grouping of skinned humanoid limbs stumbles towards you, its viscera slapping wetly against the ground.

Flesh Rind

CR 4

Always NE Medium undead

Init +4; **Senses** tremorsense 60 ft.; **Spot** -5, **Listen** -5

Languages —

Aura revulsion (30 ft.; DC 18)

AC 14, **touch** 10, **flat-footed** 14

(+4 natural)

hp 52 (8 HD)

Immune undead immunities

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

Speed 20 ft. (4 squares), **climb** 10 ft

Melee slam +6 (1d6+2)

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

Base Atk +4; **Grp** +10

Atk Options absorption, **Improved Grapple**

Abilities Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 11

SQ invisible to darkvision, **undead traits**

Feats **Improved Grapple**^B, **Improved Initiative**^B

Skills **Jump** +11

Absorption (Ex) Each round that a flesh rind grapples with a living creature, the creature takes 1d6 acid damage from digestive fluids. The body of any creature killed by a flesh rind is instantly absorbed, limbs and all, into the flesh rind. If a flesh rind absorbs four **Small**, two **Medium**-size, or one **Large** or larger creatures, the flesh rind becomes a flesh worm (see below). A flesh rind gains no mechanical benefit from absorbing a creature of **Small** size or smaller, and it cannot absorb a creature larger than **Huge**.

Invisible to Darkvision (Ex) Flesh rinds are not detectable with darkvision, but can be seen in normal light. They can be felt, heard, and otherwise detected by all other senses normally.

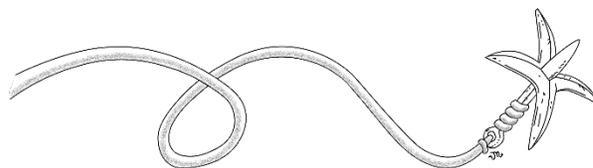
Revulsion (Su) A powerful aura of revulsion surrounds a flesh rind. Any creature within 30 ft. that fails a **Fortitude** save (DC 18) becomes **nauseated** for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same flesh rind's aura for 24 hours. This includes a +4 racial bonus.

Skills A flesh rind has a +15 **racial bonus** on **Jump** checks.

The flesh rinds are mindless monstrosities, but they do have one overriding wish: to complete their carcasses. Flesh rinds can sense the presence of movement and will hasten to attack any living creatures.

Strategies and Tactics

Flesh rinds attempt to engulf their victims, usually by wrapping intestines and other fetid remnants around victims' legs and then worming up the victims' bodies until they can break through the clothing or armor and absorb the living flesh.



Flesh Worm

A centipede-like creature, as tall as a man and over twenty feet long, glides towards you on its dozens of small humanoid arms and legs. About half a dozen small humanoid heads hang limply from its sides.

Flesh Worm

CR 6

Always NE Large undead

Init +7; **Senses** tremorsense 60 ft.; **Spot** -5, **Listen** -5

Languages —

Aura revulsion (30 ft.; DC 21)

AC 16, **touch** 12, **flat-footed** 13

(-1 size, +3 **Dex**, +4 natural)

hp 91 (14 HD)

Immune undead immunities

Fort +4, **Ref** +7, **Will** +4

Speed 30 ft. (3 squares), **climb** 10 ft.

Melee slam +10 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +13

Atk Options absorption, **Improved Grapple**

Abilities Str 18, **Dex** 17, **Con** —, **Int** —, **Wis** 1, **Cha** 11

SQ invisible to darkvision, **undead traits**

Feats **Improved Grapple**^B, **Improved Initiative**^B

Skills **Jump** +19

Advancement 15-28 HD (Large)

Absorption (Ex) Each round that a flesh worm grapples with a living creature, the creature takes 1d6 acid damage from digestive fluids. The body of any creature killed by a flesh worm is instantly absorbed, limbs and all, into the flesh worm. If a flesh rind absorbs eight **Small**, four **Medium**-size, two **Large**, or one **Huge** creature, the flesh worm gains one Hit Die. A flesh worm cannot absorb a creature larger than **Huge**.

Invisible to Darkvision (Ex) Flesh rinds are not detectable with darkvision, but can be seen in normal light. They can be felt, heard, and otherwise detected by all other senses normally.

Revulsion (Su) A powerful aura of revulsion surrounds a flesh rind. Any creature within 30 ft. that fails a **Fortitude** save (DC 21) becomes **nauseated** for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same flesh rind's aura for 24 hours. This includes a +4 racial bonus.

Skills A flesh rind has a +15 **racial bonus** on **Jump** checks.

Faces of the Forgotten North

Having completed their carcasses, a flesh worm still hungers for a return to life. They continue to act as they did earlier in their unlife, and attack in much the same way. They attack the living without mercy, and obey only their leaders, the khvakhas.

Strategies and Tactics

A flesh worm uses the same tactics as a flesh rind, jumping onto their victims.

History

After capturing a goblin city, Daskinor always ordered all of the captured common goblins - males, females, and children - executed, as the goblin leaders looked on helplessly.

The result of these gory executions, performed over hours or weeks (as circumstances permitted in different goblin holds), was a new form of undead. Freshly mutilated, the goblin dead arose as flesh rinds, flesh worms, or gluk'kiuks (so named for the sound make as they drag themselves across the floor), a hideous form of undead rarely seen outside those goblin cities despoiled by Daskinor during the Cleansing Wars.

Environment: Flesh worms, flesh rinds, and gluk'kiuks appear in most of the goblin cities that Daskinor destroyed during the Cleansing Wars, such as Azghabar, Dzhuzhak, Whal Khozdem, Juhudhuzar, and Ghozer.

Typical Physical Characteristics: Flesh worms, flesh rinds, and gluk'kiuks are grotesque creatures, the remains of goblins whose corpses were flayed and disemboweled by Daskinor's troops. They appear now as crawling masses of stinking flesh, the bulk of their forms being composed of the entrails that were torn from them in death. Over the shambling globs of viscera of many of the flesh worms hangs the bloody hide of the dead goblin, being dragged like a sheet over the moving entrails beneath. Fragments of shattered bone and tendons sometimes drag along behind the viscera as well. With their appearance as a disemboweled and incomplete collection of organs, wasted flesh, and broken bones, every gluk'kiuk, flesh rind, and flesh worm looks different. Few look exactly alike, though the differences are largely academic as the creatures are incapable of communication (telepathic or otherwise).

Alignment: Gluk'kiuks, flesh rinds, and flesh worms are effectively mindless, being driven overwhelmingly by a desire to "complete" their savaged bodies. They will obey the commands of a powerful khvakhas, but beyond this, they are highly resistant to the spoken commands of other undead

(though they are affected normally by supernatural attempts to do so, such as spells and attempts to Rebuke Undead). They have no "society", being mindless undead, but they do retain enough of their original goblin instincts to obey the commands of the closest or most powerful khvakhas without question. However, they are only capable of following very simple commands, such as "Stay here" or "Guard this" or "Chase them". As mindless undead, gluk'kiuks, flesh rinds, and flesh worms are always neutral evil.

Sample Encounter

Flesh worms, flesh rinds, and gluk'kiuks are encountered in most of the goblin cities that Daskinor destroyed during the Cleansing Wars, such as Azghabar, Dzhuzhak, Whal Khozdem, Juhudhuzar, and Ghozer.

Khvakhas Patrol (EL 8): A khvakhas patrol composed of an Ash priest and two flesh rinds scouts the area for intruders.

Typical Treasure

Gluk'kiuks, flesh rinds, and flesh worms have no concept of treasure and thus possess none. However, the areas where they lair are often the remains of their former homes, and in some cases copper pots, bone tools, and other implements can be found among the broken stones and shattered furniture. Careful searching in such areas often reveals ceramic pots of coins or the heavy silver jewelry favored by goblins hidden in concealed wall niches or buried in the floor.

Flesh Worm Lore

Characters with ranks in [Knowledge \(religion\)](#) can learn more about flesh worms. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower [DCs](#).

Knowledge (Religion)

DC	Result
17	This is an ancient type of undead, unique to a race once known as goblins. This result reveals all undead traits.
22	This undead can become more complete by devouring creatures that fall to it, increasing its power and strength.
27	These undead are victims of Daskinor, and are remnants of the Champion's attacks on the goblins.

Golem, Paper

You smile at the child playing with his kite in the midday breeze. Your smile rapidly vanishes, however, when the kite plummets from the sky towards you, its folds becoming razor-sharp edges. As you steel yourself for the impact, the child's high-pitched, mocking laughter fills your ears.

Paper Golem

CR 4

Always N Small construct

Init +5; **Senses** darkvision 60 ft., low-light vision; **Listen** +0, **Spot** +0

Languages understands creator's orders

AC 18, **touch** 16, **flat-footed** 13

(+1 size, +5 **Dex**, +2 **natural**)

hp 27 (3 HD); **DR** 2/slashing

Immune construct immunities, magic

Fort +1, **Ref** +6, **Will** +1

Weakness fire (see **immunity to magic**)

Speed 40 ft. (8 squares), fly 60 ft. (perfect)

Melee 2 slashes +8 each (1d8/19-20/x3)

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

Base Atk +2; **Grp** -2

Special Options refold

Abilities Str 10, Dex 20, Con –, Int 1, Wis 11, Cha 1

SQ construct traits

Feats Weapon Finesse^B

Skills Hide +10, Move Silently +10

Advancement 4–6 HD (Small), 7–12 HD (Medium)

Magic Immunity (Ex) A paper golem is immune to any spell or spell-like ability that allows spell resistance, except fire spells.

A magical effect that deals fire damage slows a paper golem (as the *slow* spell) for 2d4 rounds and deals one extra point of damage per die, with no saving throw. A *minor creation* spell breaks any slow effect on the golem and heals 2 points of damage per caster level. A *major creation* spell breaks any slow effect on the golem and heals 4 points of damage per caster level.

Refold (Ex) As a **move action**, a paper golem can change its shape into any form of the same size (usually Small). It can fold itself in such a way that it can fit through any space 2 inches across or larger, although this does not change its overall size. A paper golem never suffers penalties for squeezing into a space smaller than its size.

Slashing Critical (Ex) A paper golem's attacks have double the normal **threat range** and inflict triple damage on a confirmed critical.

A paper golem is a seemingly innocuous object that conceals considerable combat effectiveness beneath an unimpressive exterior. Used to infiltrate the strongholds of enemies or to stand guard where no guards must be seen, the paper golem is the work of skilled craftsmen infused with magic. Its powers of flight allow it to strike from unexpected angles and



its powers of metamorphosis mean that few targets can escape it once it has been instructed to seek them out.

Strategies and Tactics

A paper golem makes use of its refold ability to fashion a pair of razor-sharp edges with which it attacks its targets. Its power of flight allows it to strike from above, often taking enemies unawares. A paper golem is more vulnerable to fire than other golems, but the unguents used in its creation prevent this from being a crippling weakness.

A paper golem takes a straightforward approach to combat, relentlessly slashing at its target and retreating into the air when threatened, only to return with a swooping attack moments later. Only cutting (slashing) weapons have any hope of being fully effective against a paper golem.

Sample Encounters

Paper golems must be placed and positioned in a location. Once placed, they do not leave the area unless instructed by their creator.

Kurnan Patrol (EL 8): One paper golem shaped like a bird, one black scout, and three militia archers patrol the area. The golem scouts the area from above and reports any threats (by circling above them in the air).

Ecology

Being constructs, paper golems have no need to eat, sleep, or breathe. They can exist whenever their creator places them. They have no natural prey or predators, but attack whatever and whenever their instructions dictate.

Environment: As constructs, paper golems can be found anywhere.

Typical Physical Characteristics: A typical paper golem is 3 to 5 feet long and weighs up to 3 pounds.

A paper golem is composed of a thick, folded mass of heavy wood pulp, and can take on whatever shape its creator desires within those basic dimensions.

Alignment: A paper golem is mindless as any other golem, existing only to carry orders. It is always neutral.

Typical Treasure

Paper golems never have treasure, but they might be used to guard treasure or other items of value.

Paper Golem Construction

A paper golem is crafted from the pulp of the agafari tree, and treated with rare oils and unguents worth 5,000 Cp. Creating the golem requires a DC 15 **Craft** (papermaking) check.

CL 7th; **Craft Construct**, *fly*, *geas/quest*, *keen edge*, *limited wish*, caster must be at least 11th level; Price 12,000 Cp; Cost 3,500 Cp + 280 XP.

Paper Golem Lore

Characters with ranks in **Knowledge (arcana)** can learn more about paper golems. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Arcana)

DC	Result
12	This is a paper golem, a kind of construct created for its stealth and versatility.
17	A paper golem can turn its body into razor-sharp edges to slash its foes.
22	Paper golems are immune to most types of magic damage and are used generally as guardians. They are somewhat vulnerable to fire attacks.

Gibbering Caveghoul

Scuttling towards you out of the darkness is a squat, pale, emaciated humanoid with oversized claws. Its broad shoulders hunch as it moves, revealing a pebbly hide across its back. Its hook-nosed features contort, and a series of chattering shrieks spill forth from its leering mouth.

Gibbering Caveghoul CR 1/2

Warrior

Male gibbering caveghoul warrior 1

NE Small humanoid (dwarf)

Init +8; **Senses** darkvision 60 ft., blindsight 60 ft.; **Listen** +2, **Spot** +1

Languages Gibbering Caveghoul

AC 14, touch 10, flat-footed 14

(+1 size, -1 Dex, +4 natural)

hp 23 (4 HD)

Fort +4, **Ref** -1, **Will** +1

Weakness light blindness

Speed 20 ft. (4 squares)

Melee 2 claws +2 each (1d6) or

Melee bash +7 (1d4+4 nonlethal)

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

Base Atk +3; **Grp** +2

Special Actions rockblend

Abilities Str 11, Dex 9, Con 14, Int 10, Wis 13, Cha 6

Feats Improved Natural Attack (claw)

Skills Climb +4, Hide +3, Intimidate +2, Listen +1, Spot +1

Advancement by character class; **Favored Class** fighter; see text

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds caveghouls for 1 round. On subsequent rounds, they are **dazzled** as long as they remain in the affected area.

Rockblend (Ex) Caveghouls have a natural ability to camouflage themselves. As a **standard action**, a caveghoul in contact with earth or stone can make his skin appear like rock. So long as he remains motionless, a DC 30 **Spot** check is required to notice him. A caveghoul using this ability has total **concealment**.

Despite their name, and their emaciated and skeletal appearance, caveghouls are living beings. They are unremittingly hostile to all humanoids that enter their mines, but they nurse a particular hatred of humans, whom they appear to blame for their fate, and dwarves, the sight of which they cannot bear.

Faces of the Forgotten North

Gibbering caveghouls cannot handle the light of day, and they are easily blinded by sudden bright lights, but they have uncanny abilities in the subterranean world in which they dwell. They can seem to sense movement and have no difficulty moving or fighting in total darkness. They can remain motionless for hours, and have the ability to make their skin look and feel stonelike to the touch if they are themselves in contact with rock.

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

Gibbering Mob

CR 8

Mob of gibbering caveghouls

NE Gargantuan humanoid (mob of Small humanoids; dwarf)

Init +0; **Senses** darkvision 60 ft., blindsight 60 ft.; **Listen** +1, **Spot** +1

Languages Gibbering Caveghoul

AC 10, touch 6, flat-footed 10

(-4 size, -1 Dex, +4 natural)

hp 135 (30 HD)

Fort +19, **Ref** +8, **Will** +9

Weakness light blindness

Speed 10 ft. (4 squares)

Melee Mob (5d6)

Space 20 ft.; **Reach** 0 ft.

Base Atk +22; **Grp** +34

Special Actions expert grappler, rockblend

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

Feats Improved Natural Attack (claw), Improved Bull Rush^B, Improved Overrun^B

Skills Climb +4, Hide +3, Intimidate +4, Listen +1, Spot +1

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds caveghouls for 1 round. On subsequent rounds, they are **dazzled** as long as they remain in the affected area.

Mob Anatomy (Ex) A mob has no clear front or back and no discernible anatomy, so it is not subject to **critical hits** or **sneak attacks**. A mob cannot be **flanked**, **tripped**, **grappled**, or **bull rushed**.

Rockblend (Ex) Caveghouls have a natural ability to camouflage themselves. As a **standard action**, a caveghoul in contact with earth or stone can make his skin appear like rock. So long as he remains motionless, a **DC 30 Spot** check is required to notice him. A caveghoul using this ability has total **concealment**.

Strategies and Tactics

Gibbering caveghouls are unsophisticated combatants at best. Their natural propensity for grunting and whooping means that they seldom surprise stealthy enemies. If their foes are unwise enough to announce their approach, however, the caveghouls make use of their rockblend ability

to lie in ambush. In such cases, they can prove dangerous foes, seeming to appear out of nowhere in an instant and vanishing just as quickly.

When fighting, they charge in a shrieking mass, flailing and slashing with their claws. They flee like vermin from bright lights and seek to extinguish these wherever possible. They look to their psychics as leaders, a faith which is usually misplaced. Psychics possess strong defensive capabilities and reactive responses such as *energy retort* but lack the wits to use their skills to their best advantage. They use *psionic dimension door* to maneuver into position for best effect and unleash *mindwipe* attacks against those whom physical might fails to fell.

Sample Encounters

The caveghouls expend as little energy as they can. Only rarely does one leave the areas where the best foraging can be found.

Band (EL 1-3): Caveghouls usually patrol their caves either looking for new hunting grounds or for trespassers.

EL 1/2: one lone caveghoul has wandered from the main pack. He has been bullied and he is looking for some food.

EL 2: A patrol of four caveghouls is investigating a landslide nearby.

Mob (EL 4+): Sometimes a group of caveghouls is led by one or more psychics.

EL 4: A patrol of four caveghouls is commanded by a psychic (see below).

History

Gibbering caveghouls are the degenerate descendants of the dwarves of Hogalay who fled into the depths of the earth to escape the forces of Egendo, the first Dwarf-Butcher. Through long, lightless generations underground, they have become twisted mockeries of their former selves, their blood polluted through cannibalism, inbreeding as well as breeding with the hej-kin, and long exposure to strange energies emanating from the imprisoned form of Egendo himself.

Ecology

Caveghouls are slothful and miserly. Centuries in a limited living area has caused them to value each morsel of food they can acquire and after consumption try to make it last as long as possible. Often a caveghoul will remain still like a stone for days without moving in order to preserve energy. Even with this huge amount of inactivity, their lingering dwarven blood still allows them to maintain some strength.

Faces of the Forgotten North

When there is any change in their environment, either by an interloper or a shift in the stone around them, caveghouls will spring out of their stillness and investigate. Although generally totally self-serving, the caveghouls can recognize a threat that would affect all of them and will act in concert if the situation requires it.

Offspring are often forgotten about as soon as they are born and if other caveghouls do not eat them, they will survive on a base instinct to gather and consume scraps and waste. A caveghoul is born with the ability to crawl.

Environment: The tunnels and mines of Hogalay are grim, lightless places. The gibbering caveghouls who dwell there use their sharp claws to dig through dirt and stone to make their homes.

Typical Physical Characteristics: Gibbering caveghouls are nearly hairless, with patches of stony scales appearing on disparate parts of their bodies. They are 3 to 4 feet tall and weigh 70 to 80 pounds. Gibbering caveghouls are broad in the shoulders but have emaciated albino bodies and extremities. Their elbows and knees are heavily knobbed, and their hands and feet have become heavy claws.

The gibbering caveghouls' hideous faces remind seasoned adventurers of hej-kin. Gibbering caveghouls cannot speak, except to gurgle and gibber and chitter, punctuating their cries with wailing howls that echo down the mines. Their language is unintelligible to any but themselves and is capable of conveying only the simplest of concepts.

Alignment: Gibbering caveghouls are usually neutral evil. In the long King's Ages trapped under the ruins, everything that was dwarven in the survivors has left them. There is no focus and nothing of a dwarven mindset left; each caveghoul only exists for him or herself and their own survival.

Society

After fleeing into the subterranean depths, the dwarves of Hogalay had little choice but to remain, for the devastation surrounding the ruin of Hogalay collapsed the entrances to the mines, leaving them trapped. They did not attempt to dig themselves out because they feared that Rajaat's Champions would return. Over the King's Ages since, the survivors turned first to cannibalism and gradually to worse things, becoming corrupted and changed by the evil power leaching from Egendero's imprisoned form. They hunt vermin such as lizards and bats, and live in small anonymous bands that once might have been family units. The gibbering caveghouls have little intelligence, though they are cunning hunters, and individuals lack names or lasting social bonds.

The caveghouls venerate an ancient dwarven artifact known as the *Vermilion Talisman*. This object, a great holy relic of the Earth faith in Hogalay, was sent into the depths for

safekeeping by order of the Earth King. The gibbering caveghouls revere the *Vermilion Talisman*, worshiping the Earth lords in a primitive parody of their forefathers' beliefs. The *Talisman* in fact grants them a variety of powers, although they have long since lost any comprehension of the artifact's capabilities. The gibbering caveghouls keep the *Vermilion Talisman* in the deepest part of the mines, in a large natural cave at the very feet of the White Mountains. Here they gather to worship the *Talisman*, chanting and stomping in great conclaves.

Typical Treasure

Caveghouls have normal treasure for their [Challenge Rating](#), usually simple tools and gems.

Gibbering Caveghouls as Characters

Gibbering caveghouls that take levels in a character class tend to be fighters, although some recall enough of the faith of their forefathers to advance as clerics of elemental Earth. Psychic caveghouls are naturally drawn towards psionic classes; those that possess the strength of mind (and sufficiently high Charisma scores) tend to become wilders.

Gibbering Caveghouls Characters

Gibbering caveghouls possess the following racial traits.

—+2 [Con](#), +2 [Wis](#), -2 [Str](#), -2 [Cha](#).

—Small size: Gibbering caveghouls gain a +1 [size bonus](#) to [Armor Class](#), a +1 [size bonus](#) on attack rolls, and a +4 [size bonus](#) on [Hide](#) checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a [Medium](#) character.

—Dwarven Blood: For all special abilities and effects, a gibbering caveghoul is considered a dwarf. Caveghouls, for example, can use dwarven weapons and magic items with racially specific dwarven powers as if they were dwarves.

—Gibbering caveghoul base land speed is 20 feet.

—[Darkvision](#) out to 60 feet.

—+4 [natural armor bonus](#).

—Natural Weapons: 2 claws (1d6).

—Feat: Gibbering caveghouls gain Improved Natural Attack (claw) as a bonus feat.

—Special Qualities (see above): [Blindsight](#) 60 ft., [Light Blindness](#), [Rockblend](#).

Faces of the Forgotten North

—Automatic Languages: Gibbering Caveghoul. Bonus Languages: None.

—Favored Class: **Fighter**.

—Level Adjustment: +1

Psychic Gibbering Caveghouls Characters

Among the hundreds of caveghouls in the mines, there are some with potent psionic powers. These psychics are no more intelligent than other caveghouls, but they have instinctive control over psionic skills that even potent mindbenders would envy. Caveghoul psychics look no different from their normal kin.

Psychic Traits (Ex): These traits are in addition to the gibbering caveghoul traits, except where noted.

—Psi-Like Abilities: 3/day - *biofeedback*, *energy retort*, *specified energy adaptation*; 1/day - *mindwipe*. Manifester level is equal to **Hit Dice** (minimum 5th). The save **DC** is **Charisma**-based.

—Challenge Rating: +1

—Level Adjustment: +3

Gibbering Caveghoul Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can learn more about gibbering caveghouls. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** are increased by 5.

Knowledge (local [Trembling Plains])

DC Result

- | DC | Result |
|----|--|
| 16 | This hideous creature looks like it might be a gibbering caveghoul. |
| 21 | Despite their fearsome name and feral demeanors, gibbering caveghouls are not undead. One seldom encounters them alone, and some possess fairly powerful psionic abilities. This result reveals all humanoid traits. |
| 26 | Gibbering caveghouls descended from dwarves who escaped the slaughter of Hogalay, although the dwarves may have interbred with other creatures. |
| 31 | The caveghouls are descended from hej-kin as well as dwarves. |

Guiltshade

A hideous, grinning shade looms out of the darkness, cackling with barely-suppressed madness. A feeling of sudden trepidation washes over you as the spectral form reaches a withered hand towards you and hisses "Not father!"

Guiltshade

CR 13

Always **CE** Medium undead (incorporeal, psionic)

Init +5; **Senses** darkvision 60 ft; **Listen** +4, **Spot** +4

Languages Eloy, Kurnan

Aura guilt (30 ft., **DC** 22)

AC 19, **touch** 19, **flat-footed** 14

(+5 **Dex**, +4 **deflection**)

Miss Chance 50% (incorporeal)

hp 114 (16 **HD**)

Fort +5, **Ref** +10, **Will** +14

Weakness vulnerability to sunlight

Speed fly 60 ft. (perfect)

Melee incorporeal touch +13/+7 (2d6 plus 1d6 **Wis** plus blinding touch)

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

Base Atk +8; **Grp** —

Attack Options blinding touch, genocidal focus, **Greater Power Penetration**, life rage

Special Actions **Psionic Meditation**

Psi-Like Abilities (ML 16th):

At will - *false sensory input* (6 targets, **DC** 17)*, *forced share pain* (**DC** 22)*, *hostile empathic transfer* (20 ft. spread, 90 points, **DC** 17)*, *mind thrust* (16d10, **DC** 22)*, *psionic blast* (6 rounds, **DC** 17)*, *psionic suggestion* (7 targets, **DC** 16)*

3/day - *death urge* (3 rounds, **DC** 22)*, *insanity* (2 targets, **DC** 22)*, *psionic charm* (**DC** 22)*, *tower of iron will* (8 rounds, **PR** 26)*

*Includes augmentation for the guiltshade's manifest level.

Abilities **Str** —, **Dex** 20, **Con** —, **Int** 26, **Wis** 19, **Cha** 18

SQ death wish, incorporeal traits, magic well, undead traits, vulnerability to sunlight

Feats **Greater Power Penetration**, **Narrow Mind**, **Power Penetration**, **Psionic Body**, **Psionic Meditation**, **Weapon Finesse**

Skills **Bluff** +23, **Concentration** +23, **Diplomacy** +27, **Intimidate** +25, **Knowledge (arcana)** +27, **Knowledge (history)** +27, **Knowledge (psionics)** +27, **Psicraft** +29, **Sense Motive** +23, **Spellcraft** +29

Blinding Touch (Su) The guiltshade's incorporeal touch attack causes blindness in the victim for 2d4 rounds. A **DC** 22 **Fortitude** save negates the effect. The save **DC** is **Charisma**-based.

Death Wish (Ex) A guiltshade desires to escape its subterranean prison and rejoin with Egendo (an act that is likely to destroy the guiltshade and perhaps Egendo himself). If given an opportunity to do so, a guiltshade may actually assist others on condition that they help it rejoin with Egendo.

Genocidal Focus (Su) Guiltshades possess Egendo's hatred for dwarves. Spells and powers that deal damage do +4d6 bonus damage against dwarves. Any weapon that a guiltshade wields in combat is considered a dread weapon against dwarves. The weapon loses this dread ability if the guiltshade ceases to wield it. Against dwarves, the weapon's effective enhancement bonus is +4 better than its normal enhancement bonus and it deals +4d6 points of bonus damage. Generally speaking, however, guiltshades do not wield weapons as they are incorporeal; this is only of relevance if the guiltshade somehow gains the ability to become corporeal or make corporeal attacks, such as with a *ghost touch* weapon.

Guilt Aura (Su) All creatures within 30 ft. of a guiltshade must make a DC 22 Will save or be overcome with feelings of guilt and remorse. Those failing the save are shaken for 2d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same undead's aura for 24 hours.

Life Rage (Ex) If a guiltshade takes damage from any living being other than Egendo, it must make a Will save (DC 10 + damage dealt). If it fails the saving throw, the guiltshade flies into a berserk rage for 1d6 rounds. It gains an additional attack per round, although all attacks made during a round when it makes an extra attack are at -2 to hit. It also gains a +2 bonus to Armor Class and a +20 to its fly speed. During the life rage, the guiltshade attacks all creatures it can see, be they friend or foe.

Magic Well (Su) A guiltshade can power arcane spells with its own lifeforce. An arcane spellcaster who touches a guiltshade while casting a spell can make a Concentration check (DC 10 + guiltshade's Cha bonus + spell level). If the check is successful, the spellcaster can cast the spell without using a spell slot and the guiltshade takes one point of damage per level of the spell being cast. Example: A wizard touches a guiltshade while casting *arcane eye*. If he succeeds at a DC 18 Concentration check, he casts the spell without expending a 4th-level spell slot, and the guiltshade takes 4 points of damage.

Vulnerability to Sunlight (Ex) Direct sunlight deals a guiltshade 1d6 points of damage each round.

Wisdom Drain (Su) A guiltshade causes 1d6 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points. If the guiltshade scores a critical hit, it causes 2d6 points of Wisdom drain and gains 10 temporary hit points.

A guiltshade is a hellish conglomeration of psychic dissonance, necromantic energies, and shattered souls. Guiltshades are undead that guard the cyst that imprisoned the Champion Egendo deep beneath the mines of Hoyalay, sloughed off from his consciousness in his attempts to escape. With their creator now gone, the guiltshades remain trapped beneath the earth, forever yearning to be rejoined with their "father" and forever wracked with the guilt he imbued them with during their horrific genesis.

Knowing that he needed energy to fuel his spells, and being trapped with little in the way of access to energy, Egendo used magic and psionics to craft clones of himself. He used

these clones as living batteries for his spells in attempts to free himself, and in the process of their growth, he altered their minds to make them subservient to his original self. Over time, these clones became infused with his anger at thousands of years of imprisonment, his guilt at this monstrous abuse of his own living flesh, and the dead spirits of those who were sacrificed to Egendo by his loyal wraith servant, Listana, who sought to help him from the world above. Egendo was eventually able to escape, but left the warped clones behind; discarding them like a serpent sheds its skin. These hapless clones eventually perished in the lightless dark of the cyst, rising from the dead as guiltshades, lost and forgotten echoes of a Champion's rage and desperation.

A guiltshade looks like a spectral human wracked with remorse and self-loathing. It bears a superficial resemblance to Egendo himself, not that anyone has ever seen the former Champion with these lost cast-offs.

Strategies and Tactics

A guiltshade seeks to overwhelm all it meets with its powerful psionic abilities, preying upon its target's consciousness with a variety of psychic attacks. In physical combat, it makes full use of its incorporeal nature, disappearing into solid rock and then appearing when the target least expects it. Guiltshades are cunning and cruel; only if overcome by their hatred and rage does a guiltshade lose any sense of strategy or tactics. In such a case, the guiltshade flies into a furious rage, attacking all that it sees in a hateful and endless flurry of blows.

Guiltshades typically attack with their psi-like abilities, opening with *mind thrust* or *psionic blast* to weaken their opponents. After its enemies have been weakened, it will close and use its blinding touch and wisdom drain abilities to further render its opponents helpless. It will then seek to *charm* at least one individual to question them about the whereabouts of its "father" Egendo.

Guiltshades will always attack dwarves first, and all others second, unless there is another more obvious threat.

Sample Encounters

A guiltshade will interact in one of two ways with others. The first way will be direct confrontation. This typically happens when the guiltshade is stumbled upon by a party and is surprised, or when the party includes one or more dwarves. The guiltshade will attack directly and brutally, destroying opponents and keeping one alive and charmed for later use to help the guiltshade find Egendo. In this instance, the guiltshade will use the tactics listed above.

Faces of the Forgotten North

The second manner in which the guiltshades interact with a party is when the party is unaware of the guiltshade, and it stalks them. In this case, the guiltshade will watch and determine who in the group has the most knowledge and then seek to charm them. If the guiltshade feels that the individual would be resistant to this, they will often wait until the party is asleep and then attack that member from beneath the ground, using its touch attack to drain wisdom and lower the individual's mental defenses. The guiltshade will then charm the individual and have them lead it to Egendo, whether or not the character knows where he is.

A guiltshade's desire to stop existing is so strong that they may even help dwarves, if the dwarves in question show an active knowledge of Egendo of Carsys.

Environment: Adventurers will most likely find Guiltshades in the ruins of Hogalay, but they could be found anywhere as they track down Egendo.

Typical Physical Characteristics: Guiltshades are all incorporeal, and look very much like tortured versions of Egendo of Carsys. They appear as tall, ghostly, humans with a once-noble bearing that now conveys nothing but self-loathing, guilt, and hatred.

Society: Guiltshades have no society to speak of, and the hate that they feel for themselves extends to each other as well.

They do not tolerate the presence of others of their kind, fleeing rather than attacking one another, overcome by grief and anger.

Typical Treasure

Guiltshades do not collect treasure.

Guiltshade Lore

Characters with ranks in **Knowledge (religion)** can learn more about guiltshades. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
23	This is a guiltshade, an incorporeal undead. This result reveals all undead and incorporeal traits.
28	This creature has some connection with the Cleansing Wars, and originated in the city of Hogalay.
33	Guiltshades are tools used by Egendo of Carsys during his attempts to escape from his prison-cyst in Hogalay. He left them there after his escape, and they seek to rejoin him.

Harnaq

The harnaq is a remarkable egg-laying mammal whose milk is very prized in Kurn.

Harnaq Cow

As large as an inix, this mottled green and brown creature has stubby legs, and glistening quills cover its body and flat tail. Its equally flat head ends in an even flatter bill.

Harnaq Cow

CR 5

Always N Large animal (psionic)

Init -2; **Senses** low-light vision, tremorsense 60 ft.; **Listen** +4, **Spot** +4

Languages –

AC 17, **touch** 7, **flat-footed** 17

(-1 **size**, -2 **Dex**, +10 **natural**)

hp 52 (5 HD)

Fort +10, **Ref** +2, **Will** +3

Speed 10 ft. (2 squares)

Melee quill +8 (2d6+6 plus **poison**) and **tongue** +3 (1d8+3)

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

Base Atk +3; **Grp** +13

Atk Options crush, improved grab, poison (DC 18, 1d6 Str/2d4 Dex), subsonic moan

Psi-like Abilities (ML 5th):

At will - *aversion* (6 hours, DC 16)*, *chameleon*, *demoralize* (40 ft. range, 40 ft. radius, DC 16*), *empathic transfer* (6d10)*, *mindlink* (5 willing or 1 unwilling target)*

1/day - *psionic blast* (DC 16), *suspend life*

*Includes augmentation for the harnaq's manifester level.

Abilities Str 22, Dex 6, Con 23, Int 2, Wis 10, Cha 16

Feats Improved Grapple, Iron Will

Skills Listen +4, Spot +4

Advancement 6–10 HD (Large); 11–15 HD (Huge)

Crush (Ex) A harnaq cow that has grappled a target with her tongue can drop onto that target as a **free action**. The target takes 3d6+9 points of damage (DC 18 **Reflex** save for half). The save DC is **Strength**-based.

Improved Grab (Ex) If a harnaq cow hits a target one size smaller than her with her tongue attack she may initiate a **grapple check** as a **free action** without provoking an **attack of opportunity**. If she establishes a hold, she can use **crush**.

Quills (Ex) Any creature with less than 10 ft. reach that attacks a harnaq cow comes under attack from one of the cow's quills, which makes an attack roll as normal and deals damage on a successful hit.

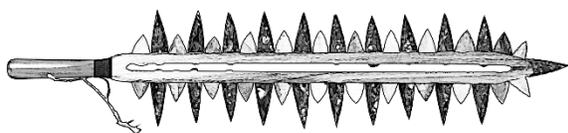
Faces of the Forgotten North

Subsonic Moan (Ex) A harnaq cow can emit a subsonic moan at will as a **standard action**. All targets within 25 ft. that hear the moan must make a **DC 15 Will** save or be **frightened** for 2d4 rounds. Harnaq cows and terriers are immune to the effects of this moan.

Harnaqs have long needle-like quills that extend up to six feet long. When on the defensive, harnaqs have been known to curl up into a tight ball, covering their less-protected faces and abdomens. All Kurnans obtain their harnaqs from the single Kurnan noble family that maintains a harnaq breeding farm.

Strategies and Tactics

Harnaq cows prefer to avoid combat, calling for aid from their terriers or using their subsonic moan when threatened. If forced into combat, a harnaq cow uses her considerable psionic abilities and relies upon her non-venomous quills for defense. Against a particularly dangerous opponent, she will attempt to grapple with her tongue and then crush the target beneath her psionic bulk.



Harnaq Terrier

You see two black eyes, close together, above a wickedly sharp brown beak that drips with a bubbling liquid. The creature's small lean body bristles with quills.

Harnaq Terrier

CR 2

Always N Small animal (psionic)

Init +9; **Senses** low-light vision; **Listen** +3, **Spot** +3

Languages –

AC 18, **touch** 16, **flat-footed** 13

(+1 **size**, +5 **Dex**, +2 **natural**)

hp 10 (3 **HD**)

Fort +2, **Ref** +8, **Will** -2

Speed 50 ft. (10 squares)

Melee quill +8 (1d6 plus **poison**)

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

Base Atk +2; **Grp** -2

Atk Options **poison** (DC 12, 1d6 **Str**/2d4 **Dex**)

Psi-like Abilities (ML 3rd):

3/day - **biofeedback**, **vigor** (15 hit points)*

*Includes augmentation for the harnaq's manifester level.

Abilities **Str** 10, **Dex** 20, **Con** 8, **Int** 2, **Wis** 5, **Cha** 10

Feats **Ability Focus** (**poison**)^B, **Improved Initiative**, **Weapon Finesse**

Skills **Listen**+3, **Spot**+3, **Jump** +6

Advancement 4–6 **HD** (**Small**); 7–10 **HD** (**Medium**)

Quills (Ex) Any creature with less than 10 ft. reach that attacks a harnaq terrier comes under attack from one of the terrier's quills, which makes an attack roll as normal and deals damage on a successful hit.

Skills A harnaq terrier has a +6 **racial bonus** on **Listen** and **Spot** checks.

While the female harnaq is huge and slow, males (known as terriers) are small, quick, and dexterous. Despite its short legs, a terrier moves with startling speed.

Strategies and Tactics

In combat, the terriers guard their cow ferociously, eagerly sacrificing their lives if necessary. Under no circumstances will a terrier willingly leave its mate. On command from the cow, or when they perceive that their cow is threatened, terriers charge without warning and with lightning speed. Their bite is trivial and non-damaging, but their poisonous quills are hazardous (harnaq poison can be extracted by expert bards, but its potency only lasts a day after extraction). Although both harnaqs and harnips have dozens of quills, no more than six may be brought to bear on a single opponent at one time.

Ecology

The harnaq has an unusual social organization. Four polyandrous harnaq cows form a coven. Each cow in the coven has 1-6 mates, whom they feed with their milk. Terriers' loyalty to their cow is born of a simple pragmatic fact: terriers survive exclusively on the milk that their cow produces. A terrier has such a rapid and specialized metabolism that it needs to feed every four hours. The terrier will actually starve to death eight hours after its last full meal if it is unable to obtain another meal of fresh harnaq milk. The harnaq cow derives nutrition through photosynthetic needles, from minerals and insect larvae in the water, from lichen, and from pollen and flying insects that get trapped in her and her mates' sticky quills. The cow seems to be constantly eating, prying its food from its own quills with a long thin cordlike tongue.

In the Rohorind, harnaq are seasonal creatures. When the dry season arrives, the harnaq cows bid farewell to their mates and burrow into the wettest ground that they can find. They give their male young as new mates to the other cows in their coven, and their old mates cover them up and then starve within hours. When the wet season returns, the cows emerge from the ground with their full-

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grown mates, and, very rarely, a young daughter harnaq. Kurnan harnaq-tenders see that the harnaq have sufficient fresh water all year, so this hibernation is not usually necessary for domesticated harnaq, but they maintain the capability.

Approaching a harnaq for milking requires a **DC 25 Handle Animal** check that takes months to learn and years to master. The milkmasters approach with wide odd-shaped flutes that approximate the calming subsonic moaning of the harnaq. Domesticated harnaq cows are used to being milked and will cooperate - but if a single note is off, the terriers will attack. Harnaq milk is valuable in Kurn, not only as a drink of the affluent and a component of expensive cheeses, but also as part of many Kurnan medicines. Harnaq milk provides a powerful resistance to most diseases, particularly to those afflicting pregnant women. Harnaq colostrum is one of the few known ingredients to mulbirth*, the closely guarded secret Kurnan medicine that helps women to safely give birth to muls.

The quills of male harnaq are hollow and about a foot long, allowing the poison to trickle from the terrier's poison glands into the victim's blood. Cow's quills are long and solid, providing armor and a defense reflex when struck. The bones of male harnaq are hard, thin, and solid, while the bones of the cow are thick, soft, and full of marrow - the only part of the harnaq considered to be edible. The Rohorind halflings claim that the flesh tastes like salted dried dwarf. Indeed, if harnaq flesh were more edible than sunburnt leather, the halflings of the Rohorind probably would have hunted the creatures into extinction ages ago.

Environment: Wild harnaqs can be found only in the Rohorind Forest or in a few of the wadi in the White Mountains. However, many Kurnan families have harnaq farms.

Typical Physical Characteristics: A typical harnaq cow is about 12 foot long and 8 foot wide and weighs 3,000 to 5,000 pounds.

The male harnaq (terrier) is significantly smaller, standing about 1 ½ foot long and weighing 35 to 40 pounds.

While they live only a few months in the wild Rohorind, terriers of domesticated harnaq cows live up to four years. The cows have no known life limit; as long as they get fresh water and moss to eat, they will not succumb to age or disease. No one knows how long harnaq cows can live in the wild, but the noble house Erinatth owns a huge harnaq matriarch that the family has held for over twelve King's ages.

Alignment: As animals, harnaqs concern themselves only about feeding and breeding and never take moral stances. They are always neutral.

Typical Treasure

Like other animals, harnaqs do not collect treasure. However, their milk is very prized by Kurnans. A pint of fresh harnaq milk usually costs 2 bits in most Kurnan inns. Their poisonous quills are valued by bards.

Harnaq Lore

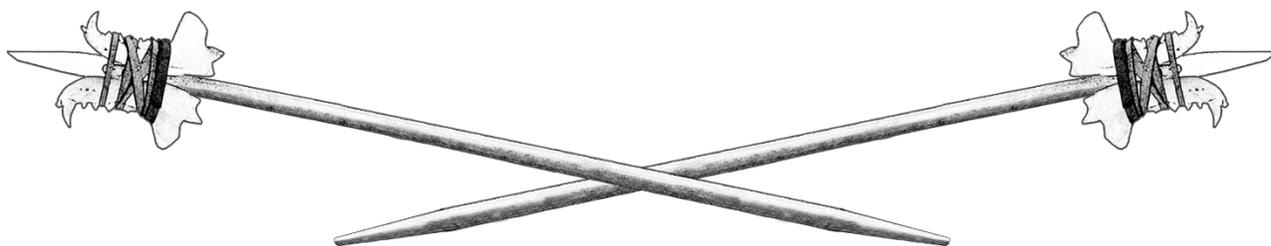
Characters with ranks in **Knowledge (Nature)** can learn more about harnaqs. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Nature)

DC	Result
12	This creature is a harnaq, a bovine egg-laying creature. This result reveals all animal traits.
17	Harnaqs are prized for their milk and quills, and are raised on Kurnan farms.
22	Harnaqs use their quills for both offense and defense. Female harnaq also have a moan capable of frightening even the most strong-hearted warriors.

Adventure Hooks

All About Harnaqs; The Pregnant Mul



Kenku, Athasian

Kenku Adept

A group of winged humanoids are visible in the distance, flying near a lone mekillot. As they fly over it, one of the humanoids drops an object about the size of a large melon, which plummets towards the mekillot.

Kenku Adept

CR 1

Male or Female Kenku wilder 1
NE Medium monstrous humanoid (psionic)
Init +2; **Senses** low-light vision; **Listen** +6, **Spot** +6
Languages Common, Kenku

AC 13, touch 12, flat-footed 11
(+2 Dex, +1 armor)

hp 4 (1 HD)

Fort +1, **Ref** +2, **Will** +5

Weakness psychic enervation

Speed 20 ft. (4 squares), fly 40 ft. (average)

Melee flensing pole -2 (1d6-2/18-20) or

Melee 2 claws -2 each (1d3-2) or

Ranged spear +2 (1d8-2/x3) or

Ranged wind anchor +2 (1d10/19-20)

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

Base Atk +0; **Grp** -2

Special Actions wild surge +1

Combat Gear flensing pole*, spear, wind anchor*

Psi-like Abilities (ML 6th):

At will - *mass missive* (40 ft., DC 14)*

1/day - *metaconcert* (other kenku only).

*Includes augmentation for the kenku's manifester level.

Power Points/Day 3; **Wilder Powers Known** (ML 1st):

1st - *mind thrust* (DC 13)

Spell-like Abilities (CL 1st):

At will - *disguise self*

Abilities Str 6, Dex 15, Con 12, Int 10, Wis 14, Cha 15

SQ naturally psionic

Feats Combat Manifestation

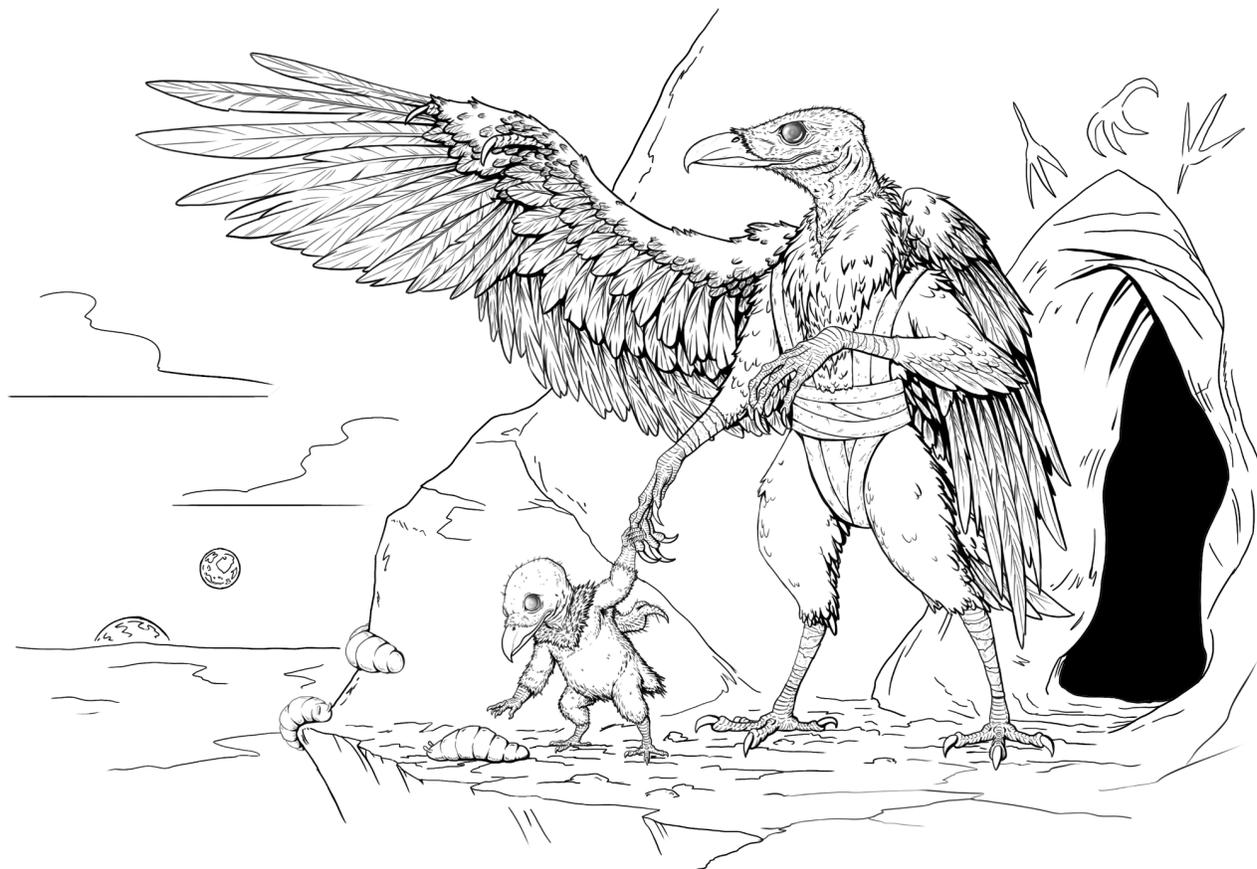
Skills Bluff +6, Concentration +5, Hide +4, Listen +6, Move Silently +4, Spot +6

Possessions combat gear plus padded leather armor

Advancement by character class; **Favored Class** wilder

Psychic Enervation (Ex) After a wild surge, the kenku might become dazed and lose 6 power points.

Wild Surge (Su) +1 to the kenku's manifester level when they manifest a power.



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Most kenku that manage to overcome their secrecy and paranoia to become adventurers tend to become wilders.

The kenku wilder presented here had the following ability scores before racial adjustments: **Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 15.

Strategies and Tactics

Kenku hunters patrol the wastes in teams, each carrying a single wind anchor. The hunter drops the anchor from a great height, using their excellent vision and estimates of the wind to strike the target. Typically, the wind anchor is dropped from at least 60 feet in the air. Wind anchors are only practical to attack huge creatures or larger, such as inixes or mekillots. The gallon of venom carried in the wind anchor is capable of downing a creature as large as a megapede.

When the prey collapses from the poison, the kenku swoop in. Without even bothering to dispatch their prey, the hunters use their long flensing poles to slice off large cuts of flesh, which the other kenku carry home to the village nest. When they have cut off as much as the team can carry, they leave the rest of the carcass for the other creatures of the wastes.

Sample Encounters

Kenku are rarely found outside their nests in their true forms, they always try to disguise themselves, usually as aarakocras.

Individual (EL 1): One single kenku adept is flying home and attacks anyone who might have noticed them.

Hunting Party (EL 4-10): Kenku communities regularly send hunting parties out to bring meat back to the community. Occasionally these hunting parties take side trips to towns and caravans in order to swindle them.

EL 6: Five 1st-level kenku adepts commanded by a 3rd-level kenku wilder. These kenkus are disguised as aarakocras, and are looking for easy targets.

Society

Since the Cleansing Wars, the kenku race has survived in secretive and xenophobic communities that typically prefer to live in the most barren, dangerous, and remote of locations.

Kenku villages are models of secrecy and paranoia, located in the most desolate and unlikely areas, such as active volcanoes, earthquake zones, and the burning plains near Saragar.

Environment: Kenku can be found in any environment, although they are much more frequent in or near badlands.

Typical Physical Characteristics: A typical Athasian kenku stands about 4 to 5 feet tall and weighs around 100 pounds.

Not as tall as aarakocra, kenku are also stockier, and their beaks are wide and obtuse, rather than long like those of aarakocra. Kenku consider themselves far trimmer and crisper in appearance than the gangly aarakocra, and often preen their naturally smooth, silky feathers to a high gloss. Most kenku are brown-feathered, with black wingtips or other such congenital marks being highly valued.

Alignment: Athasian kenku are usually evil.

Typical Treasure

Kenku have normal treasure for their **Challenge Rating**, however, they never carry any combustible items.

Athasian Kenku as Characters

Kenku that take levels in a character class tend to be wilders, although some might become rogues or Air clerics.

Athasian Kenku Characters

Athasian kenku possess the following racial traits.

—+2 **Dexterity**, -2 **Strength**: Kenkus are agile, but have weak bodies.

—Type: Monstrous Humanoid. Kenku do not begin play with any extra **Hit Dice**. Kenkus are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.

—Medium: As **Medium** creatures, kenkus have no special bonuses or penalties due to their size.

—Base land speed for an Athasian kenku is 20 feet, and they can fly with a movement rate of 40 feet (average).

—Naturally Psionic: Kenkus gain 1 bonus **power point** at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

—Psi-Like Abilities: At will—*mass missive*; 1/day—*metaconcert* (other kenku only). Manifest level is equal to **Hit Dice** (minimum 6th).

—Spell-Like Abilities: At will—*disguise self*. Caster level is equal to **Hit Dice**.

—+4 racial bonus to **Listen** and **Spot** checks. Kenkus have keen senses.

—Natural Weapons: 2 claws (1d3).

—Low-light vision

—Automatic Language: Kenku. Bonus Languages: **Common**, **Elven**.

—Favored Class: **Wilder**.

—Level Adjustment: +2. Kenkus are slightly more powerful and gain levels more slowly than most of the humanoid races.

Athasian Kenku Lore

Characters with ranks in **Knowledge (nature)** can learn more about kenku. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Nature)

DC	Result
17	This is a kenku, an avian monstrous humanoid. This result reveals all monstrous humanoid traits.
22	All kenku have innate psionic abilities and the ability to change their appearance at will.
27	Kenku are xenophobic and paranoid, and tend to live in isolated communities.

Kir'ren

A smaller cousin to the kirre, this cat is distinguished by its six claw-tipped, bow-legged limbs and a long, jointed tail that sports a dagger-like spike. Its spotted coat of fur blends in almost flawlessly with the tree limbs upon which it perches, patiently waiting for prey.

Kir'ren

CR 5

Always N Medium magical beast (psionic)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +3, Spot +3

Languages –

AC 18, touch 15, flat-footed 13
(+5 Dex, +3 natural)

hp 42 (5 HD)

Fort +7, **Ref** +9, **Will** +2

Speed 40 ft. (8 squares), climb 40 ft.; glide, unhindered movement

Melee 2 claws +10 each (1d4+3) and bite +5 (1d4+1) and tail spike +5 (1d6+1)

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

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

Atk Options improved grab, pounce, rake 1d4+1

Psi-Like Abilities (ML 7th):

At will - *detect hostile intent*

3/day - *chameleon*, *ego whip* (2d4, DC 13)**, *thought shield* (PR 17, 4 rounds)*

*Includes augmentation for the kir'ren's manifester level

Abilities Str 16, Dex 21, Con 17, Int 6, Wis 12, Cha 8

Feats Alertness^B, Multiattack, Weapon Finesse

Skills Balance +20, Climb +19, Hide +10 (+18 in forested areas), Jump +20, Listen +3, Move Silently +10, Spot +3

Advancement 6–10 HD (Medium); 10–15 HD (Large)

Improved Grab (Ex) To use this ability, a kir'ren must hit with its bite 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, the kir'ren can establish a hold and can rake with its four hind limbs.

Pounce (Ex) If a kir'ren charges a foe (which includes dropping on them from above from a height of at least 10 ft.), it can make a full attack, including four rake attacks.

Rake (Ex) Melee 4 claws +10 each (1d4+1)

Glide (Ex) A kir'ren can use the folds of skin between its six legs to glide, giving them a fly speed of 40 ft. (clumsy) while doing so. They can travel horizontally up to four times the vertical distance descended. In addition, by using these membranes, the kir'ren negates any damage from a fall of any height. The kir'ren can use its glide ability as part of its charge when leaping upon their prey.

Unhindered Movement (Ex) The kir'ren can move through terrain that would usually slow movement, such as over broken terrain, through areas occupied by allies, heavy underbrush, down from tree tops, or when making jumps. As such, kir'rens ignore all aspects of terrain that would hamper their movement except those of a magical or psionic nature.

Skills Kir'rens have a +15 racial bonus on all **Balance**, **Climb**, and **Jump** checks and a +4 racial bonus on **Hide** and **Move Silently** checks. A kir'ren can always choose to take 10 on a **Climb** check, even if rushed or threatened. Kir'rens also have a +8 racial bonus to **Hide** checks made in forested areas.

These peerless hunters are distantly related to the kirre. A kir'ren possesses skin membranes that catch the air under its body when it leaps from branch to branch, allowing it to traverse the forest with great speed and to drop down upon its prey while hunting.

Strategies and Tactics

Kir'ren will almost always attack from above, utilizing their *chameleon* psi-like ability and gliding to maneuver above a foe in order to leap upon it and to bring its six clawed legs, fangs, and tail-spike to bear. They usually focus upon one foe until it is dead and then, using its tail

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like a third hand, attempt to carry its prey to higher ground and find a place to feed. As such, they will usually attack the smallest creature in a group first. If unable to flee, a kir'ren will lash out with its *ego whip* at its closest antagonist to daze them and try to escape to higher ground.

Sample Encounters

Characters are most likely to encounter a kir'ren as a solitary threat within the Rohorind forest.

Individual (EL 5-6): Encountering a kir'ren on the ground is fairly straightforward and the encounter level is the same as its Challenge Rating. A kir'ren that has the advantage of height and concealment is likely to surprise the party making the encounter more dangerous.

EL 6: One kir'ren lurks in the canopy of a giant tree.

Mating Season (EL 7-9): During mating season, it is common to find kir'ren wandering in pairs or larger groups.

EL 7: A male and female kir'ren are looking for prey. The female is pregnant, and the male will fight to the death to protect her.

EL 9: A family of four kir'ren is lurking in the treetops of the Rohorind Forest, on the hunt for a meal.

Ecology

Kir'ren mate for life, and so kir'ren of mating age are almost always found in pairs. A litter of kir'ren cubs normally number between two to three, though some die due to falling from the kir'ren's lofty dens - which are almost exclusively found high in trees or remote peaks - before they have learned to glide. Kir'ren cubs usually stay with their parents until they reach full maturity at two years of age. These savage cats have a lifespan that averages fifteen to twenty years whether domesticated or in the wild.

Environment: Due to their natural ability to sense danger, the kir'ren have migrated to those areas of the Rohorind Forest and the White Mountains that are furthest from hunters and other areas of civilization. They prefer to have their dens located near steep cliffs or high within the branches of large trees to further isolate themselves from would-be hunters and other dangers that roam the woods and mountains.

Typical Physical Characteristics: A typical kir'ren is 4 to 6 feet long and weighs up to 250 pounds.

A kir'ren has a strangely jointed and spike-tipped tail that almost doubles their length. A kir'ren is spotted rather than striped like its cousin, and the kir'ren's coloration ranges from light to dark greens or browns with black spots. Intensely green eyes gaze out from beneath a thick brow

ridge and the way the creature inspects its surroundings shows a calculation beyond that of a normal forest dweller. The flaps of skin between each limb are covered in the same color fur as the rest of the cat.

Alignment: Kir'rens are interested only in feeding and mating, and are incapable of moral judgments. Therefore, they are always neutral.

Typical Treasure

Kir'ren do not collect treasure, though some small amount of wealth does accumulate in or around their dens; when determining the amount of wealth found, kir'ren only have half the treasure for their [Challenge Rating](#).

In those rare times that a hunter successfully kills one of these beasts, their hides fetch amazing prices in local markets. Prices for a hide can range from 100 to 150 Cp for an adult kir'ren.

If captured while still very young, kir'ren can be trained to act as guard animals to warn their owners of impending danger, which makes them highly prized to nobles and templars. Kir'ren cubs are worth 2,000 Cp apiece on the open market. Professional trainers have been known to charge up to an additional 1,500 Cp to rear or train a kir'ren cub. Training usually takes place after the kir'ren is one year old.

To be trained, a kir'ren must have a friendly attitude toward the trainer (this can be achieved through a successful [Diplomacy](#) check). The initial training of a friendly kir'ren cub requires eight weeks of work and a [DC 30 Handle Animal](#) check. Teaching one to warn their master or handler of danger is counted as one of the tricks they can learn, and requires an additional four weeks and a successful [Handle Animal](#) check ([DC 25](#)).

Kir'ren Lore

Characters with ranks in [Knowledge \(nature\)](#) can learn more about kir'rens. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower [DCs](#).

Knowledge (Nature)

DC	Result
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- | | |
|----|--|
| 15 | Kir'rens are magical beasts that can glide, and are somewhat related to kirres. This result reveals all magical beast traits. |
| 20 | A kir'ren is an aggressive predator that prefers to attack its prey from above, bringing all its natural weaponry to bear in order to make a quick kill. |
| 25 | All kir'ren have a potent psionic ability that continuously warns them of danger, making them almost impossible to corner. |

Mekillot, Hatchling

This great lizard has just come out of the ground. Over ten feet long and covered with a thick shell, it lumbers forward with a plodding inevitability. It looks hungry.

Hatchling Mekillot

CR 2

Always N Large animal

Init +1; **Senses** low-light vision; **Listen** +5, **Spot** +5

Languages –

AC 16, **touch** 10, **flat-footed** 15

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

hp 25 (3 HD)

Fort +6, **Ref** +4, **Will** +1

Speed 20 ft. (4 squares)

Melee bite +5 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +10

Atk Options improved grab, swallow whole, trample

Abilities Str 19, Dex 12, Con 17, Int 2, Wis 10, Cha 9

Feats Alertness, Toughness

Skills Listen +5, Spot +5

Advancement 4–8 HD (Large); 9–15 HD (Huge)

Improved Grab (Ex) To use this ability, a hatchling mekillot must hit with its bite 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 can attempt to swallow the foe the following round.

Swallow Whole (Ex) A hatchling mekillot can try to swallow a grabbed opponent of **Medium**-size or smaller size by making a successful **grapple check**. Once inside, the opponent takes 1d8+4 points of crushing damage plus 4 points of acid damage per round from the hatchling mekillot's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 5 points of damage to the stomach (**AC** 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A hatchling mekillot's interior can hold 2 **Medium**, 8 **Small**, 32 **Tiny**, or 64 **Diminutive** or smaller opponents.

Trample (Ex) **Reflex** half **DC** 15. The save **DC** is **Strength**-based.

Mekillot hatchlings, or meklings, are the offspring of the mighty lizards that are popular as caravan beasts, having large mound-shaped bodies covered with a thick shell everywhere except for on their sides and bellies.

Strategies and Tactics

In a fight, a hatchling mekillot usually attacks with its bite attack or by trampling enemies underfoot, since its tongue is not yet fully-developed. A mekillot, even a young one,

instinctively drops to the ground when something is underneath it.

Sample Encounter

Hatchling mekillots are usually found in the Trembling Plains between the Ral's Rest and Fruitbirth seasons, but might also be encountered in other terrain.

Hatchling Season (EL 2-4): A hatchling comes out of the ground alone during Ral's Rest season, having eaten all of its slower siblings while underground.

EL 2: One solitary hatchling.

EL 4: Two hatchlings have met in the plains and have been circling each other in an attempt to eat each other. However, if they become aware of another possible meal, such as the PCs, they will prefer sampling creatures who are not of their kind.

Ecology

In the Trembling Plains, mekillots lay their eggs in deep mud during the Windflood season. The eggs incubate nearly a full year and then hatch during Ral's Rest season. The first meklings to hatch devour the eggs that would have been its siblings, in order to gain the strength to struggle to the surface.

Environment: Mekillots hatch in great numbers during the Ral's Rest season in the Trembling Plains and are commonly found in the Trembling Plains until Fruitbirth season.

Typical Physical Characteristics: A hatchling mekillot is about 9 feet wide, up to 8 feet in height, and weighs around 6,000 pounds.

Alignment: As an animal, a hatchling mekillot is always neutral.

Society

Hatchlings will initially devour anything, including other hatchlings. Once their initial hunger is satiated, hatchlings will group together and seek out larger mekillots.

Typical Treasure

Hatchling mekillots do not collect treasure, but they are valuable as beasts of burden and sometimes as mounts. A hatchling mekillot is worth 20 Cp in most cities and villages in the Trembling Plains.

Hatchling Mekillot Lore

Characters with ranks in **Knowledge (nature)** can learn more about hatchling mekillots. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature) or Knowledge (Local [Trembling Plains])

DC	Result
12	This is a mekling, a recently-hatched mekillot lizard. This result reveals all animal traits.
17	Mekillots hatch in great numbers during the Ral's Rest season in the Trembling Plains. The females lay their eggs in soft mud during the Windflood season, and in Ral's Rest, the eggs hatch and the meklings break free of the ground.

Plains Cur

The plains cur is the most common variety of canine in the Trembling Plains.

Plains Cur

A group of snarling dogs bursts from the brush.

Plains Cur

CR 1/2

Always N Small animal

Init +3; **Senses** scent; **Listen** +3, **Spot** +3

Languages –

AC 15, **touch** 14, **flat-footed** 12

(+1 size, +3 Dex, +1 natural)

hp 6 (1 HD)

Fort +4, **Ref** +5, **Will** +1

Speed 40 ft. (8 squares)

Melee bite +2 (1d4+1)

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

Base Atk +0; **Grp** -3

Atk Options Spring Attack

Special Actions Teamwork

Abilities Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats Spring Attack^B, Teamwork, Track^B

Skills Jump +5, Hide +7, Listen +3, Spot +3, Survival +1*

*Curs have a +4 racial bonus on Survival checks when tracking by scent.

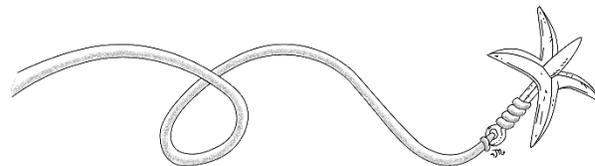
Advancement 2–4 HD (Small)

Skills Curs have a +4 racial bonus on Jump and Listen checks, and a +4 racial bonus on Survival checks when tracking by scent.

Plains curs are one of the most common predators of the Trembling Plains. They mainly threaten only wounded travelers and straggling herd animals. Their bite sometimes carries disease.

Strategies and Tactics

Unless domesticated, plains curs always hunt in packs, chasing and exhausting prey until they can drag it down. Unlike many animals, they lack **low-light vision** and attack during the day. A plains cur uses **Spring Attack** to strike at a herd's weakest animals, while escaping the wrath of the herd's strongest.



Eloy Herd-Dog

As you approach the sygra, a howling sound breaks out from behind a scrub bush. A small, well-groomed dog eyes you attentively.

Eloy Herd-Dog

CR 1/3

Always N Small animal

Init +3; **Senses** scent; **Listen** +5, **Spot** +5

Languages –

AC 15, **touch** 14, **flat-footed** 12

(+1 size, +3 Dex, +1 natural)

hp 6 (1 HD)

Fort +4, **Ref** +5, **Will** +1

Speed 40 ft. (8 squares)

Melee bite +2 (1d4+1)

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

Base Atk +0; **Grp** -3

Abilities Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats Alertness, Track^B

Skills Jump +5, Hide +7, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent)

Advancement 2–4 HD (Small)

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Skills Eloy herd-dogs have a +4 racial bonus on Jump and Listen checks, and a +4 racial bonus on Survival checks when tracking by scent.

The Eloy often capture plains curs as puppies and raise them. Since they are not raised with other curs, they do not learn how to fight in tandem, as they would normally do.

Strategies and Tactics

Since they haven't learned how to fight in team, a plains cur raised by the Eloy usually relies on its master to direct it.

Sample Encounter

Plains cur packs can be found anywhere in the Trembling Plains. Eloy herd-dogs are usually found near their masters or their cattle.

Pack (EL 1-9): Plains cur packs typically are encountered on the hunt, while Eloy herd-dogs protect their masters and cattle from predators.

EL 1: A pair of Eloy herd-dogs, guarding a small group of sygra.

EL 2: Three wild plains curs, looking for stragglers or wounded cattle. If they are hungry enough, they may stalk a small group until it decides to stop and camp at night.

Ecology

Plains curs are a common predator in the Trembling Plains. A wild adult cur cannot be domesticated.

Environment: Plains curs inhabit the Trembling Plains, living in packs ranging from 2 to 32 individuals.

Typical Physical Characteristics: A plains cur is typically about 2 1/2 feet wide and weighs around 40 pounds.

Alignment: Plains curs are solely concerned with acquiring sustenance and multiplying. They are always neutral.

Society

Wild curs stalk Eloy herds, and the Eloy in turn stalk packs of wild curs in order to obtain trainable puppies and expand the bloodlines of their dogs.

Typical Treasure

Being animals, plains curs do not collect treasure. However, young puppies taken from a wild litter are usually worth 2 bits each to an Eloy clan or other animal trainers.

Plains Cur Lore

Characters with ranks in Knowledge (nature) can learn more about plains curs. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
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10	This is a plains cur, a canine creature. This result reveals all animal traits.
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15	Plains curs are ferocious creatures that fight in packs to take down much bigger prey.
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20	Many plains curs are taken by the Eloy while they're still puppies and raised to be herd dogs by them.
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Mountain Creature

Mountain creatures have adapted to live at high altitudes and cold temperatures, such as the peaks of Rifak's Wall and the Snow Crowns.

Mountain Feylaar

A lumbering, four-armed ape with a pronounced bony plate over its forehead, this creature stands two feet taller than a half-giant and ripples with muscles beneath its furry hide.

Mountain Feylaar

CR 7

Usually LN Huge monstrous humanoid (psionic)

Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +6

Languages Feylaar, Halving

AC 17, touch 9, flat-footed 16

(-2 size, +1 Dex, +8 natural)

hp 76 (9 HD)

Resist cold 9

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

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

Melee 4 slams +13 each (2d6+8) and bite +11 (2d6+4)

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

Base Atk +9; **Grp** +33

Atk Options constrict 2d6+8, death field, improved grab

Psi-Like Abilities (ML 7th):

3/day - *body adjustment* (2d12*), *chameleon*, *cloud mind* (DC 12), *conceal thoughts*, *ectoplasmic form*, *false sensory input* (2 targets, DC 13*), *id insinuation* (3 targets, DC 14*), *mindlink* (unwilling targets, 2 targets, DC 11*), *psionic dimension door*, *psionic dominate* (DC 14*), *psychic vampire* (DC 14)

*Includes augmentation for manifester level

Abilities Str 26, Dex 12, Con 18, Int 12, Wis 12, Cha 10

Feats Ability Focus (death field), Improved Initiative, Improved Natural Attack (slam), Multiattack

Skills Climb +24, Hide -3 (+4 in snowy and mountainous terrains), Jump +16, Listen +1, Psicraft +6, Search +6, Spot +6, Survival +6

Advancement by character class

Constrict (Ex) A mountain feylaar deals 2d6+8 points of damage with a successful **grapple** check.

Death Field (Ps) This innate psionic power may be used 3 times per day. When activated, the mountain feylaar sacrifices a number of **hit points**, up to its current total. All creatures within 20 feet must make a successful **Fortitude** save (DC 13) or suffer negative energy damage equal to the amount of **hit points** sacrificed by the mountain feylaar. A successful save negates this damage. Death field is the equivalent of a 3rd-level psionic power. The save DC is Charisma-based.

Improved Grab (Ex) If it successfully strikes with its slam attack, a mountain feylaar may initiate a **grapple** attempt as a **free action** without provoking an **attack of opportunity**. A mountain feylaar has a +8 racial bonus on **grapple** checks.

Skills (Ex) A mountain feylaar receives a +8 racial bonus on **Climb** checks and a +4 racial bonus on **Hide** checks in snowy and mountainous terrains.

This feylaar has adapted from jungle life to the cold and harsh conditions of the Snow Crown Mountains.

Strategies and Tactics

If able, a mountain feylaar prefers to strike from ambush, using *chameleon* or *cloud mind* to attack unseen. In battle, they use *psionic dimension door* where appropriate to outmaneuver and flank their enemies, resorting to their terrible death field ability when faced with defeat.

Ecology

Mountain creatures are adapted to survive in the cold. They are often thickly furred and typically thickly built to ensure a lower surface area to volume ratio, reducing heat loss.



Mountain creatures are not easily winded, being comfortable with thinner air than most lowland species. Mountain creatures are often able to hibernate during the winter or remain still and alert for long periods, lurking in hollows until prey approaches.

Environment: Mountain creatures prefer to inhabit cold, high-altitude areas, such as Rifak's Wall and the Snow Crown Mountains.

Typical Physical Characteristics: A mountain creature looks much like the base creature, but stands about 5% taller and weighs about 25% more.

Alignment: A mountain creature is usually neutral. They are usually concerned about feeding and breeding, and rarely take moral stances.

Typical Treasure

Mountain creatures do not usually collect treasure, but when they do, they have standard treasure for their **Challenge Rating**, often items picked up from fallen prey.

Creating a Mountain Creature

"Mountain" is an inherited template that can be applied to any living creature smaller than **Colossal** (referred to hereafter as the "base creature").

Size and Type: Increase one **size category** from the base creature.

Challenge Rating: Same as the base creature +3.

Armor Class: Natural armor improves by +2 (this stacks with any **natural armor bonus** the base creature has).

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Hit Dice: Increase base creature's racial **HD** by two dice. Do not increase class **HD**.

Speed: The mountain creature gains the ability to climb at one-quarter the base creature's base land speed, rounded up to the nearest multiple of 5 (i.e., a creature with a land speed of 20 gains a climb speed of 5, a creature with a land speed of 30 gains a climb speed of 10). If the base creature already has a climb speed, it uses whichever value is greater.

Abilities: Increase from the base creature as follows: **Str** +2, **Con** +2, **Wis** +2.

Special Qualities: A mountain creature has all the special qualities of the base creature, plus the following special qualities.

Resistances (Ex): A mountain creature has **resistance to cold** equal to its **Hit Dice** (minimum 5). If it already has resistance to cold, it uses whichever value is greater.

Skills: Mountain creatures have a +4 **racial bonus** on Hide checks in snowy and mountainous terrains.

Level Adjustment: Same as the base creature +4.

Mountain Creature Lore

Characters with ranks in **Knowledge (nature)** can learn more about mountain creatures. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

The base creature and its characteristics must be identified using the appropriate skill according to the base creature's type.

Knowledge (Nature)

DC	Result
10	This is a mountain creature, a being adapted to life in high hills or other mountainous areas.
15 + CR	Mountain creatures tend to be larger and stronger than their lowlands counterparts are. They are also resistant to cold.

Psionic Tenant

A psionic tenant is the lingering spirit of a psionic creature that died under unexpected circumstances, was unable to accept the fact of its death, and has taken up "tenancy" in the mind of a similar living creature.

Wilder Psionic Tenant

The little boy with the strange stone on his ring appears to be running for his life, but your nose and ears tell you that he's manifesting a psionic power.

Kheled Batras

CR 9

Male human psionic tenant wilder 6
CG Medium undead (augmented humanoid, human, incorporeal, psionic)

Init +1; **Senses** Listen +13, Spot +16

Languages Cuurnu, Eldaarish, Elven

AC 10, touch 10, flat-footed 10
(+0 Dex)

Miss Chance 50% (incorporeal)

hp 39 (6 HD)

Resist *spell turning*

Immune turning, undead immunities

Fort +2, **Ref** +3, **Will** +9

Weakness psychic enervation

Speed 0 ft.

Melee —

Space 5 ft.; **Reach** —

Base Atk +4; **Grp** —

Atk Options curse, surging euphoria +1, wild surge +2

Special Actions Inquisitor

Power Points/Day 47; **Wilder Powers Known** (ML 6th):

3rd - *psionic blast* (DC 17)^A

2nd - *mass missive*, *read thoughts* (DC 16)

1st - *mind thrust* (DC 15)^A, *psionic daze* (DC 15)^A

^AThe save **DCs** for these powers might increase with the use of augments

Spell-like Abilities (CL 6th):

At will - *deeper darkness*

Abilities Str —, Dex 12, Con —, Int 15, Wis 18, Cha 18

SQ apparition, incorporeal traits, Gray presence, undead traits

Feats Alertness^B, Expanded Knowledge (*read thoughts*), Improved Psicrystal, Inquisitor, Psicrystal Affinity

Skills Autohypnosis +13, Bluff +11, Concentration +14, Diplomacy +8, Intimidate +13, Knowledge (psionics) +11, Listen +13, Psicraft +11, Sense Motive +11, Spot +16

Apparition (Su) Kheled can appear to his host as a free action. He does not take on a form in the material world but becomes a hallucination that appears completely real to the host in all respects. Only his host can see the apparition; to all others, it is not there. Kheled can dismiss the apparition as a free action, seeming to his host to vanish.

Curse (Su) Kheled can curse an individual when he is destroyed, functioning as the *bestow curse* spell (DC 18 to negate) when the final blow is made.

Gray Presence (Su) Kheled is present in the Gray and on the Material Plane simultaneously. He can use his abilities against targets in the Gray or on the Material Plane, but can only be attacked by opponents in the Gray. He cannot be attacked from the Material Plane, except as noted below under the tenancy special attack. Kheled has two home planes, the Material Plane and the Gray. He is not considered extraplanar when on either of these planes.

Psychic Enervation (Ex) After a wild surge, Kheled might become dazed and lose 6 power points.

Spell Turning (Su) Kheled is protected from 1d4+6 spell levels per day, as the *spell turning* spell. He can suppress this ability as a free action.

Surging Euphoria (Ex) After a wild surge, Kheled gains +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the surge's manifester level increase.

Tenancy (Su) Kheled's spirit has bonded with his host Patroo, entering Patroo's body and joining with it. Kheled's spirit cannot be discerned on the Material Plane but remains visible in the Gray, anchored to the host. Kheled acts independently of his host and can take one standard action per round. He cannot take any actions relying on physical contact between himself and an opponent, unless confronting opponents in the Gray. Kheled can communicate with Patroo. Kheled does not sleep and can wake his host in one round. Tenancy does not allow Kheled to control his host without resorting to other abilities.

Volatile Mind (Ex) Telepathy powers directed at Kheled cost 1 power point more to manifest.

Wild Surge (Su) +1 or +2 to Kheled's manifester level when he manifests a power.

Kheled's Psicrystal CR —

CG Diminutive construct

Init +0; **Senses** Listen +7, Spot +7

Languages Eldaarish; understand creator's orders; telepathic link, telepathic speech

AC 16, touch 14, flat-footed 16
(+4 size, +0 Dex, +2 natural)

hp 18 (6 HD); **Hardness** 8

Resist improved evasion

Immune construct immunities

Fort +2, **Ref** +3, **Will** +9

Speed 0 ft.

Melee —

Space 1 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** —

Atk Options deliver touch powers

Special Actions self-propulsion

Abilities Str —, Dex —, Con —, Int 8, Wis 10, Cha 10

SQ construct traits, personality (observant, single-minded), share powers, sighted

Feats -

Skills Autohypnosis +9, Bluff +7, Concentration +7, Diplomacy +4, Intimidate +9, Knowledge (psionics)+8, Listen +7, Move Silently +4, Psicraft +8, Search +3, Sense Motive +7, Spot +7

With its self-propulsion ability activated, the psicrystal has the following statistics

Init +2

AC 18, touch 16, flat-footed 18
(+4 size, +2 Dex, +2 natural)

Speed 30 ft. (6 squares), climb 20 ft.

Grp -17

Abilities Str 1, Dex 15

Skills Climb +10, Move Silently +6

Patroo, Kheled's Host CR 1/2

Male human commoner 1

NG Medium humanoid (human)

Init +1; **Senses** Listen +6, Spot +6

Languages Eldaarish

AC 11, touch 11, flat-footed 11
(+1 Dex)

hp 2 (1 HD)

Fort +0, **Ref** +3, **Will** +1

Speed 30 ft. (6 squares)

Melee dagger -1 (1d4-1/19-20)

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

Base Atk +0; **Grp** -1

Abilities Str 8, Dex 13, Con 10, Int 11, Wis 12, Cha 9

Feats Alertness, Lightning Reflexes

Skills Climb +2, Handle Animal +2, Listen +6, Spot +6

Possessions dagger

Patroo was just a simple orphan working at a run-down drug den when the stranger asked for a private room. Although boarding strangers is illegal in Eldaarich, little Patroo had no idea that this particular renegade was strong in the Way. This renegade, a wilder by the name of Kheled Batras, was hoping to flee Eldaarich in the morning and forever escape the insane purges of the sorcerer-king. It was not to be. Savak agents found the hapless wilder and incinerated him in his bed that very night. Patroo heard the hellish screams and came running to help douse the fire. Little did he know that he would come away from the blaze with more than mere burns to his name.

Unwilling to go silently into the Gray, Kheled's spirit latched onto Patroo's consciousness and burrowed deep

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into his mind, becoming a psionic tenant. At first Patroo knew little of what had happened. He was aware that, from time to time, he would gain certain strange insights; he knew that the ring he took from the stranger's charred corpse felt more like a part of him than his body did at times; and he knew that, when he was threatened, his oppressors had a disturbing tendency to die in fits of shrieking agony for no apparent reason. When this finally happened to his overzealous owner, Patroo fled the inn and disappeared into Eldaarich's underbelly.

Eventually, Kheled revealed himself in apparition form to the young Patroo. Although initially horrified at what had happened to him, Patroo soon came to realize that he now possessed a guardian who would never leave him, never harm him, and never fail him. For Kheled, his union with the young slave-boy was a chance to relive something of the life that he had lost. Kheled had always wanted to father a son, an opportunity denied him in Daskinor's crazed realm. Here, though, he had a child over whom he could watch with unsleeping vigilance. In time, Kheled hopes, Patroo will grow to be a mindbender of great power. Perhaps, with Patroo's aid, in some as-yet unglimped future, Kheled might find a way to gain that most intangible of prizes: justice. Or, failing that, vengeance.

Kheled had the following ability scores before racial adjustments and **Hit Dice** ability increases: **Str** 8, **Dex** 12, **Con** 10, **Int** 13, **Wis** 14, **Cha** 15.

Strategies and Tactics

Open combat is deeply perilous to Kheled and his host alike. Young Patroo is still but a child and a single sword-thrust could easily end his life – and Kheled's existence with it. Kheled scans his surroundings unceasingly and pays close attention to the thoughts of those around him. Those who do seem to pose a threat are subjected to *mind thrusts* and *psionic blasts*. If these do not slay or discourage would-be attackers, Kheled urges Patroo to flee, attempting to cover their escape with *mass missives* that misdirect their pursuers, or call others to fight on their behalf.

Note that Kheled does not gain the benefit of the elude touch wilder ability, as he is unable to maneuver himself in any way to avoid touch attacks.

Creating a Psionic Tenant Creature

"Psionic tenant" is an acquired template that can be added to any psionic creature (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1, +1 per 4 **HD** of the host.

Size and Type: The creature's type changes to **undead**.

Hit Dice: Increase all current and future **Hit Dice** to d12s.

Armor Class: A psionic tenant cannot be targeted by attacks on the Material Plane and so has no **Armor Class** when there. Attacks against its host use the host's **Armor Class** as normal. If confronted in the Gray, the psionic tenant retains the **Armor Class** of the base creature, including its **natural armor bonus** (if any) but is denied its **Dexterity** bonus (and any **dodge** bonuses) as it is anchored to its host and cannot maneuver to protect itself.

Speed: A psionic tenant cannot move independently – only when the creature it inhabits moves can the tenant move. Even in the Gray, the psionic tenant is anchored to its host.

Attack: A psionic tenant retains all of the attacks of the base creature, although those relying on physical contact between itself and an opponent do not affect creatures that are not in the Gray. Despite the loss of its **Dexterity** bonus to AC, a psionic tenant may use ranged attacks (if applicable) against other creatures in the Gray.

Attack Options: A psionic tenant retains all the special attacks of the base creature, although those relying on a physical presence between itself and an opponent do not affect creatures not in the Gray. The psionic tenant also gains the special attacks described below.

Tenancy (Su): At the moment of its death, a psionic tenant chooses a single host within 100 ft. Unless that host makes a successful **Will** save, the psionic tenant's spirit bonds with the host, entering its body and joining with it. If the host makes the saving throw, the psionic tenant may make one attempt to inhabit any target within range per round for a number of rounds equal to its **Cha** modifier. If it is unable to inhabit a host after this time, it dissipates into the Gray and dies. Once joined, the psionic tenant's spirit cannot be discerned on the Material Plane but remains visible in the Gray, anchored to the host.

A psionic tenant acts independently of its host and can take one standard action per round. It cannot take any actions relying on physical contact between itself and an opponent, unless confronting opponents in the Gray. It has full access to all of its special abilities, skills, and feats (although many of these may no longer be useful). A psionic tenant with spellcasting abilities is unlikely to be able to use them without resorting to feats, as it cannot generate verbal, somatic, or material components. The host cannot provide these components. Even if it can use spells, it may well be unable to re-prepare spells once they have been cast.

A psionic tenant that was able to deliver touch attacks through its psicystal can still do so if its host has access to the psicystal.

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A psionic tenant can communicate with its host. It can share the benefits of the following skills with its host: **Decipher Script, Knowledge (any), Sense Motive, Speak Language,** and **Spot**. A psionic tenant does not sleep and can wake its host in one round. Tenancy does not allow a psionic tenant to control its host without resorting to other abilities.

A psionic tenant can be removed by one of three methods. Firstly, it can be removed with *psychic surgery*, although it gains a saving throw against this effect. Secondly, the host can be killed. Unless it has the ability to possess other creatures (through psionics or the undead special ability of possession, for example), it will dissipate into the Gray. It cannot choose another host. Thirdly, it can be confronted in the Gray, attacked physically, and killed.

Abilities: Increase from the base creature as follows: **Int +2, Wis +4, Cha +2**. As an undead creature, a psionic tenant has no **Constitution** score.

Special Qualities: A psionic tenant has all the special qualities of the base creature as well as those described below.

Apparition (Su): A psionic tenant can appear to its host as a free action. It does not take on a form in the material world but becomes a hallucination that appears completely real to the host in all respects. Only the host can see the apparition; to all others, it is not there. The tenant can dismiss the apparition as a free action, seeming to its host to vanish.

Gray Presence (Su): A psionic tenant is present in the Gray and on the Material Plane simultaneously. It can use its abilities against targets in the Gray or on the Material Plane, but can only be attacked by opponents in the Gray. It cannot be attacked from the Material Plane, except as noted above under the tenancy special attack. A psionic tenant has two home planes, the Material Plane and the Gray. It is not considered extraplanar when on either of these planes.

Level Adjustment: Same as the base creature +1.

Sample Encounter

In the Trembling Plains, psionic tenants are most often encountered attached to refugees, although a weak-minded half-giant mamluk of the Shtas order might also serve as host.

Individual (EL 7): Kheled Batras and Patroo, see above.

Ecology

Tenancy is not the same thing as possession, although some psionic tenants have the power to possess their hosts, either through psionic powers or through an undead special ability. Unless the tenant has such powers of possession, then the tenant is bound to a single host, and if the host dies, the

tenant loses its last connection to the world of the living. Tenants seem to understand that on some level, since most tenants tend to protect the life of their host.

A psionic tenant can communicate with its host, encourage them towards a course of action, bully them, or even use psionics to coerce them. Some psionic tenants do not make themselves known to the host at all, but will instead use psionics to influence their host. A psionic tenant can appear to the host, but in reality, the tenant has residence in the host's mind. Many hosts believe the tenant to be a separate creature, and do not realize that other people do not see the tenant. Ignorant parents of a host often believe that their child has an "imaginary companion".

A psionic tenant retains any addictive habits that it had in life, and often seeks to maintain the mundane routines and relationships of its former life. For example, a tenant that was a baazrag handler would probably hint at every opportunity that its host should become a baazrag handler. In time, a tenant usually forgets its original name, and anything of great importance that it needed to do. It does, however, recognize old friends and family members when it encounters them, and tries to get its host to establish similar relationships with those people. For example, a male tenant might try to persuade or manipulate his host into marrying his widow.

In Daskinor's purge against psionic people, those who had demonstrated their powers publicly were slaughtered throughout the Dim Lands. Psychokineticists and metacreators were particularly vulnerable. The spirits of many of these have taken up residence inside vulnerable living minds, particularly those of children. These psionic tenants usually do not fight for possession of the body, since they died in horrific physical pain and do not wish to experience it again. The host cannot use the tenant's powers, and the tenant does not control the host directly, but they communicate with each other, and usually work more or less in tandem, since hosts with irreconcilable conflicts with their tenants usually commit suicide.

Environment: Most psionic tenants exist in Eldaarich, although some have migrated with their hosts into the Trembling Plains and lands beyond.

Typical Physical Characteristics: A typical psionic tenant stands about 5 feet tall and is weightless, since it's incorporeal.

Alignment: Any.

Typical Treasure

Since they are incorporeal, psionic tenants do not collect treasure. However, their hosts usually have standard treasure for their **Challenge Rating**.

Psionic Tenant Lore

Characters with ranks in **Knowledge (psionics)** or **Knowledge (religion)** can learn more about psionic tenants. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Psionics) or Knowledge (Religion)

DC Result

- 20 This person is manifesting powers while performing acts that would normally prevent manifesting.
- 25 This person is not manifesting psionic powers. A separate incorporeal creature associated with this person is manifesting the powers. This result reveals the incorporeal and psionic subtypes.
- 30 The manifester is a psionic tenant, an incorporeal undead creature that takes up residence within a living body. Slaying the body usually sends the psionic tenant into the Gray.

An insubstantial, ghostly, and powerful quadruped creature looks at you with hatred. Its eyes burn with an unnaturally fierce rage and pride as it roars and charges towards you.

Pridemane

CR 8

Always NE Large undead (incorporeal)

Init +4; **Senses** darkvision 60 ft.; Listen +8, Spot +13

Languages Sylvan, Wemic

AC 17, touch 17, flat-footed 13; **Dodge**, **Mobility**

(-1 size, +4 Dex, +4 deflection)

Miss Chance 50% (incorporeal)

hp 58 (9 HD)

Immune undead immunities

Fort +3, **Ref** +7, **Will** +7

Speed fly 50 ft. (perfect) (10 squares); **Flyby Attack**

Melee *pridespear* +9 (2d6+2/x3) and 2 **incorporeal touches** +5 each (1d6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** —

Atk Options frightful presence, insanity, roar, powerful charge

Abilities Str —, Dex 18, Con —, Int 8, Wis 13, Cha 14

SQ enduring focus, incorporeal traits, pridespear, skills, undead traits

Feats Alertness^B, Dodge, Flyby Attack, Mobility, Multiattack^B, Track

Skills Hide +0, Listen +8, Move Silently +13, Spot +13, Survival +13

Advancement by character class; **Favored Class** barbarian; see text

Enduring Focus (Su) A pridemane's life force is stored in a focus object called a totem. As long as this object - typically a necklace or bracelet carried by the pridemane - is intact, the pridemane cannot be permanently killed. Unless its totem is destroyed, a pridemane reforms 1d10 days after its apparent death. The totem has the hardness

Pridemane

and hit points of a normal object of its kind. Killing a pridemane in the Gray prevents it from returning from destruction.

Frightful Presence (Su) A pridemane can inspire terror by charging. Creatures within 60 feet of a charging pridemane must succeed on a **DC 16 Will** save or become shaken, remaining in that condition as long as they remain within 60 feet of the pridemane. The save **DC** is **Charisma**-based.

Insanity (Su) A pridemane can cause permanent madness on its foes by entering the space of its target. The target creature must succeed on a **DC 16 Will** save or be affected as though by an *insanity* spell (CL 13th). This ability dissipates the pridemane's body for 24 hours regardless of success. The save **DC** is **Charisma**-based.

Powerful Charge (Ex) When a pridemane charges, it deals an extra 2d6 points of damage with its pridespear if the attack is successful. If the pridemane has the ability to make multiple attacks on a charge, it may apply this extra damage to only one of those attacks.

Pridespear (Su) Carried by pridemanes, these spears are an extension of their force of will. Such a spear is treated as a +2 *ghost touch spear*. The spear can be sundered (it has **hardness** 10 and 20 **hp**), it dissipates in 5 rounds if it leaves the pridemane's grip. However, a pridemane can create a new spear as a **move action**. If the pridemane is destroyed, its spear disappears forever.

Roar (Su) A pridemane can loose a frightening roar every 1d4 rounds. All creatures except pridemanes within 120 feet must succeed on a **DC 16 Will** save or become **frightened**. Those within 30 feet who fail their saves become **panicked**. This is a sonic mind-affecting fear effect. A creature that successfully saves against the roar cannot be affected by the same pridemane's moan for 24 hours. The save **DC** is **Charisma**-based.

A pridemane is a wemic who somehow survived the destruction of their pride by the armies of Tectuktitlay during the Cleansing Wars. After wandering the wastes looking for more of their kin for years or even decades, it eventually died of grief.

Faces of the Forgotten North



Strategies and Tactics

Pridemanes fight very aggressively, using [Flyby Attack](#) and charging as often as possible. A pridemane will use its insanity ability only as a last resort, since it dissipates the pridemane's body.

A pridemane usually doesn't attack anyone unless harassed, or unless a human in the party seems like they might be from Draj, in which case it flies into a murderous frenzy, since the Draj are the descendants of the army that exterminated the wemics.

Sample Encounter

When they do choose to fight, pridemanes usually do so very recklessly, charging into their foes.

Individual (EL 8): A pridemane carefully looking for signs of his pride is caught by surprise. He will instantly attack anyone bearing feathers and colorful headdresses.

Ecology

As undead beings doomed to forever search for their kin, pridemanes do not contribute to the ecology of an area.

Environment: Pridemanes can exist in any environment but are frequently found around the Trembling Plains and Draj, since this is where their largest prides wandered.

Typical Physical Characteristics: A typical pridemane stands about 7 feet tall and 8 feet long, and is weightless, since it's incorporeal.

Alignment: Pridemanes are always neutral evil.

Typical Treasure

Pridemanes do not carry treasure.

Pridemanes With Character Levels

Pridemanes advance by character class, usually as barbarians. However, a few became rangers to help with the search for their long-lost people.

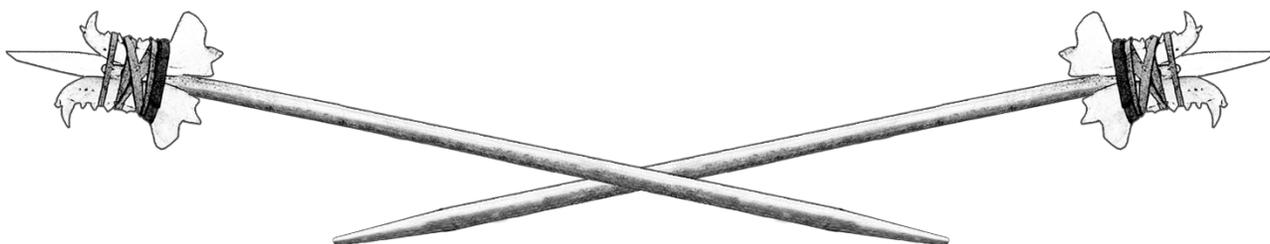
Level Adjustment: +4.

Pridemane Lore

Characters with ranks in [Knowledge \(religion\)](#) can learn more about pridemanes. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
18	This is a pridemane, an undead wemic. This result reveals all undead and incorporeal traits.
23	A pridemane can cause madness in their opponents simply by hurling itself into them. Pridemanes seem to hate anything related to Draj.
28	A pridemane cannot be permanently destroyed while its totem is still intact. They usually carry their totem with them.



Rohorind Raptor

This small, dull-colored animal flies gracefully around the tree canopy. It bears wings both on its upper and lower limbs.

Rohorind Raptor

CR 1/2

Always N Small animal

Init +2; **Senses** low-light vision; **Listen** +4, **Spot** +10

Languages —

AC 14, touch 13, flat-footed 12
(+1 size, +2 Dex, +1 natural)

hp 5 (1 HD)

Fort +3, **Ref** +4, **Will** +2

Speed 10 ft. (2 squares), **fly** 40 ft. (average)

Melee 2 talons +3 (1d4) and **bite** –2 (1d4)

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

Base Atk +0; **Grp** –4

Abilities Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Feats Alertness, Weapon Finesse^B

Skills Hide +6 (+10 in forested or overgrown areas), Listen +4, Move Silently +6, Spot +10

Advancement 2–3 HD (Small)

Skills Rohorind raptors have a +6 racial bonus on Spot checks and a +4 racial bonus on Hide checks made in forested or overgrown areas.

These “birds” of prey are small, feathered reptiles that are distant cousins of erdlus and erdlands and inhabit the Rohorind Forest.

Strategies and Tactics

Rohorind raptors use their wings to drop from trees, to attack or ambush prey on the ground, raking with their powerful talons.

Sample Encounter

Rohorind raptors are most likely to be found while exploring the Rohorind Forest.

Individual (EL 1/2): One flying raptor on the hunt for prey.

Hunting Party (EL 2-8): Rohorind halflings enjoy hunting with their trained raptors. Hunters might be encountered singly or in groups of up to four.

EL 5: Patook (4th-level N male halfling ranger) and his raptor animal companion prowl the woods for prey. Patook uses his raptor to scout the areas ahead in order to prepare an ambush.



Ecology

Rohorind raptors inhabit warm forests, and the only known place where they still exist is the Rohorind Forest, but they could easily adapt to the Forest Ridge. Most Rohorind raptors are nocturnal, actively hunting for prey under cover of darkness. Raptors mostly hunt small mammals, insects, and other smaller birds.

Much of the Rohorind raptor's hunting strategy depends on stealth and surprise. Raptors have at least two adaptations that aid them in achieving stealth. First, the dull coloration of a raptor's feathers renders them almost invisible under certain conditions. Secondly, the raptor's remiges, or flight feathers, have fluffy trailing edges, muffling the raptor's wing beats and allowing its flight to be practically silent.

Once prey has been captured, the raptor's sharp beak and powerful talons allow it to tear the food to pieces before eating.

Raptor eggs are white and nearly spherical, and are laid up to a dozen at a time. Their nests are crudely built and may be in trees, underground burrows, or caves.

Environment: Rohorind raptors are usually found in warm forests, which they usually share with halflings.

Typical Physical Characteristics: A typical Rohorind raptor is about 2 1/2 feet long and has a wingspan of about 6 feet, weighing 5 pounds.

Most Rohorind raptors possess more primitive wings than birds, featuring bat-like wings with claws protruding from the leading edge, and sporting long flight feathers on their feet as well as their forelimbs. Their bodies have a thick covering of feathers, with a diamond-shaped fan on

the end of the tail, to provide additional stability during flight.

Alignment: As an animal, a Rohorind raptor is always neutral.

Typical Treasure

Rohorind raptors do not collect treasure, but their feathers are prized by the Rohorind halflings as decoration items, and earn up to 25 bits for an adult raptor, perhaps even more during the mating season, when their feathers take on bright, beautiful colors.

If found with halflings, use the normal treasure for a halfling encounter of the appropriate level.

For Players Characters

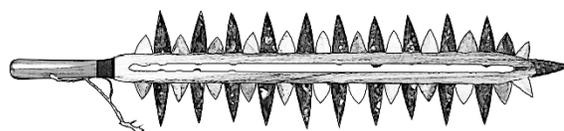
Rohorind raptors may be treated as an alternative starting animal companion for Trembling Plains characters. Halfling rangers sometimes use them to help hunt their victims.

Rohorind Raptor Lore

Characters with ranks in **Knowledge (nature)** can learn more about Rohorind raptors. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
12	This is a Rohorind raptor, a small bird of prey. This result reveals all animal traits.
17	Rohorind raptors are excellent gliders, and are able to silently ambush their prey from above.
22	Rohorind raptors are distant cousins of erdlus and erdlands, and were perhaps one of the first Athasian creatures to develop flight.



Ruve

As detailed in *Terrors of Athas*, ruves are good-aligned psionic dogs, and many packs roam the Trembling Plains.

Ruve

The sandy-brown-furred wild dog stares intently at you, displaying an alertness well beyond that of a normal hound — its movements suggest it is far more intelligent.

Ruve

CR 3

Always LG Small magical beast (psionic)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Listen** +6, **Spot** +6

Languages understands **Common**

AC 18, **touch** 16, **flat-footed** 13

(+1 size, +5 Dex, +2 natural)

hp 38 (4 HD)

Fort +8, **Ref** +9, **Will** +4

Speed 30 ft. (6 squares)

Melee bite +5 (1d6)

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

Base Atk +4; **Grp** +0

Psi-Like Abilities (ML 9th):

At will - *conceal thoughts* (DC 14), *detect hostile intent*, *detect psionics*, *mindlink* (up to five unwilling targets, DC 14*), *read thoughts* (DC 15)



3/day - *concussion blast* (3d6, two targets*), *control body* (DC 17), *control flames*, *control sound*, *metaconcert*, *mind*

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probe (DC 18), *psionic dimensional anchor*, *psionic teleport*, *telekinetic force* (DC 16), *telekinetic thrust* (DC 16), *telepathic projection* (DC 14)

*Includes augmentation for the ruve's manifester level.

Abilities Str 11, Dex 21, Con 18, Int 18, Wis 16, Cha 17

Feats Alertness, Improved Initiative

Skills Appraise +8, Balance +9, Bluff +7, Concentration +11, Diplomacy +7, Gather Information +7, Hide +9, Knowledge (psionics) +9, Listen +6, Sense Motive +7, Spot +6, Survival +4

Advancement 5–8 HD (Medium); 9–12 HD (Large)

Strategies and Tactics

Ruves prefer to use psionics in combat, since they consider natural weapons beneath them, only biting when they feel there is no other option. Ruves travel and fight in well-coordinated packs, using complex tactics and strategies to put opponents into disadvantageous positions.

Ruve Pack Leader

This sandy-brown-furred, wild dog is about the size of a domestic kank.

Ruve Pack Leader

CR 5

Always LG Medium magical beast (psionic)

Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +10

Languages understands Common

AC 16, touch 14, flat-footed 12

(+4 Dex, +2 natural)

hp 84 (8 HD)

Fort +12, **Ref** +10, **Will** +4

Speed 30 ft. (6 squares)

Melee bite +8/+3 (1d6+2)

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

Base Atk +8; **Grp** +10

Psi-Like Abilities (ML 9th):

At will - *conceal thoughts* (DC 15), *detect hostile intent*, *detect psionics*, *mindlink* (up to five unwilling targets, DC 14*), *read thoughts* (DC 16)

3/day - *concussion blast* (3d6, two targets*), *control body* (DC 18), *control flames*, *control sound*, *metaconcert*, *mind probe* (DC 19), *psionic dimensional anchor*, *psionic teleport*, *telekinetic force* (DC 17), *telekinetic thrust* (DC 15), *telepathic projection* (DC 15)

*Includes augmentation for the ruve's manifester level.

Abilities Str 15, Dex 19, Con 20, Int 18, Wis 16, Cha 18

Feats Alertness, Improved Initiative, Wastelander

Skills Appraise +8, Balance +9, Bluff +12, Concentration +16, Diplomacy +12, Gather Information +8, Hide +4, Knowledge (psionics) +13, Listen +6, Sense Motive +11, Spot +10, Survival +6

Advancement 9–12 HD (Large)

Strategies and Tactics

The ruve pack leader acts as the commander of a pack, using *mindlink* to coordinate attacks, *concussion blast* to dispatch minor foes, and *control body* on the largest enemy present.

Sample Encounters

Ruve sygra-herders are commonly encountered in the Trembling Plains.

Ruve Herding Party (EL 11): A group of ten ruve and a pack leader herd a flock of fifteen sygra.

Ruve Hunting Party (EL 9): A group of eight ruve is looking for Eldaarish refugees and game. They will try to stay away from larger groups, but will not hesitate to approach if they sense a powerful psionist in the area.

Creatures and Allies

Dimlanders: 25% of ruve herding parties will own 1d4 human slaves, usually Eldaarish refugees who cannot even find themselves humanoid masters.

Sygras (*ToA*, pg 184): Ruve usually herd flocks of sygra.

Society

In the past, some ruve took slaves on out of pity. While it is useful to have a slave with hands and fingers, the ruve are unaccustomed to the difficulty and expense of negotiating for blankets for these unfortunate unfurred creatures. In recent years, a growing number of ruve packs have taken on Eldaarish refugee slaves, out of a bargain that they've made with Kurn and House Azeth: the ruve help blunt the unwieldy influx of refugees, and - more importantly - help to screen out some Savak spies.

Environment: Ruves prefer to dwell in warm and dry climates, but are adapted to live in almost all kinds of terrain and weather.

Typical Physical Characteristics: A typical ruve is about 3 to 4 feet in height and weighs around 40 pounds.

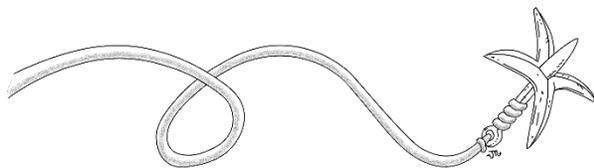
Alignment: Ruve are always lawful good.

Typical Treasure

Ruve do not collect treasure. Their slaves and herds of sygra are valuable, however.

Ruve Lore

Characters with ranks in **Knowledge (psionics)** can learn more about ruves. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.



Knowledge (Psionics)

DC Result

- 18 This is a ruve, a psionic canine creature. This result reveals all magic beast traits and the psionic subtype.
- 23 Although they exist in many other places on Athas, ruve are common in the Trembling Plains because game and pasture for herds are plentiful.
- 28 House Azeth and Kurn's Green Brothers have sent ambassadors to some of the ruve packs, and particularly to the ruve packs that started taking on Eldaarish refugees as slaves.

Scorched Drummer

This big, bipedal creature is about twice as tall as a human. It has long arms and legs, charred and blackened flesh, and seems to be holding a massive drum.

Scorched Drummer

CR 6

Always NE Large undead (fire)

Init +2; **Senses** darkvision 120 ft., scent; **Listen** +3, **Spot** +6

Languages Giant

AC 16, touch 11, flat-footed 14

(-1 size, +2 Dex, +5 natural)

hp 51 (6 HD); reborn of fire

Immune fire; undead immunities

Fort +11, **Ref** +4, **Will** +3

Weakness light sensitivity, vulnerability to cold

Speed 30 ft. (6 squares)

Melee 2 claws +9 each (1d6+6) and bite +4 (1d6+3)

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

Base Atk +4; **Grp** +14

Atk Options rend 2d6+9

Special Actions summon drummer

Abilities Str 23, Dex 14, Con —, Int 10, Wis 9, Cha 8

SQ drummer, Gray toughness 2, undead traits

Feats Alertness, Iron Will, Track

Skills Hide +6, Listen +8, Move Silently +6, Perform (drums) +4, Survival +2, Spot +8

Advancement 7-10 HD (Large), 11-18 HD (Huge)

Possessions drum

Bound to Area (Su) drummers cannot leave the site of their death without weakening their connection to the Gray. Each day a drummer is away, they gain a **negative level**. When a drummer's **negative levels** equal 6, it's destroyed. If it returns, the scorched drummer recovers 1 **negative level** per day.

Light Sensitivity (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a scorched drummer for 1 round. On subsequent rounds, they are **dazzled** as long as they remain in the affected area.

Reborn of Fire (Ex) Scorched drummers take no damage from fire. Instead, any fire attack used against a drummer temporarily grants it 5 **temporary hit points**. These hit points stack with each other, but they fade after 1 hour.

Rend (Ex) If a scorched drummer hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Skills (Ex) Scorched drummers gain a +4 racial bonus on **Listen**, **Move Silently**, and **Spot** checks. They also gain a +8 racial bonus on **Hide** checks.

Summon Drummer (Su) A scorched drummer can summon others of its kind by constantly drumming. For every round it drums, there is a 5% cumulative chance another scorched drummer will answer its summons. This sound is very loud and can be heard up to 1 mile away.

Scorched drummers are trolls that were killed by either Myron or Hamanu, the Troll Scorchers, through the "fire eyes" method that Rajaat gave to them. The "fire eyes" death burned the trolls from the inside out and caused fire to come out their eye sockets as they died.

Trolls worshiped the sun, and the anguish of dying to something sun-like was enough to create powerful undead creatures.

Strategies and Tactics

Drummers are usually at rest within their caves, and only one thing awakens them: humans on troll lands. Half-elves, muls, and half-giants are human as far as scorched drummers are concerned. A "sleeping" scorched drummer who makes a **Listen** check (with a -10 penalty) comes back from its stupor, and if the creature is carrying an open source of flame, the drummer receives a +2 bonus on its check.

Sample Encounter

Scorched drummers are bound to the area of their deaths, and are aroused by the presence of humans, half-elves, muls, or other creatures with some human blood.

Individual (EL 6): A scorched drummer detects the presence of humanoids in an area and starts stalking them until it finds their camp. It will then use its summon drummer ability until it has raised enough other drummers to wipe out the party, or until the party comes and confronts the drummer.

Ecology

As undead creatures that haunt the areas of their deaths, scorched drummers have little effect on the ecology, other than preventing human settlement.

Environment: Scorched drummers can only be found near the sites of ancient Cleansing War battles. This includes some, but not all, troll ruins.

Typical Physical Characteristics: A typical scorched drummer stands about 8 and 10 feet tall and weighs around 550 pounds.

Alignment: A scorched drummer is always neutral evil. It slays anyone with human blood, and will not hesitate to harm any other creature that gets in the way, but prefers to

let non-humans live to tell a harrowing tale of what happens to those that associate with humans.

Typical Treasure

Scorched drummers do not collect treasure, but there is a 20% chance that a scorched drummer's lair contains some coins, goods, and items left over from its victims. Roll separately for the type of treasure.

Scorched Drummer Lore

Characters with ranks in **Knowledge (religion)** can learn more about scorched drummers. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
16	This is a scorched drummer, an undead creature. This result reveals all undead traits.
21	Scorched drummers are trolls that died during the Cleansing Wars from fire attacks. Because of this, they are immune to fire.
26	Scorched drummers can use their drums to call out every drummer nearby. They hate humans and their descendants.

Spirit of the Land

Spirits of the land are the consciousnesses of the living land, usually that of a geographical feature such as a mountain, group of hills, rock formation, hot spring, riverbed, oasis, or even winds or a section of sky. Spirits of the land grant spells to druids in order to win their allegiance, and occasionally form a relationship with a local grove master. A spirit of the land cannot be physically attacked unless it manifests its elemental form.

An elemental manifestation of a spirit of the land is the physical embodiment of the land, appearing in very rare circumstances. Generally, a spirit of the land only takes form in a desperate situation, such as when someone wreaks great destruction in their land or when the spirit of the land desires a mouthpiece in order to converse with a powerful creature, such as an avangion. Some ancient tomes refer to the physical manifestations as the "Land's Avatar," but most Athasians today refer to the elemental manifestation as the "Spirit of the Land," and do not distinguish the physical manifestation from its normal formless state.

Spirit of Tembo's Teeth

A mass of pale jagged stones, dirt, and bits of vegetation emerges from the ground and the canyon wall in front of you, forming a huge, roughly humanoid form.

Spirit of Tembo's Teeth

CR 25

LN Huge fey (earth)

Init +1; **Senses** low-light vision; **Listen** +30, **Spot** +30

Languages Auran, Druidic, Ignan, Sylvan; telepathy

AC 24, touch 9, flat-footed 23; **Dodge**, **Mobility**
(-2 size, +1 Dex, +15 natural)

Immune sonic

hp 283 (21 HD); **fast healing** 10

SR 34, **PR** 34

Fort +22, **Ref** +17, **Will** +18

Speed 40 ft. (8 squares)

Melee +19 slam (2d6+1d6+10)

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

Base Atk +11; **Grp** +29

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Atk Options earth mastery, Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*earthquake*)

Special Actions dissipate

Spell-like Abilities (CL 21th):

At will—*daylight*, *defiler scent*, *faerie fire*, *flaming sphere* (DC 19), *heat metal*, *gust of wind* (DC 20), *searing light*

3/day—*allegiance of the land*, *elemental strike* (acid only) (DC 21),

1/day—*control weather*, *control winds*, *elemental storm* (acid only) (DC 24), *earthquake* (DC 28).

Abilities Str 30, Dex 13, Con 30, Int 20, Wis 23, Cha 25

SQ wild empathy +34 (+30 magical beasts)

Epic Feats Epic Reflexes

Feats Cleave, Combat Expertise^B, Dodge^B, Great Cleave, Improved Bull Rush, Improved Sunder, Mobility, Power Attack^B, Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*earthquake*)

Skills Concentration +34, Diplomacy +33, Hide +17, Intimidate +33, Knowledge (geography) +29, Knowledge (nature) +29, Listen +30, Sense Motive +30, Spellcraft +29, Spot +30, Survival +30 (+32 following tracks/in aboveground natural environments/to keep from getting lost)

Earth Mastery (Ex) The Spirit of Tembo's Teeth gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the Spirit of Tembo's Teeth takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Elemental Burst (Ex) Each time that a spirit of the land physically attacks an opponent, it inflicts extra elemental damage with its attacks. The Spirit of Tembo's Teeth deals an extra 1d6 points of acid damage with its attacks and an additional 1d10 points of acid damage on a successful critical hit.

Dissipate (Su) So long as it has one or more hit points and otherwise has control of its own actions, a spirit of the land can abandon its corporeal form and return to its formless state.

Telepathy (Su) A spirit of the land can communicate telepathically with any creature within its lands that has a language.

Wild Empathy (Ex) This ability works like the druid's wild empathy class feature, except that the Spirit has a +6 racial bonus on the check.

Tembo's Teeth is a region of badlands southeast of the Trembling Plains and north of the Tyr Region. Millennia ago, what used to be a solid mountainous area dried out and eroded, with cracks and canyons dividing the remaining portions of the mountain into jagged toothlike spires. Like most other spirits of the land, the Spirit of Tembo's Teeth has no memory of how the land used to be, but seeks to preserve it as it is. An activity that threatens to dry the land further, such as lighting whole canyons on fire or extreme widespread defiling, will eventually rouse the wrath of the land.



Formless State

Your druid's instinct tells you that there is an awareness in the land.

In its normal "formless" state, a spirit of the land retains its known languages, intelligence, wisdom and charisma, and gains the ability to communicate telepathically with any creature in the land. The spirit's other abilities are drastically changed while in its formless state. While formless, a spirit cannot directly attack or be attacked, because its physical form is the land itself. This quality essentially makes it immune to all melee and missile attacks, and to any spells or magic which target an individual or an area. While the spirit of the land is in its formless state, make the following changes to its statistics:

Colossal fey

Senses all-around vision, darkvision, low-light vision; Listen +30, Spot +30

Languages telepathy within lands

Immune all attacks (see below)

Speed 0 ft. (0 squares)

Space [extent of land]; **Reach** —

Special Actions elemental manifestation

Spell-like Abilities (CL 21th):

At will—*defiler scent*, *darkness*, *call lightning*, *eye of the storm*, *fog cloud*, *quench*, *wind wall*, *dimensional anchor*

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3/day—*allegiance of the land*, *control tides*, *control water*, *solid fog*

1/day—*control weather*, *control winds*, *dream*, *reality anchor*, *wild lands*

Abilities Str —, Dex —, Con —, Int 20, Wis 23, Cha 25

SQ diffuse

Skills Concentration +31, Diplomacy +33, Hide +16, Intimidate +33, Knowledge (geography) +29, Knowledge (nature) +29, Listen +30, Search +9, Sense Motive +30, Spellcraft +29, Spot +34, Survival +30 (+30 following tracks/in aboveground natural environments/to keep from getting lost)

All-Around Vision (Ex) Because a spirit of the land in its formless state is composed of the terrain surrounding it, it can see in any direction, bestowing a +4 racial bonus on Spot and Search checks.

Diffuse and formless (Su) Because a spirit of the land is normally composed of the terrain surrounding it, it cannot be attacked directly unless it manifests its elemental form. In its normal formless and diffuse state, a spirit of the land cannot be directly attacked, although it will suffer and die if its land is destroyed.

Elemental Manifestation (Su) At will, a spirit of the land can assume a corporeal form, made from the predominant elements of its land. Each spirit of the land has a specific and unique elemental manifestation, and each time it manifests, the manifestation is treated like a separate creature. Should a spirit of the land's elemental manifestation be destroyed, the physical form dissipates and the spirit must wait 24 hours before it can manifest itself again, or use any of its spell-like abilities, including the granting of spells.

Strategies and Tactics

Spirits of the land usually ally themselves with druids, to whom they grant their powers in order to protect their land. They typically manifest their elemental form only in violent situations, such as when someone wreaks great destruction in their land or defiles a key patch of land.

Sample Encounter

While loosely aware of everything that occurs within its lands, a spirit of the land rarely interacts with beings within its land. Its perceptions and abilities, including telepathy, do not extend beyond the bounds of its land.

Individual (EL 1): The local spirit of the land (in its formless state) torments a party with scorchingly hot or otherwise unpleasant weather after a party member indiscriminately destroys a particular patch of fertile soil in the land with defiling magic.

Individual (EL 5+): Angry with a party's indiscriminate destruction of plants or animals within its land, the local spirit of the land (in its formless state) uses its *dream* spell-like

ability to alert predators or bandits of the group's location and persuade them that the group is an attractive target.

Individual (EL 14): Curious about the intentions of powerful newcomers to its lands, the local spirit of the land (in its formless state) telepathically requests a servant (half-elf druid 10/grove master 4) to assess the party's intentions.

Individual (EL 25): A spirit of the land manifests its physical form in response to someone indiscriminately destroying a key feature of the land, e.g. destroying a particular patch of fertile soil with defiling magic.

Ecology

Spirits of the land have no biological needs, do not age, and do not reproduce. So long as the area they dwell in thrives, they survive. When assuming corporeal form, they do not remain in their elemental manifestations for very long.

Environment: Normally, a spirit of the land is its own environment. Until they manifest themselves in corporeal form, they literally have no form other than the land itself.

Typical Physical Characteristics: A spirit of the land is simply a consciousness in the land, and has no physical characteristics until it takes physical form. The elemental manifestation of a spirit of the land takes on the characteristics of the terrain that it embodies.

Alignment: A spirit of the land's alignment is usually neutral, since it seems to follow the laws of nature. However, some could become good or evil depending on the treatment and influence they received during their long existences.

Society

Unless events or creatures in other lands pose a threat to the land, a spirit of the land has little interest in others of its kind, or in other lands. A spirit only takes an interest in creatures and plants that have lived in the land for generations, and that have, in the spirit's view, become "part of the land."

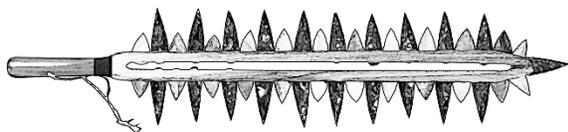
Generally, the spirits of the land are so diffuse, due to their huge areas of responsibility, that full-blown manifestations are rare, unless a very significant nature-affecting event is taking place. Chronicles speak of the gigantic finned beast that shattered South Guard's walls and consumed hundreds, several King's Ages past, when the Shtas attempted to dig a moat around South Guard during Windflood. The effort has not been repeated.

Faces of the Forgotten North

With rare exceptions, such as the Spirit of Urik, which is said to recognize the people of Urik as part of the land, spirits of the land do not speak Common or other humanoid languages.

Spirits of the Land Lore

Characters with ranks in **Knowledge (geography)** or **Knowledge (nature)** can learn more about manifested spirits of the land. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.



Knowledge (Geography or Nature)

DC Result

- 15 [If interacting with a spirit of the land in “formless” state] This supernatural effect could have been caused by the local spirit of the land, a living embodiment of the land.
- [If encountering the spirit’s physical manifestation] This creature seems to be made of the surrounding environment.
- 20 This creature is a spirit of the land, a living embodiment of the land. A spirit of the land grants spells to druids, and to a lesser extent, rangers. A spirit of the land generally has power over the weather, and sometimes communicates telepathically or through dreams with creatures in the land, but cannot attack physically or be attacked unless it manifests its form.
- 25 [This result provides the name and geographical boundaries associated with the particular spirit of the land].
- 30 Destroying a spirit of the land in its manifested form does not destroy the creature permanently. This result provides a semicomplete list (roughly 75% accurate) of the spell-like abilities of the spirit of the land’s manifested form.

Spirits of the Trembling Plains

An unusual situation occurs in the Trembling Plains, where five spirits of the land divide up their dominion of the vast Trembling Plains region by *season* rather than by geographical boundaries. While other spirits of the land tend to dominate a smaller area, the Trembling Plains are dominated by five separate spirits known as Coldnights, Flamesky, Fruitbirth, Ral’s Rest, and Windflood. Each of the five spirits of the Trembling Plains embodies the land in one particular season – the spirit named Windflood dominates the Windflood season, the spirit named Coldnights dominates the Coldnights season, and so on. Druids and Kurnan sages cannot agree whether the sharply distinct seasons of the Trembling Plains exist because of the influence of the five spirits, or vice versa. The elemental manifestations of these spirits are described below:

Coldnights

A scarab the size of a mekillot gazes at you with pale blue luminous eyes. It blinks, and the eyes switch to a red malevolent glow uncannily reminiscent of the sun.

Coldnights

CR 25

N Gargantuan fey (cold, fire)

Init +1; **Senses** low-light vision, scent; **Listen** +32, **Spot** +32

Languages Auran, Druidic, Ignan, Sylvan

AC 26, touch 7, flat-footed 25; **Dodge**, **Mobility**

(-4 size, +1 **Dex**, +19 natural)

hp 283 (21 HD); fast healing 10

SR 34, **PR** 34

Fort +22, **Ref** +17, **Will** +20

Speed 30 ft. (6 squares)

Melee 2 slams +17 (3d6+6 plus 2d6 cold or fire damage)

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

Base Atk +11; **Grp** +29

Atk Options **Quicken Spell-like Ability** (*elemental strike*), **Quicken Spell-like Ability** (*ice storm*)

Special Actions dissipate

Spell-like Abilities (CL 21th):

At will - *chill metal*, *darkness*, *defiler scent*, *eye of the storm*, *fire shield*, *fog cloud*, *heat metal*, *quench*, *sleet storm*

3/day - *allegiance of the land*, *cone of cold* (DC 23), *elemental strike* (cold and fire only) (DC 21), *ice storm*, *sunbeam* (DC 24), *wall of ice* (DC 21)

1/day - *control weather*, *elemental storm* (cold and fire only) (DC 24), *sunburst* (DC 25)

Abilities Str 30, Dex 13, Con 30, Int 20, Wis 27, Cha 25

SQ wild empathy +34 (+30 magical beasts)

Epic Feats Epic Reflexes

Feats Cleave, **Combat Expertise**^B, **Dodge**^B, **Great Cleave**, **Improved Bull Rush**, **Improved Sunder**, **Mobility**, **Power Attack**^B, **Quicken Spell-like Ability** (*elemental strike*), **Quicken Spell-like Ability** (*ice storm*)

Skills **Concentration** +34, **Diplomacy** +33, **Hide** +13, **Intimidate** +33, **Knowledge (geography)** +29, **Knowledge (nature)** +29, **Listen** +32, **Sense Motive** +32, **Spellcraft** +29, **Spot** +32, **Survival** +32 (+34 following tracks/in aboveground natural environments/to keep from getting lost)

Breath Weapon (Su) 30-foot cone, once per hour, damage 15d6 cold or fire, Reflex DC 30 half. The save DC is Constitution-based.

Dissipate So long as it has one or more hit points and otherwise has control of its own actions, Coldnights can abandon its corporeal form and return to its normal state as a formless spirit of the land.

Elemental Burst (Ex) Each time that Coldnights physically attacks an opponent, it inflicts an extra 2d6 points of either cold or fire damage (50% chance for each) with its attacks and an additional 1d10 points of cold or fire damage on a successful critical hit.

Skin of Ice and Fire Creatures attacking Coldnights with natural weapons or unarmed attacks take 1d6 cold or fire damage (50% chance for each).

Wild Empathy (Ex) This ability works like the druid's wild empathy class feature, except that Coldnights has a +6 racial bonus on the check.

Coldnights appears as a giant beetle colored with streaks of blue and red.

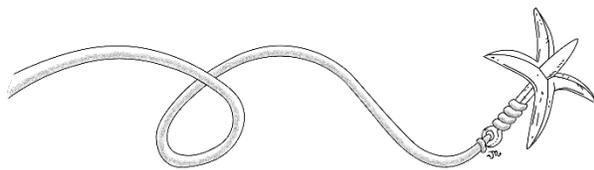
Sample Encounter

Coldnights can only be encountered in the Trembling Plains area during the Coldnights season, a time when hot days and frigid nights kill off the more fragile plants in the Trembling Plains. (See *Lost Cities of the Trembling Plains* for a detailed description of the Coldnights season.)

Individual (EL 25): Coldnights makes an appearance in order to thwart an attempt to plough a significant section of the Trembling Plains, to plant an orchard, or to otherwise create fields of "tame plants" in the Trembling Plains.

Strategies and Tactics

Unless attacked, or unless it sees someone use defiling magic in front of it, Coldnights generally keeps an eye on sentient creatures while it devours plants and vegetation. In combat, Coldnights focuses attacks on spellcasters first, and will take a round to chew and swallow fallen defilers before turning to other attackers.



Flamesky

A swarm of dazzling points of light on rainbow gossamer wings slides over the scrub brush.

Flamesky

CR 25

CN Gargantuan fey (air, fire)

Init +11; **Senses** low-light vision; Listen +34, Spot +34

Languages Auran, Druidic, Ignan, Sylvan

AC 24, touch 24, flat-footed 13; Dodge, Mobility

(-4 size, +11 Dex, +7 deflection)

hp 283 (21 HD); fast healing 10

SR 34, **PR** 34

Fort +22, **Ref** +27, **Will** +22

Speed fly 60 ft. (perfect) (12 squares)

Melee 2 slams +18 each (2d6 plus 1d6 fire)

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

Base Atk +11; **Grp** +18

Atk Options air mastery, engulf, Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*prismatic wall*), Spring Attack

Special Actions dissipate

Spell-like Abilities (CL 21th):

At will - *daylight*, *defiler scent*, *faerie fire*, *flaming sphere* (DC 19), *heat metal*, *gust of wind* (DC 20), *searing light*

3/day - *allegiance of the land*, *elemental strike* (fire only) (DC 21), *sunbeam* (DC 24), *prismatic wall* (DC 25)

1/day - *control weather*, *control winds*, *elemental storm* (fire only) (DC 24), *incendiary cloud* (DC 25), *sunburst* (DC 25)

Abilities Str 1, Dex 33, Con 30, Int 20, Wis 31, Cha 25

SQ wild empathy +28 (+24 magical beasts)

Epic Feats Epic Reflexes

Feats Cleave^B, Combat Expertise, Dodge, Great Cleave^B, Mobility, Power Attack^B, Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*prismatic wall*), Spring Attack, Weapon Finesse

Skills Concentration +34, Diplomacy +33, Hide +23, Intimidate +33, Knowledge (geography) +29, Knowledge (nature) +29, Listen +34, Sense Motive +34, Spellcraft +29, Spot +34, Survival +34 (+36 following tracks/in aboveground natural environments/to keep from getting lost)

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against Flamesky.

Blazing Aura (Ex) As a standard action, Flamesky can raise a searing, luminous aura centered on itself in a 30-foot radius. The aura lasts as long as Flamesky concentrates and casts light within its radius and shadowy light an equal distance beyond its radius. Anyone within the aura must succeed on a DC 27 **Fortitude** save or take 1d4 points of fire damage per round from the intense heat. The save DC is Charisma-based.

Dissipate As Coldnights.

Elemental Burst (Ex) Each time that Flamesky physically attacks an opponent, it inflicts an extra 1d6 points of fire damage with its attacks and an additional 1d10 points of fire damage on a successful critical hit.

Engulf (Ex) Flamesky can flow around creatures that fit within its space as a standard action. It cannot make a slam

attack during a round in which it engulfs. It merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against Flamesky, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 31 **Reflex** save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as Flamesky moves forward. Engulfed creatures are considered to be grappled and suffer the effects of suffocation and Flamesky's Blazing Aura (see above). The save DC is **Dexterity**-based.

Quench Plants The heat from Flamesky's body and magical attacks does not affect living plants or dead vegetable matter.

Wild Empathy (Ex) As Coldnights.

Flamesky appears as a random group of dazzling pinpoints of light, surrounded by a cloud of tiny insects with shimmering gossamer wings. During the heat of the day, it can be mistaken for a mirage; in the evening, it can be mistaken for a prairie fire, but Flamesky's presence and magical heat and flame attacks curiously do not set plants or other vegetable matter afire. Travelers have reported finding human bodies burnt to ash, but wrapped in intact hemp clothing.

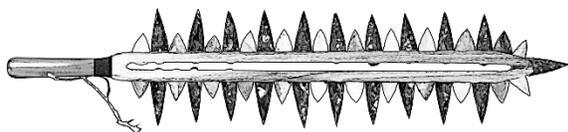
Sample Encounter

Flamesky can only be encountered in the Trembling Plains area during the Flamesky season, a time when the scorching sun dries the mud and greenery of the Trembling Plains. (See *Lost Cities of the Trembling Plains* for a detailed description of the Flamesky season).

Individual (EL 25): Flamesky appears in response to a slow-moving, heavily armored group, curious if killing a few of them will make the other ones move faster.

Strategies and Tactics

Flamesky prefers to appear during the glare of a scorching day, when travelers are most likely to mistake it for a mirage or a prairie fire.



Fruitbirth

Lightning crackles across the brown scales of this stout mekillot.

Fruitbirth

CR 25

N Gargantuan fey (air, earth)

Init +1; **Senses** low-light vision; **Listen** +34, **Spot** +34

Languages Auran, Druidic, Sylvan, Terran

AC 24, touch 7, flat-footed 23; **Dodge**, **Mobility**

(-4 size, +1 Dex, +17 natural)

hp 283 (21 HD); **fast healing** 10

Resist SR 34, PR 34; **stability** (+8 against bull rush or trip)

Fort +26, **Ref** +13, **Will** +22

Speed 30 ft. (6 squares)

Melee 2 slams +21 each (2d8+14)

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

Base Atk +11; **Grp** +37

Atk Options **Quicken Spell-like Ability** (*control winds*), **Quicken Spell-like Ability** (*elemental strike*)

Special Actions dissipate

Spell-like Abilities (CL 21th):

At will - *create food and water*, *defiler scent*, *nurturing seeds*, *plant renewal*, *soften earth and stone*, *wind wall*

3/day - *allegiance of the land*, *elemental strike* (acid and electricity only) (DC 21), *move earth*, *rejuvenate*, *spike stones* (DC 21), *stone shape*, *summon nature's ally VI*

1/day - *control weather*, *control winds*, *elemental storm* (acid and electricity only) (DC 24), *earthquake*, *sirocco*, *whirlwind*

Abilities Str 39, Dex 13, Con 30, Int 20, Wis 31, Cha 25

SQ wild empathy +34 (+30 magical beasts)

Epic Feats Epic Fortitude

Feats Cleave, Combat Expertise^B, Dodge^B, Great Cleave, Improved Bull Rush, Improved Sunder, Mobility, Power Attack^B, **Quicken Spell-like Ability** (*control weather*), **Quicken Spell-like Ability** (*elemental strike*)

Skills Concentration +34, Diplomacy +33, Hide +13, Intimidate +33, Knowledge (geography) +29, Knowledge (nature) +29, Listen +34, Sense Motive +34, Spellcraft +29, Spot +34, Survival +34 (+36 following tracks/in aboveground natural environments/to keep from getting lost)

Dissipate As Coldnights.

Earth Mastery (Ex) Fruitbirth gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, Fruitbirth takes a -4 penalty on attack and damage rolls.

Earth's Might (Ex) Fruitbirth's slam attacks are treated as adamantine, cold iron, and epic for the purposes of overcoming damage reduction.

Elemental Burst (Ex) Each time that Fruitbirth physically attacks an opponent, it inflicts an extra 1d6 points of electricity damage with its attacks and an additional 1d10 points of electricity damage on a successful critical hit.

Push (Ex) Fruitbirth can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to Fruitbirth's opposed Strength checks.

Faces of the Forgotten North

Stability Fruitbirth is exceptionally stable on its feet. It gains a +8 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Wild Empathy (Ex) As Coldnights.

Fruitbirth appears as an enormous mekillot. Travelers have reported seeing Fruitbirth leading a mekillot stampede during a lightning storm. Of all the spirits of the Trembling Plains, Fruitbirth is the spirit most often reported, although it is possible that in the chaos of a lightning storm and a mekillot stampede, a great mekillot might be mistaken for the Fruitbirth spirit.

Sample Encounter

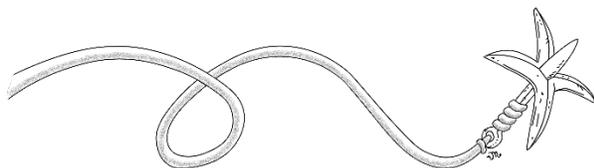
Fruitbirth can only be encountered in the Trembling Plains area during the Fruitbirth season, a time when lightning and windstorms overshadow the flowering shrub bushes of the Trembling Plains. (See *Lost Cities of the Trembling Plains* for a detailed description of the Fruitbirth season).

Individual (EL 25): Fruitbirth appears to assault a large group of humanoids with strong winds and lightning. Fruitbirth's main goal is to harass and scatter the humanoids, but will gladly kill a few with well-placed lightning strikes.

Stampede (EL 26): Fruitbirth leads a stampede of mekillots (6 stampedes worth) to trample a new permanent settlement that is currently under construction in the Trembling Plains.

Strategies and Tactics

In combat, Fruitbirth focuses attacks on the largest standing opponent, while its mekillot followers trample the others.



Ral's Rest

A roiling cloud of smoke and embers rolls towards you between burning scrub bushes.

Ral's Rest

CR 25

N Gargantuan fey (air, fire)

Init +10; **Senses** low-light vision; **Listen** +31, **Spot** +31

Languages Auran, Druidic, Ignan, Sylvan

Aura heat (20 ft.; DC 30)

AC 23, touch 23, flat-footed 13; **Dodge**, **Mobility**
(-4 size, +10 Dex, +7 deflection)

hp 283 (21 HD); **fast healing** 10

SR 34, **PR** 34

Fort +22, **Ref** +22, **Will** +22

Speed fly 60 ft. (perfect) (12 squares)

Melee 2 slams +17 each (2d6 plus 1d6 fire)

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

Base Atk +11; **Grp** +18

Atk Options air mastery, Combat Reflexes, engulf, Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*elemental strike*), Spring Attack, Whirlwind Attack

Special Actions dissipate

Spell-like Abilities (CL 21th):

At will - *daylight*, *defiler scent*, *faerie fire*, *flaming sphere* (DC 19), *fire shield* (hot flames version only), *fog cloud*, *heat metal*, *lightning bolt* (DC 20), *produce flame*, *searing light*

3/day - *allegiance of the land*, *elemental strike* (fire only) (DC 21), *sunbeam* (DC 24), *wall of fire*

1/day - *control winds*, *elemental storm* (fire only) (DC 24), *glass storm* (DC 24), *incendiary cloud* (DC 25)

Abilities Str 1, Dex 31, Con 30, Int 20, Wis 25, Cha 25

SQ wild empathy +28 (+24 magical beasts)

Epic Feats Blinding Speed

Feats Combat Expertise, Combat Reflexes^B, Dodge, Great Cleave^B, Mobility, Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*elemental strike*), Spring Attack, Weapon Finesse, Whirlwind Attack^B

Skills Concentration +34, Diplomacy +33, Hide +23, Intimidate +33, Knowledge (geography) +29, Knowledge (nature) +29, Listen +31, Sense Motive +31, Spellcraft +29, Spot +31, Survival +31 (+33 following tracks/in aboveground natural environments/to keep from getting lost)

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against Ral's Rest.

Dissipate As Coldnights.

Elemental Burst (Ex) Each time that Ral's Rest physically attacks an opponent, it inflicts an extra 1d6 points of fire damage with its attacks and an additional 1d10 points of fire damage on a successful critical hit.

Engulf (Ex) Ral's Rest can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. It merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against Ral's Rest, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 31 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as Ral's Rest moves forward. Engulfed creatures are considered to be grappled and suffer the effects of suffocation and Ral's Rest's Heat Aura (see above). The save DC is Dexterity-based.

Faces of the Forgotten North

Heat Aura (Ex) At the end of each of their turns, creatures within 20 feet of Ral's Rest must succeed on a DC 30 Fortitude save or be fatigued. A successful save negates the effect. A fatigued creature that fails its save is exhausted. The fatigued and exhausted conditions end 1 minute after leaving the aura's area of effect. The DC is Constitution-based.

Wild Empathy (Ex) As Coldnights.

Ral's Rest appears as a burning cloud of dark smoke, dotted with red glowing embers. The few travelers that have seen this spirit report that it appeared during a prairie fire.

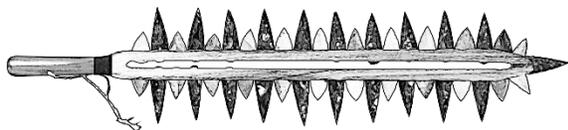
Sample Encounter

Ral's Rest can only be encountered in the Trembling Plains area during the Ral's Rest season, a time when the sky is often dimmed by dust and smoke from the occasional prairie fires. (See *Lost Cities of the Trembling Plains* for a detailed description of the Ral's Rest season).

Individual (EL 25): Ral's Rest appears in response to a large group of strangers who move in what looks like a military formation, for the sheer pleasure of breaking them apart and scattering them.

Strategies and Tactics

In combat, Ral's Rest floats into the midst of its opponents, trying to attack as many as possible at once. Ral's Rest's plan is to break apart surviving opponents, dividing the group with smoke and prairie fires.



Windflood

A massive snakelike lizard with two front flippers emerges from the mud, grasping a mekling between its toothless jaws.

Windflood

CR 25

CG Colossal fey (air, earth)

Init +1; **Senses** low-light vision; Listen +34, Spot +34

Languages Auran, Aquan, Druidic, Sylvan

AC 22, touch 3, flat-footed 21; **Dodge**, **Mobility**
(-8 size, +1 Dex, +19 natural)

hp 304 (21 HD); fast healing 10

Resist SR 34, PR 34

Fort +27, **Ref** +13, **Will** +22

Speed 30 ft. (6 squares)

Melee 2 slams +23 each (3d6+16)

Space 30 ft.; **Reach** 20 ft.

Base Atk +11; **Grp** +43

Atk Options Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*elemental strike*)

Special Actions dissipate, vortex, watery wake

Spell-like Abilities (CL 21th):

At will - *defiler scent*, *quench*, *sleet storm*, *surface tension*, *wind wall*

3/day - *allegiance of the land*, *control tides*, *elemental strike* (fire and sonic only) (DC 21), *move earth*, *solid fog*, *transmute rock to mud*

1/day - *control weather*, *control winds*, *elemental storm* (acid and sonic only) (DC 24), *flash flood*, *storm of vengeance*, *whirlpool of doom*

Abilities Str 43, Dex 13, Con 32, Int 20, Wis 31, Cha 25

SQ wild empathy +34 (+30 magical beasts)

Epic Feats Epic Fortitude

Feats Cleave, Combat Expertise^B, Dodge^B, Great Cleave, Improved Bull Rush, Improved Sunder, Mobility, Power Attack^B, Quicken Spell-like Ability (*control weather*), Quicken Spell-like Ability (*elemental strike*)

Skills Concentration +34, Diplomacy +33, Hide +13, Intimidate +33, Knowledge (geography) +29, Knowledge (nature) +29, Listen +34, Sense Motive +34, Spellcraft +29, Spot +34, Survival +34 (+36 following tracks/in aboveground natural environments/to keep from getting lost)

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against Windflood.

Dissipate As Coldnights.

Elemental Burst (Ex) Each time that Windflood physically attacks an opponent, it inflicts an extra 1d6 points of fire damage with its attacks and an additional 1d10 points of cold damage on a successful critical hit.

Vortex (Su) Windflood can transform itself into a whirlpool of mud once every 10 minutes, provided it has enough mud surrounding it, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, Windflood can move through the mud at its base speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall. Windflood controls the exact height, but it must be at least 10 feet.

Windflood's Vortex form is otherwise identical to that of a water elemental.

Watery Wake (Ex) Windflood leaves a trail of water in its wake, extinguishing nonmagical fires it crosses. Windflood can also transform loose dirt, sand, or silt into sticky mud. A creature passing through a mud-filled square must make a Reflex save (DC 20) or become entangled. Entanglement lasts until the mud loses its potency, 1d4 rounds after Windflood leaves the square.

Wild Empathy (Ex) As Coldnights.

Windflood appears as a massive reptilian eel with two front claws but no back legs, bursting up from the mud to seize its prey.

Sample Encounter

Windflood can only be encountered in the Trembling Plains area during the Windflood season, when rains reduce the Trembling Plains to thick mud. (See *Lost Cities of the Trembling Plains* for a detailed description of the Windflood season).

Individual (EL 25): Windflood appears in response to a defiler's destruction of a patch of young plants, attempting to kill the offending defiler with its first attack.

Strategies and Tactics

In combat, Windflood picks off opponents at the edges, baiting powerful opponents to close in to attack it. Once it lures a sufficient group of powerful opponents close to itself, Windflood switches into vortex form.

Ecology

Spirits of the Trembling Plains have no biological needs. So long as the area they dwell in thrives, they survive. They do not age, nor do they reproduce.

Environment: While other spirits of the land tend to dominate a smaller area, Coldnights, Flamesky, Fruitbirth, Ral's Rest, and Windflood take turns dominating the entirety of the Trembling Plains.

Typical Physical Characteristics: The Trembling Plains are unusual for Athas since the terrain changes drastically from season to season. Hence, the elemental manifestation of each spirit of the Trembling Plains takes on the characteristics of the terrain during the embodied season.

Alignment: The spirits of the Trembling Plains tend towards neutrality, following the laws of nature. As with other spirits of the land, the spirits of the Trembling Plains are influenced over time by the treatment and influences they received during their vast lives.

Society

Foreign druids often express shock and confusion when they learn of the spirits of the Trembling Plains: larger and more powerful than the spirits which inhabit single groves or valleys in the Tablelands.

The personalities of spirits of the Trembling Plains often baffle foreign druids, for the spirits of the Trembling Plains dwell in such a vast and varied terrain that they are extremely diffuse – though the spirits *can* manifest as speaking, highly focused beings, they far more often communicate less directly, perhaps through whispers in the wind or patterns of stones on the ground, or by directing animals to lead druids to places or things they desire. Learning to read these signs is an important part of a Trembling Plains druid's training, and foreign druids often struggle to master it.

Spirits of the Trembling Plains Lore

Characters with ranks in [Knowledge \(geography\)](#), [Knowledge \(Local \[Trembling Plains\]\)](#), or [Knowledge \(nature\)](#), can learn more about the Spirits of the Trembling Plains. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (Geography, Local [Trembling Plains], or Nature)

DC Result

- 15 This creature seems to be made of its surrounding environment. This result reveals all fey traits.
- 20 This creature is a living embodiment of the land, a manifestation of a spirit of the land. A spirit of the land grants spells to druids, and to a lesser extent, rangers. Spirits of the land generally have power over the weather, and sometimes communicate telepathically or through dreams with creatures in the land.
- 25 This is [reveal name], the spirit of the land that embodies the Trembling Plains during the season of [reveal season].
- 30 Destroying a spirit of the land in its manifested form does not destroy the creature permanently. [This result provides a semicomplete list (roughly 75% accurate) of the spell-like abilities of the spirit of the land's manifested form.]

Stampede

The ground shakes as the mekillots approach, running at full speed towards you slaving, their dumb eyes wide with panic.

Mekillot Stampede CR 14

Always N Colossal animal (stampede)

Init +0; **Senses** low-light vision; **Listen** +12, **Spot** +11

Languages —

AC 15, touch 2, flat-footed 15

(-8 size, +13 natural)

hp 575 (50 HD)

Immune stampede immunities

Fort +34, **Ref** +27, **Will** +19

Speed 30 ft. (6 squares) (always running at 120 ft per round)

Melee 6d6

Space 30 ft.; **Reach** 0 ft.

Base Atk +30; **Grp** —

Atk Options trample 2d8+18

Abilities Str 35, Dex 10, Con 25, Int 2, Wis 10, Cha 9

SQ stampede composition

Feats Alertness, Combat Reflexes, Improved Bull Rush^B, Improved Overrun^B, Toughness (4)

Skills Listen +12, Spot +11

Trample (Ex) Reflex half DC 30. The save DC is Strength-based.

Mekillot stampedes give the “Trembling Plains” their name, and have been known to stomp out entire villages. The stampede does not act out of malice or vindictiveness, but is instead reacting to some danger or perceived threat, usually the thunderstorms of the Fruitbirth season in the Trembling Plains.

Strategies and Tactics

A mekillot stampede is more a force of nature than an opponent, running forward in a straight line towards the horizon and away from the greatest perceived threat. A stampede will either flee attackers or continue to trample anything in its original path, depending on which threat it takes more seriously.

Sample Encounter

Mekillot stampedes are found most often within the Trembling Plains, since other areas rarely host sufficiently large groups of mekillots for stampedes to form.

Mating season and an earth drake’s lunch (EL 20): A party of adventures from the Drylands stumbles upon a herd of

twenty-four mekillots during mating season. Unfortunately, the herd was just attacked by an earth drake, and is stampeding straight for them.

Typical Treasure

Stampedes don’t collect treasure.

Creating a Stampede

“Stampede” is an acquired template that can be added to any Medium to Gargantuan animal or magical beast (referred to hereafter as the base creature). Generally, a stampede is a collection or panicked herd of animals fleeing from some sort of danger, lasting until the animals can no longer run. A stampede uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: A stampede is a Colossal creature composed of forty-eight Medium creatures, twenty-four Large creatures, twelve Huge creatures, or six Gargantuan creatures. The stampede’s type remains unchanged from the base creature.

Challenge Rating: Same as the base creature +2.

Armor Class: Same as base creature, modified by its new size category.

Hit Dice: A stampede has a single pool of Hit Dice and hit points. The type of Hit Dice is set by the stampede’s racial Hit Dice. The amount of Hit Dice is based on the size of its component creatures, as shown below.

Size Category	Hit Dice pool
Medium	30 HD
Large	40 HD
Huge	50 HD
Gargantuan	60 HD

Reducing a stampede to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Stampedes are never staggered or reduced to a dying state by damage.

Saves: A stampede’s saving throws are calculated as a creature of its Hit Dice and its type.

Speed: A stampede’s speed is the same as that of the base creature. A stampede always uses the run action whenever possible, moving at x4 its base speed.

Faces of the Forgotten North

Space/Reach: A stampede occupies a square 30 feet on a side, but its reach is 0 feet. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, and can move through squares occupied by enemies and vice versa without impediment, although the stampede provokes an attack of opportunity if it does so. A stampede can move through openings large enough for its component creatures.

Larger stampedes are represented by multiples of single stampedes. The area occupied by a large stampede is completely shapeable, though the stampede usually remains in contiguous squares.

Attack: A stampede doesn't make standard melee attacks. Rather, it is treated similar to swarms in combat. It deals automatic damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Stampede attacks ignore concealment or cover. A stampede's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to stampede attacks. The amount of damage a stampede deals is based on the size of its component creatures, as shown below.

Size	Damage
Medium	3d6
Large	4d6
Huge	5d6
Gargantuan	6d6

Special Qualities: A stampede has all the special qualities of the base creature, plus the following special qualities.

Stampede Composition (Ex): A stampede has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A stampede cannot be flanked, tripped, grappled, or bull rushed.

Feats: The base creature gains Improved Bull Rush and Improved Overrun as bonus feats.

Level Adjustment: –

Stampede Lore

Characters with ranks in Knowledge (nature) can learn more about stampedes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
30	Stampedes are things to avoid, as they are collections of animals that have been spooked by something and are fleeing in a panic. This result reveals all the stampede template traits.
30+CR	There are seasons in which stampedes are more likely to occur, depending on the species involved. This result reveals the traits of the component creatures as well as the stampede traits.

Tumbleweed, Carnivorous

Carnivorous Tumbleweed

As you watch in horror, the largest tumbleweed that you've ever seen picks up your companion as if he were a piece of lint and engulfs him within its brambly mass.

Carnivorous Tumbleweed CR 5

Always N Huge plant

Init +6; **Senses** blindsense 60 ft., low-light vision; **Listen** +7, **Spot** +7

Languages –

AC 20, **touch** 10, **flat-footed** 18

(-2 size, +2 Dex, +10 natural)

hp 76 (8 HD)

Immune plant immunities

Fort +11, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee slam +11 (2d6+10)

Space 15 ft.; **Reach** 5 ft.



Base Atk +6; **Grp** +25

Atk Options disorient, implant seed, improved grab

Psi-Like Abilities (ML 8th):

At will - *control air* (60 miles per hour)*

3/day - *body adjustment* (2d12)*

*Includes augmentation for the carnivorous tumbleweed's manifester level

Abilities Str 24, Dex 15, Con 20, Int 1, Wis 13, Cha 10

SQ plant traits

Feats Alertness, Improved Grapple, Improved Initiative

Skills Hide -6, Jump +22, Listen +7, Spot +7, Tumble +20

Advancement 9–16 HD (Huge), 17–24 HD (Gargantuan)

Disorient (Ex) A carnivorous tumbleweed that successfully grapples a target and moves can disorient that target due to its rolling motion. A target of a grappled carnivorous tumbleweed that is in motion must make a **DC 16 Reflex save** or be shaken for as long as it is in motion with the tumbleweed. The **save DC** is Dexterity based.

Implant Seed (Ex) A carnivorous tumbleweed that successfully grapples a target sprays a burst of seed into its target's lungs unless the target makes a successful **DC 16 Reflex save**. If the target fails the save, nothing happens until the target dies. At that point, the seeds germinate, devouring the target's body over the course of ten days and budding forth into a bush that detaches to become a **4 HD** carnivorous tumbleweed during the next dry, windy season (Coldnights or Ral's Rest in the Trembling Plains). After the ten days have elapsed, the target can no longer be raised or resurrected. A carnivorous tumbleweed has one seed burst per **Hit Die** and regrows used seed bursts at a rate of one burst per day. The **save DC** is Dexterity-based.

A carnivorous tumbleweed's seeds are not poisonous, diseased, or hazardous to living creatures, and so cannot be removed by spells designed to eradicate such conditions. Only exposure to a defiler's defiling radius will kill them.

Improved Grab (Ex) A carnivorous tumbleweed that successfully hits a target with its slam attack can initiate a **grapple check** as a free action without provoking an **attack of opportunity**. If it wins the grapple check it can use its disorient or implant seed abilities.

Skills A carnivorous tumbleweed gains a +15 **racial bonus** to **Jump** and **Tumble** checks.

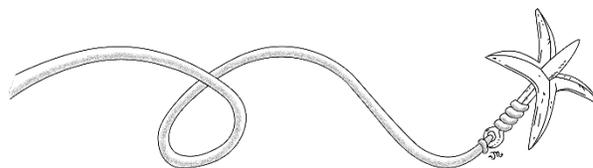
Despite its somewhat inaccurate name, this much-maligned plant does not actually eat anyone, and yet many travelers leave its clutches firmly convinced that they have had a narrow brush with death.

A carnivorous tumbleweed tends to single out the smallest victim within range, humanoid or not, and seeks to implant its seed within that target. It will not attack anyone that is carrying a burning torch, however.

Strategies and Tactics

In combat, the carnivorous tumbleweed prefers to get upwind of its chosen prey before attacking. It attempts to grapple its target, and if it achieves a hold, then it continues to move with its prey tangled inside its branches. If it fails to achieve a hold, it ends the grapple, and attempts to escape.

The tumbleweed uses its disorient special attack to lower a grappled target's defenses and then attempts to insert a tendril into the target's mouth or nose to implant seeds. If the tumbleweed successfully sprays its seeds into the target's lungs, then it lets the target go and attempts to escape. The plant's strategy is to disperse its seeds over as large an area as possible, thus ensuring the propagation of its species.



Flamebrush

A massive ball of fire seems to be rolling against the wind and moving in your direction.

Flamebrush

Always N Huge plant

Init +6; **Senses** blindsense 60 ft., low-light vision; **Listen** +10, **Spot** +10

Languages –

AC 21, **touch** 10, **flat-footed** 19

(-2 **size**, +2 **Dex**, +11 **natural**)

hp 130 (16 HD)

Immune plant immunities

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

Speed 30 ft. (6 squares)

Melee slam +17 (2d6+21 plus 2d6 fire)

Space 15 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +31

Atk Options burn, disorient, implant seed, improved grab

Psi-Like Abilities (ML 16th):

At will - *control air* (60 miles per hour)*

3/day - *body adjustment* (4d12)*

*Includes augmentation for the flamebrush's manifester level

Abilities Str 24, Dex 15, Con 22, Int 1, Wis 13, Cha 10

SQ plant traits

Feats Alertness, Improved Grapple, Improved Initiative, Improved Natural Armor, Skill Focus (Jump), Skill Focus (Tumble)

Skills Hide -6, Jump +26, Listen +10, Spot +10, Tumble +24

Advancement 12–16 HD (Huge), 17–24 HD (Gargantuan)

Burn (Ex) A flamebrush's slam attack deals bludgeoning damage plus fire damage from the flamebrush's flaming body. Those hit by a flamebrush's slam attack also must succeed on a DC 24 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution based.

Disorient (Ex) A flamebrush that successfully grapples a target and moves can disorient that target due to its rolling motion. A target of a grappled carnivorous tumbleweed that is in motion must make a DC 20 Reflex save or be shaken for as long as it is in motion with the tumbleweed. The save DC is Dexterity based.

Immolation (Ex) A flamebrush is slowly slain by the fires that envelop it. Each round a flamebrush takes 1d6 points of fire damage, eventually perishing from the conflagration.

Implant Seed (Ex) A flamebrush that successfully grapples a target sprays a burst of seed into its target's lungs unless the target makes a successful DC 20 Reflex save. If the target fails the save, nothing happens until the target dies. At that point, the seeds germinate, devouring the target's body over the course of ten days and budding forth into a bush that detaches to become a 4 HD carnivorous tumbleweed during the next dry, windy season (Coldnights or Ral's Rest in the Trembling Plains). After the ten days have elapsed, the target can no longer be raised or resurrected. A flamebrush has one seed burst per Hit Die and regrows used seed bursts at a rate of one burst per day. The save DC is Dexterity-based.

A flamebrush's seeds are not poisonous, diseased, or hazardous to living creatures, and so cannot be removed by spells designed to eradicate such conditions. Only exposure to a defiler's defiling radius will kill them.

Improved Grab (Ex) A flamebrush that successfully hits a target with its slam attack can initiate a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check it can use its disorient or implant seed abilities.

Skills A flamebrush gains a +15 racial bonus to Jump and Tumble checks.

A flamebrush is a carnivorous tumbleweed that has been captured by a druid using a *control plants* spell and then set on fire and sent to attack specific targets. Short-lived at best, a flamebrush is directed to attack foes of the druid and seed them with its implant seed ability.

Strategies and Tactics

A flamebrush burns continually, using its own body as fuel, leaving a trail of smoke and ash in its wake. Those engulfed by its grapple suffer 2d6 points of automatic fire damage each round, as well as being subjected to the creature's disorient and implant seed special attacks. A flamebrush instinctively uses its *body adjustment* power to heal damage that it suffers, running through its daily uses in short order in an attempt to stave off the inevitable.

Sample Encounters

Characters are most likely to encounter a carnivorous tumbleweed as a solitary threat while roaming the Trembling Plains.

Individual (EL 5): Encountering one carnivorous tumbleweed rolling over the ground of the Trembling Plains is fairly common.

Band (EL 7-9): Tumbleweed groups range up to eight tumbleweeds.

EL 8: A tumbleweed in combination with a flamebrush can be very dangerous, since their *control air* ability can be used to approach unsuspecting victims at great speeds.

Ecology

Carnivorous tumbleweeds seek only to propagate their seeds, sometimes growing to immense sizes, although the larger specimens are commensurately rare.

Environment: Carnivorous tumbleweeds roam the Trembling Plains.

Typical Physical Characteristics: A typical carnivorous tumbleweed is 18 to 20 feet long and weighs up to 400 pounds.

Alignment: Carnivorous tumbleweeds are interested only in reproducing, and are incapable of moral judgments. Therefore, they are always neutral.

Typical Treasure

Carnivorous tumbleweed do not collect treasure, but some hard to digest possessions might be encountered inside it. Carnivorous tumbleweed have one-quarter the treasure for their Challenge Rating.

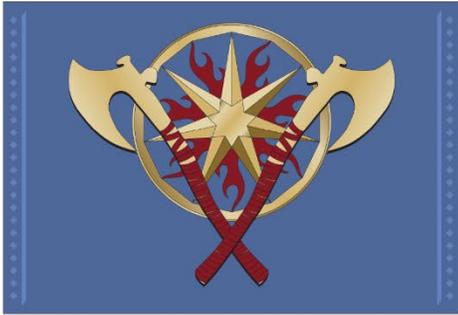
Carnivorous Tumbleweed Lore

Characters with ranks in *Knowledge (nature)* can learn more about carnivorous tumbleweed. When a character makes a successful *skill check*, the following lore is revealed, including the information from lower DCs.

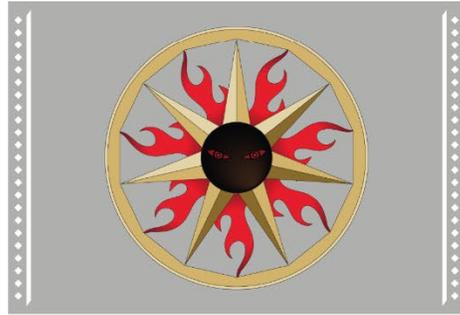
Knowledge (Nature)

DC	Result
15	This creature is a carnivorous tumbleweed, a nomadic carnivorous plant. This result reveals all plant traits.
20	Certain druids have developed a method of turning tumbleweeds into fiery weapons, known as flamebrush.
25	A carnivorous tumbleweed uses its <i>control air</i> power to blow itself along, regardless of the prevailing wind, and uses its helpless victims to grow its sprouts.

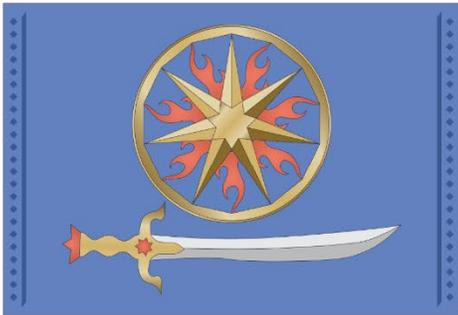
Forgotten North Heraldry



Order of Neshtap



Order of Savak



Order of Shtas



Kulağ Fleet



Merchant House Azeth



Dedys Consortium



Kurn

Chapter 3: Supplemental Rules

Hazards

The Gray Death

The Gray Death is the name of the condition brought about from the airborne silt near the Silt Sea. Creatures suffer a -2 penalty to initiative, attack and damage rolls, as well as Spot checks within an area affected by the Gray Death. Each hour, there is a 30% chance the wind increases, doubling the penalties to -4.

The Gray Death reduces visibility to 1d10 x5 feet. Treat the Gray Death as “fog” which creates poor visibility, doubles movement costs, and increases Track DCs by +3. Severe

and stronger winds will always stir up what the *Dungeon Master’s Guide* calls a “dust storm” or a “greater dust storm” against persons downwind from a body of silt.

Wearing a moist scarf known as a “silter” halves the penalties caused by the Gray Death, but does not alter any visibility or movement cost penalties. Taking shelter inside a building, cave, etc. negates the full penalty (for visibility, see *PHB*, pg 101 and 163; for dust storms, see *DMG*, pg 86 and 94).

Skills

Craft (Calligraphy)

Use this skill to prepare the most attractive, legible, and error-free documents. Surprisingly, not all calligraphers are literate; there are slaves in Nibenay who simply recopy ancient texts without understanding their content.

DC 30: In a single minute, you can write a physical description of a person that another person who reads Picts could recognize with a simple **DC 15 Spot** check.

A person with 5 ranks in **Autohypnosis** gains +2 to Craft (calligraphy) checks to avoid errors when copying a large manuscript.

A person with 5 ranks in Craft (calligraphy) gains a +2 synergy bonus to **Forgery** and to **Diplomacy** checks when attempting to persuade someone in writing.

Gather Information

Kurn’s Great Library offers some unusual applications of the **Gather Information** skill. Oronis allowed a group of his spies and scholars to build the Great Library in order to gather knowledge, since knowledge-seekers usually have unusual knowledge of their own to share.

This extraordinary location in the City-State of Kurn is detailed in *Lost Cities of the Trembling Plains*. Copies of commonly requested books, such as the *Wanderer’s Journal* or the “B’Slavsek codex” are available for common reading

in the Great Library, and some scrolls and various objects and works of art are mounted on display for anyone to see, but not touch.

Kurnan librarians will not allow non-librarians to handle original documents or maps. If the information sought can be conveyed verbally in less than a minute, then only a Gather Information check is required. If the PC needs to obtain a map or a copy of a document, then in addition to making the appropriate Gather Information check, the PC must pay a scribe to copy the relevant document. For a fee of 2 Cp, a Kurnan scribe will copy up to 1,000 words of text in the Kurnan or Common tongue, or will sketch a simple map up to 5"x5".

Task	Gather Information DC	Scribe’s Fee
Obtain a copy of a map of the trade roads between Kurn, Fort Ral, and South Guard.	10	2 Cp
Learn the location of Hogalay.	16	2 Cp
Learn the location of Thorlo.	25	2 Cp
Learn about the history of Thorlo, its wealth, its artifacts, and their possible function.	40	0 Cp
Learn about New Kurn.	250+	N/A

Faces of the Forgotten North

The DC for any particular information is likely to be higher if:

- Information would be difficult for the library to obtain. For example, information on the Crimson Savannah would be extremely difficult to obtain (DC 26+), since it is far away and since Kurn has particularly poor relations with kreen, who are the only known inhabitants of the Crimson Savannah who travel to the Trembling Plains region.
- The librarians are rarely asked about the information.
- The information might be used to harm Kurn, Kurnan citizens, or Kurnan interests. For example, a complete list of all of Kurn's claves could be used to expose the fact that Kurn's population is much lower than it appears to be (DC 24).
- Sharing the information might draw negative attention to Kurn from powerful entities. For example, disseminating information regarding the role of Rajaat and his Champions in the Cleansing Wars might

Library Attitude towards PC	Gather Information DC Modifier ¹
You have never committed any significant action to help or harm the library.	0
The library assigned you a mission, and you completed it.	+1
You completed more than one mission for the library.	+1
You have donated information or books to the library without asking for any kind of compensation (including information).	+1
You donated a precious original document or artifact. "Precious" refers to historical and informational value (e.g. from the Green Age).	+1
You created an original arcane spell or a book that became popular in Kurn, and donated a copy to the library.	+1
Library staff have a "friendly" disposition to you.	+1
You are a citizen of Kurn.	+2
You speak Kurnan.	+1
You are a Kurnan templar.	+2
You appear to be from Eldaarish, or you are a thri-kreen or halfling.	-2
You have a reputation for destroying or forging historical documents.	-6
You've lied to a librarian.	-1
You've threatened a librarian.	-1

1 These modifiers are cumulative; use any that apply.

offend the sorcerer-kings of other cities, drawing negative attention to Kurn (DC 25+).

Kurnan "librarians" are either spies or are scholars who work alongside the spies, often spies' husbands. They are willing to give up some risky information, even to a known enemy of Kurn such as an Eldaarish spy, if the Kurnan librarians believe they have an exchange that would benefit Kurn, and that they could justify to their superiors. Unlike library attitude modifiers, information exchange modifiers only affect one check. The PC must have some document in hand that they are offering in exchange for the needed information, document copy, map copy, spell, etc., and the librarian must be convinced that the offer is genuine. Note that precious metals or other conventional Cp value is irrelevant to this check.

Sample Information Exchange Modifiers	Gather Information Check DC Modifier
A goblin child's toy.	+1
New useful arcane spell previously unavailable in Kurn.	+1/spell level
A Green Age document showing what female goblins looked like (documents currently available in the Great Library only mention males).	+2
A noble child's psionic toy from the ruins of Thorlo.	+3
Exact location of goblin ruin of Ruhsar (not currently on library maps).	+3
Reliable, first-hand map and travel log of a trip from Kurn to Saragar, Thaylthor, or to the City of a Thousand Dead.	+4
A live person or sentient creature from Saragar, Thaylthor, or the City of a Thousand Dead who is willing to be interviewed.	+4
Original letter from Tarandas to one of her disciples, explaining what she saw as the relationship between psionics and arcane magic.	+6
A live person or sentient creature from Saragar, Thaylthor, or the City of a Thousand Dead who is willing to be subjected to <i>mind probe</i> .	+8
Korgunard's thigh-bone, taken from Pakk.	+9
A letter to Hamanu from Merek, one of his generals, regarding the siege of Akarakle (see <i>Dragon's Crown</i> for a description of such a letter).	+12
The broken remains of the Psionatrix.	+14
A complete set of original Blue Age documents by nature-benders, providing specifics on their craft.	+20

A person with 5 ranks in Knowledge (ancient history) gains a +2 synergy bonus to Gather Information checks when attempting to do so in the Great Library.

Knowledge

Anyone conducting research in the Great Library gets a +4 *circumstance bonus* to all checks, if they are able to communicate with a cooperative librarian. However, the Kurnan librarians are also secretly spies, and keep track of questions asked, both to improve Kurn's own repository of knowledge, and also to keep the School of Spies informed about the person asking the questions.

Knowledge (local [Trembling Plains])

This skill involves Knowledge (Local) as applied to the Trembling Plains communities in general and to Eloy and to Azeth's Rest specifically. When dealing with the Eloy, House Azeth, or other denizens of the Trembling Plains, a person with 5 ranks in Knowledge (local [Trembling Plains]) has sufficient knowledge of local customs and mores such as "Code of the Trembling Plains" to gain a +2 Knowledge (Local) synergy bonus to Diplomacy, and Gather Information checks.

Knowledge (Local [Kurn])

This skill involves Knowledge (Local) as applied to Kurn and the Banding Slopes. When dealing with Kurnans, a person with 5 ranks in Knowledge (local [Kurn]) has sufficient knowledge of local customs and laws to gain a +2 synergy bonus to Diplomacy, and Gather Information checks. Because Kurn uses a pictographic language quite prominently, even an illiterate person with ranks in Knowledge (local [Kurn]) may get the gist of typical written signs such as "Inn," "Tavern," "Prepare to be taxed," etc., with a DC 10 Knowledge (local [Kurn]) check.



Knowledge (Local [Eldaarich])

This skill involves Knowledge (Local) as applied specifically to the City-State of Eldaarich. When dealing with the Eldaarish, a person with 5 ranks in Knowledge (Eldaarich) has sufficient knowledge of local customs and laws to gain a +2 synergy bonus to Diplomacy, and Gather Information checks. Because Eldaarich uses a pictographic language quite prominently, even an illiterate person with ranks in Knowledge (local [Eldaarich]) may get the gist of typical written signs such as "Drug Den," "Slave Brothel," "Trespassers will be disemboweled," etc., with a DC 10 Knowledge (local [Eldaarich]).

Literacy (Picts)

Kurn, Eldaarich, and many of the peoples of the Trembling Plains use an ideographic writing system known as Picts, where a single symbol corresponds to an idea. People that speak drastically different languages can communicate with each other in writing if both of them have the Literacy (Picts) skill. Picts are compact and may take up less space than alphabetical writing, but painting Picts is a slow and laborious process.

Speak Language (Cuurnu)

This is an Eldaarish code of body language, and has a limited vocabulary. Cuurnu is closely associated with a martial art of the same name. In Cuurnu, a dance can contain a poem, and a fight often communicates an argument as well as actual blows.

Speak Language (Neshtap Hand Signals)

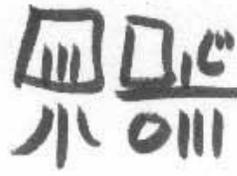
This is the language of the Neshtap, who do not speak verbally.

Speak Language (Savak Drumcode)

This is the language of the heartbeat drums. Anyone with this skill can understand the heartbeat drums, or could communicate ideas to someone else who knows the language, by clapping or otherwise simulating a drum. However, to use the heartbeat drums to communicate the code over long distances, you need the Perform (Drums) skill. See also the Code Drummer Feat.



Got Water ?



Work Brings Freedom



Have you filled
your quota ?



Do what you are told: We are watching you.



Exchanges with other villages are punishable by dismemberment



The work day begins with the heartbeat drums,
and when they stop, only the dead lie in their beds

Ash Priest [Racial]

You are destined to become an Ash Priest.

Prerequisites: Moratuc dwarf.

Benefit: Cleric is a favored class for you, and you gain fire resistance 2.

Code Drummer [General]

As a trained code-drummer, you can listen to multiple messages while tapping out another in drumcode.

Prerequisites: Autohypnosis 1 rank, Perform (drums) 5 ranks.

Benefit: As long as you are psionically focused, you can listen to one message per Autohypnosis rank that you possess, while drumming out your own message, and not lose track of any information until you've had time to convey all of it through your own drumming. The messages that you listen to need not be drumcode; drummers often have to relay spoken instructions. So long as you understand the language, you can keep track of the message and communicate it.

Normal: A character with Speak Language (drumcode) can understand the drumcode and perhaps tap out a few words with their hands. A character who knows the drumcode and also has Perform (drum) ranks can tap out a message in the appropriate timing, but could not listen to other messages while tapping out their own messages.

Coldsmith

You use psionics to work metal, without heat or fire.

Prerequisites: Kenku, psionic focus.

Benefits: You can work metal without heat or fire, using psionics to temporarily soften the metal as if it had been heated. This feat has no combat application since you must be in contact with the metal for at least ten minutes for this power to work. Coldsmithing takes double the time as conventional metalworking.

Normal: Without this feat, you need heat and/or fire to work any metal harder than gold or lead.

Elfish Eloy [Racial]

You were raised by herders who value your mixed heritage.

Prerequisite: Half-elf, both parents must be half-elves.

Benefit: You receive the same natural resistance to extreme temperatures that regular elves have (see *Dark Sun* 3, page 23 for more information). In addition, you receive a +3 bonus to Hide checks made in aboveground natural terrain.

Special: This feat must be selected at 1st level.

Eloy Scout [General]

You blend well into the Trembling Plains.

Prerequisites: Knowledge (geography [Trembling Plains]) 4 ranks, Profession (herder) 1 rank.

Benefit: You gain a +3 bonus to all Hide checks and Move Silently checks made outdoors while in scrub plains terrain. In addition, you gain a +4 bonus to all Bluff checks made to deliver a secret message using bird calls and insect noises.

Enspell Twig [Item Creation]

You can create spell twigs, which carry spells within themselves like potions.

Prerequisites: Vow of silence class feature, caster level 3rd.

Benefit: This feat works exactly like the Brew Potion feat, except that it allows you to create spell twigs rather than potions. See the spell twigs description in the Equipment chapter.

Fast Tumble [General]

You can tumble faster.

Prerequisites: Tumble 5 ranks.

Benefit: You can avoid the normal penalties for accelerated tumbling while unarmored and unencumbered.

Great Leap Sideways [General]

Your cult master has taught you a trick that allows you to move out of harm's way in melee.

Prerequisites: Jump 7 ranks, Member of Amo Gunt's cult in Eldaarich.

Faces of the Forgotten North

Benefit: Once per day, while unarmored and unencumbered, you can make a jump check instead of a five-foot step after a [full-round action](#).

Normal: A character without the Great Leap Sideways feat can only take a 5-foot step when using a [full-round action](#).

Grovel [General]

In desperation, you can influence others by groveling.

Prerequisites: Eldaarich, [Perform](#) 1 rank.

Benefit: By dramatically throwing yourself prone and helpless on the ground, you get a +3 bonus to all [Bluff](#) and [Diplomacy](#) checks.

Ice-Dweller [Racial]

You are not afraid of a little cold.

Prerequisites: Aarakocra.

Benefit: You gain resistance to cold 5.

Improved Cannibalization [Epic, Psionic]

You can cannibalize your own life force without limits.

Prerequisites: [Overchannel](#), cannibalizing raze class feature, ability to cast 9th-level spells, ability to manifest 6th-level powers.

Benefit: To use this feat, you must expend your [psionic focus](#). While manifesting a power or casting a spell, you can increase your effective [manifest level](#) or your effective caster level to a level up to your character level, but in doing so you take 2d8 points of damage for every manifest or caster level you increase. For example, a [wizard](#) 7/[psion](#) 4/[cerebremancer](#) 10 character could increase his effective manifest level or effective caster level up to 21st to manifest a particular power or to cast a particular spell. The damage caused by Improved Cannibalization requires a [Concentration skill check](#) DC 10 + damage inflicted. A failed [skill check](#) means the power or spell fails and you still expend your [psionic focus](#).

Improved Total Defense [General]

You can stand your ground and wait for your enemies to let down their guard.

Prerequisites: [Improved Unarmed Strike](#).

Benefit: If you take a [full-round action](#) rather than a standard action to execute a total defense action, you can

make attacks of opportunity as normal. This benefit only applies while unarmored and unencumbered.

Normal: The total defense action takes only a standard action, and you cannot make [attacks of opportunity](#).

Special: A fighter may select Improved Total Defense as one of their fighter bonus feats.

Improvised Armor [Psionic]

You exploit your environment's defensive capabilities.

Prerequisites: [Shield Proficiency](#).

Benefit: As long as you are psionically focused and wearing light armor or no armor, you gain a +2 [insight bonus](#) to AC from any degree of cover.

Inix Rider [General]

As a Kurnan citizen, you have been trained as part of the city militia.

Prerequisites: Member of a Kurnan clave.

Benefit: You are proficient with the composite shortbow, the fixed crossbow, and the lance. In addition, you gain a +3 bonus to [Ride](#) checks made while riding inixes.

Kipherd [Racial]

After years of herding kip, you have become immune to the kip lethargy poison.

Prerequisites: Dwarf.

Benefit: You are immune to the effects of kip lethargy poison, and you gain a +4 bonus on [Fortitude](#) saves against all other inhaled poisons.

Leaping Charge [General]

Your fighting style combines jumps with unarmed attacks.

Prerequisites: [Improved Unarmed Strike](#), [Jump](#) 6 ranks.

Benefit: When you jump as part of a charge, you instead get a +4 bonus on the attack roll, and take a -4 penalty to your AC until the start of your next turn. While charging, your unarmed damage increases by one step, as if your size had increased by one category (for example, from 1d4 to 1d6). You must be unarmored and unencumbered in order to utilize the benefits of Leaping Charge.

Faces of the Forgotten North

Special: A fighter may select Leaping Charge as one of their fighter bonus feats.

Longshanks [Racial]

You are as fast as a full-blooded elf.

Prerequisite: Half-elf, both parents must be half-elves.

Benefit: Your land speed is faster than the norm for a half-elf by +10 feet. For example, a regular half-elf has their land speed increased from 30 ft. to 40 ft.

Special: This feat must be selected at 1st level.

Maintenance Focus [Regional]

You can focus on protecting a person, object, or community.

Prerequisites: Dwarf, Charisma 13+.

Benefits: You can apply your dwarven focus bonus to protect a person, object, or community, even though this is a general purpose that cannot be “accomplished.” Any act directly related to protecting the chosen person, object, or community receives the morale bonus normally associated with your dwarven focus. Setting a maintenance focus requires an hour of quiet meditation. A dwarf with this feat can focus on preserving their own life, but only a corrupt dwarf would do so, and other dwarves would hold them in contempt.

Normal: A dwarf normally only gets the benefit of their focus when there is an objective that can be accomplished. A focus must take at least a week to complete; anything less than that is too simple a task to be considered a focus.

Pain Specialist [Psionic]

You know how to strike a humanoid’s most sensitive spots.

Prerequisites: Str 13, Heal 2 ranks, Weapon Focus (unarmed).

Benefit: You must be psionically focused to use this feat. Any time that you inflict damage against a humanoid creature using an unarmed attack, add two extra points of nonlethal damage. This bonus does not stack with the Specialization bonus.

Special: A fighter may select Pain Specialist as one of their fighter bonus feats.

Psionic Awareness [General]

You have learned to meditate and explore the Way.

Prerequisites: Training by an Eldaarish cult.

Benefit: Knowledge (psionics) is a class skill for you and you receive the psionic subtype. In addition, you get a +2 bonus on initiative checks as long as you are psionically focused.

Psionic Insight [Psionic]

You react more quickly when using the Way.

Prerequisites: Alertness, Psionic Awareness.

Benefit: As long as you are psionically focused, you get a +4 bonus on initiative, Spot, and Listen checks. These bonuses overlap (do not stack) with the bonuses from Alertness and Psionic Awareness. You must be unarmored and unencumbered in order to utilize the benefits of Psionic Insight.

Reign of Terror [General]

Even other Eldaarish templars tremble at the authority you wield.

Prerequisites: Intimidate 5 ranks, member of the Takrits, Savak, or Neshtap Order.

Benefit: You gain a +4 bonus on Secular Authority checks.

Serene Path [General]

You are a student of the Eldaarish martial art of Cuurnu.

Prerequisite: Dex 13, Speak Language (Cuurnu), Craft (any) 1 rank, Perform (dance) 1 rank, Paranoid.

Benefit: You can use a tool of your craft as a light weapon (1d4 damage for a Medium character) and it is not considered improvised. You can use this tool in conjunction with feats and other abilities limited to unarmed attacks. Additionally, when unarmored and unencumbered, you gain a +1 dodge bonus to AC.

This bonus to AC applies even against touch attacks or when flat-footed. You lose these bonuses when you are immobilized or helpless, or when you carry a medium or heavy load, but not when flat-footed.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new tool and your dodge bonus increases by one.

A fighter may select Serene Path as one of their fighter bonus feats.

Faces of the Forgotten North

Stand Your Ground [General]

You can stand your ground and wait for your attackers to let down their guard.

Prerequisites: Dex 13, Improved Unarmed Strike, Improved Total Defense.

Benefit: While using the total defense action, you can make [attacks of opportunity](#) against an opponent who attacked you and missed you. You must be unarmored and unencumbered in order to utilize the benefits of Stand Your Ground.

Special: A fighter may select Stand Your Ground as one of their fighter bonus feats.

Strangler [General]

Those who wrestle with you quickly regret it.

Prerequisites: Str 13, Improved Unarmed Strike, Improved Grapple.

Benefit: While grappling, the damage you can deal increases by two steps, as if your size had increased by two categories. For example, a [Medium](#) creature would deal 1d6 points of damage instead of 1d3.

Special: A fighter may select Strangler as one of their fighter bonus feats.

Tumble Through [General]

You can tumble, attack, and then tumble away.

Prerequisites: Dex 13, Tumble 7 ranks, Dodge, Spring Attack.

Benefit: You can use the [Spring Attack](#) feat while tumbling. You must be unarmored and unencumbered in order to utilize the benefits of Tumble Through.

Special: A fighter may select Tumble Through as one of their fighter bonus feats.

Unarmed Reflexes [Psionic]

Your keen senses and swift fighting style allow you to respond to openings in your opponents' defenses far more often than might otherwise be expected.

Prerequisites: Wis 13, Improved Unarmed Strike.

Benefit: You may make a number of additional unarmed [attacks of opportunity](#) equal to your [Wisdom](#) bonus. You must be unarmored and unencumbered in order to utilize the benefits of Unarmed Reflexes.

Normal: A character without this feat or the [Combat Reflexes](#) feat can make only one attack of opportunity per round.

Special: The Unarmed Reflexes feat does not allow a rogue to use his opportunist ability more than once per round.

A fighter may select Unarmed Reflexes as one of their fighter bonus feats.

Vow [General]

You can increase the power of your focus with an irrevocable vow.

Region: Dwarf, Base attack bonus +3 or greater.

Benefits: In addition to the benefits of a dwarven focus, you gain a +3 morale bonus to any one skill check when you are pursuing an avowed objective. Making a vow requires that you already have the objective as your dwarven focus, and requires that you take one hour to meditate quietly. You decide which skill to enhance when you make the vow. Once made, a vow is irrevocable until accomplished. You cannot change your focus until you have fulfilled your vow.

Wasp-Herder [General]

Your clave domesticates wasps.

Prerequisites: Member of Kurn's Wasp-Herders Clave.

Benefit: You can apply your [Handle Animal](#) skill to vermin. In addition, you receive a +4 bonus to all checks related to controlling wasp behavior, such as [Handle Animal checks](#), [wild empathy checks](#), and [rebuke checks](#).

Normal: A character without the Wasp-Herder feat can apply the [Handle Animal](#) skill to creatures with [Intelligence](#) scores of 1 or 2 that are not animals, but the DC for such checks is increased by 5.

Wind Racer [Psionic]

You can achieve fantastic speeds with your sail cart in salt flats or sandy wastes.

Prerequisites: Balance 2 ranks, Profession (sailor) 1 rank.

Benefit: You must be psionically focused to use this feat. By making a successful [Profession \(sailor\)](#) check, you can double your sail cart's speed for 1 round.

Equipment

Weapons

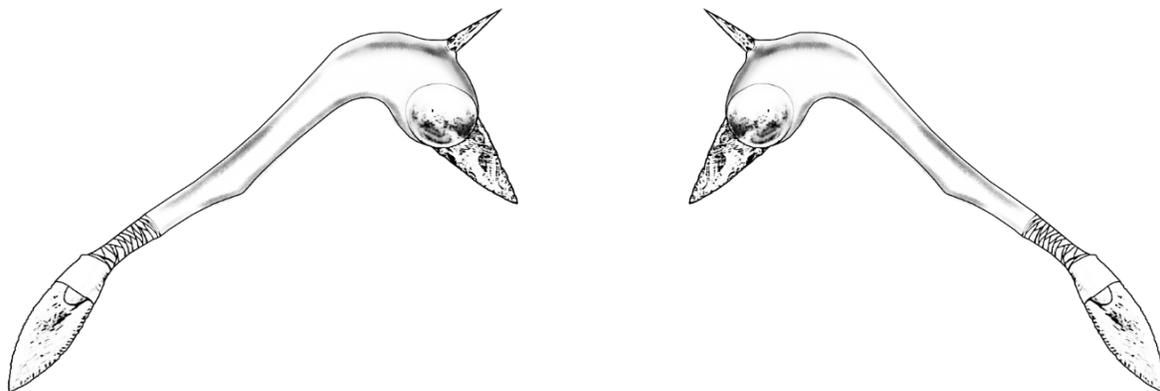
A few new types of weapons are available to characters exploring the Trembling Plains area. Statistics for the weapons described below are found in the accompanying table.

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Martial Weapons							
<i>One-Handed Melee Weapons</i>							
Czoglu	35 Cp	1d6	1d8	×2	–	8 lb	Bludgeoning and piercing
Exotic Weapons							
<i>Two-Handed Melee Weapons</i>							
Eldaarish tosser	1 Cp	1d4	1d6	×3	30 ft.	5 lb	Piercing
Flensing pole ³	1,500 Cp	1d4	1d6	18-20/×2	–	8 lb	Slashing
Wristbow	5 Cp	1	1d2	×2	20 ft.	2 lb	Bludgeoning
Lead beads	1 bd	–	–	–	–	1/50 lb	–
Ranged Weapons							
Fixed splashbow	300 Cp	1d6	1d8	×2	90 ft.	200 lb	Bludgeoning
Giant pelota, hinged	15 Cp	–	–	×2	30 ft.	6 lb	Bludgeoning
Mighty sling	10 Cp	*	*	20/×2	50 ft.	1 lb	Bludgeoning
Wind anchor	50 Cp	1d8	1d10	19-20/×2	50 ft.	8 lb	Piercing
Yislak	70 Cp	1d6	1d8	18-20/×2	30 ft.	9 lb	Piercing

1 Weight figures are for **Medium** weapons. A **Small** weapon weighs half as much and a **Large** weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies “and”, or either type (player’s choice at the time of attack) if the entry specifies “or.”

3 Reach weapon.



Czoglu: This human tibia, reinforced by oc'n resin on the inside and outside, boasts a resin head embedded with teeth and claws, or pieces of broken glass. The marrow at the tip has been replaced with a lead core for added weight.

Eldarish Tosser: This device is slung over the shoulders with both hands, and otherwise resembles the atlatl, but can be used to sling a carefully chosen ½ lb lump of broken glass. (The tosser can also be used to hurl thunderstones, flasks, or tanglefoot bags, but these do not cause regular weapon damage).

Fixed Splashbow: This version of the splashbow can be fired by anyone capable of using it, but cannot be carried like a conventional splashbow. It is fixed in place, i.e. mounted on top of a wall, pole, or vehicle, and swivels to allow the user to aim the shot. Splashbows at the edge of a caravan, cart, or wall tend to offer cover, but limit their range of firing to a cone shape directly in front of the weapon. It is possible to mount a fixed splashbow on top of a pole but inside a shallow pit, giving a 360-degree range of motion, while also granting cover. In any case, it is impossible to swivel a fixed splashbow in order to attack upwards (the upward angle is limited to 45 degrees). Reloading a fixed splashbow is a full-round action. The fixed splashbow uses ordinary splashbow ammunition, or can alternately deliver a tanglefoot bag.

Flensing Pole: A type of hooked polearm, similar to a glaive, which can be used as a harpoon as well. These polearms were actually designed as delicate tools so that many kenku working at once can quickly strip the flesh from a downed creature. Cowards by nature, kenku prefer not to get too close to their prey until its carcass has been conveniently shredded. Kenku go to great lengths to steal metal to make flensing poles, valuing their ability to hold an edge, but those made without metal are still quite useful. A non-kenku metalsmith could make one if given an exemplar, though they wouldn't necessarily need to use the kenku coldsmithing process.

A flensing pole has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a flensing pole sized for you, even though it isn't a light weapon for you.

Mighty Sling: This missile weapon requires at least 15 Strength to wield, and can be used to throw 1 lb grenade weapons such as thunderstones or flasks of alchemical fire.

Yislak: Often made of bone, with the best source being forearm bones from a giant, this type of javelin is light enough to throw a good distance. The point sports several large barbs designed for getting stuck in creatures the size of giants. In all respects, it is treated as a zerka, except that Medium or smaller creature must only make a Reflex save

against DC equal to the damage inflicted to see if the yislak lodges.

Pull-back Net: A type of net designed for use against Medium and smaller sized foes, weighted and with pull-back lines, lest victims simply sink in the silt. In all respects, it is treated as a net.

Wind Anchor: A wind anchor is a heavy funnel-shaped weight carefully balanced to fall point-first. A wind anchor contains a large dose of venom, and when its fall stops, the venom is delivered from the point. The kenku use wind anchors to poison creatures as large as a mekillot.

A wind anchor is designed to be dropped rather than thrown, so the range increment is used for the exclusive purpose of determining the attack roll penalty associated with the distance from which the wind anchor is dropped. Contrary to thrown and projectile weapons, there is no limit to the number of range increments a wind anchor can be dropped. A wind anchor deals damage associated with dropped objects in addition to its normal damage.

When you drop a wind anchor, you make a ranged touch attack against your opponent. A wind anchor that hits poisons the opponent with the poison contained in its reservoir. The reservoir can hold one dose of injected or contact poison.

A wind anchor that misses should be treated as an attack with a thrown splash weapon (see *Player's Handbook*, page 158).

Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a wind anchor as a melee weapon. A wind anchor used in melee cannot release the poison it holds.

Wristbow: A small crossbow attached to a leather band worn on the wrist, the wristbow boasts a leather flap designed to throw lead beads - the most common of currencies - as its sole ammunition. An Eldaarich weapon, it is considered a child's toy by the Neshtap, who consistently ignore its presence and refuse to enforce laws against its use.

You can draw a wristbow back by hand. Loading a wristbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a wristbow with one hand at no penalty. You can shoot a wristbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. A wristbow can be worn below the wrist so as to be hidden by a sleeve, conferring upon you a +4 circumstance bonus to Sleight of Hand checks to conceal a small object on your body, but resulting in a -1 circumstance penalty to hit.

Gear

Table: Gear

Adventuring Gear

Item	Cost	Weight
Dust goggles	1 Cp	1/2 lb
Gob	1 bd	1/4 lb
Heartbeat drum ¹	250 Cp	50 lb
Plains paints	4 Cp	1/10 lb
Shimmercloth (sq. yd.)	10 Cp	1/10 lb
Shimmercloth robe	120 Cp	1 lb
Shimmercloth robe, Kurnan	320 Cp	1 lb
Skyvine bubble		
Small	10 Cp	—
Medium	25 Cp	—
Large	50 Cp	—
Three-season cloak	50 Cp	2 lb

Special Substances and Items

Item	Cost	Craft (Alchemy) DC	Weight
Betel nut	2 bits	—	1/10 lb
Mulbirth	20 Cp	21	1/4 lb

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Adventuring Gear

Dust Goggles: This item consists of large glass lenses covering the eyes, held in place by cloth or leather, preventing dust from reaching the eyes. Wearing a pair of dust goggles reduces the initiative and Spot check penalties of the Gray Death condition by one.

Gob: A young section of bamboo, 3/4-inch thick and 14 inches long, used by the Eldarish to inhale the smoke of burning herbs of questionable medical value, including a number of addictive drugs. Most commonly, a gob is stuffed with shredded charkas root, to make a charot.

Heartbeat Drum: Dwarfskin stretched across a perfect stone ring, these drums project a deep beat that travels. By beating in different parts of the drum with different fingers or combination of fingers, a skilled user can create various pitches and tones, although it takes a trained ear to distinguish them. The Savak drummers use these drums to convey complex messages over long distances, through various posts scattered throughout the Dim Islands. Under normal conditions, a drum can be heard for 5 miles.

All heartbeat drums are masterwork items, granting a +2 circumstance bonus on Perform checks involving their use. The drums are built to diffuse the sound, making it difficult to pinpoint where the sound emanates from. A DC 15 Listen check is needed to locate one within a 100 feet radius, and a DC 25 Listen check to pinpoint the sound's origin to within 5 feet.

Plains Paints: These greasy compounds are often applied to the skin and hair. Plains paints provide the wearer with a +1 bonus to Hide checks. The effect lasts 12 hours after application. It takes 1 minute to apply the plains paints.

Shimmercloth: Shimmercloth is a rare and valuable commodity in the Trembling Plains, and until recently, was relatively unknown in the southern Tyr Region cities. House Azeth obtains shimmercloth from the ssurran, who keep secret the fact that they obtain this cloth from Saragar, far to the north, during the bi-annual trade festivals. In Saragar, shimmercloth is known as puddingfish cloth. Considerably lighter and stronger than silk, shimmercloth is named for its remarkably reflective surface. In moonlight, undyed shimmercloth takes on an evocative pearly appearance, and properly dyed shimmercloth reflects its colors distinctly. In full sunlight, the cloth is dazzling.

Shimmercloth has hardness 3 and 1 hit point. It can be burst with a DC 18 Strength check.

Shimmercloth Robe: A full robe made of shimmercloth gives you the full benefit of shade, so long as you leave the hood up. However, unless you are in total darkness, you take a -10 penalty to all Hide checks.

Shimmercloth Robe, Kurnan: This robe is identical to an ordinary shimmercloth robe, except that it has been colored by a Kurnan master artist. Kurnan painters have developed a technique for dyeing their art into shimmercloth, creating works that dazzle the eye in daylight, and come into their full beauty in moonlight. Some work their art in great banners, others into smaller flags, and others, into clothing such as cloaks and robes. In addition to the benefits and penalties associated with wearing a shimmercloth robe, you gain a +2 circumstance bonus to Diplomacy checks.

Skyvine Bubble: Where water sources lie deep beneath the Sea of Silt, and where supports (such as bridge pillars) are available, one Athasian vine has a very innovative way of reaching the sunlight. The plant puffs some of its nodules with hydrogen, causing it to swell up and lift like a floater. Floaters seem to find these plants fascinating, and giant wasps cannot get enough of their nectar when they bloom. Even when skyvine breaks the silt surface, its nodules continue to allow it to climb upwards. When weather causes its water source to run low, some of the

Faces of the Forgotten North

plant's sections dry out and the vine breaks loose, soaring into the air and scattering the plant's seeds across the Sea of Silt.

A skyvine bubble effectively has negative weight, since the hydrogen weighs less than the surrounding air. A skyvine bubble retains its air buoyancy for a duration of 1 week per foot of diameter. If an unattached object or creature, weighing less than the capacity of the bubble, is attached or supported by one or more skyvine bubbles, it is lifted up 20 feet each round. The object or creature cannot choose to move horizontally, but is at the mercy of prevailing winds and, if able, could clamber along the face of a cliff, or push against a wall to move laterally (generally at half its base land speed). A creature so lifted that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

A skyvine bubble that takes fire damage explodes, dealing the listed damage to each target within the listed radius (Reflex half DC 15).

Diameter	Size	Lifting Capacity	Hardness/hp	Explosion
5 ft.	S	25 lb	2/5	1d8/5 ft.
10 ft.	M	50 lb	2/10	2d8/10 ft.
15 ft.	L	100 lb	2/15	3d8/15 ft.

Three-Season Cloak: This hooded mixed-colored cloak has dried scrubland vegetation sewn into its surface. When worn with the hood drawn, this cloak grants the wearer a +2 circumstance bonus on Hide checks during the Flamesky, Coldnights, and Ral's Rest seasons while worn outdoors in the scrublands of the Trembling Plains.

Special Substances and Items

Betel Nut: This mildly addictive drug is actually a bean rather than a nut, and is nearly as popular in Eldaarich as in the Ivory Triangle. The user puts a betel nut between their upper gums and cheek, and the juices slowly percolate through their skin for the next several hours. During this time, the user can work at a faster pace than usual, without feeling the adverse effects of exertion.

Betel nut leaves reddish brown stains on the teeth and gums.

Type: Ingested, DC —, DC 10.

Side Effects: None.

Primary Effects: For the next 1d4 hours, the user gains damage resistance 1/- against nonlethal damage from overexertion.

Secondary Effects: None.

Overdose: —.

Slaking Period: 24 hours.

Spiral Damage: 1d2 Dex, 1d4 Wis, 1d4 Cha.

Mulbirth: This potent medicine contains a carefully guarded combination of Kurnan medicinal herbs, crushed in fresh harnaq's colostrum. The concoction improves a human woman's chance of surviving pregnancy and childbirth to 95%, even if she is carrying an unborn mul. It improves a dwarven woman's chance of surviving pregnancy and childbirth to 99%, even if she is giving birth to a mul.

Vehicles

Fleearna Seed Pod: Medium vehicle; Profession (pilot) -2; Spd wind x 10 ft. (clumsy); Overall hp 10 (hardness 2); Overall AC 4; Ram 1d6; Face 5 ft. by 5 ft.; Crew 1; Cargo 50 lb; Weight 10 lb; Cost 50 Cp.

The seed pod of the fleearna tree, once mature, can be used as a temporary air vehicle. The natural buoyancy of the seed pod creates a natural, if somewhat unwieldy, platform upon which the tribal halflings of the Rohorind learn to ride.

A mature fleearna seed pod can be used as an air vehicle for up to twelve continuous hours, after which it slowly loses buoyancy and settles to the ground.

An immature seed pod, once off its parent tree, can be stored for up to one week after being picked (depending on how much sunlight it is exposed to) before maturing and becoming a usable air vehicle.

House Azeth Trade Argosy: Colossal vehicle; Handle Animal +0; Spd drawn (clumsy); Overall AC -3; Section hp 50 (hardness 5); Section AC 3; Ram 6d6; Face 60 ft. by 30 ft.; Height 30 ft.; Crew 10 (plus 50 soldiers); Cargo 240 tons; Weight 50 tons; Cost 15,000 Cp.

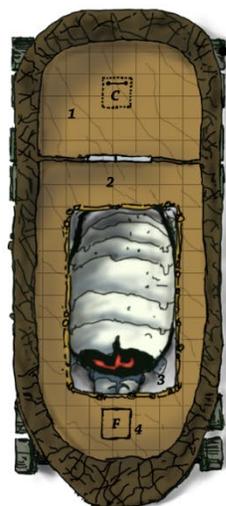
Following the layout of the mekillot ram, House Azeth developed an argosy designed to protect the drawing mekillot by building the structure around it instead of being in tow.

A House Azeth trade argosy has ten mounted crossbows on both sides of its upper, open deck. The soldiers on the upper deck get improved cover (see *Player's Handbook*, page 152) against attackers on the ground.

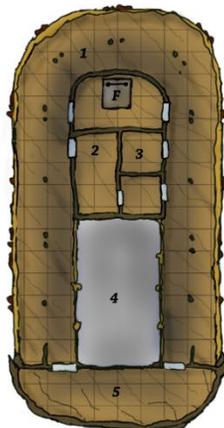
Fully loaded, an Azeth trade argosy can be pulled overland at 2 miles an hour by the mekillot inside. The vehicle is designed for use in conjunction with a *harness of mighty hauling*; an ordinary mekillot could not draw an Azeth trade argosy loaded with more than 40 tons of

MEKILLOT RAM

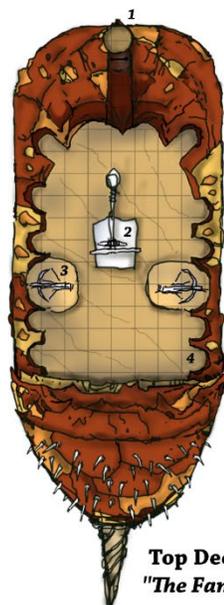
1 Square = 5 Feet



Lower Deck
"The Belly"



Middle Deck
"The Spine"



Top Deck
"The Fang"

Lower Deck

1. Cargo Hold
2. Platform
3. Mekillot Cradle
4. Feed Trough

Middle Deck

1. Causeway (Open to Exterior)
2. Barracks
3. Armory
4. Central Hall "The Gullet" (open to below)
5. Command Room

Top Deck

1. Kestrel's Perch (Observation Tower)
2. Ballista Nests (2)
3. Catapult Station
4. Archer/Javelineer Posts (10)

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25

cargo. The mekillot inside has total cover behind 2 inches of wood (hp 20, hardness 5).

Facilities exist at Azeth's Rest and other Azeth emporiums where the mekillot within can be removed without having to dismantle parts of the argosy.

Mekillot Ram: Colossal vehicle; Handle Animal +0; Spd drawn (clumsy); Overall AC -3; Section hp 100/15 (hardness 5/3); Section AC 3; Ram 15d6; Face 60 ft. by 30 ft.; Height 30 ft.; SA Ramming prow; Crew 10 (plus 60 soldiers); Cargo 10 tons (plus 30 tons without the soldiers, plus another 10 tons of cargo if one forgoes the ram extension and catapult); Weight 40 tons; Cost 25,000 Cp.

This innovative war wagon is built around a mekillot, shielding the creature from missile and other attacks. The result is a slow-moving fortress with the power to ram most gates down, or to burst open another vehicle.

A mekillot ram can accommodate a single light catapult and two ballistae on its upper, open deck. The soldiers on the walkway around the sides and rear of the middle deck have cover from attackers on the ground, while those on the upper deck get improved cover (see *Player's Handbook*, page 152). The first section of hp and hardness listed is for the frontal sections of the ram, which are composed of reinforced wood and chitin.

A fully loaded ram can be pulled overland at 2 miles an hour by the mekillot inside. The mekillot has total cover behind 2 inches of wood (hp 20, hardness 5).

Note that the mekillot ram takes only half damage from ramming, which applies to its reinforced frontal section.

Road Plow: This device is currently unique, but the Moratuc could make another if commissioned. A 10-foot diameter, 20-foot long stoneroller with embedded spikes, the road plow is designed to uproot vegetation and remove rocks in preparation for making a road. The road plow weighs nearly 20 tons, and can either be pushed or pulled by a mekillot.

Weight 38,000 lb; Cost 500 Cp.

Sail Cart: Large vehicle; Profession (sailor) +0; Spd wind x 15 ft. (poor) or Spd wind x 10 ft. (poor) if 125 lb or more; Overall hp 20 (hardness 5); Overall AC 4; Rigging 20 hp (hardness 0); Ram 2d6; Face 10 ft. by 5 ft.; Crew 1; Weight 125 lb; Cargo 250 lb; Cost 125 Cp.

A sail cart is a wind-powered vehicle common in the Bandit States. It consists of a low, triangular frame made of lightweight bird bones, covered with leather or hide spread tightly across it. The cart has three wheels, one in front and one to each side in the rear. A single 15-foot mast and sail propels the cart. The pilot controls the cart with a steering bar and ropes connected to the sail boom.

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A passenger of up to Medium size can lay down in the cargo space, but is considered prone while traveling.

In the Barrier Wastes, the sail cart pilot need only make a DC 12 control check. Driving a cart in any other region or terrain requires the driver to make a DC 30 control check. Additionally, a failed control check outside the Barrier Wastes inflicts 1d20 points of structural damage against the vehicle.

A sail cart can be used in up to heavy winds with no penalty; in severe wind conditions, the driver suffers a -10 penalty to their control check DC. Winds of higher speed, such as the Angry Winds, make it impossible to use a sail cart.

Sail Cart Kite: A deployed kite catches the wind ahead of the sail cart, lessening the loss of speed occurred by any cargo carried. A sail cart equipped with a kite retains its speed of wind x15 ft. even when fully loaded.

Price 25 Cp; Weight 20 lb (doesn't count against the cargo of the sail cart when deployed).

Skyvine Bubbles Net: Skyvine bubbles trapped in a net of giant's hair see use with proprietors of silt skimmers, as attaching a few nets of skyvine bubbles increases the amount of weight that a skimmer can carry without being slowed.

A silt skimmer (see *Athasian Emporium* for more details) with an attached net of skyvine bubbles gains a speed of wind x15 ft., but goes down to wind x10 ft. when loaded up to 1 ton, and down to wind x5 ft. when fully loaded (carrying between 1 and 2 tons).

If a skyvine bubble net takes fire damage, it will explode, dealing 10d8 fire damage to each target within a 50 ft. radius (Reflex half DC 15). Note that normally, skimmer captains have their nets floating at least 75 ft. above their ship to reduce chances of being caught in a possible explosion.

Price 1,000 Cp; Weight 50 lb (doesn't count against the cargo of the silt skimmer).

Documents and Tokens

This class of items has a symbolic function, conveying authority or permission. No price is listed for these items, because their value is not inherent.

Azeth Trust Token: This white ceramic medallion is slightly larger than a ceramic piece, and does not divide into bits. One side of the medallion shows the mark of Azeth's Rest – a palm tree set between four stones. The other side of the medallion shows the mark of House Azeth, a figure with a male humanoid upper body, and the lower body of an inix. On the side rim of the medallion, a message in Picts reads: "You may give me to one you trust, but do not sell or buy

me. Remember who gave me to you, and truthfully, or your name is forfeit."

If someone shows the token to the guards at Azeth's Rest, the guards will ask how the person got the medallion, and from whom, and if they find the medallion was sold, they will confiscate it. Otherwise, the person presenting the token is entitled to enter Azeth's Rest, and to bring other persons along, provided that the presenter vouches for them and assumes responsibilities for their actions within Azeth's Rest. Someone with a token is entitled to one free use of the watering hole for up to eleven persons and their mounts.

If a person lies to House Azeth about how they obtained a trust token, and the lie is discovered, then Azeth guards will press that person's face into clay to make an imprint, and the gates of Azeth's Rest will be permanently shut to them, unless they somehow manage to return in disguise.

Weight: 1/50 lb.

Cistern Standard: This eight-foot staff with an intricate ceramic emblem affixed on top resembles the battle standards that are used to group regiments within an army. Cistern fiends raised, trained, and sold by the Kurnan Well-Diggers Clave are taught to not attack anyone within 20 feet of a particular cistern standard; each cistern fiend is taught to recognize one specific cistern standard. Someone who has seen a particular cistern standard might be able to duplicate the standard and thus deceive the associated cistern fiend into passivity. Attempting to pass off a false standard as the correct one creates a contest between the sculptor's Craft (Sculpting) check and the cistern fiend's Spot check (+5). Note that one cannot forge a standard that one has not seen.

If a standard passes the cistern fiend's initial inspection, it will allow the bearers access to its water supply without attacking, but it will continue to stare at the standard so long as it is in range of sight. If the standard bearers remove the standard from the cistern fiend's sight, it will attack anyone within reach. If it detects a false standard, the cistern fiend will immediately attack anyone within reach.

Weight: 10 lb.

Fate Card: A fate card is one card drawn randomly from a Kurnan deck of 77 playing cards, folded carefully in half with sealing wax, so that no one knows which card it is until the wax is broken and the fate card is unsealed. Each member of a Kurnan military unit carries one of these cards. If a situation arises where some members of the squad must die so that others might survive (for example, if some members of a squad need to stay behind and fight to the death so that the others can escape and bring word

to their leaders), the commanders state the number of people that must be placed in deadly risk, and then designates who in the unit must “unseal their fate.” The persons with the lowest cards are fated to stay behind.

Kurnan officers receive extraordinary training, and will not deliberately set up a situation where luck of the draw could override tactical needs. If time permits, the Kurnans will conduct separate drawings for different groups, so that sacrifices are distributed among officers and soldiers alike.

Letter of Marque: This letter bears the personal mark of a sorcerer-king, and bestows limited secular authority on the bearer, as if the bearer were a templar. The bearer of a letter of marque gains the authority to contest the actions of templars, using the bearer’s Diplomacy check. If the bearer is already a templar, then having the letter as additional authority grants the templar a +4 circumstance check towards authority contest checks. The letter of marque does not grant the authority to Intrude, Requisition, Accuse, or Judge, but does grant power to contest such actions by templars.

A letter of marque is limited by time. After a specified period (usually one year, and never longer than seven years) the letter loses its effectiveness. A sorcerer-king can also declare their letter invalid. Forging or fraudulently using a letter of marque is an unpardonable offense that brings a death sentence. Obviously, only the templars and other servants of the sorcerer-king that issued the letter of marque will honor its terms. A person who is caught with a king’s letter of marque within another sorcerer-king’s territory will have some explaining to do.

Letter of Reprisal: Like a letter of marque, this letter bears the personal mark of a sorcerer-king, and bestows limited secular authority on the bearer, as if the bearer were a templar. Unlike a letter of marque, a letter of reprisal has its scope limited to carrying out a specific mission, usually a reprisal or retaliation against a specific group of the monarch’s enemies, such as killing or capturing a specific enemy officer, capturing a particular enemy fortress or silt vessel, defiling a stretch of key farmland, or annihilating or enslaving a designated village. Depending on the bearer’s Diplomacy ranks, they can Requisition, Intrude, Accuse, or Judge, but only if they can show that their request relates to fulfilling the assigned mission. The bearer can attempt to contest the actions of templars, but takes a -4 circumstance penalty on such attempts, since the opposing templars can argue (even if it is not true) that the bearer is acting outside of the scope of the assigned reprisal mission. The -4 penalty also applies if templars contest any of the Requisition, Intrude, Accuse, or Judge actions.

Magic Items

Specific Weapon

Day Steed Dagger: This +1 *dagger* appears to be made from some pale translucent stone such as alabaster, but is as sharp as bone. Inside can be seen a faint, dark silhouette of indefinite shape. In fact, the weapon itself is a jalath’gak larva. Upon command, if the user succeeds in killing an opponent using a coup de grace action, the dagger reverts to its true, larval form, and enters the victim’s body through the puncture wound. Within 2d6 rounds, the larva pupates, devours the sacrificed body, and becomes a jalath’gak - called a day steed - under the command of the user. The day steed uses the statistics of a standard jalath’gak (*ToA*, pg 216). After 18 hours of loyal service, the day steed collapses into dust.

Strong necromancy and conjuration; CL 13th; Craft Magic Arms and Armor, *finger of death, infestation*; Price 4,450Cp; Weight 1 lb.

Specific Armors

Armor of the Spymasters: Kurnan spy traditions dictate total discretion while studying foreign cultures. However, these studies are not without risks for the spy, who must infiltrate the savage lands of the Drylanders. The *armor of the spymasters* answers this need for protection while maintaining a disguise – whatever it may be.

As a standard action, the wearer of this nondescript +1 *glammered chitin armor* can activate it, enabling them to change their appearance as if under the effect of a continuous *alter self* spell; the maximum HD of the assumed form is 5 HD. At the wearer’s discretion, in addition to the normal *glammered armor* properties, the armor can be made to look like living feathers, fur, scales, or appear as normal skin instead of normal clothing. Even if the *armor of the spymasters* is made to appear as normal flesh, no other form of armor can be worn over it.

Moderate illusion and faint transmutation; CL 10th; Craft Magic Arms and Armors, *alter self, disguise self*; Price 30,950 Cp; Weight 25 lb.

Armor of the Trembling Plains: Specially crafted for those wishing to travel safely through the Trembling Plains, this +2 *breastplate armor* is made from ancient mekillot shells carved with symbols representing the fury of the stampeding mekillot herds. In addition to granting a +2 *enhancement bonus* to AC, the wearer’s size is considered to be three sizes greater than normal for the exclusive purpose of determining if they can be affected by a creature’s *trample* ability.

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Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price 18,350 Cp; Weight 30 lb.

Staves

Black Chaplain's: Carved from black Kurnan teak, this staff allows the use of the following spells:

- *Calm emotions* (1 charge)
- *Resist energy* (1 charge)
- *Mass cure light wounds* (3 charges)

Moderate varied; CL 9th; Craft Staff, *calm emotions*, *mass cure light wounds*, *resist energy*; Price 28,125 Cp.

Battle: Kurnan wizards tend to armor themselves and use charged devices such as staves and wands in battle. Melded together from the white bones of a harnip, this staff allows the use of the following spells:

- *Magic missile* (1 charge)
- *Flaming sphere* (2 charges),
- *Fireball* (3 charges),

Moderate varied; CL 9th; Craft Staff, *fireball*, *flaming sphere*, *magic missile*; Price 15,188 Cp.

Missile Warding: Usually carved from the wood of saedra trees growing in the White Mountains, this staff allows the use of the following spells:

- *Protection from arrows* (1 charge)
- *Shield* (1 charge)

Moderate abjuration; CL 8th; Craft Staff, *protection from arrows*, *shield*; Price 16,500 Cp.

Green Resistance: This dusty walking stick allows the use of the following spells:

- *Resist energy* (1 charge)
- *Protection from energy* (2 charges)

Moderate abjuration; CL 8th; Craft Staff, *protection from energy*, *resist energy*; Price 18,000 Cp.

Wondrous Items

Amulet of Concealment: This amulet is carved from the bones of a silk wyrm and adorned with kenku feathers. It provides a competence bonus to *Hide* checks.

Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*; Price 400 Cp (+2), 1,600 Cp (+4), 3,600 Cp (+6), 6,400 Cp (+8).

Amulet of Tongues: This amulet is a golden disk engraved with an open mouth on one side and an ear on the other. The

wearer is always considered under the effect of a *tongues* spell while wearing the amulet.

Faint transmutation; CL 5th; Craft Wondrous Item, *tongues*; Price 45,000 Cp.

Augmented Sigil: If their bureau or Order allows it, a templar can pay spellcasters and manifesters to add a command word activated magical spell or command thought activated psionic power, usable once per day, to their sigil as if it were any other magical or psionic item.

The cost of an augmented sigil depends on the level of the spell or power added to it.

Power or Spell Level	Market Price
1st	360 Cp
2nd	2,160 Cp
3rd	5,400 Cp

Two examples of augmented sigils are described below, though many more types are possible.

Augmented Sigil of Missive: This sigil contains the most common power added to a sigil. Once per day, the sigil's possessor can use *missive*, limited to the templar's superiors or to other members of the order.

Faint telepathy; ML 1st; Craft Universal Item, *missive*; Price 360 Cp.

Augmented Sigil of Comprehend Languages: This sigil allows the possessor to use *comprehend languages* once per day, with the exception that the creature to be understood need only be standing within 30 feet, not touched.

Faint divination; CL 1st; Craft Wondrous Item, *comprehend languages*; Price 360 Cp.

Authorized Book of Law: This 8 x 5-inch tome has a silver cover with a seven-pointed star on both the front and back. The tome contains all of Daskinor's current official "Rules." Every midnight, the book's writings become updated to the latest set of Rules as engraved into the Stones of Law throughout the city of Eldaarich.

If any Eldaarish citizen within 30 miles of Eldaarich attempts to deface or edit an *authorized book of law*, that citizen's name (as branded into their fingertips) appears on the Wall of Lists in the Savak headquarters. If any person within 30 miles of Eldaarich with unbranded fingertips touches the book, then a description of the book's location appears immediately on the Wall of Lists.

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Moderate divination and evocation; CL 10th; Craft Wondrous Item, *sending*, *scrying*, *wrath of the sorcerer-king*; Price 1,000 Cp; Weight 2 lb.

Bag of Natural Decay: Hired killers and disgruntled Eldaarish employees often use this item to cover the traces of murder. A *bag of natural decay* is a hemp sack large enough to cover a creature up to **Large** size. Over a period of 4 rounds for a **Medium** corpse, a body placed in the bag decomposes into earth, and then the bag itself decays into earth. It takes 8 rounds to decompose a **Large** body, and the decomposition time is halved for each size category less than **Medium**, to a minimum of 1 round. Corpses decomposed by a *bag of natural decay* cannot later be restored to life, nor turned into undead.

Faint necromancy; CL 3rd; Craft Wondrous Item, *return to the earth*; Price 750 Cp; Weight 1/2 lb.

Cloak of the Aarakocra: This mottled white and gray cloak is clasped in the front by an oval bone piece inscribed with praise to the open skies written in Avian. When in use, it transforms into a beautiful pair of aarakocra wings, with a 20-foot wingspan, and the bone clasp becomes a bony plate embedded in the wearer's chest, just like a real aarakocra's breastbone.

Once per day, the wearer can use *overland flight*, as the spell. While airborne, the wearer's visual acuity increases, giving them the benefits of a +5 bonus on **Spot** checks.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight*; Price 18,700 Cp; Weight 1 lb.

Figurines of Wondrous Power: Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high. When the figurine is tossed down and the correct command word is spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, and its power departs. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Golden Inix: When animated, a *golden inix* becomes a gold-skinned inix fitted with a war howdah that acts in all ways like a normal inix under the command of its possessor. Thrice per day, while the sun is up, the inix can be commanded to

emit a *color spray* burst in a 30-ft. radius centered on itself. Except for those riding the inix's howdah, anyone caught in the burst must make a DC 14 Will save to resist the effect. The inix can be used for a maximum of one day each week – continuously or in any combination of periods totaling 24 hours. At this point or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

Moderate transmutation and illusion; CL 11th; Craft Wondrous Item, *animate objects*, *color spray*; Price 10,000 Cp.

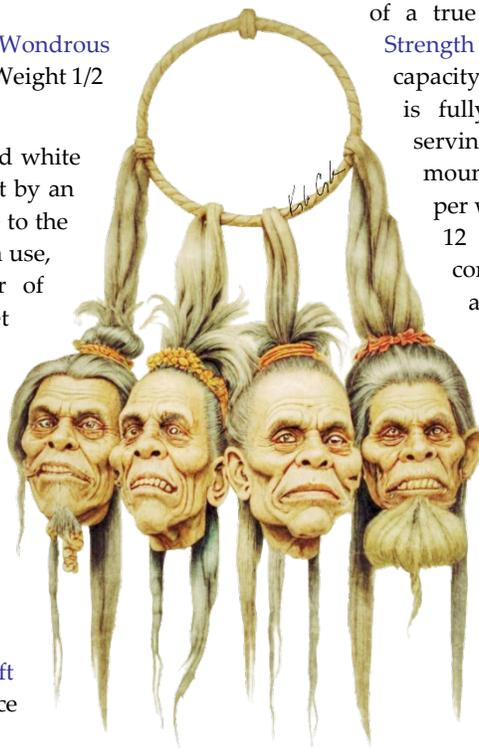
Iron Mekillot: Upon utterance of the command word, this rusty iron figurine grows to the size and specifications of a true mekillot, except that it possesses a **Strength** score of 45 in regards to carrying capacity. The animal created from the statuette is fully obedient to the figurine's owner, serving faithfully as a beast of burden or a mount. The statuette can be used three times per week for up to 12 hours at a time. When 12 hours have passed or when the command word is spoken, the *iron mekillot* again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *bull's strength*; Price 12,000 Cp.

Five-Season Cloak: During *Flamesky*, *Coldnights*, and *Ral's Rest* seasons, this cloak looks like an exceptionally well-crafted masterwork version of a three-season cloak, with dry vegetation woven into the outer fabric of the cloak. However, during *Windflood* season, the cloak takes on a remarkably wet and muddy appearance, and in *Fruitbirth*, the

dead vegetation turns green and appears to come to life. Consequently, the *five-season cloak* gives its wearer +3 **circumstance bonus** to **Hide** checks year round in the Trembling Plains. It does not grant this bonus outside the Trembling Plains. Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*, creator must have 3 ranks in **Hide** skill; Price 675 Cp; Weight 1 lb.

Goggles of Dust Watch: Appearing as a normal set of dust goggles, these goggles allow the wearer to ignore the visual penalties associated with any sort of airborne dust, including the *Gray Death* condition. The wearer can see through airborne dust as if it were not there. Sandstorms and dust storms do not affect the wearer's **Spot** checks. The goggles do not, however, provide the ability to see through settled dust, e.g. through the *Sea of Silt*.



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Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 2,000 Cp; Weight 1/2 lb.

Grand Caravan's Collar: This robustly constructed leather and bone collar is intended to sit comfortably on the animal's shoulders around the neck. It is used to tow wagons and caravans, just like an ordinary collar is used by draught animals.

This collar automatically adapts to the size of the neck of **Large** to **Colossal** animals. As long as the collar is worn, the creature is kept awake and cannot naturally fall asleep, needs only one-half of the food and water it normally would, and cannot become exhausted or fatigued. Magically induced sleep, like the *sleep* spell, is not countered by the collar's magic. While the creature is immune to the effects of fatigue, it still takes the non-lethal damage associated with a forced march, albeit at the reduced rate of 1d6 points of non-lethal damage per failed **Constitution** check (DC 10, +2 per extra 8 hours) every 8 hours instead of each hour.

When the collar is taken off, the creature takes 2d4 points of temporary Constitution damage and becomes exhausted. The creature must sleep for a number of hours equal to the same number of hours the collar was worn to remove this exhaustion.

Moderate enchantment; CL 5th; Craft Wondrous Item, *dedication*; Price 30,000 Cp; Weight 30 lb.

Howdah of Missile Barrier: This inix war howdah looks like a normal howdah. In addition to providing shade and cover from the elements, upon command, the howdah creates a *protection from arrows* effect for 3 hours or until 30 points of damage are prevented. Both the mount and the occupants can benefit from this effect. As usual for an inix war howdah, the *howdah of missile barrier* has room for four persons at a time.

Faint abjuration; CL 3rd; Craft Wondrous Item, *protection from arrows*; Price 10,800 Cp; Weight 150 lb.

Maker's Level Belt: Created by members of the Kurnan Makers Clave, a maker's level appears as a flat crystal oval containing a small glob of quicksilver that sits in the middle of the oval when the coin lies on a perfectly flat surface. (Some craftsmen will recognize the instrument as a "level," a mundane but unusual tool that allows builders to know whether a surface is perfectly flat.) If the user places one or more *maker's levels* into their mundane worker's belt, they gain bonuses to their Balance skill as follows: 1-3: +1; 4-8: +2; 9-15: +3; 16-24: +4; 25-35: +5; 36-48: +6; 49-63: +7; 64-80: +8; 81-99: +9; 100-120: +10; 121-143: +11; and 144 or more gives a +12 bonus to Balance. Regardless of the number of *makers' levels* placed in the worker's belt, they take up one belt item slot.

In Kurn and the Trembling Plains, *maker's levels* are often used as a type of currency worth 1 gp.

Faint abjuration; CL 1st; Craft Wondrous Item, creator must have 12 ranks in **Balance**; Price 100 Cp; Weight 1/10 lb.

Necklace of Reflexes: This item consists of the spinal column of a creature, strung into a necklace. It conveys competence bonuses to one of the following skills: **Balance**, **Jump**, **Perform (dance)**, **Ride**, or **Tumble**.

Moderate transmutation; CL 5th; Craft Wondrous Item, *cat's grace*; Price 400 Cp (+2), 1,600 Cp (+4), 3,600 Cp (+6), 6,400 Cp (+8), 10,000 Cp (+10).

Saddle of Missile Barrier: This military saddle fits any **Large** or smaller mount like a normal military saddle. In addition to providing a +2 **circumstance bonus** on **Ride** checks related to staying in the saddle, upon command, the saddle causes a *protection from arrows* effect for 3 hours or until 30 points of damage are prevented. Both the rider and the mount benefit from this effect.

Faint abjuration; CL 3rd; Craft Wondrous Item, *protection from arrows*; Price 4,320 Cp; Weight 30 lb.

Shrunken Heads: Each *shrunken head* contains the essence of an ability possessed by the person whose head was used to make the item, such as a feat or knowledge of a skill. To use a *shrunken head*, the user must wear them as earrings. Up to two *shrunken heads* may be worn at a time. *Shrunken heads* must be worn for a full day before they begin to work. If one is removed, the owner must wear it for another day to reattune it to themselves. One or two *shrunken heads* may be worn and treated as a headband, hat, helmet, or phylactery on the head for the purpose of determining which items can be worn on the body.

Shrunken Head of Discipline: The wearer of a *shrunken head of discipline* gains the benefits of the Disciplined feat. The wearer can also utter a *command* once per day, as the spell.

Moderate necromancy; CL 5th; Craft Wondrous Item, the head of a creature that possessed the Disciplined feat, *speak with dead*; Price 3,700 Cp; Weight ½ lb.

Shrunken Head of the Master: The wearer of a *shrunken head of the master* gains the benefits of a specific **Skill Focus** feat, which must be the same as the one possessed by the creature whose head was used to make the *shrunken head*.

Moderate necromancy; CL 5th; Craft Wondrous Item, the head of a creature that possessed the **Skill Focus** feat, *speak with dead*; Price 900 Cp; Weight ½ lb.

Shrunken Head of the Veteran: The wearer of a *shrunken head of the veteran* gains the benefits of a specific **Exotic Weapon Proficiency** feat, which must be the same as the one possessed by the creature whose head was used to make the *shrunken head*. The wearer must still have a minimum **BAB** of +1, and the required **Strength** for using the weapon, if any.

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Moderate necromancy; CL 5th; Craft Wondrous Item, the head of a creature that possessed the specified Exotic Weapon Proficiency feat, *speak with dead*; Price 2,000 Cp; Weight ½ lb.

Shrunken Head of Weapon Finesse: The wearer of a *shrunken head of weapon finesse* gains the benefits of the *Weapon Finesse* feat. The wearer must still have a minimum BAB of +1.

Moderate necromancy; CL 5th; Craft Wondrous Item, the head of a creature that possessed the *Weapon Finesse* feat, *speak with dead*; Price 4,000 Cp; Weight ½ lb.

Skeleton Crew: This 5 x 5 x 5 ft. chest contains the bones of twelve humanoids who were capable sailors in life. When the box is opened and the command word spoken, the bones animate one full round later and become 1 *Hit Die* skeletons. They can be used as crew members and are considered to have the *Profession (sailor)* skill with a +5 modifier. Once activated, the skeletons last for 13 days, or until the person who activated them dies, whichever happens first, after which time they crumble into dust. They will not fight, but will work at the command of the person who activated them.

Faint necromancy; CL 5th; Craft Wondrous Item, *animate dead*, creator must have 5 ranks in the *Profession (sailor)* skill; Price 1,050 Cp; Weight 150 lb.

Spell Twig: Spell twigs originated from Eldaarich, where they were developed by the Red Guards so that they did not have to lift their ever-present masks to consume a potion.

A spell twig is a single-use magical tindertwig that produces its effect when lit, just like imbibing a potion. It can be triggered once before it loses its magical power, but lasts indefinitely until triggered. A spell twig can hold a spell of up to 3rd level that has a casting time of less than 1 minute, and any character can activate the spell. Both defensive and offensive spells are found imbued in spell twigs.

Spell twigs are like spells cast upon the person lighting the twig. The character lighting the twig doesn't get to make any decisions about the effect – the caster who crafted the twig has already done so, but for the target. The person lighting the twig is the caster of the effect, using the effect at the spell twig's caster level.

Physical Description: A typical spell twig consists of a small, wooden stick similar in outward appearance to an alchemical tindertwig. The stick is usually no more than a foot long and 1/2 inch in diameter. The twig has AC 7, 5 hit points, hardness 5, and a Break DC of 16.

Creating a Spell Twig: A spell twig can be created by any creature with the *Enspell Twig* feat.

Identifying a Spell Twig: A spell twig can be identified using the standard methods of identification.

Activation: Activating a spell twig requires no special skill. The user merely strikes the twig against a rough surface to light it and then snuff out the flame, all as a standard action. The spell twig takes effect immediately. Using a spell twig provokes attacks of opportunity. A successful attack (including grappling attacks) against the user forces a Concentration check (as for casting a spell). If the character fails this check, they cannot light the spell twig. An enemy may direct an attack of opportunity against the spell twig rather than against the user. A successful attack of this sort can destroy the twig.

The caster level for a standard spell twig is the minimum caster level needed to cast the spell (unless otherwise specified).

Table: Spell Twig

Minor	Medium	Major	Spell Level	Market Price
01-20	—	—	0	25 Cp
21-60	01-08	—	1st	50 Cp
61-100	09-75	01-50	2nd	300 Cp
—	76-100	51-100	3rd	750 Cp

Talking Head: This item is an animated humanoid head, pickled in vinegar, which remembers some of their original knowledge. The owner may remove the head from the vinegar (typically stored in a sack or wineskin), and ask it up to 3 questions per day. The head retains the creature's original ranks in one *Intelligence-based* skill or certain *Perform* categories, although the ability score bonus, if any, no longer applies. The head takes 1d12 minutes to deliberate every question asked.

A head can only possess one skill. If the skill is *Knowledge*, then the head only remembers one subset of *Knowledge*. Most talking heads possess a *Knowledge* skill, but some heads are preserved for other similar skills such as *Appraise*. The head may only use the *Perform* skill with the oratory or singing categories.

Two heads are better than one. A person who has access to multiple heads with the same applicable skill can “put their heads together” and allow them to deliberate together. The time required increases by 1d12 per additional head, but the combined skill bonus improves to that of the head with the highest skill bonus, plus the number of additional heads with the relevant skill (for example, a templar has three heads with the *Appraise* skill: one with 5 ranks, one with 3 ranks, and one with 9 ranks; putting their heads together, the total skill bonus becomes +11, or 9+1+1).

If asked a question out of its area of expertise, a head replies with something to the effect of “let me die” or “just kill me.” If anyone ever threatens to harm a head, the head

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says dryly, “promises, promises.” In other respects, the head shows no sign of personality.

Faint necromancy; CL 5th; Craft Wondrous Item, *animate dead*, *speak with dead*, the head of a creature that possessed the necessary skill ranks; Price skill rank squared x 100 Cp; Weight 10 lb.

Watch Post of Dissimulation: When visible, this item appears like the crow’s nest of a sailing ship attached to a mast: a 25 foot tall resin-bundled bamboo mast attached to a resin-hardened bamboo basket large enough for one **Medium-sized** individual to sit or stand inside. A creature that climbs into the basket can activate the *watch post’s invisibility* powers, if they know the command word. Inside the basket, the user cannot apply their **Dexterity** bonus to **Armor Class**, but they can turn around within the basket to look at any angle, and can make small-scale movements such as talking or playing a musical instrument. Attacking from the *watch post* causes it to become visible. Once the *watch post* turns visible, it cannot turn invisible again for 12 hours.

In addition to *invisibility*, the basket provides the user with a +4 **circumstance bonus** to **AC** from attacks from below. The *watch post* must be fixed into the ground, a vehicle, or a building in order to function, but can be removed and installed somewhere else.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*; Price 21,600 Cp; Weight 1,000 lb.

Psionic Items

Specific Armor

Skinwalker Armor: This ghastly +2 *avorter leather armor* is made from the flayed skin of a psionic creature. In addition to its protective qualities, *skinwalker armor* possesses all the abilities of a standard *skin shirt*.

Faint psychokinesis and telepathy; ML 5th; Craft Psionic Arms and Armor, Craft Universal Item, *aversion*, *tattoo animation*; Price 33,920 Cp; Weight 15 lb.

Universal Items

Blanket of Sustenance: This finely-woven blanket can be worn as a cloak by a humanoid creature, but is more commonly used as a saddle blanket for a steed. Once per day, it provides the benefits of the *sustenance* power, allowing the creature to go without food and water for the day.

Faint psychometabolism; ML 3rd, Craft Universal Item, *sustenance*; Price 12,000 Cp.

Brass Damping Band: This item appears as a 3-inch diameter brass sphere covered with parallel lines and markings.

When the proper command word is spoken and the sphere is hurled at an opponent, it opens, unfurls in several bands that expand and then contract to bind the target creature on a successful **ranged touch attack**.

A single **Large** or smaller creature can be captured thus and be held immobile and helpless. The creature is also unable to use their psionic powers, whether they have a power point cost or are freely manifested. The creature is bound by the band until the command word is spoken again, disintegrating the bands, or it is broken (and ruined) by a **DC 30 Strength** check. A *brass damping band* is usable only once.

Strong psychokinesis and faint metacreativity; ML 16th; Craft Universal Item, *bend reality*, *dispel psionics*, *ectoplasmic cocoon*; Price 1,350 Cp; Weight 1 lb.

Cloak of Twitching Tattoos: This grim cloak is made from tattooed skin. Twice per day, upon command, the user can cause the tattoos to dance for 3 minutes each time. This gives the user a +4 **circumstance bonus** to **Intimidate** checks, and gives all opponents within 30 feet a -2 **circumstance penalty** to their **Concentration** checks

Faint psychokinesis and telepathy; ML 3rd; Craft Universal Item, *tattoo animation*, *telempathic projection*; Price 3,760 Cp; Weight 1 lb.

Dreamless Helm: This odd copper skullcap covers the head, making it look as if the wearer’s scalp was made of copper. Once per day, it allows the wearer to use the *suspend life* power, placing themselves in a trance lasting as long as desired, only aging a day for each year that passes while in the trance, and requiring food and water be consumed as normal for each day of aging less they begin to suffer the effects of thirst and starvation.

The helm is often used in conjunction with the *blanket of sustenance*, so that the wearer does not need to be concerned about consuming food and water.

Faint psychometabolism; ML 11th; Craft Universal Item, *suspend life*; 59,400 Cp.

Glove of Missile Casting: This soft carru leather glove affects the wearer with the *cast missiles* power continually.

Faint psychokinesis; ML 1st, Craft Universal Item, *cast missiles*; Price 2,000 Cp; Weight ¼ pound.

Harness of Mighty Hauling: This finely-crafted harness adapts to fit whatever animal or humanoid it is placed on. Twice per day, upon utterance of a command word, the carrying capacity of the wearer increases, as though its **Strength** was increased by 10 points for the next 12 hours.

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Faint psychometabolism; ML 6th; Craft Universal Item, *psionic lighten load*; Price 21,000 Cp.

Psychic Goad: This object is in fact a pair of small crystals, respectively called the handler and the target crystal, both always with at least one wide, flat facet. Created first by psions in the employ of House Azeth for their use on the mekillots of the Grand Caravan, the *psychic goad* is now used by many merchant houses to directly, mentally control hard to handle animals.

When the owner uses the proper command thought, the handler crystal adheres to their forehead. The same command also attaches the target crystal to the center of the forehead of an animal with a successful melee touch attack (the same command thought causes one or both crystals of the *psychic goad* to disengage). Only one target crystal can be placed on an animal at a time.

The handler crystal continually grants the wearer a +10 *competence bonus* on *Handle Animal* checks involving the animal wearing the target crystal. In addition, they can use *psionic charm* on that animal three times per day (save DC 12).

A *psychic goad* is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Faint telepathy; ML 3rd; Craft Universal Item, creator must have 10 ranks in *Handle Animal*, *psionic charm*; Price 9,270 Cp.

Shimmersail: This gleaming sail is crafted of rare shimmercloth, which the bandit lords obtain from the ssurran traders that sometimes wander through the Glowing Desert and the Scorpion Plains.

A sail cart equipped with a *shimmersail* no longer depends on which direction from which the winds blow to provide propulsion, allowing the cart driver to move swiftly despite the prevailing wind direction. A *shimmersail* acts as a normal sail cart's sail until a psionically focused driver projects a command thought. From that moment on, so long as the driver maintains their psionic focus, they can alter the wind's speed and direction for purposes of driving the cart. Each round, as a free action, the driver can mentally increase or decrease the speed of winds filling the *shimmersail* by 10 miles per hour, or alter the wind direction by up to 45 degrees.

Once the driver loses their psionic focus, the existing wind conditions immediately resume their effect, requiring the driver to make a DC 20 control check to avoid losing control of the vehicle.

A sail cart equipped with a *shimmersail* can move in severe wind condition as if in heavy wind condition (x3 speed multiplier). In addition, its speed is not decreased for moving while filled with full cargo. A cart fitted with a *shimmersail*

still moves under the direction of the driver and retains its usual maneuverability.

Faint psychokinesis; ML 3rd; Craft Universal Item, *control air*; Price 12,600 Cp; Weight 2 lb.

Skin of Proteus, Lesser: This psychoactive skin continually affects the wearer as the *psionic alter self* power. While in a form other than their natural form, the wearer does not appear to be wearing the skin.

Faint psychometabolism, ML 3rd; Craft Universal Item, *psionic alter self*; Price 18,000 Cp; Weight 2 lb.

Skin Shirt: This item is the skin of a *Medium-sized* creature, removed in a single piece and sewn into a shirt, using the same creature's hair as thread. It is often decorated by multiple mundane tattoos.

Once per day, the wearer can use the steal tattoo ability of the *tattoo animation* power to steal a touched tattoo and transfer it to the shirt. Up to seven psionic tattoos can be placed on a given *skin shirt*. The wearer can tap these tattoos as if they were wearing them. Tattoos can also be obtained using the standard scribing and transferring tattoos rules (see *Expanded Psionics Handbook*, page 170). The tattoos placed on the shirt do not count against the maximum number of psionic tattoos a creature can wear.

Faint psychokinesis; ML 1st; Craft Universal Item, *tattoo animation*, creator must have 5 ranks in the *Craft (leatherworking)* skill; Price 19,800 Cp; Weight 3 lb.

Spies' Rings: This is a set of two attuned rings, one being the spy handler's ring, which is kept in the possession of the master in charge of the spies, and the spymaster's ring, which is worn by the agent in the field. Both rings look plain and unobtrusive.

The wearer of the spy handler's ring can use the *correspond* power at will, but only with the wearer of an attuned spymaster's ring. Additionally, the wearer of the spy handler's ring can determine the precise location of an attuned spymaster's ring simply by concentrating as a *full-round action* that provokes *attack of opportunity*, as if using the *psionic locate* power, over any distance but not across the planes.

The wearer of the spymaster's ring can use the following functions on command.

- *Correspond* (special, at will)
- *Mind probe* (once per day)
- *Modify memory, psionic* (once per day)

The wearer spymaster's ring can use the *correspond* ability only with the wearer of the attuned spy handler's ring; doing so also reveals their location to the spy handler, as

if the latter was using the psionic *locate object* power, over any distance but not across the planes.

While a spymaster's ring only works with the spy handler's ring to which it is attuned, a spy handler's ring works with all spymaster's rings to which it is attuned; additional spymaster's rings can be made and joined with a single spy handler's ring, but only if the latter is present for the creation of the new rings.

The creation information is for a single pair of rings, one spy handler's ring and one spymaster's ring. It cost 38,880 Cp to attune a new spymaster's ring to an existing spy handler's ring.

Moderate *clairsentience* and *telepathy*; ML 9th; Craft Universal Item, *correspond*, *mind probe*, *psionic locate*, *psionic modify memory*; Price 62,280 Cp.

Artifacts

The Clanging Gnasher

This heavy bronze gong has been fitted with straps so that it can be used as a shield. It reverberates strangely when struck – far longer and more strongly than expected.

History

Corrupted by age and hate, this heavy bronze gong is a relic from the Cleansing Wars that perceives the goblin defeats and their disappearance from Athas as a personal humiliation. It hungers for the chance to gather new forces to wreak vengeance on those who humiliated it. The *Clanging Gnasher* actually understands very little of the Cleansing Wars, but it knows of the final outcome for the goblin race, and it will recognize a Champion instantly - particularly Daskinor - and would seek a way to bring about Daskinor's death should it ever have the opportunity.

Cast at the zenith of the northern goblin capital of Kreghez'hak and presented to the first Goblinfather, this bronze gong witnessed King's Ages of goblin history – both while it hung from the battlements of the city and when it was brought forth to warn the enemies of the goblins of their approaching doom. It was not until Daskinor, Champion of Rajaat, began his task of cleansing the goblin race that it witnessed the total humiliation of not just defeat, but of seeing the whole race of goblins destroyed. In one of the final battles, the bronze gong was taken up by a desperate goblin warrior seeking to use it as a shield to ward off those who came to kill him. The swirling mystic energies unleashed upon the battlefield and the death cries of untold numbers of

goblins combined on this day and fully awakened the gong as the *Clanging Gnasher*. The attacks of the human warriors and the arrows shot at the young goblin were turned aside, and with rising pitch and increasingly violent vibrations, the vengeful gong unleashed its hate and rage upon the humans. The sound of the *Clanging Gnasher's* fury was enough to shatter the very bones of the human invaders before it and was heard for miles on that day. After the battle, the young goblin warrior fled the scene of the slaughter and hid the *Clanging Gnasher*. Imbued with a low, but cunning and strong-willed sentience, this powerful artifact lusts for revenge, and to this end it will constantly emit a psionic call keyed specifically to goblins – seeking a worthy goblin warrior to take it up again.

Campaign Use

The *Clanging Gnasher* can be an excellent tool for player characters – especially those who seek to eliminate the scourge of the sorcerer-monarchs (first and foremost Daskinor) from the face of Athas. The *Gnasher* has a powerful personality, and could quickly overwhelm all but the most powerful of characters, but its goals are simple, and the *Gnasher* is unlikely to be at odds with a character unless they shy away from an opportunity to attack one of the Champions. The *Clanging Gnasher* does, however, greatly desire to be wielded by a goblin once again - be they alive or undead - and any wielder who refuses to turn it over to a prospective goblin wielder should expect the *Gnasher* to attempt to assert its agenda.

The *Clanging Gnasher* has recently come into the possession of Gzeztgel Bloodstump, a powerful khvakhas in the ruined goblin city of Juhudhuzar. Now that he has the *Gnasher*, Gzeztgel intends to raise an army to conquer the Trembling Plains and exterminate the humans currently living there (see Adventure Hooks: *The Goblinfather's Children are Hungry*).

Abilities

The *Clanging Gnasher* is a +8 *bashing moderate fortification heavy bronze shield*; Align CE; Int 10, Wis 12, Cha 12; empathy; 30 ft. hearing and vision; Ego 35. In addition to its abilities as a shield, the *Clanging Gnasher* has the following spell-like abilities (CL 20th, DC 15 + spell level): At will—*shatter*, *widened bless*; 3/day—*empowered rage* (10 targets), *greater command*; 1/day—*power word stun*. The greatest ability of this gong-turned-shield is its ability to attract missiles, absorb the energy from those strikes, and funnel it into a cone of sound so intense that it smashes bones to dust and shatters ear drums. All missile weapons launched within a 30-foot radius of the *Clanging Gnasher*

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veer toward the shield regardless of the original intended target and automatically strike the shield; damage is rolled normally, though it is absorbed by the shield. With every strike, the item emits a loud humming noise that builds in pitch and intensity. When the *Clanging Gnasher* has absorbed damage from missile weapons, the wielder can, as a standard action, will the item to unleash the stored energy in a torrent of sonic power. The sonic energy is cone shaped (60 foot long, 30 foot wide at the end) and any creature within the affected area takes sonic damage equal to the amount stored within the shield (Reflex save DC 30, half), is stunned for 1 round (no save), and deafened for 2d8 rounds (Fortitude save DC 30, half duration). The cone of sonic energy also dispels any area under the effects of a *silence* spell.

Suggested Means of Destruction

- Envelop it in a magical *silence* effect for 1,001 days.
- Melt it in a forge fired exclusively by the bodies of goblins.

The Gatecrasher

This 2-foot long spike of lead is banded with rings of gleaming silver and copper. Ancient runes are etched into the bands and glow with a sullen blue light.

History

The *Gatecrasher* is a psionic artifact of the early Green Age, the creation of the greatest goblin masters of the Way. It was created to seal the boundaries between Athas and other planes as a defense against some long-forgotten threat. The runes etched into the silver and copper bands that girdle the spike are runes of banishment in the languages of the four elemental planes, Infernal, and Celestial.

Campaign Use

The *Gatecrasher* is currently being used as the focal point of an extremely powerful ritual to empower a dimensional interdiction field in an immobile 1-mile radius around the ruined goblin fortress of Zhavahr. While within this radius, the artifact's other abilities are unavailable (all its energy is being used to maintain the field). If the *Gatecrasher* is removed from Zhavahr and carried a mile beyond the

fortress (beyond the boundary of the dimensional interdiction field), the field will collapse and the artifact's powers will become available after 24 hours have passed. If the field around Zhavahr collapses, then life would slowly return to the area, as life energy is no longer being drained to fuel the interdiction field.

Abilities

The *Gatecrasher* has the following psil-like abilities (ML 20th, DC 15 + power level): At will—*detect psionics*, *analyze portal* (a psionic version of the 3rd level arcane spell); 1/day each—*immovability*, *psionic banishment* (40HD), *psionic dimensional anchor*; 1/month—*seal portal* (a psionic version of the 6th level arcane spell).

Special: 1/year, the *Gatecrasher* can be used to permanently disjoin a gate, portal, or other dimensional connection. The *Gatecrasher* must be inserted into the dimensional aperture (for this purpose the embedded part becomes intangible if necessary) and be left in place for 28 days and nights. Within 3 hours of the end of the 28th night, the *seal portal* ability must be used on the dimensional aperture. Once done, the dimensional connection will be permanently closed as if it had never existed.

Note that the *Gatecrasher's* disjunction effect will not work on other artifacts. For example, the *Planar Gate* in Giustenal would not be affected by the *Gatecrasher*. Longstanding, extremely powerful locations may also be immune to the disjunction (at the DM's discretion).

When first picked up, the *Gatecrasher* mentally imparts knowledge of its abilities to its new bearer, who can access all of its abilities immediately, functioning at manifester level 20th.

Suggested Means of Destruction

- Dissolve it in the stomach acid of a drake.
- Use it to disjoin a portal to the Far Realm; the inherent 'wrongness' of that place will melt the *Gatecrasher* at the moment of disjunction.



The Landguard

The Landguard is a crystal the size of a halfling's skull that is shaped like a seven-pointed star, engraved with runes and inlaid with precious metals.



History

Daskinor made the Landguard during the Cleansing Wars to assist with his massacre of the goblins. By itself, the Landguard creates a psionic network similar to that created by the *metaconcert* power, allowing for 7 individuals to pool their psionic strength and share their known powers, but the Landguard was designed to be a modular artifact.

Originally, the Landguard was slotted into the helm of a powerful war machine (the prototype for the modern undead war beetle) called the *Chariot of the Landguard*. The Chariot gained additional abilities when the Landguard was installed within it, and served as the vanguard of Daskinor's forces in innumerable battles during the Cleansing Wars.

When the wars came to a close after the imprisonment of Rajaat and Daskinor chose to settle the Dim Lands, he moved the Landguard into a more permanent emplacement. Daskinor built the *Thrones of the Landguard* to assist his Watchers in the psychic defense and surveillance of the Dim Lands and Eldaarich. The Thrones gain additional capabilities when joined with the Landguard.

When Daskinor outlawed psionics, he imprisoned his Watchers and banished Chariot into a subterranean chamber barely big enough for it and then sealed the chamber with powerful magics. The room containing the Thrones of the Landguard was cast into the Gray and made to float aimlessly

there. Despite repeated attempts, the Eldaarish Templar Orders have been unable to locate either the Chariot or the Thrones.

Campaign Use

Not long after Daskinor outlawed psionics, the Landguard was stolen by thieves working for the Order. Held in secret by senior members of the Order, the guardian of the Landguard died during the Psionatrix debacle, and its hiding location was lost. If found by the PCs or their enemies, the Landguard could serve as a potent way to secure a base of operations or disrupt an enemy stronghold. Regardless of its other abilities, the Landguard and its pool of power points can be a mighty tool for a small group of psions or even a single psion, greatly expanding the number of powers they can manifest each day.

Being adrift in the deep Gray, it could be extremely difficult for Athasians (such as the PCs) to reach the Thrones of the Landguard, but the Thrones are quite accessible for the numerous undead denizens of the Gray, and some of them might even find them useful. If psionically powerful undead were to make use of the Thrones, they could rain terror down on the Dim Lands by conjuring undead minions wherever they like within the region. Even if undead have not started to make use of the Thrones, PCs searching them out should expect powerful undead to be haunting the area of the Gray where the Thrones rest and serving as unwitting guardians.

The Watchers have managed to escape their confinement, free the Chariot, and flee the Dim Lands, leaving a path of destruction in their wake as they search for the Landguard. The Watchers might seek out the most powerful psionic emanations on the continent, heading for Nexus or the waning echoes of the shattered Psionatrix at the Dragon Crown Mountains. Or perhaps they will simply terrorize the Trembling Plains and Kurn's lands, hoping to force that city-state's sorcerer-king (whom they still know as Keltis) to reveal the Landguard's location to them. Regardless, their reign of terror will not end until the Watchers have the Landguard in their possession, or either they or the Chariot of the Landguard are destroyed.

Abilities

The Landguard: The Landguard itself maintains a sort of continual *metaconcert*. Up to 7 people may join at any time, provided that those already in *metaconcert* allow it. Those connected to the Landguard are barely ambulatory, able to move no more than 10 feet per round and unable to take any physical actions other than walking. All participants

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must stay within 20 feet of the *Landguard* to remain in the *metaconcert*.

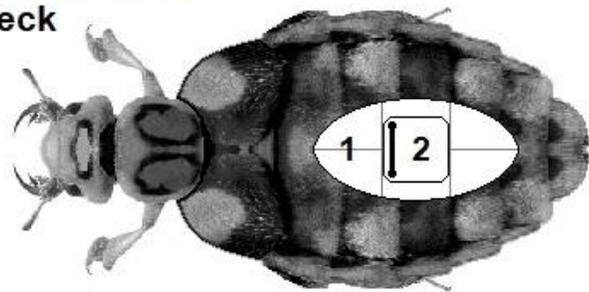
The first time that an individual joins in *metaconcert* with the *Landguard*, they permanently lose one power point to the *Landguard*. The *Landguard* currently has a total **power point** base of 2,954, which is the number of different persons who have ever joined in *metaconcert* through the *Landguard*. It regains these points every day. The *Landguard's* power point base can hold up to 5,000 **power points**.

In addition, the *Landguard* also possesses temporary power points from its psionic pool. Unlike a normal *metaconcert*, when an individual drops out of the *Landguard's metaconcert* effect they do not regain a share of the **power points**. Points from the *Landguard's* power point base are always spent before these pooled points, because once the pooled points are spent, they are lost.

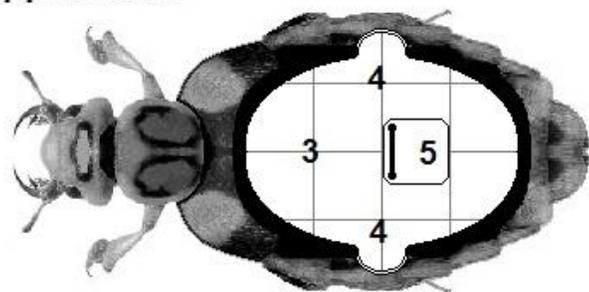
As with a normal *metaconcert*, the conductor determines how powers are to be spent, and rules for **DCs** and group

Undead War Beetle (Animated watroach beetle) 1 square = 5 feet

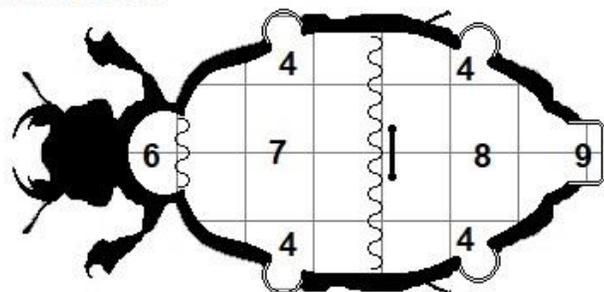
Observation Deck



Upper Deck



Main Deck



Key

- 1 Observation platform
- 2 Hatch to upper deck
- 3 Crew quarters
- 4 Archer's platform
- 5 Hatch to main deck
- 6 Templar quarters
- 7 Galley / mess
- 8 Storage
- 9 Aft gangway
- ⌋ Leather curtain

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NCherriman

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saving throws follow the rules described under the *metaconcert* power. In addition, the conductor may delegate concentration on any power to any of the *metaconcert* participants.

If the *Landguard* contains a pool of at least 1,000 **power points**, it increases the duration of the following powers to **Concentration** (max of 8 hours): *detect teleportation*, *divert teleportation*, *remote view trap*, and *remote viewing* (hereafter referred to as the base powers).

If the *Landguard* contains a pool of at least 2,000 **power points**, it alters the area of effect of the base powers to a 1-mile emanation.

If the *Landguard* contains a pool of at least 3,000 **power points**, it alters the area of effect of the base powers to a 5-mile emanation.

If the *Landguard* contains a pool of at least 4,000 **power points**, it alters the area of effect of the base powers to a 20-mile emanation.

If the *Landguard* contains a pool of at least 5,000 **power points**, it alters the area of effect of the base powers to a 60-mile emanation.

The Chariot of the Landguard: *The Chariot of the Landguard* creates a constant *mindlink* effect between those connected to the *Landguard* and the *Chariot's* current crew, allowing instant and continuous communication between them.

The *Chariot* itself is a massive undead watroach war beetle (see *Athasian Emporium* for more details). Crafted by Daskinor's most powerful defilers and necromancers, the *Chariot* is perfectly preserved and will never rot or fall apart, and possesses maximum (180) hit points. Additionally, controlling it only requires an effect capable of commanding undead (such as the spells *command undead* or *control undead*, or the ability to rebuke undead) be used within the *Chariot* (in case of a conflict between two potential controllers, the winner of an opposed caster level check retains control of the *Chariot*, at least until another undead-controlling effect is used and another caster level check must be made; attempts to control the *Chariot* via rebuke undead use the character's effective cleric level instead of caster level).

The Thrones of the Landguard: *The Thrones of the Landguard* appear to be 7 stone thrones surrounding a central pedestal containing a niche specially made to fit the *Landguard*. The *Thrones* create a psychic link between all those seated on them, and anything learned by an individual while seated on one of the *Thrones* (referred to as an Enthroned) is instantly known to all other Enthroned. The thoughts and deepest secrets of the Enthroned are not automatically shared, however, just new information learned while Enthroned. Any clairsentient or psychoportive powers used by an Enthroned ignore any distance-based costs and have no

maximum range so long as the target(s) and destination are within the Dim Lands or Eldaarich itself.

The Chariot plus the Landguard: Inserting the *Landguard* into a specially fitted socket within the *Chariot of the Landguard* catalyzes changes in appearance and function. The most obvious change is the doubling of the undead war beetle's speed. Less apparent to outside observers are the changes experienced by those connected to the *Landguard*. Immediately upon the insertion of the *Landguard* into its socket, the walls of the *Chariot* become transparent to those connected to the *Landguard*. Additionally, all psionic effects produced by those connected to the *Landguard* may originate from the war beetle instead of from the manifester. The result of these two effects is that line of sight and line of effect can be achieved between those connected to the *Landguard* and targets outside the *Chariot* while the manifesters remain safely within the *Chariot*.

The Thrones plus the Landguard: The functionality of both the *Landguard* and the *Thrones of the Landguard* are enhanced when the *Landguard* is placed within the *Thrones'* central pedestal. Immediately, Enthroned who are participating in the *Landguard's metaconcert* effect become completely immobile, but may each take independent actions, essentially allowing the single mind created by the *metaconcert* effect to take up to seven actions per round (one action per Enthroned participant). All psionic powers used by an Enthroned ignore any distance-based costs and have no maximum range so long as the target(s) and destination are within the Dim Lands or Eldaarich itself.

Suggested Means of Destruction

- Use the *Landguard* to spark a revival of goblin culture, with the possessor of the *Landguard* causing a great many people to celebrate goblin culture enthusiastically and intentionally, which will cause the *Landguard* to crumble into salt dust.
- Convince Daskinor to swallow the *Landguard* while psionically connected to it, allowing its salt crystal form to dissolve in the acids of his draconic gullet.

The One Book of Law

This 8 x 5-inch tome has a silver cover with a seven-pointed star on both the front and back.

History

The *One Book of Law* is a relic of the Cleansing Wars. Penned and bound by Gallard's own hand, it eventually found its way into the hands of several other Champions, though Sielba made the most extensive use of it, and Daskinor has held it since long before he settled Eldaarich. The *One Book of Law* was used to destabilize whole nations during the Cleansing Wars, so when he founded Eldaarich, Daskinor took precautions to ensure that the *One Book* could be safely contained without his nation suffering the same fate as so many others. He surveyed the land and carefully placed the *Monoliths of the King's Eternal and Unchanging Law* to bind the *One Book of Law*. The populace of Eldaarich know that the *Stones of Law* (as the *Monoliths* are commonly called) are where the laws of Eldaarich can be found, but none know that they are in fact the last line of defense against a lawless Athas.

Campaign Use

The *One Book of Law* must be contained, else it could potentially dissolve the laws of all nation states into nothingness, though few outside of Gallard and Daskinor know this. Those who do know of the *One Book* (mostly the High Templar of the Takrits Order and certain members of the Savak leadership) view it as merely a tool for controlling or confusing the population of Eldaarich, but it could do so much more if it was removed from the bounds of the city-state. In the right hands, the *One Book of Law* could be used to destabilize whole nations and city-states, recreating their societies overnight and potentially making them ripe for conquest.

Abilities

Unbound by the *Stones of Law*, the *One Book of Law* displays within its pages all of the laws of whatever nation's borders it is currently within. Furthermore, it allows the possessor to add to, edit, or delete those laws in real time and with 100% efficacy. The *One Book* literally rewrites a nation or city's legal code, and changes the memories of the inhabitants so that they lack any knowledge of things ever having been different.

While within the city of Eldaarich (and therefore bound by the *Stones of Law*), the *One Book of Law* displays within its pages all of the laws of Eldaarich. Any words written on the pages of the *One Book of Law* by midnight will appear carved into the *Stones of Law* in Eldaarich, unless the words are crossed out before then; any words crossed out in the *One Book's* pages will be erased from the *Stones of Law* and from the *One Book's* pages at midnight.

Regardless of where it is located, the *One Book of Law* cannot be detected, located, or identified by any magical or psionic means, including scrying.

Everyone who writes into the *One Book of Law* for three or more days in a row tends to become afflicted with either megalomania, an obsessive-compulsive disorder, or both. Those with a compulsive disorder feel compelled to spend at least two hours each day revising and editing Eldaarich's "Eternal and Unchanging Law" (also known simply as "The Rules").

Suggested Means of Destruction

- Fill all the pages of the *One Book of Law* with new laws and then cross them all out by midnight, letting the book become blank.
- Feed it to an Athasian dragon, whereupon every law it ever contained will spill forth into the creature's maw and be devoured.

The Shroud of Martyrs

This looks like an unwashed and faded black funeral shroud. Looking closely, you think you see the light imprint of a face and body within the shroud, but every time you look, the face is different.

Most of the faces that appear on the *Shroud* are goblin, but there are humans, elves, and other, now-forgotten races, the faces of every person that Daskinor ever had killed.

History

Shut into a wall to suffocate after watching the massacre of hundreds of goblins at the Wall of Shame, Ishta Khanhar Khala, director of Nidukhazi's psionics academy and sister of Nidukhazi's last king, hatched a plan to avenge the suffering of goblinkind. Knowing that few goblins would take military commands from a female, she chose to die rather than use her psionic power to escape what she regarded as martyrdom. Ishta imprinted her psyche, her powers, and all of her malice on the plain black burial shroud that her brother had given her before ordering her to be buried alive with her followers.

With her dying breath, Ishta sent out a psychic call to Shiolt Urlielx, one of the academy's brightest students, bidding her to retrieve the *Shroud* and use it as a weapon against the Goblin Death. Shiolt did so, becoming the first so-called "Mother of Martyrs" and slowing Daskinor's advance into Nidukhazi considerably. The *Shroud* passed from bearer to bearer as the siege wore on, with the

Faces of the Forgotten North

"Martyrs" gaining a fell reputation among both the goblins and Daskinor's troops alike.

When Daskinor breached Nidukhazi's gates, the bearer of the *Shroud of Martyrs* was a female goblin known only as "Mountain Mother." Although the Shroud had helped the goblins reap a fearsome harvest of Daskinor's troops, Mountain Mother was no match for the Goblin Death himself. As the Cleansing army took the city, Mountain Mother directed several of her Martyrs to delay them, allowing thousands of goblins to escape through a western tunnel to Juhudhuzar, herself included.

While Juhudhuzar was inturn besieged, Mountain Mother sent one Martyr after another to harass Daskinor's forces. Daskinor eventually captured one of them (Whortjava the Martyr) and learned how the Martyrs operated, but he never actually captured the *Shroud of Martyrs*, or even learned of its existence. After arising as a khvakhas, Whortjava located the *Shroud* and holds it still.

Campaign Use

The *Shroud of Martyrs* grants users powerful abilities to conceal and protect themselves, as well as the ability to create, maintain, and utilize an army of fanatically loyal followers. These powers would be highly valuable to anyone wishing to gain entry to locations without being detected, raise an army or prosecute a war, or simply protect themselves.

The *Shroud* itself, however, is highly focused on torturing or killing Daskinor, the sorcerer-king of Eldaarich, and only allows its most powerful abilities to be used by those it believes share these goals.

Today, the *Shroud* is disappointed that Whortjava has no inclination to leave the place where she lived and died. If it encountered powerful potential bearers who were willing to take the fight to Daskinor, it would likely abandon Whortjava in favour of a new Mother (or Father) of Martyrs.

Abilities

The *Shroud* cannot be detected, scried, or identified by any means, magical or psionic, and it cannot be torn.

A Small-sized creature can wrap themself completely in the shroud. This turns them invisible and phases them into the Gray (as per the *psionic etherealness* power), and also renders them undetectable by any means, magical or psionic. A Medium-sized creature can attempt this, but there is a 20% chance each round that it will fail, making them unphased and visible on the Prime Material Plane (Athas). Note that until they move through a physical object or someone moves through their space, the user will have no idea that they are

phased. From under the *Shroud*, the world continues to look normal.

If worn as a cloak, the *Shroud* does not phase the wearer, but still provides them with total immunity to any kind of supernatural detection, including epic powers and spells).

The *Shroud* has **Intelligence 25**, **Ego 23** and only unlocks its other powers for those whom it believes it can use to kill Daskinor or to terrify him and cause him mental anguish. These other powers are:

The user can manifest any of the following powers, once per day, without cost (ML 10th, DC 20): *death urge*, *energy burst*, *energy retort*, *suggestion*.

Holy War (Ex): The user gains a thrall and believers as if they were a first-level thrallherd. These fanatics will willingly die for the *Shroud's* owner, but if the user passes more than seventy seven days without killing at least one of Daskinor's servants or descendants, the thrall and believers turn on the owner.

Correspond (Ps): The cloak's owner can *correspond* with their thrall or believers, individually, or all at once, at any time.

Familiar Servant (Ps): The user can use the psi-like powers of the *Shroud*, and any spells or powers that they know, through their thrall or believers while they are within a 20-mile radius. This ability can be used once per day on one believer or thrall (hereafter referred to as the vessel), and lasts for 24 hours. If the spell or power granted requires a touch attack, then the vessel must touch the target. All powers and spells use the vessel for purposes of range, and the vessel can act normally while being used in this fashion. Any spells or powers with a range of self can also be used on the vessel. While using this ability, the *Shroud's* user is aware of everything that the vessel experiences, but does not suffer any adverse effects from anything that the vessel does or experiences.

Nightmare (Ps): The user can send Daskinor a nightmare every time Daskinor falls asleep, as per the *dream* spell.

Secret Servants (Ps): The user's thrall and believers are affected as by the *personal mind blank* power.

Shapesmith (Ps): The user can use the *psionic alter shape* power on themselves or any of their believers or thralls at will.

Suggested Means of Destruction

- Crumbles if Daskinor is permanently killed.
- Evaporates into a shuddering sigh if it is wrapped around Daskinor's shoulders while he is buried alive in a wall.

The Tetrads of the Sacred Elements

The quartet of elemental artifacts known as the Tetrads of the Sacred Elements have their origins in the early Time of Magic. The coastal town (and later city) of Thorlo grew constantly during the Green Age. Bountiful seas, a sheltered bay, and good roads and waterways to the interior all combined to make it a well-known and welcome port for travelers and traders.

The fresh spring which sat at the center of the old town, and the fisheries offshore, meant that Water had always been the faith most favored by the Thorlons. As the town became a city, however, the worship of other elemental powers grew, especially the faiths of Rain and Air. The competing faiths soon held significant sway among the city's populace and led to rising religious tensions, with the strain eventually becoming so severe that the city's stability was threatened.

To resolve the issue, King Ungild II summoned the leaders of the temples of Water, Air, Fire, and Rain. Although there were smaller shrines to Earth, Magma, and Sun in Thorlo, the four faiths summoned were considered the major ones and so the only ones worth inviting. Ungild forbade the temples from maintaining military forces, and decreed that in one year's time, all existing temples and shrines in Thorlo would be torn down. However, he also declared a competition, the Challenge of the Faiths. The faith which produced the artifact of most use to the public good of Thorlo would receive royal endorsement and significant grants of land, both within and outside the city. The runner up faiths would be given land within Thorlo's walls to build a new temple upon (with each plot located far from the others).

Each of the four faiths labored mightily for the next year, expending all their time, devotion, and wealth to craft an artifact of their faith. At the conclusion of the year, the king inspected the temples' efforts. Water had produced the *Waveglass*, a potent relic that bent the creatures of the sea to the wielder's will. Air presented the *Monstrance of the Winds*, an object able to quell bad weather. Fire triumphantly unveiled the *Brazier of Everburning Flame*, intended to serve Thorlo as an everlasting beacon for the city's merchant and fishing fleets.

The temple of Rain had labored long and hard to produce an artifact of unparalleled power, but they had been unable to complete the rituals in time. Instead, they presented a ceremonial baton for the marshal of Thorlo's armies – a *rod of thunder and lightning*.

Before King Ungild II could render his judgment, a delegation of Earth priests, led by a dwarf, entered the throne room. They carried a palanquin bearing an object shrouded in silk cloth. The dwarf stated that although Earth hadn't been invited to participate, his priests had labored long to

make a relic of benefit to Thorlo, and asked that Earth be permitted to replace Rain in the competition. With a flourish, he removed the cloth from the object, declaring the *Vermillion Talisman* to be a worthy replacement for Rain's failed entry.

Earth had never been a popular faith in Thorlo; the skies, weather, and seas were all much more a part of the day to day lives of its citizenry. With one eye on the popularity of Rain, and his own prejudices against both dwarves and elemental Earth, Ungild II dismissed the Earth delegation, bidding them leave the city and barring them from ever setting foot in Thorlo again.

Uttering dire imprecations, the dwarf and his priests did just that, leaving the city and taking the *Talisman* with them, eventually making their way to Hogalay, where the Earth King recognized the *Talisman's* usefulness and value.

In Thorlo, Water was declared the victor of the Challenge. Each of the artifacts was consecrated to the service of the city, and eventually placed in the reliquaries of each new temple as they were built.

The failure of Rain to complete their artifact on time, and Earth's late entry to the challenge, meant that in time the relics became known as the *Tetrads*. The *Talisman* was never technically part of the intended *Tetrads*, but over the years it became synonymous with the challenge. Rain did eventually complete their own sacred relic, but it was never presented to the city of Thorlo, and its location was a mystery long before the Cleansing Wars began.



The Brazier of Everburning Flame

Entirely cut from a single piece of darkest basalt, this brazier's hexagonal feet support a bowl ringed by a series of twelve evenly spaced claw-like protrusions, their tips all pointing downwards. A golden metallic coating covers the interior of the bowl.

The *Brazier* is 4 feet in diameter, 2 feet high and weighs about 250 pounds.

History

Created for King Ungild II's challenge, the *Brazier* was reverently placed atop the highest tower of the newly built Fire temple. Burning night and day, the *Brazier* served as a perfect lighthouse light for Thorlo, guiding ships into the harbor and drastically reducing the number of vessels lost on the outer sandbanks.

At some point decades before the Spellcasters Rebellion in Thorlo, the *Brazier* was stolen, and the temple of Fire was unable to fashion an adequate replacement light source. The embarrassment caused by this meant that Fire's adherents dwindled over many years, and by the time the giants took over Thorlo, the temple had fallen into disrepair.

When Togovas apostatized from Rain and embraced Fire, he received visions of the *Brazier's* location. Eventually recovering the artifact, Togovas used its powers to help lay siege to his home city. Ultimately victorious, Togovas ritually desecrated the temple of Water, and installed the *Brazier* at its center, where it has stayed all through the Cleansing Wars into the current age.

Campaign Use

Since becoming undead, Togovas has been blithely ignorant that he now serves paraelemental Magma and is being used to corrupt the *Brazier* into a conduit for that faith.

Priests of Magma might be sent to pose as servants of Fire to assist Togovas in causing a chain of volcanic eruptions all along the coast.

Those opposed to Magma might learn of the threat posed by a corrupted *Brazier* and seek it out to put a stop to Togovas' plans. The size and weight of the *Brazier* limits its use to adventurers, but an army carrying the relic at its head could

use it against their enemies, and a priest of Fire with a permanent base would find it a useful addition to their stronghold.

Abilities

A permanent effect similar to *continual flame* emanates from inside the *Brazier*, shining brightly enough to clearly illuminate a 30-foot radius, but producing heat appropriate to the flame's size.

While touching the *Brazier of Everburning Flame*, and after a minute of concentration, a Fire cleric can use the flame inside to *scry* through other fires within 200 miles. The cleric automatically knows how many fires burn within range and the approximate location of each. Once per minute, they may choose one of these fires and peer out of it as if they were actually within the flames. Anyone watching the fire will see a dark face appear within, but can only dispel the visage by extinguishing the flame or enacting some form of protection from *scrying*. The Fire cleric may speak through the flames, but cannot cast spells or use other abilities. This ability can be used for a total of 20 minutes per day.

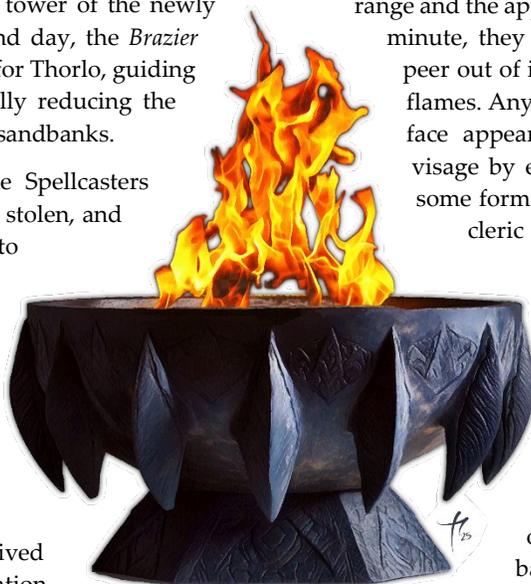
Once per round, a creature touching the *Brazier* can, as a move action, target a creature within 300 feet with a blast of heat, causing the target 1d10 points of fire damage and knocking them back 5 feet from the sudden rush of heat. A Fortitude save (DC 20) reduces the damage by half and negates the knock back effect.

Once per day, by uttering a command word while touching the *Brazier*, a Fire cleric may summon fire incarnation (*ToA*, pg 93) versions of the following creatures: 5d4 constrictor snakes (01-30 on d%), 5d6 Medium viper snakes (31-80), or 1d4 giant constrictor snakes (81-100). The creatures are friendly to the Fire cleric and obey them to the best of their ability. The effect is otherwise similar to casting a *summon nature's ally* spell.

The *Brazier of Everburning Flame* radiates an aura of overwhelming conjuration, divination, and evocation.

Suggested Means of Destruction

- Fill it to the brim with the essence of an elder water elemental.
- Burn a branch from the *Last Tree* as fuel in the *Brazier*.



The Monstrance of the Winds

This flat, disk-shaped object seems to be made of a silver alloy, and has a vaguely triangular base supporting it. Its surface is covered in glyphs and emblems of elemental Air, and clear crystal spans its center.

The *Monstrance of the Winds* stands 1 foot tall and weighs 10 pounds.

History

Created early in the Time of Magic, the *Monstrance* was reputedly crafted using “salt breath” – the sea breeze of Thorlo in its prime. It was used to ensure calm weather for both Thorlo and the ships coming and going from its great harbor.

During the Spellcasters’ Rebellion, the Temple of Air which housed the artifact was severely damaged. Later, in the dying days of the uprising against the giants, a terrible storm wracked Thorlo, suggesting the *Monstrance* must have been cast down and buried under rock and dust when the temple was damaged, cutting it off from the air.

As Thorlo fell into ruins and was covered by the expanding Silt Sea, the Air Temple and the *Monstrance* faded into legend. If the ruined temple could be located, and the artifact recovered and exposed to the air once more, the *Monstrance’s* powers would return.

Campaign Use

The *Monstrance of the Winds* is not an especially powerful artifact, but it could be quite useful to the right people. While the *Monstrance’s* ability to create, control, and keep storms at bay is of obvious use to Air clerics, one does not need to be an Air cleric to make use of any of its abilities. Indeed, anyone along the Sea of Silt or potentially in the path of a Tyr-storm might find the *Monstrance’s* abilities extremely useful.

Abilities

So long as the *Monstrance* is exposed to air, regardless of the strength of whatever storm might be raging outside, a 1-mile wide permanent pocket of calm air always surrounds the *Monstrance*. Storms may roar by, but they have no effect on

anything within the calm area. Even storms and wind effects created by spells (except those created by the *Monstrance* itself) and the storm or wind-like abilities of creatures are affected by the area of calm.

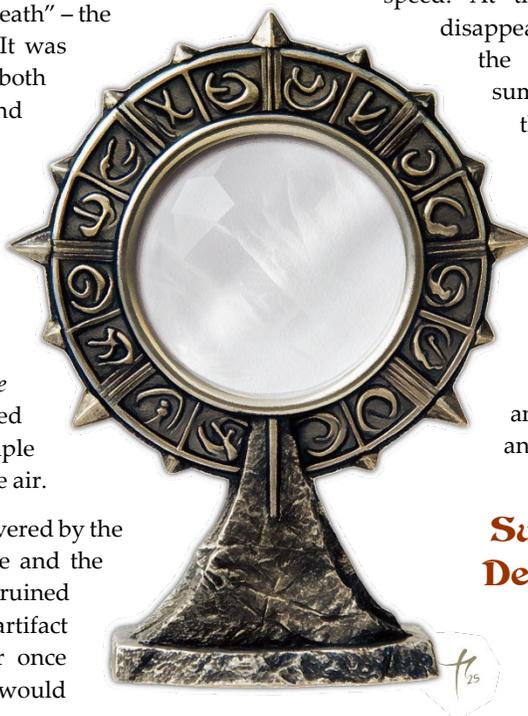
The *Monstrance of the Winds* can be used to summon forth a powerful hailstorm that pounds down for 1 minute, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in a cylindrical area (100-ft. radius, 100 ft. high). The user can summon the storm up to 5 miles from the *Monstrance*. A -4 penalty applies to each Listen check made within the storm’s effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt). A storm can be summoned once per hour by holding up the *Monstrance*.

With the *Monstrance* in hand, the wielder can make use of the following effects, three times per day and at caster level 20th: *control winds*, *gust of wind*, and *wind wall*.

The *Monstrance of the Winds* radiates an aura of overwhelming abjuration and evocation.

Suggested Means of Destruction

- Shatter it against the obsidian of the Dead Lands.
- Simultaneously maneuver it into the eyes of three Tyr-storms.



The Vermilion Talisman

You see before you a reddish-orange mass of stones, fused into a shape like that of a beehive.

The *Vermilion Talisman* is just over 4 feet high, more than 2 feet in diameter at its base, and weighs approximately 500 pounds. It gets its name from the range of brilliant orange, red-orange, and orange-yellow colors which compose its top-most parts.

History

The *Talisman* was created by the small, but learned priesthood of Earth in Thorlo. Seeking greater recognition from the King for their faith and their dedication to the

Faces of the Forgotten North

city, the clerics of Earth presented the *Talisman* to the royal court, only to have their efforts dismissed and derided.

The assembled priests of Earth were effectively banished from Thorlo. Carrying the *Vermilion Talisman* with them, they made the journey to Hogalay, one of the greatest centers of Earth worship in all the north. The Earth King of Hogalay immediately recognized the great value of the *Talisman* and the devotion that had been put into its creation. The artifact was given a place of honor in Hogalay's Great Temple where it remained until the Cleansing Wars erupted.

When the armies of Egendo marched upon Hogalay, the Earth King dispatched many of his people and the cultural treasures of the city to safer locations. One group was sent with the *Vermilion Talisman* to seek refuge in Hogalay's mines. The degenerate descendents of these refugees - the gibbering cavegouls - continue to worship Earth and the *Talisman*, albeit in a primitive way.

Campaign Use

Much like the other relics in the Tetrads of the Sacred Elements, the *Vermilion Talisman* is of limited use to an average party of adventurers. While it possesses potent and potentially useful abilities, its size and weight make it difficult to transport and use in normal adventuring conditions.

If rigged for transport and secured against tampering - perhaps by a small military force - the *Talisman* could be used to great effect by a dwarf or Earth priest, to say nothing of a dwarven Earth priest. The *Talisman's* spell powers could be of great use on a military campaign, and while not any guarantee of success, the ability to summon an earth elemental each day could be used to greatly supplant one's more mundane forces.

The *Vermilion Talisman* could just as easily be used by Kurnan agents to aid in the development of New Kurn or by Kel of Kel's Lot to secure his village and eventually come to dominate the other Bandit States.

Abilities

The *Vermilion Talisman* generates a 50 foot emanation inside which everyone gains damage reduction 5/- against psionic attacks that do not employ an energy type to deal damage, such as *mind thrust*. In addition, when those within the emanation are hit with ability damage (but not ability drain

or ability burn damage) from a psionic attack, they take 5 points less than they would normally take. This benefit applies only against psionic powers and psi-like abilities.

The *Vermilion Talisman* is a receptacle of the power of elemental Earth, and only a dwarf or an Earth cleric can make use of its abilities. By touching the *Talisman*, the following effects can be used, once per day and at caster level 20th: *flesh to stone*, *glitterdust*, *spike stones*, *stone shape*, and *wall of stone*. The *Talisman* can also be used to invoke an enlarged *whirlpool of doom* (Reflex DC 20, negates) once per week.

Once per day a dwarf or Earth cleric can also invoke a summoning ritual in Terran while touching the *Vermilion Talisman* to summon forth one large earth elemental, or elder elemental if the wielder is both a dwarf and an Earth cleric.

The summoning ritual requires 1 full minute to perform. In all ways this summoning functions like the *summon monster* spell (*summon monster VI* for the large elemental or *summon monster VIII* for the elder elemental), except that the summoned elemental serves the wielder for a duration of 8 hours before disappearing or until dispelled, dismissed, or slain.

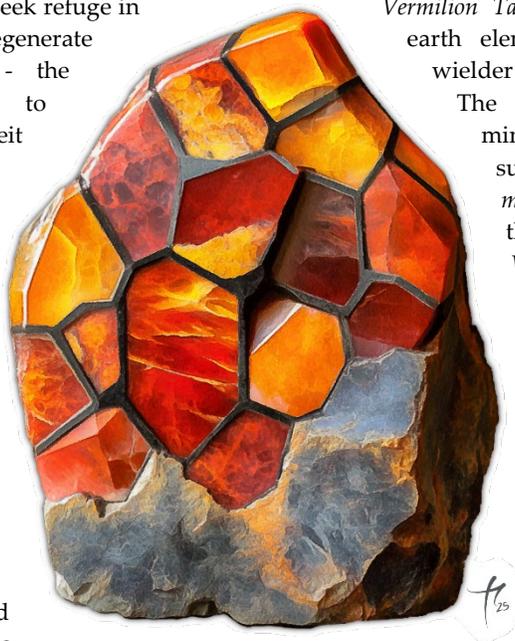
An Earth cleric can also banish air around the *Talisman*. They can do so by touching the artifact with two hands and concentrating for 1 round. After doing so, all the breathable air is expelled in a 500 foot radius around the *Vermilion Talisman*, for 12 hours. Anyone in

this area, except the cleric who has banished the air (unless they let go of the artifact), is subjected to the suffocation rules (see *Dungeon Master's Guide*, page 304).

The *Vermilion Talisman* radiates an aura of overwhelming conjuration and transmutation.

Suggested Means of Destruction

- Shattering the *Talisman* with a mace made of pure elemental Air.
- Submerging the *Talisman* in the largest tar pool around Giustenal.



The Waveglass

This massive teardrop-shaped opalescent crystal seems to shimmer strangely as you look upon it, almost as if shining waves of light are dancing back and forth just beneath its surface.

The *Waveglass* is a tear-shaped crystal roughly 3 feet in diameter at its widest point and standing 5 feet tall. It weighs approximately 500 pounds.

History

The *Waveglass* was the winning entry in King Ungild II's challenge, cementing the power and prestige of elemental Water in Thorlo during the late Green Age. An object of veneration for generations of Thorlons, the artifact stood in the Water Temple, where its powers were used to benefit the city and enhance the standing of its priesthood.

When the Fire priest Togovas laid siege to Thorlo, Ussroas - High Diviner of the Water Temple - initially resisted efforts to move the temple's valuables, including the *Waveglass*, to a more secure location. It was only after the giants killed Ussroas' distant relative, the King, that he acquiesced. As a result, the artifact was nowhere to be found when Togovas sacked and desecrated the Water temple. Ussroas and his band of loyal priests eventually moved into the Palladian Basilica, recovering the *Waveglass* and moving it to their new holy site.

Campaign Use

The *Waveglass* is a powerful artifact that is nevertheless of limited use in modern day Athas. Its huge size and weight make it impractical for an adventuring group to make use of it. The artifact's most relevant ability today is, without question, its ability to enhance spells to create or manipulate water. A dedicated group of Water or Rain priests could even attempt to use the amplifying effect of the *Waveglass* to create a new body of water on Athas.

Oronis would be quick to see the value of the *Waveglass* to his efforts in New Kurn, and might commission PCs (through intermediaries) to retrieve it. Alternately, House Azeth may desire the artifact as a means of replenishing or expanding the oasis at Azeth's Rest.

Abilities

The powers of the *Waveglass* can only be invoked by a cleric of Water or Rain.

By touching the artifact, the user can turn or destroy creatures of the fire subtype like a good cleric turns or destroys undead, in a 500 foot range, and perform the turning as if they were four levels higher than normal.

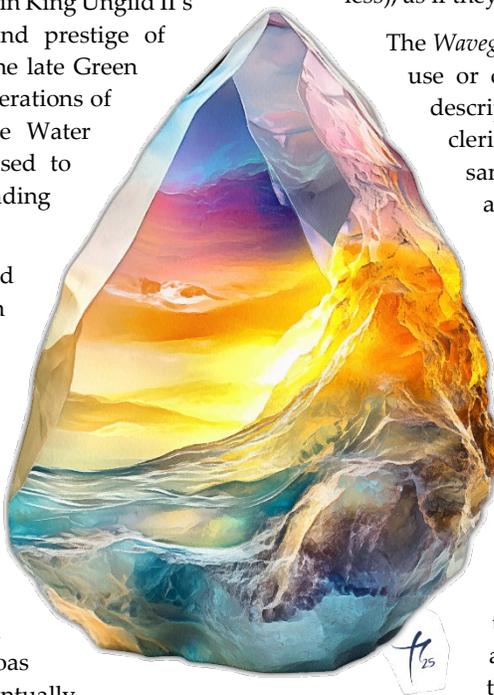
The user can also rebuke or control creatures of the water subtype like an evil cleric rebukes or controls undead, up to a mile away or the limit of line of sight (whichever is less), as if they were four levels higher than normal.

The *Waveglass* can also be used to cast spells that use or create water, or that have the Water descriptor, to greater effect. Two or more clerics of Rain or Water must first cast the same spell at the same time (by readying an action). When doing so, the spell is cast using the highest level of the participating casters, +1 per additional caster, with a +2 to the save DC of the cast spell per additional caster, and an additional +1 to caster level checks to beat the target's spell resistance (if any). In addition, the spell is treated as being Enlarged, Extended, and Widened without using up a higher spell slot. Any other applicable metamagic feat known by anyone touching the artifact can also be applied as normal to the spell cast, at the regular cost for using the feat. Up to eight clerics can touch the artifact and cast spells simultaneously. All of the clerics participating in casting a spell must worship the same element for the above effects to take place.

The *Waveglass* radiates an aura of overwhelming abjuration and conjuration.

Suggested Means of Destruction

- Drop the *Waveglass* into Marnita, the Last Sea, where it will slowly dissolve over the next hundred years.
- Have it devoured by Ul-Athra, the primordial Lord of Dust.



Prestige Classes

Table 3–1: The Browncloak Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	manipulator, rebuke undead, poison use	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	medicinal purposes	+1 level of existing arcane spellcasting class
3rd	+2	+3	+1	+3	patch together	—
4th	+3	+4	+1	+4	leadership	+1 level of existing arcane spellcasting class
5th	+3	+4	+1	+4	—	+1 level of existing arcane spellcasting class
6th	+4	+5	+2	+5	war caster	—
7th	+5	+5	+2	+5	—	+1 level of existing arcane spellcasting class
8th	+6	+6	+2	+6	—	+1 level of existing arcane spellcasting class
9th	+6	+6	+3	+6	quicken undeath	—
10th	+7	+7	+3	+7	call on the Founders	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge (Local), Knowledge (Religion), Profession, Ride, Sense Motive, Spellcraft.

Browncloak

"The living whine about rations, bleed when cut, and desert when scared. The dead? They march in silence, never starve, and never run. If I had my way, every damn soldier under my command would have already died.

- K'asdal Povul, Browncloak captain of South Guard

Dating back to the early Cleansing Wars, the Shtas are the most ancient of Daskinor's Orders still in operation, and may be the most ancient existing templar organization on Athas. Regardless of their past glories, the Shtas today are little more than puppets of the Red Guards; their outlying posts such as South Guard completely depend on provisions and equipment that the Red Guards provide, or refuse to provide, at their whim.

Shtas soldiers are demoralized and unequipped, and at South Guard, they face overwhelming foes, harsh weather, and must keep charge of angry foreign slaves that outnumber them eight to one. The Shtas officers - the browncloaks - provide the honeyed voices to recruit foolish Eldaarish youths to service in the Shtas. Other browncloaks become responsible for putting and keeping these fools in harm's way. Browncloaks prevent desertion with a combination of patriotism, coercion, terror, and a generous supply of psychoactive and addictive substances.

Since Shtas posts are typically undermanned, Shtas soldiers cannot be allowed to quit fighting merely because

they've had a limb or a head torn off. Accordingly, browncloaks are especially adept at animating and controlling the dead corpses of soldiers under their command. Some Shtas officers would prefer to dispense with the living soldiers altogether, since zombies are so much more obedient, and never complain about the quantity or quality of rations. Unfortunately, the laws of Eldaarich give the Shtas no rights to keep the bodies of dead humanoids; naturally, the Browncloaks violate this law whenever they can get away with it.

Becoming a Browncloak

The Shtas are arguably the most important and least honored of all Daskinor's templar Orders. Browncloaks combine combat skills with their priestly training, in addition to more practical skills. However, each must master several skills - social engineering and leadership, mundane medicine, and mastery of the undead before they are promoted to being an officer; only those who excel in all these fields can rise to senior rank in the Shtas.

Entry Requirements

Alignment: any evil.

Skills: Diplomacy 7 ranks, Bluff 7 ranks.

Spells: Able to spontaneously cast 2nd-level divine spells.

Special: Ability to rebuke undead. Must have been promoted to be an officer in the Shtas Order.

Class Features

Browncloaks keep the walls manned through a combination of coercion, healing, and, when necessary, necromancy. All of the following are class features of the browncloak prestige class.

Weapon and Armor Proficiency: Browncloaks gain proficiency with all martial weapons and the whip, bola, and lasso. They gain proficiency with all armor and shields, including tower shields.

Manipulator (Ex): From duping potential recruits to bullying terrified troops, the browncloak is a skilled manipulator gaining a +2 bonus to Bluff, Diplomacy, and Intimidate checks.

Rebuke Undead (Su): Browncloaks add their browncloak class level to their effective templar level for purposes of rebuking undead.

Poison Use (Ex): Browncloaks can apply poisons without a 5% chance of accidentally poisoning themselves.

Medicinal Purposes (Ex): A browncloak gains +4 to Craft (Alchemy) checks to prepare drugs that are psychoactive, addictive, or both.

Patch Together (Ex): A browncloak's Heal skill expands to include a new option, "Patch Together" (DC 10). Patching a wounded creature is a full-round action that converts 1d6 points of damage into an equal amount of nonlethal damage. If the Heal check fails, no damage is converted and the target suffers 1d4 points of damage. A creature may only be Patched Together once per day.

Leadership (Ex): A browncloak gains the Leadership feat, gaining command of the number of Shtas soldier followers indicated by his Leadership score. If the browncloak already has the Leadership feat, then they gain a +2 to their Leadership score. The browncloak's followers may be living or undead, if a living follower dies and the browncloak animates the follower.

War Caster (Ex): The browncloak is disciplined and cool-headed in the heat of battle. At 6th level, they can take 10 on Concentration checks to cast spells defensively. They also gain a +2 bonus to Will saves against Enchantment (Charm) and (Compulsion) effects.

Quicken Undeath (Sp): At 9th level, twice per day when a browncloak casts *animate dead*, they can cast it as a swift action without affecting the spell slot used to cast the spell.

Call on the Founders (Ex): At tenth level, the browncloak is initiated into the dark secrets of the organization's inner circle. This initiation involves meeting the persons that founded the Shtas Order thousands of years ago. "The Founders," as these individuals are known, served Daskinor long ago, and are now Athasian wraiths. Once per week, the

browncloak may summon two wraiths from the Temple of the Founders in Eldaarich. The browncloak cannot command or rebuke these wraiths when they arrive, since the Founders are the browncloak's superior officers. The Founders will do what needs to be done to protect what they see as Eldaarich's interests, by possessing bodies and fighting enemies as necessary, but when the battle is over, if they perceive that the browncloak has been negligent or incompetent in their command, the Founders will seize the browncloak and take them back to the Temple of the Founders for judgment.

Playing a Browncloak

As a browncloak, your life is spent in service to Eldaarich and to Daskinor. Your power over the slaves under your control, and over the undead that you can command, can lead you to have an inflated sense of your importance or influence. In addition, your knowledge of the secret arts of poisons and drugs makes you valuable for others to know, and can lead to you earning significant income or advancement through the ranks, one way or another.

Combat

As a browncloak, while you are a capable combatant, you generally prefer for others to do your dirty work for you. You have minions - guards or slaves under your command - to do that work for you, while you look after more important tasks or support them from behind the front lines. With your access to poisons and drugs, your approach to dealing with confrontations may be far more subtle than might be expected for a leader of troops, and perhaps even on par with some bards or traders in terms of deviousness.

It is important to keep in mind that, as an officer in the Shtas Order, you are rarely alone in combat, with those under your command likely nearby. Even your troops are unlikely to be out of action for long, as it is your responsibility to make sure they are well-cared-for and able to be put back into the fray quickly, whether in life or undeath. The most powerful browncloaks are sometimes accompanied by the mysterious Founders, who might hide themselves away in objects or servants who are seemingly beneath the notice of others, only to turn the tide of battle without revealing themselves.

Advancement

As a member of the Shtas Order, your primary goal should be the defense of Eldaarish holdings, namely the walls of Eldaarich itself and the fortress of South Guard. As a Shtas officer, however, it is also your responsibility

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to ensure that the walls are continually manned. This may require the average Browncloak to recruit new soldiers, convince those under their command to follow seemingly suicidal orders, heal them when injured, and reanimate them when they fall.

To this end, beyond improving your combat prowess and spellcasting ability, you should focus on improving your social skills (such as [Bluff](#), [Diplomacy](#), and [Intimidation](#)) to enforce your orders and your [Heal](#) skill to keep your soldiers fighting. Feats that either improve those skills, like [Skill Focus](#) or [Persuasive](#), are feats to consider taking.

You should also work to improve your ability to create and control undead, to allow you to bring fallen soldiers back into the fight. Feats, such as [Extra Turning](#), or items, such as a [darkskull](#), that improve this ability, should also be considered.

Resources

As a templar of Eldaarich, you can call upon resources of the city when you must, and perhaps even request aid from the Neshtap, if need is dire. As a browncloak, you have far more resources at your disposal than the average Shtas guard, though still not nearly as much as members of other Eldaarish orders.

Browncloaks on Athas

"They call themselves 'officers,' but we're nothing more than fodder to the browncloaks – meat to shield them from the real work. We starve while they feast, bleed while they stand silent, and when we fall, they don't even bother to bury us. No, they just raise our corpses to serve again, as if we weren't even worth the dignity of death."

— Wrodz'ak Korgonis, Shtas guard

Browncloaks are part of the Shtas Order in the prison-state of Eldaarich. They serve as multifunction templars, keeping the walls guarded and the troops serving the state, in life or in undeath.

Organization

Browncloaks serve the Shtas Order, and report upwards, hopefully avoiding the ever-watchful gaze of Daskinor himself. They rarely leave the vicinity of Eldaarich or South Guard, manning the walls or overseeing the slave workers at these locations.

NPC Reactions

Browncloaks are charismatic individuals given to coercing service from youths and others who might fit their needs. However, wise folk are wary of their promises, and of the rewards they offer – far too many sign up for service, and far too few ever return.

Browncloak Lore

Characters with ranks in [Knowledge \(local \[Eldaarich\]\)](#) can research browncloaks to learn more about them. When a character makes a [skill check](#), read or paraphrase the following, including the information from lower DCs.

Knowledge (local [Eldaarich])

DC	Result
10	Browncloaks are the recruiters and leaders of the Shtas Order, and keep the walls of Eldaarich staffed to guard against intrusions by its enemies. They've got access to all sorts of drugs.
15	Browncloak promises can't be trusted – they'll do whatever it takes to keep the walls manned, no matter what it costs those who sign up. I hear they even steal the bodies of those who fall in service!
20	The browncloaks don't just serve Daskinor – I hear that the Shtas are under the thumb of the Neshtap. But don't let the browncloaks hear you say that!

Browncloaks in the Game

Browncloaks can be very handy – their access to drugs and poisons, and their ability to keep others on their feet, make them excellent support characters.

Sample Encounter

Browncloaks can be found mainly in South Guard or near Eldaarich's walls when on duty, but otherwise browncloaks can often be found in any drinking hole or smoking den they can afford.

EL 8: F'lornik Mesterning is a low-ranking browncloak officer and capable warrior who has nonetheless deserted his post at South Guard. Horrified by the brutality he was ordered to enforce, F'lornik fled into the wilds, bringing little with him but a skin of water and some psychoactive substances to see him through. Paranoid and now desperate for water, F'lornik teeters between seeking protection and lashing out if he encounters others.

Sure a patrol of Red Guards is hunting him, F'lornik is desperate to survive. If encountered, F'lornik offers the PCs strategic information about South Guard's defenses in exchange for protection. He is also willing to trade all his remaining drugs for water, revealing the true extent of his desperation.

F'lornik Mesterning

CR 8

Male human templar 4 / fighter 2 / browncloak 2

LE Medium humanoid (human, psionic)

Init +5; Senses Listen +2, Spot -1

Languages Eldaarish

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 60 (8 HD)

Fort +12, Ref +2, Will +5

Speed 30 ft. (6 squares)

Melee mwk obsidian dagger +9/+4 (1d4+2 /19-20/x2)

Space 5 ft.; Reach 5 ft.

Base Atk +6/+1; Grp +8

Space 5ft, Reach 5ft

Atk Options rebuke undead 6/day (+3, 2d6+7, 4th)

Special Actions Secular Authority 5/day (+20)

Combat Gear broken masterwork obsidian short sword (treat as masterwork obsidian dagger), sling with 20 sling stones, bracers of armor +3

Power Points/Day 8; Powers Known (ML 4th):

1st - force screen

Templar Spells (CL 6th; 6/8/7/5):

3rd - cure serious wounds, dedication, discern lies (DC 16), dispel magic, glyph of warding (DC 16), image of the sorcerer-king (DC 16), inflict serious wounds (DC 16), lightning bolt (DC 16), locate object, magic circle against good, magic vestment, protection from energy, remove disease, sand pit, speak with dead (DC 16), surface walk, wind wall, worm's breath

2nd - battlefield healing, bear's endurance, cure moderate wounds, delay poison, enthrall (DC 15), footsteps of the quarry, hold person (Will 15), inflict moderate wounds (DC 15), lesser restoration, remove paralysis, resist energy, return to earth, silence, undetectable alignment (DC 15), zone of truth (DC 15)

1st - black cairn, command (DC 14), comprehend languages, cure light wounds, deathwatch, detect undead, divine favor, doom (DC 14), endure elements, hand of the sorcerer king, hide from undead (DC 14), inflict light wounds (DC 14), remove fear, protection from good, shield of faith

0th - cure minor wounds, defiler scent, detect magic, detect poison, guidance, inflict light wounds, light, mending, read magic, resistance, virtue

Spell-Like Abilities (CL 4th):

6 (total)/day - arcane mark, purify food and drink, slave scent

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 16

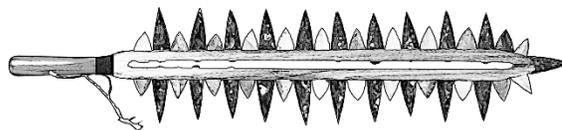
SQ assume domain (Chaos, Madness), manipulator, medicinal purposes, poison use, secular aptitude, sigil

Feats Hidden Talent, Improved Hidden Talent, Improved Initiative^B, Point Blank Shot^B, Psionic Body^B, Secular Authority^B, Skill Focus (Concentration)

Skills Bluff +14, Concentration +14, Diplomacy +18, Heal +5, Intimidate +15, Sense Motive +7

Possessions combat gear plus scroll tablet of cure light wounds x3, scroll tablet of silence.

Hook "I don't care if it hurts, get back up on that wall! Those bugs aren't making it in here on my watch!"



Double Templar

"We stand for swift, unyielding justice – this must be understood clearly. Discipline is an absolute necessity in preserving the city-state. Our aim is to crush any threat to the sorcerer-king's order and the sanctity of our walls. We judge swiftly. Between a criminal's capture and sentencing lies but a breath. When confronted with our methods, the guilty always confess; and what testimony carries more weight than the trembling words of one who has felt Cheka's certainty?"

—speech for new templar recruits, Xelif Le'dzerz, junior Templar of the Cheka Order

Double templars are templar agents trained to spy on foreign states for long periods of time. Of all the sorcerer-kings, Oronis has the most ambitious spy program, but other city-states have their spies and sleepers as well.

Double templars usually pass themselves off as templars of another city-state, passing loyalty tests, deceiving psionic probes, and even channeling a foreign sorcerer-king's spell power.

Becoming a Double Templar

All double templars begin as templars, as the double templar class requires the character to have a functional templar's sigil. Templars drawn to subterfuge and duplicity most often become double templars.

Entry Requirements

Skills: Bluff 8 ranks, Gather Information 5 ranks, Literacy, Disguise 5 ranks, Speak Language (at least one foreign city-state), Spellcraft 5 ranks.

Spells: Able to cast comprehend languages and undetectable alignment.

Feats: Deceitful, Secular Authority.

Special: Must possess (and be able to use) a templar's sigil.

Class Features

Double templars specialize in deceiving others and protecting themselves from mental intrusion. They use their abilities to insert themselves into other city-states' templarates and act as spies. All of the following are class features of the double templar prestige class.

Weapon and Armor Proficiency: Double templars gain proficiency with the bard's garrote.

Double-Minded: The double templar gains a +1 competence bonus per double templar level on Will saving throws against any magical or psionic attempt to read or control

their mind or emotions. If the double templar makes a successful saving throw against any magical or psionic attempt to read or control their mind, they can attempt a successful Bluff check against the attacker's Sense Motive check. If this Bluff is successful, the attacker believes that he was successful, and the double templar can "feed" the attacker false information. For example, if a double templar was captured and examined psionically with the *mind probe* power, she could learn what her captors wished to discover, and choose what information that they "found," if she made a successful saving throw and Bluff check. A person using *mind probe* against a sleeping double templar does not get an automatic answer to their question; the double templar gets a saving throw to avoid giving a truthful answer to that first question.

Two-Faced: A double templar gains a +1 bonus per double templar level to their Disguise and Bluff skills.

Poison Use (Ex): A double templar can use poisons without the 5% danger of accidentally poisoning themselves.

Usurp Authority (Ex): At second level, a double templar can attempt to pass themselves off as a templar of any city-state whose language they know, and can act as if they had secular authority in that city. Each time the double templar tries to use Secular Authority in the foreign city, they must make a successful Bluff check against the secular authority DC of

what they are trying to accomplish. Use Forgery instead of Bluff for written deceptions.

Two Masters (Sp): At third level, a double templar gains the ability to channel spell power from another sorcerer-monarch. A double templar who has infiltrated another sorcerer-monarch's templar organization can receive a sigil from that other sorcerer-king, and act as a templar in that city. A double templar that can draw power from multiple sorcerer-kings does not gain any additional spells per day, or gain knowledge of a greater number of spells, than any other templar with the same caster level. Instead, this ability helps a templar of one sorcerer-king to infiltrate the templar organization of another sorcerer-king.

The double templar also gains a +2 to their Bluff and Forgery checks when using her Usurp Authority ability.

Duplicitous (Sp): At 3rd level, the double templar's dishonesty now permeates deep into their own psyche, granting them the ability to disguise their aura. The double templar is treated as if continuously under the effects of the *aura alteration* power.

Double Meaning (Ex): At 4th level, a double templar becomes exceptionally skilled at passing secret messages, whether verbally or in writing. The double templar gains a +10 competence bonus to any Bluff check to deliver a secret message.

Double Cross (Ex): When using a melee weapon to attack someone who believes them to be an ally, the double templar can choose between paralyzing or killing the target if their melee attack successfully deals damage. If the victim of such an attack fails a Fortitude save (DC 10 + the double templar's class level + the double templar's Cha modifier) against the kill effect, they die. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering them helpless and unable to act for 1d6 rounds plus 1 round per level of the double templar. If the victim's saving throw succeeds, the attack deals normal damage.

Table 3–2: The Double Templar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	double-minded, two-faced, poison use
2nd	+1	+0	+0	+3	usurp authority
3rd	+2	+1	+1	+3	two masters, duplicitous
4th	+3	+1	+1	+4	double meaning
5th	+3	+1	+1	+4	double-cross

Hit Die: d6

Class Skills (6 + Int modifier per level): Autohypnosis, Bluff, Concentration, Decipher Script, Diplomacy, Disguise, Gather Information, Knowledge, Listen, Perform, Profession, Psicraft, Search, Sleight of Hand, Speak Language, Spellcraft, Spot, Use Magic Device, Use Psionic Device.

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The double templar can only use this ability if the victim trusts them immediately prior to the attack, i.e. the victim had a "friendly" disposition to the double templar.

Playing a Double Templar

As a double templar, you are inherently secretive, and likely have difficulty trusting others or telling the whole truth unless absolutely necessary. While most templars are secretive by nature or have information they simply must not share, you take such secretiveness to another level, having the ability to withstand and redirect intrusive mental effects.

Sometimes, however, you must share what you know. When your infiltration missions ends, your handlers will want to debrief you, learning all that you know.

Combat

In combat, you fight much as any other templar would, casting spells at your foes from a distance or standing on the front line with your fellows. As you are never at risk of accidental poisoning yourself, you should be using poison on your weapons whenever possible.

When you reach 5th-level, you can do the most damage to those who believe that you are their ally, possibly even slaying them instantly. Once you gain the double cross ability, you have all the more reason to convince your foes that you are their friend.

Advancement

You were secretive and untrusting before you became a double templar, and these qualities have only gotten stronger since then. Lies and secrets are your stock and trade, and they come as naturally to you as breathing.

When not actively spying on another city-state, you tend to spend your time either passing on what you learned during your last infiltration mission, or preparing for your next one. While most templars spend their time accumulating power for themselves, you spend your time learning to usurp the power of others.

You will want to increase your skills that allow you to manipulate others or to keep them from manipulating you, like [Bluff](#), [Diplomacy](#), [Disguise](#), and [Sense Motive](#). Feats that

either improve those skills, like [Skill Focus](#), or that increase your mental defenses, like [Iron Will](#), are feats to consider taking, as they will aid you in infiltrating other templarates and keeping your secrets intact.

Resources

Your home city's templar bureau directs your actions. In Eldaarich, this means the Savak Order; in Kurn, this is the School of Spies. While your bureau directs your actions - telling you where to go and who to spy on - they cannot provide much support once you have assumed your cover identity. As such, it is important for you to use your abilities to create contacts and allies while in the field.

Double Templars on Athas

"That young Mereth is quite new... she seems quite capable though. I'm sure I saw her remove a curse from a petitioner the other week. She must be quite deep in King Kalak's favor, if you know what I mean!"

—Templar Khagar of Tyr, Year of Enemy's Agitation.

Double templars exist as spies and turncoats, bringing information home from their missions in service to a secret second master.

Organization

Double templars rarely coordinate with one another, almost always operating in double-blind secrecy for their own protection. They know the names and faces of members of their original templarate, but out of habit, most double templars actively avoid anyone who gets too familiar.

NPC Reactions

Few citizens of a city-state even know that double templars exist, and those who do usually see them as a dangerous rarity. To most citizens, a double templar is just another templar – part of their city's bureaucracy.



Double Templar Lore

Characters with ranks in **Knowledge (Religion)** can research double templars to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

Knowledge (Religion)

DC Result

- | DC | Result |
|----|---|
| 10 | Taking oath as a templar usually involves being tested by the higher-ranking templars or the sorcerer-monarch themselves. No one would be able to beat those tests without some pretty powerful protections! |
| 15 | Look, the only way anyone would be able to have that much mental protection is if another sorcerer-king was backing them. And why would they even do that? It makes no sense to have one of your templars swear an oath to another sorcerer-king! |
| 20 | A double templar is a spy sent by one sorcerer-king to infiltrate the templarate of another city-state. They're devious, crafty, and they're all such good liars they could sell sand to elves. |

Double Templars in the Game

Players who are interested in walking the fine line between maintaining secrecy and accomplishing their mission might enjoy playing a double templar. Their abilities let them infiltrate, keep secrets, and evade notice with ease.

Sample Encounter

Double templars can be found nearly anywhere, though they usually try to infiltrate the city-states themselves, where there is the most to learn. They are incredibly hard to identify, however, and nearly any templar might secretly be a double templar spy.

EL 18: Mereth is the School of Spies' expert on the Tablelands, and the only member of the School of Spies with the distinction of having served as another sorcerer-king's High Templar. Before promoting her to High Templar, Kalak himself probed Mereth and could not discern any treachery in her heart. As far as anyone in Tyr knows, Mereth died as loyally as she lived; Kalak himself attended her funeral.

Mereth is retired from spying now, and focuses on training new double templars. Mereth is married to a wizard that belongs to the Scholars Clave, and Mereth and her husband can often be found in Kurn's Great Library. She often meets with people from the Tablelands, to discover what information she can, and usually has a young trainee along to observe her disarming way of gathering information.

Spymaster Mereth

CR 18

Female human templar 13 /double templar 5

LN Medium humanoid (human, psionic)

Init +1; **Senses** Listen +2, Spot +2

Languages Eloy, Elven, Kurnan, Tyrian

AC 22, touch 13, flat-footed 21

(+1 Dex, +6 armor, +3 shield, +2 deflection)

hp 76 (18 HD)

Resist power resistance (15)

Fort +9, **Ref** +6, **Will** +16; +5 vs. attempts to read or control mind or emotions

Speed 20 ft. (4 squares)

Melee +2 *macahuil of wounding* +13/+8/+3 (1d8+1 and 1 Con /19-20/x2)

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

Base Atk +12; **Grp** +11

Space 5ft, **Reach** 5ft

Atk Options double-cross (DC 22), turn undead 10/day (+7, 2d6+20, 13th)

Special Actions Secular Authority 14/day (+40)

Combat Gear *shell armor of power resistance (15)* +1, +2 *macahuil of wounding*, +1 *shield of vanishing*.

Power Points/Day 2; **Powers Known** (ML 1st):

1st - *mindlink*

Templar Spells (CL 18th,

6/8+d/8+d/8+d/7+d/7+d/7+d/7+d/5+d/3+d):

9th - *energy drain* (DC 26), *foresight*^D, *gray rift* (DC 26), *power word blind*, *soul bind* (DC 26)

8th - *antipathy* (DC 25), *discern location*, *finder of death* (DC 25), *mind blank*^D, *poisoned gale* (DC 25), *regenerate*, *symbol of death* (DC 25)

7th - *confessor's flame*, *crusade*, *greater scrying*, *legend lore*^D, *symbol of stunning* (DC 24), *symbol of weakness* (DC 24)

6th - *control tides*, *find the path*^D, *forbiddance* (DC 23), *greater dispel magic*, *greater glyph of warding* (DC 23), *raise dead*, *symbol of fear* (DC 23), *symbol of persuasion* (DC 23), *wisdom of the sorcerer-king*, *word of recall*

5th - *air lens*, *break enchantment*, *elemental strike* (DC 22), *fire track*, *klar's heart*, *mark of justice*, *scrying*, *spell resistance*^D, *symbol of pain* (DC 22), *symbol of sleep* (DC 22), *true seeing*

4th - *air walk*, *cure critical wounds*, *dimensional anchor*, *divination*^D, *fool's feast*, *freedom of movement*, *inflict critical wounds* (DC 21), *greater command* (DC 21), *greater magic weapon*, *lesser geas* (DC 21), *mage seeker*, *neutralize poison*, *sending*, *status*, *tongues*, *wrath of the sorcerer-king* (DC 21)

3rd - *clairaudience/clazirvoyance*^D, *cure serious wounds*, *dedication*, *discern lies* (DC 20), *dispel magic*, *glyph of warding* (DC 20), *image of the sorcerer-king* (DC 20), *inflict serious wounds* (DC 20), *lightning bolt* (DC 20), *locate object*, *magic circle against good*, *magic vestment*, *protection from energy*, *remove disease*, *sand pit*, *speak with dead* (DC 20), *surface walk*, *wind wall*, *worm's breath*

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2nd - *battlefield healing, bear's endurance, cure moderate wounds, delay poison, detect thoughts* (DC 19)^D, *enthrall* (DC 19), *footsteps of the quarry, hold person* (Will 19), *inflict moderate wounds* (DC 19), *lesser restoration, remove paralysis, resist energy, return to earth, silence, undetectable alignment* (DC 19), *zone of truth* (DC 19)

1st - *black cairn, command* (DC 18), *comprehend languages, cure light wounds, deathwatch, detect undead, divine favor, doom* (DC 18), *endure elements, hand of the sorcerer king, hide from undead* (DC 18), *inflict light wounds* (DC 18), *remove fear, protection from good, sanctuary* (DC 18)^D, *shield of faith*

0th - *cure minor wounds, defiler scent, detect magic, detect poison, guidance, light, mending, read magic, resistance, virtue*

Spell-Like Abilities (CL 13th):

10 (total)/day - *arcane mark, purify food and drink, slave scent*

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 24

SQ assume domain, double meaning, double-minded, duplicitous, poison use, two masters, usurp authority

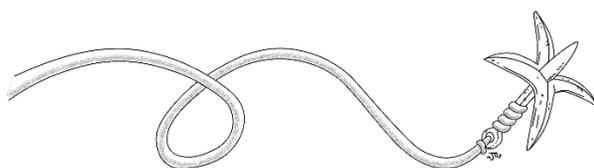
Feats Deceitful, Enlarge Spell, Extend Spell, Hidden Talent (*mindlink*), Iron Will, Martial Weapon Proficiency (Macahuitl)^B, Martial Weapon Proficiency (Composite longbow)^B, Negotiator, Open Minded, Secular Authority^B, Skill Focus (Bluff)

Skills Autohypnosis +9, Bluff +31, Concentration +15, Craft (Sculpture) +10, Diplomacy +34, Disguise +30 (+32 to act in character), Forgery +8, Gather Information +35, Intimidate +9, Knowledge (Local [Tyr]) +7, Literacy (Picts, Tyrian), Sense Motive +25, Speak Language (Tyrian), Spellcraft +23

Possessions combat gear plus *cloak of charisma* +6, *gloves of object reading, hat of disguise, ring of protection* +2, 3 *power stones of mind probe, ring of mind shielding, third eye (gather), torc of free will.*

Assume Domain Mereth gains the granted powers from two domains: Knowledge and Protection. She may add one domain spell from each level to her spells known list.

Hook “Now remember, the trick to getting people to open up is to make them feel special, but not too special – you don’t want them to remember you when you’re gone. Watch me now...”



Executioner

“To find Harmony, the people must understand that the King has all power and that the people have none. The spectacle of public execution teaches that the King has power over life and death. The

executioner represents the King, while the perpetrator represents the people.”

—excerpt from *Finding Harmony in these Troubled Times*, T’karei Khala, Haleban High Templar

While death for entertainment and public executions are far from uncommon in the Tyr Region, only in Eldaarich has public execution become the predominant form of performance art. The Haleban Order encourages this trend, believing executions bring harmony to society by teaching proper fear of the king.

Executioners receive many privileges within Eldaarich, including an exception to the laws forbidding persons to wear armor and carry weapons in the city, and some are even allowed the privilege of disguising themselves as King Daskinor while carrying out an arena execution.

Becoming an Executioner

Most executioners begin as either fighters or gladiators. Fighters are often drawn to the melee aspect of the class. Most gladiators who become executioners do so because they just want a crowd around while they kill someone.

Entry Requirements

Alignment: Lawful evil.

Skills: Perform (acting or oratory) 8 ranks, Heal 4 ranks.

Feats: Weapon Finesse.

Special: Must have composed and popularized a new style of execution; must have executed someone to entertain a crowd of at least 100 people; must be approved by the Haleban Order.

Class Features

Executioners specialize in killing their victims while putting out a show. They use their minor necromantic abilities to make the crowds believe their fights are competitive. All of the following are class features of the executioner prestige class.

Weapon and Armor Proficiency: Executioners are proficient with the bard’s garrote, net, lasso, and all axes.

Status (Ex): By making a Spot check as a move action (DC 15 or the creature’s Bluff check, whichever is higher), an executioner can discern the conditions (see *Dungeon Master’s Guide*, page 300) affecting any one living creature within 10 feet. Executioners regard this ability as a sacred mystery, and would never share this information with any other person, including allies and superiors.

Table 3-3: The Executioner

Hit Die: d12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Status, exact agony
2nd	+2	+3	+0	+0	Gruesome trophy
3rd	+3	+3	+1	+1	Crippling strike
4th	+4	+4	+1	+1	Die again
5th	+5	+4	+1	+1	Exact status, live to die another day

Class Skills (4 + Int modifier per level): Bluff, Craft, Diplomacy, Disguise, Escape Artist, Handle Animal, Heal, Intimidate, Jump, Perform, Ride, Sense Motive, Sleight of Hand, Spot, Tumble, and Use Rope.

Exact Agony (Su): An executioner can set a damage cap for the damage of their weapon damage rolls. Regardless of the die roll, the victim will not take more than the designated cap damage. Additionally, the executioner can choose to deal nonlethal damage with either weapons, spells, or psionic powers against one target rather than lethal damage without any attack roll penalty, higher spell slot requirement, or additional **power point** expenditure (anyone other than the specified target that is affected by the attack still takes lethal damage as normal).

Gruesome Trophy (Sp): Beginning at 2nd level, an executioner learns the mysterious Eldaarish craft of shrinking heads, and becomes able to create magical shrunken heads from enemies they have personally executed, even if they are not a spellcaster. Additionally, while displaying the head of one of their victims, the executioner gains a **circumstance bonus** on **Intimidate** checks equal to their executioner level against anyone who witnessed the execution or who knew the victim.

Crippling Strike (Ex): This is exactly like the rogue special ability of the same name, except no **sneak attack** is required and it only inflicts 1 **Str** damage. Hence, the executioner does not need to deny the target's **Dex** bonus in order to make the crippling strike.

Die Again (Sp): An executioner can animate any single deceased humanoid within 30 feet into a zombie as a swift action. This ability otherwise works like the *animate dead* spell, except the executioner can't have more **HD** of controlled undead than twice their executioner level and no material component is needed. Executioners often use this ability to give the appearance that the executed person has gotten back up and is attacking them from behind, so that they can whirl around and hack the zombie's head off right before the zombie can strike them, electrifying the crowd.

Exact Status (Ex): At 5th level, an executioner can use their status ability to know the exact number of **hit points** and nonlethal damage possessed by any one living creature.

Executioners use this ability, along with the exact agony ability, to make it appear that they have absolute power over life and death. Like the exact agony ability, executioners regard this ability as sacred. Any executioner who discloses information learned through this ability loses all executioner abilities (but not weapon proficiencies), and may not progress any further as an executioner. The executioner may regain their abilities and advancement potential if they atone for their violations (see the *atonement* spell description) to a Haleban templar, as appropriate.

Live to Die Another Day (Sp): At 5th level, an executioner can produce a *raise dead* effect, as the spell, once per week. The recipient must have died within the last 5 minutes for the ability to be successful.

Playing an Executioner

As an executioner, you are fascinated with death, and are incredibly sadistic. While psions contemplate new ways to use their powers and druids ponder the ways of the natural world, you daydream about killing people in new ways. Each time you encounter someone new, your first thought is how to best kill them.

Of course, some you would never actually attempt to execute. Templars within the city and the Neshtap are certainly off limits, but that does not stop you from planning for it, even if it never comes to be.

Combat

In combat, you use your status ability in conjunction with your exact agony ability to not only let opponents know that you are in control of their fate, but also to ensure that the process of their death is a slow and painful one. Combat is where you shine, and your class abilities make you both intimidating and dangerous.

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When you reach 3rd level, you can start to do Strength damage to your foes. This allows you to further humiliate them in front of a crowd, but also allows you to weaken creatures that you encounter outside of the arena.

Once you gain the live to die another day ability at 5th level, you reach the height of your sadistic abilities. At this point, you may bring back to life those you kill in the arena, only to slay them again repeatedly. Outside your official capacity, this ability works well in situations where you need information from someone, allowing you to kill them in battle, and then bring them back to retrieve the information.

Advancement

You were sadistic and cruel before you became an executioner, and something about the way you fought gained the attention of someone in the Haleban Order. Death is your trade, and exacting it gives you joy.

You spend time finding new and interesting ways to kill and torture others. Some fighters or gladiators hone their skill at death by finding the fastest and cleanest ways possible to eliminate their opponents; you find ways to make them suffer.

You will want to increase your skills that rely on the reactions of others, like **Bluff** and **Intimidate**, as well as **Perform** – these will help your showmanship. Feats that either improve those skills, like **Skill Focus**, or that increase your armor class, like **Combat Expertise**, are feats to consider taking, as they will protect you in situations where your opponents can actually fight back.

Resources

The Haleban Order directs your actions. At some point, you may do well enough to rise in the ranks and become a templar, but once you begin the path of the executioner, you will find it increasingly difficult to give up the benefits from your status.

Executioners on Athas

"I've seen the Neshtap torture and maim people, but that Ral'nat El'thor is an artist!"

—Than Tolar, Eldaarish bard.

Executioners are found in the prison-state of Eldaarich, in the employ of the Haleban Order. They serve an important function in the eyes of the governing templars: keeping the populace in line both by entertaining and terrifying them.

Organization

Executioners serve the Haleban Order. Each executioner is in the employ of a specific templar, and reports directly to him or her. They rarely leave the city, or the Dim Lands.

NPC Reactions

Most individuals in Eldaarich find executioners fun to watch, but loathe being around them. The fear that pervades Eldaarich is such that most people will give way before them. Executioners may find trouble with servants of other Orders in Eldaarich, but conflict rarely happens openly, so as to not draw the attention of the "Old Spider" (Daskinor).

Executioner Lore

Characters with ranks in **Knowledge (local [Eldaarich])** can research executioners to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

Knowledge (local [Eldaarich])

DC	Result
10	Executioners are a type of gladiator that always seem to know when their victims are about to die.
15	This is a much-demanded occupation in Eldaarich and most dens in the city host executions.
20	The most experienced executioners are able to bring their victims back from the Gray, only to ruthlessly execute them again.

Executioners in the Game

Players who are interested in having a warrior that can exact a terrible vengeance on others may enjoy playing an executioner. The executioner provides an excellent set of abilities with which to gauge the damage that they are doing to others.

Sample Encounter

Executioners can be found mainly in Eldaarich, although a few that developed psionic powers managed to escape into the Trembling Plains after Daskinor's ban.

EL 10: Ral'nat El'thor, a famous executioner, is in a den celebrating his latest performance. He had a few extra mugs of broy and is looking for trouble. Most regulars are familiar with this behavior and avoid him. However, the PCs might not be that cautious...

Ral'nat El'thor

CR 10

Male human gladiator 5/executioner 5

LE Medium humanoid (human)

Init +5; Senses Listen +1, Spot +10

Languages Eldaarish

AC 17, touch 12, flat-footed 16; Dodge, Mobility, uncanny dodge

(+1 Dex, +5 armor, +1 deflection)

hp 85 (10 HD)

Fort +10, Ref +6, Will +3

Speed 30 ft. (6 squares)

Melee +1 keen heartpick +12/+7 (1d8+4/19-20/x4) or

Melee wrist razor +11/+6 (1d6+4/18-20)

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +14

Atk Options Cleave, crippling strike, exact agony, gladiatorial performance 5/day (combat stance, martial display, taunt, team strike +1/+1d4), mercy, Power Attack

Combat Gear spell twig* of haste, 2 spell twigs* of true strike

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 13, Cha 8

SQ armor optimization (+1 AC), die again, exact status, gruesome trophy, live to die another day

Feats Cleave, Dodge, Exotic Weapon Proficiency (heartpick)^B, Exotic Weapon Proficiency (wrist razor)^B, Improved Initiative, Improved Unarmed Strike^B, Improved Feint^B, Mobility, Power Attack, Weapon Finesse

Skills Balance +8, Bluff +11 (+13 in melee), Diplomacy +3, Heal +5, Intimidate +5, Jump +11, Perform (acting) +10, Sense Motive +9 (+11 in melee), Spot +10, Tumble +8

Possessions combat gear plus gauntlets of braxat power +2 (as gauntlets of ogre power +2), +1 studded leather armor, ring of protection +1, 5 shrunken heads

Status (Ex) Ral'nat can discern the conditions affecting any one living creature within 10 feet of him by making a Spot check as a move action (DC 15 or the creature's Bluff check, whichever is higher).

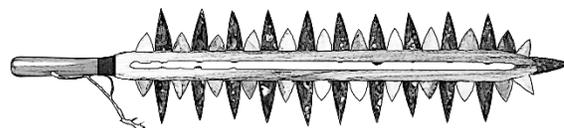
Exact Agony (Su) Ral'nat can set a damage cap for the damage on his weapons damage rolls and to deal nonlethal damage instead of lethal without any penalty.

Die Again (Sp) Ral'nat can animate one deceased creature within 30 feet as a swift action into a zombie. Ral'nat can control 10 HD of undead this way.

Exact Status (Ex) Ral'nat can use status to identify the exact hit points left and nonlethal damage of any one living creature.

Live to Die Another Day (Sp) Ral'nat can use raise dead once per week.

Hook "I never kill the same person in the same way twice."



Kurnan Maker

"Quality is always the result of effort, intelligent direction, and skillful execution; it represents the wisest choice of many alternatives. If you are looking for bargains, I'd suggest looking someplace else."

—Nonenros Longbeard, Kurnan master maker

The city-state of Kurn accepts preservers, but it particularly honors Makers. In a city of craftsmen, the Makers Clave is an organization of artisans who use arcane magic and other supernatural means to improve the speed, quality, and versatility of their craft. The Kurnan Makers are the most prestigious spellcasters' association in Kurn, and probably the most honored and wealthy clave in the city. Makers tend to be more individualistic than most Kurnans, preferring to live in their personal towers rather than in the more communal clave halls. They also tend to be flashy, materialistic, and conceited, but they do not make idle boasts: their work really is as good as everyone says it is. Since the Makers are smart enough to realize that their business depends on their customers' goodwill, they sometimes perform unsolicited acts of generosity, like building a new solid structure for a poor clave that could not afford anything half as good. However, anyone who comes to the Makers asking for their services had better be ready to pay.

The Makers are generally poor combat casters, but their allies are glad to have them around when the Makers have time to prepare the terrain ahead of time. That is not to say

that Makers are useless in combat! While they dislike casting spells in combat, they are even more adept than most wizards at using devices in combat, particularly charged devices such as wands.

Becoming a Kurnan Maker

Preserving wizards dominate the Makers Clave. Makers with divine spellcasting or manifesting classes do not take the Kurnan maker prestige class unless they also have the ability to cast arcane spells as preservers.

Table 3-4: The Kurnan Maker **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Team creation	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Sandstone	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Deviser (75%)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Sculpt mud or sand	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Widen charged device	—
6th	+3	+2	+2	+5	Move earth or sand	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Deviser (50%)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Metamorphose stone	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Arcane making	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Quicken charged device	—

Class Skills (4 + Int modifier per level): Appraise, Craft (any), Disable Device, Knowledge (arcana), Knowledge (psionics), Psicraft, Search, Spellcraft, Use Magic Item, Use Psionic Item.

Entry Requirements

Skills: Craft (alchemy) 4 ranks, Craft (any other) 7 ranks.

Feats: Craft Magic Arms and Armor, Craft Wondrous Item.

Spells: Ability to cast 3rd-level arcane spells.

Special: Must have successfully created and sold a permanent wondrous item. Must have become a Kurnan citizen, and have been accepted and initiated into the Makers Clave in Kurn.

Class Features

Weapon and Armor Proficiency: Makers are proficient with the composite longbow and the fixed crossbow.

Team Creation: At 1st level, a maker can work in conjunction with other preservers, divine casters, or manifesters to create items (including traps) that are both magical and psionic, so long as the team together has all of the prerequisite feats, spells, and/or powers for creating the item. Each of the members must possess at least one of the prerequisites for creating the item. The team splits the time and XP costs evenly, including the use of spells and powers with XP cost. This ability can't be used with a defiler.

Sandstone (Su): At 2nd level, a maker can cause as much as a 10-foot cube of mud or sand to harden into sandstone, simply by concentrating for one minute. Any disturbance or movement in the material prevents the transformation. Using this ability, up to 4 cubes of sandstone per caster level can be created each day. (As a point of reference, there are 7.5 gallons in a cubic foot, so 7,500 gallons of mud or sand would fill a 10-foot cube).

Deviser (Ex): At 3rd level, a maker only needs 75% of the normal time, XP, and material costs to create magical traps

and magical ammunition, to repair broken items, or to recharge items with depleted charges. At 7th level, the time, XP, and material costs drop to 50%. Note that this benefit does not grant the ability to do anything that the maker could not do before; it merely decreases the costs. If the maker did not already possess the ability to create a type of trap or ammunition, or to repair or recharge a particular item, this ability does not help them in any way with regards to that item.

Sculpt Mud or Sand (Sp): At 4th level, a maker can, once per day per maker level, cause up to a ten-foot cube (7,500 gallons) of mud or sand to form itself into any shape that can fit into a ten-foot radius by concentrating for a minute. When the concentration ends, the mud or sand will hold that form for ten minutes before collapsing. The sandstone power can be used during this time to turn the shapes into sandstone.

Widen Charged Device: At 5th level, when using a charged device (such as a rod, staff, or wand), a maker can double the normal area of effect. This draws one extra charge from the device.

Move Earth or Sand (Sp): At 6th level, a maker can use *move earth* as a spell-like ability once per day (caster level equal to their character level).

Metamorphose Stone (Su): At 8th level, by focusing on a 10-foot cube of sandstone for one minute, a maker can transform it into granite. This makes for stronger walls and fortifications; the stone is now treated as unhewn

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stone as described in the *Dungeon Master's Guide*. The stone remains useless for making weapons. This ability can be used one time per [spellcaster level](#) per day.

Arcane Making: At 9th level, a maker specializes in making any one of the following types of items for which they have the appropriate item creation feat: [Craft Construct](#), [Craft Magic Arms And Armor](#), [Craft Rod](#), [Craft Staff](#), [Craft Wand](#), or [Craft Wondrous Item](#) (they cannot specialize in making potions or scrolls, which are not objects of craft). The maker may choose only one of the item types. Providing they possess the appropriate [Craft](#) skill to at least participate in making the object, the maker can create these items at 75% of the normal time, [XP](#) cost, and raw materials.

Quicken Charged Device (Ex): At 10th level, a maker can use a charged device (such as a rod, staff, or wand) as a [quick action](#) rather than as a [standard action](#). This uses up two extra charges from the device.

Ex-Makers

A maker who gains a new class or (if already multiclass) raises another class by a level may never again raise their maker level, though they retain all their Kurnan maker abilities.

Playing a Maker

As a maker, you adventure to practice your abilities and gain further experience with magical items. You never know what ruin will hold a treasure whose secrets have yet to be entered into the Great Library of Kurn.

You use your abilities to create and improve things around you, whether they are items for the party you travel with, or fortifications for Kurn or its surrounding villages. While combat is not your specialty, you learn to make the most out of the items you make.

Combat

In combat, you use your spells as any other mage would, though you tend to prefer to take on a support role in a party. However, if you have time to prepare before a battle, the terrain becomes your greatest ally.

When you reach 2nd level, you can start to turn sand into sandstone. This ability allows you to create impressive defenses. While in a desert of endless dunes, the value of a sudden defensive wall that grants cover and concealment should never be overlooked; and of course, you don't.

Once you gain the sculpt mud or sand ability at 4th level, your ability to create an environment you want to fight on increases exponentially. The way in which you can turn the environment against your opponents becomes only limited by your imagination.

Your abilities with charged items, such as staves and wands, increases as you advance as well. Knowing this, you should try to memorize more utility spells and rely on offensive wands and staves for firepower.

Advancement

You are a master craftsman, and this is evident in your ability to create massive ornate and permanent stone structures in days, where others might take months. You know that hard work is worthless without careful thought and planning; for you, the planning is the hard part. As your abilities progress, it becomes easier and easier to make what you need and to improve structures.

When not on a specific task, you likely spend your time developing new structures and items. Your abilities help you create items for the party at a reduced cost, so those you adventure with will most likely look to you for their new gear.

You'll want to max out your ranks in [Craft](#), and take as many item creation feats as you can, given your skill with magical creation. Remember, you are a Maker, it's what you do better than anyone else.

Resources

Of all the people in Kurn, you are perhaps the best equipped. You are able to charge high prices for your

services, and you are able to create items for a fraction of the cost of others. You either have, or can gain access to, almost anything that you need.

Makers on Athas

“We would have never fought off the trin had we not had the help of Sylvara. She created fortifications in minutes that would have taken us a month.”

—Helgano the Swift, captain in the Black Brethren

Makers are typically found either in Kurn, one of its client villages, or in Azeth’s Rest. They are all members of the Makers Clave, one of the wealthiest and most powerful in Kurn. Given their extreme potential as builders, they are able to raise small towns in months, and, if focused, could build an entire city in a year.

Organization

All of the makers are part of the Makers Clave, and all follow the directions of the head of the clave. They are free to pursue their own interests and projects, so long as doing so benefits the clave. Some makers become quite popular in the places that they live, becoming pillars in that community.

NPC Reactions

Most NPCs look to makers when they need buildings and fortifications built quickly. The Black Brethren try to keep a few employed for strategic purposes. Makers have an easier time of things in the city of Kurn than almost anyone else does, and this makes the life of a maker one that is looked upon with envy and pride. Others are jealous of makers, but see them as an extremely important part of the city.

Maker Lore

Characters with ranks in **Knowledge (local [Kurn])** can research Kurnan makers to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

Knowledge (local [Kurn])

DC	Result
10	Makers are some kind of arcane craftsmen, right?
15	Kurnan makers are prolific collaborative wizards that are masters of creating or enchanting items.
20	Makers can turn even the simplest raw materials into the most complex and resilient structures just by concentrating on them.

Makers in the Game

Makers are found in the Trembling Plains. They are citizens of Kurn. Players who enjoy creation will find the abilities gained by makers to be better than any other option out there.

Sample Encounter

Kurnan makers are found mostly in their hometown, unless some particular project is commissioned outside of Kurn.

EL 8: While visiting Azeth’s Rest, the PCs encounter Sylvara building some defensive fortifications. Their patron asks them to procure her services for a reasonable price, rather than the larger amounts they usually charge.

Sylvara Takanus

CR 8

Female human wizard (preserver) 5/Kurnan maker* 3

LN Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Dwarven, Elven, Eloy, Kurnan

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 23 (8 HD)

Fort +4, **Ref** +5, **Will** +11

Speed 30 ft. (6 squares)

Melee +1 dagger +3 (1d4/19-20)

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

Base Atk +3; **Grp** +2

Special Actions devisor 75%, sandstone, team creation

Combat Gear *scroll of fireball* (CL 8th), *scroll of lightning bolt* (CL 8th), *wand of stone shape* (21 charges)

Wizard Spells Prepared (CL 8th):

4th - *mass enlarge person* (DC 17), *stone shape*

3rd - *arcane sight*, *dispel magic*, *illusionary script* (DC 16), *shrink item*

2nd - *arcane lock*, *continual flame*, *levitate*, *shatter*

1st - *hold portal*, *identify*, *mage armor*, *shield*, *unseen servant*

0 - *detect magic*, *light*, *mending* (2)

Abilities Str 8, Dex 12, Con 10, Int 17, Wis 14, Cha 13

Feats Craft Magic Arms and Armor^B, Craft Wand, Craft Wondrous Item, Protective, Scribe Scroll^B, Skill Focus (Craft [alchemy])

Skills Appraise +11 (+15 related to alchemy or traps), Concentration +10, Craft (alchemy) +14, Craft (trapmaking) +9, Knowledge (arcana) +14, Knowledge (architecture and engineering) +8, Profession (maker) +11, Spellcraft +14

Possessions combat gear plus *bag of holding type I*, *cloak of resistance +2*

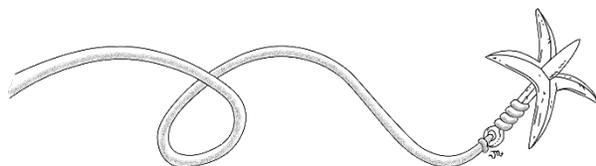
Spellbook spells prepared plus 0 - all; 1st - *floating disk*; 2nd - *bull's strength*, *invisibility*; 3rd - *fireball*, *lightning bolt*; 4th - *minor creation*

Deviser (Ex) Sylvara needs only 75% of the normal time, **XP**, and material costs to create magical traps and magical ammunition, or to repair broken items, and to recharge items.

Sandstone (Su) Sylvara can cause as much as 32 10-foot cubes of mud or sand to harden into sandstone per day, simply by concentrating for one minute.

Team Creation Sylvara can split the time and **XP** costs of item creation with any participant, including the use of spells or powers with **XP** cost.

Hook "All life is based on the fact that anything worth getting is hard to get. There is a price to be paid for anything."



Kurnan Spymaster

"Our greatest weapon is knowledge."

—Spymaster motto

Kurnan spymasters are mindbenders that work for King Oronis of Kurn, through an organization known as the "School of Spies." Kurn trains their spies (mostly female humans) intensively and thoroughly. Kurnan spymasters operate secretly in most Athasian cities and villages.

Becoming a Kurnan Spymaster

Most Kurnan spymasters are from the bard or wilder classes but psions, templars, and rogues often become spymasters as well.

Entry Requirements

Skills: **Autohypnosis** 2 ranks, **Bluff** 7 ranks, **Disguise** 2 ranks, **Forgery** 2 ranks, **Gather Information** 4 ranks, **Literacy** (Common, Picts).

Feats: **Deceitful**, **Investigator**.

Psionics: Ability to manifest *empty mind*.

Special: Must be accepted in the School of Spies. Ability to use *suggestion*.

Class Features

The Kurnan spymaster focuses her abilities on **Bluff** and **Disguise**. All of the following are class features of the Kurnan spymaster prestige class.

Weapons: Kurnan spymasters are proficient with the bard's garrote.

Powers Known: At every level indicated on the table, a Kurnan spymaster gains additional **power points** per day and access to new powers as if they had also gained a level in whatever manifesting class they belonged to before adding the prestige class. They do not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that they add a level of Kurnan spymaster to the level of whatever manifesting class they had, then determine power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before they became a Kurnan spymaster, they must decide to which class to add the new level of Kurnan spymaster for the purpose of determining power points per day, powers known, and manifester level.

Wisdom of the Drylanders: Kurnan spymasters are extensively educated about the people and customs of the Tyr Region and have a chance of knowing nearly anything. This ability works just like bardic knowledge, except that the Kurnan spymaster adds their Kurnan spymaster level + **Int** modifier to the check. Bard levels stack for the purposes of this ability.

Duplicitous Mind (Ps): Beginning at 1st level, a Kurnan spymaster gains the ability to disguise their aura. They are treated as continually under the effect of the *aura alteration* power with a manifester level equal to their character level. If the spymaster makes a successful saving throw against any attempt to read or control their mind, they can then attempt an opposed **Bluff** check against the attacker's **Sense Motive**. On a successful check, the attacker believes that they have successfully read the spymaster's mind, and the spymaster chooses what information the attacker learns. For example, if a spymaster was captured and examined with *mind probe*, she could choose the information her interrogators would learn on a successful save followed by a successful **Bluff** check. In addition, a sleeping spymaster gets a **Will** save against a *mind probe* attempt.

Specialist Training (Ex): At 2nd level, a spymaster gains the benefit of focusing on a particular type of work, specializing in one of the following categories and receiving a +1 bonus on all checks with the listed skills. At

Table 3-5: The Kurnan Spymaster

Hit Dice: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Wisdom of the Drylanders, duplicitous mind	+1 level of existing manifesting class
2nd	+1	+0	+3	+3	Specialist training (+1)	+1 level of existing manifesting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Alter self	—
5th	+3	+1	+4	+4	Probing conversation	+1 level of existing manifesting class
6th	+4	+2	+5	+5	Sneak attack +2d6, specialist training (+2)	+1 level of existing manifesting class
7th	+5	+2	+5	+5	Shapeshmith	+1 level of existing manifesting class
8th	+6	+2	+6	+6	Revise history	—
9th	+6	+3	+6	+6	Sneak attack +3d6	+1 level of existing manifesting class
10th	+7	+3	+7	+7	Specialist training (+3)	+1 level of existing manifesting class

Class Skills (4 + Int modifier per level): Autohypnosis, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge, Listen, Literacy, Move Silently, Open Lock, Sleight of Hand, Profession, Psicraft, Sense Motive, Speak Language, Spot, and Use Rope.

6th level, the bonus in this category rises to +2, and at 10th level, it rises to +3.

Concealment: Bluff, Disguise, and Forgery.

Espionage: Listen, Search, and Spot.

Interaction: Diplomacy, Gather Information, Intimidate, and Sense Motive.

Subterfuge: Hide, Move Silently, Open Lock, and Sleight of Hand.

Sneak Attack: This works exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every third level (3rd, 6th, and 9th). If the spymaster gets a sneak attack bonus from another source (such as rogue levels), the damage bonuses stack.

Alter Self (Ex): At 4th level, a spymaster learns *psionic alter self*. This power is in addition to any power they might normally learn by advancing a level.

Treat this power as if it were a 1st-level power on the spymaster's class list. This means, among other things, that manifesting this power costs 1 power point.

Probing Conversation (Ps): At 5th level, a spymaster can initiate a harmless-seeming conversation and get a truthful answer without the subject ever realizing they are being interrogated. After at least a minute of conversation, a spymaster can start a probing conversation. Starting a probing conversation is a standard action and requires concentration if it lasts more than one round. The creature interrogated must be within 10 feet, able to see and understand the spymaster, and able to pay attention to them.

The spymaster must also be able to see and hear the creature. This ability works like *mind probe*, except that the questions must be posed verbally. If the subject's attitude is hostile, they receive another Will save; if a creature's saving throw succeeds, this ability cannot be used on that creature again for 24 hours. On a failed saving throw, the creature answers as truthfully as they can and does not realize afterwards that they were compelled. This does not stop other observers from noticing something odd about the exchange, though, and the subject does remember giving this information to the spymaster. This ability can be used a number of times per day equal to the spymaster's Charisma modifier (minimum 1).

Shapeshmith (Ps): This ability functions like the change shape special ability (see *Monster Manual*, page 306), except as noted here. The spymaster can assume the form of any Small or Medium humanoid or monstrous humanoid. They must be psionically focused in order to use this ability.

Revise History (Ps): At 8th level, a spymaster can initiate a seemingly harmless conversation to alter a person's memory. This ability works just like the probing conversation ability, except the spymaster can use *psionic modify memory* and the DC is 10 + 1/2 their class level + your Cha modifier. On a successful saving throw, the victim is unaffected, but will only realize that the spymaster was trying to interfere with their mind if they make a successful opposed Sense Motive check against the spymaster's Bluff check.

Faces of the Forgotten North



Playing a Kurnan Spymaster

You are inquisitive by nature, always trying to get to the bottom of things; no secret stays uncovered by you. You take in everything, looking for the advantage in every situation, as well as the mystery that lies untold. You do all of this in service to your king.

You adventure because this allows you to infiltrate other groups. You can travel the Tyr Region, guard trade caravans, and work for templars of the Seven Cities while executing your job. Information is your greatest treasure, that which you seek above all else.

Combat

You avoid combat when possible, preferring to keep the enemy thinking that you are one of them. When you think that violence is necessary for you to survive or to otherwise accomplish your goals, you prefer to be the first to strike (taking advantage of your sneak attack).

In combat, you will likely utilize your psionic abilities, and your offensive powers will be your primary mode of offense.

Striking hard and fast is important, as combat tends to expose you to unwanted attention.

Advancement

When you reach 3rd level, you gain the ability to sneak attack, which helps you take advantage of both surprise and flanked opponents. Using this ability works well with feats like [Dodge](#) and [Mobility](#), so picking up these feats will be helpful for you.

When you reach 5th level, you gain the probing conversation ability. This allows you to uncover even more information, and should be used whenever you have the opportunity. Remember two things: first, servants always know more than they should, and second, this ability works in conjunction with [Bluff](#) and [Sense Motive](#), so feats that boost those skills are a big help.

At 7th level, you gain the shapemsmith ability. At this point, you really begin to shine. Maintaining your psionic focus is key, so gaining a psicrystal with the [Psicrystal Containment](#) feat to keep an extra focus would be a good choice. At this point, you can become whoever you need to be, and few places are outside your ability to infiltrate.

Resources

Kurnan spies draw on the knowledge and resources of Kurn's Great Library. As agents of the most arcane-inclined city-state on Athas, Kurnan spies have access to a wealth of magical and psionic items, but tend to use only the most subtle ones, to avoid flagging themselves as Kurnans.

Kurnan Spymasters on Athas

Kurnan spymasters are the citizens of Kurn most likely to be encountered outside of the Trembling Plains. They can be found anywhere, and most people who meet them never know who they really are. They blend into any group, and gain information where they can. They often stay away from Kurn for years following leads.

Organization

Kurnan spymasters belong to Kurn's School of Spies, an organization of Kurnan psionists, bards, and templars that study non-Kurnan societies, retrieving knowledge to protect and enrich Kurn. The School of Spies is closely affiliated with Kurn's Scholars Clave; indeed, many spymasters take wizards and sages of the Scholars Clave as their husbands.

NPC Reactions

There is no normal way that NPCs react to Kurnan spymasters, as each is different in the way that they interact with the world around them. Some spymasters will make contacts that seem to be friends, while their so-called "friends" have no clue who the spymaster really is. Even if someone did discover their true identity, most NPCs would have no understanding of what Kurn is, let alone where it lies.

Kurnan Spymaster Lore

Characters with ranks in **Knowledge (local [Kurn])** can research an individual Kurnan spymaster to learn more about her. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

Knowledge (local [Kurn])

DC Result

- 29 Norueth, the speaker of the Water-Haulers Clave, spied on Urík for Orónis many years ago. Already familiar with baazrags from her time in the north, she easily formed a spy network of baazrags, as the Uríkites don't think of the massive humanoids as sentient. She eventually brought them back with her to Kurn, retired from spying, and formed the Water-Haulers Clave with her new baazrag friends.

- 34 Characters with this level of success can learn important details about a specific retired Kurnan spymaster, where she usually operates, and the kinds of activities she undertakes.

- 42 Characters with this level of success can learn important details about an operating 1st level Kurnan spymaster, where she usually operates, and the kinds of activities she undertakes. Add 2 to the DC for every additional spymaster level.

Kurnan Spymasters in the Game

Kurnan spymasters can be found anywhere in the world, and always are on a mission. The way in which they discover and uncover information varies from spy to spy, but they can be encountered virtually anywhere.

Players who enjoy subterfuge and secrets might be interested in this class, as it allows them to keep their character's identity a secret from the world at large.

Sample Encounter

Spymasters can be encountered in all city-states and in the major villages and outposts, usually serving in some sort of low-profile occupation.

EL 6: The spymaster Kythania has spent time in Nibenay looking into the function of the templatate and the various temples in the city. The PCs come to her attention after they have performed a service for the Temple of Water's administrator.

Spymaster Kythania

CR 6

Female human telepath 5/Kurnan spymaster 1

LN Medium humanoid (human, psionic)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Eldaarish, Kurnan

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 10 (6 HD)

Fort +0, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)

Melee mwk dagger +3 (1d4/19-20) or

Ranged mwk light crossbow +5 (1d8/19-20)

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

Base Atk +2; **Grp** +2

Atk Options Extend Power, Psionic Endowment

Special Action Inquisitor

Combat Gear masterwork dagger, masterwork light crossbow

Power Points/Day 44; **Psion Powers Known** (ML 6th):

3rd - *dispel psionics*, *mental barrier*, *false sensory input* (DC 16), *telekinetic force*

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2nd - *brain lock* (DC 15)^A, *read thoughts* (DC 15), *psionic suggestion* (DC 15), *thought shield*

1st - *empty mind*, *inertial armor*, *know direction and location*, *psionic charm* (DC 14)^A, *telepathic projection* (DC 14)

^AThe save DCs for these powers might increase with the use of augments

Abilities Str 10, Dex 15, Con 8, Int 16, Wis 13, Cha 12

SQ duplicitous mind, wisdom of the drylanders +3

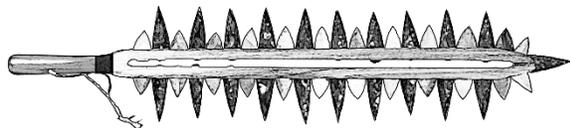
Feats Deceitful, Extend Power^B, Investigator, Inquisitor, Iron Will, Psionic Endowment^B

Skills Autohypnosis +5, Bluff +10, Concentration +4, Diplomacy +5, Disguise +5 (+7 to act in character), Forgery +7, Gather Information +13, Intimidate +3, Knowledge (local [Eldarich]) +8, Knowledge (local [Kurn]) +8, Literacy (Common, Picts), Psicraft +4, Search +5, Sense Motive +10

Possessions combat gear plus *cloak of resistance* +1, *headband of intellect* +2, *spymaster's ring**, *studded leather armor*

Duplicitous Mind (Ps) Kythania is treated as continually under the effect of *aura alteration* (ML 6th).

Hook "It's not how you play the game. It's how the game plays you."



Red Guard

"We are the true lords of the Dim Lands! Let there be no illusions about our purpose: terror is not merely a tool, it is the foundation of our order. Only absolute fear ensures our borders are secure and our citizens are obedient."

- Motivational words carved into the walls of Fort Mudwatch

In the Dim Lands, the Red Guard epitomizes terror. Red guards are the elite officers of the Neshtap Order, which extorts tribute from Eldarich's client villages on behalf of the sorcerer-king Daskinor. Other than the watchful Neshtap patrols, very few travel the bridges and roads that lead from Silt Side and South Guard to the walls of Eldarich itself. Candidates for the Neshtap are selected at birth, and are taught hatred and contempt for all other sentient creatures. Red guards have camaraderie only with other members of the Neshtap, and with their trained animals.

Becoming a Red Guard

Candidates for the Neshtap are selected at birth or as very young boys, and are taught hatred and contempt for all other sentient creatures. Red guards have camaraderie only with

other members of the Neshtap and with their trained animals.

Entry Requirements

Alignment: Any evil.

Skills: Handle Animal 4 ranks, Speak Language (Savak Drumcode), Speak Language (Neshtap Hand Signals).

Feats: Point-Blank Shot.

Special: Must be male; must have been taken by the Neshtap as a child; must have refrained from speaking verbally for at least four years.

Class Features

Red guards gain a number of abilities that allow them to enflame their weapons, and they specialize in ranged combat.

They use their abilities to patrol the edges of the Dim Lands and capture prisoners for enslavement. All of the following are class features of the red guard prestige class.

Weapon and Armor Proficiency: Red guards gain proficiency with the composite longbow and the lasso.

Catch Fire (Ex): Targets struck with a flaming weapon wielded by a red guard (usually using the *enflame weapon* ability, but also including lit torches, magical weapons, etc.) must make a Reflex save (DC 15) or catch fire (see *Dungeon Master's Guide*, page 303 for rules on catching fire). The flames do not consume or harm the weapon. A red guard automatically passes their saving throw against the catch fire ability of another red guard.

At 1st level, a red guard can use this ability a number of times per day equal to their Charisma modifier plus their red guard level.

At 10th level, a red guard can use their catch fire ability an unlimited number of times per day.

Enflame Weapon (Su): At 1st level, as a swift action, a red guard can cause their missile weapon (typically an arrow or javelin) to burst into flame as it is launched.

Enflamed missile weapons cause +1 fire damage with each hit, and continue burning for up to 1 minute per red guard level, or until extinguished, and can be extinguished by the red guard with a thought as a free action. The damage increases to +2 at 5th level, and to +3 at 9th level.

At 3rd level, a red guard can enflame any melee weapon held with a move action. The weapon remains enflamed for one minute per red guard level.

Table 3-6: The Red Guard

Hit Dice: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Catch fire, enflame missile weapon +1, share spell stick	
2nd	+2	+3	+0	+0	Archery feat, silt eyes (10%)	+1 level of existing spellcasting class
3rd	+3	+3	+1	+1	Enflame melee weapon +1	
4th	+4	+4	+1	+1	Archery feat	+1 level of existing spellcasting class
5th	+5	+4	+1	+1	Enflame weapon +2, silt eyes (20%)	
6th	+6	+5	+2	+2	Archery feat	+1 level of existing spellcasting class
7th	+7	+5	+2	+2	<i>Sending</i>	
8th	+8	+6	+2	+2	Archery feat	+1 level of existing spellcasting class
9th	+9	+6	+3	+3	Enflame weapon +3 (free action)	
10th	+10	+7	+3	+3	Archery feat, catch fire (unlimited)	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Climb, Concentration, Craft, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Profession, Ride, Search, Spellcraft, Sense Motive, Survival, Spot, Use Rope.

At 9th level, a red guard can enflame their missile weapons as a free action, allowing them to launch multiple enflamed missile attacks in the same round.

Share Spell Stick: If the red guard possesses an animal companion, the animal companion benefits from any spell stick that the red guard uses, so long as the animal companion remains within 30 feet of the red guard.

Bonus Feat: At the indicated level, the red guard gains a bonus archery-related feat from the following list. This feat is in addition to any other feats they might otherwise receive: *Far Shot*, *Precise Shot*, *Rapid Shot*, *Manyshot*, *Shot on the Run*, *Improved Precise Shot*, *Psionic Shot*, *Greater Psionic Shot*, *Fell Shot*, *Return Shot*, *Weapon Focus (Longbow)*, *Greater Weapon Focus (Longbow)*.

Silt Eyes (Ex): At 2nd level, a red guard's senses become so acute that they are able to reduce the effects of concealment by 10% when attacking a target that has concealment, and they become immune to the effects of the Gray Death.

At 5th level, the red guard's senses reduce the effect of concealment by 20%.

Sending (Sp): At 7th level, a red guard can instantly communicate a short thought of 25 words or less to any other red guard, at any distance, as if using the *sending* spell. This ability can be used three times per day.

Ex-Red Guards and the Vow of Silence: Long ago, Daskinor ordered the tongues of all red guards cut out, because he did not want them to fraternize, fearing that they might disobey his orders against fraternizing with the citizens and slaves. The red guards no longer cut their tongues out (it inhibited

spellcasting), but they still do not speak. Instead, they use drums and hand signs to communicate with each other. A red guard who speaks out loud to a non-red guard becomes an ex-red guard and loses all special benefits of the class until he atones by confessing to the High Templar of the Neshtap and accepts the High Templar's punishment. The severity of the punishment depends on the circumstances, such as whether the red guard spoke to a fellow member of the Neshtap, to an Eldaarish citizen, to a slave, or (worst of all) to a foreigner or to a member of a different order. Severity also depends on whether this was the red guard's first offense - the second punishment is always more severe than the first. The three possible punishments are: branding, cutting out his tongue, and being buried alive.

The Eldaarish people and the slave-villagers all believe that the Neshtap still have their tongues cut out, which is what the Neshtap want them to believe.

Playing a Red Guard

As a red guard, you are likely obsessed with fire and take sadistic glee in hurting others. Most of your time is spent on patrol, in weapons training, or caring for your crodlo mount.

Neshtap patrols are in charge of gathering resources (mostly slaves) for the craft villages. Your first priorities are looking after the other Neshtap in your command group, and protecting the Dim Lands against those who would see it harmed.

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Combat

In combat, red guards often try to exploit the Gray Death - the airborne silt so common in the Dim Lands - to their advantage in combat. They prefer to fire arrows from concealment and to mislead enemies about their position using hit-and-run tactics. Sometimes red guards will attempt to lasso and drag an enemy away into the billowing silt, terrifying and splitting up their enemies so they can pick them off one by one, perhaps even attempting to capture one of them alive.

Starting at 1st level, you have the ability to light your arrows - and possibly your target - on fire, dealing extra damage and likely spreading terror with every attack. At 3rd level, this ability extends to your melee weapons, allowing you to teach those who would face you a lesson they won't soon forget.

At 7th level, you gain the ability to communicate wordlessly with your brethren via the *sending* ability, allowing you to coordinate attacks and share information despite your vow of silence.

Advancement

Red guards are raised to be obedient, paranoid, and brutal. You seek advancement by proving your worth in front of others, especially if a superior member of the Neshtap is there to witness your glory.

Capturing and enslaving enemies, defending the Dim Lands, and procuring goods to supply the needs of the population of Eldaarich are all acts that will earn favorable recognition, as well as swiftly punishing those under your command who have failed to keep their vow of silence or properly protect Daskinor's lands.

You will want to increase your archery and riding abilities. Feats that either improve those abilities, such as Mounted Combat and Mounted Archery, or Far Shot and Shot on the Run, are feats to consider taking, as they will only serve to enhance your areas of expertise.

Resources

As a member of the Red Guard, you must learn to rely on the other soldiers in your unit, each working together as part of a team. You will be issued a steed (likely a crodlu) and given high quality equipment to ensure the success of your mission, all in the service of the city.

Red Guards on Athas

"They won't say anything, but you just know those Neshtap are itching to set you on fire as soon as you step out of line."

- Nartfum L'Egyr, Shtas guard at South Guard

The red guard are appropriately feared, and given a wide berth especially by the Eldaarish - no-one really wants to attract their attention, and those encountering a squad in the field often try to lay low and avoid their attention, if possible.

The Neshtap drape themselves in distinctive red leather armor so that they can be easily recognized even by their foes - they enjoy being feared and have no need to disguise their presence.

Organization

The Red Guard, as members of the Neshtap order are commonly known, are well-organized servants of Daskinor and the city of Eldaarich. Despite any internal squabbles they may have, the red guards present a fearsome and unified front to any outsiders.

NPC Reactions

Outside of the Neshtap Order, no one likes the red guards. They might obey them, they probably fear them, and they're definitely going to try to stay out of their way as much as they possibly can, because no one wants to draw their ire and be burned to death or staked out in the desert to die.

Red Guard Lore

Characters with ranks in **Knowledge (local [Eldaarich])** can research red guards to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

Knowledge (local [Eldaarich])

DC Result

- 10 The red guards are officers of the Neshtap Order, and they all have their tongues cut out to protect Daskinor's secrets.
- 15 The red guards are feared for their ability to wield flames, and for their skill as archers. Even the least of them have the ability to cause their arrows burst into flames, and cause their enemies to catch fire.
- 20 While they don't speak, it's usually not because they can't. The red guards do swear a vow of silence, however, and they're punished by the knife if they break it.

Red Guards in the Game

Red guards are warriors who rely on their exceptional skills in archery and ability to enflame weapons to quickly bring down their foes.

Players who are interested in playing Eldaarish characters outside of Eldaarich or serving as far-ranging guardians of the Dim Lands may enjoy this class.

Sample Encounter

Red guards are mostly found outside of Eldaarich, protecting it from foes real and perceived.

EL 11: A Neshtap druid, who goes by 36-3, is on patrol in his guarded lands near South Guard, watching for escapees - whether they be slaves or Shtas guards. If he catches sight of the PCs, the Red Guard may decide they could serve a better purpose than serving as slaves in a Dimlander work camp.

Thirty-Six Three

CR 11

Male human druid 7 / red guard 4

NE Medium humanoid (human)

Init +4; Senses Listen +12, Spot +12; silt eyes (10%)

Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode; nature's speech

AC 17, touch 11, flat-footed 17

(+0 Dex, +6 armor, +1 deflection)

hp 82 (11 HD)

Fort +12, **Ref** +3, **Will** +10

Speed 20 ft. (4 squares); woodland stride

Melee mwk spear +13/+8 (1d8+4/x2) or

Ranged +1 composite longbow +10/+5 (1d8+4/x3)

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

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

Atk Options enflame weapon, Far Shot, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, wild shape

Combat Gear masterwork spear, +1 composite longbow with 50 arrows, 5 spell twigs* of cure light wounds

Druid Spells Prepared (CL 9th):

5th - coat of mists

4th - control tides, elemental strike (DC 18), ice storm (DC 18)

3rd - call lighting (DC 17), plant growth, searing light, surface walk

2nd - clear water, conservation, echo of the lirr (DC 16), flameblade, resist energy

1st - backlash (DC 15), cure light wounds, entangle (DC 15), magic fang, obscuring mist

0 - defiler scent, detect magic, light (2), mending (2)

Abilities Str 16, Dex 10, Con 16, Int 12, Wis 18, Cha 8

SQ animal companion, link, share spells, share spell stick, trackless step, wild empathy (+6)

Feats Exotic Weapon Proficiency (lasso)^B, Far Shot^B, Greater Weapon Focus (Longbow)^B, Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Weapon Focus (Longbow)

Skills Concentration +16, Handle Animal +12, Knowledge (nature) +10, Listen +12, Ride +10, Spellcraft +7, Spot +12, Survival +19

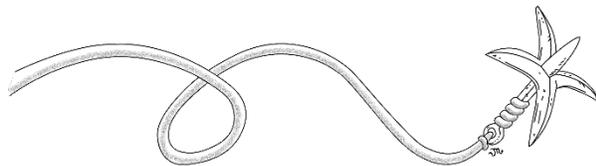
Possessions combat gear plus amulet of health +2, belt of Strength +2, breastplate +1, periapt of Wisdom +2, ring of protection +1, bag of holding (type 1), military saddle

Enflame Weapon (Su) A red guard can cause a weapon to burst into flame and deal +1 fire damage. Missile weapons may be enflamed as a **swift action**, and melee weapons as a **move action**.

Catch Fire (Su) Targets struck with enflamed weapons must make a **Reflex save** (DC 15) or be set on fire. Red guards are immune to this effect from each others' weapons. This ability is useable three times per day.

Crodlu Mount see Neshtap Novice

Hook “Covered from head to toe in red leather, the figure stares down at you from atop a crodlu. Though the silence is deafening, you get the feeling they are coldly assessing you.”



Wind Walker

“You have more chances trying to hear the wind.”

—Shal’ra’thor, Eloy wind walker

Very little goes on in the Trembling Plains without the Eloy noticing. The Eloy are herders, but to the slavers that follow them, the Eloy themselves are worth more than the herds. By the time that enemies reach the site of an Eloy encampment, they usually find the inhabitants and all of the tents gone, and the campfires still smoldering. Every Eloy encampment and herd has the protection of some of Athas’ most skilled scouts – Eloy wind walkers.

Although the brush of the Trembling Plains rarely rises to be more than waist high, Eloy wind walkers manage to conceal themselves in it from almost all eyes. Unlike other Eloy, they take pains to learn the Common tongue in order to eavesdrop, for their clan’s survival depends on the wind walker’s ability to discern between friend and foe.

Becoming a Wind Walker

All wind walkers are rangers, because of the need to specialize in the scrub plains terrain that makes up the Trembling Plains. Many wind walkers are multiclass rogues or experts. The skills Spot, Listen, Hide, and Move Silently are the most important aspects of a wind walker class - it is all about seeing and hearing those that cannot see or hear you.

Entry Requirements

Skills: Hide 7 ranks, Listen 7 ranks, Move Silently 7 ranks, Spot 7 ranks

Feats: Alertness, Eloy Scout

Race: Half-elf

Special: Must have scrub plains as a favored terrain.

Class Features

Plains Blending (Ex): A wind walker gains an untyped +3 bonus to Hide and Spot checks while on the Trembling Plains.

Plains Walker: A wind walker’s land speed is +10 feet faster than the norm for their race, but only when wearing light or no armor. At 4th level, this benefit increased to +20 feet. This benefit applies only while in the Trembling Plains. Additionally, the wind walker may move through any sort of undergrowth, or light or deep mud at their normal speed without taking damage or suffering any other impairment.

Uncanny Dodge (Ex): A wind walker can react to danger before their senses would normally allow them to do so. They retain their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, the wind walker still loses their Dexterity bonus to AC if immobilized. If the wind walker already has uncanny dodge from a different class, they automatically gain improved uncanny dodge instead.

Pass without trace: Once per day per class level, the wind walker may cast *pass without trace* as a spell-like ability using their character level as the caster level.

Traceless: As a full round action, a wind walker can conceal signs of activity in a 5 ft. square, increasing the DCs of Search and Survival checks by 10. This action may be coupled with a 5 ft. step.

Hide in Plain Sight (Ex): While in the Trembling Plains, a wind walker can use the Hide skill even while being observed. Outside the Trembling Plains, they take a -10 penalty to Hide checks while trying to use this ability.

Playing a Wind Walker

As a wind walker, you adventure to practice your abilities and gain further experience tracking and protecting your clan, whether they are Eloy or adventures you have joined for the time being.

You love the wilderness, and your ability to remain concealed is rivaled only by those with psionics or magical help. If anyone can eavesdrop on an enemy without getting caught, it is you. While your skills still rival those of any hunter or tracker outside the Trembling Plains, when you are in your homeland, you can almost choose when you will be seen and when you will not be.

Table 3-7: The Wind Walker

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Plains blending
2nd	+1	+0	+3	+0	Plains walker (+10 ft.), uncanny dodge
3rd	+2	+1	+3	+1	Pass without trace
4th	+3	+1	+4	+1	Plains walker (+20 ft.), traceless
5th	+3	+1	+4	+1	Hide in plain sight

Class Skills (4 + Int modifier per level): Craft, Bluff, Disable Device, Disguise, Handle Animal, Heal, Hide, Knowledge (Geography), Knowledge (Local), Knowledge (Nature), Listen, Move Silently, Open Locks, Search, Sense Motive, Sleight of Hand, Spot, Survival, and Use Rope.

Combat

In combat, you use your speed to your advantage. Your opponent can only hit you if they know you are there.

Hiding and sneaking up on someone puts them at major tactical disadvantages.

When you reach 4th level, you can start to conceal your tracks. This is helpful if you are striking from surprise. You can eliminate sentries with a surprise attack, and then use your Traceless ability to hide the evidence.

Once you gain the hide in plain sight ability at 5th level, you can disappear even if you are noticed. This allows you to hide and strike from the concealment of the scrub brush, then hide again afterwards – perhaps after you have slain a slaver’s companion, only for the slaver to watch helplessly as you disappear back into the brush.

Advancement

Your skill at tracking and hiding makes this class ideal for you. Be sure to max out your skills in [Hide](#), [Move Silently](#), [Spot](#), and [Listen](#), as these will be the ones most often used. Feats that improve or affect these skills are also handy.

The Sniper feat is also an excellent feat, and skill with ranged weapons ensures that you will remain uncaught as you can disappear before your enemies can close the distance.

Advancing in other classes can also help you round out your abilities. Taking some levels in the Rogue class would give you the sneak attack ability, and also some good synergy with the uncanny dodge ability. Further Ranger levels can also help you improve your combat skills and tracking skills. As most slavers in the area are humans, taking humans as your favored enemy is a good choice.

Resources

Your clan provides you with your basic needs, and will also support you when you need it. However, you are the lifeblood of the clan, the one who ensures their survival. You scout out areas ahead of the others, ensuring that all will be safe. As such, items that can help you in this regard will be very valuable to you.

Wind Walkers on Athas

“We were sitting around the cooking fire at the midday’s meal when I caught movement out of the corner of my eye. It was them Eloy! I see this one stand up out of the brush and shoot an arrow that hits Cazix in the throat. As I am watching this Eloy, he dives back under the grass line. When we get there, there ain’t no tracks to be found.”

—Xotheta, a Draji slaver.

Wind walkers are found almost exclusively in the Trembling Plains, as they have little reason to venture out of their homeland. They might track a group of slavers into the Tyr Region if part of their clan was captured, but the Eloy rarely get captured, and when they do, others find ways to help them before it is too late.

Organization

The Eloy are divided into various clans that keep their herds. Wind walkers take orders from their clan leaders, and allow others to be the communicators. They are happy to be in support roles for their fellows.

NPC Reactions

Most NPCs have never even seen a wind walker, but slavers know they exist and hate them. Smart slavers always assume that wind walkers are around, so that they never give anything away and are always prepared. Many a Draji citizen has never returned home after a slaving trip to the Trembling Plains.

Wind Walker Lore

Characters with ranks in **Knowledge (local [Trembling Plains])** can research wind walkers to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

Knowledge (local [Trembling Plains])

DC Result

- | | |
|----|---|
| 10 | If you can hear one of those Eloy rangers, it is probably too late to do anything about it. |
| 15 | Wind walkers are usually Eloy master scouts that are used both as spies and as snipers to protect their people. |
| 20 | Wind walkers are very quick and stealthy, and are masters of going unnoticed while in the Trembling Plains. |

Wind Walkers in the Game

While wind walkers don't hold a position of authority within their clans, they do hold a position of prestige and honor. They are seen as trusted guides and protectors of the clan; a scout to guide the way, and a sniper keeping everyone safe.

Players whose characters come from Eloy backgrounds may find this class interesting, giving them a greater background and depth to their motives. Their ability to hide is unrivaled on Athas.

Sample Encounter

PCs are most likely to encounter a wind walker when they are traveling the Trembling Plains. If the PCs have been tracking a herd of animals in the hopes of finding an easy meal, they will be painfully mistaken.

EL 6: The PCs have been following the trail of some herd animals when a wind walker ambushes them. The wind walker is more knowledgeable than he should be about the party's strengths and weaknesses because he has been following them for a day longer than they have been following the herd.

Shal'ra'thor

CR 6

Male half-elf ranger 4/wind walker 2

LN Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Listen** +13, **Spot** +13

Languages Eloy

AC 17, **touch** 13, **flat-footed** 14; **uncanny dodge**

(+3 **Dex**, +4 **armor**)

hp 27 (6 HD)

Resist mundane extreme heat or cold

Fort 45, **Ref** +10, **Will** +3

Speed 30 ft. (6 squares); plains walker

Melee short macahuitl +7 (1d6+2/19-20) or

Ranged +1 *composite longbow* +9 (1d8+3/x3) or

Ranged +1 *composite longbow* +7/+7 (1d8+3/x3)

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

Base Atk +5; **Grp** +7

Combat Gear short macahuitl, +1 *composite longbow* (+2 *Str*) with 40 arrows, 5 *potions-herbs of cure light wounds*

Abilities **Str** 14, **Dex** 17, **Con** 10, **Int** 8, **Wis** 14, **Cha** 10

SQ favored terrain (scrub plains +2), plains blending, wild empathy +4 (+0 magical beasts)

Feats Alertness, Elfish Eloy*, **Endurance**^B, Eloy Scout*, **Rapid Shot**^B, **Track**^B

Skills **Bluff** +0 (+4 to deliver a secret message), **Handle Animal** +2, **Hide** +11 (+14 in aboveground natural terrain, +17 in scrub plains), **Knowledge (geography [Trembling Plains])** +4, **Listen** +13, **Move Silently** +11 (+14 in scrub plains), **Profession (herder)** +3, **Search** +0, **Spot** +13, **Survival** +7 (+9 to avoid getting lost or to avoid hazards)

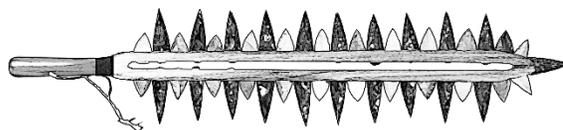
Possessions combat gear plus *five-season cloak of resistance* +1, *studded leather armor* +1

Favored Terrain Shal'ra'thor gains a bonus to **Hide**, **Knowledge (nature)**, **Move Silently**, **Spot** and **Survival** checks made within his favored terrain.

Plains Blending (Ex) Shal'ra'thor gains a +3 bonus to **Hide** and **Spot** checks while on the Trembling Plains.

Plains Walker A wind walker's land speed is +10 feet faster than the norm for their race, but only when wearing light or no armor. This benefit applies only while in the Trembling Plains. Additionally, the wind walker may move through any sort of undergrowth, or light or deep mud at their normal speed without taking damage or suffering any other impairment.

Hook "Your ears will never hear the wind if you keep speaking."



Adventure Hooks

All About Harnaqs

Background: After luring him out of Kurn (possibly following the events of *The Pregnant Mul* Adventure Hook, see below), Tsalaxa has managed to capture the healer Iotef, the inventor of mulbirth*, and has coerced him into caring for human slaves who are pregnant with muls. Iotef hates House Tsalaxa for what they have done, but his healer's instinct drives him to save the women and their babies. House Tsalaxa's tortures have forced him to reveal the primary ingredient of mulbirth to be harnaq colostrum. A harnaq* is the most popular source of milk in Kurn: a huge psionic mammal with poisonous quills. Nervous about arousing the suspicions of the Kurnan Healers Clave after kidnapping Iotef, House Tsalaxa has asked their Azeth trade partners if they know any adventurers who are competent, trustworthy, and most of all, discrete.

Hook: The PCs are approached by agents of "House Chalm," a Balicite merchant house that no one seems to have heard of before. House Chalm wishes the PCs to acquire a pair of mating harnaqs, and any information needed to know how to feed, care for, and milk them. House Chalm insists that the PCs conduct all of their business in Fort Stench, even if that makes buying the harnaqs more expensive than if they went to Kurn. The PCs must not say who they are working for, and they must keep the transaction known to as few people as possible. After they have obtained the harnaqs and brought them to Azeth's Rest, "House Chalm" agents will give them further instructions on where to go.

Adventure: When the PCs arrive in Azeth's Rest with the harnaqs, rather than giving them directions, the House Chalm agents accompany the PCs south to the current location of the mul farm.

Although domesticated to live in a clave tent, the harnaq is originally a creature of forest streams; they do not walk quickly, cannot walk long distances on hard ground, and are unhappy riding in the wagon. When the wagon leaves the main road, the harnaq cow begins to keen, and the sound attracts predators. When the PCs come to check on her, the

male - the harnaq terrier, as they are called - is dead. Unless the PCs can calm her down, the cow continues to keen and predators continue to attack.

Rewards: When the PCs reach the mul farm, the "House Chalm" agents try to take charge of the harnaq, and say that they will only pay the PCs half the agreed upon price since the male harnaq is dead. They refuse to answer any questions about the farm or to allow the PCs to view it; once they have the harnaqs, Tsalaxa plans to move the farm to a different location so that no one can track them and want none to know of it. The House agents insist on first inspecting the cargo, and only paying the PCs afterwards. When Tsalaxa agents inspect the cargo, however, they are attacked by several newborn harnaq terriers, to which the harnaq cow gave birth several days ago. Since then, the terriers have been laying under their mother, nursing.



All the Comforts of Home

Background: Dote Mal Payne has mentally dominated Densis, the leader of the Bandit State of Spoil, and now rules the village from the shadows.

Despite his reputation and the utter ruthlessness with which he acts, Dote is generally urbane and polite to those around him, and has a great appreciation for beauty and the finer things in life. Now that he has gained power in Spoil, relocated his childhood home (details in the

Adventure Hook *Home Away From Home*, see below), and begun plans to further advance his dragon metamorphosis (should it become necessary), Dote's main goal is to make the most of his new home, living in the luxurious comfort and opulence he prefers. However, fine goods are difficult to acquire through raiding. Accordingly, Dote reaches out through intermediaries - including his dominated operative Sssythril Tsalaxa - to procure fine goods and furnishings for his new home in Spoil.

Hook: The PCs become involved when House Tsalaxa hires them, either to lead a caravan north themselves or as guards on a smaller merchant house's caravan. Sssythril of course provides a route and schedule for the caravan, secretly feeding the information to Dote.

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Adventure: Armed with the knowledge, the bandits attack the caravan, looking to enslave the PCs and caravaneers, and carry the goods back to Spoil (and Dote). If the attacks on the caravan fail, Dote simply sends disguised agents to trade for the newly arrived luxury goods.

The bandits know the area well, and stage an attack near the Basalt Barrens, a few days north of Azeth's Rest. The attack is largely a diversion, with the raiders whooping and hollering to gather attention while some of the stealthier bandits quietly approach the caravan's other side from a concealed position. If this first attack fails, a more concerted effort is made with the assistance of a dwarven cleric of Earth who raises a mighty wall across the road, attempting to pen the caravan in while the bandits close in from behind. Should the second attack fail, Dote Mal Payne sends a group of undead led by one of his wraiths to halt the caravan. The wraith possesses the body of a slain gladiator, animating it to dreadful effect while a handful of half-giant thinking zombies act as brute muscle.

Rewards: If the PCs successfully defend the caravan and lead it to Azeth's Rest, House Tsalaxa will compensate them as promised, happy that the caravan arrived safely. If the bandits capture the caravan, however, the PCs and other caravaneers will be taken to Spoil as slaves. Once there, they will have only a single chance to prove their prowess and ruthlessness - and worthiness to become bandits - before they are sent to the Troll Grave Chasm as slaves.

Beastly Dreams

Background: Ages ago, a nightmare beast ravaged the lands of the north, rampaging between the city-states of Draj and Kurn. Locals called the monster "Gorgathaator," meaning "plague of dreams," and believed it to be an ancient evil spirit. The carnage came to an abrupt and mysterious end when, unbeknownst to the locals, a powerful psion tracked the beast to its lair and forced it into a deep torpor. For centuries now, the creature has slumbered in its lair, forgotten and undisturbed.

Recently, while in the stony barrens near the small village of Ket, a resourceful group of House Tsalaxa slaves escaped into the Trembling Plains. Seeking shelter, the group chanced upon a cavern in the eastern reaches of the Broken Deep, and found it littered with bones, but also with valuable items. Curious about what lay further in, and greedy for more treasure, the ex-slaves made their way deeper underground. Perhaps it was the smell of fresh prey so close at hand that caused the dread beast to awaken, or perhaps the time of the beast's torpor was at its end — no one can say for sure. Regardless, the nightmare beast awakened, killed the ex-slaves, and returned to terrorizing the road between Draj and Kurn.

A month after the first slaves escaped, more slaves mysteriously disappeared while on a mining expedition. Furious at the costly loss and suspecting that more slaves had run away, House Tsalaxa officials sent armed soldiers from Ket to scour the wastes and return the workers. It's now been several days since the soldiers were deployed, and Tsalaxa is wondering if they're ever coming back.

Hook: The PCs are hired as outside investigators by House Tsalaxa to learn the fate of its missing slaves and soldiers. Baffled by the continued losses, House Tsalaxa agents in Ket suspect foul play, particularly on the part of the Dedys Consortium, a rival merchant house. They accuse the Consortium of sanctioning raids against House Tsalaxa's mining expeditions and ambushing the cargo en route — acts clearly in violation of the Merchant's Code. The Dedys Consortium steadfastly denies any involvement, but is quietly pleased that House Tsalaxa is currently experiencing difficulty. No one has any notion that a terrible predator is in fact responsible.

Adventure: Arriving at Ket, the PCs can talk to the various trade masters (of both Tsalaxa and the Dedys Consortium) and villagers, before heading out to try and pick up the trail of the missing soldiers.

While the PCs travel, the nightmare beast uses its nightmare-inducing ability on them. These nightmare encounters foreshadow future events to some degree, with the PCs potentially experiencing mild déjà vu as the adventure goes on. Matters are further complicated by encounters with a pack of zhackals, and a group of wild muls, among others.

Leaving Ket, two locations should stand out as places to look for clues. The first, Fort Ral, harbors a lone survivor of a recent attack on a Dedys Consortium caravan. If questioned, he mumbles incoherently about suffering terrible nightmares and being attacked by a fell beast. The PCs will likely also investigate the Trembling Plains, searching Whistlegap and the surrounding areas for someplace where the slaves might have gone seeking shelter. There, the PCs encounter a group of herders whose people and flock have been devastated by an unknown threat. If the PCs recount the story the caravaner at Fort Ral told them, the Eloy herders recognize the tale as that of Gorgathaator, an ancient and evil spirit. Whether or not they hear the caravaner's tale, the herders inform the PCs that they fear that Gorgathaator has returned. Legend holds that the creature's lair is not far to the west. The Eloy offer to take the PCs there, as the group wishes to put an end to this evil spirit — perhaps it killed House Tsalaxa's workers and soldiers as well.

Arriving at Gorgathaator's lair, the PCs find proof that Tsalaxa's first group of missing slaves did in fact die there,

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killed by the beast. Their assigned task now complete, the PCs likely head back to the trade road to report their findings.

Approaching the road, the characters stumble upon a wrecked caravan and hear the sounds of battle nearby. If they seek out the commotion, the PCs arrive to see the nightmare beast attacking a group of five travelers. After the beast is driven off (causing it to turn invisible and retreat a short distance away), the travelers explain that they are agents of House Azeth, and that they have been sent to investigate reports of a marauding beast rampaging along the road between Draj and Kurn. With two of their number dead and a third mortally wounded, the Azeth agents beseech the PCs to help them return to Azeth's Rest and then travel to Kurn, where they can marshal a force capable of defeating the monster for good. The nightmare beast, listening while invisible, is quite interested in despoiling this new city (Kurn) and follows the group in order to cause some real damage.

Traveling on, the PCs see more of the nightmare beast's handiwork: the walled oasis of Azeth's Rest has been damaged in an attack. Within the village, the PCs can meet with a Tsalaxan agent and report their findings. Eventually, as the group nears Kurn, they see the nightmare beast attacking the fort at Conak's Rock. The battle is a fierce one: the PCs must delay the beast to prevent it from getting past Conak's Rock and endangering Kurn itself, while still ensuring the safety of their charges (the House Azeth agents). Fortifying the gates buys some time, but the nightmare beast rams the fort's walls, attempting to break through. Only the beast's death will stop it. If the PCs prevail, they will be viewed favorably by Kurn's ruler and people, and hailed as heroes. The characters, in performing this great service, will be welcomed into Kurn and granted an audience with King Oronis should they desire it. From there, the characters can decide to stay in Kurn, or return to Ket or Draj.

Rewards: If the PCs successfully investigate the disappearances and report that a terrible beast is attacking everything in the area, they can expect payment from House Tsalaxa for their services. If the PCs assist the Azeth agents and eventually destroy the beast, House Azeth will reward them heartily, granting them a trust token and offering to hire them into the House. Other rewards might include the nightmare beast's hoard, loot from the wrecked caravan, etc.

Birds of Fire

Background: Not long ago, an aarakocra vision-seeker from Winter Nest was set upon by Red Guards. He managed to escape and was found by a pair of aarakocra from Storm

Peak, who arrived just in time to help their fellow aarakocra fly to safety.

Hook: The PCs encounter a trio of aarakocra on the ground – they are highly suspicious of the PCs, but they cannot flee. If the PCs approach and converse with the aarakocra, they will discover that one of them is seriously injured. The Storm Peakers will not leave their wounded cousin.

Adventure: The PCs can assist the aarakocra, defending the trio through the night against possible Red Guard attacks. Any efforts by the PCs to build trust proves beneficial the following day when more aarakocra from Winter Nest fly over, see their kin on the ground, and land to investigate.

It's likely a tense meeting, but the Storm Peakers and the injured aarakocra from Winter Nest vouch for the PCs. The newly-arrived Silvaaraks thank their brethren from Storm Peak – it should be obvious to the PCs that relations are not cordial between the two groups, though one of the aarakocra might inquire after relatives in the other town. Then the Silvaarak depart with their comrade.

Rewards: The aarakocra share their water with the PCs, and give a token or password to the PCs, one which will show them to be friends to the Silvaaraks should they ever need help, though this is not nearly enough for the PCs to gain entry to Winter Nest.

Birds of Ice

Background: After the rescue of a group of aarakocra by "flatlander non-flyers" (see Adventure Hooks: *Birds of Fire*, above), some of the Silvaarak have decided that perhaps certain members of the land-bound races can be trusted – to an extent.

Hook: The PCs are sought out by several Storm Peakers while in the barrens around Hogalay, near the southern tip of the Snow Crown mountains, asking a favor. The aarakocra, including two of those rescued before, want them to help with a problem: a Neshtap patrol, arriving in the area just ahead of the PCs, have not turned back to the east after cutting wood for bows as they usually do, but are instead climbing into the mountains on the western face of the Snow Crowns. The Storm Peakers know they lack the strength to take on the patrol - flaming arrows shot down two of their number when they tried - so they ask the PCs to help.

Adventure: The Neshtap patrol is led by a wizard of their order named Sokhotai, following a ragged old map that purports to lead through the Snow Crowns and up to the hidden spring known as Sun's Tears, located in a mountain cave. They are in search of something left by a

fallen Kurnan patrol, which they had hoped to recover – a book of magical secrets allegedly penned by the sorcerering Oronis himself. The Neshtap are prepared to fight a running battle to recover the book, and take advantage of hidden positions and the elevation as they ascend the mountains. They might even reach the cave and use its defenses against the PCs.

Rewards: In return for chasing off or eliminating the Red Guards, the aarakocra offer the PCs useful information, and perhaps an opportunity to trade with Storm Peak. There might even be a chance to open trade with Winter Nest, because they would be the next group threatened if the Neshtap extend their expeditions into the southern Snow Crowns. If a Kurnan patrol turns up and discovers the PCs are in possession of Oronis' tome, however, they grimly demand its immediate return.

Blank Map, Empty Bellies

Background: Chichan of Tsalaxa has recently arrived in Kurn, and has just learned of the existence of the Rohorind Forest. Now his mind boggles at the untapped resources waiting in that untouched woodland. Chichan believes that if he can obtain samples of the forest's bounty, he can convince his House to fund a larger expedition, if not a full outpost, to obtain and transport the Rohorind's exotic goods south to the Tablelands.

Hook: Chichan reaches out to the PCs, seeking to hire them to escort him to the Rohorind, help gather plant, animal, and lumber samples, and then escort him and the samples back to civilization. Chichan offers the PCs a flat rate for the escort duty, as well as a percentage of the value of the samples recovered from the forest itself.

Adventure: If they accept, the PCs and Chichan must navigate the Shady Desert and its warring tribes (such as the Nagukuz Tareks and the Chugak thri-kreen kek), and pass through the eastern extent of the Barrier Wastes without drawing the attention of raiders from the Bandit States before they reach the forest. Once there, Chichan insists on collecting ever more samples, as each new plant or animal might contain a valuable new spice or type of poison. All the while, the PCs must contend with increasingly savage attacks from the Rohorind's halfling population, who brook no intrusions into their forest. The assaults of the Cha'Gruhu and Coso Keepers halfling tribes are also likely to draw the attention of the forest's other predators, possibly bringing the PCs into conflict with feylaars, klars, and even monstrous spiders. Even if the PCs convince Chichan to leave, they must still make the journey back to civilization with their employer and his samples intact to get paid.

Rewards: Should they manage to return him safely to Kurn, Chichan does indeed pay the PCs the promised sum for

escorting to and from the Rohorind Forest, as well as a small bounty for each plant, animal, and lumber sample they collected (at the DM's discretion, PCs who use knowledge such as herbalism and poisonmaking or crafting skills to identify economically useful samples might be compensated extremely well for their efforts).

If Chichan is especially impressed with the PCs' performance (perhaps because the expedition was expertly defended or because the PCs thought to identify and retrieve a large number of valuable samples), he might offer them further employment with House Tsalaxa, perhaps even a position of some importance on the team tasked with establishing the House's newest fort near the Rohorind.

Blood of the Tari

Background: The tari of the western Trembling Plains have long endured the brutality of the halfling outcasts living in Longshank's Scablands. Recently, however, a devastating halfling attack wiped out an entire pack of tari, leaving no survivors. To make matters worse, the halflings stole several sacred relics once worn by the pack's shaman, a revered elder widely recognized as the spiritual guide of all the tari in the area.

Foremost among these stolen treasures was the Crown Feather, a relic that was bestowed upon the murdered elder's great great grandfather by none other than Nikaram al-Soury, an ancient druid and prophet among the tari. Meant to unify the packs, the crown was more than just a symbol; it is said that when the time is right, the Crown Feather will lead the tari back to their lost homeland of Ythri. The halfling warband that took the relic is led by Burlak Red-Fingers, a ruthless and vain warrior. Unaware of the crown's true power, he wears it as a trophy, believing it makes him look like a king.

Hook: As the PCs travel through the Forgotten North, a bird-shaped psionic construct seeks them out and flies directly into one of their heads, delivering a message to the PC's mind: *"I am Myshmoosh. Come to the Blood Prairie and help my people, and you will be richly rewarded."* If the party travels to the Blood Prairie, they soon come upon a massive boulder floating in the air with a wild-looking tari seated atop the stone, deep in meditation. Opening his eyes, the tari smiles and proclaims: *"By the great al-Soury! The spirits have answered my call. You are the chosen."*

The tari explains that he is the shaman Myshmoosh, and that a sacred relic known as the Crown Feather has been stolen by the halflings from the southern part of Longshank's Scablands, and that he needs the PCs to retrieve it. If asked, Myshmoosh eagerly shares the

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Feather's historical significance, speaking of the great tari prophet Nikaram al-Soury, but carefully avoids mentioning its true power.

If asked about their "rich rewards" the shaman gestures towards a spindly plant growing nearby and instructs them to pull it from the ground. If the PCs comply, they uncover an ancient gold coin buried among the roots. Myshmoosh will promise the party twelve more such coins if they return the Crown Feather to him.

Adventure: To recover the Crown Feather, the PCs must track down the halflings who stole it. Their tracks lead south to the border between Longshank's Scablands and the Forest Ridge, where they have a hidden warren dug into an abandoned korinth hollow. Along the way, the PCs must navigate the perils of the Blood Prairie and Longshank's Scablands, including other tari packs and a group of giants from the Big Lizard clan herding korinths through the area. If spotted, the PCs must hide, flee, or attempt to communicate (which could prove extremely dangerous). If the PCs successfully convince or trick the giants into helping, however, they could become formidable allies by pressuring the halflings to return the Crown Feather.

The halfling outcasts have turned an abandoned korinth nest into a sprawling burrow, filled with interconnected tunnels and hidden chambers. Burlak Red-Fingers, the halfling warlord, wears the Crown Feather at all times, believing it makes him look regal. Vain and paranoid, he is obsessed with proving his superiority, as Burlak is still bitter about his exile from his kin. While Burlak might attack them if offended, if the PCs convince the warlord that they have a more powerful or prestigious treasure, he might be willing to make a trade.

An outright attack on Burlak could succeed if the PCs or their allies are powerful enough, but twenty halfling warriors stand ready to defend Burlak. Though many of them secretly dislike Burlak for his arrogance, they will still act to protect their tribe.

Reward: If they return with the Crown Feather, Myshmoosh will direct the PCs where to dig up four more gold coins from their reward. This done, he points them toward a millennia-old encampment in the northernmost extent of the Forest Ridge, where the remaining gold pieces lie.

Child of the Winds

Background: Azeth wind priests have had ominous dreams lately, dreams about a bird carrying a newborn baby across the Sea of Silt. In Eldaarich, a pregnant enemy of the state recently escaped the clutches of the Neshtap, and helped a Silvaarak aarakocra to escape with her. Hiding in the coastal caves of the Dim Islands, she nursed the bird-woman back to



health, hoping that the aarakocra would be able to carry her to freedom. It was, however, very near her time, and when she delivered, her cries alerted a Savak drummer, who summoned the Neshtap to the caves. Realizing she was doomed, she dispatched the aarakocra to carry her baby to the "kindly west" (the mother did not know the names of House Azeth or of Kurn), since the Silvaarak was still too weak to carry the mother. As the heavy boots of the Neshtap approached, the mother used her own blood to write her child a message on the cloth of her own torn dress. The wounded aarakocra flew west over the silt, while Savak drummers warned Neshtap patrols to the west that a precious aarakocra prisoner was headed their way.

Hook: As the PCs travel on or east of the main trade road north of Azeth's Rest and south of Conak's Rock, they see a low-flying aarakocra coming in from the direction of the silt. When it's about a mile from the PCs, the aarakocra suddenly veers skyward, and then, inexplicably, bursts into flame (a Red Guard struck the aarakocra with an enflamed arrow). Now on fire, the aarakocra flies directly towards the PCs.

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Adventure: The aarakocra believes she is done for. Unless the PCs kill her, she will fly towards them, flying barely above the ground, and drop a small bundle in front of the PCs. The small bundle rolls on the ground, extinguishing its flames. Lightened of her load, the aarakocra will soar skyward and fly towards Winter Nest, but she believes that she will probably not make it to Winter Nest due to her severe burns, previous injuries, and because she is being pursued by swift and merciless Neshtap hunters. She promised the baby's mother she would carry it to safety and believes that, at this point, handing the baby to non-Eldaarish strangers will have to do. She has no intention of stopping or speaking to the PCs.

The Neshtap are cruel, hateful brutes, but they have a special hatred for aarakocra, and are well rewarded for capturing or slaying them. In this case, however, they expect to be punished for letting this one escape. Most of the Red Guards will brush the PCs aside in pursuit of the aarakocra. However, one Neshtap rider was close enough to see that the aarakocra had dropped a package. Unable to communicate with his fellows, the Neshtap assumes that the PCs were complicit with the aarakocra, and blows a whistle to draw the attention of his fellows. However, believing the aarakocra to be the only prize of concern, the other Neshtap ignore him.

This Red Guard is a fanatic and will fight the PCs to the death unless they surrender. Surrendering prisoners will have their wrists bound and be brought to Fort Mudwatch for interrogation and torture, and then eventually be turned over to the Shtas at South Guard as slaves.

The bundle consists of a human newborn wrapped in a torn blood-stained dress. On inspection, some of the stains can be seen to actually be Picts (the predominant form of writing in Eldaarich, Kurn, and the Trembling Plains) painted in blood. There are also two distinct finger-prints, also in blood (if any of the PCs know about Eldaarish finger-brands, they will recognize that the latter are a "name-print" – the way that an Eldaarish person signs their name). If the PCs are literate in Picts, then they can read the message. If not, it may require extensive study time or a translator to interpret the message (the text of the message is the story "The Price of Freedom in Eldaarich" from *City-State of Eldaarich*).

If the PCs walk away and leave the newborn (a girl) to die, there are no direct consequences, but the girl will die of thirst and exposure. The baby was born hours ago and has never tasted food or drink. If she does not get water within 12 hours or get food appropriate for a newborn within 48 hours, then she will die. Magically created food such as that from *goodberry* or *create food and water* will provide adequate food for the newborn; ordinary food and travel rations will not. As for indirect consequences, if others learn of the story, wind-worshippers of the Trembling Plains - including the

Azeth family - will regard them as impious, as persons who rejected the call of the winds; doors and opportunities will close in the PCs' faces.

If the PCs take the baby west towards the trade road, north towards Kurn, or south towards Azeth's Rest, then they will encounter herders. The baby's feeble cries will draw the herders' attention. Almost every herder clan has a woman that is still nursing, and families that want babies. Unless the PCs show the herders the cloth that the child was wrapped in, the herders will gladly take her off their hands. If the PCs press for compensation, the herders will offer a small herd animal such as a sygra; the herders have no money.

If the herders see the writing on the cloth, they refuse to take charge of the child. At least one of the herders is literate, and if the PCs could not read the Picts, then the herder reads them for the PCs now. The herders tell the PCs to take the girl to Azeth's Rest, because "Azeth will know what to do with a child of the winds." If the PCs agree to take the girl away, the herders will provide a skin of food that feeds the baby for a week. If the PCs leave the girl with the herders, the PCs will quickly acquire a bad reputation among the herders; this reputation quickly spreads to Kurn and Azeth's Rest.

If the PCs do not meet with any herders, any Kurnan Grey Herald in Fort Stench, Conak's Rock, or Kurn itself will agree to take charge of the baby. There will be no reward and the templars there will quickly forget what the PCs have done.

If the PCs bring the baby to Azeth's Rest, the guards at the gate will look puzzled at the story about the baby. "What did the herders think we would do with some Eldaarish waif?" Unless they are known bandits or kreen, the PCs are welcomed into Azeth's Rest (under Corik Azeth's orders, the guards reluctantly allow kreen to enter, but they won't voice a welcome). Once inside the gates, observant PCs might see a well-dressed seven-year-old child notice the baby they are carrying, and sprint off towards an elevated part of the village (the PCs will not find out why the child was running unless they become friends of Azeth some day, or actually marry into the clan – several of the wind priests have had recurring dreams about this child, her mother, and the aarakocra's flight). Eventually, Huzbug Azeth himself approaches the PCs, accompanied by other family members and priests. If the Great Caravan has reached Azeth's Rest and has not departed yet, then Corik Azeth will also accompany. Neither Huzbug nor Corik identify themselves specifically – simply saying they are Azeth agents; the priests will do most of the talking. The priests and leaders act as if they wish to know everything about the baby and how she ended up in the PCs' possession, but they know

more than they let on, because of the priests' dreams. The secret intent behind the interrogation is to determine whether the PCs are worthy of Azeth's trust.

Rewards and consequences: If the PCs speak truthfully and without evasion, and offer the child to House Azeth, they gain respect from Azeth and the herders. Azeth will consider the PCs as among those "who hear and heed the winds." In Azeth's beliefs, the winds brought this child into the PCs' path, and fulfilling that obligation reveals the PCs to be persons of mettle and honor. What they have done does not yet merit being called "friends of Azeth," but Azeth will consider the PCs when they need various tasks accomplished, and refer them as trustworthy persons to their own allies, such as Trenbull Al'Raam'ke. The PCs each receive a white ceramic circle called an Azeth trust token*. As the baby grows older, her Azeth guardians will want to introduce her to the persons who saved her life.

On the other hand, if the PCs lie or speak evasively to House Azeth, then the PCs have completely lost this opportunity to make a good impression on Azeth. Corik Azeth and the priests leave without a word, and soon forget the PCs' faces and names. Huzbug Azeth does not forget faces or names, and will treat the PCs coolly from then on. Huzbug gives each of the PCs a silver piece for their pains in bringing the baby to Azeth's Rest, and leaves as quickly as politeness allows. The PCs may yet win Azeth's good impressions on another occasion, but not today. No one will associate the PCs with the remarkable child whose life they saved.

Delayed Caravan

Background: A small Azeth caravan is several days overdue from Fort Ral. Azeth seers say the caravan has been sacked by bandits but there are wounded survivors. The trouble is the "kreen" (trin) have come early this Flamesky season.

Hook: Azeth asks the PCs to help recover the wounded and whatever goods are left in the caravan, and offers to let them keep half of whatever goods they recover. According to local ethics, it would be acceptable for the PCs to keep everything if they just ran into the caravan, but because Azeth told them about it in confidence, it would be a breach of trust and dishonorable for them to take more than half. A PC with ranks in Knowledge (Trembling Plains) can know this aspect of "Code of the Trembling Plains" with a successful check against DC 10.

Adventure: No twists here. Brave the feral trin, save the wounded merchants, keep half the goods recovered, and build reputation. The encounter level depends on the number of trin encountered at the site. See the sample encounters in the "Trin" entry for details.

Expanding the Family

Background: In the ages prior to Trenbull's arrival in Charvass, the fortunes of the Moratuc village had often waxed and waned, but the Moratuc have faced steep population decline in the last three King's Ages. Brutal silt storms, a series of eruptions, and ongoing issues with a banshee had killed many Moratuc, reduced crop yields, and damaged ongoing irrigation projects. This resulted in several small famines and reduced the Moratuc population from a sizable village to the hamlet it is today.

Fortunately, the recently initiated obsidian trade has brought much prosperity to the village and indeed reversed these fortunes, but several Moratuc elders have grown concerned about the dwindling number of farmers and growing dependence on imported food. Farmers can work on other projects readily during much of the season, while miners must continuously harvest obsidian. This has left several generational projects behind schedule, namely the repair and expansion of a series of ingenious steam-vent condensation reservoirs and irrigation channels developed some 250 years ago. The dwarves that accompany House M'ke's skimmers look like Moratuc, but the two peoples have remained largely aloof from one another. The elders are now prepared to bring new faces into the community, and help the Moratuc to bring more of the area's rich volcanic soil under cultivation. But can they do so and keep their hidden home safe? Further, what challenges will integrating these outsiders pose?

Hook: If the PCs are already friends of the Moratuc, they will be approached by one of the clan elders about seeking trustworthy dwarven migrants to help grow their small community. Even if the PCs are new to Charvass, this offer will likely be extended to any dwarven PCs in the party, particularly if any are female.

Adventure: There are many possible sources of dwarven migrants in the regions surrounding the Charvass peninsula, be it alienatedclave dwarves from Kurn, disaffected members of slave tribes, or skilled city-dwellers. The party must utilize existing ties or develop new ones with the dwarven communities of the north, and ensure safe arrival of the new settlers to this remote and somewhat desolate locale. Some dwarves will leap at such an opportunity, while others will require convincing, and still others may oppose the effort entirely. Even so, there are many predators - be they man or beast - that would love to prey upon a caravan of dwarven migrants.

Rewards: If the PCs are successful, permanent residence in the market village and a title of honor are offered to non-dwarven party members, while dwarven party members that marry into the Moratuc will also be eligible

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for a home within the hidden village. A Moratuc title of honor confers on a PC the right to advise the council, and if the party has performed many other deeds in service of Charvass, they may even be granted a council position. PCs will have their food and water needs met any time they stay in the village, and may purchase available goods and services at a discount.

Notes: This can also serve as a jumping off point for a dwarven party that sets out from Charvass to seek spouses, potentially even becoming a quest to bring a new age of prosperity to dwarves across the Tablelands and uncover the mysteries of ancient dwarven holds.

Golden Opportunity

Background: A pterranean trader from the town of Lost Scale, Ptellac Goldeye, leads House Ptellac, a small merchant house that focuses on trading low volume, high value goods with Tyr, House Azeth, and several tribes of the Trembling Plains. Ptellac is a regular visitor to Azeth's Rest, often visiting during their seasonal trade fairs, but wishes to see his House grow and become even more successful.

Hook: Learning of them through one of his contacts, Ptellac Goldeye approaches the PCs at a seasonal trade fair in Azeth's Rest and makes them a job offer. Having heard about a particular skill or ability that one or more of the PCs possess, Goldeye wishes the party to return with him to Lost Scale. Once there, the PCs would stay as his guests for a week while they demonstrate and teach the skill(s) in question to members of his House, all for a generous sum of silver.

Adventure: If the PCs accept, Ptellac invites them to accompany him and his group back to Lost Scale on their return trip, traveling through the southern Trembling Plains before reaching the Blood Prairie and heading off into the Hinterlands. Before they reach the Hinterlands, however, a group of plains giants aggressively approach the caravan. Members of the Spinefists clan, these giants have mistaken the PCs' addition to Ptellac Goldeye's caravan as an act of aggression, and quickly spread out to surround the caravan as they approach. Fearing what might happen if anyone were seriously injured or killed (for Ptellac travels through this region regularly, and often trades with the Spinefists), the pterranean trader begs the PCs to help delay the giants or assist him in negotiating with them while the rest of the caravan withdraws.

Of course, laden down as they are with valuable trade goods, Ptellac's caravan might need further assistance defending itself from the hazards of the journey.

Reward: If the PCs manage to hold the giants off while the rest of the caravan escapes without too much violence, Goldeye is pleased with their restraint and skills, and offers

to pay them double the agreed upon fee when they arrive in Lost Scale. If the PCs helped to negotiate with the giants and defuse the situation, however, Ptellac is overjoyed at his choice of tutors and offers to hire them as full-time agents of House Ptellac.

Gone Astray

Background: King's Ages ago, during the Cleansing Wars, the first Dwarf-Butcher, Egendo of Carsys, fell during the assault on the dwarven capital of Hoyalay. Egendo recently escaped from the trap that Hoyalay's Earth King had laid for him, but continues to lurk about the ruined dwarven city, wishing to know more about this new Athas before he proceeds.

Hook: Contacts reach out to the PCs with a mystery – a small group of herders recently disappeared, with only one of them returning several weeks later, brain-blasted and gibbering like a madman. The PCs are hired to discover what happened to the herders, find out if there is a way to heal the herder's mind, and - if possible - prevent something like this from happening again.

Adventure: Investigation amongst the herders' clan will reveal that the injured Eloy and his missing fellows were a tight-knit group of kinsmen known for their well-trained plains curs (a type of canine common to the Trembling Plains); the curs seem to be missing as well.

The herder cannot speak, but examination of his mind reveals an image: a great hulking butte rising above the surrounding foothills, with an earthen ramp leading up to it and the setting sun just beginning to dip down behind the butte. If the PCs learn of this, the scene can easily be identified as an entrance to the dreaded ruins of Hoyalay.

Searching the plains closer to the ruined dwarven city will reveal the presence of several of the other missing herders, all of them similarly incoherent and mentally damaged, spread out in a pattern suggesting they stumbled away from Hoyalay.

Once within the ruins of Hoyalay, the PCs must face a small battalion of human fallen, a number of feral elemental Earth creatures (mostly elementals and Earth beasts), and a handful of dwarven banshees that occasionally patrol the ruined city. If they attempt to investigate or loot some of the less accessible buildings, the PCs may also discover a number of minor dwarven undead haunting the structures. In addition, the PCs will be constantly hounded by attacks from animated statues, courtesy of Egendo's loyal servant – the wraith Listana.

Eventually the PCs will likely find the ultimate cause of the herders' conditions – Egendo of Carsys, the original Dwarf-Butcher and 13th Champion of Rajaat. Egendo is

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most likely to be found near the scene of his defeat: Hogalay's great Earth temple, the ruins of which seem to be tumbling into a sinkhole in the rock below.

Rewards: In the likely event that he notices them moving through Hogalay, how Egendo deals with the PCs will depend on how powerful they are. Egendo will engage groups that look like they could reasonably challenge him with overwhelming force, hoping to defeat them quickly. He will capture and interrogate powerful-looking parties that are still far weaker than himself, however, hoping to collect valuable information about the state of the Trembling Plains and greater Athas. Weak groups will be quickly overwhelmed, interrogated, and mind-wiped, so that they remember nothing about the experience. He will, however, also implant a kind of post-hypnotic suggestion within the PCs, instilling in them a hunger to learn more about the politics of the Trembling Plains. At some point (perhaps after gaining a few levels – DM's discretion), the mind-wipe will wear off, allowing the PCs to recall their capture and interrogation in Hogalay. Egendo will purposefully allow the PCs to leave with (or later recall) knowledge of his existence to draw even more powerful (and hopefully knowledgeable) individuals into his grasp to learn about his new surroundings. Either way, Egendo will leave the PCs with some token bit of loot before he sends them on their way.

If the PCs report back to their employers that the missing herders had followed their curs to Hogalay and were then accosted by something within the ruins, these details will be enough for them, for Hogalay is well known to be a dreadful place and the Eloy are all too happy to avoid the ruins and pay the PCs their due.

Haunted Mines

Background: Dwarves have dwelled on the Charvass peninsula for untold ages, but the Moratuc have only recently begun mining the obsidian that can be found there. Much of the obsidian around the village of Charvass dates back to an eruption caused by Egendo of Carsys during the Cleansing Wars, and many of the most accessible pockets of obsidian are haunted by banshees. These pockets are typically ignored or abandoned when a banshee is discovered in favor of other areas, but avoiding the banshees is an unnecessary burden on the miners. A very capable group of mercenaries could be useful in clearing out some of the banshees, thereby increasing both productivity and the prosperity of the villagers.

Hook: If this is the first time the party has visited Charvass, Trenbull is unlikely to mention their banshee problems, but if the party visits often, and proves themselves to be powerful and capable friends of the Moratuc, he will soon mention their banshee problem during any subsequent stops

at the village. He will also mention the deeper, untouched ruins that are similarly haunted by banshees.

Adventure: Trenbull will offer to accompany the party, asking only an appropriate share of any treasure for himself on behalf of the village. The Moratuc High Priest Arakhi offers to heal the party after their delve, and will accompany the party if they seem a bit too weak for the task, but she is likely to claim any items associated with elemental Earth).

There are a number of banshees spread throughout the roots of the Dwarf Eater volcano, including a few in smaller, isolated pockets that a less experienced party might be able to handle. The banshees in question guard the remaining deposits that are closest to the Moratuc village and are most extractable. Most of the banshees are simple dwarven soldiers or miners that died in Egendo's eruption long ago, and they tend to haunt forgotten buildings, exist trapped in obsidian, or wander about in isolated pockets.

The most organized group of banshees is led by a former dwarven nobleman who is still armed with a metal axe and shield that, unlike his companions' gear, remains unruined. They inhabit the shattered remnants of a series of structures - partially-melted warehouses and mining barracks as well as a single well-preserved dwarven manor - though they are known to wander the tunnels around the area. The banshees move in largely fixed patterns, following old patrol routes or long gone work schedules, with the nobleman acting in parody of his living command from the manor. Besides containing a large obsidian deposit, this pocket also contains a deep mineshaft that descends much further than any Moratuc has yet dared to venture.

Rewards: The Moratuc give the party leave to take whatever treasures they find within the ruins, including the heavily tarnished or rusted gear carried by many of the banshees. For his part, the High Priest treats any level drain, wounds, or ability damage the party has taken. Clearing the banshees will earn the respect and admiration of the Moratuc, ownership of one of the surface village's blockhouses, and pave the way for deeper future relations. Trenbull or High Priest Arakhi, if their aid was required, will primarily seek cultural artifacts, mining gear, and Earth magic as their share. If Trenbull comes close to losing his life during the delve and is saved by the party, he will volunteer the majority of his share back to them.

Notes: Any number of banshee-haunted pockets may exist within the region around the Moratuc village, allowing this hook to be used as a repeatable quest for experienced adventurers seeking to acquire ancient treasures, defeat undead, or lay dwarven souls to rest.

Herder of Men

Background: Pfdra Zkeet is an Eldaarish thrallherd cult leader that lost her memory in a fugue, and now, not understanding what she's doing, she is wreaking havoc among the herder culture of the Trembling Plains. Pfdra's detractors among the Eloy believe they have finally found an excuse to move against her. They claim that when Pfdra's clan leaves a grazing ground, they also leave behind clear defiling marks. Pfdra, however, refuses to allow House Azeth or any of the other herder clans to question her or her followers in order to identify the defiler. According to the code of the plains, harboring a defiler and refusing to answer an honest inquest by multiple clan leaders are both causes for war, but House Azeth and several tribal leaders advise against open war. Many of Pfdra's following are the children, uncles, or parents of other herders.

Hook: Wishing to prevent war, Huzbug Azeth recruits the PCs to infiltrate Pfdra's clan, locate the defiler, and bring them back alive to face trial and execution at Azeth's Rest.

Adventure: Pfdra's followers include ex-bandits, Drylanders, and even elves that abandoned their clans to follow her. Because people continually flock to Pfdra, her clan should be easy to infiltrate, so that the defiler can be identified. Pfdra's defiler is in fact Trulu, a young and inexperienced wizardess who lacks the understanding to practice preserving magic. Trulu's spells aren't particularly powerful, but the young woman is exceedingly helpful and friendly, and has many friends amongst Pfdra's clan. Unless they happen to catch Trulu casting a defiler spell, it might be quite problematic for the PCs to out her as the defiler, as her clanmates are quite fond of her.

Rewards: If the PCs ask for a reward, Huzbug will promise them a handsome sum in silver pieces, and will pay as promised. If the PCs simply complete the mission, and additionally bring back information to Huzbug about Pfdra, demonstrating skill and generosity, then Huzbug will attempt to persuade the Azeth wind priests to recognize the PCs as "friends of Azeth."

Home Away From Home

Background: Whenever land becomes available, the Free City of Tyr divides it between freeman farmers. The land of nobles that refused to give up their slaves and the land of Kalak's royal defilers were among the first estates so divided. Recently, a mysterious buyer has purchased the mansion on such a plot of land. Workers are taking the mansion apart stone by stone, and transporting the stones north towards Draj.

The land was where Dote Mal Payne lived as a child, and Dote wants to go home. However, since Tyr is not safe to

him, he wants his home brought to him. Bandits of Spoil, acting under Densis' orders, have hired a famous Tyrian architect to supervise the dismantling and rebuilding of the mansion. Dote plans to keep the architect in the Troll Grave Chasm, where he will continue to serve, either willingly or unwillingly, if necessary – perhaps dominated or reanimated as a thinking zombie.

Hook: The t'liz beneath Tyr whom Dote had befriended has not heard from in several years, and wishes to know the whereabouts and doings of the man that she considers her husband. She approaches the PCs through proxies, and tasks them with carefully tracking the shipments of a strange caravan and its outlander crew – those that are dismantling Dote's childhood home. The proxy makes it very clear to the PCs that they are not to harm, do battle with, or even have any contact with the person receiving the goods, because this person is "perhaps one of the most dangerous persons on Athas."

Rewards: The t'liz will pay the PCs to tell her proxy where the caravan has gone, and she will also make use of them periodically for their discretion, but if she fears that the PCs will learn of her or her secrets, she will arrange to have them killed, or kill them herself when they come for payment.

Alternate Hook: The PCs are instead approached by Sadira, Timor, or some other member of the Tyrian Overcouncil or Senate with whom they have worked in the past. They offer the PCs a considerable quantity of Tyrian iron in exchange for Dote's severed head and the texts he stole from the Royal Tyrian Library. If the PCs accept the task, their patron tells the PCs that they believe that a caravan of stones, supposedly bound for Draj, will probably lead them to Dote Mal Payne.

Alternate Hook Rewards: If the PCs return with Dote's head and all of the missing documents, then the Tyrian Overcouncil will deliver on its promise – eventually. There is not enough iron in the treasury to deliver the payment all at once, but the Overcouncil will negotiate to pay the PCs in installments each month until the debt is paid. ("Surely you didn't think that we meant that we could pay you such a sum all at once!") If the PCs deliver partially on their promise, then the Overcouncil will be far less generous.

Homesick Spirit

Background: Decades ago, the Moratuc of Charvass experienced a particularly bad year – the crops failed, their water source became fouled, and a series of especially strong tremors from Dwarf Eater left many of their number too injured to work. In desperation, a number of still able-bodied dwarves were sent west to

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trade for badly needed supplies – including a dwarf named Kittelyn, who was heavy with child. As they neared the trade road, however, the Moratuc were ambushed by belgoi and taken captive. But before the foul humanoid could make a snack of the dwarves, they themselves were attacked by raiders from the Bandit States. In the confusion, many of the Moratuc escaped, only to be cut down by the raiders. Kittelyn broke away from her captors, however, and desperately made her way across the Trembling Plains, anxious to return to her village. She ran afoul of a trio of gith, however, and the gith mortally wounded her. She slew them before she succumbed to her wounds, but her child was born howling into the desert air alone. A passing trader stumbled upon the child and took it in, half-heartedly burying Kittelyn's corpse beneath the sand. At sunset, Kittelyn returned as a dwarven banshee, and her child was nowhere to be found. She has spent the intervening years raging in the darkness, unable to leave the place of her death to find her child and unable to move on until she knows if they survived.

Hook: Recently, a House Azeth caravan was forced off road to scavenge for parts and undertake repairs. Their proximity awoke Kittelyn, and those who survived her cursed wails marked the area with a crude sign, and Azeth has announced a bounty for destroying the banshee and laying it to rest.

Adventure: The desolate stretch of road near where Kittelyn died has been crudely marked with daubed signs on the side of a damaged barrel. Kittelyn angrily confronts any intruders who approach, beginning with a diatribe in an archaic Dwarven tongue before letting loose her cursed wail. Her terrible appearance - ragged and cut open at the belly - might give the PCs some clue as to the means of her demise.

While Kittelyn can be confronted and dealt with, she returns each sunset to haunt her makeshift grave, surrounded by the bones of the gith that murdered her. If the PCs return on subsequent nights and don't immediately attack her, Kittelyn again attempts to communicate with them, and the PCs may learn her story. Only by both allowing her to see her child again, who is now pursuing a career in Kurn, and delivering her remains to the Moratuc of Charvass, will she finally be put to rest.

Reward: The Moratuc are saddened but grateful for the belated return of their kinswoman. They recognize the honor

of travelers who would carry out such a journey and complete the focus of their kin, and invite the PCs to remain at their (surface) village for a few days for Kittelyn's (and possibly her son's) homecoming celebration. During this time, the Moratuc present the PCs with a pair of bracers that Kittelyn crafted years before her death, each set with bronze decorations and a large polished carnelian (the bracers may even be psionic or magical, or they may be valuable just for their craftsmanship).

Home Sweet Hogalay

Background: Centuries ago, when the dwarven capital city of Hogalay fell during the Cleansing Wars, the city was home to a powerful relic of the Earth faith – the *Vermilion Talisman*. As the Dwarf-Butcher Egendo and his army marched upon Hogalay, most of the city's citizens

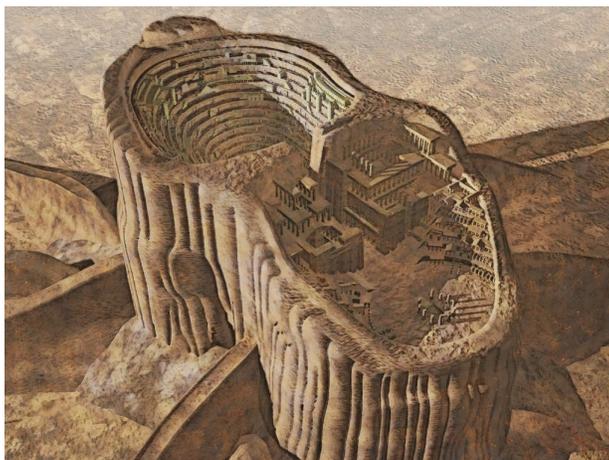
and treasures were sent away into hiding. One group of dwarves and the *Vermilion Talisman* were sent down into the mines of Hogalay to wait out the siege, but Hogalay fell and neither the refugees nor the *Talisman* were ever heard from again.

Several weeks ago, the dwarven Earth cleric Brammir Hozzeg was gifted with both a vision of the *Vermilion Talisman* and the understanding that it lay somewhere within Hogalay's former holdings. A

descendant of Hogalan refugees, Brammir immediately made it his life's focus to recover the *Vermilion Talisman*.

Hook: While they're somewhere in the Forgotten North, a dwarven Earth cleric reaches out to the PCs, wishing to hire them on as guards for an expedition into the ruins of Hogalay. The dwarf introduces himself as Brammir of Earth and tells the PCs that he knows the ruins are likely to be haunted by both dwarven and human undead, but feels it isn't anything they can't handle. Brammir offers to pay the party a percentage of any treasure recovered from the ruins, as well as a generous bonus for any dwarven undead they help him lay to rest.

Adventure: Brammir and the PCs will first need to travel to Hogalay before they can search the ruins. Once within the ruined city, they will need to contend with rogue earth elementals and elemental beasts, roving human undead, undead dwarves still guarding their home, the Athasian



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wraith Listana, and possibly even her master Egendo, the original Dwarf-Butcher. Given the chance, Brammir would prefer to slay the human undead infesting the city and put any dwarven undead to rest, but the Earth cleric is on a mission and cannot spare the time to do so in any great numbers.

Eventually, Brammir's vision leads the group down a long tunnel and into the mines of Hogalay, where he and the PCs must find their way down into the deepest depths of the mines. There, in a large natural cave at the very base of the White Mountains lies the *Vermilion Talisman*. The debased descendants of those dwarves who took shelter here in the mines, the gibbering caveghouls, are unlikely to confront the group as they make their way into the mines unless the PCs look especially weak or badly wounded, but the caveghouls will attack en masse if the *Vermilion Talisman* is disturbed. At just 2 feet in diameter, 4 feet high, and weighing 500 pounds, the *Talisman* is extremely difficult to transport, but even if the PCs can move it, they will face continual attacks from the gibbering caveghouls, as it is a focus of worship for them and likely the last vestige of their dwarven culture.

Reward: Should they find the *Vermilion Talisman* and return from Hogalay with it, Brammir will reward the PCs generously, even offering to employ them as guards when he transports the *Talisman* home with him.

If Brammir and the PCs escape Hogalay with their lives but without the *Vermilion Talisman*, the Earth cleric personally considers the expedition a failure, but is still happy to pay the PCs for any treasures recovered and dwarven undead put to rest. Furthermore, if they acquitted themselves well, Brammir offers to hire them for a future excursion into Hogalay's ruins, intent on recovering the Earth relic and perhaps even cleaning the ruins.

Investigation

Use this adventure only if the PCs have somehow gained House Azeth's trust.

Background: House Tsalaxa has repeatedly accused Azeth of giving info on Tsalaxa caravans to bandits, and even some of the herders are starting to believe it. Azeth is the only trade house that has not been robbed in the last year on the road between Azeth's Rest and Conak's Rock. Huzbug Azeth is beginning to suspect someone in his own house may indeed be leaking information to the bandits.

Hook: Huzbug privately asks PCs to tail a Tsalaxa caravan and capture the ambushers so that Kurnan telepaths may probe their minds, discover who is betraying the routes, and clear the Azeth name.

Adventure: Unless the PCs are extremely skilled and careful, the Tsalaxa caravan will catch the PCs tailing them. Tsalaxa

spies in Azeth's Rest observed Huzbug Azeth speaking to the PCs and assume that they are the Azeth persons working in collusion with the bandits. House Tsalaxa agents search the PCs and roughly interrogate them, looking for some means of contacting the bandits. Believing that bandits are lurking ahead and waiting to ambush them, the Tsalaxa caravan turns back towards Azeth's Rest. The caravan leader hopes to torture a confession out of the PCs before they reach Azeth's Rest and then confront Huzbug with his minions. To Tsalaxa's great surprise, turning back takes them right into an overwhelming bandit ambush. Unless the PCs are somehow able and willing to intervene, the bandits will slay the Tsalaxa warriors and sell the noncombatants as slaves. The bandits sell slaves either to Draj, or to Eldaarish Red Guard or Kulag contacts on the Storm Coast. Red Guards take their slaves to South Guard; Kulags take theirs by silt ship to the Huuros Islands mines.

Rewards: If the PCs manage to escape, save the Tsalaxa caravan, and capture bandits alive, then Azeth will consider themselves indebted to the PCs. If the PCs demand payment, they will receive up to 500 Cp, and still have Azeth's respect. If the PCs do not ask for money, then Azeth's wind priests will attempt to arrange marriages between any human, elven, or half-even PCs and Azeth family members. PCs who decline marrying into House Azeth, and PCs of other races, will be considered "Friends of Azeth" and given adjoining 50 ft. x 50 ft. plots within the walls of Azeth's Rest. The PCs can build on this land, but may not dig more than 7 feet deep. The land is theirs until they die, and they cannot convey it to someone else. When the PCs are in Azeth's Rest, they will be expected to take part in its defense, but that would be the extent of their duties.

Long, Beautiful Hair

Background: The Eldaarish fortress of South Guard lies on the coast of the Silt Sea, and is the southwestern extent of Daskinor's domain. A massive retractable bridge connects South Guard to Crodlu Island, the first and southernmost of the islands that make up the Dim Lands. The retractable portion of the bridge nearest Fort Mudwatch is never actually retracted, but the mechanism is still kept in working condition.

Hook: A Shtas soldier (perhaps even one the PCs met during the events of Shtas Mutiny – see below) tells the PCs that there is an enormous complex under South Guard, housing the mechanism for the retractable gate. The Shtas informant swears that the mechanism includes over twenty thousand feet of giant's hair rope (fifty feet of

giant's hair weighs five pounds and typically sells for 50 Cp in the Tablelands and Kurn).

Adventure: For a hefty bribe, the Shtas (one of the engineers charged with keeping the gate machinery from breaking down) will draw the PCs a detailed map of the complex, showing where guards are regularly posted and where they patrol, and swear to the accuracy and completeness of his diagrams before an Azeth truthsayer or a priest of the PCs' choice (of course, the PCs will also have to pay the priest). The bridge at South Guard has not been retracted in over a decade, so it is likely that if the rope just disappeared, no one would miss it for several weeks – likely not until some engineer went down to check on the mechanisms.

While their Shtas informant truthfully gives the PCs all the information he knows, he does not know about the drummer positions. Several Savak drummers have hidden posts near the South Guard bridge which they use to send out information on what they observe. Shtas patrols of South Guard and the bridge itself might be bribed, especially with food or wine. Red Guard patrols in the surrounding area, on the other hand, will seek to capture or kill the PCs and their collaborators.

Rewards: If the PCs manage to reach the bridge mechanism, removing the rope will require thieves' tools to be done effectively. If the removal of the giant's hair rope is botched, it will reduce the value of the rope recovered by up to 20%. PCs who are captured will be stripped and enslaved at South Guard.

Lost History

Background: The original dwarven caretaker Moratuc left behind a history for his wards, chiseled into the ruins of a surface outpost from the old dwarven settlement. As none of the surviving Moratuc could read the ancient script, stones from the ruins were used to build the surface trade village. Today, none of the Moratuc think of the scraps of text as anything special, but if discovered by outsiders - historians, relic hunters, other dwarves - all would be very interested in these writings.

Hook: When walking about the trade village, the PCs may notice the Dwarven script scattered about the village stones. Only an expert in the ancient Dwarven script could read all the writings on the spot, and even then the message is jumbled across multiple buildings, but a rudimentary reading can be made by anyone that can read the Dwarven script and notices the inscriptions.

Adventure: PCs who enter the Moratuc surface village find themselves amidst a jumble of sturdy but somewhat crudely-constructed stone huts. Upon close inspection of the stones, sections of text can be found on various stones. Speaking

with the locals will reveal nothing about the writings, but literate dwarves have a chance to at least recognize the text's origins. The full text is scattered across the buildings of the trade village, and an extensive search will be necessary to find all the text; it may even be necessary to disassemble some of the village's buildings to access the text. Some of the text might even still be in the ruins from which the stones were sourced. Once the text is completely assembled, a full translation can be made.

Reward: The fully assembled and translated text begins: *"I, Moratuc Drakebeard XXII, proud ancestral commander of the Hogalay Fifth Drakkgard, create this record to stand as testament to the resolute fortitude of the Hogalayan dwarves, our determination to reclaim our ancient homeland, and our survival in the face of utterly unreasoning hate. Some eighty years ago, I was given my last orders. We had been at war with the accursed Egendo and his fanatic armies of hard-drilled "beard burners" for decades, and reports had come in that two of our allied cities to the south had been utterly destroyed by titanic cataclysms – the land rent asunder and scorched of life. Egendo's armies, fat with loot and drunk on victory, marched north slaughtering and burning as they went, soon surrounding the town of Charvass.*

I was summoned to the High Temple of Earth. There I was given 600 prime drakkgard - some of the finest soldiers Hogalay's military academies had ever turned out - and ordered to "ensure the future of Hogalay," in Charvass. Blessed with all the might and endurance the Earth priests could muster, we were sent south to Charvass, ranging far west to avoid the great coastal road for as long as possible on our way. We marched without rest for a day, and in the morning we felt the earth heaving and heard splitting rock as we broke our fast – Sergeant Orgnir was the first to spot it, a new spire of rock and fire raising itself above the peninsula to our south. We redoubled our march as the sky cracked with fire, but when we arrived it was too late. The Butcher himself had come to Charvass, and burnt his mark into what remained, leaving not a single dwarf alive.

We scoured the scorched remains of the town, taking our vengeance on the few soldiers that remained to pick through the shattered settlement. Finding little but corpses, ash, and fire, we feverishly searched the tunnels. Finding no survivors, we knew we must return to Hogalay quickly. Thus our Earth priests restored us for the long march home. Once again, we returned too late; fair Hogalay was surrounded by miles of encamped besiegers. Huge siege engines hurled projectiles at the great dwarf hold, and mystic bolts of energy lit up the night sky. After what we had seen at Charvass, and witnessing this terrible host, I realized the true nature of my orders. So with great shame that we could not right the wrongs dealt our kin, we turned back south to hide in the shadow of Charvass.

It was here we stayed for 80 years, turning old implements of war into tools, raising a new generation, and keeping the

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traditions and faith of Hogalay alive. We in New Hogalay grew complacent in those 80 years of peace, and I grew far too old. We had almost no contact with outsiders, keeping our rangings secret and speaking to none save other dwarves. Eventually, however, the Butcher found us and laid all but myself and the children to waste. But there is hope, as ours was not the only mission that day and others may yet survive. Though my strength may be failing me, I have learned much that must be passed on..."

In the rest of the text, Moratuc gives his life story, much of the history of Hogalay, and the early history of what became known as the Moratuc village. Anyone that has studied these writings should be treated as an expert in dwarven ancient history, especially as it relates to Hogalay. There are also a number of points of interest in Old Hogalay referenced, including the locations of hidden armories and long abandoned hidden fortifications, the details of which are left to the DM to develop.

If the contents of the text are shared with the Moratuc, the PCs will be granted membership in the village and a title of honor. As described elsewhere, a Moratuc title of honor confers on a PC the right to advise the council, have their food and water needs met any time they stay in the village, and a discount on the purchase of available goods and services.

Once the Moratuc learn of their history, the question of what they will do with the information still remains. Will they still hold themselves apart from other dwarves, or will they see themselves as part of a single dwarven people? Will they seek to reclaim Hogalay and their heritage? And how do "Uhrnius" and House M'ke fit into the future of the Moratuc? Only time will tell.

Monstrance of the Winds

Background: One of House Azeth's child priests has had a vision which he interprets to mean that the fabled *Monstrance of the Winds*, a holy object of Air, has been found. In his dream, the boy saw fierce winds and rain unearth a long-lost and slit-choked city.

Hook: House Azeth puts great stock in their child-priests, and hires the PCs to travel to Thorlo's reputed location, search for the *Monstrance*, and bring it back to Azeth's Rest. They explain that the artifact was last known to be in Thorlo, which was once a great city of the Green Age and Time of Magic, and is said to lie at the tip of Shevgar's Promontory.

Adventure: The PCs can expect to encounter raiders and bandits on the road, silt giants wading in from offshore islands, and undead haunting the ruined city, but the expedition truly becomes difficult when the Kulag fleet arrives.

The Kulag are not specifically after the *Monstrance*, as such an object would be of limited interest to them even if they were aware of it. They are, however, always alert for new opportunities to loot along the coast, and will find the PCs suitable for subduing and return to Fort Adiral, where their worth and future will be decided.

The *Monstrance* itself is made of a silver alloy, with an irregular base supporting a flat, wavy, disk-like shape, covered in glyphs and emblems of the winds. Spanning its center is a large clear crystal, which reputedly contains "salt breath" – some of the ocean breeze from Thorlo during the Time of Magic. Azeth's wind priests believe they can use the *Monstrance* to divert any future Tyrstorms from Azeth's Rest. Its other uses, if any, are unknown to them.

Rewards: If the PCs return from Thorlo with the *Monstrance of the Winds*, in addition to any monetary rewards they had negotiated, Azeth's wind priests will declare them to be "friends of the winds" and hold them in high esteem; this reputation quickly spreads amongst the Eloy. If they return with valuable information regarding *Monstrance's* location or the ruined city of Thorlo itself, Azeth will reward the PCs, though not so generously as if they had returned with the artifact.

If the PCs run afoul of the Kulags and are captured, they are brought back to the Dim Lands as prospective slaves. They may, however, have a chance to prove their worth as possible Kulags, rather than as slaves.

My Kingdom for a Spittoon

Background: A traveler who had become ill from a Filthspit attack recently sought help from Kurn's Healers Clave. Hlana Nedge (sister of Iotef the Healer, inventor of mulbirth) discovered that aside from the disease factors, the spit eats quickly through leather, leaving living skin intact. Hlana believes that the gith had chewed some plant that has properties that could be useful in her craft, such as dissolving rotting flesh and cleaning wounds, while leaving healthy tissue intact.

Hook: Kurn's Healers Clave has offered a reward to anyone who brings samples of the mushrooms, fungi, and plants that the Filthspit tribe use to cultivate their diseased spittle. If they accept, Hlana hires the PCs to discover what plants the Filthspit tribe chews, and asks them to bring back some intact samples.

Adventure: The camp of the Filthspits is in an ancient fort from the Cleansing Wars, long since crumbled into little more than ruins. The ground is littered with small, hidden pits and half-buried stones. Strong winds from the Sea of Silt often send plumes of silt up over the Wraithrocks that

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obscure vision, and the feuding gith families of the Filthspits are highly unpleasant to deal with, even if they do not attack immediately. Their current chief, Turrjakh of the Talonrippers, is a proud and brash individual who will not give away his family's secrets unless he feels like he is receiving adequate trade for it. However, the gith defiler Xhosbel, a rival for Turrjakh's position, might be persuaded to part with the secrets if doing so undermines Turrjakh's power.

The secret, a combination of rotting flesh, several molds, and a gith's naturally vile spittle, forms a quick-acting acidic mixture that might be replicated by the Healers Clave. Escaping with a quantity of the molds that is large enough to be of use might be difficult, though, as Xhosbel is a sly and deceitful ally.

Reward: Hlana and the Healers Clave are exceptionally grateful for this knowledge, and are willing to perform any work needed to patch up those injured in its discovery. They also have some silver set aside to pay the party with, as promised. Finally, if the PCs need to call upon the Healers Clave again, they will remember them favorably and provide their services at a hefty discount - or free of charge - as appropriate.

Oasis Runs Dry

The High Templar of the Takrits Order, probably the most important and powerful person in Eldaarich - after Daskinor himself - desires to capture extremely powerful individuals (any character of 21st level or higher) to power her *vampiric youthfulness* spell. Because she lacks authority outside the city of Eldaarich, she has made a standing offer of lavish compensation and privilege to anyone who brings back a person who is sufficiently powerful enough for her spell to work. Members of the Red Guard have conveyed this offer to Gelna Maker, in Azeth's Rest.

Gelna discovers that a powerful being is in stasis beneath Azeth's Rest (Meraan Azeth), but she does not understand that removing Meraan will cause the oasis to dry up. To satisfy the demands of the Takrits matriarch, Gelna attempts to remove Meraan Azeth's body and give it to some of her Red Guard contacts. If Gelna is successful, the well immediately dries up, the trees vanish, and the ground turns

hard like it was two millennia ago. Since the merchant house has little hope of surviving without the oasis of Azeth's Rest, House Azeth is willing to do or pay whatever it takes to get Meraan back. Because the Red Guards in question are acting without authority from their own leadership, they need to conceal what they are doing from other Red Guards, who would kill them if they knew that they were operating on direct orders from the Takrits templars. The Red Guards decide that the best way to avoid suspicion - since Meraan is already in stasis - is to bring Meraan's body on a corpse wagon along with the other corpses that the Red Guards routinely collect from the slave villages and forts.

House Azeth and several of their Kurnan allies are so desperate to get Meraan back (so that he can cast his custom version of the *create oasis* spell again) that they hastily arm themselves for a direct assault on South Guard. Taina Azeth, a seven-year-old air cleric, believes that she can locate Meraan by using a *wand of locate object* to seek her great ancestor's clothing. No one in Azeth is listening to her at the moment though, so Taina seeks out the PCs. If the PCs accompany her to South Guard, they can travel ahead of Azeth's army. If they are swift, they may even arrive just in time to see the Red Guards with Meraan on the bridge to South Guard, with a Tyr-storm fast approaching.

In the confusion of battle and unnatural weather, it may be possible for clever and careful PCs to slay the Red Guards and retrieve Meraan without rousing the whole fort. If the PCs have friends in slavery in South Guard, this would be the perfect opportunity to free them.

Obsidian Origin

Background: House Tsalaxa has long held a favored position in Draj, being one of the chief importers of obsidian into the city. While this position is still assured due to Tsalaxa's close connections with the moon priests, several odd things have occurred in recent years. First, House M'ke suddenly began to offer reduced prices on obsidian, despite no news from Urik as to a change in the Smoking Crown's obsidian production. Second, House Azeth has more recently begun to offer obsidian for trade



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as well, despite no known deposits existing in the North. House Tsalaxa does not know if these developments are connected, but is very interested in expanding its own wealth, and would pay well for information confirming the source of Azeth's obsidian, eager to secure better prices and undercut the other merchant houses.

Hook: House Tsalaxa approaches the PCs with an offer: find out where House Azeth is getting their obsidian and pass the information on to House Tsalaxa. If they can do so, a handsome sum of silver coins will be theirs; if they are able to establish favorable contacts and trading partners for Tsalaxa, the party will earn a further reward in gold coins.

While House Tsalaxa is most likely to recruit the PCs while they are in either the northern Tablelands or Forgotten North proper - namely anywhere from Fort Ral to Fort Firstwatch - the Draji merchant house might contact a party of cunning traders or resourceful agents nearly anywhere.

Adventure: If they're not already there, the PCs will need to make their way north to contact House Azeth, track down the source of the obsidian, and ultimately make their way to the Charvass peninsula. The simplest way to do this would be to visit Azeth's Rest and make inquiries; should the party gather enough information or have lucky timing, they may be able to track or follow a returning obsidian caravan back to the Moratuc surface village.

Characters with specialized knowledge of the region - such as silt-pirates or Magma priests - may know of the Road of Fire and suggest starting the investigation there, but this could prove to be far more dangerous than the land route. It is possible the PCs might even encounter a rival scouting party.

Reward: If the party is successful, House Tsalaxa will pay them as offered. However, Tsalaxa is not above alerting any other rival scouting parties to the PCs' location and good fortune, effectively putting a target on their backs. If the PCs survive, House Tsalaxa will not offer the party any special

treatment, but they will reach out to them with further contracts in the future.

Red Alert

Background: The Neshtap - or Red Guards - are an Eldaarish order charged with patrolling the borders of the Dim Lands, procuring slaves, and overseeing the productivity of Eldaarich's crafting villages. Despite the fact that they often range far into the Trembling Plains and the Red Guards effectively serve as the wardens for the near prison-state that is Eldaarich, the Neshtap are rarely less miserable than any other resident of the Dim Lands. Red Guards are recruited from male infants given to (or taken by) their order, and are subjected to a brutal training regime. Desertion is a constant danger amongst the Red Guard, and the fear of capture and retribution by their brethren is often the only thing keeping a member of the Neshtap from making a run for it.

Hook: Fort Ral has recently come under attack by a mysterious force - a group of crodlu-riding, red-clad raiders. Assuming the worst, the Moon Priests fear that Daskinor has, in his madness, declared war on Draj for some imagined slight. They hire the PCs to track down these supposed Red Guards, investigate the situation, and eliminate any threats to Fort Ral.

Adventure: A platoon of Red Guards have taken the initiative and murdered their more loyal fellows to break free of the Neshtap, led by their charismatic captain, a red axeman named Tukana. Although they have retained the trappings and uniforms of the Neshtap, the former Red Guards have become something akin to the ex-slave tribes of the Tablelands. When they first approached Fort Ral, they were fired upon before they could communicate their interest in trading, and returned the attacks. Having previously experienced lives of hatred, brutality, and



privation, the ex-Red Guards turned to what they knew and took to raiding caravans near Fort Ral to survive.

The group can be tracked from the site of one of their recent attacks to a camp in a small box canyon located west of Fort Ral, avoiding notice while they try to forage for food and water. Although they have broken their vows of silence and are willing to try trading if approached carefully, they know their recent attacks are unlikely to have won them any friends. Beyond this, the former Red Guards are rough warriors and unused to the ways of diplomacy, making any interactions with them likely to be tense and prone to erupt into violence.

Rewards: Defeating the ex-Neshtap leaves a variety of equipment, but no supplies. Helping them will make the PCs fierce friends. If the PCs can introduce them to a merchant house from the Tablelands (House Azeth will not consort with Red Guards, even ones who have deserted), the group might emerge as a small but growing force within the region. This will definitely draw the ire of many in the Trembling Plains, including the other Neshtap – who will stop at nothing to slaughter the renegades.

Retirement Party

Background: Lhonia Grey, governor of Fort Stench and former Savak agent, has aroused the suspicion and ire of her Savak superiors in Eldaarich. Lhonia has been receiving summons for some time now for her to return to Eldaarich for “debriefing and evaluation.” She has demurred and delayed her return, however, because she possesses a psionic wild talent and fears that she will be killed if she returns home, as Daskinor has decreed that all psionic persons in Eldaarich must be killed or imprisoned.

Tired of her excuses and concerned that she might go rogue, Lhonia's Savak superiors have sent a “retirement party” to deal with her. “Retirement party” is a Savak term for a group of agents assigned to travel to another town or city-state and assassinate a Savak spy that has failed to deliver timely reports, refuses to return to Eldaarich, or otherwise “goes native.”

Hook: Sometime when the PCs are in Fort Stench, they are approached by a man calling himself Sakir Tanner. Sakir introduces himself, explains that he is the owner of the Trembling Passage Inn here in Fort Stench, and offers to pay the PCs to be his bodyguards until the next Azeth Great Caravan departs for Azeth's Rest (which should be in the next few days).

Sakir tells the PCs that he is selling his inn and leaving Fort Stench (which is true). He also tells them that he worries the money from the sale might create a security risk (also true), and that he has hired the PCs as extra protection against

robbers (false). Assuming the PCs take the job, Sakir requests or assigns one of the PCs to stay at Fort Stench's other inn, The Truth, to keep watch for a group of foreign troublemakers.

Alternate Hook: While the PCs are in one of Fort Stench's two inns, they either notice odd behavior from a group of supposed Dim Lander refugees (at The Truth), or suspicious behavior from the same supposed refugees when they show up at the Trembling Passage Inn.

Adventure: Sakir is actually one of Lhonia Grey's false identities. Once the sale of the inn is complete, Lhonia plans to take the proceeds and leave Fort Stench, just as “Sakir” claimed, aiming to disappear in the Tyr Region to escape her pursuers.

The Savak “retirement party” is on the lookout for Lhonia Grey, but does not yet know about her “Sakir” identity. They have heard about the impending sale of the Trembling Passage Inn, however, and find the timing highly suspicious.

Ill-equipped to attack the Kurnan governor - who has not been seen in public in several days - in her own settlement and bereft of any better options, the Savak assassins move to eliminate Sakir on the off chance that he is one of Lhonia's false identities. The Eldaarish are secure in the knowledge that with the amount of money involved, the assassination attempt will simply look like a robbery gone bad, whether or not they have the right target.

When the “retirement party” chooses to strike will largely depend on the PCs' actions. If Sakir appears to be lightly guarded or left undefended in the days leading up to the departure of the Great Caravan, they will make their move at that time. If he appears to be well-guarded, however, the assassins will wait and follow Sakir aboard House Azeth's Great Caravan, hoping to have a chance to eliminate him en route to Azeth's Rest or to follow him until the opportunity arises.

Whether or not “Sakir” keeps the PCs on as bodyguards after joining the Great Caravan will also largely depend on the PCs' actions: if they kept Sakir visibly well-defended but failed to notice the suspicious Eldaarish “refugees”, Lhonia will dismiss the PCs, sure that she has avoided any assassins and that the caravan's security can handle any problems that arise. On the other hand, if Sakir appeared to be ill-defended enough for the Savak assassins to make an attempt on his life, or if the PCs took note of the Eldaarish “refugees”, Lhonia will retain their services at least as far as Azeth's Rest, if not all the way to the Tablelands.

Rewards: In addition to the payment promised to them by “Sakir”, the PCs will have the opportunity to loot the bodies of the Savak agents - who are surprisingly well

equipped for Eldaarish refugees - should they attack and be defeated.

Road Crew

Background: Armor and medicines are always highly sought after in Raam, but now with the civil unrest following Abalach-Re's disappearance, they are said to be astronomically expensive. Gold and silver are usually abundant in Raam, but with widespread looting and little to buy with that money, House M'ke has more gold and silver than it knows what to do with. On the other hand, Kurn is known for producing inexpensive, high quality armor, and gold and silver are in high demand. So Trenbull wants to build a road to Raam through Dry Spring. He just needs mercenaries (adventurers) to escort the road-making plow and investors to fund the road project.

The current idea is that M'ke would send a small but well-defended caravan of precious metals to Kurn (though iron would be even better, if anyone bothered to consult the Kurnans), trade it for a large quantity of leather armor and several chariots, and then buy extra pack animals and hire extra mercenaries (likely with a Kurnan spy or templar hiding among them, unbeknownst to Trenbull) to carry and guard the larger caravan of bulkier goods on the trip back south.

Azeth interests: Azeth lacks the resources to help pay for Trenbull's road project, but is willing to help Trenbull hide his role from House Tsalaxa by adding Trenbull's cargo to their Great Caravan, and by pretending that the project is their own and that Trenbull is acting on Azeth's behalf. Both houses hope this will aid in hiring workers and hopefully ensure House Tsalaxa won't attack the builders (though perhaps this is too optimistic). The cost for Azeth to add wagons to the Azeth's Rest-Kurn caravan would be negligible, and Azeth would be able to use the new road, helping them escape Tsalaxa's stranglehold on the current route.

Likely encounters or events along the way:

- A mekillot stampede.
- A druid that doesn't like the development.
- An elven raid.
- Sabotage from the competing team that's coming north from Raam (there's a prize for the team that reaches Dry Spring first).
- Trin attacks.
- House Tsalaxa attempts to sabotage the road work, working through various proxies. (If the PCs discover Tsalaxa's involvement and can prove to House Azeth that House

Tsalaxa is behind the sabotage and opposition, then Trenbull will be able to convince Azeth that Tsalaxa's deadly attacks are a form of "banditry." Tsalaxa will deny its involvement, but will stop its efforts immediately once discovered, since Tsalaxa is even more vulnerable to Azeth's ventures in the north than Azeth is to Tsalaxa's in Draj.)

- Green Age ruins around the area of Dry Spring.
- Other encounters and side adventures such as the other listed Adventure Hooks.

Save Our Well

Background: The Jadeth herder clan has lost their "cistern standard," an object that tells the cistern fiend to not attack while the standard is in place, allowing the tribe to take water from their well. The clan's herds are now dying of thirst, since they can't access their most reliable well. See the description of the cistern standard in Chapter 3 for more details.

Hook: The Jadeth clan reaches out to the PCs, offering them a number of herd animals as payment to kill the cistern fiend. The cistern fiend is a dangerous creature, but the PCs have the advantage of knowing where it is and can prepare in advance, and the cistern fiend cannot move from the well.

Adventure: The cistern fiend dwells about thirty feet below the well's rim, within a rough cavern filled with stalagmites and stalactites, as well as a deep pool of clean, cold water. It is more than ready for the PCs when they arrive, having consumed fools and water thieves for decades. The floor of the cavern and the bottom of the pool are scattered with aged bones, and a variety of items.

Rewards: If the PCs succeed, the Jadeth clan rewards them as promised, but they may later learn that the herders stretched the truth when they said that bandits stole the banner: it may actually have been taken by another herder clan that believes that they have exclusive rights to the well, and who may not appreciate the PCs having killed its guardian. A variety of odd and ends can be found within the cavern, both items or the remains of animals that fell into the well, though much of it is damaged or otherwise useless – except for a tarnished bronze dagger that can be recovered once the cistern fiend is dealt with, and could be polished and re-hilted.

Shtas Mutiny

Background: A group of slaves from South Guard and their Shtas overseers have decided to collaborate in order to escape from the Dim Lands. Most of the slaves want to

go to Kurn, and most of the Shtas want to become bandits because they think Kurn would execute them as enemies and untrustworthy traitors. Unlike previous doomed escape attempts, these mutineers and slaves have commandeered an undead war beetle while out on maneuvers, and managed to coerce the war beetle's animator to take them away from the Dim Lands.

Hook: The Neshtap have hunted the beetle down and set it afire, but it continues to move for some time, during which it makes quite a spectacle, visible from any hilltop or from the walls of Azeth's Rest at night. If the PCs move quickly and fight off the Red Guard attackers, they may save some of the mutineers and slaves and gather valuable information on the Dim Lands.

Rewards: Even the burnt out hulk of the war beetle would be valuable for the Kurnan military to study, and it may contain other valuable gear such as fixed crossbows. Additionally, one of the Shtas mamluks, a half-giant, will latch onto the most charismatic PC that treats him well, and serve them loyally for life (or at least until his mood changes, as often happens with half-giants). Lastly, one Shtas mutineer is willing to sell what he says is valuable information to the PCs (see Adventure Hooks: *Long, Beautiful Hair*, above).

Siltfoot the Baazrag

Background: In the Dim Lands, baazrag slaves plow, carry water, and perform other feats of strength, all under the supervision of Eldaarish citizen overseers. The most productive baazrags are usually those who are owned directly by their human overseers, who often form close working relationships - if not actual friendships - with their baazrags.

Hook: A baazrag escaped from Eldaarich, and wants someone to help him retrieve his human handler and her family, who are currently stranded on a sand bar underneath the bridge to South Guard, and are even now dying of thirst. Communicating with the baazrag is likely difficult, as it only speaks Eldaarish and the baazrag language. Instead, it hopes to convey its offer of treasure to those that help it by drawing a key over and over again in the dirt and pointing to the sun.

Adventure: The true difficulty, of course, is reaching and retrieving the family from under the noses of Shtas, the Red Guards, and the invisible Savak drummers, all without being enslaved and doing it before the family dies of thirst. Resourceful and bold PCs may discover that the Shtas soldiers and officers do not challenge any group that appears to be a squad of Red Guards, provided that the group does nothing to give itself away (such as speaking aloud or otherwise communicating in any language other than the Neshtap code of hand-signals).

Rewards: The baazrag's handler, an Eldaarish citizen, has a wealth of potentially valuable information about Eldaarich, information on various ruins and abandoned cemeteries in the Dim Lands, and a small golden key which apparently gives access to one of Eldaarich's secret underground goldsmithies. Additionally, if the PCs introduce the refugees to the Gray Heralds in Kurn (allaying the refugee's fears about what the templars might do to them), they might make powerful allies of the Gray Heralds, or perhaps even of one of Kurn's spymasters (who will of course make no mention of being a spymaster).

Silver, Silver Everywhere, and Nary a Bite to Eat

Background: Several months ago, desperate to lead his tribe to the power and prestige that he believed were their due, Torlek, Earth shaman and leader of the Stonetooth tarek clan, begged a vision from his patron element. The vision showed him the location of a great cache of silver, but not how to win a way past the silver's guardians - the tareks would need to figure that out for themselves. Torlek gathered his most trusted supporters, his sub-chiefs and son Sarvo, and sought out the ancient goblin ruin in which the cache of silver lay. Unfortunately, the expedition was ambushed en route by halflings from the Rohorind; Torlek was slain in the attack and his companions were scattered to the winds.

Hook: Ptohy - the pterran barkeep in Fort Stench - reaches out to the PCs. A tarek has revealed to him that there is a stash of ancient silver in the mountains. The tarek offers to guide the PCs to the silver, but he warns that he's not the only one who knows about it. The guide explains that other tareks know of the silver, and that at least one other group is already on the trail. The PCs' guide is in fact Sarvo, the son of Torlek, now an outcast from his clan; were he not an outcast, Sarvo would have already rallied his clansmen to help with the search.

Adventure: The PCs' guide can lead them to the ruined goblin city where the silver lies, traveling nearly 40 miles around the west side of the Snow Crown Mountains in the process, avoiding threats from the mountains, foothills, and Rohorind forest along the way. When the party reaches the ruins of Ruhrsar, they must win their way into the ruin. Once within, they will need to search for the stash of smelted silver ingots that were left behind when Ruhrsar was sacked by goblins from Ghozer. Within Ruhrsar lurk a number of undead and the crimson that created them, as well as other tarek-led search parties, who arrive not long after the PCs. If they are to survive and profit from the expedition, the PCs will likely need to

cooperate with the other groups against the goblin undead.

Rewards: If they survive long enough to find the silver, the PCs will still need to see to the distribution of the loot, which the other groups of tareks will surely attempt to claim as their own, to say nothing of how they might go about transporting hundreds of pounds of silver back to civilization.

The Goblinfather's Children are Hungry

Background: One of the more powerful khvakhas in the southern Snow Crowns has acquired the *Clanging Gnasher*. Gzeztgel Bloodstump, the artifact's new owner, dreams of vengeance against the humans who conquered his city and exterminated his people. He knows little of today's Forgotten North - he has been buried in the mountains' roots since the Cleansing Wars - but ever since acquiring the *Clanging Gnasher*, he has been able to rally the other khvakhas in Juhudhuzar into a relatively loyal army. Although several of the other khvakhas are more powerful than he is, the *Clanging Gnasher* increases both his personal power and his prestige among goblinkind.

Gzeztgel has used this authority to have his followers dig a convenient path out from the underground city of Juhudhuzar to the surface, and he has used his spells to scry far and wide. Humans - herders - are everywhere. Efforts to send out flesh worms to conquer the plains failed utterly, as the hideous creatures are too driven by their desperate lust for prey to obey orders and fared poorly under the blazing glare of the crimson sun. Gzeztgel has a place for them nonetheless; he and the other khvakhas have been making short forays out of their ruined city and using the flesh worms to ambush those that enter the nearby barrens, taking as many captives and whole corpses as possible and animating them later as undead. Gzeztgel plans to use these undead as the core of an army with which he can march out and conquer Azeth's Rest, and ultimately the entire northern Trembling Plains region.

Hook: The Kurnan Scholars Clave, a group of wizards and sages secretly but intimately associated with Kurn's School of Spies, have long been curious about the ruined goblin cities of the White Mountains. The School of Spies has recently begun to share this interest, as a growing number of Neshtap teams have begun to roam the area. If the PCs are in Kurn and have gained the trust of the Great Library, its

scholars contact the PCs directly; otherwise, they use proxies such as House Azeth agents, Gray Heralds, Ptohy in Fort Stench, Gelna Maker in Azeth's Rest, or a member of the Barbers Clave in Kurn to reach out to the PCs.

Apparently, a group of wild-eyed Eloy herders straggled into Kurn recently, reporting that the rest of their clan had been wiped out in three consecutive nights of horrendous attacks. Azeth agents and Kurnan templars, however, suspected that the herders' tales were exaggerated because attacks by Neshtap, kreen, belgoi, and other common threats are rarely on a scale that could destroy an entire tribe. Several days later though, the battered remnants of the Nagukuz tarek tribe staggered in with a similar story. Their description of the attackers was the same - hideous corpses turned inside-out, led by tusked demons with flaming eyes.

Adventure: Spurred on by Kurnan agents, one of the Eloy herders offers to guide the PCs to the site of their clan's massacre, and help them pick up the trail there. The trail leads back to a cave leading deep underground, but the guide will not enter on pain of death - their people have feared those dark holes in the hills and mountains for generations. If the PCs enter, they discover that the caves are in fact an ancient goblin city, dead but still busy with activity. If the PCs liberate one or more of the recent captives - either herder or tarek - they might be able to determine that those held here are only some of those captured in surface raids, and that the captives are being transformed into undead.

The undead goblins of the ruined city serve Gzeztgel, a powerful khvakhas who has gained possession of the *Clanging Gnasher*, and thereby many of the other undead goblins of Juhudhuzar. Should the PCs manage to infiltrate Juhudhuzar more deeply, they might meet and gain the assistance of another khvakhas named Zivrezk, who has resisted the siren song of the *Clanging Gnasher* and wishes to see Gzeztgel deprived of the sacred object. Ultimately, the party must fight and overcome the would-be conqueror or otherwise take the *Clanging Gnasher* from him if they are to put a stop to the surface raids.

Rewards: Though Juhudhuzar was looted by Daskinor's forces during the Cleansing Wars, there is still quite a bit of incidental treasure left for the PCs. Much of these goods were collected by the ruin's khvakhas over the King's Ages, and make up the bulk of the undead goblins' possessions and equipment.



The Pregnant Mul

Background: After many failed attempts, House Tsalaxa has finally managed to contact Daskinor's templars directly rather than just trading through House Azeth. High Templar Kerillis has agreed to trade with Tsalaxa if and only if Tsalaxa can commit to delivering at least forty healthy mul toddlers, without marks, brands, or tattoos, and not knowing how to speak any word of the Common tongue or the language of any city (bringing slaves into Eldaarich from the outside world could get Kerillis killed if she were caught; unmarked children who cannot speak will ensure that no one catches her). Additionally, Tsalaxa must keep the deal a secret from House Azeth, or the deal is off. Hungry for Eldaarish gold, Tsalaxa has started a mul farm – impregnating a hundred human slaves. To keep the mul farm a secret, Tsalaxa had to place it far from civilization, and finds it difficult to bring in enough food and clean water. Consequently, the slaves are dying by the scores, in even greater numbers than usual, and the few surviving children are sickly.

Tsalaxa learned about a Kurnan tonic called mulbirth*, which dramatically increases survival of mul babies and their mothers, but the Healers Clave, which has a monopoly on the drug, refused to sell to Tsalaxa, since it's obvious that a merchant house wanting to buy a large supply of mulbirth intends to make slaves. Slaves in Kurn are not bought or sold – they are people who sell their own services for no more than a seven-year period. The few muls that are born in Kurn are born from voluntary human-dwarf couplings, usually marriages. Iotef, the healer who developed mulbirth (the human husband of a dwarven woman and father of five mul children) would rather die than turn his healing tonic over to slavers who use force and confinement to create mul babies and sell them as slaves. Tsalaxa's subsequent attempts to buy through a proxy were unsuccessful, since they could not produce any plausible story of why someone would need several thousand doses of mulbirth, all at once.

Dlata, a very ambitious Tsalaxa agent, has conjured up a complex scheme to deceive Iotef, a scheme which - whether successful or not - will make Dlata notorious within her house. She persuaded the Tsalaxa leadership to obtain a *lesser skin of proteus* - a psionic item that has allowed her to change her form into that of a mul - and then arranged to become pregnant in the usual way. Understandably, altering her body into a mul's form has caused problems with the pregnancy. Feigning concern for her pregnancy, Dlata traveled to the Healers Clave in Kurn. The appearance of a pregnant mul sent shock waves through the Healers Clave, and Iotef has become obsessed with finding out how a mul could become pregnant (since all muls are sterile). If he could divine this secret, he could become a grandfather! Dlata insists that only mulbirth will make her feel better, but that

she needs it in higher quantities, and that her sisters in Raam, also muls, are all pregnant.

Hook: Iotef's dwarven wife, Azineth, approaches the PCs. She could not talk her husband out of leaving for Raam with a House Tsalaxa caravan. In the past her husband had told her about house Tsalaxa's untrustworthiness, and yet this hope of becoming a grandfather seems to have addled his senses. Azineth promises to compensate the PCs if they will catch up to the Tsalaxa caravan, accompany her husband on this journey to Raam, and keep him safe.

Adventure: Iotef (LG human bard) is glad to have company on the journey, but he refuses to leave Dlata's side because she seems to be losing the baby; currently, he's using all of his skills as a healer to prevent that. However, the caravan is not really headed to Raam, and the Tsalaxa agents refuse to let the PCs join the caravan, threatening to kill them if they follow. If Tsalaxa does not detect the PCs following them after the initial threats, they head straight for their mul farm, about 60 miles west of Ket. If the PCs come close enough to see what the mul farm is and their tracks are detected, then even if the PCs aren't caught, House Tsalaxa will attempt to pick up and move the mul farm to an even more obscure location, taking Iotef with them. If, however, the PCs remain undetected, they can scout out the mul farm's defenses.

The mul farm is a makeshift village set around a small and barely productive oasis. With no way to provide for itself, the facility receives food and water deliveries every other day from secret Tsalaxa caravans. The village itself consists of a number of hide tents, all set next to each other in an open circle, with caravans arriving and departing from the open side. The mul farm is surrounded by a berm – a ten foot tall raised dirt bank that the guards walk to keep watch. Thirty Tsalaxa guards are present at the mul farm, with ten walking the berm at all times, ten walking amongst the tents and looking in on the women from time to time, and the remaining ten off-duty. Also present at the mul farm are Rihorn, a cruel young half-elf Earth cleric acting as a healer for the farm, five female slaves who act as nurses, and Mavuek-Rir, a retired gladiator and the callous and uncaring warden of the mul farm.

If the PCs can sneak into the mul farm, it may be possible to find Iotef, but he won't leave Dlata unless the PCs can somehow prove she has been deceiving him. Even then, Iotef insists they free the other women and children at the mul farm. If the PCs can somehow eliminate or otherwise bypass the Tsalaxa guards, the women and their unborn children can not possibly survive an escape across the desert. Rather, the PCs will likely have to commandeer a

supply caravan (or two) and move the noncombatants from the mul farm that way.

Rewards: If they manage to free Iotef and return him to Kurn (even against his will), both his wife and the Healers Clave will be extremely grateful, rewarding them well. If the PCs manage to free the captive women as well, Iotef insists that they and their children will be safe in Kurn; once there, the PCs are hailed as heroes and are rewarded appropriately. For his part, the experience will drive Iotef to further refine his mulbirth tonic, hoping to still be a grandfather someday.

Token of Trust

Hook: A disreputable individual with whom the PCs have had past dealings approaches the PCs along the road and asks if they will listen to a business proposition. If they agree, he offers to sell them three Azeth tokens for a silver piece each. He explains that the tokens entitle the holder to enter Azeth's Rest (true, although during most seasons one does not need a token to enter Azeth's Rest during the day), to spend the night in the fort (true), and to draw 5 gallons of water per day without cost (true). Best of all, he says, the user does not have to surrender the tokens to get these benefits (true). He will allow the PCs to examine the tokens, which turn out to be Azeth trust tokens*.

Reward: When entering Ateth's Rest at some later point, if the PCs tell the truth about where they received these tokens, especially how they paid money for them, Azeth guards will confiscate the tokens. However, the PCs will be remembered as persons who told the truth to their disadvantage, unless they give reason for the guards to remember them otherwise. Those party members that accept their bad luck gracefully and do business in town anyway may receive a gift from the guards when they leave: an Azeth trust token. A guard will show and read to them the words printed into the coin's rim: "You may give me to one you trust, but do not sell or buy me. Remember who gave me to you, and truthfully, or your name is forfeit."

Treasures of the Tambraks

Background: The Crisiss are a nikaal tribe that operates in the northern Tablelands and southern Trembling Plains, largely migrating between a number of well-hidden refuges. While the Crisiss do conduct a fair amount of trade on their

migrations, their largest source of income is their work as slavers. Though the nikaal sell the majority of their slaves, they keep a number of slaves in each of their refuges, employing them either as craftfolk or personal servants. One of these refuges lies in the Tambrak Mountains, and the Crisiss are hungry to capture more slaves.

Hook: A small group of Crisiss approach the PCs, eager to hire them to explore the Tambrak Mountains and the associated ruins. The nikaals complain of attacks on their caravans by wandering undead and describe several ruined cities that lie in the mountains, each belonging to a different long-vanished race.

Adventure: Ruins that once belonged to now-extinct races do lie in the Tambrak Mountains, but the nikaals' tales of attacks by undead are lies, and the whole mission is in fact a trap. The Crisiss earn much of their living as slavers, and seek to capture the PCs and either make use of them themselves or sell them for profit. Once the PCs have entered the area and begun to explore the mountains, nikaal scouts will begin shadowing them, attempting to catch them when the PCs are weakened from delving into one of the ruins or simply luring the PCs into the Crisiss catacombs for capture.

The Crisiss refuge resembles any other tunnel leading deep into the earth, and could easily be mistaken for the entrance to a goblin hold, especially since the nikaal scouts have planted false tracks leading into the tunnels. The dead cities of Dzhuzhak and Krel Ambrol can also be found in the Tambraks. Dzhuzhak was a goblin city, and is still home to several khvakhas and a great many flesh worms, as well as a number of human undead. Krel Ambrol was a trollish city that is long abandoned, and houses no undead.

Reward: If the PCs delve into any of the ruins and recover treasure, they're free to keep it, assuming the party isn't captured by the Crisiss and enslaved. Likewise, if the nikaal do attack the party, they are fairly well-equipped and the PCs are free to keep the defeated nikaals' equipment.

On the other hand, if the Crisiss do manage to attack and defeat the PCs, they will immediately capture and enslave the party, taking any equipment or recovered treasures for their own. The PCs will then be taken back to the Crisiss refuge and either put to work as slaves, or evaluated and shipped out with the next caravan to be sold.





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