Faces of the Forgotten North

A Character and Monster Compendium for the Trembling Plains

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Chapter 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 hatori scales that spread down across his neck and disappear into his armor.

Blessed Bandit **CR 5**

Male human barbarian 5
LE Medium humanoid
Init +1; **Senses** Listen +5, Spot +1
Languages Common

AC 16, touch 11, flat-footed 15; improved uncanny dodge
(+1 Dex, +3 armor, +2 natural)
hp 42 (5 HD)
Fort +6, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares); fast movement
Melee great macahuitl +8 (2d6+5/19-20) or
Ranged javelin +6 (1d6+3)
Base Atk +5; **Grp** +8
Atk Options Cleave, Power Attack, rage 2/day (8 rounds)

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
SQ trap sense +1
Feats Diehard, Cleave, Power Attack
Skills Handle Animal +3, Intimidate +7, Jump +7, Listen +5, Ride +5, Spot +1, Survival +9
Possessions inix hide armor, great macahuitl, javelin (20)

When raging, a blessed bandit has the following statistics
AC 14, touch 9, flat-footed 13
hp 52 (5 HD)
Fort +8, **Will** +4
Melee great macahuitl +10 (2d6+7/19-20) or
Ranged javelin +6 (1d6+5)
Grp +10
Abilities Str 20, Con 18
Skills Jump +9

Blessed bandits are the bulk of Gozor's band. They are usually Eldaarish or Draji escapees. They are usually 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, shooting 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** Listen +6, Spot +6
Languages Common, Draji, Elven; *speak with animals*

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 armor, +2 natural)
hp 39 (6 HD)
Fort +9, **Ref** +2, **Will** +9

Speed 30 ft. (6 squares); woodland stride
Melee mwk quarterstaff +4 (1d6-1) or
Ranged spear +5 (1d8-1/x3)
Base Atk +4; **Grp** +3
Special Actions spontaneous casting (*summon nature's ally* spells), wild shape 2/day (6 hours)
Combat Gear *fruit-potion of cure moderate wounds*
Druids Spells Prepared (CL 6th):
3rd—*eye of the storm*, *call lightning* (DC 16), *greater magic fang*
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 +7, Heal +7, Knowledge (nature) +8, Listen +6, Move Silently +6, Search +4, Spot +6, Survival +18
Possessions combat gear plus masterwork quarterstaff, 6 spears, *+1 cloak of resistance*

Animal Companion kluzd (*ToA* 162)

The kreen eater shaman acts both as a support caster during times of battle 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

The 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

A handsome mul, with his body covered in scars, is wearing an armor made out of kreen carapace. He seems to pay careful attention to your clothes and speech.

Gozor of the Kreen Eaters **CR 9**

Mul gladiator 8
CE Medium humanoid (dwarf)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 16, touch 12, flat-footed 16; improved uncanny dodge (+2 Dex, +4 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** +4, **Will** +3

Speed 30 ft. (6 squares)
Melee mwk double-tipped spear +14/+9 (1d8+5/x3) or
Melee wrist razor +13/+8 (1d6+2/18-20/x2) or
Melee mwk double-tipped spear +12/+7/+12 (1d8+5/x3) or
Melee wrist razor +11/+6/+11 (1d6+2/18-20/x2) or
Ranged mwk double-tipped spear +11 (1d8+5/x3)
Base Atk +8; **Grp** +13
Atk Options Combat Expertise, Improved Feint, Improved Grapple, mercy, no mercy, Two Weapon Fighting

Abilities Str 20, Dex 15, Con 18, Int 10, Wis 13, Cha 10
SQ armor optimization (chitin armor), insightful feint +2
Feats Combat Expertise, Improved Feint[B], Improved Grapple, Improved Unarmed Strike[B], Exotic Weapon Proficiency (double-tipped spear)[B], Exotic Weapon Proficiency (wrist razor)[B], Two Weapon Fighting
Skills Balance +8, Bluff +11, Climb +10, Intimidate +6, Jump +12, Perform (acting) +5, Sense Motive +12, Tumble +11
Possessions masterwork kreen chitin armor, masterwork double-tipped spear, 2 obsidian wrist razors

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 the Kreen Eater leader is Raamin by birth but was slave-apprenticed to be a chef in one of Raam's finest brothels, but 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.

Strategy 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 also 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

In addition to the tactics mentioned earlier, a bandit party rides with a number of allies.

Eldaarish Mindblade (See "Dimlander.") 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* 158): These gullible creatures follow the Gozor's leadership.

Tareks (*ToA* 138): Lured by promises of wealth and plunder, these often follow Gozor.

Thumper (See Drylanders). These great maul-wielding half-giants find a place with Gozor.

History

There are more than 30 individuals in the Kreen Eaters, mostly escaped slaves from Draj 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 south as far as Ket.

Typical Physical Characteristics: The keen eaters mostly bear tattoos marking them as from the Tyr region. A few have reptilian scales growing over their mammal skin.

Alignment: As 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 inveterate enemies of the kreen packs of the desert. They clash regularly with Hozi'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 of Dry River 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.

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 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 saw Gozor fly into a rage and kill a Draji 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 identifying him as a former Draji slave.
18	This slave once belonged to an important Draji templar, who had the reputation of being somewhat of a sadist.
21	The slave's name was Tlautemoc.

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 a leather armor loose enough to conceal his weapon of choice. Which will it be?

Bandit Bard **CR 4**

Male elf bard 4
NE Medium humanoid (elf, psionic)
Init +3; **Senses** low-light vision; Listen +8, Spot -1
Languages Common, Eloy, Elvish, Kurnan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 16 (4 HD)
Resist mundane extreme heat or cold
Fort +4, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares); elf run
Melee bone bard's friend +4 (1d4+1/18-20) or
Ranged mwk hand crossbow +7 (1d6)
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 *fruit-potion of darkvision*, *fruit-potion of cure light wounds*, 2 *fruit-potions 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 Bluff +5, Craft (alchemy) +7, Craft (poisonmaking) +7, Gather Information +5, Heal +5, Intimidate +5, Listen +8, Perform +12, Ride +10, Search +9, Sleight of Hand +5, Spot -1
Possessions combat gear plus *+1 studded leather armor*

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 afoul 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

The bandit bard keeps three doses of black adder poison within pouches in his bard's friend, dispensing them in combat when needed. The fourth dose he saves for a crossbow bolt when he sees 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
Init -1; **Senses** Listen +2, Spot +2
Languages Common, Elvish, Eloy

AC 10, touch 10, flat-footed 10
(-1 Dex, +1 deflection)
hp 15 (5 HD)
Fort +2, **Ref** +0, **Will** +6

Speed 30 ft. (6 squares)
Melee dagger +0 (1d4/19-20)
Base Atk +2; **Grp** +1
Atk Options Destructive Raze, Efficient Raze, Fast Raze
Combat Gear *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 +8, Concentration +9, Decipher Script +10, Knowledge (arcana) +10, Spellcraft +12
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 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 an ssurran at the same time he is scanning your purse location.

Bandit Rogue **CR 6**

Male human rogue 6
NE Medium humanoid
Init +7; **Senses** Listen +7, Spot +11
Languages Common, Elvish

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)
Melee bard's garrote +5 (2d4+1)
Ranged light crossbow +7 (1d8/19-20)
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 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 +12, Bluff +10, Escape Artist +8, Gather Information +6, Hide +10, Intimidate +12, Knowledge (local [Ravish]) +7, Listen +7, Move Silently +14, Search +6, Sense Motive +7, Spot +11
Possessions combat gear plus masterwork wrist razor, leather armor, light crossbow with 50 bolts

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 possible to be able to use his sneak attack.

Bandit Warrior

A strong bald human with his body 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
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)
Base Atk +3; **Grp** +5
Atk Options Cleave, Power Attack

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 carrikal, padded armor

Bandit warriors are the bulk army of any bandit state. Since bandits are usually poorly trained and equipped, they compensate that with sheers numbers.

Strategies and Tactics

The bandit warrior tries to demoralize his 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 Eloy, Elven, Common

AC 13, touch 13, flat-footed 10
(+2 Dex)
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)
Base Atk +1; **Grp** +3

Special Actions Wind Racer
Power Points/Day 14; **Psion Powers Known** (ML 3rd):
2nd—*control air*, *energy missile* (DC 14)*
1st—*control object*, *missive*, *mind thrust* (DC 13)*, *skate*, *vigor*
*The 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 Combat Manifestation, Narrow Mind, 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 wooden shortspear, studded leather armor, light crossbow with 20 bolts, sail cart

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

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

Strategies and Tactics

The bandit warrior tries to stay mobile as long as possible, using his sail cart in conjunction with *control winds* and *skate*. He tries to use *mind thrust* and *energy missile* while he has power points left, then switches to his light crossbow.

Lask Brute

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

Lask Brute **CR 10**

Male lask barbarian 7
CE Medium humanoid (lask)
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Eloy, Lask, Common

AC 20, touch 12, flat-footed 18; improved uncanny dodge (+2 Dex, +3 natural, +5 armor)
hp 82 (9 HD); **DR** 1/–
Fort +12, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)
Melee carrikal +14/+9 (1d8+6/x3) and bite +12 (1d4+6)
Base Atk +8; **Grp** +14
Atk Options Cleave, Blind-Fight, Multiattack, Power Attack, rage 2/day (9 rounds)

Abilities Str 22, Dex 14, Con 18, Int 8, Wis 10, Cha 10
SQ fast movement, trap sense +2
Feats Blind-Fight, Cleave, Multiattack, Power Attack , Toughness
Skills Intimidate +6, Survival +6
Possessions shell armor, bone carrikal

When raging a lask brute has the following statistics
AC 17, touch 12, flat-footed 16
hp 100 (9 HD)
Fort +14, **Will** +4
Melee bone carrikal +16/+11 (1d8+8/x3) and bite +14 (1d4+8)
Grp +16
Abilities Str 26, Con 22

Many bandit lords employ lasks in their bands because of their sheer muscle 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

The lask brute relies on his massive strength to defeat his foes. He enters his range before charging on any foe with his carrikal 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 +1; **Senses** darkvision 30 ft.; Listen +0, Spot +0
Languages Common

AC 15, touch 14, flat-footed 14; uncanny dodge, improved uncanny dodge
(+1 Dex, +3 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** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk great macahuitl +17/+12 (2d6+9/19-20)
Base Atk +10; **Grp** +16
Atk Options Improved Feint, insightful feint +2, mercy, no mercy, Power Attack
Combat Gear *psionic tattoo of animal affinity*

Abilities Str 22, Dex 12, Con 17, Int 8, Wis 7, Cha 10
SQ armor optimization (chitin armor and 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 +10 (+15 in melee), Climb +8, Intimidate +21, Jump +8, Listen +0, Perform +4, Sense Motive +6 (+11in melee), Spot +0
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 16, Dex 12, Con 15, Int 8, Wis 7, 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 +13, Spot +13
Languages Common, Plains Giant, Tarek

AC 17, touch 12, flat-footed 17
(+2 Dex, +3 natural, +4 armor)
hp 78 (8 HD); ferocity
Fort +10, **Ref** +2, **Will** +2

Speed 40 ft. (8 squares)
Melee impaler +13/+8 (1d6+6/x4) and impaler +13 (1d6+6/x4) or
Ranged *+1 mighty composite shortbow* [+5 Str bonus] +11/+6 (1d8+6/x3)
Base Atk +8; **Grp** +13
Atk Options Cleave, Improved Two-Weapon Fighting, favored enemy (elves +4, humans +2), rage 2/day (6 rounds), Teamwork
Combat Gear 2 *fruit-potions of cure light wounds*

Abilities Str 20, Dex 14, Con 16, Int 11, Wis 10, Cha 8
SQ fast movement, trap sense +1, wild empathy +3 (-1 magical beasts)
Feats Cleave, Endurance[B], Improved Initiative, Improved Two-Weapon Fighting[B], Leadership, Teamwork[B], Track[B], Weapon Focus (impaler)
Skills Climb +4, Handle Animal +10, Jump +11, Knowledge (nature) +5, Listen +13, Ride +10, Spot +13, Survival +13 (+15 in natural aboveground environments
Possessions combat gear plus *+1 studded leather armor*, *+1 mighty composite shortbow* (+5 Str bonus)
When raging Chilod has the following statistics
AC 10, touch 9, flat-footed 9
hp 94 (8 HD)
Fort +12, **Will** +4
Melee impaler +15/+10 (1d6+8/x4) and impaler +15 (1d6+8/x4)
Grp +15
Abilities Str 24, Con 20
Skills Climb +6, Jump +13

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'hrohg and braxat.

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

Strategies and Tactics

Chilod is not afraid to fight, 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 of 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 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
Init +0; **Senses** Listen +4, Spot +4
Languages Common, Elvish, Tarek; *speak with dead*

AC 15, touch 13, flat-footed 15
(+2 armor, +3 deflection)
Immune fear
hp 49 (14 HD)
Fort +5, **Ref** +4, **Will** +15

Speed 30 ft. (6 squares)
Melee mwk steel dagger +7/+2 (1d4-1/19-20) or
Ranged heavy crossbow +7 (1d10/19-20)
Base Atk +7; **Grp** +6
Special Actions Gray casting
Combat Gear 5 *undead slaying bolts* (DC 20), *scroll of fireball, scroll of protection from evil*
Wizard Spells Prepared (CL 14th, 1d20+16 to overcome SR; 5% arcane spell failure chance):
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)
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, Scribe Scroll[B], Spell Mastery, Spell Penetration
Skills Bluff +18, Concentration +18, Decipher Script +14, Diplomacy +3, Disguise +1 (+3 to act in character), Intimidate +3, Knowledge (arcana) +14, Knowledge (geography [Scorpion Plains) +9, Knowledge (history) +14, Knowledge (religion) +9, Knowledge (the planes) +9, Literacy (Common), Sleight of Hand +3, Spellcraft +21, Survival +2 (+4 to keep from getting lost)
Possessions combat gear plus masterwork steel dagger, heavy crossbow with 20 bolts, *+1 glammered padded armor*, *ring of protection +3*
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.

During one of his many explorations, he found (or was found by) the Jade Marquess, an ancient sentient ship from the Green Age that sails on land (see *Life-Shaping Handbook* for more information). He eventually fell under its curse. If Densis try to leave the Marquess for more then a day, he is compelled to return as if under a *gaeas/quest* spell.

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 ruins nearby than to be involved in such mundane tasks as combat, normally preferring to avoid it to approach using *invisibility* and 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 +7; **Senses** low-light vision; Listen +6, Spot +6
Languages Common, Elven, Ssurran

AC 15, touch 15, flat-footed 12; Dodge, Mobility (+3 Dex, +2 deflection)
Resist mundane extreme heat or cold
hp 66 (12 HD)
Fort +8, **Ref** +7, **Will** +6

Speed 40 ft. (8 squares); elf run, Spring Attack
Melee mwk elven longblade +18/+13/+8 (1d8+7/18-20)
Base Atk +12; **Grp** +15
Atk Options Combat Reflexes
Combat Gear *dorje of cloud mind* (17 charges), 2 doses of *dust of illusion*

Abilities Str 15, Dex 16, Con 10, Int 13, Wis 14, Cha 10
Feats Alertness, Combat Expertise, 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 Disguise +4, Intimidate +15, Jump +12, Listen +6, Perform (act) +8, Search +2, Spot +6
Possessions combat gear plus *+2 ring of protection*, *brooch of shielding*

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 15, Dex 13, Con 12, Int 13, Wis 14, Cha 8.

Strategies and Tactics

Evartu has a thing for drama. He prefers to demoralize everyone in range using make-up and acting while his warriors take care of the rest. He will neither hesitate to jump into fray to fight opposing elves and to withdraw if things start to go bad using his *dorje of cloud mind* and *dust of illusion*.

Kel of Kel's Lot

A short, hairless humanoid with low, his eyes betraying his age, his skin deeply tanned, his eyes appraising you steadily.

Kel **CR 15**

Male dwarf fighter 6/cleric 9
LN Medium humanoid (dwarf)
Init +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Dwarven

AC 16, touch 12, flat-footed 16 (-1 Dex, +4 armor, +3 deflection)
Immune kip poison, deafness or stunning by sonic spells or abilities
hp 108 (15 HD)
Resist stability (+8 against bull rush and trip), treated as one size larger against wind effects
Fort +12, **Ref** +4, **Will** +12; +2 against poison (+4 inhaled), spells, and spell-like effects

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Speed 20 ft. (4 squares)
Melee *+2 defending bone dwarven waraxe* +17/+12/+7 (1d10+6/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +16
Atk Options Blind-Fight, turn undead 4/day (+1, 2d6+10, 9th; can control air creatures)
Special Actions spontaneous casting (*cure* spells), Teamwork

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Cleric Spells Prepared (CL 11th):
5th—*elemental strike* (DC 19), *power word stun*[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:* Fury of Storms, Rolling Thunder

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Abilities Str 18, Dex 8, Con 14, Int 12, Wis 17, Cha 13
SQ dwarven focus
Feats Alertness, Blind-Fight, Combat Casting, Disciplined, Improved Initiative, Kipherd, Leadership, Spell Focus (evocation), Teamwork, Weapon Focus (dwarven waraxe)
Skills Concentration +15, Intimidate +13, Jump +9, Knowledge (the planes) +6, Knowledge (warcraft) +6, Listen +5, Spot +5, Survival +3 (+5 made while on other planes)
Possessions combat gear plus *+3 ring of protection*, *+6 belt of giant strength* ,*+2 defending bone dwarven waraxe*, *+1 studded leather armor*, *five seasons cloak*

Dwarven Focus When Kel is actively pursuing 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 11, Con 15, Int 10, Wis 13, Cha 13.

Giki

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

Giki, Kel's Cohort **CR 11**

Male dwarf fighter 11
LM Medium humanoid (dwarf)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +3
Languages Common, Dwarven

AC 14, touch 10, flat-footed 14
(+4 armor)
Immune kip poison
hp 87 (11 HD)
Resist stability (+4 against bull rush and trip)
Fort +9, **Ref** +3, **Will** +2; +2 against poison (+4 against inhaled), spells, and spell-like effects

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Speed 20 ft. (4 squares)
Melee *+1 maul* +16/+11/+6 (1d12+5/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +13
Atk Options Cleave, Improved Bull Rush, Power Attack

Abilities Str 15, Dex 11, Con 14, Int 10, Wis 9, 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 +11, Jump +10, Listen +1, Ride +5, Spot +3
Possessions combat gear plus masterwork chitin armor, *+1 maul*

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!"

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 go into combat, for he believes he still is not too old for it yet. If the battle is not going well, he orders his soldiers to fall back and casts *ice storm* and *elemental strike*.

Lady Cesti of Wrath

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

Lady Cesti of Wrath **CR 10**

Female human gladiator 10
LE Medium humanoid
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** +5, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk dagger +14 (1d4+3/19-20)
Base Atk +10; **Grp** +13
Atk Options Improved Feint, mercy, no mercy, Power Attack
Combat Gear 2 splashglobes of liquid darkness

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 15
SQ armor optimization (chitin, studded leather), 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 +9, Bluff +18 (+23 in melee), Diplomacy +14, Disguise +3 (+5 to act in character), Intimidate +12, Jump +10, Perform (oratory) +12, Sense Motive +16 (+21 in melee), Tumble +9
Possessions combat gear plus masterwork dagger, *+3 bracers of armor*, *+2 cloak of Charisma*

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; she believes that she is a noblewoman and set up her slave tribe on the lines of a noble house.

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 peasants". She prefers to use her noble skills to lead and inspire her troops into victory, while comfortably seating 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. His 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** Listen +1, Spot +1
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 +12, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares); fast movement
Melee *+1 talid of wounding* +14 (1d6+5 plus 1 Con damage/19-20)
Base Atk +13; **Grp** +17
Atk Options Cleave, Improved Feint, mercy, no mercy, rage 1/day (8 rounds)
Combat Gear *psionic tattoo of animal affinity* (ML 8th)

Abilities Str 19, Dex 13, Con 16, Int 10, Wis 8, Cha 13
SQ armor optimization (chitin, studded leather), insightful feint +2
Feats Alertness, Cleave, Endurance, Exotic Weapon Proficiency (atlatl)[B], Exotic Weapon Proficiency (lotulis)[B], Exotic Weapon Proficiency (talid)[B], Improved Unarmed Strike[B], Improved Feint[B], Leadership, Mekillothead, Negotiator, Persuasive
Skills Balance +8, Bluff +12 (+17 in melee), Climb +9, Diplomacy +12, Disguise +1 (+3 to act in character), Intimidate +23, Jump +11, Sense Motive +11 (+16 in melee), Tumble +8
Possessions combat gear plus *bracers of armor +5*

When raging, Talid has the following statistics
AC 9, touch 9, flat-footed 8
hp 147 (13 HD)
Fort +14, **Will** +6
Melee *+1 talid of wounding* +16 (1d6+7 plus 1 Con damage/19-20)
Grp +19
Abilities Str 23, Con 20
Skills Balance +10, Climb +11, Jump +13

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 towards 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 usually is one of the firsts to jump into battle and one of the lasts to withdraw from it. He activates his *psionic tattoo of animal affinity* just a short while 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'rohg (*ToA* 11): Captured when they were young, branded and enslaved in South Guard, these were rescued by a daring raid led by Chilod, whom the b'rohg now revere.

Braxat (*ToA* 17): Outcasts from their own kind, these have been welcomed by Chilod and the bandit state of Pillage.

Eldaarish Mindblade (*See Refugees)* Escaping Eldaarich with their lives, these former cultists sought people to tell them what to do.

Gith (*ToA* 58): Outcasts from their own kind, these often take refuge among the bandits of the northern wastes.

Half-Giant Warriors (*ToA* 158): These gullible creatures follow the leadership of various bandit leaders.

Inixes (*ToA* 158): These beasts are used as mounts.

Silt Runners (*ToA* 123): Captured when they were 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* 136): Unlucky in trade and hopeful for luck in banditry, these ssurrans join with Chilod's leadership in the bandit village of Plunder, partly for the opportunity to revenge themselves on their own kind who regard them as failures.

Tareks (*ToA* 138): Lured by promises of wealth and plunder, these often follow the tarek Chilod and his bandits in the village of Plunder.

Thri-kreen (*ToA* 142): Following humanoid dra 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.

Thumper (See Drylanders). These great maul-wielding half-giants find a place in various bandit groups.

Society

Most of the bandits that strike at travelers and settlements of the Trembling Plains actually dwell in villages in from the Glowing Desert from 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 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 has just reformed 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 the bandit groups that once lurked along the trade route between Ket and Kurn. In the past decade, 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 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 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 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 sometime discover forgotten stashes of less movable loot such as grain, hardwood, lead, or even copper bricks. Clever bandits may stash their loot in areas that the herders avoid, such as dangerous areas haunted by undead. The prime ambush spot is between Azeth's Rest and Fort Ral. The scrublands and long road are a great place for attacking caravans but *not* for nesting up. If the bandits had a lair in the scrublands, Azeth and Kurn chariot troops would locate and destroy it. Any nesting bandits bivouacking in the area would only last a couple of months. Azeth deals with bandits who attempt to laager near the trade road by hiring aarakocra from Storm Peak to fly over the area (ignoring the herders who hurl sling stones at them thinking they were after their herd animals, and would usually be right) and locate the bandit nest, and then it would be all over. The Trembling Plains contains many burnt out nests that foolish bandit and belgoi groups once used as a base. The nests stand in relatively defensible positions, so the Bandit State raiders tend to use these nests 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!).

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: 1 winddriver and 1 gith warrior.

EL 5: Add 3 bandit warriors to standard Bandit Scouting Party.

EL 6: Add 1 bandit bard to standard Bandit Scouting Party.

EL 7: Add bandit sub-leader to standard Bandit Scouting Party. The winddriver 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 for other bandits, and if confronted with possibly superior strength, they will retreat. Nevertheless, if they see opportunity to take wealth or hostages without 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: 1 bandit leader, 1 winddriver, 2 bandit warriors.

EL 9: Add 1 bandit defiler and 1 bandit bard to standard Bandit Skirmish Party.

Bandit Attack Party (EL 10): 1 lask brute, 1 bandit leader, 3 winddrivers, 6 bandit warriors, 1 bandit defiler, 1 bandit bard.

Kreen Eater Assault Party (EL 10): Gozor, 1 lask brute, 12 bandit warriors, 4 half-giants.

Ravage Assault Party (EL 16): Talid, 8 winddrivers, 2 defilers.

Plunder Assault Party (EL 14): Evartu, 8 winddrivers, 2 defilers, 1 bard.

Pillage Assault Party (EL 12): Chilod, 8 winddrivers, 4 thri-kreen, 8 silt runners, 2 b'rohg, 2 braxat, 4 ssurran warriors, 4 tareks.

Ravish Assault Party (EL 13): Akive, 8 Winddrivers, 20 bandit warriors.

Kel's Assault Party (EL 16): Kel, 8 dwarven winddrivers, 12 dwarven 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 they come close to the line. Mostly they rob herders for food. They 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 these oases, using the wind carts to strike from a distance and then to make their 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 impossible distances from 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: Kel's Lot and Pillage tend towards lawful neutral, instilling strong loyalty and governing their own village with a sense of order. The other Bandit States tend

towards evil, and to a lesser degree, towards chaos. The leaders of these villages tend to govern by force or by fleeting popularity. Typically, a leader keeps the sails on his person so that the other bandits will not abandon him.

Society

If there is little honor among thieves, there is even less among the bandits of the Trembling Plains. The bandit leader keeps the sails on his person so that the other bandits will not abandon him.

Typical Treasure

Bandits have ¾ 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
11	There are seven bandit villages in the barren wastes north 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.

Belgoi, Watchman of Ral

A small and starving belgoi tribe, the Watchmen of Ral, lurks in the badlands south of Dry Spring. These belgoi usually hunt unintelligent 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 group, they will not hunt herders; although some individuals break the rule out of sheer hunger.

Ral's Shaman

You hear a bell ringing at 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 +4, Spot +4
Languages Belgoi, Gith; *speak with animals, tongues*

AC 16, touch 14, flat-footed 12
(+4 Dex, +2 armor)
hp 55 (10 HD)
Fort +6, **Ref** +9, **Will** +9

Speed 30 ft. (6 squares); woodland stride
Melee + *1 bone scimitar* +10/+5 (1d6+3/18-20) or
Melee 2 claws +10 each (1d4+2 plus Str damage)
Base Atk +8; **Grp** +10
Special Actions spontaneous casting (*summon nature's ally* spells), wild shape 1/day (5 hours)
Druid Spells Known (CL 5th):
3rd—*call lightning* (DC 15)
2nd—*barkskin*, *bull's strength*, *resist energy*
1st—*cure light wounds*, *endure elements*, *hide form 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 13, Int 10, 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)
Feats Ability Focus (domination), Combat Casting, Iron Will, Natural Spell
Skills Concentration +8, Hide +9, Intimidate +6, Knowledge (nature) +8, Listen +4, Move Silently +9, Search +4, Spot +4, Survival +10 (+12 in aboveground natural environments)
Possessions leather armor, + *1 bone scimitar*, *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. *ToA* 13
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. *ToA* 13

The leader and priestess of the Watchmen of Ral.

The Ral's shaman presented here 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

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

Creatures and Allies

Belgoi (see *Terrors of Athas*)

History

The Watchmen of Ral avoid hunting the Trembling Herders, since they've found that every time they feast on a few herders, that the Spinefists plains giant clan 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 that Tectuktitlay is a God and to the practice of sacrifice 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. They kept his *amulet of tongues* and his templar signet; 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 was 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 dress as Eloy.
20	The Watchmen of Ral worship Tectuktitlay and practice sacrifices to the moon Ral.

Esmila the Eye-Blind

A woman of medium height, with coffee-colored skin and slightly lighter-colored hair, lying 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 fine, but aged, and her face is marred by two black pits where her eyes should be.

Esmila the Eye-Blind CR 17

Female human morg castaway telepath 8/auditor* 6
*Prestige class described in *Appendix II*
NE Medium undead (augmented humanoid, psionic)
Init +1; **Senses** blind, darkvision 60 ft.; Listen +9, Spot +9*
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
Fort +6, **Ref** +7, **Will** +16
Weakness bound to area, delusional, sensitivity to light

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

Power Points/Day 156; **Psion Powers Known** (ML 12th; 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)*, *mind probe* (DC 22), *psychic crush* (DC 22), *shatter mind blank* (DC 22)
4th—*psionic dominate* (DC 21)*, *psionic modify memory* (DC 21), *schism*, *thieving mindlink* (DC 21)*
3rd—*crisis of breath* (DC 20)*, *false sensory input* (DC 20), *psionic blast* (DC 20), *touchsight*
2nd—*aversion* (DC 19)*, *brain lock* (DC 19), *psionic suggestion* (DC 19), *read thoughts* (DC 19)
1st—*attraction* (DC 18)*, *aura reading*, *psionic charm* (DC 18)*, *psychic tracking*, *synesthete*
*The save DCs for these powers might increase with the use of augments

Abilities Str 14, Dex 12, Con —, Int 20, Wis 16, Cha 15
SQ ceaseless inquiry, create spawn, Gray toughness 2, nyctalopic perceive, perceive, undead traits
Feats Blind-Fight, Combat Manifestation, Inquisitor, Investigator, Persuasive, Power Penetration, Psionic Endowment, Skill Focus (Sense Motive), Stand Still
Skills Bluff +14, Concentration +19, Diplomacy +16, Disguise +2 (+4 to act in character), Gather Information +21, Intimidate +6, Knowledge (local) +20, Knowledge (history) +17, Knowledge (psionics) +14, Listen +9, Literacy (Common, Eldaarish), Move Silently +11, Psicraft +15, Search +9*, Sense Motive +29, Spot +9*, Survival +3 (+5 following tracks)
*Only with the *synesthete* or *touchsight* power manifested
Possessions combat gear plus *psionatrix of telepathy*, *penetrate power eye*, *torc of free will*, *ring of protection +5*, *cloak of resistance +2*,*steel dagger*

Bound to Area (Su) Esmila cannot leave her goblin city without weakening its 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.
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.
Delusional (Ex) Esmila presumes that any human she encounters is her ally, which provided a +8 interaction bonus to the party. 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.
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.
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.
Light Sensitivity (Ex) Esmila is dazzled in bright sunlight or within the radius of a *daylight* spell.
Mind Probe (Ex) Once per day, she can manifest *mind probe* at a reduced power point cost of 6 pp, to a minimum of 1

pp.

Perceive (Su) As a standard action, Esmila can create an immobile psionic sensor in a familiar locale up to 110 feet from her. The sensor lasts for 1 hour and is dismissible as a free action. This ability is otherwise similar to *clairvoyant sense*.

Read Thoughts (Ex) Once per day, she can manifest *read thoughts* at a reduced power point cost of 6 pp, to a minimum of 1 pp. Esmila gains a +6 circumstance bonus to Gather Information and Sense Motive checks against creatures that failed their Will saves while in the *read thoughts* area of effect. These bonuses last for 1 hour.

Sense the Far Thoughts (Su) Esmila can use *read thoughts* with her perceive ability once per day.

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 technique. 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 young appearance. The process made Esmila into a morg, but failed to restore her youth – instead she emerged from the wash of Grey powers without her eyes.

Daskinor lost all interest in Esmila, since she was now an old-looking morg with no eyes. 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) even though her eye sockets are dark empty pits.

By the conquest, Daskinor had grown tired of Esmila's increasingly irrational witch hunts that he gave in to the demands of his officers and immured her in the captured goblin stronghold when he left. He sent her to interrogate several score of important prisoners, then sealed up the cavern behind her.
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 torn between her abiding love of Daskinor, and an associated hope that she can find and reunite with him, and he will explain the horrible mistake that left her immured, and (on the other hand) a fierce hatred of Daskinor and all his works, especially his military officers and templars.

Tales of Esmila remain current in Eldaarich even today, not only in the archives of the Takrits and Savak Orders, but manuals used by 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 also 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 fiery green color and brightness, are themselves still in circulation – they were lost in the Grey 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.

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 7**

Male human morg castaway barbarian 2/psychic warrior 2
LE Medium undead (augmented humanoid, psionic)
Init +1; **Senses** darkvision 60 ft.; Listen +14, Spot +9
Aura fear (60 ft.; DC 12)
Languages Common; *tongues*

AC 18, touch 11, flat-footed 17; uncanny dodge (+1 Dex, +4 natural, +3 armor)
hp 30 (4 HD); fast healing 1; **DR** 10/magic
Resist cold 10
Immune undead immunities
Fort +6, **Ref** +1, **Will** +3

Speed 40 ft. (8 squares)
Melee greatsword +8 (2d8+8/19-20) or
Melee tongue +8 (1d4+5 plus energy drain)
Base Atk +3; **Grp** +8
Atk Options Cleave, constrict 1d4+5, improved grab, Great Cleave, Improved Bull Rush, Power Attack, rage 1/day (6 rounds)
Power Points/Day 4; **Psychic Warrior Powers Known** (ML 2nd):
1st—*offensive prescience*, *stomp* (DC 14)

Abilities Str 21, Dex 13, Con —, Int 12, Wis 16, Cha 10
SQ create spawn, fast movement, Gray toughness 2, undead traits
Feats Cleave, Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (longsword)
Skills Climb +10, Escape Artist +4, Intimidate +7, Jump +12, Knowledge (nature) +3, Listen +14, Move Silently +11, Search +7, Sense Motive +9, Spot +9, Survival +8
Possessions bone greatsword, studded goblin leather armor

Bound to Area (Su) Thuil cannot leave Azghabar without weakening its 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.
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.
Delusional (Ex) Thuil presumes that any human he encounters is his ally, which provided a +8 interaction bonus to the party. If the humans are accompanied by non-human allies, Thuil must make a DC 15 Int check. 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 12 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 16, touch 9, flat-footed 15
hp 38 (4 HD)
Fort +8, **Will** +5
Melee bone greatsword +10 (2d8+10/19-20) or
Melee tongue +10 (1d4+7 plus energy drain)
Grp +10
Abilities Str 25
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.

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): Castaways cannot leave its goblin city without weakening its connection to the Gray. Each day he 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 provided a +8 interaction bonus to the party. If the humans are accompanied by non-human allies, the castaway must make a DC 15 Int check. If not successful, it will assume that the humans are captives of or captors of the non-humans.

Fear Aura (Su): Castaways generate a powerful aura of death and evil. Creatures within a radius of 60 feet are subject to the effect if they have fewer HD than the castaway. A potentially affected creature that succeeds on a Will save (DC 10 + 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 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 not only scores of hastily-buried soldiers, many of whom later rose as fallen.

Environment: Daskinor's castoffs usually continue to stake out ruined goblin cities, the location where Daskinor abandoned them.

Typical Physical Characteristics: If corporeal, Daskinor's Castoffs 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 displeasment.

Dimlander

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 land protrudes from his fist like a puchik.

Eldaarish Mindblade **CR 5**

Male human fighter 4/soulknife 1
LN Medium humanoid (psionic)
Init +2; **Senses** Listen -1, Spot -1
Languages Eldaarish

AC 12, touch 12, flat-footed 10; Dodge, Mobility
(+2 Dex)
hp 23 (5 HD)
Fort +2, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares); Speed of Thought, Spring Attack
Melee mindblade +4 (1d6)
Base Atk +4; **Grp** +4
Power Points/Day 2: **Hidden Talent Powers Known** (ML 1st):
1st—*biofeedback*

Abilities Str 10, Dex 14, Con 9, Int 12, Wis 8, Cha 11
Feats Dodge, Hidden Talent (*biofeedback*), Mobility, Psionic Awareness, Speed of Thought, Spring Attack
Skills Handle Animal +2, Knowledge (local [Eldaarich]) +1, Knowledge (psionics) +3, Knowledge (religion) +2, Literacy (picts), Sense Motive +1
Possessions —

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 12, Dex 13, Con 11, Int 12, Wis 8, Cha 10.

Psionic Siltfoot

This human seems to balance himself on nothing but air while he striding the Silt Sea.

Psionic Siltfoot **CR 3**

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

AC 10, touch 10, flat-footed 10; Run
hp 14 (4 HD)
Fort +2, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee dagger +1 (1d4-1/19-20)
Base Atk +2; **Grp** +1
Power Points/Day 6: **Psychic Adept Powers Known** (ML 4th):
2nd—*body equilibrium*
1st—*inertial armor, skate*

Abilities Str 8, Dex 11, Con 13, Int 9, Wis 10, Cha 13
Feats Paranoid, Run, Scribe Tattoo
Skills Autohypnosis +5, Concentration +8, Craft (pottery) +4, Knowledge (psionics) +6, Listen +1, Psicraft +6, Speak Language (Cuurnu), Sense Motive +3, Spot +0
Possessions bone dagger

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.

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 ½**

Male human expert 1
LN Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Cuurnu, village dialect

AC 10, touch 10, flat-footed 10; Serene Path
hp 4 (1 HD)
Fort +2, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)
Melee bucket +0 (1d4)
Base Atk +0; **Grp** +0

Abilities Str 11, Dex 11, Con 10, Int 8, Wis 12 Cha 11
Feats Paranoid, Serene Path
Skills Balance +3, Craft (varies) +3, Knowledge (psionics) +1, Sense Motive +7, Literacy (Picts), Perform (dance) +1
Possessions wooden bucket

Aside from fights with slaves from other villages in raids for limited resources, dimlands craft villages only have contact with the Red Guards and the 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 claves, and become full citizens.

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

Wingfoot Escape (EL 1): A character that possesses the psionic power *body equilibrium* can run across the silt. (4 miles from Fort Crodlu to the mainland at its shortest point).

History

Environment: Dimlanders can be found anywhere around Eldaarich and the Dim Islands to the Bandit States and even 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 grey 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 have selected the tallest Kurnan males and effectively removed them from the gene pool).

Humans from the city of Eldaarich were all at one time citizens of that city, although some may have been enslaved for 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 have the tips of their fingers cut off, erasing their identity. Sometimes a citizen does this to himself, for the same reason.

Slaves from Eldaarich itself are nearly all dwarven, mul, or half-giant, although human slaves populate the client villages, 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 (often no clothing), many of the refugees possess dramatic 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 psionic refugees is a new development.

Alignment: Dimlander alignment varies greatly, but because of everything they went through, almost none are good.

Typical Treasure

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

For Player Characters

A future product, *Prison State of Eldaarich*, will detail playing characters within the Dim Lands. If the campaign occurs outside the Dim Lands, but the players want to play a character from the Dim Lands, the DM could just assume that the PC has escaped, or the DM could role-play through the escape:

Siltfoot on Stilts (EL 3): The most common way to escape the Dim Lands is on stilts. The siltfoot lashes bamboo sticks together to form stilts.

Siltfoot Escape (EL 3): A character that possesses the psionic power *body equilibrium* can run across the silt. (4 miles from Fort Crodlu to the mainland at its shortest point.).

Dimlander 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 growing number of them possess strange psionic abilities. All escaped Eldaarich, 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. Half of Kurn's slaves are Dimlander refugees.
20	The easiest way to tell an Eldaarish citizen from one of their slaves is to look at the person's fingertips. Eldaarish citizens are branded on the fingertips of the right hand. They tend to cover their faces, and instinctively show their branded fingertips as a means of identifying themselves.

* Normal Eldaarish citizens and Dimlander slaves do not learn Common, but agents of Savak often learn Common, in order to infiltrade the Tyr region as spies. Note: some persons posing as Eldaarish refugees are actually Savak agents, and, ironically, some former Savak agents have actually become genuine refugees, because of the psionic ban, or for other political reasons.

25 The recent upsurge in psionic refugees occurred because the king of Eldaarich, recently ordered psionic persons imprisoned or killed. A small number of the Eldaarish refugees are spies, but not even all of the spies want to return to Eldaarich.

Dote Mal Payne

This handsome middle-aged man, dressed as an aristocrat, has an eerie, undistinguished 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, psionic)
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +29, Spot +29
Languages Common, Elven, Yuan-ti; *speak with dead*, *tongues*

AC 14, touch 14, flat-footed 13
(+1 Dex, +3 deflection)
hp 125 (22 HD)
Immune fear, sleep and paralysis
Fort +11, **Ref** +7, **Will** +23

Speed 30 ft. (6 squares)
Melee mwk dagger +12 (1d4+1/19-20)
Base Atk +10; **Grp** +11
Atk Options all-out attack I, Burrowing Power, Quicken Power
Special Actions dragon magic, Grey casting
Combat Gear 2 *scrolls of desecrate* (CL 3rd), *wand of animate dead* (CL 10th, 30 charges)

Epic Spells/Day 2; **Epic Spells Known** (CL 18th):
defiler metamorphosis I, *mummy dust*, *ruin* (DC 26)
Wizard Spells Prepared (CL 18th):
9th—*gray rift*, *meteor swarm* (DC 25)
8th—*create greater undead*, *open the gray gate*, *protection from time*
7th—*gray beckoning*, *spell turning*, *unliving identity*
6th—*braxatskin*, *chain lightning* (DC 22), *create undead*, *disintegrate* (DC 22), *sands of time*
5th—*cerulean hail* (DC 21), *cone of cold* (DC 21), *permanency*, *persistent image* (DC 21), *teleport*
4th—*claws of the tembo*, *dimensional anchor*, *greater invisibility*, *ice storm*, *lesser globe of invulnerability*
3rd—*arcane sight*, *dispel magic*, *fireball* (DC 19), *lightning bolt* (DC 19), *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 5th):
1/day—*animate dead*
Power Points/Day 186; **Psion Powers Known** (ML 13th):
7th—*mindflame*
6th—*breath of the black dragon* (DC 22), *mind switch* (DC 22)*, *psionic overland flight*
5th—*mindprobe* (DC 21), *psionic major creation*, *psionic plane shift*, *psychic crush* (DC 21)
4th—*empathic feedback*, *hallucination* (DC 20)*, *psionic dominate* (DC 20)*, *psychic reformation*
3rd—*body adjustment*, *energy bolt* (DC 19)*, *false sensory input* (DC 19), *telekinetic force*
2nd—*psionic levitate*, *hush* (DC 18), *psionic suggestion* (DC 18), *read thoughts* (DC 18)
1st—*disable* (DC 17)*, *know location and direction*, *mindlink*, *mind thrust* (DC 17)*, *psionic charm* (DC 17)*
*The save DCs for these powers might increase with the use of augments

Abilities Str 13, Dex 12, Con 17, Int 23, Wis 18, Cha 19
SQ ageless, dragon traits, gravespeaker, summon familiar, undead presence
Epic Feats Epic Spellcasting
Feats Burrowing Power, Craft Arms and Armor, Craft Construct, Craft Wondrous Item, Great Fortitude, Iron Will, Maximize Spell, Quicken Power, Quicken Spell
Skills Concentration +28, Diplomacy +29, Knowledge (arcana) +31, Knowledge (nature) +18, Knowledge (psionics) +31, Knowledge (religion) +10, Knowledge (the planes) +15, Psicraft +29, Spellcraft +31
Possessions combat gear plus *corpse stone*, *robe of protection +3*, masterwork bronze dagger. 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) Dot Mal Payne receives a +2 bonus to Bluff, Diplomacy and Sense Motive checks when conversing with intelligent undead. *Appendix I*

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 Mal Payne 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 smell the flowers before defiling the patch.

> *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. No man would "risk the death of a loved one by acting foolishly," said the man in the black cassock.*
>
> *In the silence that grips those who wish 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 blood red filled the sky from horizon to horizon. As the sun disappeared, the man with the cassock heaved a sight 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."*

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.

Creatures and Allies

Sssythril of House Tsalaxa

Kenku Assassin, of House Tsalaxa

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

Bandits of Spoil

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 masters' 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 masters' 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 masters' estate, in exchange for a promise to train him as one of King Kalak's defilers. Disliking the treacherous 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. However, 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 was 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. 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, 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. He also gained access to the Royal Tyrian Library, and adopted his former masters' aristocratic lifestyle, purchasing the estate where he had spent his adolescence. During the frenzied building of Kalak's ziggurat, he became notorious when he formed a "night shift" of dead animated slave labor. 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 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 the dragon transformation.

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 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 even before his dragon transformation, was been known to fly into a rage and kill those who wake him, regardless of the reason. Since the transformation, his rages after being unnaturally woken up have become even more uncontrollable and deadly. His servants, living and undead alike, take great care to ensure that Dote Mal Payne sleeps until he wakes up naturally.

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 to control the slaves that the bandits and his agents in House

Tsalaxa have captured over the last several years. Dote knows that Hamanu has agents looking for him and he wants to be ready to move to the next stage of the defiler metamorphosis ("just in case" he should need the extra power against Hamanu, Dote tells himself.). If Hamanu does learn of Dote's 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 grow, but for now, Dote's main conscious concern is to live in safety and luxurious comfort.

Adventure Hooks

Home Away From Home

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	Back in Kalak's time, royal defilers also used to wear the black cassock.
28	This man is Dote Mal Payne, Kalak's notorious necromancer. He has not appeared in Tyr since Free Year 2.
29	After Kalak died, Dote plundered the King's library in the Golden Tower, carrying away several precious ancient texts. He attempted to steal Kalak's body.

Drylanders

Kurnans and 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 collapsing from thirst and hunger.

Escaped Field Slave **CR 2**

Male human commoner 3
LN Medium humanoid
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** +0

Speed 30 ft. (6 squares); Run
Melee club +2 (1d6+1)
Base Atk +1; **Grp** +2
Special Actions Teamwork

Abilities Str 12, Dex 11, Con 12, Int 8, Wis 9, Cha 9
Feats Endurance, Run, Teamwork
Skills Climb +3, Handle Animal +1, Jump +3, Listen +1, Spot +1, Use Rope +2
Possessions —

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 a slave tribe.

Strategies and Tactics

Field slaves prefer to run instead 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 10**

Male half-giant barbarian 1/fighter 6
L? Large humanoid
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common

AC 19, touch 9, flat-footed 19
(-1 size, +2 natural, +8 armor)
hp 84 (9 HD)
Fort +13, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk maul +15/+10 (3d6+12/x2)
Base Atk +7; **Grp** +18
Atk Options Cleave, Improved Overrun, Power Attack, rage 1/day (7 rounds)
Combat Gear 2 *fruit-potions of cure moderate wounds*

Abilities Str 25, Dex 11, Con 18, Int 6, Wis 8, Cha 4
SQ fast movement
Feats Cleave, Exotic Weapon (mekillot sap), Endurance, Improved Overrun, Power Attack, Weapon Focus (maul), Weapon Specialization (maul)
Skills Climb +3, Intimidate +0 (+4 Medium/ +8 Small), Jump +9, Listen +1, Spot +1
Possessions Large braxat chitin full plate, Large masterwork maul

When raging a Raamin thumper has the following statistics
AC 17, touch 7, flat-footed 17
hp 102 (9 HD)
Fort +15, **Will** +3
Melee mwk maul +17/+12 (3d6+14/x2)
Grp +20
Abilities Str 27, Con 20
Skills Climb +5, Jump +11

Hook "You not the boss."

Until Free Year 10, Abalach-Re used to keep 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 to kill his usually smaller opponents.

When the little master says capture opponents alive, Thumper uses his maul to inflict non-lethal damage.

Nibenese Gladiator

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

Nibenese Gladiator **CR 8**

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

AC 16, touch 12, flat-footed 16
(+2 Dex, +4 armor)
hp 57 (7 HD); **DR** 1/- non-lethal
Resist improved uncanny dodge, extended activity, tireless (+4 on Con checks for extended physical activities and +4 against weakness, fatigue, exhaustion or enfeeblement)
Fort +13, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk forearm axe +12/+7 (1d8+5/x3) and mwk forearm axe +12 (1d8+2/x3)
Base Atk +6; **Grp** +13
Atk Options Combat Expertise, Improved Feint, no mercy

Abilities Str 19, Dex 14, Con 15, Int 10, Wis 13, Cha 6
SQ armor optimization (chitin armor), insightful feint +2, mercy
Feats Combat Expertise, Improved Feint[B], Improved Unarmed Strike, Exotic Weapon Proficiency (double-tipped spear)[B], Two Weapon Fighting
Skills Balance +8, Bluff +11 (+15 in melee), Climb +10, Intimidate +6, Jump +12, Listen +1, Perform (acting) +5, Sense Motive +12 (+16 in melee), Spot +1, Tumble +11
Possessions masterwork kank chitin armor, 2 masterwork bronze forearm axes, masterwork double-tipped spear

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 stabs and thrusts from their deadly spears. 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.

Tyrian Mercenary

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

Tyrian Mercenary **CR 4**

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

AC 18, touch 12, flat-footed 14
(+2 Dex, +6 armor)
hp 30 (4 HD)
Fort +5, **Ref** +3, **Will** +2

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)
Base Atk +4; **Grp** +6
Atk Options Cleave, Freedom, Power Attack
Special Actions Freedom

Abilities Str 14, Dex 14, Con 13, Int 13, Wis 14, Cha 10
Feats Cleave, Freedom, Improved Initiative, Power Attack, Weapon Focus (alhulak), Weapon Specialization (alhulak)
Skills Climb +4, Intimidate +3, Jump +4, Knowledge (warcraft) +4, Listen +3, Ride +7, Spot +3
Possessions masterwork mekillot breastplate, light wooden shield, masterwork alhulak, slodak, 2 javelins

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

Strategies and Tactics

Tyrian mercenaries often acting as rallying points for less trained allied combatants such as caravan guards. They will also lead a counter attack 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 flanking. Against lightly armored foes, the elite caravan guards 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 migrate 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 they resort 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; loving it and hating it at the same time, 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 to 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, Tectuktitlay 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 on his forehead, and a serene smile—you've never seen a dwarf smile like that.

Moratuc Priest **CR 3**

Male dwarf expert 1/cleric 1/fighter 1
N Medium humanoid (dwarf)
Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Moratuc

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 armor)
hp 16 (3 HD)
Resist stability (+4 against bull rush and trip); acid 1, fire 2
Immune aging effects
Fort +5, **Ref** +2, **Will** +5; +2 against spells, spell-like effects and poison

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Speed 20 ft. (4 squares)
Melee mwk carrikal +4 (1d8+2/x3)
Base Atk +1; **Grp** +3
Special Actions spontaneous casting (*cure* spells), Teamwork
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*: Dance of Decay, Mountain's Fury

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Abilities Str 15, Dex 14, Con 12, Int 13, Wis 12, Cha 6
SQ dwarven focus, no armor check penalties and encumbrance penalties to Climb checks as long as both hands are free
Feats Ash Priest, Endurance, Teamwork
Skills Climb +4, Concentration +4, Craft (weaponsmithing) +6, Diplomacy +1, Handle Animal +1, Heal +4, Knowledge (history) +4, Knowledge (religion) +4, Listen +1, Profession (miner) +6, Spellcraft +4, Spot +1
Possessions masterwork carrikal, 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 her blankly until she changes 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.

Strategies and Tactics

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

History

The Moratuc may be the only tight-knit society of Athasian dwarves that has completely forgotten their history, which may account for why the Moratuc are more cheerful. Ancient lost and forgotten writings in early Moratuc ruins in the Charvass peninsula may reveal that two thousand years ago, the ancestors of the Moratuc left Hogalay to reinforce a dwarven city in the Charvass peninsula against Egendo's impending attack. Unfortunately, they arrived too late.

Language: The Moratuc speak only "Moratuc," their own dialect of dwarvish. They can barely communicate with other Athasian dwarves, and they are illiterate. Until Trenbull found them, learned their language, and connected them to the trade network of the Tyr region and the Trembling Plains, the Moratuc were isolated from the world.

Relations: As far as Athasian dwarves are concerned, the Moratuc are an unusually cheerful bunch. The Moratuc caravaners all wear an ash stripe on their foreheads. 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 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, and transports southward to Draj. The Moratuc also carefully trade with 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.

Sample Encounter

Moratuc Obsidian Wagon (EL 17): "Uhrnius," plus 4d6 Moratuc dwarves. This caravan does not travel all the way to Fort Ral, but heads to the Charvass peninsula, the home of the Moratuc, and its obsidian mines. Uhrnius, aka Trenbull, uses his considerable ranger 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. The Moratuc are an unusually cheerful bunch, for dwarves. 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 Allraam'ke. Trenbull has adopted the Moratuc's peculiar religion, has shaved his head and 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.

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. 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.

History

Environment: Anywhere between Charvass and Azeth's Rest.

Typical Physical Characteristics: Gear will be mostly obsidian weapons. A grey 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

Ash 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 Moratuc tribe dwarf; also know as an ash dwarf.
15	The Moratuc are more joyful than regular dwarves are and most worship the element of "Ash".
20	The Moratuc have joined themselves with House M'ke.

Egendo of Carsys

A silver-haired man stands before you, powerfully built, his ornate stone-textured armor that you find difficult to distinguish from the grey 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 27**

Male human wizard (defiler) 5/telepath 3/cerebremancer 10/leech 3
LE Medium humanoid (psionic)
Init +1; **Senses** low-light vision, darkvision 60 ft.; Spot +15, Listen +15
Aura tainted (15 ft.)
Languages Carsys, Dwarven, Remaan; *psionic tongues*

AC 19, touch 11, flat-footed 18; *danger sense* (+1 Dex, +2 natural, +6 armor)
hp 168 (21HD); regeneration 10; **DR** 10/epic
Immune disease, poison, stunning, sleep, paralysis, death effects, disintegration, energy drain, ability drain and damage, polymorphing, petrification
PR 32; **SR** 32
Fort +12, **Ref** +7, **Will** +27

Speed 30 ft. (6 squares)
Melee claw +16/+11 (1d4+6)
Base Atk +10; **Grp** +16
Atk Options Empower Power, Improved Cannibalization, Overchannel, Quicken Power
Special Actions cannibalizing raze, Efficient Raze, energy storing, spontaneous casting (signature spells)

Epic Spells/Day 2; **Epic Spells Known** (CL 18th):
eclipse, *spell worm* (DC 30)
Wizard Spells Prepared (CL 18th; 15% arcane spell failure chance):
9th—*disijunction*, *wail of the banshee* (DC 29), *wish*
8th—*horrid wilting* (DC 28), *maximized cone of cold* (DC 25), *mass charm monster* (DC 28), *mind blank*
7th—*quickened fireball* (DC 23), *mass hold person* (DC 27), *greater teleport*, *statue*
6th—antimagic field, circle of death (DC 26), mislead (DC 26), transformation, greater dispel magic, maximized fireball (DC 23)
5th—baleful polymorph (DC 25), *cone of cold* (DC 25) , *permanency*, *passwall*, *transmute mud to rock*, *transmute rock to mud*
4th—*black tentacles*, *charm monster* (DC 24), *scrying* (DC 24), *lesser globe of invulnerability*, *stone shape*, *wall of fire* (DC 24)
3rd—*blink*, *dispel magic*, *fireball* (DC 23), *haste*, *hold person* (DC 23), *protection from energy*
2nd—*blur*, *bull's strength*, *darkness* (x2), *spider climb*, *touch of idiocy* (DC 22), *web* (DC 22)
1st—*disguise self*, *identify*, *obscuring mist*, *ray of enfeeblement* (DC 21), *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 212; **Psion Powers Known** (ML 13th):
7th—*mindflame* (DC 27)
6th—*psionic disintegrate* (DC 26), *psionic overland flight*, *retrieve*
5th—*catapsi*, *mind probe* (DC 25), *shatter mind blank* (DC 25)
4th—*psionic modify memory*, *mindwipe* (DC 24)*, *psychic*

reformation, *schism*
3rd—*dispel psionics*, *energy burst* (DC 23)*, *hostile empathic transfer* (DC 23)*, *telekinetic force*
2nd—*brain lock* (DC 22), *ego whip* (DC 22)*, *mass missive*, *read thoughts* (DC 22)*
1st—*detect psionics*, *empathy*, *far hand*, *mindlink*, *mind thrust* (DC 21)*, *vigor*
*The save DCs for these powers might increase with the use of augments

Abilities Str 22, Dex 12, Con 18, Int 31, Wis 17, Cha 15
SQ *danger sense*, immortality, life-draining radius
Epic Feats Epic Spellcasting, Improved Cannibalization
Feats Combat Casting, Combat Manifestation, Efficient Raze, Empower Power, Great Fortitude, Overchannel, Maximize Spell, Quicken Power, Quicken Spell
Skills Bluff +18, Concentration +28, Craft +29, Diplomacy +18, Gather Information +18, Knowledge (arcana) +34, Knowledge (psionics) +34, Listen +15, Psicraft +34, Sense Motive +23, Spellcraft +34, Spot +15
Possessions mithral masterwork breastplate, obsidian orbs of varying size totaling 25 inches, heavy traveling cloak, two 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.
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.
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 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 Hogalay after his recent escape from his prison-cyst.

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 opponent before entering combat. If Egendo feels seriously threatened, he will *teleport* away and then trail his opponent 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 are the bigger threat. He uses *fly* to rain down spells and powers on his opponents, casting *greater dispel magic* and *anti-magic field* on spellcasters, 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 over three thousand 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: PCs 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, PCs 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 four daggerlike talons – the middle talon, of five, 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 (pg 87), one of Egendo's former captains, remained behind and became a wraith following the sack of Hogalay, in order 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 Tanys, 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 Hogalay, a distant dwarven city boasting a prominent psionic academy. At that time, human psionics academies in the cities of the Heartland had a reputation of being too soft and undemanding with noble-born students. Hogalay'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 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 in the shadow of the Pristine Tower 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, arcane magic 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, 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 who sheltered preservers became targets 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. 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's lost his sense of camaraderie towards his followers, adopting the cold ruthless attitude of the lords that ruled over the Carsys of his childhood. Mercilessly executed missions brought his troop further notoriety though, and Egendo rose in the Warbringer' 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 breached the normal protocol by delivering the assignment within earshot of Egendo's troops: Enter

the city of Urztraki through any means necessary, and slay all humans in that appeared to be in the city's service.

Striking during the night, Egendo's men cut their way into the city deeps 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 leader that cared so little for their lives, and let the mindbending 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 Hogalay, 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 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, he carried his brother 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. Psionic nomad raiders from Hogalay 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 the 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 in a daze, contemplating the changes to his form and mind, Egendo noticed that the world had changed as well. The 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 Egendo and his fellow 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, the 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 men.

On the long march south, to the great deep of Ulyan, Egendo's determination to earn the respect of his men, many of whom had once followed Dregoth,. He sacrificed many of his men in an ill-advised charge at 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 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 Wars that Rajaat had prophesied. More, many of the men who marched north out of Ulyan quickly deserted – they had been recruited for raids on ill-armed preservers, 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 race from the heartland. 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 followers. 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 unexpected 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 dwindle.

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 just generated more recruits for Egendo's army. No one understood that Rajaat was behind these attacks; Irikos continued the Preserver Jihad in the south, attacking Bodach and besieging Celik. Attacks on pixies, kobolds, and dwarves on the edges of the heartland looked like nothing more than human greed and expansion.

Refugees from Carsys and other men that had reason to hate dwarves formed the nucleus of Egendo's new army, but there were few of these among the humans. Other than their religious wars that Hogalay against the gnomes of Udreegas, the dwarves generally attacked to retaliate against those that harmed other dwarves. 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. His followers fell 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 animated fallen soldiers, but this tactic 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. Egendo's troops had long desired to punish Hogalay for its punitive raids against the cities of the heartland. Rumor said that Hogalay was the richest of dwarven cities.

When Egendo attacked the city of Hogalay, his isolation left his 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. As Egendo's forces fell around him, 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 the multitude of clerics blasted Egendo with divine magic, knocking down his psionic and magical defenses more quickly than he could raise them, the king cast an epic spell that sealed Egendo in a stone cocoon buried deep within 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, three millennia later, 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 having reduced him to a shell of what he once was, his physical and mental strength having been depleted and even his enchanted gear gone, having been magically cannibalized in the process. Egendo's first priority is information, and any PCs who enter the great temple behind the opening to the passage snaking down to his open cyst will find him. He will interrogate them, and then probably let them go after altering their memories to keep himself secret. If the PCs 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 exposed position, and does not want a full scale exploration of the ruins. He prefers to take challengers in smaller, easier to defeat groups. He has suffered a long time trapped away for his mistake long ago, and he does not wish to be destroyed from carelessness.

Egendo spends his time gathering information on the political, military situation in Athas. He has a particular interest in Rajaat and the other Champions. He will use outdated terminology in his questions, probably confusing the PCs at first. He will tell them 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 halflings present. Exotic races, such as lask, belgoi, etc, will also invite his interest, and very 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. So far, Egendo knows nothing about the particulars of the rebellion and Rajaat's imprisonment.

If he learns of the Bandit States, Egendo will see these as the place to lay low while gathering information. He will be especially interested in Talid. He will offer his services as an advisor to Talid, giving him the opportunity to unite the Bandit States under his banner. Egendo will aid Talid, seeking to become his second and willing to wait while amassing knowledge and power. Silvermane has waited

three thousand years to gain his freedom; a few more decades seem a small price to pay.

Environment: Egendo of Carsys currently resides in Hogalay's ruins. He is gathering information and working to discover his place in the world he has rejoined.

Alignment: Egendo is Lawful Evil, and will do what is necessary for his own survival. His manner is cautious, resolved and calculated; he will do whatever it takes to remain free, as he develops his own plans for his future – the most obvious course of action is for him to gradually regain the arcane and military power necessary to establish himself as king, preferably of a major city-state, but such a goal will take time to achieve. He will form complex long term plans to reach his goals, and will do what is necessary to evade detection from the remaining Champions of Rajaat.

Typical Treasure

Egendo wears a masterwork breastplate formed from Earth Drake scales, and carries various obsidian orbs totaling 25 inches in diameter.

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, 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.

Eldaarish Templar

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

Gudra Gnuzdrning

This short, richly dressed woman wears two shrunken heads as earrings.

Gudra Gnuzdrning, Takrits High Templar **CR 21**

Female human templar 4/wizard (defiler) 3/mystic theurge 10/necromant 1/ royal defiler 3
LE Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Baazrag, Common, Eldaarish, Elvish

AC 26, touch 18, flat-footed 23
(+3 Dex, +8 armor, +5 deflection)
Immune disease
hp 127 (21 HD)
Fort +12, **Ref** +7, **Will** +24

Speed 30 ft. (6 squares)
Melee czoglu +9/+4 (1d10-1)
Base Atk +10; **Grp** +9
Atk Options rebuke undead 10/day (+9, 2d6+9, 2nd)
Special Actions Gray casting
Combat Gear *epic spellcaster rod*, *greater quicken metamagic rod, wand of stoneskin* (20 charges)

Templar Spells/Day 6/8/8/8/7/7/6/4; **Templar Spells Known** (CL 14th):
7th—*confessor's flame*[a], *crusade*
6th—*greater dispel magic*[a], *slay living* (+9 melee touch, DC 23), *wisdom of Daskinor*
5th—*elemental strike* (DC 22), *klar's heart*, *mark of justice*[a], *true seeing* (DC 22)
4th—*divine power*, *greater command*[a] (DC 21), *lesser geas* (DC 21), *status*, *wrath of Daskinor* (DC 21)
3rd—cure serious wounds, *dedication*, *dispel magic*[a], *magic vestment*, *image of Daskinor* (+9 melee touch, DC 20)
2nd—*battlefield healing*, *calm emotions* (DC 19), *death knell* (DC 19), *enthrall* (DC 19), *hold person*[a] (DC 19), *zone of truth* (DC 19)
1st—*bless*[a], *cause fear* (DC 18), *deathwatch*, *doom* (DC 18), *hand of Daskinor*, *hide from undead* (DC 18)
0—*defiler scent* (2), *detect magic*[a] (5), *read magic*
A: Assigned spell
Epic Spells/Day 2; **Epic Spells Known** (CL 17th):
greater spell resistance (DC 27), *rift*
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):
1/day—*fear* (DC 21)

Abilities Str 8, Dex 17, Con 16, Int 24, Wis 16, Cha 25
SQ king's library, secular authority 5/day (judge templar), undead presence
Epic Feats Epic Spellcasting
Feats Eschew Materials, Iron Will, Negotiator, Paranoid, Persuasive, Skill Focus (Diplomacy), Silent Spell, Scribe Scroll[B], Still Spell
Skills Bluff +27, Concentration +21, Diplomacy +40, Disguise +7 (+9 act in character), Gather Information +27, Intimidate +35, Knowledge (arcana) +31, Knowledge (local [Eldaarich]) +31, Knowledge (religion) +23, Knowledge (the planes) +9, Literacy 2 (Common,

Eldaarish), Sense Motive +23, Spellcraft +33
Possessions combat gear plus *bracers of armor +8*, *cloak of charisma +6*, *Daskinor's sigil*, *gloves of Dexterity +6*, *periapt of health*, *ring of protection +5*, *ring of greater spell storing*, *the one book of law**
*New item described on page 166

Hook "What strong and young body you have. Come, let me take a closer look."

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, 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 sexual interest in her and stopped prolonging her life, she came close to dying of old age before gaining sufficient power to reduce her own age. She currently appears fifty years old, and finds it difficult to find and lure or victims of sufficient power (21st level) 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 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 increase: 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 such occasions, if inevitable she prefers to cast her spells from a safe distance such as *disintegrate* and *elemental strike* to quick slay her prey. If she notice a target for *vampiric youthfulness*, she will instead cast *dominate person* until she can cast the spell.

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, 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
Init +2; **Senses** Listen +6, Spot +6
Languages Common, Eldaarich

AC 22, touch 15, flat-footed 20
(+2 Dex, +7 armor, +3 deflection)
hp 66 (14 HD)
Resist evasion
Fort +9, **Ref** +7, **Will** +13

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)
Base Atk +10; **Grp** +10
Atk Options rebuke undead 7/day (+4, 2d6+16, 12th)

Templar Spells/Day 6/7/7/7/7/6/5/3; **Templar Spells Known** (CL 14th):
7th—*confessor's flame*[a], *crusade*
6th—*control tides*, *greater dispelling*[a], *wisdom of Daskinor*
5th—*elemental strike* (DC 19), *klar's heart*, *mark of justice*[a], *spell resistance*
4th—*cure critical wounds*, *divine power*, *greater command*[a] (DC 18), *status*, *wrath of Daskinor* (DC 18)
3rd—*cure serious wounds*, *dispel magic*[a], *image of Daskinor* (+10 melee touch, DC 17), *surface walk*, *worm's breath*
2nd—*battlefield healing*, *cat's grace*, *cure moderate wounds*, *hold person*[a] (DC 16), *resist energy*, *zone of truth* (DC 16)
1st—*cure light wounds*, *bless*[a], *deathwatch*, *detect undead* ,*endure elements*, *hand of Daskinor*
0—*detect magic*[a], *guidance*, *light* (2), *mending* (4), *resistance* (2)
A: Assigned spell

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 18, Cha 18
SQ secular authority 14/day (requisition property)
Feats Alertness, Negotiator, Paranoid, Persuasive, Skill Focus (Profession [pilot]), Trader
Skills Appraise +8, Balance +12, Bluff +20, Diplomacy +22, Disguise +4 (+6 act in character), Gather Information +6, Intimidate +23, Knowledge (geography [Dim Lands]) +6, Knowledge (local [Eldaarich]) +16, Literacy (Eldaarich), Listen +6, Profession (pilot) +22, Sense Motive +20, Spellcraft +11, Spot +6, Survival +6
Possessions *Daskinor's sigil, goggles of dust watch, necklace of reflexes +10* (Balance), *+5 glammered leather armor, ring of evasion, ring of protection +3,+2 seeking longbow of distance*, masterwork slodak

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. 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. They bring goods agreed on in the last exchange and also 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 Adventures: 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.

For King's Ages, Kulag has also managed the metal-mining operation 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

skimmers, and cooperation between powerful orders is dicey in Eldaarich; Red Guards seemed to keep falling overboard.

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 traders and pirates to death.

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 skimmer, *The Dauntless*. She will stay behind in order to cast her 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 owned you, as if he had power of life and death over you.

Udmech Uhrdeelto, Savak High Templar **CR 16**

Male human templar 16
NE Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common, Eldaarish, Eloy, Kurnan

AC 17, touch 15, flat-footed 17
(+2 armor, +5 deflection)
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)
Base Atk +12; **Grp** +12
Atk Options rebuke undead 8/day (+5, 2d6+19, 14th)
Combat Gear *wand of greater invisibility* (12 charges)

Templar Spells/Day 6/8/7/7/7/7/6/5/3; **Templar Spells Known** (CL 16th):
8th—*discern location*, *symbol of death*[A] (DC 23)
7th—*confessor's flame*[A], *greater scrying*, *unliving identity*
6th—*braxatskin*, *greater dispelling*[A], *geas/quest* (DC 20), *word of recall*
5th—*mark of justice*[A], *fire track*, *spell resistance*, *scrying*, *true seeing*
4th—*greater command*[A], *neutralize poison*, *sending*, *tongues*, *wrath of Daskinor* (DC 19)
3rd—*dispel magic*[A], *discern lies*, *protection from energy*, *speak with dead*, *surface walk*
2nd—*calm emotions*, *enthrall* (DC 17), *hold person*[A] (DC 17), *lesser restoration*, *return to the earth*, *undetectable alignment*
1st—*bless*[A], *comprehend languages*, *cure light wounds*, *detect undead*, *divine favor*, *magic weapon*
0—*cure minor wounds*, *defiler scent*, *detect magic*[A], *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*
A: Assigned spell

Abilities Str 10, Dex 10, Con 10, Int 16, Wis 17, Cha 20
SQ 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, Sense Motive +27, Spellcraft +22, Survival +6
Possessions combat gear plus *Daskinor's sigil, +3 keen puchik of speed, ring of protection +5, leather armor of greater silent moves*

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 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.

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

"The Carver"

A 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 shaving upon the floor attests to the sharpness of the man's small obsidian blade.

The Carver, Udmech's Cohort **CR 14**

Male human rogue 6/ fighter 4/ honed blade* 4
*Prestige class described in *Appendix II*
NE Medium humanoid
Init +7; **Senses** Listen +7, Spot +8
Languages Common, Cuurnu, Eldaarish

AC 13, touch 13, flat-footed 10; uncanny dodge
(+3 Dex)
hp 70 (14 HD)
Resist evasion
Fort +8, Ref +14, Will +4

Speed 30 ft. (6 squares)
Melee unarmed +14/+9/+4 (1d3+2) or
Melee ***+1 keen obsidian carving knife*** +15/+10/+5 (1d4+3/19-20)
Base Atk +11; Grp +17
Atk Options death attack, distracting wound, sneak attack +5d6, Combat Expertise, Improved Feint, Improved Grapple, Strangler, Serene Path

Abilities Str 14, Dex 17, Con 13, Int 14, Wis 10, Cha 12
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 +11, Bluff +13, Climb +10, Craft (carving) +6, Disable Device +10, Diplomacy +5, Disguise +11 (+13 to act in character), Escape Artist +9, Gather Information +9, Hide +16, Intimidate +9, Jump +10, Knowledge (local [Eldaarich]) +10, Move Silently +15, Open Lock +11, Perform (dance) +4, Sense Motive +14, Sleight of Hand +10, Tumble +15
Possessions combat gear, 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 then 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, he has gone by it for so long that that there are none who knows his true name. He has served Udmech for half a dozen years and is only answerable to him or any other High Templar.

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 to learn their habits, spot weaknesses, and to gain other information on them. He will then make use of his death attack upon his chosen kill, then disappear – using this kind 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.

Creatures and Allies

The Takrits and Savak bureaus make extensive use of undead, willing, unwilling, or walking, corporeal or incorporeal.

History

The Kulags are Eldaarich's silt fleet.

Emblem: A silt drake, coiled in front of a fiery wheel.

The word "Savak" means "unknown" or "I don't know."
Savak Emblem: Eldaarich's seven-pointed star as a spiderlike dark-faced sun with glowing eyes.

Environment: Most Eldaarish templars are encountered only within their city-state, with the exception of Kulags, Neshtaps and Savaks, which conduct regular incursions in the Trembling Plains.

Typical Physical Characteristics: Eldaarish templars are only humans and are usually taller and stronger than the rest of the population.

Alignment: Since they are constantly requires to oppress, aggress and vigilate their population, most templars are evil. Since they reinforce the law, they are usually lawful.

Society

All Eldaarish agents 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), **Haleban** (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.

Together, the seven high templars form ***the King's Council***, an organization of which the King himself is only dimly aware. Despite its name, the purpose of the King's Council is to resolve disputes between the templar orders not *with* the King but before they come to Daskinor's attention. The intent is to minimize the King's involvement in their affairs, since history has shown that when one faction attempts to use Daskinor against its opponents, the king is so unpredictable and volcanic that no one can guess who will be blamed and punished.

All templars must undergo a series of tests in order to advance in rank. These required tests become particularly strenuous at 6th level. The exact nature of the tests is unknown, but rumors persist of interrogation to prove loyalty.

Because Daskinor is less involved in ruling the city than many of his peers, 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.

The Savak suffers serious internal division and a leadership vacuum since the psionic purge. For generations, Savak had been led by psions, and now, Savak psions are either dead, imprisoned, in hiding, escaped, or continuing to operate for Savak at an extremely low profile. For example, most Savak drummers are psionic. Some say that advancement to the higher ranks of Savak requires getting personal friend or relative to commit a crime and then exposing them for punishment.

Because of Shtas's utter dependence on Neshtap supplies, the Shtas high templar rubber-stamps all Neshtap votes in the King's Council

Sample Encounters

Code Drummer: Daskinor's first line of defense, the Savak drummers are charged with watching from elevated posts in the Dim Lands and to communicate what they observe through a complex drum-code that sounds like a heartbeat.

Savak Elocator-Drummers: The Savak Drummers on the mainland are much more powerful than their counterparts in the Dim Islands, because they are more isolated, and because they are literally Eldaarich's first line of defense from the mainland. Each of the mainland drummers has taken the Elocator prestige class. This allows them to hover in the air for long periods of time seeing everything as they communicate through the heartbeat drums. Each Savak drummer on the mainland has the *sustenance* power because they are often left for long periods with no food or water. Theoretically, they are supposed to be relieved once every week, but they will be put to death for leaving their posts.

Use the Savak Elocator-Drummer statistics block from the appendix, but consider the following personalities as a guide for the response of a particular drummer. Each "position A" drummer is fresh on the job, terrified of foreigners, watchful, and diligent.

Savak Double Templar: Eldaarich's double templars 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.

Sleeper Agent: Some "refugees" in the Trembling Plains are actually members of Eldaarich's secret police force, but some Savak agents have different covers. Although the Savak offer less resources and training than Kurn's school of spies, 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 Tyr region. These remain sleeper agents for years, sometimes 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 the Eldaarish finger-brands. The more fortunate spies have a hat of disguise that allows them to effectively hide their Eldaarish features such as their branded fingertips.

Ex-Savak Refugees: Ironically, some members of Savak are actually refugees. As members of his secret police, they enforced Daskinor's terror on others for years. Suddenly, Daskinor began to persecute them for the psionic powers that they had always used in Daskinor's service.

Other members of Savak 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 Savak discover their treason or to prevent outsiders from learning that they are former members of Savak.

Kulag Raid/Trade party EL 8: 10 Kulag sailors, a Kulag bard, and a Kulag defiler. If the PCs look weak, the Kulag 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 gold prices 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, rob and enslave. The Kulag Order is Eldaarich's silt navy, which currently acts as the 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. They bring goods agreed on in the last exchange and also 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 Adventures: 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 traders and pirates to death. If the PCs look weak, the Kulag 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 gold prices 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, rob and enslave. A Kulag raid/trade party includes 2d6 Kulag sailors, a Kulag bard, and a Kulag defiler. See NPCs.

Savak Encounters

Unlike Neshtap, Savak does not send out official patrols, since officially, Savak does not exist. In the Trembling Plains, many Savak agents are code drummer individuals. Savak group expeditions often involve higher level specialists, but the ranking templar almost always leads the party. Psionic characters are especially barred from leadership, since officially they do not exist, but Savak templars are pragmatic and usually defer to the expertise of these specialists.

Savak Drummer: An individual Savak drummer can get left alone at his post for weeks at a time.

Informant: 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 info down the channel in exchange for money and doesn't think about the consequences. At best, the agent might not report some incriminating behavior on the part of people that she likes, but if she is afraid that her non-reporting might land her in trouble, she 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 bard, rogue, wilder, or defiler. 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 use their familiars to spy on suspicious persons or places.

Savak Retirement Party: 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.* A Retirement Party includes a junior templar, two brutes, a poison master, a soulknife, a Takrits Defiler, and a Master Executioner. The master executioner is always one that the victim had seen perform. If the target is willing to be bound and brought home alive with the party, that is usually an option, otherwise the group take care to allow the Executioner to strike the killing bow, preserving the target's head for later interrogation.

Savak Anniversary Party: When a person agrees to do any service for Savak, Savak believes this is a lifetime commitment. Informants will typically receive a visit once per year from a very intimidating group of people who review the informant's performance, make new assignments, and remind the informant of everything that is at stake should the informant double or refuse to cooperate. An Anniversary Party includes two senior templars, four thugs, and a telepath.

Savak Dinner Party: Less formal and more common than Anniversary Parties, 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 (often 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 reward will prove most effective. A Dinner Party includes a junior templar, a poison master, two brutes, a telepath, and an illusionist.

Savak Greeting Party: When a person and a place appear on the Wall of Lists (see artifacts), Savak dispatches an early response team to apprehend the suspects or at least to pin them down until help can arrive. A Greeting Party includes eight brutes, a defiler, a senior templar, and two junior templars.

Savak Housecleaning Party: When the unofficial person is to be killed or to be removed without a trace, but highest priority is to remove the person quietly, this is the team for the job. A Housecleaning Party includes …

Savak Sleepover Party: When highest priority is on taking the person alive. A Sleepover Party includes a poison master, a senior templar, and four junior templars.

Shtas Recapture Party: The Shtas are forbidden to leave South Guard. Commonly referred to as "the army," the Shtas Order may be the oldest existing templar Order on Athas. Headquartered in Fort Dahaj in Eldaarich, Shtas guards the city gates and walls. Its most important, but least prestigious, operation involves overseeing the thousands of slaves at South Guard.

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* Kurn's School of Spies does not yet have an official term for a group assigned to extinguish rogue spies, but they do unfortunately have a term for the task — "silence duty." See "Common Wisdom" in *Wisdom of the Drylanders*.

Shtas Work Crew (EL 15): Like other Eldaarish humans, the Shtas pride themselves on not working whenever there's something that a foreign or nonhuman slave can do instead. A Shtas work crew includes 2 Half-giant Mamluks, a browncloak, two junior templars, 20 overseers, and 80 slaves.

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 ago.
25	Haleban is subservient to Takrits; 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.

For Player Characters

In this low-level scenario, PCs could be members or Mamluk soldier-slaves of the Shtas order, stationed at Fort South Guard. This scenario allows for PCs to come from a range of classes, but races would be limited. Possible adventures include:

- Raid and rob a tari camp that recently set up nearby.
- Locate a surviving member of a fallen Neshtap patrol, and escort him back to his headquarters at Fort Mudwatch.
- Track down and kill an aarakocran psychokineticist whose wing was broken in a recent battle with the Neshtap.
- Put down a slave rebellion.
- AWOL and Escape! The DM could adapt concepts from the "**Shtas Mutiny**" adventure on page 38.

The upcoming adventure module, *Flamesky*, details adventure possibilities for characters that have been captured and enslaved at South Guard.

Sample Lair: South Guard's Drummers

Tshakot (position A)

Tshakot was once a Neshtap named 58-25 who defected to Savak for promises of wealth and power that never materialized. Now he serves Savak out of fear that if he doesn't, they will turn him back over to Neshtap who will set an example of him. Tshakot's Savak superiors tell Tshakot that they keep him in his remote location for his own "protection" because of the ban on psionics use.

Kraxek (position B)

Kraxek was a Kulag who defected to Savak after Kraxek's superior officer's favorite concubine confessed that she was pregnant with Kraxek's child. Now Kraxek serves Savak out of fear that if he doesn't, they will turn him back over to Kulag who will send him to the mines. Kraxek is happy to be where he is, since he suspects the Kulag officer has paid off half of the Savak underlings in Eldaarich to find out where he is.

Pekarhuk Tchid (position C)

Pekarhuk Tchid has been drumming for 16 years, rarely gets to eat, and now since the edict realizes that he will probably never live under an Eldaarish roof again. He is bitter, and amuses himself from time to time by reporting things that aren't there. Other drummers take up the beat, and it's next to impossible to determine who first claimed to have seen something. If Pekarhuk did not sincerely believe that foreigners were devils, he would desert his post in a heartbeat. If a group of foreigners that looks large enough to kill him pass through his area, there's a 15% chance that his mind will finally snap. If his mind snaps, Pekarhuk will suddenly drop to the ground, turn visible, and scream "kill me now" in broken Common speech, and attack the foreigners. If they respond to his attacks with lethal weapons, he will let them kill him. If they do not, or try to speak with him or take him captive, then he will fight to the death.

Katitralas (position D)

One of the rare Eldaarish civilians who often fought in the arena, Katitralas had gained some popularity. Her hopes of being accepted as a public executioner were dashed when Daskinor's edict against psionics came out. Most of her contacts at the Nissahn psionics academy were imprisoned, but when Savak managers found out that she had developed the powers of an elocator, they took the chance, since Savak feels that it needs more drummers and that its lines are too thin. Contrary to Savak regulations, Katitralas smokes charots at her post; she started them to stay alert, and now is irredeemably addicted. The area beneath Katitralas' post is littered with

the burnt out grain cobs. She tries not to indulge on days when there is no grey death, since on a clear day the smoke can be seen.

Stet (position E)

Stet has been prepared since the age of 6 to be a Takrits spy inside the Savak Order. Savak discovered this fact during a routine probe of their agents, and, not wishing Takrits to know they are onto them, posted Stet in where Stet can learn nothing about Savak. Stet sends regular updates to her Takrits superiors who are sick of hearing from her, since she never has anything useful to say about Savak, just trivial things about enemy movements and other things that Takrits have no interest in. If captured she will pretend to be glad of an opportunity to escape the Dim Lands, and will say or do anything that would hurt the Neshtap, the Savak, or the Shtas in order to prove her loyalty to the PCs, but she will continue to report to the Takrits.

Adventure Hooks

Shtas Mutiny, Long Beautiful Hair

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 Elvish, Eloy, Kurnan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 19 (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)
Base Atk +3; **Grp** +3
Atk Options Rapid Shot, rage 1/day (5 rounds)
Combat Gear *fruit-potion of keen edge*, *fruit-potion 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 (Trembling Plains), 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 +4
Possessions combat gear plus masterwork chitin armor, elven longblade, longbow

Favored Terrain (Trembling Plains) An elven runner receives a +4 bonus to Hide, Knowledge (nature), Move Silently, Spot and Survival checks made within the Trembling Plains. *Dark Sun Core Rules* 36
When raging an elven runner has the following statistics
AC 15, touch 11, flat-footed 12
hp 23 (3 HD)
Fort +7, **Will** +3
Melee mwk bone elven longblade +5 (1d8+2/18-20)
Grp +5
Abilities Str 14, Con 14
Skills Escape Artist +6, Listen +8, Perform +4, Spot +6, Survival +4

Elves are more at home in Kurn than any of the cities of the Tyr region.

"As well we should. 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 Barber's clave, always in his best bargaining position when he's got an obsidian razor to a customer's throat.

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.

"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, teaches them to be on their guard."

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 overpower minor threats and to scout areas for potential foes, preferring to use ranged weapons and only closing upon his enemies when needed. His ability to use *stomp* enables him to leave even when surrounded by enemies.

Dalbra Moonracer

The leader 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, Elvish, Eloy, Kurnan

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 12 (5 HD)
Resist mundane extreme heat or cold
Fort +1, **Ref** +2, **Will** +7

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)
Base Atk +2; **Grp** +1
Power Points/Day 32: **Psion Powers Known** (ML 5th):
3rd—*astral caravan*, *energy burst* (DC 16)*
2nd—*cloud mind* (DC 15), *detect hostile intent*, *dimension swap*, *sustenance*

1st—*burst*, *conceal thoughts*, *empathy*, *know direction and location*, *telempathic projection* (DC 14)
*The 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 +2, Spot +4, Survival +9
Possessions combat gear plus masterwork studded leather armor, elven longblade, longbow with 30 arrows, *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 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, in case he cannot persuade his enemies to not attack him, he'll manifest *burst* or *cloud mind* and quickly run out of trouble. If everything 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 as well. His hair is cut short, like the simply 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, Elven, Son of the Free

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/+5 (1d8-1/18-20) or
Ranged mwk longbow +10/+5 (1d8)
Base Atk +6; **Grp** +5
Atk Options sneak attack +3d6
Combat Gear 3 doses of methelinoc poison, *wand of heightened suggestion* (18 charges)

Abilities Str 8, Dex 16, Con 8, Int 12, Wis 14, Cha 18
SQ agent (Traako), contact 2/week, integrative bargaining, fast talk, trapfinding, trap sense +1
Feats Negotiator, Persuasive, Trader
Skills Appraise +11, Bluff +23, Diplomacy +27, Disguise +6 (+8 to act in character), Forgery +6, Gather Information +21, Hide +9, Intimidate +11, Knowledge (local [Sons of the Free clan]) +13, Listen +7, Move Silently +9, Perform (acting) +11, Profession (merchant) +15, Search +8, Sense Motive +16, Spot +6, Survival +2 (+4 to follow tracks)
Possessions combat gear plus masterwork studded leather armor, masterwork elven longblade, masterwork longbow with 20 arrows, *circlet of persuasion*, *cloak of Charisma +2*

Hook "Lonemerchants 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, Son of the Free

You cannot tell if the thin figure before you is human, elf, or belgoi. Wrapped in a nondescript cloak, he moves with a quiet grace, as he disappears around the corner. If he left any footprints, you cannot see them.

Traako, Elo'uga's Agent **CR 8**

Male elf rogue 6/procurer 2*
*Prestige class described in *Appendix II*
N Medium humanoid (elf)
Init +8; **Senses** low-light vision; Listen +9, Spot +8
Languages Common, Elven, Son of the Free

AC 17, touch 14, flat-footed 13; uncanny dodge (+4 Dex, +3 armor)
hp 28 (8 HD)
Resist mundane extreme heat or cold; evasion
Fort +2, **Ref** +5, **Will** +5
Weakness obsession

Speed 40 ft. (8 squares); elf run
Melee mwk bard's friend +6 (1d4/18-20) or
Melee bard's garrote +5 grapple (2d4)
Base Atk +5; **Grp** +5
Atk Options Improved Feint, sneak attack +3d6

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 +11, Bluff +12, Climb +5, Disable Device +8, Disguise -1, Escape Artist +9, Gather Information +4, Hide +17, Knowledge (local [Sons of the Free clan]) +6, Listen +9, Move Silently +17, Open Lock +9, Perform +1, Profession (merchant) +6, Search +8, Sense Motive +7, Sleight of Hand +11, Spot +8
Possessions *shadow silent moves studded leather armor*, masterwork bard's friend, bard's garrote

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 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 very cautious and almost never gets involved in direct combat, preferring more subtle ways of dealing with his enemies and uses only lethal force if required, usually in the form of poisons.

Traako avoid 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

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 Elvish 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 several clan affiliation marks in their clothing.

Alignment: Most elves tend to have chaotic alignment because of their love for freedom and their nomad life-style.

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 elves has different traditions and dialects but 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 own 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 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 vision 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 trin 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 Mirage Makers are 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. They sojourn 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 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 to the area.

The Mirage Makers speak their own dialect, the Elven tongue, Gith, and the herder dialect; many 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, shunning banditry, they get along tolerably with the herding clans.

The Moon Racers: The Moon Racers are 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 an uncanny ability to locate trading opportunities, such as caravans stopped along the road. As Flamesky approaches, the Moon Racers travel west 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. On some years, they have passed 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, and they worship the winds.

The Sons of the Free: This newly formed clan counts more than 60 adult elves as members. Its territory is mainly east of the trade road. Its 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 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 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, the Elven tongue, Common, and Draji.

Swift Wings: Members of Swift Wings elf tribe frequent the desert wastes from north of Urik as far east as the southern edge of the territory of the Hozi'chak Thri-Kreen pack. These elves trade with the nikaal of the Crisisss 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 with large enough parties 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 slavers 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 by 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 the erdlus. She does not look at you directly, but as you gaze at her, her fingers tightens around her staff.

Eloy Herder **CR 1**

Female half-elf expert 2
LN Medium humanoid (elf)
Init +1; **Senses** low-light vision; Listen +7, Spot +2
Languages Eloy, Elven, Kurnan

AC 12, touch 11, flat-footed 11
(+1 Dex, +1 armor)
hp 6 (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)
Base Atk +1; **Grp** +1

Abilities Str 10, Dex 13, Con 10, Int 11, Wis 10, Cha 9
Feats Animal Affinity, Elfish Eloy*
*New feat described in page 166
Skills Craft (varies) +5, Disguise -1 (+1 impersonating elves or humans), Handle Animal +8, Hide +5 (+8 in aboveground natural terrain), Listen +7, Move Silently +6, Ride +6, Spot +2, Search +1, Survival +2
Possessions staff, sling with 20 stone bullets, three-season cloak*
*New item described in page 152

The typical young Eloy herder is not much 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 the elven longblade or longbow. 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 12, touch 11, flat-footed 11
(+1 Dex, +5 armor, +2 shield)
hp 52 (6 HD)
Resist mundane extreme heat or cold
Fort +5, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares),
Melee spear +9/+4 (1d6+3)
Ranged sling +6 (1d4)
Base Atk +6; **Grp** +11
Atk Options Power Attack

Abilities Str 16, Dex 13, Con 12, Int 13, Wis 10, Cha 9
Feats Alertness, Elfish Eloy*, Power Attack
*New feat described in page 149
Skills Craft (varies) +10, Disguise -1 (+1 impersonating elves or humans), Handle Animal +10, Hide +9 (+12 in aboveground natural terrain), Intimidate +5, Jump +7, Listen +3, Move Silently +8, Ride +11, Spot +3, Search +1, Survival +2

Possessions spear, sling with 20 sling stones, three-season cloak*, *+1 chitin armor*, *+1 buckler*
*New item described in page 152

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

The Eloy seasoned warrior prefers to sit quietly until his opponent approaches and then jump mover him, using then Power Attack to quickly slay their 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*
*New prestige class described in page 174
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 +10/+5 (1d4+2/x3)
Ranged *+1 blowgun of distance* +11 (1d2+1)
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 3 doses of giant wasp poison

Abilities Str 14, Dex 19, Con 13, Int 10, Wis 12, Cha 6
SQ plainswalker +20 ft., trapfinding, wild empathy +3 (-1 magical beasts)
Feats Alertness, Endurance[B], Longshanks*, Plains Scout*, Rapid Shot[B], Stealthy, Track[B]
*New feats described in page 151
Skills Bluff -2 (+2 to deliver secret messages), Craft (varies) +5, Disguise -2 (+0 impersonating elves or humans), Handle Animal +5, Hide +24, Jump +7, Knowledge (geography [Trembling Plains]) +5, Knowledge (nature) +7, Listen +11, Move Silently +14, 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 (Scrub Plains) The Eloy wind walker receives a +2 bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within the Scrub Plains. *DS3 36*
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 kip leather armor, masterwork puchik, three-season cloak*, ring of chameleon power, *+1 blowgun of distance*, 20 blowgun needles
*New item described in page 152

Wind Walkers are their clans' most capable scouts. Usually the first ones to find out about any incoming dangers, they 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

The Eloy wind walker uses his knowledge of the terrain and speed to the fullest, silently and quickly approaching their targets. He prefers to shoot poisoned needles from concealment. If discovered, he attempts to escape and then attempts to take another position where he can 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 with 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, Kurnan

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 staff +0 (1d6)
Ranged sling +2 (1d4)
Base Atk +0; **Grp** +0
Atk Options sneak attack +1d6

Abilities Str 10, Dex 15, Con 14, Int 12, Wis 15, Cha 6
SQ trapfinding
Feats Longshanks*
*New feat described in page 151
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 staff, sling with 20 stone bullets, three-season cloak*
*New item described in page 152

Eloy scouts keep 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 party 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 it does not fare well in combat, the Eloy scout tries to avoid direct combat as long as possible and tries 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 (psionic)
Init +5; **Senses** Listen +4, Spot +4
Languages Eldaarish, Eloy

AC 19, touch 16, flat-footed 11; Dodge
(+1 Dex, +8 armor)
hp 29 (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)
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)*, *psionic dominate* (DC 20)*
3rd—*energy burst* (DC 18)*
2nd—*energy push* (DC 17)*, *energy stun* (DC 17)*
1st—*energy ray* (DC 16)*, *mindlink* (DC 17), *mind thrust* (DC 17)*, *psionic charm* (DC 17)*
*The 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
Skills Bluff +13, Concentration +10, Diplomacy +14, Disguise +5 (+7 to act in character), Intimidate +7, Knowledge (psionics) +9, Listen +4, Psicraft +8, Sense Motive +11, Spot +4
Possessions combat gear plus *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. *XPH 154.*
Psionic Charm (Ex) Once per day, Pfadra can manifest *psionic charm* reduced by 6 power points, to a minimum of 1 pp. *XPH 154.*
Psionic Dominate (Ex) Once per day, Pfadra can manifest *psionic dominate* reduced by 6 power points, to a minimum of 1 pp. *XPH 154.*
Psychic Enervation (Ex) After a wild surge, Pfadra might become dazed and lose 6 power points. *XPH 31.*
Surging Euphoria (Ex) +1 morale bonus on attack rolls, damage rolls, and saving throws for 2 rounds. *XPH 32.*
Volatile Mind (Ex) Telepathy powers directed at Pfadra cost 1 power point more to manifest. *XPH 32.*
Wild Surge (Su) +2 to Pfadra's manifester level when she manifests a power. *XPH 31.*

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 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 aspired 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. However, with Pfadra, 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 13**

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)
hp 85 (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 +8, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee *+3 keen sundering mindblade* +16/+11 (1d10+9/17-20) or
Ranged *+3 keen sundering mindblade* +13 (1d10+9/17-20)
Base Atk +10; **Grp** +14
Atk Options bladewind, Cleave, Improved Sunder, 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 19, Dex 12, Con 15, Int 10, Wis 14, Cha 6
SQ mercy, mindblade
Feats Cleave, Exotic Weapon (bastard sword)[B], Greater Weapon Focus (mindblade), Improved Critical (mindblade), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (mindblade), Weapon Specialization (mindblade)

Skills Bluff +3, Climb +9, Concentration +6, Diplomacy +2, Disguise -2 (+0 to act in character), Intimidate +5, Jump +9, Knowledge (psionics) +4, Listen +2, Ride +6, Sense Motive +5, Spot +2
Possessions *+1 carru leather armor*

One of the many husbands that abandoned their families to serve Pfadra, 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

Pfadra prefers to send her thrall, Scar, and her followers into combat. If needed, she will manifest *psionic dominate* on the seemingly strongest party member and *energy burst* on the remaining ones.

Scar is completely devoted to Pfadra and will not hesitate to die in order to protect her. If had the opportunity he'll manifest *animal affinity* and *offensive prescience* before entering combat.

History

Not long ago Pfadra 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 the worshippers, and Pfadra could not help forgetting it herself from time to time. None of the other Haleban cult leaders dared attack her anymore; Pfadra's believers were too many, and too strong. Pfadra seemed destined to become the next high templar of the Haleban Order.

Then came Daskinor's degree: all psionic persons were to be rounded up, imprisoned, or killed. The Haleban order came to her rescue; arranged for Pfadra to be assigned 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 Haleban's decree, and the Haleban high templar had wisely arranged to save the leaders and sacrifice the lowly assistants and worshippers. Pfadra 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 grey curtains to make herself a toga, and walked out the city. The Shtas soldiers stationed at the gates glanced at each other in amusement. Another fugue.

Pfadra 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. Pfadra simply glanced at the one who was yelling the orders, and he collapsed in bitter cold. Shtas soldiers that attacked Pfadra collapsed when a sudden burst of fire emanated from Pfadra's body. In the confusion, about thirty of the slaves at South Guard escaped, and led Pfadra to Azeth's Rest. When the ex-slaves told the story at Azeth's Rest of how Pfadra had saved them, some herders and even a few Azeth employees abandoned their posts and families and followed Pfadra. Pfadra had the nucleus of a new cult, and she did not even know it.

Pfadra has forgotten her second Eldaarish name, and following the nomenclature of herder clans, identifies herself simply as Pfadra, indicating that she is her clan's matriarch. Pfadra 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 this tattoo, and scowls.

Teima'a'ani **CR 11**

Male elf ranger 2/ wizard (preserver) 7/ arcane archer 2
CG Medium humanoid (elf)
Init +5; **Senses** low-light vision; Listen +3, Spot +3
Languages Common, Elven, Kurnan

AC 15, touch 15, flat-footed 10
(+5 Dex)
hp 35 (11 HD)
Resist mundane extreme heat or cold
Fort +8, **Ref** +10, **Will** +5

Speed 10 ft. (2 squares); elf run
Ranged *+2 longbow* +14/+9 (1d8+2/x3)
Base Atk +7; **Grp** +7
Atk Options Point Blank Shot, Precise Shot
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, favored terrain (Scrub Plains), imbue arrow, summon familiar, wild empathy +1 (-3 magical beasts)
Feats Hidden Talent (*inertial armor*), Leadership, Point Blank Shot[B], Precise Shot, Scribe Scroll[B], Spell Mastery, Track[B], Weapon Focus (longbow)
Skills Bluff +13, Concentration +14, Craft (bowmaking) +11, Diplomacy +1, Disguise +9 (+11 to act in character), Gather Information +1, Knowledge (arcana) +8, Knowledge (geography [Trembling Plains]) +15, Knowledge (local [Trembling Plains]) +13, Knowledge (nature) +11, Listen +3, Perform +2, Search +5, Spellcraft +10, Survival +11 (+13 to keep from getting lost/ aboveground natural terrain), Spot +3
Possessions *+2 longbow* with 50 arrows, *gloves of Dexterity +4*
Spellbook (woven patterns) spell prepared plus 0—all; 1st—*magic missile*; 2nd—*acid arrow*, *dedication*; 3rd—*fireball*

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 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 ssygra, 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 avoid 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*.

Sample Encounters

Eloy War Party (EL 8): 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. 2d6 Eloy scouts and 2d4 Eloy snipers will secretly get into position before the 2d6 Eloy warriors make their appearance: *"What are you doing on our land, Drylander?"*

Small Eloy clan or branch of large Eloy clan (EL 10): 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. 1 Eloy cleric, 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 16): Combine 1d4+1 Eloy war parties, and add 1d4 Eloy clerics ready to use defiler scent, trying to locate a defiler who has destroyed large circles of scrublands.

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* 158): These beasts are used as mounts and cattle.

Kanks (*ToA* 181): These beasts are used as mounts and source of nectar.

Mekillots (*ToA* 166): These beasts serve as beasts of burden.

Ssygra (*ToA* 151): These beasts are raised for their meat and milk.

War Inix: These especially bred inixes are becoming the main source of income for many Eloy.

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 tribute 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 are. 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 left over for ritual and public functions, and also as a refuge for the tribe's most valuable animals should danger threaten outside.

The ring of homes, stiffened on the outside with bones and often surrounded by a ditch, fosse, or spikes, is pierced by two entrances. These are oriented by the wind - 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 his tent pitched so that the entrance faces the direction of wind, so that the chief can bless the wind as it enters the camp.

Eloy herders typically travel following their herds, their possessions borne on travois constructed of mekillot bones, and drawn by mekillots and 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 use a complex code of insect and birdcalls as signals to warn when dangers approach.

Typical Treasure

Eloy make 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 patriarchs are air clerics.

Knowledge (local [Trembling Plains])

DC	Result
10	These people are Eloy, herders of the Trembling Plains and master in concealing themselves. They aren't ashamed by their mixed heritage, but do not considerer 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 patriarchs 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 form the Barrier Wastes.

Eloy Adventure Hooks

Herder of Men, Save our Well

Rumors Among the Eloy

(DC 10[*]) The Dragon is Coming. Those who insist that they mean by this more than simply a pessimistic expression may be gifted with enough psionic ability to perceive the advent of Egendo and or Dote Mal Payne, both of whom are new and dangerous beings active in the Trembling Plains.

The Azeth wind priests have had ominous dreams lately.[†]

Last Harvestide, an entire herder clan was devoured by kreen within sight of Azeth's Rest. [‡]

(DC 10) Dimlands refugees are spies, come here to destroy us. [§]

(DC 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.

(DC 13) Daskinor trains Dimlanders in unarmed combat so that they can infiltrate our lands and destroy us.[**]

(DC 14) Unarmed fighting skills are part of the Eldaarish religion.[††]

(DC 15) More refugees than ever are escaping the Dim Lands these days, and more and more of them have strange and terrible psionic powers.[‡‡]

(DC 16) Daskinor is experimenting with the Eldaarish people and creating psionic monsters.[§§]

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[*] This will come up in almost any conversation with an Eloy, whenever anyone says anything negative or complaining. 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 the ancestors of the herders left those cities to hide from the levies. Despite two thousand years passage of time 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.

[†] See the Child of the Winds adventure

[‡] True and False. People outside forts tend to get devoured by thri-trin during the Harvestide months but few actual kreen participate in these attacks.

[§] 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.

[**] 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.

[††] True and False. While Eldaarich's Haleban templars pretend that there is a single unifying "Eldaarish Religion," there are more cults in Eldaarich than in any other city on Athas. However, many of these cults do teach martial arts. Two of these cults once taught their followers to become soulknives.

[‡‡] 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.

[§§] 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

(DC 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! *

(DC 19) There's a powerful defiler in the Trembling Plains.†

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

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)
Base Atk +1; **Grp** +2
Atk Options poison (filthspit, DC 16, 1d6 Con/1d6 Con)
Combat Gear 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, Listen +0, Move Silently +6, Spot +0
Possessions combat gear plus obsidian spear, 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. The filthspit warrior tries to leap into the fray and spit on his opponents before thrusting his spear at them. Giths are not very brave and withdraw if they are outnumbered.

Creatures and Allies

Gith are hated by most Athasian intelligent races and usually stay by themselves.

Tareks (*ToA* 138): These powerful creatures often ally themselves with the gith for raids.

Sample Encounters

The filthspit are usually encountered around the Thunder Mountains. Filthspit gith are only encountered outside their camps in groups.

Gith Ambush (EL 6-12): Since gith are not very strong or intelligent they often rely on superior numbers or ambushed to succeed.

EL 6: A group of five gith warriors leaded by a 3rd-level gith fire cleric waits from higher ground for any incautious traveler 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 the ruins of Keltis' camp, where the remains grow molds and diseases of decay.

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's father was the first gith to discover the fungi-spitting technique, and the Talonripper family has used this fact to dominate the tribe. In fact, each of the four families live 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 around their camp in the Thunder Mountains.

Typical Physical Characteristics: Like other gith, the Filthspits are tall and lanky, but because they're mostly in their crouching state, they 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 for 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

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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.

* True. Most herders are satisfied with their crodlu, ssygra, 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.

† True! One of the bandits that Pfadra won as a thrall, is a 14th level defiler

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 have their name for their diseased spit.
20	Kurn's healer's clave have offered a reward to anyone who brings samples of the mushrooms, fungi, and plants that the Filthspit tribe uses to cultivate their diseases.

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 around somewhere else.

Adventure Leads

My Kingdom for a Spittoon

Halfling, Rohorind

Rohorind Sniper

Arrows hiss through the air and 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 spell and spell-like effects

Speed 20 ft. (4 squares); woodland stride
Melee lance +9/+4 (1d6+1/x3) or
Ranged small javelin +14/+9 (1d4+1) or
Ranged small composite short bow [+1 Str bonus] +14/+9 (1d4+1/x3) or
Ranged net +14 touch (entangle, *PH* 119)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +5
Atk Options favored enemy humans +2, poison (large scorpion, DC 18, 1d6 Str/1d6 Str), Point Blank Shot, Precise Shot, Rapidshot, ranged sneak attack +1d6
Special Actions swift tracker
Combat Gear 3 doses of Large scorpion venom
Ranger Spells Prepared (CL 2nd):
1st—*entangle*, *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), sniper, poison use, wild empathy +4 (+0 magical beasts)
Feats Endurance[B], Rapid Shot[B], Point Blank Shot, Precise Shot, Sniper, Track[B], Weapon Focus (shortbow)
Skills Climb +8, Hide +20, Jump +8, Knowledge (geography [Rohorind Forest]) +7, Knowledge (nature) +8, Listen +12, Move Silently +13, Search +6, Spot +8, Survival +8 (+10 to keep from getting lost/ in aboveground natural terrain/ following tracks)
Possessions combat gear plus wooden lance, small bone javelin (10), small composite short bow with 20 arrows, net, *gloves of Dexterity +2*, *shadow studded leather armor* (kir'ren)

Animal Companion kivit (*ToA 161*).

Rohorind snipers are halfling hunters, scouts, and guardians. Almost impossible to be 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

The Rohorind sniper will always shoot from concealment, using his Sniper feat, picking out humans particularly with his poisoned arrows.

Dragonfly Rider

Between the branches of surrounding trees, you catch sign 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*

AC 16, touch 13, flat-footed 13
(+1 size, +3 Dex, +2 armor)
hp 33 (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
Ranged small javelin +5 1d4(1d4) or
Ranged small short bow +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 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
Skills Climb +2, Concentration +9, Handle Animal +4, Hide +8, Jump +2, Knowledge (nature) +10, Listen +8, Move

Silently +10, Ride +14, Spot +4, Survival +11 (+13 in aboveground natural terrain)
Possessions combat gear plus small bone javelin (10)(10), small short bow with 20 arrows, leather armor, *periapt of Wisdom +2*, military saddle

Animal Companion dire bat (*MM 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) +7 melee (1d6+1)

Dragonfly riders are support casters that join the battles when the snipers are not enough or when a particular foe is too strong. 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

The dragonfly rider uses *entangle* or *snare* from a safe height, and then uses with poisoned arrows to strike helpless entangled enemies. If out of spells but confident that her enemies are weak, the dragonfly rider uses Ride-By Attack to pick off individuals with her lance. If she feels threatened, the dragonfly rider uses her superior speed to escape, if necessary abandoning her footbound allies, in order to save her own life and to convey tactical information to her tribe and allied halflings.

Other Creatures and Allies

In addition to the tactics mentioned earlier, Rohorind halflings associate with a number of creatures.

Halflings (*ToA* 72): 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):* 1 Dragonfly Rider, 1 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 Patrol (EL 10): One Rohorind sniper, followed by one mounted Scout and eight 1st-level warriors patrol the woods.

Rohorind Sniper EL 8: This lone sniper is settled into position.

History

Rohorind halflings descend from refugees that escaped the ruins of Basrai during the Cleansing Wars. Like most 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 near Kurn, 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.

Hogalayan

Egendo of Carsys ruined the dwarven city of Hogalay over 2,000 years ago during the Cleansing Wars. All of the undead in Hogalay, both human and dwarven alike, share certain characteristics for 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 under a skin that's no longer there. 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 11**

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 25, touch 14, flat-footed 25
(+5 natural, +8 armor, +2 shield)
hp 90 (8 HD); **DR** 10/magic
Immune undead immunities
Resist fire 10; stability (+4 bonus against bull rush or trip)
Fort +8, **Ref** +5, **Will** +5; +2 against spells and spell-like effects

Speed 20 ft. (6 squares)
Melee slam +14/+9 (1d6+7) or
Melee battleaxe +16/+11 (1d8+9)
Base Atk +7; **Grp** +14
Atk Options gaze of frenzy, Cleave, Combat Reflexes, Improved Sunder, Power Attack, rebuke undead or vermin 5/day (+2, 2d6+10, 8th)
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, Combat Casting, Combat Reflexes, Endurance, Improve Sunder, Power Attack
Skills Intimidate +7, Concentration +8, Craft +6, Heal +7, Knowledge (religion) +7, Spellcraft +7, Listen +12, Spot +12
Possessions *+2 iron breastplate*, *+2 shield*, battleaxe

Gaze of Frenzy (Su) Living creatures within 30 ft. that meet Hortruk Hammerfall'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.
Enduring Focus (Su) Even if the Hortruk Hammerfall 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.

Hook "Guess who's coming to dinner? YOU ARE!"

Hortruk Hammerfall is an undead dwarven banshee. In his previous 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.

Terrasi Hammerfall

"Have you come with questions for the Lords of Earth, or have you come to steal from us?" asks a 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

Terrasi Hammerfall **CR 10**

Female dwarf raaig shaper 8
LE undead (augmented humanoid, psionic, incorporeal)
Init +4; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Common, Dwarven; *tongues*

AC 12, touch 12, flat-footed 12
(+2 deflection)
Miss Chance 50% (incorporeal)
Hp 90 (8 HD); **DR** 10/magic

Immune undead immunities
Resist stability (+4 bonus against bull rush or trip)
Fort +2, **Ref** +2, **Will** +7
Weakness bound to area

Speed 20 ft. (4 squares), fly 50 ft. (perfect) (10 squares)
Melee (corporeal only) claw +6 (1d6+2 plus disease)
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)*, *telekinetic maneuver* (DC 17)*, *wall of ectoplasm*
3rd—*dispel psionics*, *energy burst* (DC 16)*, *psionic repair damage*, *time hop*
2nd—*biofeedback*, *ego whip* (DC 15)*, *psionic identify*, *swarm of crystals* (DC 15)*
1st—*astral construct*, *detect psionics*, *force screen*, *mind thrust* (DC 14)*, *vigor*
*The save DCs for these powers might increase with the use of augments
Spell-Like Abilities (CL 8th):
At will—*invisibility*

Abilities Str —, Dex 10, Con —, Int 16, Wis 12, Cha 13
SQ Gray toughness 2, incorporeal traits, temporary corporeality, undead traits
Feats Boost Construct, Combat Manifestation, Improved Initiative, Empower Power, Psionic Meditation
Skills Concentration +11, Craft +11, Knowledge (psionics) +11 Psicraft +13, Bluff +10, Diplomacy +11, Gather Information +11, Sense Motive +11

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 its HD, she is destroyed. When she returns to her temple, she recovers 1 negative level per day.
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.

Hook "*Who enters this holy earth temple?*"

Terrasi Hammerfall was a talented shaper when she was alive. She shaped her constructs like 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 PC's can talk to her and convince her that they are not there to steal and honor the Faith of Earth then she will talk to them and is pleasant, 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 will use his psi-like abilities to do maximum damage to casters to prevent their attempts at using spells and powers. Hortruk and Terrasi have 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 together and quickly fell in love. They were married within a year, and were going to start a family when Egendo of Carsys began his march towards the city of 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 dwarves escape the city as she could. After three years of siege, Egendo's forces broke through the city walls. During the fighting, he 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. They rose quickly into undeath Hortruk as a banshee and Terrasi as a raaig. They guard one of the elemental temples to this day, and unlive 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 undead are Lawful Evil, and have very little regard for the living. They assume that anyone entering their domain is someone who is there to take from them. Only dwarves and obvious worshipers of Elemental Earth can avoid attack 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 three thousand years ago.

Typical items include enchanted metal weapons, often with the *bane*, *keen*, *disruption*, and *holy* special abilities. Armors include the *sonic resistance*, *fortification*, and *etherealness*.

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.

House Azeth

Azeth Bard

A slender woman in a House Azeth's tunic gazes confidently at you from her place in the Inix Howdah. Her features suggest mixed human and elf ancestry, but 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 +7, Spot +8
Languages Baazrag, Common, Eloy, Elvish, Kurnan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 20 (4 HD)
Fort +4, **Ref** +7, **Will** +4

Speed 30 ft. (6 squares)
Melee bard's friend +3 (1d4/18-20) or
Ranged mwk splashbow +7 (1d4 plus1d6 fire) or
Ranged mwk fixed crossbow +7 (2d8/19-20)
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 2 *fruit-potions of darkvision*, *2 fruit-potions of cure light wounds*, 2 *fruit-potions 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 +10, Gather Information +5, Heal +3, Listen +8, Perform +12, Ride +10, Sense Motive +7, Sleight of Hand +5, Spot +8
Possessions combat gear plus *+1 chitin armor*, 20 *distance hinged pelota* with alchemist's fire splash-globes, plus 45 Cp

Loyal House Azeth agents, usually born into the Azeth family, Azeth bards tend to lead groups of friends and mercenaries such as the war inix 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

The Azeth bard keeps watch and usually has a leadership role, even though in combat she often takes on apparently subordinate roles such as loading the crossbows of more powerful characters, and using bardic music to inspire courage.

Azeth War Inix

This large lizard has a long, curling tail and a broad mouth that looks quite capable of swallowing a halfling in a single gulp. Chitin armor reinforces its naturally tough hide.

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
(-1size, +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. Some general remarks about it. They usually ride a specially bred inix the Eloy, especially Teima'a'ani's clan.

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.

Strategies and Tactics

If he's part of an inix team, he will use his *oil of keen weapon* on the team's pooled arrows and bolts, unless someone has already done this. Given time and space between the inix and the enemy, the driver will use a *potion-fruit of true strike* before using Psionic Shot.

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

Azeth Wind Priest

This human sporting the Azeth symbol is dressed as a wind priest.

Azeth Wind Priest **CR 4**

Male human cleric 4
N Medium humanoid
Init +2; **Senses** Listen +3, Spot +3
Languages Eloy, Common

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** +4, **Will** +7

Speed 30 ft. (6 squares)
Ranged hand crossbow +5 (1d4/19-20)
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)
Cleric Spells Prepared (CL 4th):
2nd—*gust of wind*[D], *silence*, *sound burst*, *zone of truth*
1st—*bless element*, *comprehend languages*, *cooling canopy*, *divine favor*, *eye of the storm*[D]
0—*create element*, *guidance* (2)
D: Domain spell. Element: Air. *Domains*: Fury of Storms, 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 +9, Heal +8, Knowledge (the planes) +5, Sense Motive +8
Possessions hand crossbow with 50 bolts, leather armor
Hook "There is an ill wind in your voice."

Many Azeth wind clerics follow their caravans, both as a sign of good omen as for their abilities 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

The Azeth wind priest usually stays from combat as possible, instead using *divine favor* to increase his 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
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 +2, **Ref** +1, **Will** +2

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*, *eye of the storm*[D]
0—*create element*, *guidance*
D: Domain spell. Element: Air. *Domains*: Fury of Storms, 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
Skills Concentration +2, Diplomacy +5, Heal +4, Hide +5, Knowledge (the planes) +3, Sense Motive +3
Possessions hand crossbow with 20 bolts
Hook "He's lying to you, uncle!"

A surprising number of children of House Azeth family members are taken by the winds as children. As children, they have no fixed duties within House Azeth, but other members of House Azeth take their advice seriously when they take an interest in matters.

The Azeth wind priest child 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 adult Azeth wind priest, except that among strangers, the child wind priest tends to hide his 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 +3, Spot +8
Languages Eloy, Elvish

AC 20, touch 12, flat-footed 18
(+2 Dex, +4 armor)
hp 19 (3 HD)
Fort +7, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)
Melee lance +3 (1d6+1/x3) and carrikal +3 (1d6+1/x3)
Ranged fixed crossbow +4 (1d12/19-20) or
Ranged *crossbow bolts of thundering* (1d12 plus 1d8 sonic/19-20) or
Ranged long bow +4 (1d6/x3)
Base Atk +2; **Grp** +3
Atk Options Mounted Combat, Point Blank Shot, Ride-by Attack, Psionic Shot
Combat Gear 2 *potion-fruits of true strike*, *potion-fruit of cure serious wounds* and *oil of keen edge*
Power Points/Day 2: **Hidden Talent Power Known** (ML 1st):
1st—*inertial armor*

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 15, Cha 8
SQ Favored Terrain (Trembling Plains), wild empathy +1 (-3 magical beasts)
Feats Mounted Combat, Point Blank Shot[B], Psionic Shot, Ride-by Attack, Track[B]
Skills Concentration +4, Disguise -1 (+1 impersonating humans), Listen +3, Handle Animal +1, Ride +6, Survival +3, Spot +8
Possessions combat gear plus *+1 chitin armor*, ten *crossbow bolts of distance*, and ten *crossbow bolts of thunder*, masterwork chitin armor, *howdah of missile barrier*.

Favored Terrain (Trembling Plains) A team driver receives a +4 bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within the Trembling Plains. *Dark Sun Core Rules* 36

Azeth team drivers form part of Azeth's inix teams, and often drive kank wagons as well. 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 and ability score increases: Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 10.

Strategies and Tactics

When engaging in combat with a group at long range, the Azeth team driver uses his *oil 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 his Psionic Shot on whatever foe looks most threatening and least armored, and then either closes to make ride-by attacks with the 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 hand-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 a great bow and quiver rest behind its shoulders.

Baazrag Runner **CR 5**

Male baazrag barbarian 1/psychic warrior 1
N Large monstrous humanoid (psionic)
Init +2; **Senses** low-light vision; scent; Listen +3, Spot +4
Languages Baazrag, Eloy

AC 16, touch 11, flat-footed 15
(-1 size, +2 Dex, +5 armor)
hp 54 (5 HD)
Fort +8, **Ref** +6, **Will** +7

Speed 50 ft. (10 squares), Climb 20 ft.; Speed of Thought
Melee 2 large long spear +10 each (2d6+6/x3) and slam +10 (1d4+6) or
Ranged large *seeking composite longbow* +6 (2d6+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +14
Atk Options improved grab, rage 1/day (8 rounds), Stand Still
Special Actions Rotate Lines
Combat Gear 2 *fruits of flaming arrow*, *fruit-potion of cure moderate wounds*, *fruit-potion of enlarge person*
Power Points/Day 1: **Psychic Warrior Powers Known** (ML 1st):
1st—*biofeedback*

Abilities Str 22, Dex 15, Con 16, Int 4, Wis 16, Cha 2
SQ fast movement, speech difficulty
Feats Rotate Lines, Stand Still, Speed of Thought, Psionic Body
Skills Climb +15, Hide -2, Jump +7, Listen +3, Spot +4
Possessions combat gear plus large spear, large *seeking composite longbow* with 40 arrows, *+1 chitin armor*

When raging a baazrag runner has the following statistics
AC 14, touch 9, flat-footed 13
hp 58 (5 HD)
Fort +10, **Will** +9
Melee 2 large long spear +12 each (2d6+8/x3) and slam +12 (1d4+8)
Grp +16
Abilities Str 26, Con 20

Cousins to the baazrags of the Water-Hauler's clave in Kurn, Azeth baazrag have dwelt in the oasis at Azeth's Rest for generations, as "friends of Azeth." They make no efforts to communicate to anyone other than Azeth agents, who are all trained to communicate with Baazrag. Baazrag runners are their clan's elite warriors.

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

Strategies and Tactics

Every baazrag in 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 conflict, or to search for team members (including other runners) that have not "sounded 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.

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 Elvish, Eloy, Kurnan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 19 (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)
Base Atk +3; **Grp** +3
Atk Options Rapid Shot, rage 1/day (5 rounds)
Combat Gear *fruit-potion of keen edge*, *fruit-potion 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 (Trembling Plains), 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 +4
Possessions combat gear plus masterwork chitin armor, elven longblade, longbow

Favored Terrain (Trembling Plains) An elven runner receives a +4 bonus to Hide, Knowledge (nature), Move Silently, Spot and Survival checks made within the Trembling Plains. *Dark Sun Core Rules* 36
When raging an elven runner has the following statistics
AC 15, touch 11, flat-footed 12
hp 23 (3 HD)
Fort +7, **Will** +3
Melee mwk elven longblade +5 (1d8+2/18-20)
Grp +5
Abilities Str 14, Con 14
Skills Escape Artist +6, Listen +8, Perform +4, Spot +6, Survival +4

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.

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 overpower minor threats and to scout areas for potential foes, preferring to use ranged weapons and only closing upon his enemies when needed. His ability to use *stomp* enables him to leave even when surrounded by enemies.

Corik Azeth

A handsome human in his mid thirties, Corik Azeth is somewhat shorter and stockier than a typical Eloy or Azeth.

Corik Azeth — CR 10

Male human bard 4/fighter 1/dune trader 5
LN Medium humanoid
Init +1; **Senses** Listen +13, Spot +13
Languages Baazrag, Common, Eldaarish, Eloy, Elven, Kurnan, Eldaarish drumcode, Neshtap hand signals

AC 19, touch 11, flat-footed 18
(+1 Dex, +5 armor, +2 shield, +1 deflection, +1 natural)
hp 50 (10 HD)
Fort +5, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)
Melee lance +7 (1d8/x3)
Ranged *repeating heavy crossbow of thunder* +7 (1d10/19-20)
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
Combat Gear 2 *oil of flame arrow*, 2 *oil of keen weapon*, *dorje of elfsight*, *wand of greater invisibility*, *wand of cure light wounds*, *dorje of vigor* (ML 8th)

Abilities Str 11, Dex 12, Con 12, Int 17, Wis 12, Cha 15
SQ agent (two cohorts, up to 15th level), allies (House Azeth) bardic knowledge +7, contact 3/week, distributive bargaining, fast talk, integrative bargaining, poison use, trade secret (coolheaded)
Feats Leadership, Mounted Combat, Negotiator, Quick Draw[B], Ride-by Attack, Trader
Skills Appraise +17, Auto-Hypnosis +1, Balance +0, Bluff +16, Diplomacy +16, Disguise +6, Escape Artist +8, Gather Information +17, Intimidate +3, Jump +1, Knowledge (local [Eldaarich]) +9, Listen +13, Perform (string instruments) +13, Profession (merchant) +2, Psicraft +4, Ride +13 (+15 to stay on saddle), Search +13, Sense Motive +13, Spot +13, Use Magic Device +16
Possessions combat gear plus *figurine of marvelous power (golden inix)*, *cloak of charisma +2*, *+1 buckler*, *+1 chitin armor*, *ring of protection +1*, *amulet of natural armor +1*, lance, *repeating heavy crossbow of thunder +1*, military saddle

Contact Appointment/meeting with Kerillis and, access to purchasing spellcaster services (Maker's 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, +5 armor)
Immune mind-affecting effects
hp 32 (5 HD)
Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. (4squares), fly 60 ft (good)
Melee sting +6 (1d3 +6 plus poison)
Atk Options poison (DC 14, 1d6 Dex/1d6 Dex), Fly-By Attack
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +11

Abilities Str 18, Dex 14, Con 14, Int –, Wis 12, Cha 10
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 11, Dex 12, Con 12, Int 17, Wis 12, Cha 15

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 fruit-potions *flame arrow* and *keen weapon*.

Cozek Azeth

A beardless older man, his right arm cut off at 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 (psionic)
Init +0; **Senses** Listen +3, Spot +3
Languages Common, Eldaarish, Eldaarish drumcode, Eloy, Kurnan

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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 dagger +5 (1d4/19-20)
Ranged lasso +4 touch (grapple, *Core Rules* 54)
Ranged sling +4 (1d4)
Base Atk +4; **Grp** +4
Atk Options enflame missile +1, Maximize Power, Point-blank Shot, Widen Power
Combat Gear *dorje of energy wall* (30 charges), *dorje of vigor* (ML 7th, 10 charges), *fruit-potion of lighten load*
Power Points/Day 63, **Psion Powers Known** (ML 7th):
4th—*detonate* (DC 19), *inertial barrier*
3rd—*dispel psionics, energy burst* (DC 18)*, *energy cone* (DC 18)*, *energy wall* (DC 18)
2nd—*body equilibrium, ego whip* (DC 17)*, *specified energy adaptation, energy push* (DC 17)*
1st—*attraction* (DC 16)*, *detect psionics, mind thrust* (DC 16)*, *missive, vigor*
*The save DCs for these powers might increase with the use of augments

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Abilities Str 10, Dex 10, Con 10, Int 20, Wis 13, Cha 13
SQ vow of silence
Feats Alertness[B], Combat Manifestation, Craft Dorje, Maximize Power, Point-blank Shot, Widen Power
Skills Auto-Hypnosis +11, Concentration +11, Disable Device +10, Handle Animal +5, Intimidate +16, Knowledge (local [Eldaarich]) +10, Knowledge (local [Kurn]) +16, Profession (trader) +9, Ride +11
Possessions combat gear plus *goggles of dust watch, blanket of sustenance, saddle of missile barrier, +1 chitin armor, +1 agafari buckler, +1, amulet of non-detection*, three seasons cloak, lasso, steel dagger

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 particularly 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 hiding their identity. Cozek was careful to remove more than that, to diffuse suspicion.

Cozek had the following ability scores before racial adjustments, age bonuses, and Hit Dice ability score increases: Str 14, Dex 14, Con 14, Int 18, Wis 11, Cha 11.

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 her on her 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, Dwarven, Elvish, Eloy, Common, Kurnan

AC 20, touch 13, flat-footed 18
(+2 Dex, +5 armor, +2 shield, +1 deflection)
hp 71 (13 HD)
Resist stability (+4 against bull rush and trip)
Fort +9, **Ref** +6, **Will** +13; +2 against poison, spells and spell-like effects

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Speed 20 ft. (4 squares)
Ranged small *seeking composite shortbow* +11 (1d4)
Base Atk +9; **Grp** +8
Atk Options Silent Spell
Special Actions spontaneous casting (*cure* spells), turn undead 7/day (+6, 2d6+17, 13th)
Cleric Spells Prepared (CL 13th):
7th—*elemental chariot*, *prismatic spray*[D] (DC 21)
6th—*geas/quest*, *mass owl's wisdom*, *sirocco*[D]
5th—*control winds*[D], *elemental strike* (DC 19), *greater command* (DC 19), *spell resistance*
4th—*discern lies*, *elemental armor*, *neutralize poison*, *rainbow pattern*[D] (DC 18), *tongues*
3rd—*eye of the storm*, *prayer*, *searing light*[D] (+11 ranged touch), *wind wall*, *worm's breath*
2nd—*augury*, *gust of wind*[D] (DC 16), *shatter* (DC 16), *silence* (DC 16), *sound burst* (DC 16), *zone of truth* (DC 16)
1st—*bless*, *color spray*[D] (DC 15), *cooling canopy*, *deathwatch*, *endure elements*, *obscuring mists*
0—*create element* (3), *detect magic*, *detect poison*, *guidance*
D: Domain spell. Element: Air. *Domains*: Blossom of the Sky, Fury of Storms

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Abilities Str 8, Dex 14, Con 13, Int 14, Wis 18, Cha 12
SQ automatically succeeds on Fortitude saves against heat caused by natural weather, dwarven focus, treated as one size larger against wind effects, water consumption is treated as continually in the shade
Feats Combat Casting, Disciplined, Maintenance Focus, Negotiator, Silent Spell
Skills Concentration +14, Diplomacy +10, Knowledge (religion) +7, Knowledge (the planes) +7, Ride +10, Listen +4, Sense Motive +12, Spot +19
Possessions combat gear plus *goggles of dust watch, blanket of sustenance, saddle of missile barrier, +1 chitin armor, +1 shield, ring of protection +1, amulet of natural armor +1*

Dwarven Focus When Envek is actively pursuing to protect the Great Caravan, she receives a +1 morale bonus to all skill checks, attack and damage rolls, saving throws and spell save DCs.

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 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 checks on wagons. She prefers to stay away from combat using her spells from a safe distance. Her ability to spontaneously cast silent *cure* spells can really turn the tides in a battle.

Huzbug Azeth

You see a tall, long-limbed humanoid with tanned skin, pointed ears and imperious arched brows. He's wearing a very fine-crafted cloak. Unlike other elves, this one actually inspires trust.

Huzbug Azeth **CR 12**

Male elven bard 8/ dune trader 4
LG Medium humanoid (elf)
Init +10; **Senses** Listen +6, Spot +7
Languages Common, Eldaarish, Eloy, Halfling, Elven, Giant, Kurn

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AC 19, touch 14, flat-footed 15
(+5 armor, +4 Dex)
hp 44 (12 HD)
Resist mundane extreme heat or cold
Fort +7, **Ref** +11, **Will** +10; +2 against telepathic powers and enchantment/charm spells

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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)
Base Atk +9; **Grp** +15
Special Actions bardic music (8/day), fast talk, poison (trin, DC 13, paralysis 2d6 minutes/ paralysis 2d6 minutes), Quick Draw
Combat Gear *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 2/week, distributive bargaining, integrative bargaining, poison use, streetsmart, trade secrets (skilled Diplomacy and Perform [wind instruments])
Feats Improved Grapple, Improved Initiative, Improved Unarmed Strike, Trader, Weapon Finesse, Quick Draw
Skills Appraise +10, Bluff +15, Craft (poisonmaking) +9, Hide +13, Diplomacy +22, Disguise +9, Escape Artist +14, Gather Information +15, Intimidate +7, Literacy (Common), Perform (wind instruments) +17, Move Silently +12, Profession (merchant) +5, Search +7, Sense Motive +12, Sleight of Hand +16, Speak Language (Eldaarish, Eloy, Giant, Halfling), Tumble +11
Possessions combat gear plus *+2 glammered silent moves shadowed mekillot studded leather armor*, *gloves or strength +2*, *belt of Dexterity +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 Elvish 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 in his blood, but Huzbug feels a stronger sense of duty towards his House. He releases his desire to run by learning as much as he can about far off lands.

Rotiart Der' Live

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 cross-cross his hands and forearms give silent testament to his combat prowess.

Rotiart, Huzbug's Cohort **CR 10**

Male human psychic warrior 4/ psionic monk 6
LN Medium humanoid (psionic)
Init +2; **Senses** Search +3, Spot +8
Languages Common, Elven, Kurn

AC 15, touch , flat-footed
(+3 Dex, +2 natural)
hp 58 (10 HD)
Resist evasion
Fort +7, **Ref** +9, **Will** +2

Speed 50 ft.
Melee +1 *shock rings* +10/+5 (1d10+3 plus 1d6 electricity)
Ranged +1 *shock bolts* +10/+5 (1d8+1 plus 1d6 electricity/19-20)
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
Power Points/Day 13; **Psychic 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
Feats Deflect Arrows, Expanded Knowledge (*biofeedback*), Greater Psionic Fist, Improved Unarmed Strike, Psionic Fist, Psionic Meditation, Psionic Talent, Snatch Arrows, Stunning Fist
Skills Auto-Hypnosis +5, Concentration +13, Escape Artist +7, Hide +5, Jump +12, Knowledge (psionics) +3, Tumble +15, Use Rope +4
Possessions Azeth trust token, *five seasons cloak*, *amulet of natural armor +2*, *gauntlet of bolts*

Silent and given to brooding, Rotiart leaned the basics of unarmed combat as a part of his normal pattern of life, but wanting more out of his existence then the yoke of servitude and fear that gripped all within his village, he fled and 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 he was working a caravan guard trip with became drunk and belligerent toward the caravan master; Rotiart stepped forward and confronted the man, hoping to divert violence. He failed and the man attempted to kill him. Fighting to save himself, he slew his attacker. Upon retuning to Azeth's Rest, his actions were brought to Huzbug's attention and he 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 takes his duty very seriously.

If Huzbug is threatened, Rotiart will do everything within his ability to see that his elven employer and friend, makes it clear, going so far to sacrifice himself if the situation calls for a stand against impossible odds as long as there is a chance Huzbug escapes.

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. It is hard to tell under that long cloak. From his gait, he might be riding a big ssygra or a very small kank, but then why would he cover his mount's face?

Meraan Azeth **CR 17**

Male tauric cleric 12/ elemental master 5
LN Medium humanoid
Init -2; **Senses** Listen +2, Spot +7
Languages Common, Elven, Kurnan

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** +16

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)
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 *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 +12
Possessions combat gear plus *+1 bane vs. humanoids (reptilian), frost, distance, returning steel trident*, *belt of health +4* (function as an *amulet of health +4*), *blanket of sustenance*, *bracers of armor +5*, *dreamless helm*, *periapt of wisdom +4*, *ring of protection +3*, *ring of resistance +2*, Kurnan shimmercloth robe, clay holy symbol, masterwork steel breast plate, masterwork heavy steel shield (both worked with the coat of arms used by Keltis during the Cleansing Wars), assorted art, fine clothing, and jewelry totaling 10,000 Cp

Hook "I am older than the sands, don't question me."

Meraan calls himself "the last of the centaurs." Truth is that a human woman among the Kel Tas gave birth to Meraan many King's Ages after the Centaur-Crusher proclaimed the last centaur dead, and none among Keltis' army knew what a centaur looked like.

Meraan loves life and has sacrificed himself for his descendants, but thinks Azeth are a little straight-laced. He enjoys spending the day with Azeth leaders in between his year-long naps, but insists that they keep either a willing human woman or a female inix for him to couple with after breakfast. He's amused that his descendants find this obligation distasteful, but he reminds them that he's the last of his kind. So far his couplings have yet to result in any tauric offspring —at least directly —but House Azeth's has become known for an unusually sturdy and high-spirited breed of inix.

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
Init +5; **Senses** Listen +3, Spot +3
Languages Common, Baazrag, Eloy, Elvish, Kurnan

AC 11, touch 11, flat-footed 10
(+2 Dex)
hp 6 (1 HD)
Fort +2, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)

Melee dagger -1 (1d6-1/19-20)
Base Atk +0; **Grp** -1
Combat Gear *wand of protection from arrows* (10) or *wand of haste* (10)
Wizard Spells Prepared (CL 1st):
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], Still Spell, Scribe Scroll[B]
Skills Concentration +6, Decipher Script +6, Knowledge (arcana) +6, Listen +3, Spellcraft +6, Spot +3
Possessions combat gear plus bone dagger
Spellbook spells prepared plus 0—all; 1st—*cooling canopy*, *jump*

Familiar hawk (*MM* 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

The apprentice usually prefers to stand away from combat, instead using his spells to increase his velocity and keep everyone on his team informed. His flying familiar enables him to know of incoming threats earlier than usual. In combat, he uses his want to improve his allies' fighting ability.

Strategies and Tactics

If forced into battle, the founder of Azeth's Rest 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 those foes clumped together.

Meraan keeps a *scroll of true resurrect* 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 loose the last blood heir to his family, Meraan would use this scroll to bring back a young male blood relative to keep the name of House Azeth from fading into the silt.

Other Creatures and Allies

In addition to the tactics mentioned earlier, a merchant caravan rides with a number of monstrous creatures and mercenaries. Quick description about them. House Azeth has ties to a number of Kurnan claves, particularly the prestigious Makers' Clave.

Inixes (*ToA* 158): These beasts are used as mounts.

Kurnan Mindbow: See Kurnan.

Mekillots (*ToA* 166): These beasts serve as beasts of burden, carry an armored wagon, and are managed by noncombatant psionic handlers (female half elven psychic adept 3).

War Inix: Azeth purchases these especially bred Inix, and uses them as fighting mounts.

Sample Encounters

Other than their occasional Embassies, 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 Southbound Mekillot wagons, Azeth-Ket Expedition, and Southbound Cattle-Coffles, and a Northbound Draj-Azeth War Wagon. North of Azeth's Rest, Azeth only uses the Great Caravan and the Silt Side Expedition.

Southbound Cattle Coffle (EL 9): 4 war inix teams, 24 baazrags, 4 baazrag runners, 1 wind cleric, and 1 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 and dried fruit, 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 travel 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), 2 war inix teams, 2 baazrag runners, 12 baazrags, 1 wind cleric, and 1 dune trader. This wagon travels south from Azeth's Rest to Draj, carrying copper, dyes, jade, giant's hair rope, mirrors, rugs, and statues from the Dim Lands; cosmetics, hardwood, incense, ink, paper, and perfume from Kurn, and obsidian from Charvass.

War Wagon (EL 14): On the return voyage north from Draj, Azeth caravans 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

Embassy Party (EL 9): 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. The party includes 1 wind cleric, 1 dune trader, 1 Azeth bard, 1 Azeth driver on war inix, and 11 elven runners.

Azeth-Ket Expedition (EL 11): 11 kank wagons each with a team driver, 2 extra team drivers, wind cleric, dune trader, 20 elven runners, and 1 war inix team. The wagons contain tuns of Kurnan ale and lichor, Eldaarish silver, Kurnan tools, live ssygra, 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 team drivers, 6 Baazrags, 2 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 tun barrels of Kurnan ale, broy, cider, cooking oil, salt, wax, and wine; lamp oil from Draj, and Kurnan berries, fruit, hardwood, and livestock. Corik Azeth himself accompanies the last Silt Side party, after the other silt side parties have entered, carrying the most precious items: Kurnan ink, medicines, paper, and resins; Agafari wood from Gulg, and Tyrian iron.

Silt Side Evacuation (EL 16): At the conclusion of seasonal trading at Silt Side, Corik Azeth evacuates all of the Azeth contingent at once. 66 Baazrags, 22 Baazrag runners, 11 Embassy Parties, and Corik Azeth. 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, 4 argosy wagons, 1 stable wagon, 2 wasp riders, 8 inix howdah teams, 10 elven runners, and 5 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 of each season (except for Flamesky) and heading south on the 65th 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 persons in Azeth's family members employ 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. Bandits that failed to realize that the Great Caravan is nothing short of a small army, 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 clerics, two Kurnan wizards, and forty Kurnan clavers man a typical Argosy wagon. There are 20 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 an Azeth war inix, an Azeth patrol leader, two Azeth drivers, and an Azeth bard.

Mekillot Ram (EL 9): In addition to the noncombatant crew, a mekillot ram is manned by Ausar the master maker, four mindbows, ten dispatchers, three Azeth bards, two wind clerics, one Kurnan wizard, and thirty Kurnan clavers. There are 16 fixed crossbows at the top level and another 16 on the middle level, 4 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 notice.

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 that 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" trade 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 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 when possible from the sun. All Azeth agents know the common tongue of the Tyr region; they also speak Kurnan, Elvish, and the 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 air element 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 agents, slaves, hirelings, and friends.

Hirelings are persons who undertake a specific project or agree to work through one or two season, such as the Kurnan mercenaries that help to defend Azeth's Rest during the Flamesky seasons.

"Slaves," to house Azeth, mean 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 ceremony of setting a slave "free" very seriously, refusing to contract for another period of service until the slave has enjoyed his freedom for at least a week.

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 like a full family member; such "non-blood" Azeth members can rise to full leadership in the House.

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 aarakocran, mul or a 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 the project is his, as long as he lives. (The friend cannot sell the land or convey it to anyone else). Friends of Azeth are expected to assist with the defense of the town, and the House often draws on their efforts in other ways. Some Friends participate in the caravans as if they were agents.

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 situations there stabilize. 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, 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 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 bandit threat in the long term.

For Player Characters

Azeth characters who select the dune trader prestige class (see the *Prestige Class Appendix I* for more details) 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 Maker's 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 quinth except for Flamesky, and arrives in Azeth's Rest on the 25th. Every quinth except for Flamesky, 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 the character of 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) rose to become head of the house.

Knowledge (Local [Draj])

DC	Result
10	House Azeth is a minor 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, Kurn and Eldaarich.
20	While a small house by Tyr region standards, 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 the Azeth

Characters that spend time gossiping with house Azeth agents and mercenaries may hear the following rumors:

Knowledge (local [Draj])

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.*
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.†
16	That strange Eldaarish matriarch must be a persuasive priestess: Several of their herders sport bandit tattoos, 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.‡
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, Investigation, Oasis Runs Dry, Token of Trust, Herder of Men.

House Ptellac

Slimahacc Rider

This lightly armored pterran rides behind the enormous ears of a horned serpent-like creature.

Slimahacc Rider **CR 6**

Male pterran ranger 6
LN Medium humanoid (psionic, reptilian)
Init +1; **Senses** Listen +6, Spot +8

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* 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.

† 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.

‡ True and False. Oronis privately married Prodigy, a gifted telepath whose parents had escaped from Eldaarich, but she 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.

Languages Common, Pterran

AC 13, touch 11, flat-footed 12
(+1 Dex, +2 armor)
hp 39 (6 HD)
Fort +7, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)
Melee mwk thanak +8/+3 (2d6+1/x3) or
Melee claw +7 (1d3+1) and bite +2 (1d4) or
Ranged javelin +7 (1d6+1)
Base Atk +6; **Grp** +7
Atk Options favored enemy thri-kreen +2, Improved Two-Weapon Fighting, Mounted Combat, Trample
Psi-Like Abilities (ML 6th):
At will—*missive* (reptiles only)

Abilities Str 13, Dex 13, Con 14, Int 13, Wis 16, Cha 12
SQ favored terrain (Scrub Plains) +4, wild empathy +9 (+5 magical beasts)
Feats Animal Affinity, Endurance[B], Improved Two-Weapon Fighting[B], Mounted Combat, Two-Weapon Fighting[B], Track[B], Trample
Skills Handle Animal +12, Jump +6, Knowledge (geography) +10, Knowledge (nature) +8, Listen +6, Profession (merchant) +8, Ride +14, Search +6, Spot +8, Survival +9 (+11 to keep from getting lost/ following tracks/aboveground natural terrain)
Possessions masterwork thanak, javelin (10), *belt of giant strength +4*, leather armor, exotic saddle
Animal Companion hawk (*MM* 273)

Slimahacc Mount CR 8

Always N Huge animal
Init +5; **Senses** low-light vision, tremorsense 20 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.

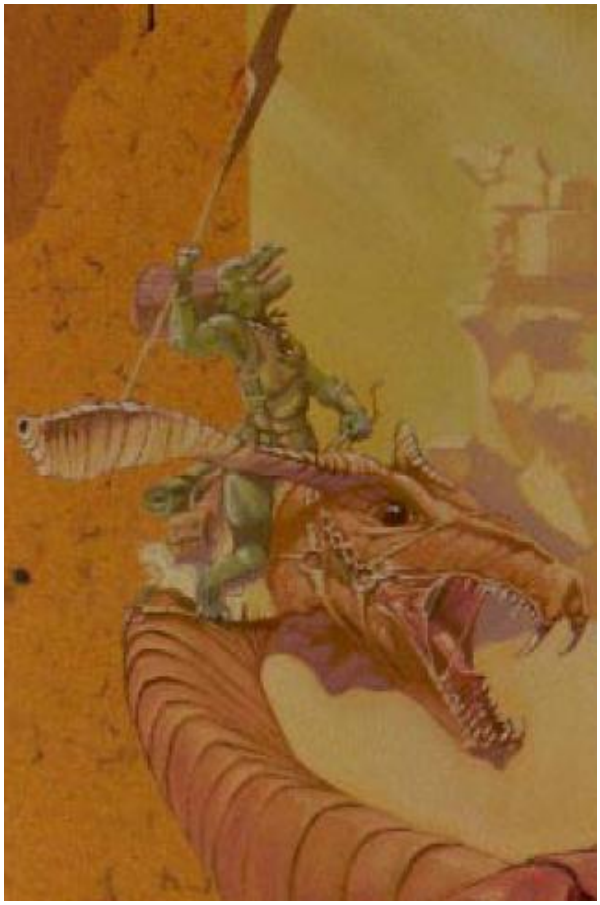
Constrict (Ex) On a successful grapple check, a slimahacc deals 2d8+13 points of damage.
Improved Grab (Ex) To use this ability, a slimahacc must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, 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, the 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.

Pterran merchants use Slimahacc to carry light merchandise and also fight to protect the caravan, 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 14, Int 13, Wis 14, Cha 10.

Strategies and Tactics

The 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 pterran rides a slimahacc.

Ptellac Goldeye

Like other pterrans you have seen, this one wears lizard hide tunic, and carries a slodak, the characteristic pterran wooden sword, at his side. Speaking perfect Common and seeming civilized, even charming. You find it difficult to not stare at his right eye, which glows warm gold, like sunlight through amber.

Ptellac Goldeye CR 8

Male pterran rogue 5/dune trader 3

NG Medium humanoid (psionic, reptilian)
Init +1; **Senses** Listen +4, Spot +9
Languages Common, Elven, Pterran, Ssurran

AC 16, touch 11, flat-footed 15; uncanny dodge
(+1 Dex, +5 armor)
hp 52 (8 HD)
Resist evasion
Fort +3, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)
Melee *+2 slodak* +9 (2d6+4/x3) or
Ranged *+2 hand crossbow* +8 (1d6+2)
Base Atk +5; **Grp** +7
Atk Options sneak attack +3d6
Psi-Like Abilities (ML 8th):
At will—*missive* (reptiles only)

Abilities Str 14, Dex 12, Con 10, Int 13, Wis 13, Cha 16
SQ agent, contact 2/week, distributive bargaining, fast talk, trapfinding, trap sense +1
Feats Negotiator, Trader, Wastelander
Skills Appraise +15, Bluff +16, Diplomacy +20, Disguise +3 (+5 to act in character), Gather Information +16, Intimidate +5, Knowledge (local [Lost Scale]) +12, Listen +4, Profession (merchant) +12, Ride +8, Sense Motive +14, Speak Language (elven, ssurran), Spot +9, Survival +3
Possessions combat gear plus *+2 hand crossbow* with 40 bolts, *+2 slodak*, *+1 hide armor*, military saddle

Hook "What do you have?"

Slimahacc Mount — CR 8

Always N Huge animal
Init +5; **Senses** low-light vision, tremorsense 20 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) As slimahacc, above.
Improved Grab (Ex) As slimahacc, above.
Swallow Whole (Ex) As slimahacc, above.
Skills As slimahacc, above.

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. The 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.

History

Based in Lost Scale, Ptellac trades with Tyr, with various Kreen packs in the hinterlands, with the Big Lizard and Skyglass plains giant's clans, and with Azeth's Rest.

Occasionally Ptellac travels southward 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 had battled many years ago during the Cleansing Wars.

For Player Characters

House Ptellac characters who select the dune trader prestige class (see the *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

Pterraxes (*ToA 167*): These flying reptilian creatures are used as airborne mounts.

Slimahaccs (*ToA 171*): These huge serpentine creatures are used as mounts.

Sample Encounters

Merchant pterrans are usually encountered in convoys either directed at Tyr or Azeth's Rest.

Ptellac Caravan (EL 12): Ptellac Goldeye, followed by seven slimahacc riders, is traveling to Azeth's Rest for the Azeth's Trade fair.

Typical Treasure

House Ptellac characters usually have double their Challenge Rating in treasure, at least 50% in 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 Azeth's 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 venture leaves shortly after the close of the fair, carrying copper, ink, glass, gold, incense, mirrors, silk cloth, fine wine, and rotgut lichor.

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 fragment telepath 12/psiologist* 3
*Class described in *Appendix II*
LE Medium humanoid (psionic)
Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Eldaarish, Goblin; polyglot

AC 12, touch 12, flat-footed 12
(+2 deflection)
hp 69 (15 HD)
Immune acid and poison
Resist cold 20, fire 20, electricity 20
Fort +11, **Ref** +5, **Will** +17

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)
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 *dorje of force screen* (25 charges)
Power Points/Day 237; **Psion Powers Known** (ML 15th):
8th—*mind seed* (DC 23)
7th—*crisis of life* (DC 22), *fission*, *insanity* (DC 22)*, *personal mind blank*
6th—*co-opt concentration* (DC 21), *mass cloud mind* (DC 21), *mind switch* (DC 21)*
5th—*leech field*, *metaconcert*, *mind probe* (DC 20), *psychic crush* (DC 20)
4th—*psionic dominate* (DC 19)*, *psionic modify memory* (DC 19), *schism*, *thieving mindlink* (DC 19)*
3rd—*crisis of breath* (DC 18)*, *false sensory input* (DC 18), *hostile empathic transfer* (DC 18), *mind trap*
2nd—*aversion* (DC 17)*, *brain lock* (DC 17), *psionic suggestion* (DC 17), *read thoughts* (DC 17)
1st—*attraction* (DC 16)*, *mind thrust* (DC 16)*, *psionic charm* (DC 16)*, *psionic daze* (DC 16), *telempathic projection* (DC 16)
*The save DCs for these powers might increase with the use of augments

Abilities Str 12, Dex 10, Con 15, Int 20, Wis 18, Cha 18
SQ fragmentary fiend, magical aversion, master discipline (telepathy)
Feats Great Fortitude, Greater Psionic Endowment, Inquisitor, Iron Will, Metamorphic Transfer (3), Narrow Mind, Psionic Endowment, Psionic Meditation
Skills Auto-Hypnosis +16, Bluff +20, Concentration +20, Diplomacy +23, Gather Information +19, Knowledge (history) +20, Knowledge (psionics) +25, Psicraft +25, Sense Motive +19, Survival +14
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. *Appendix II*
Master Discipline The cost of manifesting a telepathy power is reduced by one point for Tacitus. *Appendix II*
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 Borys 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 Savak has begun to burn sulfur in conjunction with its 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 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 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 netherworlds.

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 to 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 what 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 to betray 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 is 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 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 that Tacitus assumes his fiendish form (such as when he is cornered in an uneven melee), he makes use of his multiple Metamorphic Transfer feats to gain access to the horned devil's fear aura, infernal wound and stun supernatural abilities. He also summons phthisics and figments freely in such an instance. Tacitus believes that the phthisics that 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 have another meltdown; life in the city will become even more agitated and difficult.

Zteng

A quarterstaff-wielding figure wearing fine armor accompanies the shadowy figures, and appears to be their leader. As he approaches, the smell of brimstone meets your nostrils.

Zteng **CR 16**

Male fragment nomad 13
NE Medium humanoid (psionic)
Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Eldaarish, Goblin; polyglot

AC 17, touch 10, flat-footed 17
(+7 armor)
hp 63 (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/+1 ghost touch quarterstaff* +10/+7 (1d6+5 plus 1d6 electricity) or
Melee *+1 shock/+1 ghost touch quarterstaff* +9/+9/+4 (1d6+5 plus 1d6 electricity and 1d6+3)
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
Power Points/Day 179; **Psion Powers Known** (ML 13th):
7th—*dream travel* (DC 22)*
6th—*breath of the black dragon* (DC 21), *psionic banishment* (DC 21)*, *psionic disintegrate* (DC 21)
5th—*baleful teleport* (DC 20)*, *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)*, *mental barrier*
2nd—*biofeedback, dimension swap* (DC 17), *inflict pain* (DC 17)*, *psionic levitate*
1st—*burst, detect teleportation, force screen, inertial armor, offensive precognition*
*The save DCs for these powers might increase with the use of augments

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Abilities Str 16, Dex 10, Con 12, Int 21, Wis 18, Cha 18
SQ fragmentary fiend
Feats Combat Manifestation, Deep Impact, Ghost Attack, Greater Psionic Weapon, Psionic Body, Psionic Meditation, Psionic Weapon, Speed of Thought, Two Weapon Fighting
Skills Climb +17, Concentration +17, Jump +17, Knowledge (the planes) +21, Knowledge (psionics) +21, Psicraft +23, Ride +16, Survival +20 (+22 on other planes)
Possessions combat gear plus *+1 shock/+1 ghost touch quarterstaff, +2 wyrm silk* chainmail of quickness*
*Made from silkwyrm silk; treat as mithral.

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 Borys the Dragon. Zteng is not actually a fiend, but an amalgam of Daskinor's former

courage and other aspects of his personality, 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 to battle, but does not remember why.

Although he has 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, 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 the group give him suggest that he is their leader. He smells of brimstone.

Uda Nadil **CR 19**

Male fragment telepath 9/thrallherd 7
NE Medium humanoid (psionic)
Init +0; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Eldaarish, Goblin; polyglot

AC 21, touch 17, 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)
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 *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)*, *psionic overland flight, temporal acceleration*
5th—*metaconcert, mind probe* (DC 20), *power resistance, psychic crush* (DC 20)*
4th—*death urge* (DC 19)*, *psionic dominate* (DC 19)*, *psionic modify memory* (DC 19), *schism, thieving mindlink* (DC 19)*
3rd—*crisis of breath* (DC 18)*, *false sensory input* (DC 18)*, *hostile empathic transfer* (DC 18)*, *time hop*
2nd—*aversion* (DC 17)*, *brain lock* (DC 17), *psionic suggestion* (DC 17), *read thoughts* (DC 17)
1st—*conceal thoughts, empty mind, mind thrust* (DC 16)*, *mindlink* (DC 16), *missive, psionic charm* (DC 16)*
*The save DCs for these powers might increase with the use of augments

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Abilities Str 12, Dex 10, Con 16, Int 21, Wis 17, Cha 20
SQ fragmentary fiend, thrallherd
Feats Empower Power, Greater Psionic Endowment, Inquisitor, Maximize Power, Narrow Mind, Power Penetration, Psionic Endowment, Psionic Meditation, Quicken Power
Skills Auto-Hypnosis +19, 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

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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. *XPH 154*
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 point less, to a minimum of 1 power point. The effect of this power is still restricted by his manifester level. *XPH 154*
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. *XPH 154*
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, 135 1st-level believers, 13 2nd-level believers, 7 3rd-level believers, 4 4th-level believers, 2 5th-level believers and 2 6th-level believers. *XPH 153*

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 Borys the Dragon. Nadil is not actually a fiend, but an amalgam of Daskinor's former ambition and other aspects of his personality, with Daskinor's idea of what a fiend should be, look like, and smell like.

Nadil has founded cults devoted to his own greatness all 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 for the Haleban High templar, since he does not wish to meet with Daskinor.

Although he has 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 Grey.

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 unarmored 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, 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+1) or
Ranged *+1 shortspear* +9 (1d6+1)
Base Atk +6; **Grp** +5
Atk Options Maximize Power, psionic charm, psionic dominate, Psionic Endowment
Special Actions Narrow Mind, Psionic Meditation
Power Points/Day 179; **Psion Powers Known** (ML 13th):
7th—*dream travel*
6th—*psionic banishment* (DC 21)*, *psionic overland flight, suspend life*
5th—*baleful teleport* (DC 20)*, *psionic plane shift, psionic teleport, teleport trigger*
4th—*metamorphosis, psionic dimension door, psionic dimensional anchor, psionic dismissal* (DC 19), *psionic dominate* (DC 19)*, *psionic fly*
3rd—*astral caravan, energy bolt* (DC 18)*, *energy burst* (DC 18)*, *mind trap*
2nd—*dimension swap* (DC 17), *ego whip* (DC 17)*, *mental disruption* (DC 17)*, *psionic levitate*
1st—*burst, déjà vu* (DC 16)*, *detect teleportation, psionic charm* (DC 16)*, *disable* (DC 16)*, *force screen*
*The save DCs for these powers might increase with the use of augments

Abilities Str 8, Dex 14, Con 10, Int 20, Wis 17, Cha 19
Feats Expanded Knowledge (*metamorphosis*), Maximize Power, Narrow Mind, Psionic Endowment, Psionic Meditation, Speed of Thought, Up the Walls
Skills Auto-Hypnosis +14, Bluff +13, Climb +7, Concentration +12, Diplomacy +22, Jump +7, Knowledge (psionics) +24, Listen +5, Perform +6, 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. *XPH 154*
Psionic Charm (Ex) Once per day, Abu Bdalug can manifest *psionic charm* with 9 power point less, to a minimum of 1 power point. The effect of this power is still restricted by his manifester level. *XPH 154*
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. *XPH 154*
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. *XPH 154*
Thrallherd (Ex) Abu Bdalug's Leadership score is 27. He has one 13th-level thrall, 135 1st-level believers, 13 2nd-level believers, 7 3rd-level believers, 4 4th-level believers, 2 5th-level believers and 2 6th-level believers. *XPH 153*

Hook "I will teach you fear."

Bdalug is a ranking member of 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 Tacitus, such as the ability feed on the misery and fear in Eldaarich. While Eldaarich's torment and terror sates Tacitus' hunger, it only makes Bdalug hungrier for what he cannot taste. He wishes to "return" to Tacitus' 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. Villagers worship him as a dark god, which seems to sate his soul 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 believes correctly 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 in a drugged, Bdalug moved them down a secret shaft to his underworld, so they have seen their "god" in 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 an Inner Demon

"Fragment" is an inherited template that can be applied to any humanoid or monstrous humanoid (referred to hereafter as the "base creature").

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 uses the elite ability array (15, 14, 13, 12, 10, 8) and gains an additional point per 4 class levels. 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: An inner demon creature has all the attack options of the base creature, plus the following special qualities. Saves have a DC of 10 + 1/2 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 same 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 figment. This is the equivalent of a 9th-level spell.

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: An inner demon creature 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).

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 Borys, Daskinor unleashed his psionic might against what he mistakenly believed to be the planar mirror, 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 inception, 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, fragments are evil. They generally behave selfishly.

Typical Treasure

Inner demons 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 inner demons. 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 an inner demon, a creature spawned a troubled psyche.
20 + DC	Inner demons can be of any kind, and they reflect its creator shifting personality, feeding upon other creature's feelings and emotions.

Khvakhas

The Khvakhas are one of the many undead creatures created during their brutal 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 the front of its neck.

Khvakhas Priest CR 6

Male goblin Khvakhas cleric 4
NE Small undead (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Goblin, Classic Dwarven, Classic Tanysh
Aura despair (DC 17)

AC 19, touch 14, 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 +8 (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)
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

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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 +7, Knowledge (history) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +2, Move Silently +9, Ride +7, Spellcraft +3, Spot +2
Possessions masterwork scythe, composite longbow with 40 arrows, masterwork studded leather armor

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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 worshipped 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 his undead enemies, the ash priest uses his rebuke undead and *searing light* or *hide from undead* if they are too powerful. Against the rare living creatures that show up, he prefers to use his poison spit and *inflict* spells.

Asherakh the Meorty

You hear a popping sound, and a three-foot tall humanoid appears, wearing metal armor and carrying a spiked iron chain that crackles with electricity. He speaks to you in the tongue of your homeland.

Asherakh the Meorty of Juhudhuzar CR 13

Male goblin meorty fighter 9
LE Small undead (augmented humanoid, goblinoid, psionic)
Init +6; **Senses** darkvision 60 ft. ; Listen +12, Spot +12
Languages Goblin

AC 30, touch 15, flat-footed 29; Dodge, Mobility
(+1 size, +2 Dex, +5 armor, +10 natural, +2 deflection)
hp 68 (9 HD); **DR** 15/magic
Immune undead immunities; cold 10, electricity 10
SR 19
Fort +6, **Ref** +5, **Will** +5
Weakness bound to area

Speed 20 ft. (4 squares)
Melee *+1 shocking burst spiked chain* +17/+12 (2d4+7 plus 1d6 electricity) or
Melee slam +14/+9 (1d4+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +9
Atk Options Combat Reflexes, poison spit 3/day (DC 15, 1d6 Str/-), Power Attack, rebuke undead 3/day (+0, 2d6+9, 9th)
Special Actions ambulatory limbs
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*)
3/day—*body adjustment* (3d12*), *crisis of breath* (any creature, DC 15*), *dissolving touch* (7d6*), *psionic dimensional anchor*
*Includes augmentation for the meorty's manifester level.

Abilities Str 19, Dex 15, Con —, Int 12, Wis 14, Cha 10
SQ bound to area, create spawn, Gray toughness 2, undead traits
Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Initiative, Mobility, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)
Skills Climb +7, Hide +6, Intimidate +11, Jump +2, Knowledge (warcraft) +6, Listen +12, Move Silently +2, Ride +9, Search +11, Sense Motive +12, Spot +12
Possessions *+1 shocking burst spiked chain*, masterwork buckler, masterwork shell armor
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 spawn with 18 HD.

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 before Daskinor came to Juhudhuzar. He defended the city against foreign invaders, and was one of the few meorty that the cities 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 near the end of the fighting, 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* and his poison spit against the living.

Gzeztgel 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.

Gzeztgel Bloodstump **CR 14**

Male Khvakhas goblin cleric 12
NE Small undead (augmented humanoid, goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Goblin, Giant, Gnoll
Aura despair (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 small iron heartpick* +11/+6 (1d6+2 plus 1d6 fire/19-20/x4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +7
Atk Options poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 8/day (+7, 2d6+17, 16th)
Special Actions ambulatory limbs, spontaneous casting (*inflict* spells)
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, immunity to undead, undead traits
Feats Combat Casting, Extra Turning, Exotic Weapon Proficiency (heartpick), Improved Critical (heartpick), Leadership
Skills Concentration +14, Diplomacy +7, Heal +7, Knowledge (ancient history) +7, Knowledge (religion) +9, Move Silently +9, Search +6, Spellcraft +8.
Possessions *Clanging Gnasher**, *boots of speed*, *+1 iron chain shirt*
*New item described on page 150

Ambulatory Limbs (Ex) A Khvakhas can detach a hand or foot as a standard action, the separated part becoming a Diminutive creeping claw (see Terrors of the Dead Lands). 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.
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.

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*, Gzeztgel is taking a higher profile among the Khvakhas of Juhudhuzar, gathering an army to revenge himself on the human world.

Gzeztgel 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, Gzeztgel 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 *unhollow* 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 skin stretched tight over her bones, and a look of sadness and madness on her face. She wears a cloak that makes her look ghostly, as if 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 12**

Female Khvakhas goblin wilder 10
NE Small undead (augmented humanoid, goblinoid, psionic)
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Goblin, Common, Orcish
Aura despair (DC 17)

AC 31, touch 16, flat-footed 28
(+1 size, +3 Dex, +5 armor, +10 shield, +2 deflection)
hp 70 (10 HD)
Immune undead immunities
Fort +5, **Ref** +7, **Will** +8
Weakness bound to area, distractible, psychic enervation

Speed 30 ft. (6 squares)
Melee *+1 keen obsidian punching dagger* +8 (1d3+2/19-20 x4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +4
Atk Options 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 *psicrown of fiery ruin* (190 power points)
Power Points/Day 103; **Wilder Powers Known** (ML 10th):
5th—*psychic crush* (DC 18)
4th—*energy adaptation*
3rd—*dispel psionics*, *energy cone* (DC 16)*
2nd—*feat leech* (DC 15)*, *sensory suppression* (DC 15)
1st—*empty mind*, *energy ray* (+9 ranged touch)
*The 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 13, Dex 14, Con —, Int 13, Wis 8, Cha 17
SQ bound to area, immunity to undead, psychic enervation, surging euphoria +1, undead traits, volatile mind (2 power points)
Feats Expanded knowledge (*feat leech*), Expanded Knowledge (*energy cone*), Overchannel, Talented
Skills Auto-Hypnosis +8, Bluff +10, Concentration +10, Diplomacy +7, Intimidate +11, Knowledge (psionics) +8, Move Silently +6, Psicraft +8, Sense Motive +5
Possessions combat gear plus *Shroud of the Martyr**, *amulet of resistance +2*, *skin of the defender*, masterwork wooden bucket, masterwork studded leather armor

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*New item described on page 151

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.
Shapesmith (Ps) The user can use the alter shape psionic power on themselves or any of the users believers or there thrall at will.
Holy War (Ex) The character gains a thrall and believers as if he was 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 thrall and all of the believers are affected as by the personal mind blank power.
Correspond (Ps) The cloak's owner can correspond with her thrall or any of her 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 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. She 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. Weak-willed, passionate, and (by goblin standards) beautiful, she is everything that an undead goblin could desire. She lacks the tusks of other Khvakhas, and has traditionally been the wife of the most powerful 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 11, Dex 10, Con 12, Int 11, 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 as he comes closer; raising a warhammer as he approaches. "Did Tvakch send you?"

Ezgruz **CR 11**

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 17)

AC 21, touch 15, flat-footed 19
(+1 size, +2 Dex, +6 armor, +2 deflection)
hp 58 (9 HD); **DR** 5/magic
Immune undead immunities
Fort +8, **Ref** +7, **Will** +11
Weakness bound to area, distractible

Speed 30 ft. (6 squares)
Melee mwk warhammer +10/+5 (1d6+2/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +4
Atk Options poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 4/day (+1, 2d6+10, 9th)
Special Actions ambulatory limbs
Cleric Spells Prepared (CL 9th):
No spells
D: Domain spell. Element: Earth. *Domains:* Dance of Decay, Earthen Embrace

Abilities Str 14, Dex 14, Con —, Int 10, Wis 16, Cha 13
SQ bound to area, distractible, immunity to undead, undead traits
Feats Alertness, Combat Casting, Track, Weapon Focus (warhammer)
Skills Concentration +5, Hide +6, Knowledge (history) +2, Knowledge (religion) +2, Listen +5, Spellcraft +2, Survival +5, Spot +5
Possessions masterwork warhammer, *+2 chitin armor of invulnerability*, *cloak of resistance +2*

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.

Hook "Infidels! Human beasts, and worse. But you'll serve. There's something I want..."

Ezgruz is one of the two original priests to bring 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 hates 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 you ears and infects your mind as you see a small creature with a scimitar running towards you.

Giggles **CR 9**

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 Goblin
Aura despair (DC 17), laughter (30 ft., DC 15)

AC 19, touch 14, flat-footed 18
(+1size, +1 Dex, +5 armor, +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); Speed of Thought, Up the Walls
Melee *+1 small scimitar of icy burst* +5 (1d4+2 plus 1d6 cold/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +2
Atk Options Greater Psionic Weapon, poison spit 3/day (DC 15, 1d6 Str/-), rebuke undead 3/day (+0, 2d6+6, 6th)
Special Actions ambulatory limbs, Psionic Meditation
Power Points/Day 18; **Psychic Warrior Powers Known** (ML 6th):
2nd—*animal affinity*, *concealing amorpha*, *body adjustment*
1st—*biofeedback*, *force screen*, *offensive prescience*

Abilities Str 15, Dex 14, Con —, Int 13, Wis 14, Cha 11
SQ bound to area, immunity to undead, naturally psionic, undead traits
Feats Psionic Weapon, Greater Psionic Weapon, Psionic Body, Psionic Meditation, Speed of Thought, Up the Walls
Skills Autohypnosis +5, Climb +5, Concentration +8, Jump +6, Knowledge (psionics) +4, Move Silently +6, Ride +9, Search +4
Possessions *+1 small chain shirt*, *+1 small large shield*, *+1 scimitar of icy burst*

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. However, unlike his opponents, Giggles has no problem fighting while laughing.

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 14, Con 12, Int 11, Wis 14, Cha 13.

Strategies and Tactics

Giggles relies on his laughter aura, *concealing amorpha* and speed to take him away every time there is trouble coming. He always attacks the ones not laughing first.

Javzunda

From out of the darkness, a small humanoid approaches. With a scimitar in hand, the creature smiles, its lower jaws having

wicked looking tusks. It furrows its brow, and your mind explodes in pain.

Javzunda CR 9

Male blue Khvakhas telepath 7
NE small undead (augmented humanoid, goblinoid, psionic)
Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Goblin , Classic Dwarven, Classic Tanysh, Gnoll, Orcish
Aura despair (DC 17)

AC 23, touch 17, flat-footed 21
(+1 size, +2 Dex, +6 armor, +2 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 small scimitar* +5 (1d4+1/18-20) or
Ranged *+2 composite longbow* +8 (1d8+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -1
Atk Options poison spit 3/day (DC 15, 1d6 Str/-), Quicken Power, rebuke undead 3/day (+0, 2d6+7, 7th)
Special Actions ambulatory limbs
Combat Gear *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*), *thieving mindlink* (DC 19*)
3rd—*hostile empathic transfer* (DC 18), *false sensory input* (DC 18), *mind trap*, *psionic blast* (DC 18)
2nd—*aversion* (DC 17*), *brain lock* (DC 17), *psionic suggestion* (DC 17), *read thoughts* (DC 17)
1st—*conceal thoughts*, *demoralize* (DC 16*), *inertial armor*, *psionic charm* (DC 16*), *telempathic projection* (DC 16)
*The save DCs for these powers might increase with the use of augments

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Abilities Str 11, Dex 14, Con —, Int 20, Wis 14, Cha 11
SQ bound to area, immunity to undead, naturally psionic, undead traits
Feats Combat Manifestation, Craft Dorje, Psicrystal Affinity, Psicrystal Containment, Quicken Power
Skills Bluff +3, Concentration +9, Diplomacy +2, Gather Information +2, Hide +6, Knowledge (local [Azghabar]) +7, Knowledge (history) +7, Knowledge (psionics) +7, Listen +2, Psicraft +7, Sense Motive +5, Spot +2
Possessions combat gear plus *+2 small adamantine chain shirt*, *+1 small large shield*

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.

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

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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** +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 9, Wis 10, Cha 10
SQ alertness, construct traits, personality (resolved), share powers, sighted
Skills Bluff +3, Concentration +9, Diplomacy +2, Gather Information +2, Knowledge (local [Azghabar]) +1, Knowledge (history) +1, Knowledge (psionics) +1, Listen +4, Psicraft +1, Search +3, Sense Motive +2, 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 Move Silently +6

Javzunda, the third most powerful Khvakhas in Azghabar, in life was not a warrior but a potent telepath. When his efforts after the city's defenses collapsed, then 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 11, Dex 14, Con 14, Int 11, Wis 14, Cha 13.

Strategies and Tactics

Javzunda tries to *dominate* or rebuke the strongest party member and uses *psionic blast* on the remaining ones. He usually uses his psicrystal as a scout for Esmila agents, which he will sneak upon 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 short sword.

Ghazrashuna the Changeling CR 10

Male goblin Khvakhas rogue 7
NE small undead (augmented humanoid, goblinoid)
Init +4; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Goblin
Aura despair (DC 17)

AC 21, touch 17, flat-footed 17; Dodge, uncanny dodge
(+1 size, +4 Dex, +4 armor, +2 deflection)
hp 45 (7 HD)
Resist evasion
Immune undead immunities
Fort +2, **Ref** +5, **Will** +2
Weakness bound to area, distractible

Speed 30 ft. (6 squares)
Melee mwk small short sword +8 (1d4+1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +2
Atk Options 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

Abilities Str 12, Dex 19, Con —, Int 15, Wis 14, Cha 7
SQ bound to area, change shape, immunity to undead,

trapfinding, trap sense +2, undead traits
Feats Dodge, Improved Feint, Stealthy
Skills Balance +9, Bluff +8, Climb +6, Diplomacy +2, Disable Device +7, Disguise -2 (+0 to act in character), Escape Artist +9, Hide +20, Jump +6, Listen +7, Move Silently +20, Open Lock +9, Ride +4, Search +7, Sense Motive +12, Sleight of Hand +11, Spot +7, Survival +2 (+4 following tracks), Use Rope +4 (+6 involving bindings)
Possessions small macahuitl, *+1 glammered studded leather armor*,

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.
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, he will move from area to area and become 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 backstabbing 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. He 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 8**

Male goblin Khvakhas rogue 5
NE small undead (augmented humanoid, goblinoid)
Init +5; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Goblin
Aura despair (DC 17)

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

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

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 +15, Intimidate +2, Knowledge (local [White Mountains]) +8, Listen +7, Move Silently +15, Ride +4, Sense Motive +8, Spot +7, Use Rope +5 (+7 involving bindings)
Possessions leather armor, *dagger of venom*, *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 the undead is 15.

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 *invisibility ring* 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 + 1/2 the base creature's HD + the base creature's Cha modifier) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same Khvakhas' despair ability for 24 hours.

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 (see *Terrors of the Dead Lands* Chapter 5: Monsters). Detaching a limb deals a Khvakhas damage equal to the creeping claw's hit points; when reattaching it, the undead regains the claw's current hit points. A creeping claw is under the Khvakhas' control as long as it stays animated and within 100 ft. Otherwise, it behaves as a mindless undead.

Bound to Area (Su): A Khvakhas cannot move more than five miles from its city's central plaza without weakening its connection to the Gray. Each day a Khvakhas is away, it gains a negative level. When its negative levels equal its HD, a Khvakhas is destroyed. If it returns, it recovers 1 negative level per day.

Distractible (Ex): Seeing a humanoid of Small size or smaller aggravates a Khvakhas to the point of rage. In combat, the undead rids itself of the distraction, eliminating the Small humanoid even before dealing with prominent threats.

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 scouts the area for intruders.

EL 7: 1 Khvakhas Ash Priest, 6 gluk'kiuks.

EL 8: 1 Khvakhas Ash Priest, 2 flesh rinds.

EL 10: 1 Khvakhas Ash Priest, 3 flesh worms.

Adventure Leads

Silver, Silver Everywhere, and Nary a Bite to Eat

The Goblinfather's Children are Hungry

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.

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 deprived them of any useful information, to torment them further by hanging them from the ceilings of the largest chambers in their caverns, suspended by their arms, wrists, or fingers, forced to slowly watch as his men flayed alive any common goblins – males, females, 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 weights 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 evil and greedy in undeath as they were in life, and possessed of 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	Khvakas were once goblin leaders, but were tortured to death in ancient times. They retain the ability to command undead goblins.

Kurnan

All Kurnan militia are citizens of one of Kurn's claves, so they are typically artisan crafts workers. Oronis' Black Brethren are Kurn's elite army.

Black Captain

The man before you stands with 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 (psionic)
Init +4; **Senses** Listen +2, Spot +2
Languages Common, Baazrag, Eloy, Elvish, Kurnan

AC 20, touch 14, flat-footed 20; Dodge
(+6 armor, +4 shield)
hp 58 (10 HD)
Fort +8, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)
Melee *+3 flaming longsword* +12/+7 (1d8+1d6+5) or
Ranged *glove of missile casting* +8/+3 (1d8+2)
Base Atk +8; **Grp** +7
Attack Options smite 1/day
Special Actions spellstoring
Combat Gear *black chaplain's staff* (30 charges)
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**
* The save DCs for these powers might increase with the use of augments
Templar Knight Spells Prepared (CL 3rd):
2nd—*cure moderate wounds*, *hold person* (DC 15)
1st—*command* (DC 14), *entropic shield*

Abilities Str 14, Dex 10, Con 12, Int 12, Wis 14, Cha 16
SQ fearless presence
Feats Cleave, Dodge, Improved Initiative, Leadership, Power Attack, Rotate Lines, Teamwork, Weapon Focus (longsword)
Skills Climb +8, Concentration +10, Diplomacy +9, Intimidate +9, Knowledge (psionics) +7, Knowledge (religion) +10, Sense Motive +8, Spellcraft +7
Possessions combat gear plus *glove of missile casting*, *+3 flaming longsword*, *+2 shell armor*, *+2 shield*

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 that are available. When they have set their troops to task, they will use *dimensional slide* or *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 8**

Male half-elf cleric 4/ battledancer 4
NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Listen +8, Spot +8
Languages Common, Baazrag, Eloy, Elvish, Kurnan

AC 19, touch 16, flat-footed 17; Dodge
(+2 Dex, +5 armor, +2 deflection)
hp 36 (8 HD)
Resist acid 8
Immune magical aging
Fort +8, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)
Melee *flaming elven longblade* +11/+6 (1d8+1d6+3/19-20)
Base Atk +7; **Grp** +7
Special Actions sidestep, imbue arms
Combat Gear 6 *fruit-potions of cure major wounds*, *wand of mass bless* (20 charges)
Cleric Spells Prepared (CL 6th):
3rd—*contagion* (DC 16), *dispel magic*, *meld into stone*, *speak with dead*
2nd—*aid*, *delay poison*, *enthrall*, *rusting grasp* (DC 15), *silence*
1st—*bless*, *deathwatch*, *divine favor*, *doom* (DC 14), *return to the earth*
0—*detect magic*, *detect poison*, *purify food and drink*, *read magic*, *resistance*
D: Domain spell. Element: Earth. *Domains:* Dance of Decay, Mountain's Fury

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Abilities Str 13, Dex 15, Con 10, Int 12, Wis 16, Cha 10
SQ summon familiar, link with familiar, share spells, no armor check and encumbrance penalties to Climb while both hands free
Feats Combat Casting, Dodge, Teamwork, Weapon Focus (elven longblade)
Skills Climb +5, Concentration +10, Heal +6, Listen +8, Search +8, Spellcraft +7, Spot +8

Possessions combat gear plus, *flaming elven longblade+2, ring of protection+2, +2 studded leather armor*

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. They also typically have a familiar that they will also use to full effect.

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 (psionic)
Init +2; **Senses** Listen +6, Spot +6
Languages Common, Baazrag, Eloy, Elvish, Kurnan

AC 19, touch 16, flat footed 17
(Dex +2, armor +5, deflection +2)
hp 44 (8 HD)
Fort +5, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares)
Melee dagger +5 (1d4+1) or
Ranged *gloves of missile casting* +6 (1d8)
Base Atk +4; **Grp** +5
Attack Options Empower Power, Maximize Power
Special Actions Psionic Mediation
Combat Gear 6 *potion-fruits of cure major wounds*
Power Points/Day 70; **Psion Powers Known** (ML 8th):
4th—*psionic dominate* * (DC 17), *mindwipe** (DC 17), *psionic modify memory* (DC 17)
3rd—*dismiss ectoplasm, dispel psionics**, *energy bolt* (DC 16)*, *energy wall* (DC 16).
2nd—*brain lock* (DC 15)*, *ego whip* (DC 15)*, *mass missive **, *read thoughts*
1st—*psionic charm* (DC 14)*, *detect psionics*, *entangling ectoplasm* (DC 14), *mindlink**, *mind thrust*(DC 14)*
* The save DCs for these powers might increase with the use of augments

Abilities Str 12, Dex 14, Con 13, Int 16, Wis 14, Cha 8
Feats Combat Manifestation, Empower Power, Inquisitor, Maximize Power, Psionic Meditation, Teamwork
Skills Concentration +15, Knowledge (psionics) +9, Listen 6, Psicraft +9, Sense Motive 9, Spot +6
Possessions combat gear plus *glove of missile casting*, ring *of protection +2, studded leather +2*

Strategies and Tactics

Black inquisitors generally operate behind the 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 an isolate enemies. Against more powerful adversaries they will use *ego whip* fully augmented to weaken opponents, as well as *brain lock* and *charm* to avoiding killing those they would like to interrogate later.

Black Lancer

Before you rides 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 (psionic)
Init +1; **Senses** Listen+6 , Spot +6
Languages Common, Baazrag, Eloy, Elvish, Kurnan

AC 18, touch, 11, flat-footed 17
(+1 Dex, +5 armor, +2 shield)
hp 29 (6 HD)
Fort +4, **Ref** +3, Will +3

Speed 20 ft. (4 squares); Ride-by Attack
Melee *flaming lance* +8 (1d8+1d6+3) or
Ranged *thundering compound longbow* +7 (1d8+1d6+3)
Base Atk +5; **Grp** +7
Attack Options Point Blank Shot, Greater Psionic Shot, Spirited Charge
Special Actions Psionic Meditation, Mounted Combat
Combat Gear 3 *fruit-potions of true strike*
Power Points/Day 9; **Psychic Warrior Powers Known** (ML 4th):
2nd—*psionic lion's charge*
1st—*force screen, offensive precognition, vigor*

Abilities Str 14, Dex 13, Con 11, Int 12, Wis 14, Cha 10
Feats Greater Psionic Shot, Mounted Archery, Mounted Combat, Point-Blank Shot[B], Psionic Meditation , Psionic Shot, Ride-By Attack, Spirited Charge
Skills Concentration +6, Knowledge (psionics) +6, Ride +9, Handle Animal +5
Possessions combat gear plus *chitin armor +1, flaming lance+1, shield +1, thundering compound longbow+1*
Mount heavy warmount crodlu (*ToA* 155)

Strategies and Tactics

Black lancers will pepper their foes with arrows using Greater Psionic Shot to maximize damage. After their foes are weakened, they will charge into combat using a fully augmented *psionic lion's charge* and 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 arrow simultaneously at you.

Black Mindbow **CR 5**

Human psychic warrior 3/ fighter 2
Medium humanoid (psionic)
Init +2; **Senses** Listen +6, Spot +6
Languages Common, Eloy, Kurnan

AC 17, touch 13, flat-footed 15
(+2 Dex, +5 armor)
hp 30 (5 HD)
Fort +7, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee short sword +4 (1d6) or
Ranged *composite longbow of thunder* +7 (1d8+1d6)
Base Atk +4; **Grp** +4
Atk Options Far Shot Greater Psionic Shot Point Blank Shot

Special Actions Concentrate Fire, Psionic Meditation
Combat Gear 6 *fruit-potions of true strike*
Power Points/Day 6; **Psychic Warrior Powers Known** (ML 3rd):
1st—*chameleon, elfsight, vigor*

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 11
Feats Concentrate Fire, Far Shot, Greater Psionic Shot, Point Blank Shot, Psionic Meditation, Psionic Shot, Teamwork
Skills Concentrate +8, Listen +6, Search +9, Spot +6
Possessions combat gear plus 5 *arrows of distance*, 10 *arrows of shocking burst*, 5 *+3 arrows, +1 composite longbow of thunder*, *ring of protection +1*, *+1 shell armor*

Strategies and Tactics

Black Mindbows will use their Greater Psionic Shot and Concentrate Fire to great effect in combat. They move, aim and shoot as a group and will move on the battlefield to improve their position. When firing, they attack one creature, riddling it with arrows until it is down, then move 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 to the ground and stops a foot off the ground.

Black Scout **CR 6**

Female human psychic warrior 4, elocator 2
Medium humanoid (psionic)
Init +6; **Senses** Listen +3, Spot +4
Languages Common, Eloy, Kurnan

AC 16, touch 12, flat-footed 15; Dodge, Mobility
(+1 Dex, +5 armor)
hp (6 HD)
Fort +4, **Ref** +6, **Will** +6

Speed 20 ft. (4 squares); Spring Attack
Melee short sword +4 (1d6+1) or
Ranged composite longbow +7 (1d8+1d6+1)
Base Atk +3; **Grp** +4
Atk Options Greater Psionic Shot
Special Actions Psionic Meditation
Combat Gear 6 *fruit-potions of true strike*
Power Points/Day 12; **Psychic Warrior Powers Known** (ML 5th):
2nd—*dimension swap, psionic lion's charge*
1st—*burst, chameleon, detect psionics*

Abilities Str 12, Dex 14, Con 11, Int 12, Wis 14, Cha 10
SQ scorn earth
Feats Dodge, Greater Psionic Shot, Improved Initiative, Mobility, Psionic Meditation, Psionic Shot, Spring Attack
Skills Hide +8, Listen +8, Move Silently +8, Search +7, Sense Motive +5, Spot +8
Possessions combat gear plus 5 *arrows of distance*, 10 *arrows of shocking burst*, 5 *+3 arrows, +2 composite longbow of thunder*, *ring of protection +1*, *+1 shell armor*

Strategies and Tactics

Black scouts make full use of their maneuverability when facing opponents. They will often use their scorn earth ability to enter into unusual 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 wield spears and shield, 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
Medium humanoid (psionic)
Init – ; **Senses** Listen +6, Spot +6
Languages Common, Eloy, Kurnan

AC 18, touch 12, flat-footed 16
(+1 Dex, +5 armor, +2 shield)
hp 30 (5 HD)
Fort +7, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee *spear of shocking*+ 7 (1d8+1d6+3)
Base Atk +4; **Grp** +4
Atk Options Greater Psionic Weapon
Special Actions Psionic Meditation, Shield Wall, Spear Wall, Teamwork
Combat Gear 6 *fruit-potions of true strike*
Power Points/Day 6: **Psychic Warrior Powers Known** (ML 3rd):
1st—*biofeedback, offensive precognition, vigor*

Abilities Str 14, Dex 10, Con 12, Int 12, Wis 14, Cha 11
Feats , Greater Psionic Weapon, Psionic Meditation, Psionic Weapon, Shield Wall, Spear Wall, Teamwork
Skills Concentrate +11, Listen +6, Search +9, Spot +6
Possessions combat gear plus large shield, *shell armor +1*, *spear of shocking+1*

Strategies and Tactics

Black shields train, fight, and move in groups. They will typically start a 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
Init +2; **Senses** Listen +6, Spot +6
Languages Common, Baazrag, Eloy, Elvish, Kurnan

AC 15, touch 15, flat-footed 13
(+2 Dex, +3 deflection)
hp 44 (8 HD)
Fort +3, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)
Melee dagger +3 (1d4-1) or
Ranged *glove of missile casting* +6 (1d8-1)
Base Atk +4; **Grp** +3
Special Actions Hostile Mind, Psionic Hole

Combat Gear *battle staff* (30 charges)
Wizard Spells Prepared (CL 8th):
4th—*empowered scorching ray* (DC 15), *hallucinatory terrain* (DC 17)
3rd—*dispel magic*, *fireball* (DC 16), *flame arrow* (DC 16), *haste*
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 poison, detect magic, read magic, message*

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 14, Cha 13
Feats Combat Casting, Empower Spell, Hostile Mind, Psionic Hole, Scribe Scroll[B], Teamwork
Skills Concentration +11, Knowledge (arcane) +14, Listen +6, Spellcraft +12, Spot +6
Possessions combat gear plus *glove of missile casting*, *ring of protection +3*, *ring of invisibility*
Spellbook spells prepared plus 0—all; 1st—*protection from evil*, *wakefulness*; 2nd—*dedication*, *resist energy*; 3rd—*sand pit*
Familiar hawk (MM 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 using *obscuring mist* or *web* to separate his enemies. He will also use *hallucinatory terrain* to set up illusionary protective hills and boulders that his allies can fire through or hide behind.

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 Healer's Clave **CR 7**

Male human expert 4/ bard 4
Medium humanoid
Init +6; **Senses Listen** +11, **Spot** +11
Languages Common, Dwarven, Eloy, Kurnan

AC 14, touch 12, flat-footed 12; Dodge
(+2 Dex, +2 armor)
hp 36 (8 HD)
Fort +3, **Ref** +4, **Will** +11

Speed 30 ft. (6 squares)
Melee short sword +6/+1 (1d6/19-20) or
Ranged short bow +8/+3 (1d6/x3)
Base Atk +6; **Grp** +6
Special Actions bardic music 4/day (countersong, *fascinate* 2 creatures, inspire courage +1, inspire competence)
Combat Gear 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 10, Dex 14, Con 12, Int 16, Wis 16, Cha 14
SQ bardic knowledge +7, poison use
Feats Dodge, Improved Initiative, Point Blank Shot, Quick Draw, Self-Sufficient, Skill Focus (Knowledge [alchemy]),
Skills Bluff +12, Gather Information +12, Heal +18, Intimidate +12, Knowledge (history) +11, Knowledge (alchemy) +14, Performance (dwarven chanting) +13, Listen +11, Sleight of Hand +12, Spot +11
Possessions combat gear plus alchemical tools, leather armor

Hook "You have need of my skills, yes?"

Iotef is the inventor of mulbirth (see page 155), 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.

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 emasculate appearance showing his wealth and status.

Kurnan Charioteer **CR 2**

Male human aristocrat 3
Medium humanoid
Init +1; **Senses**; Listen +4, Spot +4
Languages Common, Eloy, Kurnan

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 13 (3 HD)
Fort +1, **Ref** +2, **Will** +3

Speed 20 ft. (4 squares)
Melee lance +2 (1d8) or
Melee long sword +2 (1d8) or
Ranged composite longbow +2 (1d8)
Base Atk +2; **Grp** +2
Atk Options Power Attack , Spirited Charge
Special Actions Mounted Combat

Abilities Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 11
Feats Mounted Combat, Power Attack, Ride-by-Attack
Skills Bluff+4, Diplomacy+4, Intimidate+4, Listen+4, Sense Motive+4, Spot+4
Possessions buckler, chariot, lance, longsword, shell armor

Kurnan nobles patrol their lands outside the city, and typically ride 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 latter 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
Medium humanoid
Init +1; **Senses** Listen +5, Spot +5
Languages Common, Eloy, Kurnan

AC 14, touch 11, flat-footed 13
(+1 Dex, +2 armor, +1sheild)
hp 7 (2 HD)
Fort +0, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)
Melee short spear +1 (1d6) or
Ranged sling +2 (1d4)
Base Atk +1; **Grp** +1

Abilities Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 11
Feats Companion, Teamwork
Skills Listen +5, Profession (farmer) +5, Spot+5
Possessions buckler, padded armor, short spear, sling

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 and drag them to the ground, 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 Healer's 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
*New class described on page 168
Medium humanoid
Init +6; **Senses** Listen +6, Spot +6
Languages Common, Eloy, Kurnan

AC 18, touch 18, flat-footed 16
(+2 Dex, +4 armor, +2 deflection)
hp 41 (8 HD)
Fort +6, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares)
Melee short sword +3 (1d6) or
Ranged *gloves of missile casting* +5 (1d6)
Base Atk +3; **Grp** +3
Special Actions creation, devisor, sandstone
Combat Gear *battle staff* (20 charges) ,***wand of lightning*** (15 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 14, Con 14, Int 17, Wis 14, Cha 11
Feats Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Improved Initiative
Skills Craft (alchemy) +6, Craft (stoneworking) +10, Knowledge (arcana) +11, Listen +6, Ride +4, Spellcraft +11, Spot +6
Possessions combat gear plus *bracers of armor +4, gloves of missile casting* , *ring of protection +2,* short sword
Spellbook spells prepared plus 0—all; 1st—*protection from evil*, *wakefulness*; 2nd—*dedication*, *resist energy*; 3rd—*sand pit*
Familiar hawk (MM 273)

Makers are the most prestigious wizards in Kurn; as such, they have great authority.

Strategies and Tactics

Makers prefer building rather than destruction. 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 against foes. Makers will use their spells and sandstone ability to prepare the terrain for combat, if given time. Makers are often hired as military engineering for projects, and excel in defensive fortifications that utilize their creation and deviser abilities, setting up the battlefield faster than an enemy would 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 hill right there, beyond the pile of stones."

Kurnan Master Maker **CR 15**

Male human wizard (preserver) 5/ Kurnan maker* 10
*New class described on page 168
Medium humanoid
Init +2; **Senses** Listen +16, Spot +16
Languages Common, Eloy, Kurnan

AC 24, touch 16, flat-footed 22
(+2 Dex, +8 armor, +4 deflection)
hp 48 (15 HD)
Fort +10, **Ref** +12, **Will** +18

Speed 30 ft. (6 squares)
Melee dagger +8/+3 (1d4+1) or
Ranged *gloves of missile casting* +9/+4 (1d6+1)
Base Atk +7; **Grp** +7
Atk Options quicken charged device, widen charged device
Special Actions arcane making, creation, devisor, metamorphose stone, *move earth,* sandstone, *sculpt mud or sand*
Combat Gear *battle staff* (25 charges),*wand of lightning* (25 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 12, Dex 14, Con 14, Int 20, Wis 16, Cha 11
Feats Craft Wondrous Item, Craft Magic Arms and Armor, Craft Wand, Craft Staff, Empower Spell, Improved Initiative
Skills Craft (alchemy) +16, Craft (stoneworking) +18, Knowledge (arcana) +24, Listen +16, Ride +14, Spellcraft +24, Spot +16
Possessions combat gear plus *bracers of armor +8, 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*
Familiar hawk (*MM* 273)

Master Makers direct the tasks of the Clave, and command an enormous amount of respect in Kurn.

Strategies and Tactics

Master makers rarely enter into combat directly. A Master maker focused on military applications of his craft is a deadly thing, however. He will be an asset to any of the militias or Brethren in Kurn. He will use his spells and abilities of widen charged device and quicken charged device to attack foes. He excels at supporting other troops and will use his spells in ways that maximize opponent suffering and not harm his own troops at all.

Kurnan Militia Archer

The woman is tall, her long hair 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
Medium humanoid
Init +1; **Senses** Listen +5, Spot +5
Languages Common, Eloy, Kurnan

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 8 (2 HD)
Fort +2, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)
Melee short sword +1 (1d6/19-20) or
Ranged composite longbow +2 (1d8/x3)
Base Atk +1; **Grp** +1
Atk Options Concentrate Fire

Abilities Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 11
Feats Concentrate Fire, Teamwork
Skills Bluff +5, Heal +5, Hide +6, Listen +5, Search +5, Spot +5
Possessions buckler, long bow with 30 arrows, shell armor, short sword

She's a Kurnan artisan, proud member of a clave, and probably a wife and mother, but as a citizen, she spends 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 will fire at opponents from range, using Concentrate Fire to improve their attacks. They tend to fight in groups, and will use their training and teamwork to full effect. The archers will fire all shots at one target before moving on.

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
Medium humanoid (psionic)
Init +1; **Senses** Listen +3, Spot +4
Languages Common, Eloy, Kurnan

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 10 (3 HD)
Fort +2, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)
Melee short sword +2 (1d6/19-20) or
Ranged composite longbow +2 (1d8/x3)
Base Atk +2; **Grp** +2
Atk Options Psionic Shot
Power Points/Day 2: **Psychic Adept Powers Known** (ML 2nd):
1st—*biofeedback*

Abilities Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 11
Feats Concentrate Fire, Point Blank Shot, Psionic Shot
Skills Concentration +6, Heal +5, Listen +3, Ride +4, Spot +4
Possessions buckler, composite longbow with 30 arrows, shell armor

She's a Kurnan artisan, proud member of a clave, and probably a wife and mother, but as a citizen, she spends nearly two months every year serving in Kurn's militia.

These are Kurnan citizens with lives and jobs, 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

The 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 increase their defense.

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
Medium humanoid
Init +1; **Senses** Listen +3, Spot +4
Languages Common, Eloy, Kurnan

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 12 (3 HD)
Fort +2, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)
Melee spear +2 (1d8) or
Ranged composite longbow +3 (1d8)
Base Atk +2; **Grp** +2

Abilities Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 11
Feats Companion, Spear Wall, Teamwork
Skills Heal+6, Listen+6, Profession (merchant) +6, Ride+6, Spot+6
Possessions buckler, shell armor

He's a Kurnan artisan, 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 dip, they sell their skills as mercenaries to House Azeth.

Strategies and Tactics

Kurnan militia spearmen fight in groups. They use their feats Teamwork, and Shield Wall 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
Medium humanoid (psionic)
Init +1; **Senses** Listen +8, Spot +8
Languages Common, Eloy, Kurnan

AC 17, touch 12, flat-footed 16
(+1 Dex, +5 armor, +1 deflection)
hp 44 (8 HD)
Fort +7, **Ref** +3, **Will** +5

Speed 20 ft. (4 squares)
Melee short sword +6/+1 or
Ranged composite longbow +9/+4 (2d6+4)
Base Atk +6/+1; **Grp** +6
Atk Options Greater Psionic Shot
Special Actions Psionic Meditation
Combat Gear 6 *potion-fruits of true strike*
Power Points/Day 31; **Psychic Warrior Powers Known** (ML 8th):
3rd—*dimensional slide, greater concealing amorpha*
2nd—*animal affinity, dissolving weapon, hustle*
1st—*biofeedback, elfsight, force screen*

Abilities Str 10, Dex 13, Con 12, Int 14, Wis 16, Cha 10
SQ alertness, share powers, sighted, telepathic link, deliver touch powers
Feats Far Shot, Greater Psionic Shot, Point Blank Shot, Psicrystal Affinity, Psicrystal Focus, Psionic Meditation, Psionic Shot
Skills Concentrate +15, Listen +8, Ride +10, Spot +8
Possessions combat gear plus 5 *arrows of distance*, 10 *arrows of shocking burst*, 5 *+3 arrows*, *+2 composite longbow of thunder*, *ring of protection +1*, *+1 shell armor*

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

Strategies and Tactics

The Mindbow uses *elfsight* for night duty. She relies on others on her team to reload her crossbow while she meditates to regain her focus to use Greater Psionic Shot, and consumes a potion of *true strike*. The Psicrystal focus allows her one extra use of Greater Psionic Shot without *meditating* in between. She will also use her psionic powers of *hustle* and *dimensional slide* to gain tactical advantage.

Kurnan Apprentice

Sitting on a rock, a man with a hawk on his shoulder thumbs through a stack of cards. Wearing the 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
Init +5; **Senses** Listen +3, Spot +3
Languages Common, Elvish, Kurnan

AC 11, touch 11, flat-footed 10
(+1 Dex)
hp 11 (2 HD)
Fort +2, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee dagger -1 (1d6-1/19-20) or
Ranged sling +3 (1d4)
Base Atk +0; **Grp** -1
Combat Gear *wand of protection from arrows* (10) or *wand of haste* (10) or *wand of keen weapon* (10) or *wand of magic missiles* (10)
Wizard Spells Prepared (CL 2nd):
1st—*expeditious retreat, true strike* (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, Still Spell, Scribe Scroll
Skills Concentration +6, Decipher Script +6, Knowledge (arcana) +6, Listen +3, Spellcraft +6, Spot +1
Possessions combat gear
Spellbook spells prepared plus 0—all; 1st—*cooling canopy*, *jump*, *mage armor*

Familiar hawk (*MM* 273)

The Kurnan apprentice always plays a supportive role, usually far from the front line. He is a low-level preserver that works in groups, often as a mercenary. He will also give his 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

A Kurnan apprentice casts his spells of *true strike* to benefit those around him. He will use his wands to support those around him, and attack when able with his ranged attacks. He will cast *expedious 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. He 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
Init +1; **Senses** Listen +5, Spot +5
Languages Elvish, Kurnan

AC 13, touch 11, flat-footed 12
(+1 Dex, +2 armor)
hp 13 (3 HD)
Resist acid 3
Immune magical aging
Fort +5, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)
Melee battle axe +2 (1d8) or
Ranged short bow +3 (1d6)
Base Atk +2; **Grp** +2
Atk Options turn undead or rebuke vermin 3/day (+0, 2d6+3, 3rd)
Special Actions spontaneous casting (*cure* spells)
Combat Gear 2 *fruit-potions of cure minor wounds*
Cleric Spells Prepared (CL 3rd):
2nd—*delay poison*, *summon monster II*
1st—*bless*, *divine favor*, *summon monster I*
0—*detect magic*, *detect poison*, *purify food and drink*, *read magic*
D: Domain spell. Element: Earth. *Domains:* Dance of Decay, Meek of the Land

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Abilities Str 10, Dex 12, Con 10, Int 12, Wis 15, Cha 10
Feats Animal Affinity, Great Fortitude, Wasp-Herd*
*New feat described on page 155
Skills Handle Animal +9, Heal +3, Knowledge (religion) +3, Knowledge (nature) +5, Listen +5, Spellcraft +2, Spot +5
Possessions combat gear plus battle axe, short bow, leather armor

Strategies and Tactics

Wasp Herders tend to enter combat with help *summoned* by their 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 casts spells, others he closes their eyes and 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
Init +4 ; **Senses** Listen +6, Spot +6
Languages Elvish, Kurnan

AC 16, touch 14, flat-footed 16
(+4 armor, +2 deflection)
hp 44 (8 HD)
Fort +6, **Ref** +2, **Will** +6

Speed 30 ft. (6 squares)
Melee *+2 short sword of frost* +9/+4 (1d6+1d6+3)
Ranged *glove of missile casting* +6 (1d8)
Base Atk +6; **Grp** +6
Atk Options turn undead or rebuke vermin 3/day (+0, 2d6+3, 3rd)
Combat Gear *staff of healing* (25 charges)
Templar Spells Prepared (CL 8th):
4th—*greater command*[A] (DC 17), *cure critical wounds*
3rd—*dispel magic*[A], *cure serious wounds*, *dedication*, *speak with dead*
2nd—*hold person*[A] (DC 15), *cure moderate wounds*, *delay poison*, *enthrall* (DC 15), *gentle repose*, *silence*
1st—*bless*[A], *black cairn* (DC 15), *comprehend languages*, *cure light wounds*, *deathwatch*, *detect undead*, *divine favor*, *hand of Oronis* (DC 14), *sanctuary*
0—*detect magic*[A], *defiler scent*, *detect poison*, *light*, *mending*, *read magic*, *resistance*, *virtue*
A: Assigned spell
Spell-Like Abilities (CL 8th):
At will—*arcane mark*, *purify food and water*, *slave scent*

Abilities Str 13, Dex 10, Con 12, Int 12, Wis 11, Cha 16
Feats Companion, Extra Turning, Improved Initiative, Teamwork
Skills Concentration +6, Diplomacy +8, Gather Information +8, Heal +6, Knowledge (local) +6, Knowledge (religion) +6, Listen +6, Sense Motive +5, Spellcraft +7, Spot +6
Possessions combat gear plus *+2 leather armor*, *ring of protection +2*,*+2 short sword of frost*

Strategies and Tactics

White disciples fight defensively, helping others and healing those in need. A white disciple will position himself 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* 285): Giant wasps often are used by wasp herders both as pets and allies, and as messengers, sentries, and companions.

Harnaqs (Page 52): 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 PC's 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 PC's are drylanders, then they will be questioned for information, and possibly brought to an area near Kurn to be questioned. 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.

Society

See Lost Cities of the Trembling Plains.

Typical Treasure

Besides the items listed in the individual stat blocks, Kurnan people 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 Eldaarich have been found, 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.

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 12 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 Large undead (incorporeal)
Init +8; **Senses** darkvision 60 ft; Spot +14, Listen +14
Languages Carsys, Dwarven, Trade Language

AC 18, touch 18, flat-footed 14
(+4 Dex, +4 deflection)
hp 76 (11HD)
Miss Chance 50% (incorporeal)
Immune undead immunities
Fort +4, **Ref** +8, **Will** +9
Weakness vulnerability to *raised dead*

Speed fly 60 ft. (good) (12 squares)
Melee incorporeal touch +7 (1d4 plus 1 Str damage)
Space 5 ft., **Reach**.5 ft.
Base Atk +3; **Grp** – (+8 corporeal)
Atk Options Combat Reflexes, heart grip, taint weapon
Special Actions animate object, possession

Abilities Str —, Dex 18, Con —, Int 14, Wis 14, Cha 18
SQ enduring focus, incorporeal traits, necromant, temporary corporeality, undead traits, vulnerability to *raise dead*
Feats Alertness, Combat Reflexes, Improved Initiative
Skills Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14

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.

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 17). 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.

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 17). 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.

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.

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.

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.

Charm Person (Sp) Listana is adept at moving unseen among the living, may use charm person up to 3 times per day (DC 15).

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.

Distractible (Ex) Listana has spent centuries nursing her hate of dwarves. When coming into contact with dwarves, Listana will always target them first, even of 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.

Hook "Ah, the games we play…"

Listana, Animated Statue CR 8

Large construct (dwarven statue)
Init +8; **Senses** darkvision 60 ft; Spot +14, Listen +14
Languages Carsys, Dwarven, Trade Language

AC 22, touch 17, flat-footed 18
(-1 size, +4 Dex, +4 deflection, +5 natural)
hp 52 (4 HD); **Hardness** 10
Immune undead immunities, construct immunities
Fort +4, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares)
Melee slam + 11 (1d8+11)
Space 10 ft., **Reach**.5 ft.
Base Atk +3; **Grp** +15
Atk Options Combat Reflexes, trample

Abilities Str 26, Dex 18, Con —, Int 14, Wis 14, Cha 18
SQ enduring focus, necromant, undead traits, construct traits, vulnerability to raise dead
Feats Alertness, Combat Reflexes, Improved Initiative
Skills Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search
+12, Sense Motive +12, Spot +14
Animate Object (Su) As Listana, above.
Enduring Focus (Su) As Listana, above.
Necromant (Ex) As Listana, above.
Vulnerability to Raise Dead (Ex) As Listana, above.
Charm Person (Sp) As Listana, above.
Teleport Victim (Sp) As Listana, above.
Distractible (Ex) 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
Hardness (Ex) An animated object has the same hardness it had before it was animated.

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.

Sample Encounters

Listana will often scout for Egendo. She will often lurk for a long time before exposing herself to a party. More often than not, those she investigates will never know that she is there. If Listana believes that her prey would be useful to Egendo of Carsys 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 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, (un)life she realized what had happened and could finally contact Egendo. She has served the Silvermane for the millennia, bringing him fodder for his spells. She has spent her time hunting for answers and trying to understand the world on behalf of her master, with little success. She is unable to travel far from her gem. She spent her free time defacing some of the statues that inhabit 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 way in which she will challenge Egendo.

Typical Treasure

Listana does not collect treasure; however, the statue she animates is a 12-foot-tall marble 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 than 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.

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 the cover of the wagon, a group of lightly armored men holds crossbows at the ready.

Caravan Archer **CR 2**

Male human warrior 3
N Medium humanoid
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 17 (3 HD)
Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee small macahuitl +2 (1d6-1) or
Ranged light crossbow + 4 (1d8)
Base Atk +3; **Grp** +3
Atk Options Concentrate Fire, Point Blank Shot, Precise Shot

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 11, Cha 9
Feats Concentrate Fire, Point Blank Shot, Precise Shot
Skills Climb +2, Handle Animal +2, Listen +1, Ride +4, Spot +1
Possessions light crossbow with 20 obsidian-tipped bolts, small macahuitl, carru 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 Concentrate Fire. They have standing orders to concentrate their bolts at any obvious psionic or spellcasting foe.

A caravan archer gain soft cover (*PHB* 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 harmony with each other, as if in formation.

Caravan Footman **CR 2**

Male human warrior 3
N Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 15, touch 10, flat-footed 15; Shield Wall
(+3 armor, +2 shield)
hp 17 (3 HD)
Fort +4, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)
Melee short spear +4 (1d6+1) or
Ranged dagger +3 (1d4+1)
Base Atk +3; **Grp** +4
Atk Options Power Attack

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 11, Cha 9
Feats Alertness, Power Attack, Shield Wall
Skills Climb +3, Handle Animal +2, Listen +3, Ride +3, Spot +3
Possessions obsidian-tipped short spear, bone dagger, carru 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 men 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 holds lances and bows in a manner that shows a lack of aggression. They look at you from a distance, then one of them moves over the ridge they came from.

Caravan Outrider **CR 3**

Male human ranger 2/psychic warrior 1
NG Medium humanoid (human, psionic)
Init +2; **Senses** Listen +4, Spot +9
Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)
hp 18 (3 HD)
Fort +7, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee lance +3 (1d6+1/x3) and carrikal +3 (1d6+1/x3) or
Ranged short bow +3 (1d6/x3)
Base Atk +2; **Grp** +3
Atk Options Far Shot, Mounted Combat, Point Blank Shot,

Psionic Shot, Rapid Shot
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 10
SQ favored terrain (Scrublands), wild empathy +1 (-3 magical beasts)
Feats Far Shot, Mounted Combat, Point Blank Shot, Precise Shot, Psionic Shot, Rapid Shot[B], Track[B]
Skills Concentration +8, Knowledge (psionics) +5, Listen +4, Ride +10, Search +5, Spot +9, Survival +10
Possessions shell armor, bone lance, carrikal, short bow

The caravan scouts these outriders mount fast steeds to be able to inform their caravans of any incoming dangers, such as mekillot stampedes or bandit attack.

Strategies and Tactics

The outrider used his ranged combat abilities to the fullest, always empowering his arrows with Psionic Shot. He activates his *inertial armor* right before any enemy comes within range.

Caravan Trader

This man carries a longsword at the hip, and his clothes are finer than you would expect for wilderness travel. The warriors in the group seem to be looking to him for instructions.

Caravan Trader **CR 4**

Male human expert 4/dune trader 1
N Medium humanoid (psionic)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Elven, Ssurran

AC 13, touch 11, flat-footed 12
(+1 Dex, +2 armor)
hp 25 (5 HD)
Fort +2, **Ref** +2, **Will** +8

Speed 30 ft. (6 squares)
Melee longsword +5 (1d8+2/19-20)
Base Atk +3; **Grp** +5
Atk Options Power Attack
Power Points/Day 2; **Powers Known** (ML 1st):
1st—*force screen*

Abilities Str 14, Dex 12, Con 13, Int 16, Wis 14, Cha 13
SQ contact 1/week, fast talk
Feats Hidden Talent (*force screen*), Negotiator, Trader
Skills Appraise +12 (+14 for selected craft), Bluff +10, Craft (varies) +10, Diplomacy +15, Forgery +10, Gather Information +9, Intimidate +11, Knowledge (varies) +10, Profession (merchant) +10, Sense Motive +12, Use Rope +8
Possessions iron longsword, carru leather armor

Caravan traders are merchant house's agents, and selling anything for a price.

The caravan trader present here had the following ability scores before Hit Dice ability increase: Str 14, Dex 12, Con 13, Int 15, Wis 14, Cha 13.

Strategies and Tactics

When blades are drawn, the merchant will activate his *force screen* to increase his Armor Class and then fight to the best of his ability if he thinks it is in his best interest or parlay with his foes if he thinks doing so will spare his life. He has no qualms over leaving his caravan or personal guards to protect his 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 traders' garment that leaves most of her fair legs and arms bare except for her fine silken cloak. A short grey gauze veil makes her eyes difficult to see.

Sssythril Tsalaxa **CR 18**

Female pureblood yuan-ti rogue 8/dune trader 4
NE Medium monstrous humanoid (psionic)
Init +6; **Senses** darkvision 60 ft. Listen +6, Spot +6
Languages Common, Eloy, Yuan-Ti

AC 22, touch 12, flat-footed 20; improved uncanny dodge
(+2 Dex, +9 armor, +1 natural)
hp 114 (18 HD)
Resist evasion; **PR** 26
Fort +6, **Ref** +13, **Will** +10

Speed 30 ft. (6 squares)
Melee *+3 short sword* +17 (1d6+3/19-20)
Base Atk +13; **Grp** +14
Atk Options sneak attack +4d6
Special Actions alternate form
Combat Gear *fruit-potion of keen edge*, 3 *fruit-potions of cure moderate wounds*, *fruit-potion of mage armor*
Psi-Like Abilities (ML 3rd):
At will—*detect hostile intent*, *psionic charm* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), *psionic daze* (6 HD, DC 14*)
1/day—*aversion* (DC 15), *concealing amorpha*, *darkness*, *entangling ectoplasm* (Large creature*)
*Includes augmentation for Sssithril's manifester level.

Abilities Str 12, Dex 15, Con 17, Int 17, Wis 10, Cha 15
SQ agent (kenku assassin), contact 2/week, fast talk, distributive bargaining, interactive bargaining, trap finding, trap sense +2
Feats Alertness[B], Blind-Fight[B], Dodge, Improved Initiative, Investigator, Negotiator, Toughness, Trader, Sidestep Charge
Skills Appraise +15, Bluff +14, Concentration +10, Diplomacy +18, Disguise +19 (+21 to act in character), Escape Artist +7, Forgery +13, Gather Information +16, Hide +14, Intimidate +4, Knowledge (local [Draj]) +23, Listen +6, Move Silently +7, Profession (merchant) +20, Search +15, Sense Motive +12, Spot +4, Survival +0 (+2 following tracks), Use Rope +2 (+4 involving bindings)
Possessions combat gear plus *+5 shell armor*, *+3 bone short sword, 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 *Advanced Domination*.

Sssythril Tsalaxa had the following ability scores before racial adjustments, Hit Dice ability increase, and equipment bonuses: Str 12, Dex 13, Con 14, Int 15, Wis 10, Cha 8.

Strategies and Tactics

Sssythril is never close to combat, since she is afraid to reveal her true nature. She usually sends her agents and mercenary 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/assassin 3
LE Medium monstrous humanoid (psionic)
Init +3; **Senses** low-light vision; Listen +12, Spot +13
Languages Kenku, Eloy, Elven

AC 16, touch 13, flat-footed 13; uncanny dodge
(+3 Dex, +2 armor, +1 natural)
hp 36 (8 HD)
Resist extended activity, tireless (+4 on Con checks for extended physical activities and +4 against weakness, fatigue, exhaustion or enfeeblement); evasion
Fort +3, **Ref** +8, **Will** +3; +1 against poison

Speed 20 ft. (4 squares), fly 40 ft. (average)
Melee mwk impaler +4 (1d6/x4) or
Ranged mwk sling +9 (1d4)
Base Atk +5; **Grp** +3
Atk Options death attack (DC 20), Psionic Weapon, sneak attack +5d6
Power Points/Day 7; **Assassin Powers Known** (ML 3rd):
2nd—*sleep* (DC 13), *true strike*
1st—*invisibility*
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 6, Dex 17, Con 13, Int 14, Wis 12, Cha 10
SQ naturally psionic, poison use, trapfinding, trap sense +1
Feats Narrow Mind, Psionic Meditation, Psionic Weapon, Stealthy
Skills Balance +11, Bluff +8, Concentration +12, Craft (poisonmaking) +13, Disable Device +13, Forgery +10, Gather Information +11, Hide +16, Knowledge (local) +10, Listen +12, Move Silently +16, Open Lock +11, Sense Motive +9, Sleight of Hand +11, Search +10, Spot +13, Tumble +10
Possessions masterwork studded leather armor, masterwork bone impaler, masterwork sling with 20 bullets

Sssythril employs kenkus as her personal bodyguards and assassins.

Strategies and Tactics

The kenku assassin tries to either hide himself or to fly invisibly while he studies his target in order to use 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 AlRaam'ke

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This man's head is shaved except for a narrow goatee. A band of ash crosses his face around his intense dark eyes.

Trenbull "Uhrnius" AlRaam'ke **CR 17**

Male human ranger 12/dune trader 5
NG Medium humanoid
Init +3; **Senses** Listen +3, Spot +18
Languages Common, Moratuc

AC 20, touch 16, flat-footed 17; Dodge
(+3 Dex, +4 armor, +3 deflection)
hp 120 (17 HD)
Resist evasion
Fort +10, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares); woodland stride
Melee *+2 macahuitl* +20/+15/+10 (1d8+5/19-20)
Ranged *+2 mighty longbow* +20/+15/+10 (1d8+10/19-20)
Base Atk +15; **Grp** +18
Atk Options favored enemy giants +6, Improved Precise Shot, Manyshot, Point Blank Shot, Quick Draw, Rapid Shot
Combat Gear 4 *fruit-potions of cure serious wounds*
Ranger Spells Prepared (CL 6th):
3rd—*cure moderate wounds*, *summon nature's ally III*
2nd—*barkskin*, *cat's grace*
1st—*alarm*, *entangle* (DC 12)

Abilities Str 17, Dex 17, Con 17, Int 10, Wis 17, Cha 8
SQ agent, allies (Moratuc tribe), contact 3/week, fast talk, integrative bargaining, 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], Track[B], Trader, Wastelander
Skills Appraise +12, Bluff +11, Diplomacy +15, Hide +28, Move Silently +15, Profession (merchant) +5, Sense Motive +13, Spot +18, Survival +20
Possessions *+2 mighty longbow of collision*, *bracers of armor +4*, *cloak of elvenkind*, *third eye aware*, *boots of springing and striding*, *ring of protection +3*, *+2 macahuitl*

Trenbull regularly accompanies the Moratuc caravan 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 Allraam'ke. Trenbull has adopted the Moratuc's peculiar religion, has shaved his head and 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 a few years ago when Trenbull abruptly and inexplicably refused to honor a contract with the Sorcerer-Queen Abalach-Re 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 these very significant 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 AlRaam'ke, whom House M'ke believes to be dead (N male human rogue 5/dune trader 2/druid 9), 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, and erdlu (all of which Kurn has in quality and abundance) to Raam where all of these items are in extreme demand. Trenbull's has a dream of cutting a wagon trail from the road north of Fort Ral, to Raam, directly, 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 can find the workers among the Moratuc and the herders of the Trembling Plains, but he needs investors and a brave crew of adventurers to protect the wagon, supplies, and work crew. See Adventures: Road Crew.

Until Trenbull's road-building proposal, few leaders in M'ke know that the Moratuc operation even existed, let alone its location. M'ke is simply to 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 Allraam'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 level, and makes surprisingly good time by alternating two shifts of muls.

Trenbull had the following ability scores before Hit Dice ability increases: Str 16, Dex 16, Con 16, Int 10, Wis 16, Cha 8.

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 were 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 those gates, the M'ke takeover would be irreversible, they reason. M'ke would own the northern trade. M'ke leaders reason speculate 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 the 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.

Typical Physical Characteristics: A merchant house carries some token of banner that they display when convenient. See *Trade Lords* for the description of different house symbols.

Society:

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 braxat 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 military harassment though mercenary raiding tribes. Tsalaxa maintains cordial relations with the sorcerer-kings of the Tyr region, but it 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 House, 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. In fact, the obsidian 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 return southward 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; furs and drake ivory gathered by various hunters.

Sample Encounters

House Tsalaxa Inix Caravan to Kurn (EL 6): Unlike Azeth's Great Caravan, House Tsalaxa attempts to send smaller irregular caravans through the dangerous passage from Azeth's Rest to Kurn. The goods are essentially the same as above, 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. Southbound caravans carries Kurnan charcoal, medicines, poisons, paper, and cosmetics; lead, silver, cinnabar and copper from the Huuros islands; Eldaarish statues, jewelry and fine cloth.

House Tsalaxa Inix Caravan from Kurn (EL 6): Northbound caravans carry Agafari wood, Tyrian iron, salt, and Draji raw silk. Southbound caravans carries 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 10): Caravan master, 4 bodyguards, 8 elven runners, 8 light crodlu outriders, 5 kank riders, an Inika druid riding a queen kank and stringing 20 pack kanks behind, the other 3 natural), touch 15, flat-footed 13kank riders mounted on war kanks (soldiers). An additional 8 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): Caravan master, 4 bodyguards, 8 elven runners, 8 light crodlu outriders, 8 Inix with 4 riders 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 7): 8 Elven Runners, 1 Caravan master, 4 mul bodyguards, 8 riders (all mounted on war kanks), a Dedys druid riding a kank brood queen. 16 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. 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, raw silk from Raam, and the soldier kanks themselves are of great value. The Dedys Consortium 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 8): 1 Caravan master, 4 mul bodyguards, Dedys druid, 8 riders (each mounted on a war Inix) 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 so far, most of the clans keep their distance, since drylander merchant houses (particularly House M'ke) have raided Eloy clans to obtain slaves.

For Player Characters

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' only source of gold, Wavir desires an independent source of gold lest house Tomblador abuse its monopoly.* 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	"Merchant House Azeth has an 'arrangement' with the Bandit Lords. The bandits don't attack Azeth's caravans and in exchange, Azeth gives the Bandit Lords information on non-Azeth caravans.† Azeth's wind priests scry the trade road with

* 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 states that Tomblador now owns Wallis. It is unclear whether there was a takeover, or whether Ardian was a front for Tomblador.

† **False.** Someone in Azeth's Rest is passing information to the bandits, and also the Red Guard, but it's not an

	their magic or 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."
15	"Those strange Moratuc dwarves have picked as their Uhrhomnus a human who thinks he's a dwarf."*
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 protects 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 one-armed bodyguard that lurks by him looks even more like a Dimlander."†
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: Trenbull wants to build a road to Raam through Dry Spring. Armor and medicines are expensive in Raam. Now during civil war it is to be astronomically expensive. Gold and silver are usually prolific in Raam. Now 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. Meanwhile, in Kurn, armor is high quality and inexpensive, and gold and silver are in heavy demand

M'ke would send a small but well-defended caravan of precious metals (or better yet iron, from a Kurnan perspective) to Kurn, trade for piles of leather armor and some chariots, buy some extra pack animals and hire some extra mercenaries [with a Kurnan spy or templar lurking among them, certainly], to carry and guard the larger caravan of bulkier goods back south. Such might be the plan, anyway.

Azeth interests: Azeth lacks the resources to help pay for Trenbull's road project but will help Trenbull to hide his role from Tsalaxa by pretending that the project is its own, and that Trenbull is acting on Azeth's behalf. Both hope this will aid hiring workers and intimidate House Tsalaxa from attacking the builders (or perhaps that is too optimistic). With the effect of the King's Ninth Tax—the more you bring in at once, the less a proportion you tend to pay—the cost to for Azeth to add wagons to the Azeth's Rest-Kurn caravan would is be negligible, and the nature of the King's Ninth Tax is that the more you bring in at once, the less a proportion you tend to pay. Additionally, Azeth would be able to use the road, helping them to escape Tsalaxa's stranglehold.

Encounters 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 first reaches Dry Spring).
- Thri-trin
- House Tsalaxa attempts to sabotage the road building, working through various proxies. (If the PCs can prove to House Azeth that 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 in Draj.
- Green Age ruins in Dry Spring.
- Other encounters and side adventures such as "Homesick Spirit," above.

This adventure could run a couple of sessions, or a couple dozen sessions, depending on the number of encounters and side-adventures along the way.

Rumors

Persons speaking to agents of the Dedys Consortium may learn the following rumors (Gather Information):

DC 15: One member of the Dedys Consortium party is a powerful druid, who says that the Trembling Plains has multiple spirits of the land —not split geographically, but instead split by the seasons. The very nature of the land changes from season to season.

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.

* **False**. Trenbull's dwarven name is "Uhrnius," and he's not the Moratuc's Uhrhomnus. Trenbull 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.

† **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 subsequent to 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.

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 of Eldaarich, and because more than any other order, they have become a law unto themselves.

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
Init +3; **Senses** Listen +7, Spot +13; silt eyes (10%)
Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 50 (8 HD)
Fort +11, **Ref** +10, **Will** +6
Speed 30 ft. (6 squares)
Melee mwk carrikal +11/+6 (1d8+3/x3) or
Ranged *+1 composite longbow* [+2 Str bonus] +12/+7 (1d8+3/x3) or
Ranged mwk lasso +12/+7 touch (grapple)
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 *spell twig of true strike*, *spell twig of expeditious retreat*, 2 *spell twigs of darkvision*, 2 *spell twigs of cure moderate wounds*, 2 splash-globes of liquid fire, 2 splash globes of liquid darkness, 2 tanglefoot bags
Ranger Spells Prepared (CL 3rd):
1st—*entangle* (DC 13), *resist energy*

Abilities Str 14, Dex 17, Con 12, Int 10, Wis 14, Cha 10
SQ catch fire, favored terrain (Scrub Plains), vow of silence, wild empathy +8 (+4 magical beasts)
Feats Endurance[B], Exotic Weapon Proficiency (lasso), Manyshot[B], Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot[B], Sniper, Track[B]
Skills Handle Animal +5, Heal +7, Hide +19, Knowledge (nature) +7, Listen +7, Move Silently +11, Ride +13, Search +5, Speak Language (Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spot +13, Survival +10 (+12 in aboveground natural terrain/ following tracks)
Possessions combat gear plus *+1 composite longbow* (+2 Str bonus), 50 arrows, masterwork carrikal, masterwork lasso (giant hair), *+1 shadow studded leather armor* (dark inix hide with bone fragments), *gloves of Dexterity +2* (jhakar hide, with loops for spell twigs), *cloak of resistance +2* (aarakocra feathers), *brooch of shielding* (aarakocra bone, engraved Neshtap symbol), giant hair rope, healer's kit, Neshtap mask, letter of marque*, military saddle
*New item described in page 152

Enflame Arrow (Su) As a swift action, a red guard can cause an arrow to deal cause +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.

Crodlu **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 43 (6 HD)
Resist evasion
Fort +8, **Ref** +10, **Will** +3
Speed 50 ft. (10 squares)
Melee 2 claws +7 each (1d8+4) and bite +2 (1d8+2)
Base Atk +4; **Grp** +12
Atk Options improved grab, pounce, rake 1d8+2

Abilities Str 19, Dex 20, 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)
Skills Jump +24, Listen +7, Move Silently +9, Spot +0

Slightly over half of the Neshtap Order 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 9.

Strategies and Tactics

The Neshtap ranger relies on his enflame arrow ability to burn his *entangled* opponents from a safe distance. If that doesn't happen, he uses his mount to gain an advantage. He uses his spell twigs recklessly, confident to renew his supplies.

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
Init +1; **Senses** Listen +2, Spot +8; silt eyes (10%)
Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 21, touch 11, flat-footed 20
(+1 Dex, +10 armor)
hp 70 (8 HD)
Fort +12, **Ref** +5, **Will** +8
Speed 20 ft. (4 squares)
Melee *+1 great carrikal* +14/+9 (1d12+9/x3) or
Melee mwk lance +13/+8 (1d8+6/x3) or
Ranged *+1 composite longbow* [+4 Str bonus] +10/+5 (1d8+4/x3) or
Ranged mwk lasso +10/+5 touch (grapple)
Base Atk +8; **Grp** +12
Atk Options enflame arrow, Mounted Combat, Point Blank Shot, Ride-by Attack, Spirited Charge
Combat Gear 2 *spell twigs of expeditious retreat*, 2 *spell twigs of cure moderate wounds*, 2 splash-globes of liquid fire, 2 tanglefoot bags

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

SQ vow of silence
Feats Exotic Weapon Proficiency (mekillot sap), Iron Will, Mental Resistance, Mounted Archery, Mounted Combat, Point Blank Shot, Ride-by Attack, Spirited Charge, Weapon Focus (great carrikal), Weapon Specialization (great carrikal)
Skills Handle Animal +4, Heal +4, Intimidate +8, Ride +12, Speak Language (Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spot +8, Survival +6
Possessions combat gear plus *+1 great carrikal*, masterwork composite longbow (+4 Str bonus) with 50 arrows, masterwork lasso (giant hair), masterwork lance, *+2 full plate* (braxat hide with ornaments), *gauntlets of braxat power +2* (function as *gauntlets of ogre power +2*) (inix hide, with loops for spell twigs), *cloak of resistance +2* (aarakocra feathers), *brooch of shielding* (aarakocra bone, engraved Neshtap symbol), healer's kit, Neshtap mask, letter of marque*, military saddle
*New items described in page 152

Enflame Arrow (Su) As a swift action, a red guard can cause an arrow to deal cause +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.

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)
Resist evasion
Fort +10, **Ref** +8, **Will** +3
Speed 40 ft. (8 squares)
Melee 2 claws +10 each (1d8+7) and bite +5 melee (1d8+3)
Base Atk +4; **Grp** +15
Atk Options improved grab, pounce, rake 1d8+3

Abilities Str 24, Dex 17, Con 20, Int 1, Wis 13, Cha 7
Feats Alertness, Endurance, Improved Natural Attack (claw)
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

The 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 will escape him.

Neshtap Novice

This crodlu rider is covered head to toe in dark red leather armor, with a cone-shaped hood that covers its face.

Neshtap Novice CR 3

Male human ranger 3
LE Medium humanoid
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 22 (3 HD)
Fort +5, **Ref** +6, **Will** +3
Speed 30 ft. (6 squares)
Melee mwk carrikal +6 (1d8+3/x3) or
Ranged *+1 composite longbow* [+2 Str bonus] +16 (1d8+2/x3)
Base Atk +3; **Grp** +5
Atk Options Mounted Combat, Point Blank Shot, Rapid Shot, favored enemy humans +2
Combat Gear *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 masterwork composite longbow (+2 Str bonus) with 50 arrows, masterwork carrikal, *+1 studded leather armor* (dark inix hide with bone fragments), *cloak of resistance +1* (aarakocra feathers), *brooch of shielding* (aarakocra bone, engraved Neshtap symbol), Neshtap mask, military saddle

Crodlu CR 4

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 melee (1d8+2)
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
Skills Jump +22, Listen +7, Move Silently +9, Spot +0

These young novices have yet to bond with their animal mounts.

Strategies and Tactics

The Neshtap novice tries to imitate the highest-ranking officer nearby, usually by using his mount to do most of the job.

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 (psionic)
Init +2; **Senses** Listen +4, Spot +4
Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 13, touch 13, flat-footed 11
(+2 Dex, +1 armor)
hp 39 (7 HD)
Resist fire 10
Fort +7, **Ref** +9, **Will** +7; +4 bonus against fire and heat spells and effects
Speed 30 ft. (6 squares)
Melee hand afire +2 (1d3-1 plus 2d6 fire)
Melee 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 *spell twig of expeditious retreat*, *spell twig of cure moderate 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)*, *mass missive*
1st—*control flames*, *control object*, *detect psionics*, *empathy*, *inertial armor*
*The save DCs for these powers might increase with the use of augments

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 14
Feats Alertness, Craft Psionic Arms and Armor, Inquisitor, Mounted Combat, Paranoid, Psionic Body
Skills Autohypnosis +8, Concentration +11, Craft (alchemy) +9, Intimidate +12, Knowledge (Psionics) +10, Listen +4, Psicraft +11, Ride +7, Sense Motive +4, Speak Language (Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spot +4
Possessions combat gear plus *gloves of Dexterity +2* (drake hide, with loops for spell twigs), *ring of protection +1*, *cloak of resistance +2* (aarakocra feathers), *brooch of shielding* (aarakocra bone, engraved Neshtap symbol), giant hair rope, healer's kit, Neshtap mask, letter of marque*, military saddle
*New item described in page 152

Crodlu CR 4

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 melee (1d8+2)
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
Skills Jump +22, Listen +7, Move Silently +9, Spot +0

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 13.

Strategies and Tactics

The pyro 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 his hood and clothing are cloth instead of leather.

Neshtap Wizard CR 9

Male half-elf wizard (preserver) 9
LE Medium humanoid (elf)
Init +6; **Senses** low-light vision; Listen +2, Spot +2
Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 12, touch 12, flat-footed 10
(+2 Dex)
hp 43 (9 HD)
Fort +7, **Ref** +9, **Will** +9
Speed 30 ft. (6 squares)
Melee *staff of fire* +4 (1d6)
Base Atk +4; **Grp** +4
Combat Gear *staff of fire* (30 charges), 2 *spell twigs of cure moderate wounds*
Wizard Spells Prepared (CL 9th):
5th—*teleport*
4th—*dimensional anchor*, *lesser globe of invulnerability* (CL 10th), *scrying* (DC 18, CL 10th)
3rd—*clairaudience/clairvoyance* (CL 10th), *dispel magic* (2) (CL 10th), *lightning bolt* (DC 17)
2nd—*invisibility*, *locate object* (CL 10th), *protection from arrows*, *resist energy* (CL 10th), *wakefulness*
1st—*comprehend languages* (CL 10th), *expeditious retreat*, *magic missile* (2), *shield* (CL 10th)
0—*detect magic* (2) (CL 10th), *mage hand*, *message*

Abilities Str 10, Dex 15, Con 14, Int 19, Wis 12, Cha 8
Feats Brew Potion, Combat Casting, Craft Wondrous Item, Improved Initiative, Path Dexter, Scribe Scroll
Skills Bluff +11, Concentration +14, Disguise +11 (+13 when impersonating elves or humans), Handle Animal +1, Knowledge (Arcana) +14, Listen +2, Literacy, Speak Language (Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spellcraft +14, Ride +4, Search +5, Spot +2, Survival +3
Possessions combat gear plus *headband of intellect +2* (leather with crystals), *cloak of resistance +2* (aarakocra feathers), *brooch of shielding* (aarakocra bone, engraved Neshtap symbol), Neshtap mask, letter of marque*, military saddle
*New items described in page 152
Spellbook spells prepared plus 0—all; 1st—*cooling canopy*, *mage armor*, *protection from evil*; 2nd—*eye of the storm*; 3rd—*sand pit*

Crodlu CR 4

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 melee (1d8+2)
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
Skills Jump +22, Listen +7, Move Silently +9, Spot +0

Although they serve Daskinor, the Neshtap hate defilers,

and the few Neshtap that take up wizardry are preservers.

The Neshtap Wizard presented here had the following ability scores before Hit Dice ability increases, and equipment bonuses: Str 10, Dex 15, Con 14, Int 15, Wis 12, Cha 8.

Strategies and Tactics

The 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 its conical hood. This one is farther away from you than the others, and it hands move as if casting some sort of spell

Red Sigil **CR 7**

Male human templar 5/ red guard 2
LE Medium humanoid
Init +2; **Senses** Listen +2, Spot +2; silt eyes (10%)
Languages Eldaarish, Neshtap Hand Signals, Savak Drumcode

AC 18, touch 12, flat-footed 16
(+2 Dex, +6 armor)
hp 46 (7 HD)
Fort +10, **Ref** +6, **Will** +8
Speed 20 ft. (4 squares)
Melee mwk carrikal +6 (1d8/x3) or
Ranged *+1 composite longbow* +9 (1d8+1/x3)
Base Atk +5; **Grp** +5
Atk Options enflame arrow, rebuke undead, Point Blank Shot
Combat Gear 3 *spell twigs of expeditious retreat*, *spell twig of* true strike, 3 *spell twigs of cure moderate wounds*
Templar Spells/Day 6/7/6/4; **Templar Spells Known** (CL 6th):
3rd—*dispel magic*[A], *prayer*
2nd—*cure moderate wounds*, *hold person*[A] (DC 16), *zone of truth* (DC 16)
1st—*black cairn*, *bless*[A], *cure light wounds*, *magic weapon*, *sanctuary* (DC 15), *shield of faith*
0—*cure minor wounds*, *defiler scent*, *detect magic*[A], *detect poison*, *light*, *mending*, *read magic*, *resistance*
A: Assigned Spell

Abilities Str 11, Dex 14, Con 12, Int 10, Wis 14, Cha 18
SQ secular authority, sigil, vow of silence
Feats Craft Magic Arms and Armor, Enspell Twig, Exotic Weapon Proficiency (lasso), Martial Weapon Proficiency (carrikal), Martial Weapon Proficiency (longbow), Paranoid, Point Blank Shot, Weapon Focus (longbow)
Skills Concentration +9, Craft (alchemy) +8, Diplomacy +6, Handle Animal +9, Heal +5, Sense Motive +10, Ride +7, Speak Language (Eldaarish, Neshtap Hand Signals, Savak Drumcode), Spellcraft +8
Possessions combat gear plus *+1 composite longbow* with 50 arrows, masterwork carrikal, *+1 shell armor* (dune reaper), *cloak of resistance +2* (aarakocra feathers), *brooch of shielding* (aarakocra bone, engraved Neshtap symbol), healer's kit, *crystal mask of languages* (appears like the Neshtap mask), military saddle

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Enflame Arrow (Su) As a swift action, a red sigil can cause an arrow to deal cause +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.

Crodlu **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 43 (6 HD)
Resist evasion
Fort +8, **Ref** +10, **Will** +3
Speed 50 ft. (10 squares)
Melee 2 claws +7 each (1d8+4) and bite +2 (1d8+2)
Base Atk +4; **Grp** +12
Atk Options improved grab, pounce, rake 1d8+2

Abilities Str 19, Dex 20, 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)
Skills Jump +24, Listen +7, Move Silently +9, Spot +0

Neshtap crodlu are extremely well-trained and unafraid of fire.

The Red Sigil presented here had the following ability scores before Hit Dice ability increases, and equipment bonuses: Str 11, Dex 14, Con 12, Int 10, Wis 14, Cha 17.

Strategies and Tactics

The Red Sigil prefers to use his offensive spells and his two *catch fire* arrows before entering melee. He usually leads the 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.

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.

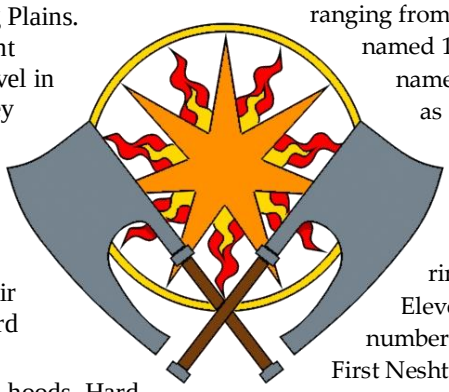
"On my life, I will protect the King's Land, increase his wealth, keep the peace, honor the flame, shun all other company, and never speak another word."

- The Neshtap creed, vow, and charter.

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 Dim Islands. The Neshtap knows 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 ands 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 Physical Characteristics: Other than a mekillot stampede, Red Guards may be the most terrifying encounters 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. See the Red Guard prestige class in the Appendix.



Blood-dyed red armor and tall pointed hoods. Hard spiked boots and thick gauntlets

Alignment: Most Neshtap are evil-aligned rangers, most of whom have humanoid (human) designated as their first species enemy.

> 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.

Neshtap Gear: 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 organization 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. All Red Guards possess at least one spell twig, usually 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 the character can keep tindertwigs for immediate access.

Society

Neshtap have a sign language to communicate with each other, and they can read, write, and understand the Eldaarish language.

Rank and Specialty: Levels in templar 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. 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 ring fingertip, 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 high is Sixth, so First, Seventh, and all the other Neshtap report to Sixth.

At 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, he becomes a full strategic officer. The Neshtap use exactly the same process to appoint their high templar.

> 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.

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 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 his 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*

* 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 different hand is one more thing that sets the Neshtap apart from (some would say above) the ordinary Eldaarish citizens.

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.

Sample Encounters

Slavecart, Empty (EL 3): These parties are 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 serving as the driver. The driver goes slowly because the wagon is loud and he doesn't want to alert the enemy about the rest of the slave raiders.

Slavecart, Filled (EL 4): These parties are 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 serving 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. Thus, 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 Rider.

Slavecart, with Jhakar (EL 5): 1 dismounted Rider, 2 Jhakar. Like empty slavecart, except that 3 trained jhakar (hp 6, 5, 6, see Terrors of Athas) are riding in the cart, and will leap out of the cart to fight any attackers.

Neshtap Foot Patrol (EL 6): 3 Dismounted riders, 3 Jhakar

Reinforcements (EL 7): 4 mounted riders, usually galloping quickly to what they believe is the scene of a conflict.

Neshtap Scouts (EL 8): Red Ranger, Rider.

Drik Wagon Party (EL 9): Red Sigil, 3 Neshtap Riders, accompanying a wagon drawn by a single drik. 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 9): Red Ranger and 4 Riders, usually moving swiftly in pursuits of a fugitive. This is one of the most commonly encountered Neshtap groups.

Neshtap Reavers (EL 10): Red ranger, red axeman, 2 riders. 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 that's actually taken the reaver prestige class. Neshtap parties in the White Mountains are sometimes led by a Red Guard that has also taken levels in the Horizon Walker Master Scout prestige class.

Neshtap Slaver Party (EL 11+): Red Ranger, Red Axeman, Pyro, 4 riders, as a bare minimum. 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, then cut their clothing off with their knives, 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. The bulk of the slave raiding party consists of Runners, i.e. brutes that wear the Neshtap uniform but have not yet been initiated into the Red Guard prestige class.

Creatures and Allies

Crodlus (*ToA* 154): 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* 38): 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* 160): In Eldaarich, and occasionally elsewhere in the Dim Lands, the Neshtap use trained Jhakars for their sense of smell and their ability to intimidate.

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 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 is becoming increasingly powerful and independent from Daskinor.

Silvaarak

Skamsaar Click-claws

This bird-man, his shoulders incongruously draped with a light drab-green shawl, looks at you with large, liquid eyes – he sees more of you than you think. .

Skamsaar Click-claws **CR 6**

Male aarakocra wizard (preserver) 5
LN Medium monstrous humanoid
Init +4; **Senses** low-light vision; Listen +1, Spot +1
Languages Aarakocra, Kurnan, Pterran

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 +5 (1d4/19-20) or
Ranged light crossbow +9 (1d8/19-20) or
Base Atk +5; **Grp** +5
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, Combat Casting, Ice Dweller*, Scribe Scroll[B]
*New feat described in page 157
Skills Bluff +3, Concentration +7, Gather Information +0, Knowledge (arcana) +9, Knowledge (geography [White Mountains]) +8, Knowledge (local [Winter Nest]) +8, Listen +1, Spellcraft +11, Spot +1*, Survival +1 (+3 to keep from getting lost)
*Aarakocras have a +6 racial bonus to Spot checks in daylight
Possessions combat gear plus bone dagger, light crossbow with 20 bolts
Spellbook spells prepared plus 0—all; 1st—*charm person*, *protection from evil*, *sleep*; 2nd—*protection from arrows*, *resist energy*; 3rd—*nondetection*
Familiar hawk (*MM* 273)

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 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

The silvaarak preserver always fights from above, casting *magic missile* and *lightning bolt* to safely destroy any trespassers.

Loniimas Sky's Son

Grey-feathered with rich brown wingtips, this young aarakocra wears an elaborate headpiece and necklace of polished bones and fragments of Athasian 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 +8
Languages Aarakocra

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +1 shield, +1 natural)
hp 13 (3 HD)
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)
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)
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*: Blossom of the Sky, Rolling Thunder

Abilities Str 6, Dex 16, Con 11, Int 10, Wis 15, Cha 14
SQ automatically succeeds on Fortitude saves against heat caused by natural weather, water consumption treated as continually in the shade
Feats Combat Casting, Flyby Attack

Skills Concentration +3, Knowledge (religion) +2, Listen +2, Spellcraft +1, Spot +8*
*Aarakocras have a +6 racial bonus to Spot checks in daylight
Possessions leather armor, bone knife, skyhammer, wooden buckler

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 are in any way his co-religionists.

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

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

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +1 shield, +1 natural)
hp 13 (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)
Base Atk +2; **Grp** +0
Atk Options aerial dive, turn undead 5/day (+2, 2d6+7, 3rd)
Special Actions conjure miniature storm 1/day, spontaneous casting (*cure* spells)
Cleric Spells Prepared (CL 3rd):
2nd—*aid*[D], *eagle's splendor*, *summon monster II*
1st—*bane* (DC 13), *cause fear* (DC 13), *doom* (DC 13), *obscuring mist*[D], *summon monster I*
0—*detect magic*, *guidance*, *light*, *resistance*
D: Domain spell. Element: Rain. *Domains*: Cold Malice, Refreshing Storms

Abilities Str 6, Dex 16, Con 11, Int 10, Wis 15, Cha 14
Feats Combat Casting, Flyby Attack

Skills Concentration +3, Intimidate +8, Knowledge (religion) +3, Listen +2, Spot +2*
*Aarakocras have a +6 racial bonus to Spot checks in daylight
Possessions leather armor, mekillot sap, longbow with 20 arrows, wooden buckler

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

The silvaarak avoid combat, relying on *bane*, *cause fear* and *doom* to scare any intruders. He will summon air creatures to deal with them if that fails.

Jaahksik Fireeyes

The aarakocra lands before you with a smooth grace, its bright eyes playing across you and your equipment. His own leather harness is chased with jagged pieces of silver, as are his claws.

Jaahksik Fireeyes **CR 7**

Male aarakocra cleric 6
CN Medium monstrous humanoid
Init +3; **Senses** low-light vision; Listen +3, Spot +9
Languages Aarakocra

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +1 shield, +1 natural)
hp 27 (6 HD)
Resist electricity 6
Immune dazzlement or blindness by light-based spells or abilities
Fort +5, **Ref** +5, **Will** +8
Weakness claustrophobic

Speed 20 ft. (4 squares), fly 90 ft. (average); Flyby Attack
Ranged atlatl +7 (1d6-2/x3)
Base Atk +4; **Grp** +2
Atk Options aerial dive, turn undead 5/day (+2, 2d6+10, 6th)
Special Actions spontaneous casting (*cure* spells)
Cleric Spells Prepared (CL 6th):
3rd—*call lightning*[D] (DC 16), *eye of the storm*, *protection from energy*, *searing light* (+7 ranged touch)
2nd—*hold person*, *spiritual weapon*, *summon monster II* (2), *water shock*[D] (DC 15)
1st—*divine favor*, *faerie fire*[D], *protection from evil*, *shield of faith*, *summon monster I* (2)
0—*create element* (3), *detect magic*, *resistance*
D: Domain spell. Element: Fire. *Domains*: Fire Eyes, Fire From the Sky

Abilities Str 6, Dex 16, Con 11, Int 10, Wis 16, Cha 14

Feats Combat Casting, Flyby Attack, Leadership
Skills Concentration +4, Knowledge (religion) +4, Listen +3, Spellcraft +4, Spot +9*
*Aarakocras have a +6 racial bonus to Spot checks in daylight
Possessions leather armor, atlatl (20), wooden buckler

Aarakocras do not particularly like fire, but this fire cleric and his followers insist that they are clerics of lightning. Jaahksik is one of the more adventurous clerics in Storm Peak, often accompanying cattle raiders and trading parties that visit the flatland 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 experiences with the Eloy, and seeing the depredations of Red Guards seeking aarakocra captives, convinced him that the Storm Peak aarakocra should renew contacts with the Winter Nesters, the society from which they split generations ago. The two strands of the silvaarak tribe had generally ignored and avoided one another, but Jaahksik is a leading exponent of establishing trade and intermarriage with Winter Nest. He sees that Storm Peak could offer a trade outlet for Winter Nest, without either village giving up its autonomy.

The silvaarak lightning cleric presented here 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 the silvaarak lightning cleric uses *searing light* and *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): Individual aarakocran warrior, undergoing initiation into adulthood.

Hunting Party (EL 4): A group of four warriors and an air cleric are seeking wild game.

Raiding Party (EL 7): This party consists of ten aarakocra warriors, one silvaarak air cleric, and one silvaarak preserver. They usually raid Kurnan or Eloy cattle, if they think 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 contacts 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. Their long prominent beaks and long somewhat coarser feathers make them immediately differentiable from kenku, if the observer has any familiarity with that even more secretive species.

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 Leads

Fire and Ice

The PCs encounter a trio of aarakocra on the ground – the aarakocra are highly suspicious, but they cannot flee as one of them is seriously injured. If the PCs approach and converse with the aarakocra they will discover that the wounded aarakocra is a vision-seeker from Winter Nest who was set upon by Red Guards but managed to escape. The other two aarakocra are from Storm Peak, arriving just in time to help their fellow birdman escape.

The PCs can assist the aarakocra, defending the trio—the Storm Peakers will not leave their wounded companion—through the night against possible Red Guard attack. DM may decide if attacks actually occur. PCs' efforts build trust that proves to benefit them the following day when other aarakocra from Winter Nest fly over, see birdmen on the ground, and land to investigate

Another tense meeting, but Storm Peakers and the injured Silvaarak 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 birdmen might inquire

after relations in the other town. Then the Silvaarak depart with their comrade, leaving a token or password with the PCs, should they ever need help—this is not yet near enough to qualify for entry to Winter Nest.

PCs bid farewell to the Storm Peakers, and continue on their way westward toward the southern tip of the Snow Crowns on whatever errand they were going on in the first place. In the barrens south of Hogalay, around the southern tip of the mountains, perhaps a week later [they might be there looking for traces of trin, since some signs suggest an early migration date this year?], they are accosted by several Storm Peakers, including those they met before. The aarakocra want them to help with a problem – a Neshtap patrol, arriving in the area just ahead of the PCs for what the aarakocra know is a regular visit to cut wood for bows, have not turned back east but are 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 two of their number down when they tried – so they ask the PCs to help. In return, they offer the PCs useful information, and/or an opportunity to trade with Storm Peak. There might even be a chance to open trade with Winter Nest because the Silvaaraks would be the next group threatened if the Neshtap extend their hunting patrols into the southern Snow Crowns.

PCs follow the Neshtap, passing goblin ruins and risking pterran and halfling attack, to enter the goblin ruins of ---------- (or the DM can have them find the wrong goblin city first). They discover the Neshtap have preceded them and are searching for a powerful object sacred to fire. The Neshtap learned of it from a halfling named Zel-mo they captured while cutting wood for bows (Zel-mo was the son of a halfling sub-chief,). If pressed, the Neshtap commander's minions admit that they were horrified when their commander 20-20 broke his vow of silence to ask Zel-mo sufficiently specific questions to elicit this information – Zel-mo knew of his people's legends of "the flaming demons in the caves" and purchased his life with the information, once he realized the Neshtap revered Fire.

The Neshtap, led by their slightly insane (fugue-touched?) patrol leader 20-20, and Zel-mo, are now beleaguered in the goblin ruins, beset by far too many goblin undead for them to escape. Once they enter the ruins, the PCs are similarly outmatched, forcing them to ally with the Neshtap and the halfling chief to escape.

Note that the Neshtap will not speak to the PCs unless in the direst of straits, and that these turn out to be the same Neshtap who attacked the PCs the night they first met the aarakocra – as the Neshtap hate aarakocra, they will perceive the PCs as "feather-lovers" and despise them even as they are dependent on them to help them get out. Zel-mo hates all of them, PCs and Red Guards alike, and will attempt to escape once they get out of the goblin tunnels, and gather a hunting party of his people to pursue and eat PCs and Neshtap alike.

Assuming the PCs survive the treachery of Neshtap and halflings alike – and possible pterran attack because the Neshtap slaughtered a pterran hunting party on their way north and the PCs will be perceived as in league with these blood-red murderers – they are met by Storm Peakers who invite them to Storm Peak to debrief themselves in front of Nureeak. If they conduct themselves well then the Winter Nest representatives will step forward, and they might get to break the ice by being the first non-Kurnans to visit Winter Nest.

Spies, Trembling Plains

Gelna Maker

This elegantly dressed middle-aged woman breaks into a charming smile.

Gelna Maker **CR 13**

Female human bard 2/wilder 7/Kurnan spymaster 4
NE Medium humanoid (psionic)
Init +0; **Senses** Listen +6, Spot +6
Languages Eldaarish Sign Language, Eldaarish Drumcode, Eldaarish, Eloy, Kurn, Tok'sa

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AC 14, touch 14, flat-footed 14
(+2 armor, +2 shield)
hp 36 (13 HD)
Fort +6, **Ref** +9, **Will** +14
Weakness psychic enervation

Speed 30 ft. (6 squares)
Melee mwk dagger +8/+3 (1d4-2) or
Ranged *+1 blowgun* +10/+5 (1d2+1)
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)
Combat Gear *dorje of mass cloud mind* (15 charges), *psionic tattoo of biofeedback*, *psionic tattoo of empty mind*, 3 doses of giant wasp poison

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Power Points/Day 105; **Wilder Powers Known** (ML 10th):
5th—*power resistance*
4th—*detect remote viewing*
3rd—*energy burst* (DC 19)*, *energy retort* (DC 19)
2nd—*biofeedback*, *psionic suggestion* (DC 18)
1st—*empty mind*, *mind thrust* (DC 17)*, *psionic alter self*
*The save DCs for these powers might increase with the use of augments
Psi-Like Abilities (ML 9th):
At will—*aura alteration* (ML 13th), *correspond* (spy handler only)
1/day—*mind probe* (DC 15), *psionic modify memory* (DC 14)
Spell-Like Abilities (CL 1st):
At will—*disguise self*

Abilities Str 7, Dex 11, Con 9, Int 14, Wis 15, Cha 21
SQ bardic knowledge +7, duplicitous mind, poison use, specialist training (subterfuge) ,volatile mind (1 pp)
Feats Deceitful, Expanded Knowledge (*biofeedback*, *energy burst)*, Investigator, Quicken Power, Scribe Tattoo
Skills Autohypnosis +13, Bluff +22, Concentration +8, Craft (poisonmaking) +9, Craft (tattooing) +6, Diplomacy +21, Disguise +10 (+12 to act in character), Forgery +6, Gather Information +15, Intimidate +8, Knowledge (local [Azeth's Rest]) +7, Listen +6, Perform (oratory) +11, Search +4, Sense Motive +18, Spot +6
Possessions combat gear plus masterwork bone dagger, *+1 blowgun*, *+1 bucker*, *crystal mask of languages*, *hat of*

disguise, *+1 padded armor*, *spymaster's ring*, *cloak of Charisma +2*

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 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 passes and prefers to remain behind, using her powers to aid her allies. If forced into battle, she will manifest *energy retort*, then she will use *quickened mind thrusts* and *energy bursts* to quick dispatch them. 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
Init +7; **Senses** Listen +5, Spot +3
Languages Eldaarish, Eldaarish Sign Language, Kurnan

AC 11, touch 11, flat-footed 10; Dodge
(+1 Dex)
hp 15 (6 HD)
Fort +4, **Ref** +6, **Will** +5; +2 against telepathic powers and enchantment/charm spells

Speed 30 ft. (6 squares)
Melee unarmed strike +3 (1d4-1)
Base Atk +4; **Grp** +3
Special Actions bard music 6/day (countersong, *fascinate* 3 creatures, inspire courage +1, *suggestion*), Quick Draw

Abilities Str 8, Dex 12, Con 9, Int 10, Wis 12, Cha 13
SQ bardic knowledge +6, poison use, trade secrets (skilled [Bluff])
Feats Alertness, Dodge, Improved Initiative, Quick Draw[B], Skill Focus (Diplomacy)
Skills Bluff +17, Diplomacy +11, Disguise +7 (+9 to act in character), Forgery +5, Gather Information +8, Intimidate +3, Knowledge (local [Eldaarich]) +5, Listen +5, Move Silently +3, Perform (oratory) +11, Search +5, Sense Motive +5, Sleight of Hand +9, Speak Language (Eldaarish Sign Language), Spot +3

Hook "Take me with you."

Sixth's slave mistress, Giurnam, 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 so far 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, Kalvak will do anything to capture her again, even abandoning his own post. If he does abandon his post, then both Kalvag 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 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 9, Dex 10, Con 8, Int 12, Wis 11, Cha 13.

Strategies and Tactics

Giurnam is not in conditions to fight, since she is usually kept captive and/or under beatings from Sixth.

Governor Lhonia Grey

An elegantly dressed woman in a grey uniform appears to be in command.

Governor Lhonia Grey **CR 13**

Female human templar 8/ double templar 5
LN Medium humanoid
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 mwk dagger +9/+4 (1d4-1/19-20) or
Base Atk +9; **Grp** +8
Atk Options double-cross (DC 21), turn undead 9/day (+11, 2d6+17, 8th)
Special Actions Inquisitor
Combat Gear 3 *fruit-potions of cure light wounds*, *scroll of eye of the storm*

Templar Spells/Day 6/6/6/6/6/6/4; **Templar Spells Known** (CL 13th):
7th—*confessor's flame*[A], *greater scrying*, *refuge*
6th—*forbiddance*, *greater dispelling*[A], *greater glyph of warding*, *word of recall*
5th—*break enchantment*, *elemental strike* (DC 18), *mark of justice*[A], *scrying*, *spell resistance*
4th—*dimensional anchor*, *freedom of movement*, *greater command*[A] (DC 18), *neutralize poison*, *sending*
3rd—*cure serious wounds*, *discern lies*, *dispel magic*[A], *discern lies*, *protection from energy*, *sand pit* (DC 18)
2nd—*calm emotions* (DC 18), *enthrall* (DC 18), *hold person*[A] (DC 18), *lesser restoration*, *silence* (DC 18), *undetectable alignment*
1st—*bless*[A], *comprehend languages*, *cure light wounds* (2), *hand of Oronis*, *sanctuary*
0—*defiler scent*, *detect magic* (5), *detect poison*, *light*, *read magic*
A: Assigned spell
Power Points/Day 2; **Powers Known** (ML 1st):
1st—*defensive precognition*

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 22
SQ double meaning, double-minded, duplicitous, poison use, secular authority 8/day, two masters, usurp authority
Feats Deceitful, Hidden Talent (*defensive precognition*), Inquisitor, Negotiator, Paranoid, Persuasive
Skills Bluff +29 (+39 to deliver a secret message), Concentration +16, Diplomacy +30, Disguise +20 (+22 to act in character), Forgery +9, Gather Information +18, Intimidate +8, Knowledge (history) +7, Knowledge (local [Eldaarich]) +9, Knowledge (local [Kurn]) +9, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Literacy (Kurnan, Picts), Listen +1, Sense Motive +22, Speak Language (Eldaarish), Spellcraft +7, Spot +1
Possessions combat gear plus masterwork dagger, *+2 chitin armor*, *+ 2 buckler*, *cloak of Charisma +4*, *ring of protection +2*, *spymaster's ring*, *amulet of proof against detection and location*

Hook "Welcome to civilized lands, Drylanders."

Lhonia Grey, the governor, 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 whatever opportunity she can to speak to drylanders in Common, and plans make a run for the Tyr region to escape her 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 more discreet methods to deal with his enemies, such as using his secular authority or by using *hold person* or *greater command* followed by *elemental strike*.

Ptoby the Pterran

This finely dressed Pterran dresses like a human merchant from the Tyr region, but carries a thanak, the traditional Pterran sword at his belt.

Ptoby the Pterran **CR 6**

Male pterran wilder 6
LN Medium humanoid (reptilian, psionic)
Init +0; **Senses** Listen -2, Spot +0
Languages Common, Draji, Kurnan, Pterran

AC 12, touch 12, flat-footed 12
(+2 armor)
hp 33 (6 HD)
Fort +4, **Ref** +2, **Will** +5
Weakness psychic enervation

Speed 30 ft. (6 squares)
Melee mwk thanak +8 (2d6+3/x3)
Base Atk +4; **Grp** +7
Atk Options surging euphoria +1, wild surge +2
Special Actions Inquisitor

Power Points/Day 56; **Wilder Powers Known** (ML 6th):
3rd—*mental barrier*
2nd—*biofeedback*
1st—*attraction* (DC 19)*, *empathy* (DC 19)
*The save DCs for these powers might increase with the use of augments
Psi-Like Abilities (ML 6th):
At will—*missive* (reptiles or superior officer only)

Abilities Str 17, Dex 11, Con 14, Int 14, Wis 10, Cha 24
SQ volatile mind (1 pp)
Feats Psionic Endowment, Negotiator, Skill Focus (Diplomacy)
Skills Bluff +19, Concentration +7, Diplomacy +17, Gather Information +11, Literacy (Picts, Letters), Listen -2, Profession (tavern keeper) +5, Speak Language (Draji), Spot +2
Possessions masterwork thanak, leather armor, *augmented sigil of missive*, *cloak of Charisma +2*

Hook "Let's not talk about the smell"

Ptoby is one of the only two male males in Kurn's School of Spies, and as far as the school of spies knows, perhaps the only pterran templar anywhere. Ptoby is not a genuine pterran name, but it is the genuine name of this particular pterran. Ptoby was hatched in Kurn after Grey Heralds accidentally confiscated his egg during taxing procedures at Kurn's gates. No pterrans had visited Kurn, and the Grey 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 pterran, and sentient, but the older spies have never stopped thinking of Ptoby as their pet, which annoys him. Ptoby has yet to meet another pterran, 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 pterran to be a templar and a spy, and because some people will talk to him that will not talk to anyone else. To strangers, Ptoby plays the part of the outsider, moaning how closed and repressed these 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 pterran 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 pterran culture, Ptoby's remarks about his pterran heritage are all tongue-in-cheek, so it's hard to tell when he's lying, or when he's 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 creature 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, and sometimes

closes 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 17, Dex 13, Con 14, Int 14, Wis 8, Cha 19.

Strategies and Tactics

Ptoby really prefers talking then fighting, he usually ties to use *attraction*/*empathy* every time he thinks trouble might come up. He won't be afraid to wield his thanak into battle when his surging euphoria kicks in.

Adventure Hooks

Retirement party, unauthorized Access Detected.

Ssurran, Trader

Ssurran Trader

This hulky reptilian humanoid squints at you and hisses quietly to itself.

Ssurran Trader **CR 5**

Male ssurran rogue 3
N Medium monstrous humanoid (reptilian)
Init -2; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Ssurran

AC 15, touch 9, flat-footed 15
(-2 Dex, +3 armor, +3 natural, +1 deflection)
hp 27 (6 HD)
Resist evasion
Immune natural heat
Fort +2, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk small macahuitl +7 (1d6+1/19-20)
Base Atk +5; **Grp** +6
Atk Options sneak attack +2d6
Combat Gear *fruit-potion of cure moderate wounds*

Abilities Str 12, Dex 7, Con 12, Int 11, Wis 13, Cha 11
SQ trapfinding, trap sense +1
Feats Negotiator, Persuasive, Trader
Skills Appraise +12, Bluff +10, Diplomacy +10, Disguise +0 (+2 to act in character), Intimidate +4, Listen +1, Profession (merchant) +11, Sense Motive +9, Spot +1, Survival +9
Possessions combat gear plus masterwork small macahuitl, masterwork studded leather, *ring of protection +1*

These traders come from the Scorch.

The ssurran trader presented here had the following ability scores before Hit Dice increases and racial adjustments: Str 8, Dex 9, Con 10, Int 11, Wis 13, Cha 12.

Strategies and Tactics

The ssurran trader tries to avoid combat, but will fight savagely for his goods if needed, relying on his 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 10**

Male ssurran druid 8
N Medium monstrous humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Ssurran; *speak with animals*

AC 15, touch 12, flat-footed 15
(-1 Dex, +3 armor, +3 natural)
hp 60 (11 HD)
Immune natural heat
Fort +8, **Ref** +4, **Will** +11

Speed 30 ft. (6 squares); woodland stride
Melee claw +11/+6 (1d4+2) and claw +11 (1d4+1) and bite +6 (1d4+1)
Base Atk +9; **Grp** +11
Special Actions spontaneous casting (*summon nature's ally* spells), wild shape 3/day (8 hours)
Combat Gear *fruit-potion of cure moderate wounds*
Druids Spells Prepared (CL 8th):
4th—*elemental strike* (2) (DC 16)
3rd—*call lightning* (DC 15), *eye of the storm*, *searing light* (+8 ranged touch)
2nd—*bull's strength*, *flame blade*, *flaming sphere* (DC 14), *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 15, Dex 9, Con 13, Int 9, Wis 15, Cha 8
SQ animal companion, link with companion, share spells, wild empathy +7 (+3 magical beasts), trackless step
Feats Improved Initiative, Multiattack, Natural Spell, Power Attack
Skills Appraise +9, Concentration +7, Knowledge (nature) +3, Listen +2, Profession (merchant) +12, Spellcraft +1, Spot +2, Survival +14
Possessions combat gear plus shimmercloth robe, *bracers of armor +3*
Animal Companion heavy warmount crodlu (*ToA* 155)

Hook "Where do we come from? All you need know is that our goods come from lost faraway lands beyond your reach."

Stasslan doesn't believe that he's a druid, he insists that he's a priest of Tthursslem, the god of his world.

Stasslan had the following ability scores before Hit Dice ability score increases and racial adjustments: Str 11, Dex 11, Con 11, Int 9, Wis 13, Cha 10.

Strategies and Tactics

Stasslan usually wild shapes into an inix and then casts *bull's strength* on himself before joining any combat or a pterrax when he wishes to flee. He calls upon Tthursslem to smite his opponents with "fire from the sky", in the form of *call lightning* and *elemental strike*.

Creatures and Allies

Fire-Resistant Inix (*ToA 158*): 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 midsummer and midwinter, since this is the time, 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 a fire-resistant Inix, six ssurrans, and three ssurran traders.

Ecology

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 pretty much 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 the Trembling Plains 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, south of the Chugak pack, southeast of Lions' Labyrinth and north of Stone Well.

Gekdo

This seven-foot-tall olive-skinned hulk carries a heartpick in either hand.

Gekdo **CR 10**

Male tarek rogue 5/barbarian 2/dune trader 1
N Medium humanoid
Init +2; **Senses** darkvision 30 ft.; Listen +2, Spot +2
Languages Common, Tarek

AC 18, touch 12, flat-footed 16; improved uncanny dodge (+2 Dex, +3 natural, +3 armor)
hp 42 (8 HD)
Resist evasion
Fort +5, **Ref** +6, **Will** +3
Weakness tarek musk

Speed 30 ft. (6 squares)
Melee mwk heartpick +9 (1d8+3/x4)
Base Atk +5; **Grp** +8
Atk Options rage 1/day (6 rounds), sneak attack +3d6
Combat Gear *psionic tattoo of offensive prescience*

Abilities Str 16, Dex 15, Con 12, Int 11, Wis 11, Cha 11
SQ contact 1/week, fast movement, fast talk, ferocity, trapfinding, trap sense +1
Feats Improved Initiative, Leadership, Teamwork[B], Trader
Skills Appraise +7, Bluff +10, Diplomacy +11, Disguise +0 (+2 to act in character), Intimidate +14, Jump +8, Listen +2, Profession (merchant) +2, Sense Motive +, Spot +2, Survival +7
Possessions combat gear plus masterwork studded leather armor

When raging, Gekdo has the following statistics
AC 16, touch 10, flat-footed 14
hp 58 (8 HD)
Fort +7, **Will** +5
Melee mwk heartpick +11 (1d8+5/x4)
Grp +10
Abilities Str 20, Con 16
Skills Jump +10

Hook "First, I will eat that elf's heart. Stay out of in my way, and then perhaps we can trade afterwards."

The leader of the Nagukuz 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 the boulder fields and barrens. So that would-be attackers never surprise them, he has organized his people to surround the area with traps and crude warnings.

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 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, racial adjustments: Str 12, Dex 15, Con 8, Int 13, Wis 14, Cha 13.

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 enters his rage short of jumping into fray and slaying his

foes with his heartpick. He promptly attacks any elf that he sees.

Sample Encounter

Nagukuz can be usually encountered in two ways, hunting/gathering or ambushing unwary travelers that come close to Stone Well.

Nagukuz Hunting Pack (EL 5): One 3rd-level ranger tarek and two 1st-level tarek warriors (*ToA* 138) 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 warriors are lurking from higher ground waiting for passers-by. They recklessly charge, hoping to surprise and intimidate theirs 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 or elves or dune traders who venture into their territory.

Tarek Names: Fhrákthrák, Gritgrunch, Iyfwedg, Kisoffrak, Trazyūk, Vrathalós, Zikrasuyl.

There are more than 50 battle-ready tarek males in the 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 their squared heads with 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-worshipping clan. Like other Tareks, the Nagukuz hate elves, but often trade with other humanoids, so long as these act 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.

Tari, Under the Stairs Tribe

A pack of tari scavengers lives in an ancient human village along the old riverbed, just east of where the modern trade road crosses the riverbed.

Tludiyy

The brown matted fur of this humanoid rodent has patches of grey and white, and it carries a discolored bone dagger.

Tludiyy **CR 9**

Male tari bard 5/ dune trader 3
N Small humanoid (tari)
Init +3; **Senses** darkvision 120 ft.; Listen +7, Spot +7
Languages Common, Tari

AC 17, touch 15, flat-footed 14
(+1 size, +3 Dex, +2 armor, +1 deflection)
hp 28 (8 HD)
Immune mundane disease
Fort +2, **Ref** +10, **Will** +10; +2 against telepathic powers and enchantment/charm spells, +4 against poison
Weakness light sensitivity

Speed 20 ft. (4 squares), burrow 10 ft.
Melee dagger +2 (1d3-1/19-20) or
Melee bite +2 (1d3-1 plus disease)
Base Atk +2; **Grp** -3
Atk Options poison (sassone, DC 16, 2d12 hp/ 1d6 Con; terinav root DC 16, 1d6 Con/2d6 Con)
Special Actions bardic music (countersong, *fascinate* 1 creature, inspire courage +1)
Combat Gear 3 doses of sassone leaf residue poison, 2 doses of terinav root, 2 tanglefoot bags

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Abilities Str 8, Dex 16, Con 10, Int 8, Wis 17, Cha 13
SQ agent (6th level), bardic knowledge +4, contact 2/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 +14, Disguise +1 (+3 to act in character), Escape Artist +8, Gather Information +8, Hide +15, Intimidate +6, Listen +7, Move Silently +8, Perform (oratory) +6, Profession (merchant) +5, Search +1, Sense Motive +10, Spot +7
Possessions combat gear plus bone dagger, studded leather armor, *ring of protection +1*

Tari Fever (Su) Fortitude DC 11, 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, Tludiyy is the tribe's main interface with its human middlemen.

Tludiyy despises humans and humanoids alike, but he has learned to profit from them both for himself and for the pack. Tludiyy'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 Tludiyy takes care to never reveal the tribe's numbers or the location of its home.

Tludiyy often obtains information from the 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 house 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 and relying on his poisons to do the trick.

Sample Encounters

Tari Shopping Party (EL 5): Seven 1st-level tari warriors.

History

The Under the Stairs tribe fled not north but east during the Cleansing Wars. They bribed human sailors to ferry them out to the Road of Fire, where they hid for generations, using the region's volcanism to conceal themselves. They lacked enough food, however, once the Moratuc moved into the area, and made the arduous journey by land to the southern Trembling Plains. They found the ancient village, long since buried by drifting sand and silt, along the lower course of the dry riverbed, and moved into the buried ruins.

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. Often Tludiyy will personally make contact, usually by slipping inside the traders' bivouac and waking one of the senior traders, most often with a thin, jagged, but obscenely sharp knife at the throat. Other tari lurk nearby, observing with physical and psionic senses, 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). He will offer mushrooms, or artifacts of bygone Ages (uncovered in previous diggings, but which the People Under the Stairs cannot understand or use), in exchange. The terms usually specify that the traders should leave the goods they wish to trade at an isolated spot only a few miles away, 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 him 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.

Typical Physical Characteristics: An average adult tari stands around 4 feet tall and weighs 100 pounds.

They have 2 feet long, used mainly for balance, and 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: Taris do not feel strongly either way toward good and evil, and neither towards law and chaos. They are usually neutral.

Society

There are upwards of 40 tari in the pack, calling themselves the People Under the Stairs (since they live in a ruined village below the surface, and can only reach the surface by carefully hidden and reconstructed stairs). The Stairs People live by stealing from traders on the road, or scavenging from the detritus the traders leave behind in their camps. The tari 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 fungus medicines and balms with dune traders.

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.

Under the Stairs Tribe Tari Lore

Characters with ranks in Knowledge (local [Trembling Plains]) can learn more about the Under the Stairs tribe. 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 race of beings much-persecuted as lurking sneakthieves 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 in overwatch, guarding him from afar.

20	Other traders have reported a clan of tari along the trade road, bartering small quantities of occasionally valuable artifacts for foodstuffs.

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 – terrifying pirates with skimmers and schooners and a fearsome badge with a wheel and a serpent.
20	Within the city of Thorlo are giants. Dead ones, that hunt the little people. We are all little people.

Thri-kreen, Trembling Plains

Chu'ti'tak

Most kreen move in sudden jerks – but this tok'sa 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 – it doesn't look like it's smiling after all...

Chu'ti'tak **CR 11**

Male tok'sa thri-kreen ranger 8
NG Medium monstrous humanoid
Init +7; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Thri-kreen

AC 16, touch 13, flat-footed 13
(+3 Dex, +3 natural)
hp 57 (10 HD)
Immune sleep effects
Fort +8, **Ref** +12, **Will** +7

Speed 40 ft. (8 squares); woodland stride
Melee mwk chatkcha +12/+7 (1d6+3/18-20) and 2 chatkchas +11 each (1d6+1/18-20) and bite +9 (1d4+1) or
Ranged chatkcha +13/+8 (1d6+3/18-20)
Base Atk +10; **Grp** +13
Atk Options favored enemy (giths +4, elves +2), poison (DC 12, 1d6 Dex/paralysis)
Special Actions Deflect Arrows, Teamwork
Ranger Spells Prepared (CL 4th):
2nd—*bear's endurance*
1st—*detect animals or plants*, *resist energy*

Abilities Str 17, Dex 16, Con 12, Int 8, Wis 15, Cha 6
SQ link with companion, share spells, swift tracker, wild empathy +6 (+2 magical beasts)
Feats Deflect Arrows[B], Endurance[B], Improved Initiative, Leadership, Improved Two-Weapon Fighting[B], Teamwork, Track[B], Two-Weapon Fighting[B], Wastelander
Skills Concentration +4, Hide +8*, Jump +38, Knowledge (geography [Trembling Plains]) +5, Knowledge (nature) +5, Listen +4, Move Silently +8, Spot +4, Survival +15 (+17 to avoid getting lost/in aboveground natural terrain)
*Thri-kreens have a +4 racial bonus on Hide checks in sandy or arid areas.
Possessions masterwork dasl chatkcha, chatkcha (9)
Animal Companion monitor lizard (*MM 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 grounds or otherwise abusing the land, he will not hesitate do destroy him. He usually casts *bear's endurance* and then to jumps into the fray, unleashing a flurry of chatkchas and poisonous bites.

Kekijez

The jeral kreen is short for its kind, but its legs are long and its chitin barbs look to be well-sharpened. The kreen clacks is mandibles twice, then turns to the others lined up behind it.

Kekijez **CR 10**

Male jeral thri-kreen cleric 7
LE Medium monstrous humanoid
Init +4; **Senses** darkvision 60 ft.; Listen +4, Spot +9
Languages Thri-kreen

AC 18, touch 14, flat-footed 14
(+4 Dex, +3 natural, +1 shield)
hp 40 (9 HD)
Immune sleep effects
Fort +6, **Ref** +9, **Will** +12

Speed 40 ft. (8 squares)
Melee mwk chatkcha +7/+2 (1d6+2/18-20) and 3 chatkcha +7 each (1d6+1/18-20) and bite +4 (1d4+1) or
Ranged chatkcha +11/+6 (1d6+2/18-20)
Base Atk +7; **Grp** +9
Atk Options poison (DC 11, 1d6 Dex/paralysis), turn undead or rebuke vermin or earth creatures 4/day (-3, 2d6+7, 7th)
Cleric Spells Prepared (CL 7th):
4th—*elemental armor*, *elemental weapon*, *passwall*[D]
3rd—*dispel magic*, *prayer*, *secure shelter*[D], *stone shape*
2nd—*bear's endurance*D, *bless element* (2), *make whole*, *status*
61st—*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, Meek of the Land

Abilities Str 14, Dex 18, Con 10, Int 11, Wis 18, Cha 4

SQ use Survival to assess depth underground (DC 15)
Feats Combat Casting, Deflect Arrows[B], Extra Turning, Multiweapon Fighting, Wastelander
Skills Concentration +0, Hide +4*, Jump +37, Knowledge (religion) +2, Listen +4, Spellcraft +2, Spot +9, Survival +11
*Thri-kreens have a +4 racial bonus on Hide checks in sandy or arid areas.
Possessions wooden buckler, masterwork dasl chatkcha, chatkcha (9)

Hook "More dra – the elements are generous this day, my brothers. Let us feast on the gift of the winds."

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 and anything related to them. He usually casts *elemental armor*, *elemental weapon*, and *divine favor* (if time allows) before jumping into his opponents with his chatkchas drawn.

Trazak

Tall, dark, and handsome – for a kreen, anyway. An impressive display of trophies dangles from the tok'sa's carapace as it rises smoothly from the dunes in front of you. Its dark eyes sparkle.

Trazak **CR 15**

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 19, touch 13, flat-footed 16; Dodge, Mobility (+3 Dex, +3 natural, +3 armor)
hp 63 (14 HD)
Immune sleep effects
Fort +8, **Ref** +10, **Will** +10

Speed 40 ft. (8 squares); Spring Attack
Melee mwk chatkcha +15/+10/+5 (1d6+5/18-20) and 3 mwk chatkcha +15 each (1d6+3/18-20) and bite +13 (1d4+2) or
Ranged mwk chatkcha +16/+11/+6 (1d6+5/18-20)
Base Atk +11; **Grp** +15
Atk Options Combat Reflexes, poison (DC 11, 1d6 Dex/paralysis), Power Attack
Special Actions Deflect Arrows
Power Points/Day 61; **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 18, Dex 17, Con 10, Int 10, Wis 16, Cha 4
Feats Combat Reflexes, Deflect Arrows[B], Dodge, Leadership, Mobility, Multiweapon Fighting, Multiattack, Power Attack, Spring Attack, Wastelander, Weapon Specialization (chatkcha), Weapon Focus (chatkcha)
Skills Autohypnosis +5, Concentration +8, Hide +3*, Jump +44, Knowledge (psionics) +2, Listen +5, Search +5, Spot +8, Survival +3 (+5 following tracks)
*Thri-kreens have a +4 racial bonus on Hide checks in sandy or arid areas.
Possessions masterwork dasl chatkcha (4), chatkcha (10), *bracers of armor +3*

Hook "I told you there would be good hunting here today – strangers, you trespass on the lands of the Hozi'chak. We are prepared to be generous – but you will forfeit that fine blade, as penalty."

Trazak leads the Hozi'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 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 14, Dex 13, Con 12, Int 10, Wis 15, 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 avoid battle. However, Trazak will fight if he must, to maintain his status – 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 *truevenom* on his dasl chatkcha before going for the strongest opponent, always leaving 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 psychic warrior roams the plains looking for prey.

EL 12: A pack of ten thri-kreen warriors, a 3rd-level 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 seasons, 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 to 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 Chugak ("True Hearts of War") wander the entire northern portion of the southern 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 kek refuse all Kurnan efforts to parlay with them to convince them to move away.

The Chugak kek raid Kurn's farmlands and caravans, cleverly trying to make the damage appear 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 southern deserts and scrub plains west of Conak's Rock. The Chugak kek often receive Kurn's Grey Heralds.
20	The Chugak pack has 70 pack members. Chugak means "True Hearts of War." While Chugak kek accept Grey ambassadors and listen 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 Hozi'chak kek. In addition to elven nomads, the Hozi'chak kek hunts gith, nikaal, and bandits, particularly the Kreen Eater bandits.

Hozi'chak: The tok'sa of Hozi'chak ("Leaders of the Mind") roam the desert and barrens northwest of the Filthspits and southwest of the Blue Pool of the Ancients, occasionally wandering as far north as the ruins of Hogalay. The kek is large with more than 100 pack members. The Hozi'chak is divided into clutches that often operate independently, hunting gith, elves, nikaal, and dra from the Kreen Eaters tribe.

Hozi'chak Lore

Characters with ranks in Knowledge (nature) can learn more about the Hozi'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 Hozi'chak pack, the leaders of the mind who claim as territory the some lands barrens and deserts far south of Hogalay.
20	The Hozi'chak kek has more than 100 pack members, but usually operate individually as clutches. They hunt elves. Hozi'chak means "mind leaders") They roam the desert and barrens northwest of the filthspits and southwest of the Blue Pool of the Ancients, occasionally wandering as far north as the ruins of Hogalay.
25	A powerful chakak (psychic warrior) leads the Hozi'chak. In addition to elven nomads, the Hozi'chak hunts gith, nikaal, and bandits, particularly the Kreen Eaters.

La'tik-kik: The tok'sa of La'tik-kik ("Finders and Guardians") considers Shevgar's Reach as its territory, but they frequently cross into the Trembling Plains to hunt or trade. The tek occasionally fights with the Sons of the Free when that elf tribe comes north of Azeth's Rest, and frequently battles the Filthspit gith clan west of the Trembling Plains, but usually these tok'sa are not 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, the Finders and Guardians who claim as territory the barrens and badlands desert lying northeast of Azeth's Rest and continuing east to the coast.
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 packs that despise Chu'ti'tak attempts to befriend the Kurnans and Eloy.
30	The other kreen pack that hates the La'tik-kik is the Chugak kek 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 an especial 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 Clutch Leader

The largest of the feral mantis-warriors turns his head towards you, the sunlight glinting off if 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 11**

Male trin barbarian 3/psychic warrior 1
N Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Trin

AC 15, touch 12, flat-footed 13; uncanny dodge (+2 Dex, +3 natural)
hp 55 (9 HD)
Immune sleep effects
PR 20
Fort +7, **Ref** +7, **Will** +6

Speed 60 ft. (12 squares); Run
Melee claw +9/+4 (1d8+3) and 3 claws +9 each (1d8+1) and bite +6 (1d4+1)
Base Atk +8; **Grp** +11
Atk Options improved grab, poison (DC 13, paralysis/paralysis), pounce, rend 2d8+3
Special Actions Deflect Arrows, Mental Leap, rage 1/day (rounds)
Power Points/Day 0; **Psychic Warrior Powers Known** (ML 1st):
1st—*offensive prescience*

Abilities Str 16, Dex 15, Con 13, Int 5, Wis 12, Cha 6
SQ fast movement, hive mind, trap sense +1
Feats Deflect Arrows[B], Improved Initiative, Improved Natural Attack (claw), Mental Leap, Run
Skills Concentration +2, Hide +8*, Jump +33, Listen +1, Spot +1, Survival +3
*Trins have a +4 racial bonus on Hide checks made in desert terrain.

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+3 points of damage.
When raging, a trin has the following statistics
AC 13, touch 10, flat-footed 11
hp 73 (9 HD)
Fort +9, **Will** +8
Melee claw +11/+6 (1d8+5) and 3 claws +9 each (1d8+3) and bite +6 (1d4+3)
Grp +13
Abilities Str 18, Con 15
Skills Jump +35

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

Strategies and Tactics

The trin clutch always enters his rage before going into battle, which he usually does by jumping over his 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 together any larger prey, reasoning to kill now, and fight over which clutch gets the first bite later.

Individual (EL 5): A single trin is roaming 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 that were separated from their clutch during a mekillot stampede is looking for food and a place to rest.

EL 14: A trin clutch leader and seven trin are hunting for mekillots, but will settle for any other source of meat.

Ecology

Trin are found most of the year in the Hinterlands, but during Flamesky the trin bands swarm eastwards like locust, driven by the lack of food in the drier Hinterlands. They are feral and in their hunger and vast numbers even the 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 these 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

Trins 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, make no effort to communicate or trade. They come to hunt mekillots, and turn on intelligent creatures mostly when other game runs out.
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 attack in greater numbers, the trin have no organization large 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.

Chapter 2: Monsters

Bat, Reptilian

A whirling mass of quick, darting creatures similar to tiny pterraxes sweeps closer. Hundreds of high-pitched squeaks fill the air.

Reptilian Bat Swarm CR 3

Always CN 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 (2d6)
Base Atk +1; **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 13, 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 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 minipterodactyls that gain psionic powers in swarms.

Strategies and Tactics

The reptilian bat swarm tries to stay away from bigger prey, preferring to focus on the small lizards and insects that live close to his lair. It activates *burst* and *chameleon* when closing in and begins its attack using *painful strike*.

Ecology

Reptilian bats reproduce much as others bats do. They prefer areas with dense vegetations or caves, particularly if the region has plenty of small prey to feed upon.

Environment: Lower 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 rarely 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 swarm bat lair contains some coins, goods, and items left over from its victims. Roll separately for 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 when swarming gain several psionic powers.
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 his skin. His face seems to shift with every step he takes towards you.

Coral Wight CR 7

Usually NE Medium undead
Init +6; **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 84 (12 HD); **DR** 1/–
Immune undead immunities
Fort +4, **Ref** +5, **Will** +11

Speed 30 ft. (6 squares)
Melee *+2 adamantine longsword of recall* +12/+7 (1d8+6/19-20)
Base Atk +9; **Grp** +13
Atk Options Cleave, Power Attack
Special Actions faceless
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, distractible, enduring focus, Gray toughness 1, undead traits
Feats Cleave, Improved Initiative, Power Attack, Track, Weapon Focus (longsword)
Skills Balance +4, Climb +7, Concentration +6, Diplomacy +9, Heal +8, Hide +22, Knowledge (nature) +18, Listen +8, Spot +8, Survival +18 (+20 in aboveground natural environments), Swim +18

Advancement by character class; **Favored Class** psychic warrior; see text
Possessions *adamantine chain shirt of recall*, *+2 adamantine longsword of recall*

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 oneself.
Distractible (Ex) Coral wight deeply hate Keltis and everything related to him. In combat, a 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. Unless its coral heart 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, he can change his 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 Jump, Swim, and Balance 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.

The 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 coral plants 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 lizardmen.

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 its undeath embrace, symbolizes everything they sacrificed in order to punish Keltis for his crimes.

Strategies and Tactics

Since coral wights usually fight alone, it 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 his target, with a flurry of attacks and an echoing howl that emanates from its entire body.

The coral wight uses its *locate object* spell-like ability to find its coral heart, and tries to capture and keep it, because if the coral heart gets smashed, the coral wight dies.

Other than destroying its coral heart, the only way to permanently kill the coral wight is to tear the coral wight's real skull from its life coral tree buried in what is now the Sea of Silt. Parts of the coral wight's real skull can still be seen through the grown-over 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): A lone coral wight is on its eternal quest for revenge.

EL 7: Sslath Seamiser has discovered a thousand-year old document that describes lizardmen still living in the Lost Sea area. He is 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 Lost Sea, and to recruit living lizardmen to become coral wights, to help him revenge himself 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 rarely 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 weight 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. Very few coral wights are aware that Keltis has changed his name to Oronis and dwells in Kurn. Therefore, they are usually neutral evil.

Typical Treasure

Coral wights do not collect treasure, but their coral hearts are prized by many beings a fine piece of jewelry. If intact, it can reach sums up to 12,000 Cp. Of course, its 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 in order to facilitate finding their hated enemies or its 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 druid lizardfolk who willingly became undead in order 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 commanded by Daskinor's armies during the Cleansing Wars created several unique types of undead.

Gluk'kiuk

The glistening shambles of skinned humanoid limbs shambles towards you, dragging attached entrails behind it, making a wet sliding sound as the viscera slurp across the rock.

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 14, flat-footed 15
(+1 size, -4 Dex, +4 deflection)
hp 24 (4 HD)
Immune undead immunities
Fort +1, **Ref** -3, **Will** -1

Speed 10 ft. (2 squares), climb 5 ft
Melee claw +7 (1d4-1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; Grp +4
Atk Options absorption, Improved Grapple

Abilities Str 10, Dex 3, Con —, Int —, Wis 1, Cha 11
SQ invisible to darksight, undead traits
Feats Improved Grapple[B], Improved Initiative[B]
Skills Jump +4*
*A gluk'kiuk has a +4 racial bonus on Jump checks.

Absorption (Sp) Each round that the gluk'kiuk grapples with a living creature, the creatures takes 1d6 acid damage from digestive fluids. Any creature killed by a gluk'iuk is instantly absorbed, limbs and all, into the gluk'iuk. Each time that a gluk'kiuk absorbs two Small creatures, or one creature of Medium-size or larger, the gluk'kiuk becomes a flesh rind (see below). A gluk'kiuk gains no game benefit from absorbing a creature of Tiny size or smaller, and it cannot absorb a creature larger than Large.

Invisible to Darksight (Ex) Creatures relying on darkvision will not see gluk'kiuks.

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.

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 in tatters in corners when they no longer entertained Daskinor's troops, animated as horrible slimy masses of 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, they may be near-complete or merely a loose collection of connected organs – but in every case they are shambling 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, few having intact limbs even, with which to drag themselves, and though they often lack eyes or other traditional sensory organs, their sense for living flesh is unerring. Flesh so digested is putrefied, and attaches to the gluk'kiuk, which thus 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 envelope 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 —

AC 14, touch 14, flat-footed 14
(+4 deflection)
hp 38 (6 HD)
Immune undead immunities
Fort +2, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares), climb 10 ft
Melee claw +5 (1d4+2)
Base Atk +5; **Grp** +11

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 11
SQ undead traits
Feats Improved Grapple[B], Improved Initiative[B], Skill Focus (Jump)[B]
Skills Jump +15*
*A flesh rind has a +10 racial bonus on Jump checks.

Absorption (Sp) As gluk'kiuk.

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 coalesce around 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 insert tubes into 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 skinned 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 —

AC 18, touch 18, flat-footed 14
(-1 size, +4 Dex, +4 deflection)
hp 56 (9 HD)
Immune undead immunities
Fort +3, **Ref** +6, **Will** +1

Speed 20 ft. (4 squares), climb 10 ft.
Melee claw +5 (1d6+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +11

Abilities Str 18, Dex 17, Con —, Int —, Wis 1, Cha 11
SQ undead traits
Feats Improved Grapple[B], Improved Initiative[B], Skill Focus (Jump)[B]
Skills Jump +18*
*A flesh worm has a +10 racial bonus on Jump checks.

Having completed their carcasses, the flesh worm still hungers for a return to life. They continue to act as they have earlier in life, attacking in much the same way. They attack the living without mercy, and obey only their leaders, the Khvakhas.

Strategies and Tactics

The flesh worm keeps the tactics from the point they were still flesh rinds, jumping into their victims.

History

After capturing any goblin city, Daskinor always ordered all of the captured common goblins – males, females, 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, or flesh worms, or gluk'kiuks (so named for the sound made as they slime across the floor), a hideous form of undead rarely seen outside the 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 individual telepathic or other communication.

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 commands of other undead. They have no "society", being mindless undead, but they do retain enough of their original goblin instincts to obey without question the commands of the closest or most powerful Khvakhas. They are capable of following only very simply commands, such as 'Stay here" or "Guard this" or "Chase them". As mindless undead, gluk'kiuks, flesh rinds, and flesh worms are always neutral.

Sample Encounter

Flesh worms, flesh rinds, and gluk'iuks 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 with them 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 goblin women 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 undead of an ancient type, 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 in 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 blades. As you steel yourself for the impact, the child's high-pitched, mocking laughter fills your ears.

Paper Golem CR 2

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** 5/adamantine and 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
Atk Options slashing critical

Abilities Str 10, Dex 20, Con –, Int 1, Wis 11, Cha 1
SQ construct traits
Feats Weapon Finesse[B]
Skills Hide +9, Move Silently +12
Advancement 4–6 HD (Medium), 7–12 HD (Large)

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 Small form. 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 it 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 slashing blades 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.

The golem takes a straightforward approach to combat, relentlessly slashing at its target, retreating into the air when threatened, only to return with a swooping attack moments later. Only weapons fashioned from dwarven steel have any hope of being fully effective against the 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 7): A Kurnan patrol (one black scout and three 2nd-level warriors) and a paper golem shaped as bird patrol the area. The golem scouts the area from above and reports any threats.

Ecology

Beings 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 predator, but attack whatever and whenever their instructions direct.

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. A paper golem 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, 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 made 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 chittering shrieks spill forth from its leering mouth.

Gibbering Caveghoul Warrior **CR 1/2**

Male gibbering caveghoul warrior 1
NE Small humanoid (dwarf)
Init +8; **Senses** 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)
Base Atk +3; **Grp** +20
Melee 2 claws +2 each (1d6) or
Melee bash +7 (1d4+4 nonlethal)
Space 5 ft.; **Reach** 5 ft.
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 appearances, the caveghouls are living beings. They are unremittingly hostile to all humanoids that enter their mines. They nurse a particular hatred of humans, whom they appear to blame for their fate, and dwarves, the sight of which they cannot bear.

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 skins 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.

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: A lone caveghoul has wandered from the main pack. He has been bullied and he is looking for some food.

EL 3: A patrol of four caveghouls is investigating a landslide nearby.

Mob (EL 4+): Sometimes a group of caveghouls is leaded by one or more psychics.

EL 4: A patrol of four caveghouls is commanded by a psychic.

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, first Dwarf-Butcher of Rajaat. Through long, lightless generations underground, they have become twisted mockeries of their former selves, their blood polluted through cannibalism, inbreeding with the hej-kin and long exposure to weird 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, the lingering dwarven strength in their blood still allows them to maintain some strength.

When there is any change in the environment, either by an interloper or a shift in the stone around them, the 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 in which gibbering caveghouls dwell are grim, lightless places. They 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. They are broad in the shoulders but with 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. The 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 capable of conveying only the simplest concepts.

Alignment: Gibbering caveghouls are usually neutral evil. In the long King's Ages trapped under the ruins, everything that was dwarf in the survivors is gone. There is no focus and nothing of a dwarven mind. Each Caveghoul only exists for himself and his 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 out because they feared that Rajaat's Champions would return. Over the King's Ages since, these survivors turned first to cannibalism and gradually to worse things, becoming corrupted and changed by the evil powers leeching from Egendo'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 fathers' 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 mine, 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.

—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.

—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, however, 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, and are not detectable in the normal psionic or magical means.

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.

—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
16	This hideous creature looks like a gibbering caveghoul, and possesses fairly powerful psionic abilities.
21	Despite their fearsome name and feral demeanors, gibbering caveghouls are not undead. This result reveals all humanoid traits. One seldom encounters them alone.
26	Gibbering caveghouls descend from dwarves who escaped the slaughter of Hogalay, although the dwarves may have bred with other creatures.
31	The caveghouls descend from hej-kin as well as dwarves. They venerate an ancient dwarven artifact known as the *Vermilion Talisman*.

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 +23, Spot +23
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 90 (16 HD)
Fort +0, **Ref** +4, **Will** +0
Weakness vulnerability to sunlight

Speed 40 ft. (8 squares), fly 100 ft. (perfect)
Melee incorporeal touch +13/+7 (2d6 plus 1d6 Wis plus blinding touch
Base Atk +8; **Grp** —
Attack Options blinding touch, genocidal focus, life rage
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)*, *tower of iron will* (8 rounds, PR 26)*
*Includes augmentation for the guiltshade's manifester level.
Spell-Like Abilities (ML 16th):
3/day—*charm person* (DC 15)

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, Listen +23, Psicraft +29, Search +27, 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 exist so that it may escape its subterranean prison and rejoin itself with Egendo (an act that is likely to destroy the guiltshade and 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 can become corporeal, such as through the temporary corporeality undead special ability.

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. Those making the save are immune to that guiltshade's guilt 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, it 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 gains a +2 bonus to Armor Class and a +20 to its speed (fly speed included). 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 the 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 Hogalay, 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", 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 his attempts to free himself, and in the process of their growth, he altered their minds to make them subservient to the original. 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, as well as with dead spirits from those who were been sacrificed to Egendo by his loyal wraith servant, Listana, seeking 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 any have 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. It physical combat it makes full use of its incorporeal nature, disappearing into solid rock and then appearing when the target least expects it. Generally speaking, a guiltshade is cunning and cruel. Only if it is overcome by its hatred and the life rage does it 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 flurry of blows, never ceasing until the rage leaves it.

Guiltshades typically attack with their psi-like abilities, opening up with *mind thrust*, or *psionic blast* to weaken or overwhelm their opponents. After its enemies have been weakened, it will close and use its blinding touch and wisdom drain touch abilities to further render its opponents helpless. They will then seek to *charm*, at least one individual to question them about the whereabouts of "father" Egendo.

Guiltshades will always attack dwarves first, and 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.

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 a sleep and then attack that member from beneath the ground, using it's touch attack to drain wisdom and lower the character's will save. The guiltshade will then charm the individual and have them lead the guiltshade to Egendo, whether or not the character knows where that 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: It is most likely that adventurers will discover Guiltshades in the ruins of Hogalay, but they will track down Egendo, and can be found anywhere.

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 is 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, but rather than attack each other, they flee from 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 at 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 flat head ends in an even flatter bill.

Harnaq Cow **CR 2**

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 6 quills +8 each (2d6+6 plus poison) and tongue +3 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +12
Atk Options crush, improved grab, poison (DC 12, 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 1d6 quills. Each such quill makes an attack roll as normal, dealing normal damage on a successful hit. There is no limit to the number of times a harnaq's quills can attack in this way in a round.
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. Harnaqs and terriers are immune to the effects of the subsonic 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 face and abdomen. All Kurnans obtain their harnaqs from one 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 spiny 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 1**

Always N Small animal (psionic)
Init +9; **Senses** low-light vision, darkvision 60 ft.; Listen +4, Spot +4
Languages –

AC 22, touch 16, flat-footed 17
(+1 size, +5 Dex, +6 natural)
hp 10 (3 HD)
Fort +2, **Ref** +8, **Will** -2

Speed 50 ft. (10 squares)
Melee 6 quills +8 each (1d6 plus poison)
Space 10 ft.; **Reach** 10 ft.
Base Atk +2; **Grp** -2
Atk Options poison (DC 12, 1d6 Str/2d4 Dex), quills
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), Improved Initiative, Weapon Finesse
Skills Listen +4, Spot +4, Jump +6

Advancement 6–10 HD (Large); 11–15 HD (Huge)
Quills (Ex) As Harnaq Cow.

While the female harnaq is huge and slow, the terrier is small, quick, and dexterous. Despite its short legs, the 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. The 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 sticky quills – and her mates' 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 young harnips as new mates to the other cows in their coven, and their old harnip mates cover them up and then starve within hours. When the wet season returns, the cows emerge from the ground with their full-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 collostrum is one of the few known ingredients to mulbirth (see page 157), 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 extermination ages ago.

Environment: Wild harnaqs can be found only at the Rohorind Forest or in a few wadi streams in the White Mountains. However, many Kurnan families have breeding 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 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 4 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 noble house Erinatth owns one 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, harnaq cows 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.

Adventure Hooks

The Pregnant Mul, All About Harnaqs.

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 in Kurnan farms.
22	Harnaqs use their quills for both offense and defense, since they are poisonous. Female harnaq also have a moan capable of frightening most strong-hearted warriors.

Kenku, Athasian

Kenku Wilder

One of the winged humanoids appears to have dropped an object about the size of a large melon, which plummets towards the mekillot.

Kenku Wilder **CR 1**

Kenku wilder 1
NE Medium monstrous humanoid (psionic)
Init +0; **Senses** low-light vision; Listen +5, Spot +5
Languages Common, Kenku

AC 11, touch 10, flat-footed 11
(+1 armor)
hp 4 (1 HD)
Fort +0, **Ref** +0, **Will** +3
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 +0 (1d8-2/x3) or
Ranged wind anchor +0 (1d10/19-20)
Base Atk +0; **Grp** -2
Special Actions wild surge +1
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 12)
Spell-like Abilities (CL 1st):
At will—*disguise self*

Abilities Str 7, Dex 10, Con 11, Int 10, Wis 12, Cha 13
SQ naturally psionic
Feats Combat Manifestation
Skills Bluff +5, Concentration +4, Hide +4, Listen +5*, Move Silently +4, Spot +5*
*Kenkus have a +4 racial bonus on Listen and Spot checks.
Possessions flensing pole, padded leather armor, wind anchor
Advancement by character class; **Favored Class** wilder

Psychic Enervation (Ex) After a wild surge, the kenku might become dazed and lose 6 power points. *XPH 31*.
Wild Surge (Su) +1 to the kenku's manifester level when he manifests a power. *XPH 31*.

Most kenku that overcome their secrecy and paranoia and become adventurers tend to become wilders.

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

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 his 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. It is 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 veterans 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): A single kenku is flying home and attacks from above anyone who might be suspicious.

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 4: 5 five kenku psychic adepts commanded by a 3rd-level wilder disguised as aarakocras 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, the burning plains near Saragar, an obsidian river between the dead lands and the Southlands, or an icy peak in the southern Grey Mountains.

Environment: Kenku can be found in any environment, although they are much more frequent in near badland areas.

Typical Physical Characteristics: A typical Athasian kenku stands about 4 and 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.

—Athasian kenku base land speed is 20 feet, and 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). Manifester 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).

—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 of the Trembling Plains.

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 an innate psionic ability 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-long spike. Its spotted coat of fur blends in almost flawlessly with the tree limbs upon which it perches, patiently waiting for their prey. Stretched between the creature's six legs is a fold of skin that catches the air and allows then to make amazing leaps and glide for short distances.

Kir'ren **CR 5**

Always N Medium magical beast (psionic)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +4
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), bite +8 (1d4+1) and tail spike +8 (1d6+1)
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, Up The Walls[B], Weapon Finesse
Skills Balance +20, Climb +19, Hide +10*, Jump +20, Move Silently +10
*A kir'ren has a +8 racial bonus to Hide checks made in forested areas.
Advancement 6–10 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) (+12 if charging or using its pounce ability).
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. The 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 trees 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.
Feats Kir'rens are always considered psionically focused when using Up The Walls. Kir'ren do not have to be on a horizontal surface at the end of their movement when using this feat, as long as they make the appropriate Climb check at the end of their movement, which they can make as a free action.

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 traverse the forest with great speed and to drop 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 itself above a foe in order to leap upon it and to bring all six clawed legs, fangs, and tail-spike to bear. They will usually focus upon one foe until it is dead and then, using its tail like a third hand, attempt to carry it to higher ground and to a place to feed. As such, they will usually attack the smallest creature in a group first. If unable to flee, the kir'ren will lash out with its *ego whip* at its closest antagonizer to daze them and try to retreat 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: On the canopy of a giant iron oak, a kir'ren lurks.

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 kir'ren and his mate are looking for prey. The female is pregnant and the male will fight to death to protect her.

EL 9: A family of four kir'ren is lurking through the tree tops of the Rohorind Forest, on the hunt.

Ecology

Kir'ren of mate for life, and so those 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 year of age. These savage cats have a lifespan that is on average fifteen to twenty years in length whether it has been 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 in order 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 adding almost half again that length. A kir'ren is spotted rather then striped like its cousin, and the kir'ren's coloration ranges from light to dark green 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, as such when determining 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, a kir'ren can be trained to act as guard animals to warn their owners of impending danger, which makes them highly prized amount 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 a 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
15	Kir'rens are magical beasts somewhat related to kirres that can glide. This result reveals all magical beast traits.
20	A kir'ren is an aggressive predator that prefers to attack its prey from above, bring all its natural weaponry to bear in order to kill quickly.
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 really hungry.

Hatchling Mekillot **CR 2**

Always N Large animal
Init +1; **Senses** low-light vision; Listen +8, Spot +8
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 +8, Spot +8
Advancement 4–8 HD (Large); 9–15 HD (Huge)

Improved Grab (Ex) To use this ability, a hatchling mekillot must hit with 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 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, since its tongue is not already fully developed, or tries to trample enemies underfoot. A mekillot, even young, 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 desert 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 underground.

EL 2: One solitary hatchling.

EL 4: Two hatchlings have met in the plains and have been circling each other 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 into deep mud during the Windflood season. The eggs incubate nearly a full year, and then hatch during Ral's Rest season. The first mekling to hatch devours the eggs that would have been its siblings, in order to gain the strength to struggle to the ground 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 Seasons.

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 the initial hunger is satiated, hatchlings will group together, and seek 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 mekillot hatchling, an infant 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 +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); Spring Attack
Melee bite +1 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** -3
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 +5, Spot +5, 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.

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. The plains cur uses Spring Attack to seize the herd's weakest animals, while escaping the wrath of the herd's strongest.

Eloy Herd-Dog

As you approach the ssygra, a howling sound breaks out behind a scrub bush. A small, well-groomed dog eyes you attentively.

Plains Cur **CR 1/3**

Always N Small animal
Init +3; **Senses** scent; Listen +7, Spot +7
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 +1 (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 +7, Spot +7, Survival +1*
*Curs have a +4 racial bonus on Survival checks when tracking by scent.
Advancement 2–4 HD (Small)

Skills Herd-dogs have a +4 racial bonus on Jump and Listen checks.

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, the plains cur usually relies on his master to direct him.

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: Pair of Eloy herd dogs, guarding a small group of ssygra.

EL 2: Three wild plains curs, looking for stragglers or wounded cattle, but if they are hungry enough, may stalk a small party until that party 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 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, to expand the bloodline of their her dogs.

Typical Treasure

Being animals, plains curs do not collect treasure. However, young puppies taken from a wild litter are worth 2 bits each to a typical 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
10	This is a plains cur, a canine creature. This result reveals all animal traits.
15	Plains curs are ferocious creatures that fight in conjunction,

being able to take down much bigger prey.

20	Many plains curs are taken by the Eloy while they're still puppies and raised to be shepherd dogs by them.

Mountain Creature

Mountain-adapted 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 mountain monstrous humanoid (psionic)
Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +6
Languages –

AC 17, touch 9, flat-footed 15
(-2 size, +1 Dex, +8 natural)
hp 76 (9 HD)
Resist cold 9
Fort +6, **Ref** +8, **Will** +7

Speed 30 ft. (6 squares), climb 7.5 ft.
Melee 4 slams +11 each (1d8+8) and bite +9 (1d8+4)
Space 15 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +31
Atk Options constrict 1d8+4, 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 the feylaar's manifester level

Abilities Str 26, Dex 12, Con 18, Int 12, Wis 14, Cha 10
Feats Ability Focus (death field), Improved Initiative, Improved Natural Attack (slam), Multiattack
Skills Climb +24, Hide –3*, Jump +17, Listen +2, Psicraft +6, Search +6, Spot +6, Survival +6
*The mountain feylaar has a +4 racial bonus on Hide checks in snowy and mountain terrain.
Advancement —

Constrict (Ex) A feylaar deals 1d8+4 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 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 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, the feylaar may initiate a grapple attempt as a free action without provoking an attack of opportunity.
Skills (Ex) A feylaar receives a +8 racial bonus on Climb checks.

This feylaar has adapted from jungle life to the cold and harsh conditions of the Snow Crown Mountains.

Strategies and Tactics

If able, a 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 lack long thin limbs, instead being more massively built to reduce surface area per unit of mass. Mountain creatures are not easily winded, being comfortable with less oxygen than most lowland species. Mountain creatures are often able to hibernate during the winter or to remain still and alert fro long periods, lurking in hollows until prey approaches.

Environment: Mountain creatures prefer to inhabit in cold, high-altitude areas, such as Rifak's Wall and the Snow Crown Mountains.

Typical Physical Characteristics: A mountain creature appears 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 usually do not take moral stances.

Typical Treasure

Mountain creatures usually do not collect treasure, but when they do, they have standard treasure for their Challenge Rating, usually 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).

Hit Dice: Increase base creature's racial HD by two die. Do not increase class HD.

Speed: Unless the base creature has a climb speed, the creature can climb at one-quarter the base creature's base land speed.

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 it 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 mountain terrain.

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 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 another psionic power.

Kheled Batras **CR 7**

Male human psionic tenant wilder 6
CG Medium undead (augmented humanoid, incorporeal, psionic)
Init -5; **Senses** Listen +11, Spot +13
Languages Eldaarish

AC 5, touch 5, flat-footed 5
(-5 Dex)
Miss Chance 50% (incorporeal)
hp 39 (6 HD)
Immune undead immunities
Fort +2, **Ref** +2, **Will** +5
Weakness psychic enervation

Speed 0 ft.
Melee —
Base Atk +4; **Grp** —
Atk Options surging euphoria +1, wild surge +2
Special Actions Inquisitor
Power Points/Day 14; **Wilder Powers Known** (ML 6th):
3rd—*psionic blast* (DC 17)*
2nd—*mass missive*, *read thoughts* (DC 16)
1st—*mind thrust* (DC 15)*, *psionic daze* (DC 15)*
*The save DCs for these powers might increase with the use of augments

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Abilities Str —, Dex —, Con —, Int 15, Wis 18, Cha 18
SQ apparition, incorporeal traits, Gray presence, undead traits
Feats Expanded Knowledge (read thoughts), Improved Psicrystal, Inquisitor, Psicrystal Affinity
Skills Autohypnosis +13, Bluff +11, Concentration +10, Intimidate +13, Knowledge (psionics) +11, Listen +11, Psicraft +11, Sense Motive +11, Spot +13

Apparition (Su) Kheled can appear to his host as a free action. He does not take on 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.

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 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. *XPH 31.*

Surging Euphoria (Ex) +1 morale bonus on attack rolls, damage rolls, and saving throws for 2 rounds. *XPH 32.*

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. *XPH 32.*

Wild Surge (Su) +2 to Kheled's manifester level when he manifests a power. *XPH 31.*

Kheled's Psicrystal **CR —**

CG Diminutive construct
Init -5; **Senses** Listen +11, Spot +13
Languages understand creator's orders; telepathic link, telepathic speech

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AC 11, touch 9, flat-footed 11
(+4 size, -5 Dex, +2 natural)
hp 28 (6 HD); **Hardness** 8
Resist improved evasion
Immune construct immunities
Fort +2, **Ref** +2, **Will** +5

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 construct traits, personality (observant, single-minded), share powers, sighted
Feats Alertness
Skills Listen +6, Move Silently +6, Search +3, Spot +6
With its self-propulsion ability activated, the psicrystal has the following statistics
AC 21, touch 16, flat-footed 19
Speed 30 ft. (6 squares), climb 20 ft.
Grp -17
Abilities Str 1, Dex 15
Skills Climb +14

Patroo, Kheled's Host **CR 1/2**

Male human commoner 1
NG Medium humanoid
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 bone dagger -1 (1d4-1/19-20)
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 bone dagger

Patroo was just a simple orphan working at the 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 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 over-zealous 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 unglimpsed future, Kheled might find a way to gain that most intangible of prizes: justice. Or, failing that, vengeance.

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 nor 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 other 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.

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 psicrystal can still do so if its host has access to the psicrystal.

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 chirurgery*, 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 in to 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 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 at some level, since most tenants tend to protect the life of their host.

A psionic tenant can communicate with its host, encourage him towards a course of action, bully him, or even use psionics to coerce him. Some psionic tenants do not make themselves known to the host at all, but will use psionics to influence the character. 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 persons do not see the tenant. Ignorant parents of a host often believe that their child has an "imaginary companion.

The psionic tenant retains any addictive habits that it had in life, 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. The tenant usually forgets its original name, and anything of great importance that it needed to do. It does remember 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 to into marrying the tenant's 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. Many of these spirits 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 since it is incorporeal, it's weightless.

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 manifestation.
25	This person is not manifesting psionic power. An incorporeal creature within this person is manifesting the power. 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 back into the grey.

Pridemane

An insubstantial, ghostly and powerful quadruped creature looks at you with hatred. Its eyes burn with an unholy rage and pride as it charges roaring 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 *+2 proud longspear* +9 (2d6+2/x3) and 2 incorporeal touches +7 each (2d6)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** —
Atk Options frightful presence, insanity, roar, Spirited Charge

Abilities Str —, Dex 18, Con —, Int 8, Wis 13, Cha 14
SQ enduring focus, incorporeal traits, undead traits
Feats Alertness[B], Dodge, Flyby Attack, Mobility, Spirited Charge, Track[B]
Skills Hide +0, Listen +8, Move Silently +13, Spot +13, Survival +13
Advancement by character class; **Favored Class** barbarian; see text
Possessions *+2 proud Large longspear*

Enduring Focus (Su) A pridemane's life force is stored in a focus object called totem. As long as this object—typically a necklace or bracelet carried by it—is intact, a pridemane cannot be permanently killed. Unless its totem is destroyed, a pridemane reforms 1d10 days after its apparent death. The totem has the hardness and hit points of a normal object of its kind. Killing a pridemane in the Gray prevents it from returning to life.

Frightful Presence (Su) A pridemane can inspire terror by charging. Affected creatures must succeed on a DC 16 Will save or become shaken, remaining in that condition as long as they remain with 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 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.

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.

Proud Longspear (Su) Carried by pridemanes, theses spear are an extension of their pride. Such spear is treated as tough as it had the ghost touch ability. The spear can be sundered (it has hardness 10 and 20 hp), but the weapon dissipates in 5 rounds if the pridemane relinquishes its grip. A pridemane can create a new spear as a move action. If the pridemane is destroyed, its spear disappears forever.

A pridemane is a wemic who somehow survived the destruction of their clan by the armies of Tectuktitlay during the Cleansing Wars. After wandering the wastes looking for more of their kin for years and sometimes even for decades, it eventually died of grief.

Strategies and Tactics

Pridemanes fight very aggressively, using Flyby Attack and Spirited Charge as often as possible. A pridemane will use its insanity ability only as a last resort, since it dissipates its body.

A pridemane usually don't attack anyone unless harassed, unless some human in the party looks like or sounds like they might be from Draj, in which case it jumps into a murdering frenzy since Draji are the descendants of the army that exterminated the wemics.

Sample Encounter

When they do choose to fight, pridemanes usually fight very recklessly, charging into their foes.

Individual (EL 8): A pridemane carefully looking for signs of his companions is surprised by intruders. He will instantly attack anyone bearing feathers and colorful headdresses.

Ecology

As undead beings doomed to forever look for their kin, pridemanes do not contribute to the ecology of an area.

Environment: Pridemanes can exist in any environment but are more frequent around the Trembling Plains and Draj, since this is were their largest communities wandered.

Typical Physical Characteristics: A typical pridemane stands about 7 feet tall and 8 feet long and since it is incorporeal, it's weightless.

Alignment: Pridemanes are always neutral evil.

Typical Treasure

Pridemanes do not carry treasure.

Pridemanes With Character Levels

NPC pridemanes advance per character class, most as barbarians. A few become rangers since it would have helped them to find their long lost companions.

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. It is usually carried by them.

Rohorind Raptor

This small, dull-colored bird flies gracefully around the tree canopy. It bears wings both on its upper and lower members.

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 +5*, Listen +4, Move Silently +6, Spot +10
*In forested or overgrown areas, the Hide bonus improves to +8
Advancement 2–3 HD (Small)

Skills Rohorind raptors have a +6 racial bonus on Spot checks.

These birds of prey are small, feathered reptiles, a distant cousin of erdlus and erdlands that inhabit the Rohorind Forest.

Strategies and Tactics

Rohorind raptors use their wings to parachute from trees, in order 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): Encountering a flying raptor is pretty straightforward.

Hunting Party (EL 2-8): Rohorind halflings enjoy hunting with their trained raptors. Hunters might be encountered singly or in groups up to four.

EL 5: Patook (N male halfling ranger 4) 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 raptors are nocturnal, actively hunting for prey only under cover of darkness. Raptors mostly hunt small mammals, insects, and other smaller birds.

Much of the 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 can render them almost invisible under certain conditions. Secondly, the raptor's remiges, or flight feathers, have fluffy trailing edges, muffling the raptor's wingbeats and allowing its flight to be practically silent.

Once prey has been captured, the raptor's sharp beak and powerful talons, or clawed feet allow it to tear the food to pieces before eating, even though most items are swallowed whole.

Raptor eggs are white and almost spherical, and range in number from a few to a dozen. 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.

Rohorind raptors sport long flight feathers on their feet as well as its forearms and hands. Their bodies have a thick covering of feathers, with a diamond-shaped fan on the end of the tail, which provide additional stability during flight.

Alignment: As an animal, a Rohorind raptor is always neutral.

Typical Treasure

Rohorind raptors do not collect treasure, but its feathers are prized by the Rohorind halflings as decoration items, and can achieve prices of up to 25 bits for an adult raptor, perhaps even more during the mating season, when their feathers turn into bright, beautiful colors.

If found with halflings, use the normal treasure for a halfling encounter of the appropriate level.

For Players Characters

Treat Rohorind raptors 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	Raptors are excellent gliders, and are able to silently ambush their prey from above.
22	Rohorind raptors are distant cousins or erdlus and erdlands, and 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 body movements indicate something 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)
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 probe* (DC 18), *psionic dimensional anchor*, *psionic teleport*, *telekinetic force* (DC 16), *telekinetic thrust* (DC 16), *telempathic 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-trained packs, using complex tactics and strategies to put opponents into a disadvantageous position.

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)
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), *telempathic 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 a commander of the pack, using *mindlink* to coordinate attacks and *concussion blast* on to dispatch minor foes and *control body* on the largest enemy present.

Sample Encounters

Ruve ssygra-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 ssygra.

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 psionicist in the area.

Creatures and Allies

Dimlanders (page 19): 25% of ruve herding parties will own 1d4 human slaves, usually Eldaarish refugees who cannot even find themselves humanoid masters.

Ssygras (*ToA 151*): Ruve usually herd flocks of ssygra.

Society

In the past, some ruve took these 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 take the edge off 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 neutral.

Typical Treasure

Ruve do not collect treasure. Their slaves and herds of ssygra 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 on many other places on Athas, they are common in the Trembling Plains because game and pasture for herds are plentiful.
28	House Azeth and Kurn's Green Brothers has sent ambassadors to some of the ruve packs, and particularly to the ruve packs that started taking Eldaarish refugees as slaves.

Scorched Drummer

This big, bipedal creature is about twice as tall as a human. It has long and ungainly legs. Its hide is rugged and grey, and its hair is white is thick and ropy. His hands are holding an oversized drum.

Scorched Drummer **CR 6**

Always NE Large undead (fire)
Init +2; **Senses** darkvision 120 ft., scent; Listen +3, Spot +6
Languages Common, Giant

AC 16, touch 11, flat-footed 14
(-1 size, +2 Dex, +5 armor)
hp 48 (6 HD)
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 Gray toughness 2, undead traits
Feats Alertness, Iron Will, Track
Skills Hide -2, Listen +3, Perform (drums) +4, Survival +1, Spot +6
Advancement 7-10 HD (Large), 11-18 HD (Huge)
Possessions drum

Immunity to Fire (Ex) Drummers take no damage from fire. Instead, any fire attack used against a drummer temporarily grants it 1d4 points of Constitution. The drummer loses these points at the rate of 1 per hour.
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.
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.
Summon Drummer (Su) A scorched drummer can summon other of its kind by constantly drumming. For every round it drums, there a 5% cumulative chance another scorched drummer will answer its summons. This sound is very loud and can be heard up to 1 mile.

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 fire came from their eyes as they died.

Trolls worshipped the sun, and the anguish of dying to something sun-like was enough to create a powerful undead creature.

Strategies and Tactics

Drummers rest in the stone, and only one thing pulls them back from the Grey: 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 his stupor, 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 from humanoids in an area and starts stalking them until he finds their camp. It will then use its summon drummer ability until it has raised enough drummers to wipe out the party, or until the party comes and confronts the drummer.

Ecology

As undead creatures bound to the area 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 site 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 weights 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 lair contains some coins, goods, and items left over from its victims. Roll separately for 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 by fire attacks. Because of this, they are immune to fire.
26	Scorched drummers can use their drums to call out every drummer nearby and they hate every humanoid creature.

Spirit of the Land

Spirits of the Land are the consciousness of the living land, usually of a geographical feature such as a mountain, hills, rock formation, hot spring, river bed, 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, someone defiles their ground, 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**

Always LN Huge fey
Init +1; **Senses** low-light vision; Listen +30, Spot +30
Languages Auran, Druidic, Ignan, Sylvan

AC 34, touch 16, flat-footed 15;
(-2 size, +1 Dex, +13 natural, +5 deflection, +5 insight)
Immune sonic
hp 283 (21 HD); fast healing 10
SR 34, **PR** 34
Fort +16, **Ref** +17, **Will** +18

Speed 40 ft. (8 squares)
Melee +23 slam (2d6+1d6+10)
Space 15 ft.; **Reach** 15 ft.
Base Atk +13; **Grp** +27
Atk Options Quicken Spell-like Ability (*quench*), 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 20, Dex 13, Con 30, Int 10, Wis 23, Cha 25
SQ wild empathy +28 (+24 magical beasts)
Epic Feats Epic Reflexes
Feats Cleave, Great Cleave, Combat Expertise[B], Dodge[B], Improved Bull Rush, Improved Sunder, Power Attack[B], Quicken Spell-like Ability (*control winds*), Quicken Spell-like Ability (*earthquake*)
Skills Concentration +10, Hide -2, Intimidate +30, Knowledge (geography [Tembo's Teeth]) +24, Knowledge (nature) +24, Listen +24, Move Silently +9, Sense Motive +24, Spot +24, Survival +7 (+9 following tracks/in aboveground natural environments/to keep from getting lost)

Elemental Burst (Ex) Each time that a Spirit of the Land physically attacks an opponent, it inflicts extra damage as if its attacks were enchanted with the elemental burst weapon enhancement. The Spirit of Tembo's Teeth uses the earth elemental version of elemental burst.
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.
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 badlands southeast of the Trembling Plains and north of the Tyr region. Millennia ago, what used to be a solid mountainous area has dried out and eroded, with cracks and canyons dividing the remaining portions of the original 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. In combat, the Spirit of Tembo's

Teeth uses its *phase door* ability to move in and out of the canyon walls.

Formless State

Your druid's instinct tells you that there is an awareness in the land.

In its normal "formless" state, the 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, the 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*
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 10, Wis 23, Cha 25
SQ diffuse
Skills Concentration +10, Hide -2, Intimidate +30, Knowledge (geography [Tembo's Teeth]) +24, Knowledge (nature) +24, Listen +24, Move Silently +9, Sense Motive +24, Spot +24, Survival +7 (+9 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, a Spirit of the Land 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 specific and unique elemental manifestation, and each of these is treated like a separate monster. See "Spirit of the Land (Elemental Manifestation)." Should a Spirit of the Land's elemental manifestation be destroyed, the physical 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.
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.

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, like when someone wreaks great destruction in their land, or someone 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 scorching or otherwise unpleasant weather after a party member indiscriminately destroyed 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 PC's location, and to persuade them that the PCs are attractive targets.

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. destroyed a particular patch of fertile soil with defiling magic.

Ecology

Spirits of the Land do not remain long in their elemental manifestations, therefore they have no biological needs, do not age, neither do they reproduce. So long as the area they dwell in thrives, they survive.

Environment: Normally, a spirit of the land is its own environment. Until they manifest themselves in corporeal form, this creature literally has 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 vast lives.

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. The Spirit 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.

With rare exceptions, such as the Spirit of Urik, which recognizes the people of Urik as part of the land, Spirits of the land do not speak Common or other typical humanoid languages.

Spirits of the Land Lore

Characters with ranks in Knowledge (geography) or Knowledge (nature) can learn more about manifested 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 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 its surrounding environment.
20	This creature is a Spirits of the Land, a living embodiment of the land. A Spirit of the Land grants divine 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, Coldnights, Flamesky, Fruitbirth, Ral's Rest, and Windflood, divide their dominion of the vast Trembling Plains 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. 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 stony 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 that reminds you uncannily of the sun.

Coldnights **CR 25**

Always N Gargantuan fey (cold, fire)
Init +1; **Senses** low-light vision; Listen +18, Spot +18
Languages Auran, Druidic, Ignan, Sylvan

AC 24, touch 14, flat-footed 23;
(-4 size, +1 Dex, +10 natural, +7 deflection)
hp 283 (21 HD); fast healing 10
SR 34, **PR** 34
Fort +16, **Ref** +17, **Will** +20

Speed 30 ft. (6 squares)
Melee 2 slams +14 (2d4+6 plus cold or fire damage)
Space 25 ft.; **Reach** 15 ft.
Base Atk +10; **Grp** +24
Atk Options Quicken Spell-like Ability (*elemental strike*),Quicken Spell-like Ability (*control winds*)
Special Actions elemental manifestation
Spell-like Abilities (CL 21th):
At will—*defiler scent*, *chill metal, darkness*, *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 22, Dex 13, Con 30, Int 10, Wis 27, Cha 25
SQ wild empathy +28 (+24 magical beasts), scent
Epic Feats Epic Reflexes
Feats Cleave, Great Cleave, Combat ExpertiseB, DodgeB, Improved Bull Rush, Improved Sunder, Power AttackB, Quicken Spell-like Ability (elemental strike), Quicken Spell-like Ability (ice storm)
Skills Concentration +30, Knowledge (geography [Trembling Plains]) +21, Knowledge (nature) +21, Listen +32, Sense Motive +8, Spellcraft +24, Spot +32, Survival +8 (+10 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 extra damage as if its attacks were enchanted with the elemental burst weapon enhancement (fire).
Skin of Fire and Ice Coldnights deals an extra 1d6 points of energy damage with its slam attack. It can choose either cold or fire as a free action.
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 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 someone uses defiling magic in front of her, Coldnights keeps an eye on sentient creatures, while devouring 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**

Always CN Gargantuan fey (air, fire)
Init +1; **Senses** low-light vision; Listen +18, Spot +18
Languages Auran, Druidic, Ignan, Sylvan

AC 14, touch 14, flat-footed 13;
(-4 size, +1 Dex, +7 deflection)
hp 283 (21 HD); fast healing 10
SR 34, PR 34
Fort +16, **Ref** +17, **Will** +22

Speed fly 60 ft. (perfect) (12 squares)
Melee 2 slams +14 each (1d8+6 points plus 1d6 fire damage)
Space 25 ft.; **Reach** 15 ft.
Base Atk +10; **Grp** —
Atk Options Quicken Spell-like Ability (elemental strike),Quicken Spell-like Ability (control winds)
Special Actions elemental manifestation
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 —, Dex 13, Con 30, Int 14, Wis 31, Cha 25
SQ wild empathy +28 (+24 magical beasts)
Epic Feats Epic Reflexes
Feats Cleave, Great Cleave, Combat ExpertiseB, DodgeB, Improved Bull Rush, Improved Sunder, Power AttackB, Quicken Spell-like Ability (control winds), Quicken Spell-like Ability (prismatic wall)
Skills Concentration +34, Hide -2, Intimidate +30, Knowledge (geography [Trembling Plains]) +26, Knowledge (nature) +26, Listen +10, Search +26, Spellcraft +26, Spot +34, Survival +10 (+12 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.
Blinding 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.
Dissipate As Coldnights.
Elemental Burst (Ex) Each time that Flamesky physically attacks an opponent, it inflicts extra damage as if its attacks were enchanted with the elemental burst weapon enhancement (fire element).
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 23 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 its heat aura (see below). The save DC is strength-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 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 scorching sun dries the mud and 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.

Strategy 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**

Always N Gargantuan fey (air, earth)
Init +1; **Senses** low-light vision; Listen +14, Spot +28
Languages Auran, Druidic, Sylvan, Terran

AC 24, touch 14, flat-footed 20
(-4 size, +1 Dex, +7 deflection, +7 natural)
hp 283 (21 HD); fast healing 10
Resist stability (+8 against bull rush or trip); SR 34, PR 34
Fort +20, **Ref** +13, **Will** +22

Speed fly 60 ft. (perfect) (12 squares)
Melee 2 slams +24 each (2d8+14)
Space 25 ft.; **Reach** 15 ft.
Base Atk +10; **Grp** +28
Atk Options Quicken Spell-like Ability (*elemental strike*),Quicken Spell-like Ability (*control winds*)
Special Actions elemental manifestation
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 12, Wis 31, Cha 25
SQ wild empathy +28 (+24 magical beasts)
Epic Feats Epic Fortitude
Feats Cleave, Great Cleave, Combat ExpertiseB, DodgeB, Improved Bull Rush, Improved Sunder, Power AttackB, Quicken Spell-like Ability (control weather), Quicken Spell-like Ability (elemental strike)
Skills Concentration +34, Intimidate +30, Knowledge (geography [Trembling Plains]) +25, Knowledge (nature) +25, Listen +34, Search +25, Sense Motive +10, Spellcraft +24, Spot +34, Survival +10 (+12 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. (These modifiers are not included in the statistics block.)
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 extra damage as if its attacks were enchanted with the elemental burst weapon enhancement (air element).
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.
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 report 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 leads a mekillot stampede to trample an attempt to make a permanent settlement in the Trembling Plains.

Strategies and Tactics

In combat, Fruitbirth focuses attacks on the largest standing opponent, while 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**

Always N Colossal fey (air, fire)
Init +1; **Senses** low-light vision; Listen +14, Spot +18
Languages Auran, Druidic, Sylvan, Terran

AC 9, touch 9, flat-footed 9
(-8 size, +7 deflection)
hp 283 (21 HD); fast healing 10
SR 34, PR 34
Fort +16, **Ref** +12, **Will** +16

Speed fly 40 ft. (perfect) (8 squares)
Melee slam +10 (2d4 plus 2d4 fire damage.)
Space 50 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** —
Atk Options Quicken Spell-like Ability (*elemental strike*), Quicken Spell-like Ability (*control winds*)
Special Actions elemental manifestation
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 and acid only) (DC 21), *wall of fire*
1/day—*control winds*, *elemental storm* (fire and acid only) (DC 24), *glass storm* (DC 24), *incendiary cloud* (DC 25)

Abilities Str —, Dex 11, Con 30, Int 8, Wis 19, Cha 25
SQ wild empathy +28 (+24 magical beasts)
Epic Feats Blinding Speed
Feats All-Round Attack, Combat Reflexes, Combat ExpertiseB, DodgeB, Improved Bull Rush, Improved Sunder, Power AttackB, Quicken Spell-like Ability (control weather), Quicken Spell-like Ability (elemental strike)
Skills Concentration +10, Intimidate +30, Knowledge (geography [Trembling Plains]) +23, Listen +28, Search +23, Spot +28, Survival +14 (+16 following tracks/in aboveground natural environments/to keep from getting lost)

Dissipate As Coldnights.
Air Mastery (Ex) Airborne creatures take a –1 penalty on

attack and damage rolls against Ral's Rest.

Elemental Burst (Ex) Each time that Ral's Rest physically attacks an opponent, it inflicts extra damage as if its attacks were enchanted with the elemental burst weapon enhancement (silt element).

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 23 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 its heat aura (see below). The save DC is Strength-based.

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 dimmed by dust and smoke from 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 body 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 colossal snakelike lizard with two front flippers emerges from the mud, grasping a mekling between its toothless jaws.

Windflood **CR 25**

Always CG Colossal fey (air, water)
Init +1; **Senses** low-light vision, tremorsense; Listen +18, Spot +18
Languages Auran, Aquan, Common, Druidic, Sylvan

AC 20, touch 10, flat-footed 20
(-8 size, +11 natural, +7 deflection)
hp 283 (21 HD); fast healing 10
SR 34, PR 34
Fort +20, **Ref** +12, **Will** +22
Speed fly 60 ft. (perfect) (12 squares)
Melee slam +26 (2d4+16)
Space 40 ft.; **Reach** 30 ft.
Base Atk +10; **Grp** +34
Atk Options Quicken Spell-like Ability (*elemental strike*),Quicken Spell-like Ability (control winds)
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 11, Con 30, Int 10, Wis 31, Cha 25
SQ wild empathy +28 (+24 magical beasts), scent
Epic Feats Epic Fortitude
Feats Cleave, Great Cleave, Combat ExpertiseB, DodgeB, Improved Bull Rush, Improved Sunder, Power AttackB, Quicken Spell-like Ability (control winds), Quicken Spell-like Ability (elemental strike)
Skills Concentration +34, Hide -8, Intimidate +30, Knowledge (geography [Trembling Plains]) +23, Knowledge (nature) +24, Listen +34, Search +24, Sense Motive +10, Spot +10, Survival +10 (+16 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 extra damage as if its attacks were enchanted with the elemental burst weapon enhancement (water element).

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.

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, using tremorsense to burst from the mud and 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 swallow the offending defiler with his first attack.

Strategies and Tactics

In combat, Windflood picks off opponents at the edges, baiting powerful opponents to close in to attack him. Once she lures a sufficient group of powerful opponents close to her, Windflood switches into vortex form.

Windflood's movement while in vortex form does not provoke attacks of opportunity, even if Windflood enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if Windflood moves into or through the creature's space.

Large or smaller creature might take 2d8 damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a DC 25 Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where Windflood carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. Windflood can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

Windflood can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned Spirit always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on Windflood and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

In vortex form, Windflood cannot make slam attacks and does not threaten the area around it.

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, neither 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 entire 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 influence they received during their vast lives.

Society

Foreign druids express shock and confusion when they learn of the Spirits of the Trembling Plains: the Spirits of the Plains are larger and more powerful than the smaller Spirits which inhabit single groves or valleys in the lands to the south.

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 divine 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 result provides the name of the particular Spirit of the Land is known as [reveal name]. [This result also reveals the Spirit's related 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, slavering, their dumb eyes wide with panic.

Mekillot Stampede (Running) **CR 14**

Always N Colossal animal (stampede)
Init +0; **Senses** low-light vision; Listen +12, Spot +11
Languages —

AC 18, touch 5, flat-footed 18
(-5 size, +13 natural)
hp 690 (60 HD)
Immune stampede immunities
Fort +39, **Ref** +32, **Will** +20

Speed 250 ft. (50 squares)
Melee 6d6
Space 20 ft.; **Reach** 0 ft.
Base Atk +45; **Grp** —
Atk Options Combat Reflexes, Hold the Line, improved grab, swallow whole, trample 2d8+18

Abilities Str 35, Dex 10, Con 25, Int 2, Wis 10, Cha 9
SQ stampede composition
Feats Alertness, Combat Reflexes, Hold the Line[B], Endurance, Run[B], Toughness (4)
Skills Listen +12, Spot +11

Improved Grab (Ex) To use this ability, a mekillot must hit with its tongue lash 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 mekillot can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 4 points of acid damage per round from the mekillot'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 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan mekillot's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

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 blot out entire villages. The stampede does not act out of malice or vindictiveness, but 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 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

Mekillots stampedes are found most often within the Trembling Plains, since other areas rarely 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 24 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 creature (referred to hereafter as the base creature). Generally, a stampede is a collection or panicked herd of animals fleeing from 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 creature of its Hit Dice and its type.

Speed: A stampede's speed is 20 feet faster than of the base creature. A stampede always uses the run action when possible.

Space/Reach: A stampede occupies a square 20 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, since it tramples over its victim. A stampede 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 they occupy at the end of their 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 Endurance, Hold the Line, and Run 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 are spooked by something and fleeing in a panic. This result reveals all the Stampede Template traits.
30+CR	Stampedes have seasons that are they are more likely to occur in, depending on the component species. This result will reveal to the character 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 have 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 +2; **Senses** blind, blindsense 60 ft.; Listen +1
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/+6 (2d6+10)
Space 15 ft.; **Reach** 15 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 –, Wis 13, Cha 10
SQ plant traits
Feats Improved Grapple[B], Improved Initiative[B]
Skills Hide -6, Jump +22, Listen +1, Spot +1, 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 19 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 19 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, 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 all 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 character's mouth or nose, to implant seeds. If the tumbleweed successfully sprays its seeds into the character's lungs, then it lets the character 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, enormous ball of fire seems to be rolling against the wind in your direction.

Flamebrush **CR 7**

Always N Gargantuan plant
Init +1; **Senses** blind, blindsense 60 ft.; Listen +1
Languages –

AC 25, touch 7, flat-footed 27
(-4 size, +1 Dex, +18 natural)
hp 162 (12 HD)
Immune plant immunities
Fort +17, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)
Melee slam +15/+10 (2d8+15 plus 2d6 fire)
Space 20 ft.; **Reach** 20 ft.
Base Atk +9; **Grp** +35
Atk Options burn, disorient, implant seed, improved grab
Psi-Like Abilities (ML 12th):
At will—*control air* (60 miles per hour)*
3/day—*body adjustment* (4d12)*
*Includes augmentation for the flamebrush's manifester level

Abilities Str 30, Dex 13, Con 28, Int –, Wis 13, Cha 10
SQ immolation, plant traits
Feats Improved Grapple[B], Improved Initiative[B]
Skills Hide -11, Jump +25, Listen +1, Spot +1, Tumble +16
Advancement –

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 25 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.

Creatures hitting a flamebrush with natural weapons or unarmed attacks take fire damage as though hit by the flamebrush's attack, and also catch on fire unless they succeed on a Reflex save.

Disorient (Ex) As carnivorous tumbleweed. The save DC for a flamebrush's disorient attack is 17. 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) As carnivorous tumbleweed. The save DC for a flamebrush's implant seed attack is 17. The save DC is Dexterity-based.

A flamebrush is a Gargantuan 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

The 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 a 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 s can be very dangerous, since their ability to use *control winds* can be made to approach unsuspecting victims at great speeds.

Ecology

Carnivorous tumbleweeds seek only to propagate their seeds, growing sometimes 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 feeding and reproducing, and are incapable of moral judgments. Therefore, they are always neutral.

Typical Treasure

Carnivorous tumbleweed do not collect treasure, however, 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 the tumbleweeds into fiery weapons, known as flamebrush.
25	A carnivorous tumbleweed uses its *control air* power to blow itself along, regardless of the prevailing wind and uses its helpless victims to plant its sprouts.

Chapter 3: Supplemental Rules

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 vaguely 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 1000 words of text in the Kurnan or Common tongue, or will sketch a simple map up to 5"x5".

Task Gather Information	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 location of Hogalay	16	2 Cp
Learn 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

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's, 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 offend the sorcerer-kings of other cities, drawing negative attention to Kurn (DC 25+).

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 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 "friendly" disposition to you.	+1
You are a citizen of Kurn	+2
You speak Kurnan	+1
You are a Kurnan Templar	+2
You have an Eldaarish appearance, 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.

Kurnan "librarians" are either spies, or scholars who work alongside the spies, often spies' husbands. They are willing to give up even 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 he is 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 Rurghaz (not currently on library maps).	+3
Reliable, *first-hand* map and travel log of a trip from Kurn to Saragar, Thayilthor, or to the City of 1000 Dead.	+4
A live person or sentient creature from Saragar, Thayilthor, or the City of 1000 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, Thayilthor, or the City of 1000 Dead who is willing to be subjected to *mind probe*.	+8
Korgunard's thigh-bone, taken from Pakk	+9
Hamanu's letter to one of his officers regarding the siege of Hakar[21]	+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 Information Gathering checks when attempting to gather information in the Great Library.

[21] See Dragon's Crown for a description of such a letterm from Hamanu to his general, Merek.

Knowledge

Anyone conducting research in the Great Library gets a +4 circumstance bonus to all checks, if the PC is able to communicate with a cooperative librarian. However, unknown to the PCs, the Kurnan librarians are spies, and keep track of questions, 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 Maat to gain the +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 Eldaarish persons, 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 knew 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.

Feats

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 his own messages.

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 10 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 (see *Player's Handbook*, page 68) 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 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 while 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.

Benefit: Once per day, while unarmored and unencumbered, you can take 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 Diplomacy checks and Bluff 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 manifester level or your effective caster level to a level up to your character level, but in so doing you take 2d8 points of damage for every manifester or caster level you increase. For example, a wizard 7/psion 4/cerebremancer 10 character could increase his effective manifester 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 their enemies to let down their guard.

Prerequisites: Improved Unarmed Attack

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 his 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.

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.

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.

Leaping Charge [General]

Your fighting style combines jumps with unarmed attacks.

Prerequisites: Improved Unarmed Attack, Jump 6 ranks.

Benefit: When you jump as part of a charge your charge, you get instead 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.

Special: A fighter may select Leaping Charge as one of his fighter bonus feats.

Longshanks [Racial]

You are as fast 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, regular half-elf has his land speed increased from 30 ft. to 40 ft.

Special: This feat must be selected at 1st level.

Pain Specialist [Psionic]

You know how to strike humanoids' 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 his 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.

Reign of Terror [General]

Prerequisites: Intimidate 5 ranks, Member of Takrits, Savak, or Neshtap Order.

Benefit: You gain a +4 bonus on secular authority checks.

Stand Your Ground [General]

You can stand your ground and wait for your attackers to let down their guard.

Prerequisites: Dex 13, Improved Unarmed Attack, 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 his fighter bonus feats.

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 with the bonuses from Psionic Awareness and Alertness. You must be unarmored and unencumbered in order to utilize the benefits of Psionic Insight.

Serene Path [General]

You are learning 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.

These bonuses to AC apply even against touch attacks or when the character is 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 his fighter bonus feats.

Strangler [General]

Those who wrestle with you quickly regret it.

Prerequisites: Str 13, Improved Unarmed Attack, Improved Grapple

Benefit: While grappling, the damage you can deal increases by one step, 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 his fighter bonus feats.

Tumble Through [General]

You can tumble, attack, and 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 his fighter bonus feats.

Unarmed Reflexes [Psionic]

Prerequisites: Wis 13, Improved Unarmed Attack.

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 his fighter bonus feats.

Wasp-Herd [General]

Your clave domesticates wasps.

Prerequisites: Member of Kurn's Wasp-herd 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-Herd feat apply the Handle Animal skill only to creatures with Intelligence scores of 1 or 2 that are not an animal.

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.

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							
One-Handed Melee Weapons							
Czoglu	35 Cp	1d6	1d8	×2	–	8 lb.	Bludgeoning and piercing
Exotic Weapons							
Two-Handed Melee Weapons							
Eldaarish tosser	1 Cp	1d4	1d6	x3	30 ft.	5 lb.	Piercing
Flensing pole[3]	1,500 Cp	1d4	1d6	18-20/×2	-	8 lb.	Slashing
Wrist-bow	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 weights 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 is filled with a lead core for added weight.

Eldaarish 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 any 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 so that you can aim the shot. Splashbows at the edge of a caravan, cart, or wall tend to offer cover, but limit your 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 you a 360-degree range of motion, while giving you cover. In any case, it is impossible to swivel a fixed splashbow in order to attack upwards (your 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: Some type of glaive, like a hooked polearm, can be used as a harpoon as well. These pole arms 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. Poles made out of inferior materials suffer the standard penalty, but any metalsmith could make one, if given an example. The metalsmith does not need to use the same coldsmithing process that the kenku use with metals.

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, the best being from giant forearm bones, this 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: Use nets for 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. The wind anchor contains a large dose of venom, and when its fall stops, the liquid (usually venom) is propelled 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. Contrarily 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 lodged wind anchor 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 attack by a grenadelike weapon (see Chapter 8 of the *Player's Handbook*).

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 on your 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 reduce the initiative and Spot checks penalty of the Grey Death condition by one.

Gob: A young section of bamboo, ¾ inch thick and 14 inches long, used by the Eldaarish 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, 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 listening check to locate is needed to locate one within 100 feet radius, and a DC 25 listening check to locate the sound's origin within 5 feet.

Plains Paints: These greasy compounds apply to the skin and hair. Plains pants 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, 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 painted by a Kurnan master artist. Kurnan painters have developed a technique for dying 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 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 likes a floater. Floaters seem to find these plants fascinating, and giant wasps cannot get enough of their nectar when the skyvine blooms. Even when the 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 plant's sections dry and break loose, soaring into the air, scattering the plant's seed across the Sea of Silt. No one has really found a practical use for skyvine bubbles yet, aside for silt skimmers, which find that keeping a few nets of skyvine bubbles increases the amount of weight that a skimmer can carry without sinking. It is possible that someone might hold on to one that was large enough, and soar into the air, but so far no one has been foolish enough to try.

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 feet of diameter. If an unattached object or creature, weighting less than the capacity of the bubble is supported, it is lifted up 20 feet each round. The object or creature cannot move horizontally, but is 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 rising up 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 lbs	2/10	2d8/10 ft.
15 ft.	L	100 lbs	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 gives you 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 his upper gums and his cheek, and the juices slowly percolate through his skin for the next couple of 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 collostrum. The concoction improves a human woman's chance of surviving pregnancy and childbirth to 95%, even if she is carrying a 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

Azeth's 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 design 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.

The Azeth's trade argosy has ten mounted crossbow on both side of its upper, open deck. The soldiers on the upper deck get improved cover (see Player's Handbook p.152) against attackers on the ground.

A fully loaded Azeth's trade argosy can be pulled overland at 2 miles an hour by the mekillot inside. The vehicle is designed for use with harnesses of mighty hauling; an ordinary mekillot could not draw an Azeth's trade argosy loaded with more than 40 tons of cargo. The mekillot inside has total cover behind 2 inch of wood (hp 20, hardness 5).

Facilities exists at Azeth's Rest and other emporiums of that trade house where the mekillot inside can be removed without having to remove 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 side 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 p.152). The first section hp and hardness is given 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 inside has total cover behind 2 inch of wood (hp 20, hardness 5).

Note that the mekillot ram take only half damage from ramming, which apply 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 removing rocks, in preparation for making a road. The road plow weighs nearly twenty tons, and can be harnessed to either be pushed or pulled by a mekillot.

Weight 38,000 lbs, cost 500 Cp

Sail Cart: Large vehicle; Profession (sailor) +0; Spd wind x 15 ft. (poor); 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. (Spd wind x 10 ft. if 125 lb. or more); 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.

A passenger up to medium size can take 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 wind up to heavy condition with no penalty; in severe wind condition, the driver suffers a –10 penalty to his control check DC. Wind 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)

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 creature with a male human face and torso, and the 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 anyone who shows the coin at Azeth's Rest how that person got the medallion, and from whom, and if they find the medallion was sold, they will confiscate it. Otherwise, the person presenting the coin is entitled to enter Azeth's Rest, and to bring other persons with him, provided that he vouch for them and assume responsibilities for their actions within Azeth's Rest. Someone with the coin is entitled to 4 gallons of water per day, without cost.

If a person lies to House Azeth about how that person obtained a 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 him, unless he somehow comes 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 one 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 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 the 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 person 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, so that only with those with capacity to win the others' safety are sacrificed, and so that those with needed knowledge will survive to give their report.

Letter of Marque: This letter bears the personal mark of the 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 the 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 the 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 a limited scope to carrying out a specific mission, usually a reprisal or retaliation against a specific group the King's enemies, for example, 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, she can Requisition, Intrude, Accuse, Judge, but only if she can show that her request relates to fulfilling her assigned mission. She can attempt to contest the actions of other templars, but takes a -4 circumstance penalty on such attempts, since the opposing templars can argue (even if it is not true) that she is acting outside of the scope of the assigned reprisal mission. The -4 penalty also applies if templars contest any of her 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 like 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. 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 (see Terrors of Athas p. 186). 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 6,852 Cp, Weight 1 lb.

Specific Armors

Armor of the Spymasters: Kurnan spy's 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* answer 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 him to change his 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 a 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 size greater than normal for the exclusive purpose of determining if he can be affected by a creature's trample ability.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price 18,350 Cp; Weight: 30 lb.

Staffs

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 frosty saedra trees growing up 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's 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 his Order allow it, a templar can pay spellcasters and manifesters affiliated with his order to add command word activated magical spell or command thought activated psionic power to his sigil, usable once per day, 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; 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 understand needs not be touched, only standing within 30 feet.

Faint divination; CL 1st; Craft Wondrous Item, *comprehend languages*; Price 360 Cp.

Authorized Book of Law: This 8x5 inch tome has a silver cover with a seven-pointed star on both 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 Eldaarish attempts to deface or edit the *authorized book of law*, that citizen's name (as branded into her fingertips) appears on the Wall of Lists, in Savak headquarters. If any person within 30 miles of Eldaarish with unbranded fingertips touches the book, then a description of the book's location appears immediately on the Wall of Lists, in Savak's Nhissan headquarters in Eldaarich.

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 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 grey 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 transform into a beautiful pairs of aarakocran wings, with a 20-feet wingspan, and the bone clasp becomes a bony plate imbedded 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 him 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 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, its power departed. 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. Anyone except those riding the inix's howdah 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 season, this cloak looks like an exceptionally well-crafted masterwork version of a three-season cloak, with dry vegetation woven into the other fabric of the cloak. However, during Windflood season, the cloak takes on a remarkable 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 has no special value outside that particular stretch of scrubland. 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 provide total immunity to 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 provide the ability to see through settled dust, e.g. through the Sea of Silt.

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 its 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 effect of fatigue, it still takes the non-lethal damage associated with a forced march, albeit at the reduced rate: 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 put off the creature takes 2d4 points of temporary Constitution damage and becomes exhausted. The creature must sleep for a number of hours equals 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 causes a *protection from arrows* effect for 3 hour or until 30 points of damage are prevented. Both the mount and the occupants can benefits 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 Maker's 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 his mundane worker's belt, he gains bonuses to his 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, and 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 check related to staying in the saddle, upon command, the saddle causes a *protection from arrows* effect for 3 hour 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. The *shrunken heads* must be worn for a full day before it begins to work. If it is removed, the owner must wear it for another day to reattune it to himself. One or two *shrunken heads* are 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 is 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 is 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.

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, which must have been possessed by the creature whose head is used to make the shrunken head. 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 5x5x5 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 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 in spell twig.

Spell twig 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 point, 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 character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot light the spell twig. An enemy may direct an attack of opportunity against the spell twig rather than against the character. 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 his original knowledge. The owner may remove the head from 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 sing categories.

Two heads are better than one. A person who has access to multiple heads with the same applicable skill, can "put his heads together" and allow them to deliberate together. The time required increases by 1d12 per additional head, but the skill check improves to the level of the most skilled head, plus the number of additional heads.

If you ask the head a question out of its area of expertise, the head replies with something to the effect of "let me die" or "Just kill me." If anyone ever threatens to harm the head, the head 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 resin-hardened bamboo basket large enough for one Medium-sized individual to sit or stand inside, attached to resin-bundled bamboo mast, 25 feet high. A creature that climbs into the basket can activate the watch post's *invisibility* powers, if he knows the command word. Inside the basket, the user cannot apply his Dexterity bonus to Armor Class, 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 basket 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, but no protection from anyone attacking from above. The *watch tower* must be fixed into the ground or into a vehicle or 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 *averter leather armor* is made from the flayed skin of a psionic creature. In addition to its protective qualities, the *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 expands, then contracts 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 his 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 head-guard covers the head, making it look as if the wearer's scalp was made of copper. The *dreamless helm* contains the *suspend life* power, which can be used once per day. Once activated with the proper command thought, the user can put himself into suspended animation, only aging one day for every year that goes by, with the same duration as the power.

This item is often used in conjunction with the *blanket of sustenance*, so that the user does not need to be concerned about stopping for 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 animal or humanoid increases, though its Strength was increased by 10 points for the next 12 hours.

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, can cause the handler crystal to adhere to his forehead; and make a melee touch attack to attach the target crystal to the center of the forehead of the animal (the same command thought causes one or both crystals of the psychic goad to disengage). Only one target crystal of the psychic goad can be placed on an animal at a time.

The handler crystal psychic goad continually grants the wearer a +10 competence bonus on Handle Animal checks regarding the animal wearing the target crystal only. In addition, he can use *psionic charm* on that same animal thrice 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 ssuran traders that sometimes wanders through the Glowing Desert and the Scorpion Plains.

A sail cart equipped with a *shimmersail* no longer suffers from where the winds blow to provide propulsion, allowing the cart driver to move swiftly despite the direction of the winds. A shimmersail act 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 his psionic focus, he can alter the wind's speed and direction for purposes of driving the cart. Each round, as a free action, the driver can psionically increase or decrease the speed of winds filling the shimmersail raise or lower by 10 miles per hour; or alter the winds direction by up to 45 degrees.

Once the driver loses his psionic focus, the existing wind condition 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 of the Barrier Wastes 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 of the Barrier Wastes* 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 his 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 user 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 this item. The wearer can tap these tattoos as if he had them inscribed on himself. Tattoos can also be obtained using the standard scribing and transferring tattoos rules (see Expanded Psionic Handbook p. 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 item is composed of two attuned parts, one being known as 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 on the terrain. 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 the attuned spymaster's ring. Additionally, the user can determine the precise location of the 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 can use the *correspond* ability only with the wearer of the attuned spy handler's ring; doing so also reveals his location to the spy handler, as if the latter was using the psionic locate object power, over any distance but not across the planes.

A set of spies' rings works only with the other ring in its own set. Additional rings can be made and joined with the original spy handler's ring, but only if the latter is present for the creation of the new set.

The creation information is for a single pair of rings, one of the spy handler's and the spymaster's type. 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.

The Clanging Gnasher: 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. *Clanging Gnasher* actually understands very little of the Cleansing Wars, but it knows the final outcome for the race of goblins somehow and it will recognize a Champion instantly, particularly Daskinor, and would seek a way to bring about that Champion's death should it ever have the opportunity

Cast at the zenith of the goblin capital Kreghiz'hak and presented to the first Goblinfather, this bronze gong witnessed King's Ages of goblin history – be it while it hung from the battlements of the city or 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 had been 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 *Clanging Gnasher*. The attacks of the human warriors were turned aside and the arrows shot at the young goblin were turned aside. 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 force of 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.

The *Clanging Gnasher* is a *+8 bashing moderately fortified heavy bronze shield*; Align CE; Int 10, Wis 12, Cha 12; empathy; 30 ft. hearing and vision; Ego 35. In addition to it's 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 token of power is its ability to attract missiles and absorb the energy from those strikes and funnel it into a cone of sound so intense it renders bones to dust and shatters ear drums. All missile weapons (including rays) launched within a 30-foot radius of the *Clanging Gnasher* veer toward the shield regardless of the original intended target and automatically strike the shield and damage is rolled normally, though it is absorbed by the shield. With every strike, the item will emit a louder humming noise that build in pitch and intensity. When the *Clanging Gnasher* has absorbed damage from missile weapons, as a standard action the wielder can will the item to unleash 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 effected area takes 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.

The Shroud of Martyrs: 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 sufferings of goblinkind. Knowing that few goblins would take military commands from a female, she chose to die rather than using 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 goblin burial shroud that her brother had given her before ordering her buried alive with her followers.

The Shroud looks like an unwashed and faded black funeral shroud. If one looks closely, one sees a light imprint of a face and body within the shroud, but every time that one looks at it, the face is different. Most of the faces are goblin, but there are humans, elves, and other forgotten races, the faces of every person that Daskinor ever had killed.

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 herself completely in the shroud. This turns her invisible, phases them into the Gray, and renders them undetectable by any means, magic or psionic. A medium-sized creature can attempt this, but there is a 20% chance each round that it will fail and make the medium-sized creature visible in the Prime Material Plane. Note that until someone moves through his space, the shroud user will have no idea that he is phased. From the inside of the shroud, the world continues to look normal.

If worn as a cloak, the shroud provides the wearer total immunity to any kind of supernatural detection, including epic powers and spells. It also allows the user to alter shape at will.

The shroud has Intelligence 25, Ego 23 and only unlocks its other powers to those whom it believes it can use to kill Daskinor or to terrify him and cause him mental anguish. These other powers are:

Shapesmith (Ps): The user can use the *psionic alter shape* power on themselves or any of the user's believers or there thrall at will.

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 character gains a thrall and believers as if he was 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 thrall and all of the believers are affected as by the *personal mind blank* power.

Correspond (Ps): The cloak's owner can *correspond* with her thrall or any of her believers, individually, or all at once, at any time.

Nightmare (Ps): The owner of the cloak can send Daskinor a nightmare every time Daskinor falls asleep, as per the *dream* spell.

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 (hereafter referred to as the vessel). If the power used requires a touch attack, then the vessel of the power 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 powers with a range of self can also be used on the vessel. The shroud wearer using this ability is aware of everything that the vessel experiences, but does not suffer any adverse effects from that the vessel does.

The Landguard: Daskinor made the Landguard during the Cleansing Wars to assist with his massacre of the goblins. Its physical substance remains in the Grey, but it appears to persons on Athas as a 5-foot diameter ball of deep blue slow-flickering flames.

The Landguard maintains a sort of continual metaconcert. Up to 10 people may join at any time, provided that those already in *metaconcert* allow it. The first time that one joins in *metaconcert* with the Landguard, one permanently loses one power point to the Landguard. The Landguard currently has a total power point base of 2954, which is the number of different persons who have at some time joined in *metaconcert* through the Landguard. It regains those points every day.

In addition, the Landguard also possesses temporary power points from its psionic pool. Unlike a normal *metaconcert*, when an individual drops out of *metaconcert*, he does not regain a share of power points. The Landguard always spends points from its power base before it begins to dip into its pooled points, because once these are spent, they are lost. The Landguard can hold a pool up to 5000 power points.

As with a normal *metaconcert*, the conductor determines how powers are to be spent, and rules for DCs and group saving throws follow the rules described under the *metaconcert* power. In addition, the conductor may delegate concentration on any power to any of the other participants.

If the Landguard contains a pool of at least 1000 power points, it increases the duration to Concentration, up to 8 hours, provided that someone in the metaconcert possesses the base power: *detect teleportation*, *remote view trap*, *divert teleportation.*

If the Landguard contains a pool of at least 2000 power points, it alters the power to an area of effect of a 1-mile emanation, provided that someone in the *metaconcert* possesses the base power.

If the Landguard contains a pool of at least 3000 power points, it alters the power to an area of effect of a 5-mile emanation, provided that someone in the *metaconcert* possesses the base power.

If the Landguard contains a pool of at least 4000 power points, it alters the power to an area of effect of a 20-mile emanation, provided that someone in the *metaconcert* possesses the base power.

If the Landguard contains a pool of at least 5000 power points, it alters the power to an area of effect of a 60-mile emanation, provided that someone in the *metaconcert* possesses the base power.

The One Book of Law: Owned by the Takrits High templar, the One Book of Law looks exactly like an *authorized book of law*, but has 154 pages, and does not radiate magic nor psionics. At midnight, any words written on the pages of the One Book of Law, appear carved into the Stones of Law in Eldaarich, unless the words are crossed out before midnight. Any words crossed out on the artifact's pages will be erased from the monolith and from the artifact's pages at midnight. This artifact 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 or 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 Rules.

The Wall of Lists: Created long ago by an organization that was later replaced by the Savak, the Wall of Lists allows Savak to track certain classes of criminal activity in the city, such as trying to deface one of the Books of Law, tampering with the monolith, or other powerful magic and psionic items created by the city templars.

If any Eldaarish citizen is the person doing the tampering, that citizen's name (as branded into her fingertips) appears on the wall of lists, along with a location description. If any person with unbranded fingertips touches the book, then the location description appears alone.

Prestige Classes

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 encourages this trend, believing executions bring harmony to society by teaching proper fear of the King.

Executioners receive many privileges within Eldaarich: an honorary 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 it. Most gladiators who become executioners do so because they just want the 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.

Table 2–1: 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.

Class Features

Executioners specialize in killing his 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 all axes, bard's garrote, net, and lasso.

Status (Ex): By making a move-equivalent action and a Spot check (DC 15 or the creature's Bluff check, whichever is higher), you can discern the conditions affecting any one living creature within 10 feet of you. Executioners regard this ability as a sacred mystery, and would never share this information with any other person, including allies and superiors.

Exact Agony (Su): You can set a damage cap for the damage on your weapon damage rolls. Regardless of the die roll, the victim will not take more than the designated cap damage. Additionally, you can choose to deal nonlethal damage against one target rather than lethal damage, with either weapons, spells, or psionic powers, without any attack roll penalty, higher spell slot or additional power point expenditure (anyone other than the specified target that is affected by the attack takes lethal damage as normal).

Gruesome Trophy (Sp): Beginning at 2nd level, you learn the mysterious Eldaarish craft of shrinking heads, and you're able to create magical shrunken heads from enemies you have personally executed, even if you're not a spellcaster. Additionally, while displaying the head of one of your victims, you gain a circumstance bonus on Intimidate checks equal to you 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): You can animate any single deceased character within 30 feet as a swift action into a zombie. This ability otherwise works like the *animate dead* spell, except you can't have more HD of undead than twice your 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 him from behind, so that the executioner can whirl around and hack the body's head off right before it the zombie strikes him, electrifying the crowd.

Exact Status (Ex): At 5th level, you can use your status ability to identify the exact hit points left and nonlethal damage of any one living creature. Executioners use this ability, in conjunction with the exact agony ability, to make it appear that they have absolute power over life and death. Obviously, executioners regard this ability as sacred as the exact agony one. Any executioner who discloses information learned through this ability loses all executioner abilities (but not weapon proficiencies). He may not progress any farther in levels as an executioner. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell description) to a Haleban templar, as appropriate.

Live to Die Another Day (Sp): At 5th level, you 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 day dream of 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 in 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.

When you reach 3rd level, you can start to do Str 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, those you kill in the arena you may bring back to life, only to slay them repeatedly. Outside your official capacity, this ability works well in situations where you need information from someone. You may kill them in battle, and then bring them back to retrieve the information.

Advancement

You were sadistic and cruel before you entered this class, 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 improves those skills, like Skill Focus, or that increases 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. You may at some point 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 in 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, and in the employ of the Haleban Order. They serve an important function in the eyes of the governing templars: They keep the populace in line both by entertaining them, and by 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 to be around them. The general fear of the area of the Prison-state 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's nickname.

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.

DC 10: Executioners are some kind of gladiator that always seem to know when his victims are about to die.

DC 15: This is a much-demanded occupation in Eldaarich and most dens in the city host executions.

DC 20: The most experienced executioners are able to bring their victims back from the Grey, only to ruthless 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. It 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
NE Medium humanoid
Init +5; **Senses** Listen +1, Spot +5
Languages Eldaarich

AC 16, touch 13, flat-footed 15; Dodge, Mobility, uncanny dodge
(+1 Dex, +3 armor, +2 deflection)
hp 85 (10 HD)
Fort +10, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)
Melee *+1 keen heartpick of speed* +11/+11/+6 (1d8/19-20/x4)
Base Atk +10; **Grp** +13
Atk Options Cleave, crippling strike, exact agony, Power Attack
Special Actions status
Combat Gear *spell twig of bull's strength*, *spell twig of true strike*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 13, Cha 8
SQ armor optimization (studded leather), die again, exact status, gruesome trophy, live to die another day, mercy
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 +2, Heal +5, Intimidate +5, Jump +8, Listen +1, Perform (acting) +6, Sense Motive +9 (+11 in melee), Spot +5, Tumble +8
Possessions combat gear plus masterwork studded leather armor, *+1 keen heartpick of speed*, *ring of protection +2*, 5 shrunken heads

Status (Ex) Ral'nat can discern the conditions affecting any one living creature within 10 feet of you, as the *status* spell, by making a move action and a Spot check (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 20 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 are 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 solid new 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.

Unlike the Gardener's Clave, Makers have no special gifts with living plants. They are poor combat casters, but their allies are glad to have them around when 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 are in using devices in combat, particularly charged devices such as wands.

Becoming a Kurnan Maker

Preserving wizards dominate the Maker's 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 through preserving magic.

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 Maker's Clave in Kurn.

Class Features

Weapon and Armor Proficiency: Makers are proficient with the composite longbow and the fixed crossbow.

Team Creation: At first level, you can work in conjunction with other preservers, with 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 prerequisites feats, spells and/or powers for creating the item. Each of the members possesses 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. You can't use this ability with a defiler.

Sandstone (Su): You 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, you can create up to 4 cubes per caster level of sandstone each day. (As a point of reference, there are 7.5 gallons in a cubic foot, so 7500 gallons of mud or sand would fill a 10-foot cube).

Deviser (Ex): You need 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 with depleted charges. At 7th level, the time, XP, and material costs drop to 50%. Note that this benefit does not give you the ability to do anything that you could not do before; it merely decreases the costs. If you do 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 you in any way with regards to that item.

Sculpt Mud or Sand (Sp): Once per day per maker level and by concentrating for a minute, you can cause up to a ten-foot cube (7500 gallons) of mud or sand to form itself into any shape that can fit into a ten-foot radius. When you release concentration, the mud or sand will hold that form for ten minutes before collapsing. You can use your sandstone power during that time to turn the shapes into sandstone.

Widen Charged Device: When using a charged device such as a wand, you can double the normal area of effect. This draws one extra charge from the device.

Move Earth or Sand (Sp): Once per day, you can use *move earth* as a spell-like ability (caster level equal to you character level).

Arcane Making: At 9th level, you specialize in making any one of the following types of items for which you have the appropriate item creation feat: Craft Construct, Craft Magic Arms And Armor, Craft Rod, Craft Staff, Craft Wand, and Craft Wondrous Item (you cannot specialize in making potions or scrolls, which are not object of craft). You may choose only one of the item types. Providing that you possesses the appropriate Craft skill to at least participate in making the object, you can create these items at only 75% of the normal time, XP cost, and raw materials.

Metamorphose Stone (Su): By focusing on a 10-foot cube of sandstone for one minute, you can transform it into granite. This makes for stronger walls and fortifications; the stone is now treated as unhewn stone as described in *DMG*. The stone remains useless for weaponsmaking. You can use this ability one time per spellcaster level per day.

Quicken Charged Device (Ex): You 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 her maker level, though he retains all her 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 Library of Kurn.

Table 2–2: 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	Metamorphic 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.

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 the 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 a desert of endless dunes, a sudden defensive wall that grants cover and concealment should never be overlooked; and of course, you don't.

Once you gain the shape sand and mud ability at 10th 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 is only limited by your imagination.

Your abilities with charged items, such as staffs and wands increases as you advance as well. Knowing this, you should try to memorize more utility spells and rely on offensive wands and staffs 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 hard 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 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 most well 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 get access to, almost anything that you need.

Makers in 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 or any of its client villages, as well as in Azeth's Rest. They are all members of the Maker's 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 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.

DC 10: Makers are some kind of arcane craftsmen, right?

DC 15: Kurnan makers are prolific collaborative wizards that are masters of creating or enchanting items.

DC 20: Makers can turn even the most simple 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 PC's encounter Sylvara building some defensive fortifications. Their patron asks them to procure her services for a reasonable price, rather than the larger amounts they charge.

Sylvara Takanus **CR 8**

Female human wizard (preserver) 5/Kurnan maker 3

LN Medium humanoid
Init +1; **Senses** Listen +2, Spot +2
Languages Dwarven, Elven, Kurnan

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)
hp 33 (8 HD)
Fort +4, **Ref** +5, **Will** +11

Speed 30 ft. (6 squares)
Melee *+2 ghost touch dagger of defending* +4 (1d4+1/19-20)
Base Atk +3; **Grp** +2
Combat Gear *scroll of fireball* (CL 8th), *scroll of lightning bolt* (CL 8th), *wand of earth and stone* (20 charges)
Wizard Spells Prepared (CL 8th, 5% arcane failure):
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
SQ deviser, sandstone, summon familiar, team creation
Feats Companion, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll[B], Skill Focus (Craft [alchemy])
Skills Appraise +11 (+15 related to alchemy or traps), Concentration +10, Craft (alchemy) +14, Craft (trapmaking) +8, Knowledge (arcana) +14, Knowledge (architecture and engineering) +8, Profession (maker) +11, Listen +2, Spellcraft +14, Spot +2
Possessions combat gear plus *bracers of armor +4*, *bag of holding type II*, *cloak of resistance +2*, *caster's shield* (*shield*)
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 a 10-foot cube 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 with any participant, including the use of spells 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 psionicists 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 and Wilder classes but psions, templars, and rogues often become spymasters.

Entry Requirements

Skills: Autohypnosis 2 ranks, Bluff 7 ranks, Disguise 2 ranks, Forgery 2 ranks, Gather Information 4 ranks, Literacy (Common), Literacy (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: You are proficient with the bard's garrote.

Powers Known: At every level indicated on the table, you gain additional power points per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You 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 you add the level of Kurnan spymaster to the level of whatever manifesting class you have, then determines power points per day, powers known, and manifester level accordingly.

Table 2–3: 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	Shapesmith	+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.

If you had more than one manifesting class before you became a Kurnan spymaster, you must decide to which class you 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 trained about the people and customs of the Tyr region and have a chance of knowing almost everything. This ability works just like bardic knowledge, except that you add your Kurnan spymaster level + Int modifier to the check. Bard levels stack for the purposes of this ability.

Duplicitous Mind (Ps): Beginning at 1st level, you gain the ability to disguise your aura. You are treated as continually under the effect of the *aura alteration* power with a manifester level equal to your class level. If you make a successful saving throw against any attempt to read or control your mind, you can then attempt an opposed Bluff check against the attacker's Sense Motive. On a successful check, the attacker believes that he has successfully read your mind. 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, you gain 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 6th level, your bonus in the category raises 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 you get a sneak attack bonus from another source (such as rogue levels), the damage bonuses stack.

Alter Self (Ex): At 4th level, you learn *psionic alter self*. This power is in addition to any power you normally learn by advancing a level.

You treat this power as if it were a 1st-level power on your class list. This means, among other things, that manifesting this power costs 1 power point.

Probing Conversation (Ps): At 5th level, you can initiate a harmless-seeming conversation and get a truthful answer without the subject ever realizing being interrogated. After at least a minute of conversation, you 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 to be interrogated must be within 10 feet, able to see and understand you, and able to pay attention to you. You must also be able to see and hear the creature. This ability works like *mind probe*, except that you must pose the questions verbally. If the subject attitude is hostile, he receives another Will save. If a creature's saving throw succeeds, you cannot attempt to use this ability on that creature again for 24 hours. On a failed saving throw, the creature answers as truthfully as he can and does not realize afterwards that he was 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 character. This ability can be used a number of times per day equal to your Charisma modifier (if positive).

Shapesmith (Ps): You must be psionically focused in order to use this ability. This ability functions like the change shape special ability (see the *Monster Manual*, page 306), except as noted here. You can assume the form of any Small or Medium humanoid or monstrous humanoid.

Revise History (Ps): At 8th level, you can initiate a harmless-seeming conversation to alter a person's memory. This ability works just like the probing conversation ability, except you can use *psionic modify memory* and the DC is 10 + 1/2 your class level + your Cha modifier. On a successful saving throw, the victim is unaffected, but will only realize that you were trying to interfere with her mind if she makes a successful opposed Sense Motive check against your Bluff check.

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 the 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 out 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 accomplish your goals, you prefer to be the first to strike, and by surprise taking advantage of your sneak attack.

In combat, you will utilize your psionic abilities and your offensive powers will be your primary mode of offense. Striking hard and quick 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 help you.

When you reach 5th level, you gain the probing conversation ability. This allows you to uncover even more, 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 sense motive and bluff, so feats that boost those skills are a big help.

At 7th level, you gain the Shapesmith. 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 ability. At this point, you can become who ever 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 items, but tend to use the most subtle ones, to avoid flagging themselves as Kurnans.

Kurnan Spymasters in 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 can stay away from Kurn for years following leads.

Organization

Kurnan spymasters belong to Kurn's school of spies, an organization of Kurnan psionicists, bards, and templars that study non-Kurnan societies, retrieving knowledge that protects and enriches Kurn. The school of spies is closely affiliated with Kurn's Scholar's clave; indeed many spymasters take wizards and sages of the scholar's clave as their husbands.

NPC Reactions

The Kurnan Spymasters have no normal way that NPCs react, 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, other have no clue who the person really is. Even if someone did discover their true identity, most NPC's would have no understanding of what Kurn is, let alone where.

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.

DC 29: Norueth, the speaker of the water hauler's clave, spied on Urik for Oronis many years ago, forming a spy network of baazrags. The Urikites don't think of baazrags as sentient. She brought them back with her to Kurn, retired from spying, and formed the water hauler's clave with her Tyrian baazrag friends.

DC 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.

DC 42: Characters with this level of success can learn important details about an operating level 1 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 anywhere in the world, and always are on a mission. The way in which they discover and uncover this information varies from spy to spy, but they can be encountered virtually anywhere.

Players who enjoy subterfuge and secrets should be interested in this class. This class allows for the player to keep her identity a secret not only from the world at large, but also from the party, so that they never know who she really is.

Sample Encounter

Spymasters can be encountered in pretty much all city-states and on the major villages and outposts, usually in some sort of low-profile occupation.

EL 6: The spymaster Kythania has spent time in Nibenay looking into the function of the templarate and the various temples in the city. The PCs come to her attention after they have performed a service for the House of Water's administrator.

Spymaster Kythania **CR 6**

Female human telepath 5/Kurnan spymaster 1
LN Medium humanoid (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)
Immune *detect thoughts*, *discern lies*, alignment detection
Fort +0, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)
Melee mwk dagger +3 (1d4/19-20) or
Ranged light crossbow +4 (1d8/19-20)
Base Atk +2; **Grp** +2
Atk Options Extend Power, Psionic Endowment
Special Action Inquisitor
Power Points/Day 19; **Psion Powers Known** (ML 6th):
3rd—*dispel psionics*, *mental barrier*, *false sensory input* (DC 15), *telekinetic force*
2nd—*brain lock* (DC 14*), *read thoughts* (DC 14), *psionic suggestion* (DC 14), *thought shield*
1st—*empty mind*, *inertial armor*, *know direction and location*, *psionic charm* (DC 13*), *telempathic projection* (DC 13)

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*The save DCs for these powers might increase with the use of augments

Psi-Like Abilities (ML 9th):

At will—*aura alteration* (ML 13th), *correspond* (spy handler only)

1/day—*mind probe* (DC 15), *psionic modify memory* (DC 14)

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

SQ duplicitous mind, wisdom of the drylanders +3

Feats Deceitful, Extend Power, Investigator, Inquisitor, Iron Will, Psionic Endowment

Skills Autohypnosis +5, Bluff +11, Concentration +4, Diplomacy +6, Disguise +6 (+8 to act in character), Forgery +6, Gather Information +10, Intimidate +4, Knowledge (local [Eldaarich]) +7, Knowledge (local [Kurn]) +7, Literacy (Common, Picts), Listen +1, Psicraft +7, Search +4, Sense Motive +11, Spot +1

Possessions combat gear plus *glammered studded leather armor*, *cloak of Charisma +2*, *ring of mindshielding*, *spymaster's ring*

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."

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 all of the tents gone, and the camp fires still smoldering. Every Eloy encampment and every set of herds, has the protection of some of Athas' most skilled scouts.

Although the brush of the Trembling Plains rarely rises above waist high, the Eloy wind walkers manage to conceal themselves from almost all eyes. Unlike other Eloy, they take pains to learn the Common tongue, in order to eavesdrop. The 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. 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

Feat: Alertness, Plains Scout

Race: Half-elf

Special: Must have Scrub Plains as a favored terrain.

Table 2–4: 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.

Class Features

Plains Blending (Ex): You gain a +3 bonus to Hide and Spot checks while on the Trembling Plains.

Plains Walker: Your land speed is faster than the norm for your race by +10 feet, 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, you may move through any sort of undergrowth, light or deep mud at your normal speed and without taking damage or suffering any other impairment.

Uncanny Dodge (Ex): You can react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized. If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge instead.

Pass without trace: Once per day per class level, you may cast *pass without trace* as a spell-like ability using your character level as the caster level.

Traceless: As a full round action, you can conceal signs of activity in a 5 ft. square. Search and Survival checks have their DCs increased by 10. This action may be coupled with a 5 ft. step.

Hide in Plain Sight (Ex): While in the Trembling Plains, you can use the Hide skill even while being observed. Outside the Trembling Plains, you 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 magic 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.

Combat

In combat, you use your speed to your advantage. Your opponent can only hit you if he knows you are there. Hiding and sneaking up on someone puts them up to 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 after you have slain a slaver's companion while the slaver watches you fade to nothingness.

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 levels besides this class can also help you round out your abilities. Spending some time in the Rogue class would give the sneak attack ability, and also some good synergy with the uncanny dodge ability. Further levels of ranger can also help you further your combat skills, and your tracking skills for when you are avoiding slavers. 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 are very valuable to you.

Wind Walkers in 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."

—Xothetas, a Draji Slaver.

Wind Walkers are found exclusively in the Trembling Plains, as they have no 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 there fellows.

NPC Reactions

Most NPC's 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.

DC 10: If you can hear one of those Eloy rangers, it is probably too late to do anything about it.

DC 15: Wind walkers are usually Eloy master scouts that are used both as spies and as snipers to protect their people.

DC 20: Wind walkers are very quick and stealthy, being 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, wind walkers do hold a position of prestige and honor. They are seen as a trusted guide and protector of the Clan. A sniper and scout to guide the way and keeping everyone safe.

Players 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

PC's 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
Init +3; **Senses** Listen +11, Spot +11
Languages Eloy

AC 16, touch 13, flat-footed 13; uncanny dodge (+3 Dex, +3 armor)
hp 27 (6 HD)
Resist mundane extreme heat or cold
Fort +4, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares); plains walker
Melee small macahuitl +7 (1d6+2/19-20) or
Ranged mwk composite long bow [+2 Str] +7/+7 (1d8+2/x3)
Base Atk +5; **Grp** +5
Combat Gear 2 *fruit-potions of cure light wounds*

Abilities Str 14, Dex 17, Con 10, Int 8, Wis 14, Cha 10
SQ favored terrain (Scrub Plains), wild empathy +4 (+0 magical beasts)
Feats Alertness, Elfish Eloy*, Endurance[B], Plains Scout*, Rapid Shot[B], Track[B]
*New feat described on page 150
Skills Handle Animal +2, Hide +10, Knowledge (geography [Trembling Plains]) +1, Knowledge (nature) +3, Listen +11, Move Silently +10, Search +1, Spot +11, Survival +7
Possessions combat gear plus small macahuitl, masterwork composite long bow [+2 Str bonus] with 40 arrows, masterwork studded leather armor

Favored Terrain (Scrub Plains) Shal'ra'thor gains +2 bonus to Hide, Knowledge (nature), Move Silently, Spot and Survival checks made within the scrub plains.
Plains Blending (Ex) Shal'ra'thor gains a +3 bonus to Hide and Spot checks while on the Trembling Plains.

Hook "Your ears will never hear the wind if you keep speaking."

Adventure Hooks

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 Maat (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, for them to take more than half would be a breach of trust and dishonorable. A PC with ranks in Knowledge (Trembling Plains) can know this aspect of Maat with a successful check against DC 10 check.

Adventure: No twists here. Brave the feral trin, save the wounded merchants, keep half the goods recovered, build reputation. The encounter level depends on the number of trin encountered at the site. See the sample encounters in the "Trin" entry below for details.

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.

Hook: Huzbug privately asks PCs to tail a Tsalaxa caravan and capture the ambushers so that Kurnan telepaths may probe them and 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 these 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 waiting to ambush them Tsalaxa turns back towards Azeth's Rest to Huzbug Azeth with his minions, hoping to torture a confession out of the PCs before Tsalaxa reaches Azeth's Rest. 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 Red Guard or Kulag contacts on the Storm Coast. Red Guards take their slaves to South Guard. Kulags take their slaves by silt skimmer to the Huuros Islands mines, which are detailed in The Prison-State of Eldaarich.

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 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 a part in its defense, but that would be the extent of their duties.

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 any character of 17th level or higher in order 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 for her spell to work. Three 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, (See Page ###) but she does not understand that removing Meraan will cause the oasis to dry up. To satisfy the demands of the Takrits matriarch she attempts to remove Meraan Azeth's body to give it to 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 him 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 any Red Guard was operating on direct orders from the Takrits templars. They 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 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, so Taina seeks out the PCs. If the PCs accompany her towards South Guard, they can travel ahead of Azeth's army. If they are swift may arrive in sight of South Guard just barely in time to see the Red Guards with Meraan, crossing the bridge back towards South Guard, followed by a Tyr-storm.

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.

a. Tyr-storm

i. Physical Force (wind):

Lessened a bit from its initial force because of the two islands in its way up to South Guard. The stone bridge will survive, but less sturdy (non-stone) buildings will suffer considerable damage, mostly blown away rooftops. Simple huts will be annihilated. A lot of ground will be blown away because of the lack of roots in (very few plants), especially at the coast. The most devastating thing about this storm will be the crop damage. Because of the large patches of roots it provides, grass proves to be unexpectedly resistant to the force of the storm. Shrubs on the other hand will be torn up. The planted tubers will be uprooted from the soil.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6 x 10 feet every round. Medium creatures are unable to move forward against the force of the wind except by crawling at ¼ speed, or if flying are blown back 1d6x5 feet every round. Large or larger creatures may move normally within the wind, but may only use half their movement rate to move forward against the force of the wind. Any creature, regardless of size, takes a –8 penalty on ranged attacks, Listen and Spot checks in the area of the Tyr Storm.

ii. Lightning:

Everything that stands out because of its height is in danger of being hit by lightning. Large creatures such as half-giants, if standing, are at risk to be struck by lightning, as is anyone foolish enough to be carrying a spear or a pole arm upright. Any person hit by lightning (a nice dramatic effect) suffers 4d6 points of electricity damage. Some of South Guard's gate towers will be struck by lightning, and a portion of the walls will burn down because the wind will increase the spread of the fire and inflame it further. (See graphic.) The lightning damage will not be as severe as it might have been, since South Guard was built low to avoid the lightning of the Storm Coast.

iii. Flying Debris

The silt brought with the storm is less than expected because of the two islands lying in its way. In addition, because of the rain a Tyr-storm brings, the silt will not be a major effect during this storm. Afterwards it will leave behind a muddy mess. The air will be filled with debris, uprooted scrub bushes, potato-like tubers, rooftops, tiny shards of broken glass, and an occasional glass missile.

The glass on the other hand... now that can be really dangerous! I can envision the air being filled with tiny glass shards tearing on the skin (probably 1d2 Con damage per hour exposed to the storm) and larger glass shards turning into dangerous projectiles (for everyone in a certain area +8 attack, 1d6 [or more, depending on size] damage when hit).

Token of Trust

Hook: A disreputable half-elf who the PCs have had dealings with in the past 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 coins 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 time), 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 allows the PCs to examine the tokens. See Appendix: Gear for a description of the Azeth trust token.

Reward: In the future, 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 when they leave from the guards: an Azeth trust token. The 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."

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