

The City-State of Draĵ

By Gabriel Cormier and Jon Sederqvist

Credits

Design:	Gabriel Cormier, Jon Sederqvist
3E Design:	Jon Sederqvist
Editor:	Gabriel Cormier
Editorial Assistance:	Austin Butcher, Jon Sederqvist
Art Directory:	Gabriel Cormier
DS 3 Logo:	Robert Adducci
Layout:	Gabriel Cormier
Interior Art:	Bruno Lopez, Neeva, Yoni Banai, Frédéric Gamache
Maps:	Gabriel Cormier, Derek Cabotaje, Austin Butcher
Review:	Andrej Damjanovic, Austin Butcher, Mike Ring
Sources:	Dragon Crown, Dune Trader, Slave Tribes, Terrors Beyond Tyr, The Complete Gladiator's Handbook, The Wanderer's Chronicle, The Wanderer's Journal, Valley of Dust and Fire, Veiled Alliance



Visit the Dark Sun website at www.athas.org or
the Wizards of the Coast website at www.wizards.com/dnd

Requires the use of the Dungeons & Dragons(R), Third Edition Core Books, and the Psionics Handbook, published by Wizards of the Coast, Inc. a subsidiary of Hasbro, Inc.

Legal Notice:

Dungeons and Dragons®, D&D, and Dark Sun® are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. The content here in is considered to be derivative work (as it is based on the intellectual property owned by Wizards of the Coast), and the articles within are jointly owned by both Wizards of the Coast and their authors. As such neither can do anything outside the official website without the permission of the other. This project may be reproduced for personal use, but may not be used to generate revenue. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Open Game Content and Dark Sun Copyrights:

This edition of *City-State of Draj* is produced under version 1.0, 1.0a, and/or draft versions of the Open Game License, the d20 System Trademark Logo Guide, and System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate final versions of the license, guide, and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Wizards of the Coast logos and identifying marks and trade dress, including all Wizards of the Coast product and product line names including but not limited to Dark Sun, The City-State of Tyr, Dune Trader, Elves of Athas, Veiled Alliance, and any specific characters, monsters, creatures, and places; capitalized names and names of places, magical or psionic items, artifacts, characters, countries, creatures, geographic locations, gods, historic events, magic items, organizations, spells, and powers; and any and all stories, storylines, histories, plots, thematic elements, and dialogue; all spells, monsters in the Monstrous Compendium Appendix: Terrors Beyond Tyr; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the d20 System Reference Document (e.g. Nystul, Melf, Bigby, Tenser, Mordenkainen, Leomund, Tasha, Evard, Otiluke, Rary, Drawmij, and Otto) and are already Open Game Content by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Some portions of this book which are OGC originate from the System Reference Document and are ©1999, 2000, and 2001 Wizards of the Coast, Inc. Open Game Content is designated in this adventure by [text appearing in this color](#). Any other portion of this adventure, unless already appearing in the System Reference Document or already Wizards' of the Coast intellectual property, is joint property of Wizard of the Coast and the author.

DARK
SUN

Table of Contents

The City-State of Draj	1
Ket.....	2
Fort Ral.....	3
Bitter Well.....	4
Mastyrial Mountains.....	4
Break Shore.....	5
Draji Society	6
Warrior Culture.....	6
Appeasing the Supernatural.....	7
The God-King.....	8
The Two Moons.....	9
The Elemental Cults.....	9
Dress.....	10
Cultural Identity.....	10
Astronomy.....	11
The People of Draj	12
Childhood for the Draji.....	12
The Free Citizens.....	12
The Nobility.....	14
The Slaves.....	16
Outcasts and Criminals.....	17
City Life in Draj	18
Two Moon City.....	18
Commerce and the Marketplace.....	21
House Tsalaxa.....	23
The Templars.....	26
The Psions.....	28
Government Structure.....	28
Draj's Army.....	29
The Veiled Alliance.....	30
Races and Characters in Draj	31
Races in Draj.....	31
Character Classes in Draj.....	31
A Traveler's Guide to Draj	33
DM's Summary for the City-State of Draj	36
What Your Father Told You - A Draji to his son	39
APPENDIX	43
New magical items.....	44
New psionic items.....	44
Prestige classes.....	44
Regional feats.....	49
NPC stats.....	50
Monsters.....	59
Map of Two Moon City.....	61
Map of Draj.....	62
Open Game License	63

The City-State of Draj

Welcome to Draj, where the warriors rule! Draj is where the warrior will feel at home, where he will flourish under the guidance and tutelage of great Draji citizens. Draj is the home of the warrior; here a true warrior will be amongst equals. Come, the Flowery Wars await. See the masters of archery, the arrow knights, as they demonstrate their prowess with the bow. The fierce eagle knights will awe any warrior with their weapon prowess, while the jaguar knights will make even the most seasoned veteran cower in fear. For those who would try something else, a game of raxoc will soothe the spirit.

Draj is the great city-state of our wonderful God-King, Atzetuk. Here divinity is manifest by the spirit of our great King, who cares and protects all Draji. It is the home of great clans, who farm and fight for the God-King. Come, and witness culture such as you have never seen before! Come and see the sacrifices to the elementals. Come see thousands of people chanting in unison! Enter the wonderful Two Moon City, the glorious city of our mighty ruler. Stand in the might of our obelisks; the great sculptors of Draj will make the black obsidian come alive by their masterful art. See the depictions of warriors, of the great jaguar, and the jaguar knights crushing the skulls of their opponents. March along Serpent's Way and set foot in Jaguar Plaza, basking in the shadow of the Great Pyramid, and see the Great Skull Rack. Stand in awe at the base of the Great Pyramid, as rivers of blood pool at your feet, and watch the great sacrifices of our people. Visit miles upon miles of fertile land, land of such fertility that it does not exist anywhere else in the Tablelands.

*"Ponder this, eagle and jaguar knights,
Though you are carved in jade, you will break;
Though you are made of gold, you will crack;
Even though you are a quetzal feather, you will
wither.*

*We are not forever on this earth,
Only for a time are we here."*

- poet-King Nezahualcoyotl of Texcoco, circa 1450 AD

Draj stands on an island, surrounded by a mud lake. The fertile mud produces grains and high-quality hemp. Within Draj, the fortified "Two Moon City" compound contains the King's

pyramid and temples. Draji people live in flat mud or brick structures called *pueblos*. Their clans gather to discuss and act on matters beneath the King's attention.

After ruling for over two thousand years in Draj, Tectuktitlay recently died, slain by the First Sorcerer, Rajaat. Tectuktitlay's "son", Atzetuk, has smoothly replaced him as the God-King. When Tectuktitlay died, his templars lost their spells. These templars made a pact with the House of the Mind, who chose and brainwashed Atzetuk to serve as their puppet king. The new king honestly believes that Tectuktitlay fathered him, and the Draji people accept his claim. While Draji citizens loathed Tectuktitlay, obeying him only out of fear of his magic and templars, young Atzetuk has won the people's sympathies, their admiration, and their worship.

Draji culture and history demands a dominant God-King. Tectuktitlay had surrounded himself with religious trappings, and wove the Draji religion around his person. Even though they despised Tectuktitlay, the population participated wholeheartedly in the basic sacrifice ritual. Location near the Silt Sea and total lack of mountain cover leave Draj particularly vulnerable to destructive Tyr-storms. Draji citizens believe they need to appease the elements with human sacrifices. Since the king publicly performs the weekly or sometimes even daily sacrifices believed to keep disaster at bay, it comes naturally for the people to worship their king. They also worship the two moons of Ral and Guthay. Artists carve the two moons into obelisks, statues, and shrines throughout the city.

Draj has long been known for its hemp production. Its mud flats are very fertile and produce good quality crops. These products are in demand in the Tablelands, and have helped House Tsalaxa, Draj's main merchant house, to gain a hefty profit. This steady income has helped the House to venture into more risky operations, such as artwork, ornate weapons and slaves. House Tsalaxa reflects Draj's warrior culture. It is

ruthless, greedy and dangerous, and will resort to assassination, kidnapping and blackmail to get what it wants. They will undercut their prices to drive other merchant houses to ruin.

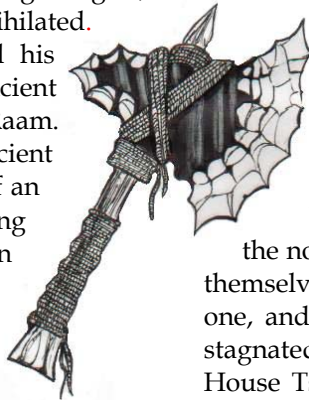
Tectuktitlay built Draj after he finished exterminating the wemics during the Cleansing Wars. He accomplished his task with great glee, and the wemics were quickly annihilated. When Tectuktitlay decided to build his city, he discovered ruins of ancient pyramids on a vast mud flat east of Raam. Whether these pyramids were ancient temples of the wemics or remnants of an even earlier civilization, no living being knows. Tectuktitlay built his own Pyramid on top of an old one. He then constructed his own small city, Two Moon City, around his pyramid. The citizens of Draj, who were the remnants of his Cleansing Army, then built their homes outside of the inner city. This became known as Draj.

Warrior culture is prevalent in Draj. The only respected citizens are the warriors and the artists who glorify violence. Merchants provide a necessary service, but they do not hold the same respect as Draji warriors. Thieves are the lowest sort of scum to a Draji, viewed even worse than mages. All around the city, various statues and obelisks can be found that represent violence and war in all its bloody forms. Warriors even fight in the Flowery Wars, great games held twice per year just outside the Golden Moon Gate. Warriors fight with lethal weapons, and losers risk being demoted, exiled or even killed.

The closest city-state is Raam, which lies west of Draj. Until recently, Raam was Draj's main trading partner, but since chaos overtook Raam, access to the Tablelands via Raam is dangerous and uncertain. The two city-states of Kurn and Eldaarich are now Draj's main trading partners. These city-states enjoyed limited trade with Draj until a few years ago. But now, with the difficulties of reaching the markets in the Tablelands through Raam, trade with these northern city-states is much more important. A new route across the silt has also been established, to circumvent Raam, enabling merchants to reach

the markets of Nibenay and the rest of the Tablelands.

Draj's influence extends beyond its mud flat. A few villages near the city-state submit to Draj's control. The following are points of interest under Draji domination.



Ket

The village of Ket is a little over 100 miles northeast of Draj. It was long used as a lone border patrol, having been assigned a small garrison, by Tectuktitlay, to watch for trouble from the north. Since the northern city-states kept to themselves, the assignment was a long, boring one, and with little opportunity for anyone. Ket stagnated, with little more than 500 residents. House Tsalaxa maintained a small outpost, with only a few dozen employees, since there was little in the way of business opportunities. The Dedys Consortium maintained a small trading post, hoping to establish a secondary base of operations, in case things got too dangerous in Draj.

Ket lies on a small mud flat, completely surrounded by silt, connected to the roadway by one small causeway. The mile-long causeway is the only access point to the village and its lucrative grain fields. The excess grain produced in the village is sold for a good profit in the Tablelands and in the North, even with the long distances separating Ket from the major trade centers. Raiders and giants sometimes attack the village, but the village is easily defended against raiders, since the causeway is a very defensible position. Giants have a little more success, sometimes being able to wade through the silt encircling the village, but the slow pace of silt wading gives villagers time to organize a defense.

In the last few years, however, as trade with the north has increased, the small village attracts new residents almost every day. New opportunities for trade bring those disillusioned from failures in Draj, and the curious as well. Rumors of the northern city-states bring adventurers seeking their fortune northward, or those who thrive on the market of slaves and illegal items, always eager for new opportunities. Slavers will often

venture to new frontiers, as it allows them to buy off those that tried their luck at these new markets, but failed. Far from home, with little possessions and no money, these people are easy targets for slavers.

With Ket's new-found importance, House Tsalaxa has started increasing its presence, adding more guards, building new warehouses and barracks. The Dedys Consortium, trying to seize the market, has also invested heavily in Ket. The village is now undergoing a small trade war, as the two opponents try to seize the market.

Fort Ral

Fort Ral is strategically located on the road leading north past Ket. Its close proximity to the client village serves a dual purpose. It allows for a quick supply route, and if faced by an overwhelming enemy from the North, the fort can be evacuated and its troops relocated to Ket, which is easily defended - and a long term siege of the agricultural village of Ket is virtually impossible unless the enemy has very efficient supply lines. The Draji simply starve their enemies to death.

Fort Ral is a unique fortress. Built on the ruins of an ancient pyramid, it has reinforced walls and plateaus that grant cover to archers. The only way to scale the fortified pyramid efficiently is by ascending a huge set of stairs, with walls on each side forming a trench. The walls of the trench have murder holes for archers and spearmen. Near the top of the pyramid, caches of boulders and logs can be rolled down the stairs to crush ascending attackers. The fortress usually hosts 200 soldiers, of which at least half are archers from the ranks of the arrow knights, but the fortress has accommodations for twice that number.

Fort Ral was erected seven centuries ago, when contact with the northern cities of Kurn and Eldaarich was forbidden by decree of Tectuktitlay. When Daskinor of Eldaarich first started showing signs of extreme paranoia, Tectuktitlay decided it was in Draj's best interests to end its relations with that city. Tectuktitlay had enough to contend with a series of skirmishes with the growing militant power Urik. If Draj was to become Daskinor's phantom enemy at this uncertain time of saber rattling in the Tablelands area, the outcome could be a catastrophic two-front war with both Urik and Eldaarich. While on neutral terms with Keltis (Oronis) of Kurn, this relation would also have to be terminated to avoid adding fuel to Daskinor's fire of paranoia and imaginary conspiracies. Conveniently for Tectuktitlay,



Daskinor elected to seal his city and break all contact with the outside world a decade after Fort Ral was erected to prevent traders and travelers from crossing the border territory between Draj and the northern city-states. Initially the fortress had soldiers patrolling within a 30 miles radius of the fortress and along the road north. As the situation with Urik stabilized and Eldaarich remained isolationistic, the decades passed and travelers stopped coming. The city-states to the north were mostly forgotten in the minds of the average citizen. The border patrols were relocated to other areas, and the importance of the fortress dwindled.

Today Fort Ral is once again an important defensive installation. As contact with Kurn was reestablished a few decades ago, traders from the north reappeared, bringing their wares to Ket and Draj. The fortress has once again become an important barrier against bandits and raiders from the North seeking to prey on the caravans going back and forth.

Unknown by many, an elaborate system of tunnels exists beneath Fort Ral. These tunnels are in fact catacombs, sealed off when the fort was initially built on the remnants of the pyramid that would become the foundation of the fortress. The catacombs house the dead of an ancient Green Age culture, the one that erected the pyramids Draj itself is built on. Lately, mysterious sightings and strange voices that speak in an alien tongue to the soldiers in their dreams have led the superstitious Draji to call upon their moon priests for assistance. A recent investigation led to the discovery of the catacombs beneath the fort, and another expedition that ventured into the dark tunnels never returned. Recently there have been reports of strange sightings within the fortress - of creatures that are unlike any seen in the Tablelands today and soldiers have mysteriously vanished from their posts at night without a trace.

Bitter Well

Bitter Well lies approximately 35 miles east-southeast of Draj, on the road that eventually takes a turn northward to Ket and Fort Ral. It was founded a few centuries ago by a group of dwarves hoping to create a profitable venture

with the waters in Bitter Well. However, the dwarves found to their dismay that the well was simply a small stream, and not the lake they had hoped. The dwarves left the well, disillusioned by their failure, but others that came after built a small community.

The small village of Bitter Well lies on the edge of the Silt Sea, providing shelter and opportunity for approximately 100 people. A huge cloud of silt often clogs the air, because of the village's proximity to the edge of the Silt Sea, but the people have become used to it.

The buildings in Bitter Well are all made of sandstone, packed close together to provide shelter. Between the buildings hang canvas drapes that provide shelter from the harsh Athasian sun. However, the drapes also create a closed environment, and the smell of unwashed bodies hangs thickly in the air.

In the center of the village lies the well itself, a grand affair considering the nature of the minor stream that supplies the well. The dwarves that built the well thought they had found a small lake, and built a big stone bowl to hold all the water. Along the inner wall of the 50-foot bowl a stone staircase descends, giving access to the well. People can expect a two-hour wait to get water, which is closely guarded to make sure nobody drains the well dry. A few droughts over the last King's Age have taught the residents to protect their water fiercely.

There are two main establishments in Bitter Well, the Orb and The Dragon. The Orb caters mostly to the richer crowd, with better food and drink, and a few clean rooms for those seeking shelter for the night. The Dragon has a more notorious reputation, being the center of illicit trading in the small village. Anyone looking for black market goods should head to The Dragon.

Mastyrial Mountains

The solitary mountain range bordering the Silt Sea south east of Raam and stretching north east towards Draj is known as the Mastyrial Mountains. It was given this name because of its unusually large population of black mastyrials.

These unpredictable creatures make traveling in these mountains a deadly game, unless one can find a means to travel floating above the ground. The topography of the Mastyrial Mountains ranges from windswept plateaus to jagged mountain spires. On the east side of the mountain range, facing the Sea of Silt, a layer of dust has gathered from the silt carried with the wind, ranging from barely noticeable to several inches thick. A thin haze of dust obscures the air and irritates the eye. On days when the winds are strong, sight becomes increasingly poor the further east one ventures, as the dust layer is whirled up and mixed with fresh silt carried on the air from the Silt Sea. No humanoids live in these mountains, or at least none live on the surface.

The Forbidden Caverns

Those willing to brave the mountains and its mastyrial masters will find several cave entrances marked with small naked stone obelisks, somewhere in the northern foothills of the Mastyrial Mountains. These caves lead down to a series of tunnels and caverns that run deep within the limestone below the mountain. The Forbidden Caverns, as they are called, are said to be the home of a long-dead culture. Legends speak of buildings and great treasure far below in the caverns. Other legends speak of a large number of underground springs and underground lakes beneath the mountains. Those who actually find the entrance to the Forbidden Caverns should take heed. A powerful undead raaig guardian attacks anyone who enters the caves without warning. This nameless sentinel is not to be bargained with, but one bard's tale would have it that the guardian serves another entity - one that speaks in ancient tongues and commands the very mountain itself.

Break Shore

The trading village of Break Shore rests along the shores of the Silt Sea, on the south side of the Mastyrial Mountains. Break Shore is a dwindling community with less than 100 inhabitants, most of them dwarves, humans and muls.

The village was once a Raamin client village. Several King's Ages ago, Draji forces conquered the small village during a conflict between the two city-states over the mining rights to the Mastyrial Mountains. It has been one of Draji's client villages since then. The conflict started when a band of dwarven miners from Raam found gold in the mountains and founded a mining outpost. Tectuhtitlay, eager to expand his empire and strengthen its resources, claimed the Mastyrial Mountains and its mines to be Draji territory. This led to a brief confrontation and skirmishes with troops from Raam, but Abalach-Re soon surrendered, realizing her army to be inferior to the jaguar legions of her rival. The gold mine and its nearby village flourished, but subsequent attempts of mining in the Mastyrial Mountains failed; to this day the only vein of valuable minerals to be found in the mountain range is the one Break Shore's gold mine is founded upon.

Today the gold mine is nearly depleted, and Break Shore's population slowly dwindles. Hocaxolatl (Tem 5/Mpr 3), a human templar, supervises the mining activity and oversees the village's operation and its enterprises. Two loyal associates assist him with his duties. His right hand man is the dwarven trader Rygor (Rog 3) who maintains relations with the Nibenese traders of Cromlin. Silt skimmers transport the weekly shipments of supplies across the silt shoals between the two villages. Hocaxolatl's left hand man is the mul eagle knight Txaloc (Fig 5/Eag 1) who commands thirty Draji warriors responsible for defending Break Shore and its mine from harm. Occasionally giants attempt to raid the village, or starving mastyrials attack the miners.

Draji Society

The lives of the Draji revolve around three things: the warrior culture, family, and the God-King. The warrior culture permeates every aspect of life in Draj. It is a basic part of their society. Without it, the Draji society would most likely disintegrate. At all levels of society the Draji value cruelty, strength and ferocity while they sneer at weakness or respect for the enemy.

The family unit is also important. Families are organized in clans with long, distinguished histories. The elders are revered and have absolute authority. Failure to heed an elder's words often leads to exile or some sort of corporal punishment. Clans live on family compounds with large hemp or grain farms.

The population readily worships the new God-King. The loss of the old king, Tectuktitlay, has rejoiced many in Draj, and the new God-King is seen as a force of change and uplift in their spiritual lives. The people will often say a small prayer to their God-King when wishing for luck. Many citizens often assemble in front of the King's pyramid to watch the sacrifice and hope to catch a glimpse of their ruler.

Warrior Culture

Central to Draji society is the warrior. The glorification of violence in all its forms can be seen everywhere in Draj. Obelisks and statues depict the Draji cultural icons. Ferocious jaguars represent the city's vicious attitudes, as does the feathered serpent. The smoking mirror, a traditional Draji emblem, indicates a polished obsidian slab. Superstition says that a coward who peers into the smoking mirror will see a dark

reflection that will animate, emerge from the mirror, strangle the coward and take his place in society.

Warriors and artisans who paint or sculpt of violence receive the public's respect. Headdresses indicate a person's station within Draji society.

Warriors wear feathers as a symbol of status amongst their peers and a demonstration of exploits. Young warriors wear one feather to indicate their dedication to becoming a warrior.

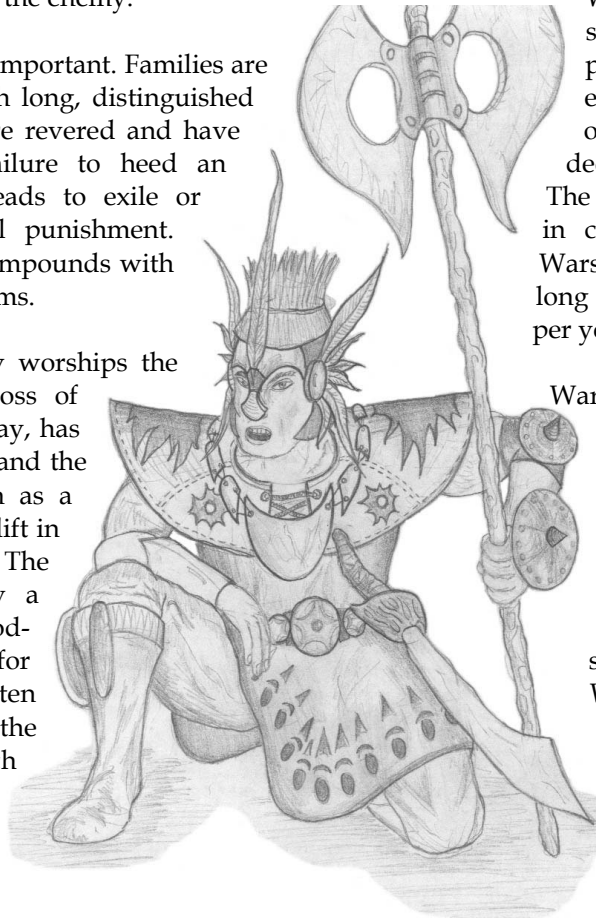
The other feathers must be earned in combat, such as the Flowery Wars. The Flowery Wars are week-long games of combat held twice per year.

Warriors have the chance to gain feathers in the Wars, or worse, a feather could be lost. This is a horrible dishonor to the Draji, for with the loss of a feather comes a loss of status. Combat is real, with real weapons. There are no simulated fights in the Flowery Wars. Losers of major events face exile, shamed by their counterparts.

Stunning lirr tails, worn on the head, advertise an artist's station. Lirrs are large, warm-blooded reptiles

that live in the Tablelands. Around its neck and at the end of its tail, the lirr possesses a brightly-colored membrane. This membrane is colored in bright reds, oranges and yellows, and sometimes blues. Artists receive the distinction of the lirr tail as recognition of their work.

Templars may wear headdresses, though they are not required to do so, since their robes clearly identify their position. Higher-ranking templars usually wear headdresses; exquisite pieces of silk with interweaved gold and precious jewels. The



higher the rank, the more elaborate the setup. Templars will not wear feathers or lirr tails, since they do not want to be mistaken for common citizens.

Slaves wear the most plain of headdresses, such as a simple roll of cloth or giant hair braid. Some will wear simple skullcaps to obtain limited protection from the harsh Athasian sun.

Appeasing the Supernatural

The people worship their King and believe in his divine power. However, sacrifices are mandated by the King to appease the elementals. Sacrifices are big events, where a large portion of the population gathers in the city square to view and cheer as the victim is sacrificed. This practice is a part of their society and the people often look forward to a sacrifice, especially after a bad Tyr-storm.

Sacrifice

Sacrifices are held on the top of the King's Pyramid. The crowds gather in Jaguar Plaza, the great square located in Two Moon City. As many as ten thousand people can gather to watch the ceremonies. Sacrifices are usually held during mid-day, not long after the sun has reached its zenith. People start entering in Two Moon City an hour before the sacrifice to get a good view.

The sacrificial victim is named the *uuantin*. The victim is usually a captured victim of slave raids or a rare exile from Raam. When no captured slaves are available, Draji slaves are sacrificed. On rare occasions, the victims are Draji citizens who believe that their sacrifice serves the greater good of the city. These are usually individuals who have lost their family in some skirmish or war, or feel their daily struggle for survival is at an end.

The victim is painted in blue and yellow stripes, the colors of Draji templars. The *uuantin*'s face is painted white, with large black circles around the eyes and red lips. The victim's hair is neatly trimmed to just above shoulder length. If the victim does not have black hair, the hair is dyed

black. If a victim has no hair, such as muls or dwarves, their whole head is painted white. The victim is usually unwilling, so they are made to drink a special potion that renders them almost unaware of the world around them. The *uuantin*, now docile, follows simple commands. The templars guard the secret of this potion.

Once all the people have gathered in Jaguar Plaza, a long procession begins. A cadre of moon priests leads the way, walking side by side. A detachment of guards and soldiers follows the templars. The soldiers are usually human or half-giant, dressed in Draji colors. The victim and his four special guards, called *tecpatlin*, walk behind the guards. The *tecpatlin*, mindbenders and templars, maintain control of the victim should he fail to follow commands. The lead *tecpatlin* wears his yellow-and-blue templar outfit and wears a mask. The well-made mask represents a feathered serpent. Two *tecpatlin* walk on each side of the *uuantin*. The one on his right wears a mask of a snarling jaguar. The *tecpatlin* on the left wears a mask of a smoking mirror. The last *tecpatlin* walks behind the *uuantin* and wears a mask representing the dark sun of Athas.

Following the *tecpatlin* and the *uuantin* are the drummers. The drummers have special human-skin drums that they beat loudly. They wear bright sleeveless shirts, green and red in color, and wear special ceremonial skirts. The skirts are made of hemp, specially dyed so the color is different depending on where one looks at it. All shades of color are present, from light green, to blue, to orange, and red. The drummers sing a loud war-chant to honor their king. The crowd also sings this war-chant.

Once the procession reaches the base of the Pyramids, the lead priest walks to the top. The lead priest wears an elaborate headdress, a stunning combination of feathers and pelts that reflects the sun in many different colors. Rising nearly 2 feet high, his headdress also descends to his knees. The high priest also has a staff in his hand, a polished *agafari* staff topped with the symbol of the two moons. The drummers stop their beating at a sign from the head priest. He then makes his way to the top of the pyramid in silence, the crowd staying silent. Once the priest reaches the top of the 200-foot high pyramid, he

stops. He then circles the sacrificial stone, a polished obsidian slab 10 feet high and six feet wide. The slab stands upright, resting against the top of the pyramid. It reflects the sun and casts an eerie light on the techcatl. At this point, the high priest asks that Atzetuk appear and perform the sacrifice for the good of all Draji. The king then appears, to loud cheers from the crowd.

The drummers then start their beating as the tecpatlin and the uauantin make their way to the top. The crowd's chant matches the drummers beat as they beat faster and faster as the uauantin reaches the top. As soon as the uauantin reaches the summit, the tecpatlin grab him and attach him to the obsidian slab. The uauantin's arms and legs are secured with giant hair hardened by the blood of countless victims. The king then smashes his fist through the uauantin's chest. The king's robe usually turns red with the uauantin's blood. High-pitched primal screams are heard from the top of the pyramid. The king then rips out the still-beating heart. This he holds high as an offering to the sun, the blood from the victim dripping down his arm.

Atzetuk then inserts the heart of the victim inside a hollow statue built for that purpose. At the base of the statue is a small opening leading to two small gutters that descend on each side of the stairway. When many victims are sacrificed in one day, the blood from their hearts flows down these gutters to form a pool of blood at the base of the pyramid. The statue is a simple one, showing a kneeling warrior screaming in pain and anger.

The victim's body is then thrown off the pyramid, where the king's slaves collect it and use it to make drums or other gory trophies, and the skull impaled upon the Great Skull Rack. The king then gives his usual discourse to his subjects. He tells them that the sacrifices have appeased the elementals.

When Tectuktitlay ruled, the ceremonial sacrifices were fairly simple; although there was much chanting and ritual, the actual sacrifice was brief and brutal. Tectuktitlay simply used his Champion's strength to punch a hole in the victim's chest and extract the heart.

With Atzetuk now performing the ritual, the psions needed to improvise, since the new king wasn't strong enough to do the ceremony as his "father" did. To punch a hole through the chest of the sacrificial victim, the psions decided to use the venom from the raakle bird. The raakle's venom liquefies the organs of its prey, allowing the bird to suck its meal with its tubular beak.



The God-King

The people believe in their King's power and divinity. They worship him like they never worshipped Tectuktitlay. When Tectuktitlay was king, the sacrifices were attended by the citizens, but without much fanfare. The daily lives of the citizens were static, and hadn't changed in hundreds of years. But with the recent turmoil enveloping the Tablelands, with Tyr-storms destroying crops and anarchy in Raam, the sacrifices have found new meaning. The sacrifices demanded by their ruler are deemed necessary and a part of their culture. Many Draji would

willingly give their lives if called upon by their king.

The King is present at important events, much more so than Tectuktitlay used to. The psions of the House of the Mind are eager to show their young new king to the population, making Atzetuk much more visible. This makes him a greater target, but the king is well protected with psionic items and bodyguards. The psions and templars protect their king at all costs, not wanting their secret to become known.

The Two Moons

Tectuktitlay built up a culture around the worship of his divinity and the two moons of Athas, Ral and Guthay. Two temples are dedicated to their worship inside Two Moon City. These temples are dwarfed only by the Pyramid. Templars use these temples to train and as administrative compounds. The people also come to worship here in small ceremonies the templar hold most every day. The citizens regularly make donations to the temple.

The Elemental Cults

The elementals are worshipped in Draj, but not as much as the two moons or the king. A temple to the element of fire is located on the outskirts of the mud flat. The smoke from the huge fire that is kept burning in the temple was too thick for the temple to be located close to the city, so the temple was built on the outskirts. The people respect the offensive nature of fire and will sometimes ask the local fire priest for a blessing or token before heading off into battle. High Priest Imotec (NE human male, Clr(fire)16) leads a small group of priests working at the temple. A big and well-muscled man, Imotec will rarely receive visitors, and his arrogant and dour nature keeps most people away. Huge piles of oil and hemp are burned continuously in the Temple of Fire, creating a large cloud of smoke over the western edge of the Draj mud flat. When winds turn eastward, the cloud of smoke can gather over the city, but it usually dissipates before becoming a

nuisance. Approximately 25 priests can be found at any given time at the temple.

The Element of Earth has a small temple located just outside Two Moon City. The people recognize the fertility of their land, and the earth clerics often help in the agriculture. Donations are made for favors, and the earth priests readily grant the agricultural demands of the Draji. Still, the elementals take a second place to the two moons. High Priestess Nahualixi (LN dwarf female, Clr(earth) 10) is the highest-ranking priest at the temple. Well respected, the aged dwarven priestess supervises the clan fields and helps the nobility with their crops. She has been tending to Draj for over 100 years. Fifteen other priests study under Nahualixi at the temple.

A priest by the name of Tanuixtli (CG half-elf male, Clr(water) 10) operates the Temple of Water just outside the artisan district. The building is small and unusual, since its round shape does not match typical Draji architecture. Tanuixtli usually works alone, helping those in need when he can. He rarely receives any visiting priests, and makes barely enough money to maintain his small temple.

A new worship has developed in Draj, the worship of the forces of the storm. The element of Rain has recently established a small temple in Draj. The recent turbulent events and subsequent Tyr-storms have shaken the population, and many have turned to new forces to find solace or meaning in their lives. The Temple of the Storm has only been operating for the last two years, with only one priest and an assistant. However, the population has been increasingly flocking to the temple, which causes the traditional temples of Draj to become very anxious of this new force. The destructive nature of the Tyr-storms has awed many Draji, and the new rain priest has made sure to use this to his advantage.

Rugar Stormbringer (Clr(rain) 8) has spent most of his life in solitary worship of Rain in the foothills of the Ringing Mountains, exiled from his halfling tribe because of his worship of this elemental force. Recent events have made him curious, and Rugar left his small shrine to explore the rumors of new, fierce storms pelting the Tablelands. He made his way to Draj, often the

first city to feel the wrath of the storms, and established the Temple of the Storm. In Draj, he found a people willing to listen to his message.

Dress

The people of Draj dress in loose, bright-colored shirts and skirts. Skirts are often made of hemp, which is readily available in Draj. Even nobles dress in this fashion, although they will sometimes wear robes.

The people of Draj wear headdresses on their heads. These headdresses are made of hemp or giant hair for most of the population, but great warriors, nobles or wealthy artisans wear more elaborate headdresses. These superb headdresses can be made of silk or even hemp, inlaid with precious jewels or gold.

Cultural Identity

The cultural identity of the Draji revolves around the warrior culture. As such, the culture of the Draji reflects this. Everywhere in Draj one can see the symbols of this warrior culture. They are present in the city's architecture, the houses of its citizens, the statues and obelisks, and in its people's expression.

Dance

The Draji frown on dance, drama, and music as deviations from the purity of the warrior. This means there is virtually no dancing or musical heritage in Draj. The only dances are ritualistic dances in the form of battle dances, performed during the Flowery Wars or before entering battle. Music in Draj takes the form of ceremonial war chants, with drummers performing on human-skin drums.

Architecture

Draji architecture is simple and efficient. The people build low, flat-roofed pueblos with small square windows and open doorways. Buildings are made of adobe or mud bricks. Dyed mats or feather mandalas sometimes decorate their walls. Some warriors make murals with the scales or feathers of beasts they have slain. Very few buildings are more than one story tall.

Art

Art has the same status as sculptures. It is only respected if it depicts war or violence. Murals on houses can be great works of art where vicious jaguars are killing Draj enemies, or depictions of legions of warriors marching into combat. Abstract art has no place in Draji society.

The Draji are excellent weavers. They build advanced looms and weave designs of death and violence in all their tapestries. The feather-workers of Draj are also renowned throughout the Tablelands, second only to Gulg.

Draj sculptures glorify war and violence. No other sculptures are tolerated in this war-glorifying city. On every corner, one can usually find a sculpture or obelisk depicting death or violence. Sculptures of winged serpents or snarling jaguars are common. On obelisks, engravings of warriors slaying their enemies or eating the hearts of the vanquished are often found.

Cuisine

Draji cuisine surpasses all expectations, despite what one might think of a warrior culture. Native Draji slaves are fairly well treated, receiving bread and raw vegetables. The commoner dines well, with well-balanced meals. Meals are heavily spiced dishes of corn, red and green peppers, several kinds of grain, and dried, pemmican-like erdlu meat. Everyone drinks a fermented cactus juice called pulque.

Pulque

Pulque is made by scraping the base of the huge maguey cactus to stimulate the flow of the juice. Three or four quarts can be extracted from each plant, which then goes through a fermentation process. The final product is a milky, slightly sour tasting liquid that takes a little getting used to. The Draji often laugh at visitors when their first drink of pulque goes down a little harder than first thought.

Literature

Only the nobles and templars have the right to read and write in Draj. The rest of the population, though, has a very good oral history. The Draji are well known throughout the Tablelands for their story telling. Of course, those stories only include tales of combat and conquest. It is common for the people of a household to gather at night to listen to an elder recount tales of combat.

Astronomy

The Draji are well known for their accurate calendar. The Draj calendar numbers the years in groups of 90, which was a sacred number for Tectuktitlay. Scholars presume this comes from the appearance of the Messenger every 45 years. The appearance of the Messenger is a time of great celebration in Draj. It is seen as an omen of good fortune. Therefore, the failure of the Messenger to appear has many Draji astronomers worried. They are unable to explain this phenomenon.

Draj Calendar

The Draji calendar labels each group of 90 years in a regular cycle of nine symbols drawn from the city's folklore: White Jaguar, Moon, Prince, Red

Jaguar, Blood, War, Black Jaguar, Serpent and Mirror. "Prince" refers to ancient legends about Tectuktitlay before he founded Draj. Historians give each cycle of 810 years an ordinal number, but the general population doesn't require the use of this ordinal. The Messenger failed to appear in Free Year 6, which was when the calendar was reset to Moon 1. It is now Moon 7 (Free Year 12).

The Draji name their days according to a 3-cycle calendar. The first name in the day is a numeral from one to twenty-five (the number of weeks in the standard year). The other two names that make up the day are chosen from the following two cycle.

Tellani	Tonala
Black	Sand
Red	Blade
Yellow	Bone
	Fang
	Blood

The first day of the year is One Black Sand, the second day would be One Red Blade, all the way to Twenty-Five Yellow Blood, the 375th and last day of the year.

Holidays

The Flowery Wars are great games of combat held twice per year. Warriors participate in these games with real, stone-edged clubs. Each Flowery War is dedicated to one of the two moons of Athas. Most of the people of Draj attend the weeklong events. Warriors have the chance to increase their status at the Wars. Winners get the chance to add a feather to their headdresses, while losers risk being exiled or demoted, by losing a feather or two on their headdress. No warrior wants to lose a feather; it represents a loss of status in a society that views warrior prowess in such high regard.

The Flowery Wars start on One Yellow Sand and Twelve Red Blood. The festival lasts a week each time.



The People of Draj

A day in the life of a Draji is one of fear. Draji religion is based on fear, and this keeps the ruling class in charge. The Draji, whether they are noble or free citizens, are a superstitious people and their religion governs their lives. Gender is not an issue in Draj: males and females hold the exact same positions and are equal in the eyes of the state. The people of Draj are copper-skinned, with black hair and black eyes. They have little or no facial hair. Most Draji have a wide face, thin lips and a prominent chin. Citizens wear loose, brightly-colored skirts and shirts.

Childhood for the Draji

Childhood is virtually the same for all Draji children. When they are born, children are named according to the day upon which they were born, be it Seven Black Bone, Third Red Fang, or One Yellow Sand. When they reach the age of 7, the age at which it is believed the child has survived the rigors of childhood and will live to be an adult, the child is properly named. It is at this time that the children of nobles are sent to Two Moon City to receive their education and training in the warrior culture.

Children are also taught the warrior culture at home. Their parents are responsible for teaching their children the importance of sacrifices, religion, the God-King, warrior culture, etc. Children are not sheltered from the violent rituals performed for their religion. They are brought along when the parents go to view the sacrifices. The children are taught to respect their elders, and to never lie to anybody. Children caught lying have their lower lip pierced with a thorn, and the thorn kept in place for a day. Obviously, the children learn quickly to tell the truth (or get quite adept at lying).

The Free Citizens

The free citizens of Draj are all either warriors or skilled artisans. There are very few unskilled laborers in Draj. The middle class of Draj is the most powerful in the Tablelands, upwardly mobile, strong, and loyal to the King. They have a broad range of rights, more so than in any other city-state of the Tablelands, being able to buy land and increase their status almost as easily as lesser nobles.

Marriage

Marriage ceremonies for the Draji free citizens are relatively simple. A templar supervises the ceremony and records the names of the married people in a book kept in the Temple of Guthay. The husband and wife exchange vows, and after the ceremony the man's mantle is tied in a knot with his wife's skirt, signifying their attachment to each other. Draji are monogamous. They are fiercely loyal to their spouse, but will remarry.

Marriage is a protected institution in Draj. The penalty for adultery is death, regardless of the social stature of either transgressor. Nobles have been put to death for sleeping with married slaves, templars for imposing themselves upon nobles, etc, though the charges must be proven before the sentence is applied.

Ownership of Property

Few Draji actually own property. Clan compounds symbolically belong to the elder of the family, and are passed down from generation to generation. Anyone living on clan grounds does so at the desire of the eldest. Artisans and merchants own their shops, though, and take good care of these buildings.

Clan compounds cannot be sold. The state does not allow family land to be sold for any reason. Should a clan be totally exterminated (which has happened in Draj's long, bloody history), the state reclaims the land. The templars then administer the land, using slaves to harvest the grain or hemp being grown.

Technically the king owns everything in Draj. He leases small plots of land to the artisans and local storekeepers, for which they pay him yearly taxes.

Trade is basically unrestricted in Draj. Of course, like in any other city-state, the sale of magical components is illegal.

Occupations

There are very few unskilled citizens in Draj. Major occupations are warriors and artists. Warriors are trained guards for families or merchant houses, or soldiers in Atzetuk's army. Artists are either sculptors or painters of death and violence. Of course, there are the usual occupations associated with city life, such as bakers, potters, weavers, and weaponsmiths.

Day laborers, as in citizens who work for nobles in exchange for room and board and some pocket change, are rare in Draj. The only work free citizens do for nobles is security, as guards or bodyguards. Slaves do virtually all other labor for nobles.

Typical Residence

Residences for freemen are virtually all the same and follow typical Draj style.

Some residents will keep pet lizards or snakes in their house. Rarely do houses have any garden or courtyard. The Draj prefer to spend their leisure time either training or watching the gladiatorial combat.

Routine

The daily routine of a Draj is fairly simple and repetitive. The Draj spend most of their time working, either as guards and bodyguards on clan compounds, or artists or merchants in their workshops. They usually spend at least a half-hour per day practicing combat, so virtually every Draj is proficient in combat and weapons usage. In game terms, the majority of Draj has a weapon proficiency feat or one level in the Warrior NPC class detailed in the Dungeon Master Guide.

Education

Because only templars and nobles can read or write, free citizens get their education from elders, through word of mouth. Children learn their family's history at a young age. They also learn the significance of the various festivals and ceremonies during their childhood. The warrior mentality is bred into children before they can even speak.

The Draj religion is also a part of every citizen's education. They are taught the importance of the sacrifices, the need to appease the elementals, and the magnificence of their God-King. Religion is an integral part of Draj life.

Entertainment and Dining

Although there is a good variety of food to choose from, the diet of freemen varies little from day to day. Spiced erdlu meat with some vegetables is the typical meal, of course washed down with a glass of pulque.

Free citizens rarely have time for entertainment. When they do entertain themselves, this usually takes the form of watching gladiatorial combat or playing some games themselves. One popular game is raxoc. Raxoc is played with a solid rubber ball about a half-foot in diameter. The ball is lined with small thorns or spikes. The sunken court, shaped like a capital letter I, is surrounded by spectators who look down on the court. Two stone rings hang down (like earrings) from the walls at either end of the team's zone. The rings are 8 feet to 10 feet off the ground, and the hole is

less than a foot wide. The ball is supposed to pass through this ring.

The goal of the game is to pass the ball through one of the stone rings on either end of the court. Two players or teams of opposing sides play the game. The first team, or first player in a solo bout, to put the ball in the ring three times wins. The ball may only be touched by the hips, knees and elbows. The ball has to be kept in the air at all times, though it may be bounced off the walls. Raxoc is as much a game of skill as it is one of endurance. It is usually played at high sun, when the rays beat down hardest upon the competitors. It usually ends when one player passes out from exhaustion and dehydration, or blood loss from the thorns on the ball.

Raxoc is often used to settle disputes between families or clans. A champion from each side will play the game, with the victorious side being declared the winner of the dispute. The losers may face dire consequences, being rewarded for their failure with ridicule, and sometimes even exile.

Funerals

Funerals for the Draji are a reflection of how one lived and died. Free citizens who die in combat will receive a greater funeral than those who die of old age, but those elders who die of age receive a better funeral than those who die of disease or die in an accident. The Draji are awed by death, but not frightened by it. To die by sacrifice, in battle or during childbirth is the 'best' way to go. To simply die of old age is much less dignified.

Corpses are usually cremated, the ashes placed in small urns the family keeps as an heirloom. Sometimes, when people die of old age or not-so-glorious deaths, they are buried under the floor of their house. This is done to give the dead spirit another chance at honor, in the hope that by protecting their loved ones, they will find peace.

The Nobility

Nobles in Draj lead a life that is very similar to the life of the free citizens. The major differences are that nobles receive a formal education and do not work. They too lead the lives of warriors.

Nobles live on clan compounds located on the Draji mud flat. They lease great tracts of land from the king, for which they pay taxes. The expanses are very fertile, and the nobles oversee their farming as per the instruction given by the templars. The templars provide the nobles with slaves, everyday, to be used on the fields. At the end of the day, the slaves return to their pens. These great farms supply most of the food for Draj. The nobles also export this grain, through House Tsalaxa, to the rest of the Tablelands for a healthy profit.

The nobles gather in buildings called tecpans to discuss matters considered unworthy of the king's attention. The tecpans were built within Two Moon City, in the shadow of the Great Pyramid, where Tectuktitlay could keep close watch over the nobles and their schemes. The close proximity of the Great Pyramid would also serve to remind them of who wielded the true power in Draj.

Marriage

Noble marriages are similar to free citizens' marriage, except on a much grander scale. The templar supervising the ceremony will be of a higher rank, and many people will attend. Attendees bring forth their presents to the married couple before they exchange their vows. Husband and wife then exchange vows, and their mantles are tied together in a knot. A great banquet is then held, where the married couple has the chance to talk and mingle with their guests.

Ownership of Property

Nobles do not "technically" own the land upon which they reside. That land is owned by the king, who leases it to the nobles for care taking and the growing of food. Nobles grow food on

their land for the people of Draj. Anything found on the land, though, is the noble's property. Things such as furniture, statues, and tapestries are all owned by the nobles; the templars can not take these away.

The templars of Draj can only "evict" a noble if proof of a serious transgression against the state is available. Failure to pay taxes is also a valid reason, although the unpaid amount must be fairly large.

Occupations

Nobles are wealthy, and so do not work as much as the free citizens. They spend their days administering the slaves loaned to them by the templars. They do practice their religion, like all Draji, and spend time training their warrior skills.

Typical Residence

Noble residences are typical of Draj; low, flat-roofed pueblos are the common style of housing. Nobles have bigger estates, though, with beautiful tapestries and statues that decorate their homes. Their homes are usually surrounded with low, brick fences. Guards patrol these fences day and night.

Noble dwellings usually have a large spacious courtyard where combat demonstrations are held (during parties) and where one can find a statue or fountain.

Routine

Nobles spend most of their day overseeing the slaves that tend to the fields. Most nobles also have another activity, like sculpting or weaving. Some have their own private gardens or small farms.

Education

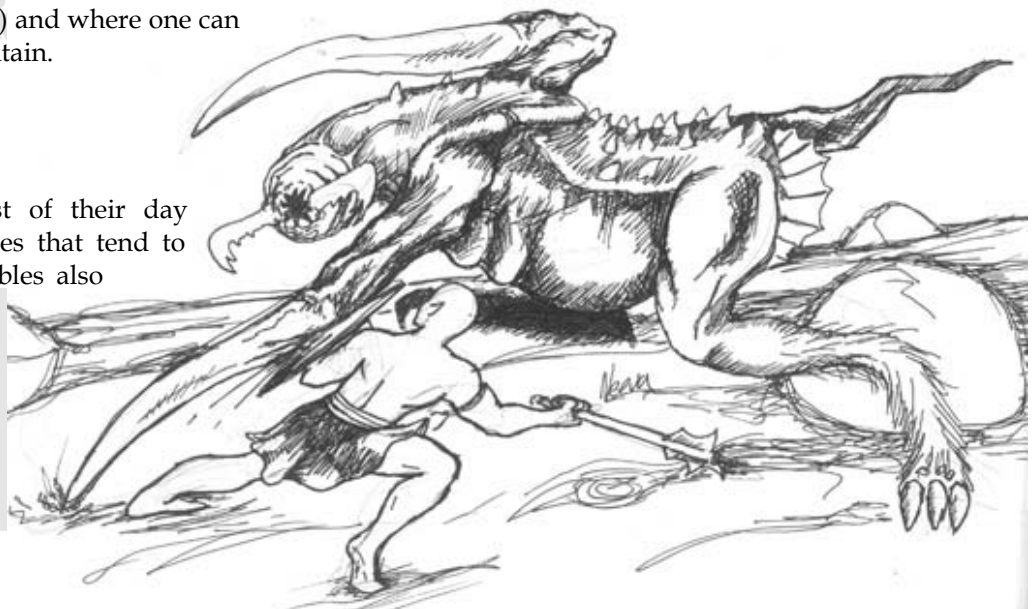
The children of Draji nobles receive a formal education in the school located in Two Moon City, at the age of seven. The young nobles are instructed in astrology and war history. It is also at this age that they begin training as warriors. Children gifted with psionic potential are sent to the House of the Mind for training in the Way.

These noble children are also educated on their role in the Draji religion. The importance of the various religious ceremonies and sacrifices is also taught to the young nobles. This is where the young Draji nobles get molded into fiercely loyal and dedicated citizens of the God-King.

Entertainment and Dining

Dining is virtually the same for nobles as for free citizens. Plates of vegetables, corn, and spiced meat are the norm, although feasts will usually have exotic foods from far-off city-states.

Nobles often entertain themselves by watching warriors do combat, sometimes to the death. The victor receives a reward. Although they enjoy going to the arena to watch the gladiators fight, private fights are often held in the noble's spacious courtyard. Since the Draji frown on dance and music, there is very little of this going on in noble dwellings.



One special activity the nobles like to do is called *uey*. A wild beast is tied to a stake in the ground. Three or four nobles arm themselves with obsidian short swords and will fight the beast until it dies. After the beast finally dies, the one who delivered the killing blow gets first choice of the beast's remains.

Funerals

Funerals of nobles, like those of free citizens, are more a reflection of how someone died than how he lived. Although nobles can afford more extravagant ceremonies, nobles who die of old age or disease receive the basic funeral arrangements and no more. Nobles who die in combat are allowed great ceremonies of war chants, fire, and drummers. Again, bodies are cremated and the ashes kept in urns or vases.

Inheritance

Although the land upon which the nobles reside is leased, clans choose their own leaders. The templars do not involve themselves in matters of inheritance. The current head of a family chooses his successor, either male or female, according to the deeds and exploits of his descendants. The heir need not necessarily be a son or daughter; it could be a nephew, or a granddaughter. Males and females are equally considered, based on their wisdom, battle prowess, skill at administration, or skill at artisanship.

The Slaves

There are two kinds of slaves in Draj: foreign and domestic. Foreign slaves are slaves used by the templars to tend the massive fields outside the mud flat, while domestic slaves are slaves the nobles and templars use inside the city. Foreign slaves are either foreigners captured inside the city for various reasons, or slaves brought in from other city-states. Domestic slaves are usually Draj citizens down on their luck who have sold themselves or been sold into slavery. This is usually not a permanent arrangement for the

domestic slaves; they can usually work themselves out of their predicament.

Foreign slaves

Foreign slaves live on a specially built mud flat, never entering the actual city. A few King's Ages ago, the templars created a small mud flat, separate from the main Draj mud flat, to house foreign slaves. A stone bridge spans the gap to the slave's mud flat. No walls border the mud flat, because the slaves cannot escape. Razor sharp obsidian fills the mud surrounding the flat, making escape slow and deadly. The slaves live in squalid conditions, grouped together like herd animals. They receive their food from the plantations on the main mud flat. This keeps the slaves from revolting: they get food across the causeway twice a day, and if they revolt, the templars can sit pretty while the revolted slaves starve.

Foreign slaves are not allowed to marry and receive no education from the templars of Draj. Most of the work they do is on the fields, either harvesting, working on irrigation, planting, or tending the land. The foreign slaves are also used as gladiators to fight in the arena for the Draj population's entertainment. Many of the slaves also work for Draj's brick building enterprises. Slaves are sent out into the mud flat to recover the mud, mix it with straw, shape it into bricks, and set the bricks out to dry under the harsh sun. These bricks are used to repair existing homes or build new ones, and they are also sold to other cities.

Foreign slaves live in fear all their lives. They are used as sacrificial victims should the population of prisoners ever be insufficient for the day's sacrifice. These slaves have virtually no rights, and are usually worked to death by the templars. Dead foreign slaves are usually thrown to the vultures, receiving no burial and their bones left to dry in the hot Athasian sun.

Foreign slaves arrive to the city either by raiding parties or slave caravans from other city-states. Templars get first choice of foreign slaves, and as such virtually no foreign slave can be found inside the city. This helps to keep the Draj

population from interbreeding and protects them from cultural contamination.

Domestic Slaves

Domestic slaves, as stated above, are native Draj who sell themselves or were sold by their parents into slavery, either to pay a debt or simply because they are down on their luck. They work inside the city, usually on the noble's plantations or in the palace, either tending the King's gardens or palace. They also work in the city's grain mills, helping to maintain Draj's lucrative trade with other city-states. Some domestic slaves will be gladiators. Warriors who have lost favor in the eyes of their employer often sell themselves to the arena to recover lost glory.

Domestic slaves can marry, but they remain slaves until they have paid their debt. Marriage, even to a noble clan, will not absolve the slave of his debt. The domestic slaves are well treated, and lead relatively good lives. They eat well, even though the meals are simple. They live on their master's domain, in a small yet clean living space. These slaves do not own property, since any "income" the slave would receive goes towards paying off his debt. Warrior slaves are allowed to keep a favorite weapon though, usually a small macahuitl favored by the Draj.

Slavery and Death

As always, funerals in Draj are a reflection of how one lived. To die as a slave while working, even as a domestic slave, is to die without recognition. No funerals are held for those who die while working as domestic slaves. Sometimes their bodies are burned in the Temple of Fire, but often the corpse is simply hauled away and dumped outside the mud flat. Visitors on their way to Draj can sometimes see piles of bones lining the road, half buried under the sand. Draj who sell themselves into slavery to work as farm help must be in a desperate situation, since they will receive no recognition if they die of over-working. They must be sure of being able to repay their debt and die well.

Slaves who die gloriously in combat or in the arena are shown respect. Their bodies are usually burned, and the ashes scattered on the fields upon which they worked, in the case of farm hands, or sprinkled upon the sands in the arena floor for those who die in combat.

Outcasts and Criminals

The Draj are intolerant of strangers and criminals. Strangers who attend the Draj religious ceremonies and openly display their disgust at the brutality and severity of the ceremonies should beware. The Draj are not fond of cowards and will either imprison them or simply escort them to the Gate.

Warriors of renown from the Tablelands will be shown respect, although Draj arrogance will tend to show that the Draj are superior. They will be asked to demonstrate their skills, and quite often die if their skills are not up to the challenge.

Criminals in Draj receive only one sentence: death. The sentence is carried out in one of two ways: execution, or caging, which means a slow death unless rescued. Captives sentenced to caging are brought to prisoner cages that are strewn all around the city. The cages are guarded by minimal staff, so a rescue is possible. The Draj Veiled Alliance often orchestrates diversions to permit groups to rescue captives for a fee. A rescue must be organized fairly quickly though, because captives rarely last for more than a week inside the cage before either starving to death or being sacrificed.

The templars enforce the law in Draj, but order is rarely a problem. Strangers sometimes sow discord within Draj, unaware of the city-state's culture. The Veiled Alliance also stirs up trouble, though this doesn't happen often. Chimali is too indecisive to risk causing much trouble. The Draj are so enraptured by their religion that crime is a rarity. Thievery is considered the lowest form of debauchery to the Draj, so citizens down on their luck will sell themselves as slaves rather than stoop so low as to steal.

City Life in Draj

The only entrance onto the Draji mud flat is by way of the stone bridge that gaps the mud surrounding the Draj mud flat. Visitors entering Draj will be overwhelmed by the seemingly endless fields of grain and hemp they will see as they cross the bridge. These fields are the bulk of Draj's export. Templars oversee the distribution of slaves, the collection of harvests, the processing of fiber, and the distribution of grain to the population. The enormous fields are carefully segregated into plots and farmed by slaves.

At the entrance in Draj, on the mud flat, two small towers greet travelers to the Warrior City. The twin towers are small square pyramids guarded by moon priests and half-giant guards. No wall borders the vast mud flat, the mud being enough of a defense to stop anyone attempting to invade the city. After one has passed the twin towers, the blood-red bricks of the roadway summon the visitor to the city. Flowery War Field is the first thing a visitor will see. Beyond Flowery War Field lies the Golden Moon Gate, the only entrance into the city. Golden Moon Gate is a 1-meter thick wooden gate inlaid with obsidian and a decorative tracery of copper. Slaves polish the copper, keeping it a natural color and preventing it from oxidizing and turning green. A corps of guards discourages theft of the copper.

The city is surrounded by a mud moat, and the penalty for entering this moat is death. After going through Golden Moon Gate, visitors walk on a blood-red stone paved road that leads to the Palace of Gladiatorial Combat. Along the road to Two Moon City are the artisan and merchant districts as well as numerous wooden pens that showcase Draj's gladiators and captives. The central road leads through both districts. The merchant district borders the central road to the right, while artisans have their shops to the left of the main roadway. Along the roadway, just before Two-Moon City, lie hundreds of brightly colored merchant tents. The merchants sell all types of goods, from clay pots to meats to hemp ropes. To the right of the main roadway, behind the merchant district, one can see the top of the Great

Pyramid. The Great Pyramid is located inside Two Moon City, the inner city of Draj.

Clan compounds are located all across the vast mud flat, where nobles live with their families and their slaves. On these compounds the nobles grow grain to feed the city and to export. This supply of grain can also help the city in case of attack, should an invading army ever lay siege to Draj. The supply of grain on the mud flat is enough to support the population during a time of siege.

Two Moon City

Two Moon City is the king's domain, where the important buildings of Draj are located. Inside Two Moon City a visitor can find the Palace of Gladiatorial Combat, the temples to Ral and Guthay, the House of the Mind, the tecpans, grain silos, the king's jaguar pens, the Great Pyramid and the tlacochcalco, the king's arsenal. The king's arsenal (located in the Great Pyramid) contains many weapons and war machines, all used in the numerous wars Draj has had with in neighbors in its bloody history. A 9-meter high wall of stone surrounds the square Two Moon City. No beasts of burden are allowed inside Two Moon City, by decree of the King. The only exception to this rule is the wild animals used for gladiatorial combat. Not even the moon priests can bring beasts of burden inside Two Moon City.

The only entrance to Two Moon City is through a stone bridge that passes over the mud moat. At the entrance stands the Jaguar Gate. The gate stands 10 meters high and is 3 meters wide. Once the gate is closed, the gate forms a snarling jaguar face, with teeth and eyes of polished jade. Rumors say that those who touch the jaguar face at night when the doors are closed invoke its guardian and are devoured by the jaguar. One well-known tale is the story of one warrior who had said he was not afraid of the gate and went one night to touch it. He was found dead the next morning, his arms ripped off and piled on top of his chest. His

decapitated head, with half the scalp missing, was resting on his crossed arms. His tongue was sticking out of his mouth and his face was a smiling death grin. An ear of corn was also sticking out of his mouth. Obviously, the people of Draj stay clear of the Gate during the night.

On entering Two Moon City, one stands on the roadway called Serpent's Way. Serpent's Way is a wide road of bricks that leads up to the arena. The road is lined with numerous obelisks and statues of warriors and beasts of Athas. One cannot look in any direction without seeing the glorification of war and violence.

At the end of Serpent's Way is Jaguar Plaza. Jaguar Plaza is a large square in front of the Great Pyramid where the people gather to watch the sacrifices. The plaza is cornered by big obelisks. In the center of the plaza is a beautiful marble fountain. The statue on top of the fountain depicts a grotesque dragon breathing fire. The dragon is made of stone and meticulously sculpted.

Black Guards

The Black Guards are three famous residents of Draj. The people call these guards heroes of the city. The Black Guards are enormous obsidian

golems created by Tectuktitlay. They resemble their creator: broad, squat, jowly, thick-lipped, and flat-nosed, with narrow eyes and sharp cheekbones. One Black Guard guards the lower levels of the Great Pyramid, while the other two each protect the temples to Ral and Guthay.

It is rumored Tectuktitlay originally created several dozen of these golems, but no one knows what happened to these golems or if they even existed. The Black Guards are now a symbol of power among the population of Draj. They were paraded semi-annually by the king to show off his power. The parade culminated in a secret rite inside the temple, where only the king and his high templars attended.

Now that Tectuktitlay is dead, the golems have stopped responding to commands and have become inanimate. The psions of the House of the Mind have been able to keep the population ignorant of this fact. During the parades, several psions combine forces and animate the obsidian giants. The population believes they are still under the control of the king, and even though the Black Guards are less animate, they are still worshiped as heroes.

Jaguar Gate

Speculations regarding the nature of the gate's defenses tend to focus on the gate itself. Some believe the gate is a magical item of great power that is activated by touching it at night. Reports of witnesses who claim the gate's victims looked terrified and lashed out at the open air around them have led to rumors of invisible (and invincible) enemies guarding the gate. Others, psions in particular, would tie the victims' behavior to the manifestation of a powerful harbinger, leading to a theory that the gate is sentient and possesses powerful psionics. Attempts to contact the gate through psionic means have failed, though, leaving psions baffled and the theory without sufficient evidence. The truth is that the gate is not sentient, nor is it magical or psionic in any way. While wizards and psions both believe the gate to be protected by some kind of supernatural power that thwarts attempts at divination, they are both mistaken. The truth is far more sinister.

King's ages ago a powerful defiler in Tectuktitlay's court angered the Sorcerer-King for reasons unknown today. The dragon king was so furious that he struck the defiler down with dreadful magic that trapped her soul. He then bound the defiler's spirit to the gate, allowing it to manifest itself only at night. Isolation has driven the spirit mad after so many years of imprisonment, its existence fueled by its hatred for the free living. The spirit was once capable of speech and conversation, but today it seeks nothing but to destroy anyone venturing too near at night. The spirit is ethereal and thus invisible, but those wielding magic such as *see invisibility* or *true seeing* will discern it as a tall, faceless hooded being with taloned fingers. See the Appendix for stats for The Guardian.

The Great Pyramid

Inside Two Moon City one can find the most impressive building in Draj, the Great Pyramid, or Father and Master Temple as it was called by Tectuktitlay. The Great Pyramid is a wonderful construction of stone and marble. It is the tallest building in Draj and the most stunning. Even the two temples dedicated to Ral and Guthay aren't as striking as the Great Pyramid. The building stands 200 feet tall, with 9 different levels and was built on the remains of an earlier small pyramid that Tectuktitlay found when he founded Draj.

Statues of various Draji cultural icons decorate the corners of each level of the pyramid. There are statues of warriors eating the hearts of fallen foes, statues of winged serpents, statues of jaguars, obelisks with numerous icons, some with skulls painted in death grins, some with dark suns painted on all sides, some obelisks depicting the moons in various phases in the night sky.

At the base of the Great Pyramid lies the Great Skull Rack. Impaled upon numerous stakes are the skulls of sacrificial victims who have died by the obsidian knife of the king. When a victim is sacrificed and the body dumped off the pyramid, slaves cut off the head and impale it on an agafari stake at the base of the pyramid. Some recent skulls will still have pieces of flesh upon them, filling the air with the stench of decomposition. Skulls that have been there a long time are bleached white by sun's fury.

The Great Pyramid also houses the King's private chambers and some administrative rooms. The upper levels contain many administrative cells, a large holding cell, a kitchen and domestic rooms. One level holds rooms where the king confers with his templars and generals. The lower levels of the outer pyramid contain treasure rooms and living quarters for the king. These levels have no living guards. Only a Black Guard, aided by lesser magical sentinels, protects them.

The Black Guard does not patrol the lowest level. Only the king enters this level, and it contains only one room: Tectuktitlay's Crystal Garden. The Crystal Garden contains perfect quartz replicas of plants that the finest jewelers of the Seven Cities have made for many King's Ages.

There are ferns, each tiny leaf a faceted stone; spike-leafed maguey cactus, their serrated edges fracturing the light into rainbows; translucent marigolds and camellias, and towering palms; even tall corn plants and cotton bushes, every frond and twig translated into glass.

The Veiled Alliance speculates as to the purpose of the Crystal Garden, but no one really knows what the room is for. The plants were constructed by conventional jewelers and hold no magic except curses inflicted on anyone who breaks the fragile leaves.

The Temples of Ral and Guthay

The temples of Ral and Guthay are twin temples dedicated to the two moons of Athas. The temples are run by moon priests. A Black Guard watches over each temple. The citizens of Draj often come to the temple to pay tribute to the moons by making donations and asking for good luck. The temples are located on each side of the Great Pyramid.

The Palace of Gladiatorial Combat

Gladiators fight in games in the Palace of Gladiatorial Combat. The arena is an amphitheater, unlike the arenas in other city-states. The combat level is many feet below ground level, surrounded by rows of seats. The seats surround about two-thirds of the arena, with the rest taken up by the palace. On days of combat, the gladiatorial slaves are displayed along the red brick way that leads from the Golden Moon Gate to the arena.

The House of the Mind

The House of the Mind is the psionic school of Draj. This is where all aspiring psions come to master the Way. Tectuktitlay had a special interest in the House of the Mind, and so the psions there are well trained. The House of the Mind is run by old Ixtabai the Blind (human male, 12th level psion, LN). It is currently in charge of Draj. Even though they have allied with the Moon Priests,

the psions hold the real power. They control young Atzetuk's mind.

The psions of Draj also value its warrior culture. As such, training in the psychokinetic and psychometabolic arts is second to none in Draj. Excellent training can be found (for a price) on how to integrate psionics into combat. Because of the warrior culture, Draji psions are sorely lacking in the clairsentient and telepathic domains. They view these arts as sneaky and lacking in glory, arts that only cowards would use.

Commerce and the Marketplace

Commerce is not a big part of Draji life, but it is necessary. Trade has suffered lately though, due to the crisis in Raam. The fertile lands around Draj provide the main resources the city-state exports, such as hemp and grain to feed the hungry of the Tablelands (for a price, of course). Draj also exports rice and is known for farming small game, such as erdlu. Its textiles are also valued commodities in the Tablelands, woven mats able to fetch a high price in other markets. Gold and marble can be bought in Draj for a relatively low

Tecaxar's Tattoo Tent

In a much-traveled pueblo in the Merchant's District, the one-eyed mul tattooist Tecaxar has set up his bright red tent. Outside clay bricks depicting various tattoo motives are lined up for passers-by to see. Inside customers are greeted by the seated aging mul Tecaxar. Tecaxar wears a skin-colored eyepatch with an almost life-like eye motif. His muscular body is scarred and tattooed from top to toe, depicting mighty beasts of the desert and symbols representing opponents overcome in the gladiatorial arena in Tecaxar's youth. Two wooden chairs are placed next to a pit of red-hot coals. The tattooist's tools lie on a small clay platter on a stool between the pit and the two chairs.

Tecaxar's services include the branding of foreign slaves and crodlu to identify them as the property of their owners. Most, however, seek out Tecaxar to have him tattoo them. Tattoos in Draj are symbols of strength, and are typically awarded after proving one's worth in battle - in the arena, on the battlefield, or in the Flowery Wars. Status is ascribed from tattoos, but this ascription only extends to native Draji (strangers may carry meaningless tattoos, not related to warrior prowess).

Superstitious Draji believe that the strength of the tattooist is infused in the tattoos he creates. Tecaxar, being a former gladiator until he lost his eye in battle with a braxat, is thus a popular tattooist. His prices range from 3 bits for the branding of an animal or slave, to 15 ceramics for his most elaborate tattoos.

For those who truly seek Tecaxar's strength imbued in their tattoos, he offers a special service - psionic tattoos with motives depicting the Dragon. However, these do not come cheaply. Tecaxar's prowess as a psychic warrior is one he has kept secret, and was one of the reasons he was able to excel in the most brutal gladiatorial arena in the Tyr Region, namely that of Draj. He charges prices as per the market price for psionic tattoos listed in the *Psionics Handbook*.

The tattooing process itself is very simple: two sticks, a nail, and a consistent tapping of the nail coated in a mixture of sugar cane sucked out of the stalk and spit into pot ash. As for most Athasian tattoos, there is no sterilization. Tecaxar simply begins tapping the "ink" into the skin and wipes away the blood with a rag. After the tattoo is complete, a hard rubbing of the fresh tattoo is done with a wet rag. Finally a mixture of water and a fern-like plant rubbed together make an ointment that is applied to the skin.

On rare occasions, an aspiring moon priest will request Tecaxar's services for the tattoos required for the ceremonial rituals to be conducted in joining the elite priesthood. Only moon priests may wear tattoos depicting Ral and Guthay, the twin moons of Athas. Anyone else with tattoos depicting the moons observed within the city's borders are reported to the templars, who will have the wrongdoers apprehended and charged with blasphemy - and promptly sentenced to be sacrificed at the Great Pyramid.

price; supply is high. Inexpensive, yet well-crafted, weapons can also be found in several shops throughout the city.

Draj imports mostly copper, larger livestock, and slaves. Jewelry and livestock will fetch a high price in Draj, as will statues and slaves.

Draj enjoys brisk trade with Kurn and Eldaarich to the North. These two cities provide the bulk of Draj's commerce since chaos overtook Raam and made the regular road into the Tablelands unsafe. Kurn has enjoyed some trade with Draj for decades, but trade has picked up in the last years. Recently, merchant house Azeth has managed to break Eldaarich's centuries of isolation, opening an exclusive and lucrative trade relationship with a city-state that many had thought a mere legend.

New trade routes have been opened through the silt to reach the rest of the Tablelands. A fleet of silt skimmers has been built to reach the village of Cromlin from Fort Firstwatch. From Cromlin, caravans gain access to the rest of the Tablelands. House Tsalaxa's presence in Cromlin has doubled in size to accommodate the increased trade and also protect the valuable goods.

The warrior people of Draj view trade as something beneath the warrior ideal. The traders' important role in society is recognized, but their popularity is low, unless of course, the traders have marked themselves as decent warriors on occasions such as the Flowery Wars. Few want to socialize with average traders, and especially foreign ones.

Draji traders put as much emphasis on the warrior ideal as any other citizen of Draj, even if they do not necessarily live up to it themselves. A Draji trader will size up potential partners and customers based on their appearance. Strong-looking traders will impress the Draji, and will be at an advantage when negotiating a deal. Similarly, a frail-looking trader will be at a disadvantage. Draji negotiate in loud voices, and they try to intimidate those whom they bargain with to bend them to their will. If a Draji trader detects weakness in an "opponent", he will exploit that weakness to deal a "fatal blow" in the negotiations.

Written contracts are seldom used. Draji are used to oral contracts, and the spoken word *is* the agreement in Draj. Those who depend upon written contracts are those who are too weak to deal retribution on those who fail to fulfill their end of a bargain. Too bad for them. To demand a written contract from a Draji trader is to say that you do not expect him to follow through on the deal - a provocation of the extreme, and one that has got many foreign traders into trouble.

Draji are aggressive negotiators, who stare their opponents straight in the eye and strike their fists together to emphasize their points. The Draji culture is a low-context culture. Facial expressions and to some extent aggressive body language complement verbal communication in the Draji tongue. It is not necessary to study Draji culture in detail to understand what a Draji is saying and what his feelings are on a particular subject. It shows all too well. Draji traders have trouble especially negotiating with Nibenese and Urikite traders. The Draji's aggressive approach to negotiations appall the Nibenese, and the violent body language and the loud speech of the Draji - in addition to their tendency to lose their temper - make Urikites feel they lose face at the hands of the "immature" Draji.

The Merchant Houses

Most of the major merchant houses have managed to maintain an emporium in Draj, even though the situation in Raam complicates matters. House Wavir of far-off Balic maintains its emporium in Draj, even though its bitter rival, House Tsalaxa, has tried to keep it out of Draj for some time.

The Dedys Consortium, an alliance of three minor merchant houses (Terg, Voyan and Shakkur), has managed to survive in Draj because of its extremely cunning nature and generous assistance from House Wavir. The Dedys Consortium has survived many attacks and assassination attempts from Tsalaxa. Its main trade is silk.

House Shom of Nibenay maintains vast holdings in Draj, a sign of its former power. House Shom's fortunes have changed in the last few years, and

House Tsalaxa is looking for a way to take over many of House Shom's client villages around Draj. Ever since the disturbances in Raam, the Fort Firstwatch - Cromlin trade route is extremely

The Snarling Jaguar

Located in the Merchant District, in a small alley behind the main vendor stalls, is the Snarling Jaguar. Typical of Draji architecture, this low, square building houses one of the better known pubs in Draj. At the entrance, a small sign with a carving of a snarling jaguar face announces the establishment, with the carving made of pieces of mekillot bone held together by giant hair. The jaguar face has been enhanced by small obsidian pieces fixed into the sun-bleached bone, giving it a twinkle when the moonlight strikes the obsidian.

The single door is made of bone and agafari, again held together by giant hair. To the side of the door, a small obelisk depicting a warrior standing over his victim reminds any visitor that in Draj, the warriors rule. The obelisk's warrior has his victim's head speared at the tip of his sword, and many feathers on his head.

A first step inside will be enough to mark this establishment as different from the many watering holes of the city-states. The proprietress, a half-elf named Necahual, has made it a point to remind her customers that in Draj, the way of the warrior is supreme. The walls are covered in paintings of warriors, depicting many glorious battles, either with two warriors facing each other, or some warrior slaying a wild beast. The main bar's awning is trimmed with a row of sun-bleached white skulls, Necahual's victims during her many years as a warrior in the Draji army. The tables are consistent with Draji style, with low tables surrounded by small four-legged stools. Unfortunately, Necahual does not cater to half-giants, so nothing in the bar is of their size.

Anyone entering will immediately be assaulted by the smell of pulque, which is the main drink served in Draj, and by any number of different smells. The customers are allowed to smoke, filling the air with the acrid smell of the petun herb.

On most days, the bar is filled with merchants and artisans that come here to relax after a hard day's work. Occasionally, nobles can also be seen inside, though they do not belong to the regular clientele.

important to Draj, since it is the only stable route to the rest of the Tablelands. House Shom controls both Fort Firstwatch and Cromlin, and taxes Tsalaxa's exports accordingly, though it will not overly tax them, fearing retribution from the city-state. Also, House Shom's fortunes in the last few years have been on the decline, and they do not want to jeopardize one of their most successful operations. House Tsalaxa now seeks to control both Fort Firstwatch and Cromlin, and a showdown between the two Houses is not too far away.

House M'ke of Raam has an emporium in Draj, and its significance in the last few years has increased dramatically. With Urik severely restricting trade, House M'ke has turned to Draj for stability. With markets in Raam being so chaotic and unsafe, Draj has turned into a safe haven for M'ke to store their loot and get fresh supplies to fuel their war in Raam.

Now that trade with Kurn has picked up and Eldaarich has opened itself to trade, House Azeth has become of some importance to the northern trade since Eldaarich will only trade with House Azeth. Since trade to the north must go through Azeth, its importance has permitted it to increase its presence in Draj.

House Tsalaxa

The leading merchant house of Draj is infamous throughout the Tablelands. Tsalaxa engages in endless games of espionage and intrigue in order to secure the most valuable trading contacts. It is well known for its ruthless business practices. The House is over 500 years old, and it has earned a reputation for backstabbing and backdealing. It is a den of intrigue and schemers whose spies and assassins are second to none. House Tsalaxa's attitude toward competition is that the fit survive. The rest die.

Its business practices are ruthless: blackmail, kidnapping and assassination are all part of Tsalaxa's arsenal. They will even openly harass smaller merchant houses or elven tribes. Tsalaxa does maintain cordial relations with the rulers of the other city-states, though, realizing their importance in trading with their cities. But only

House Stel has the respect of Tsalaxa. Tsalaxa also specializes in discovering rival's guilty secrets such as political views, illegal dealings or illicit trading. Such information can be devastating in the hands of templars or can be kept secret, for a high fee. Because of this, Tsalaxa jealously guards its own secrets. Someone wishing to dig up buried bones of Tsalaxa's past might have a hard time, and can be certain of deadly reprisals.

House Tsalaxa has recently changed leadership. Yarsha Tsalaxa is Ydris Tsalaxa's (the former leader) granddaughter. She is in the process of cementing her leadership in the house after her grandfather's death. She has some private doubts about Atzetuk's legitimacy as ruler of Draj, but she will not act on this information unless she has solid proof. Until that time, she will aggressively control House Tsalaxa and maintain its business practices.

Psionic Trade

There is little trade in psionics in Draj, since the majority of psions are either savants or egoists. Unlike Nibenay, where there is a trade in messengers and nomads, Draj has few of these psions. The House of the Mind will train young psions in their arts, though, for a relatively high price. Bodyguards can also be loaned to nobles or merchants willing to have disciples of the Way in their entourage. The House keeps a percentage of the fee.

Citizen Businesses

Many Draji have small businesses, as there are few unskilled laborers in Draj. Weavers, sculptors, and artists all either have small shops in the merchant district or cart their wares to the market. Food vendors can also be easily found, since the abundance of grains and spices in Draj makes for an excellent cuisine. Bakers are also easy to find: the aroma of fresh bread fills the marketplace in the early hours of the morning.

The Elven Markets

Elven tribes often visited Draj in the days prior to Raam's problems, but now few tribes visit the city. Elves used to deal in weapons of all sorts, and anything else someone was willing to pay for. The Clearwater elves are still a part of Draji trade, having maintained their presence in Draj.

The elven bazaars are located at the outer edge of the trade district. A score of abandoned buildings and open courtyards serve the elves as a market place. They will set up their tents and show their wares for anyone to see.



Almost anything can be bought in the elven bazaars, for a price. Spell components and poisons are expensive and risky to procure. The elven bazaar is not a place for the faint of heart. The elves will often cheat and lie to get a better price, and the buyer should beware. Thieves are a problem, although most thieves are elves. No Draji citizen would ever be caught stealing, as this is the lowliest form of scum to the Draji.

Chao's Dung Repository

In the north-western outskirts of Draj lie a series of dome shaped clay-brick structures, where those with keen sense of smell wrinkle their noses. Carts and wagons of different size and shape come and go, transporting shovel upon shovel of dung. The finer citizens would never dream of setting foot within a mile-radius of Chao's Dung Repository, run by the Nibenese entrepreneur Chao Chin, and when one of the infamous slave child dung collectors close, pulling their wooden carts along, most Drajji wrinkle their noses and walk away, leaving the dung collectors to go about their business undisturbed.

The dung collectors carry large, flat and square-headed shovels, which they use to scrape up fresh heaps of dung left behind by animals moving about within the city. While viewed as the lowliest of slaves by the populace at whole, the templars responsible for waste removal recognize the value of the dung collectors' work. Chao Chin is paid 1 bit per cartload of dung his slaves bring back to the dome-shaped repositories. While the government's meager funding is enough to keep the slaves fed, the profits from Chao Chin's enterprise come from his customers who pay him to take the dung off his hands - the price depends on the amount and type of dung. The most experienced dung collectors are valued for their ability to distinguish dung from different creatures and how much time has passed since the dung was dropped by the animal in question, and thus they are treated slightly better than their less experienced peers.

Dung is excellent manure, and when mixed with water is used by Drajji corn farmers to improve the nutrient levels of the soil of the verdant belts of the mud flat surrounding the city. Bakeries, restaurants and most Drajji homes use dried kank dung as fuel for the ovens in their kitchens (other types of dung from other creatures are sometimes used to add a certain flavor and scent to a meal, but the more refined noble kitchens use charcoal to fuel their ovens). Construction workers value the thick fibrous dung left behind by the inix for its properties as a sealant and plaster in Draj's pueblos; and the huge dung cakes left behind by mekillots are used for paper production. In areas of extreme poverty they even use "chewing dung" as a treat, made from heavily spiced near-white erdlu dung, which has a definitely lighter taste compared to for example the pitch black dung of the inix.

Working for Chao Chin is hard work and he demands efficiency and results. A dung collector who does not fill at least one cart of dung in a day will go without food that day. This strict practice is enforced with an iron hand. Chao Chin does not see the value in whipping a slave until he is unable to carry out his duties efficiently, but instead has disobedient slaves assigned to isolated work posts, such as collecting the slaves' own dung from the repository slave pens. This policy yields sufficient results, and Chao Chin has no intention of changing well-working established routines. Chao Chin has an analytical, logic-oriented mind and strives to be as efficient as possible. He is not viewed as inhumane and cynical, but his face always has the same stern expression, regardless of the situation. None of his slaves can remember seeing him smile. When their supervisor is not around, they refer to Chao Chin as "rock face", not an unfitting name.

A less known fact is that Chao Chin is probably one of the people that knows most about what goes on in Draj. His dung collectors pay close attention while on their dung collector routes, and they report their observations and tidbits of rumors they overhear and pick up to their master. Chao Chin, with his superior intellect, pieces all the threads of loose information together. To those who know which questions to ask and what price to pay, Chao Chin can be an invaluable source of information. Adventurers who deal with Chao Chin will find the man to be a shrewd negotiator who frequently finishes their sentences before them, and somehow always gets the better end of a deal, preferably leaving his customers with the satisfaction that they believe *they* made the better deal.

Life in Atzetuk's Court

Life for the templars of Draj got a lot more complicated when Tectuktitlay died. The templars lost their spells, but they also lost control of the city. When news of the king's death reached the city, and when the templars realized they could no longer cast spells, they went to the House of the Mind for help. The moon priests and psions, after many secret meetings, agreed on a plan to pass rulership to a young psion, Atzetuk, who would be Tectuktitlay's "son".

The psions of the House of the Mind altered young Atzetuk's mind, making him believe he was the king's son. They instructed him on what to say to calm the population of Draj, trying to instill confidence and prevent panic of the citizens. The plan has worked, Atzetuk believing he is Tectuktitlay's son and the population believing this also. The psions now control the city, instructing Atzetuk on what to say and keeping the rituals and ceremonies of the former king's rule. The relationship between the psions and the templars is one of mutual need. The psions control the young king, but they need the templar's knowledge of reading and writing to maintain the records and run the bureaucracy. The templars realize that without their spell-casting powers they cannot control the young king, and so go along with the psions' plans.

The change of rulership worked perfectly, the people believing that Atzetuk is their new god-king. Order had never been a problem in Draj, because the population was enraptured with all the theological and religious trappings that Tectuktitlay had surrounded himself with. So it was an easy task for the templars to use Tectuktitlay's rituals to save the city from chaos and keep the government running smoothly.

The Templars

The templars have lost much of their power since Tectuktitlay's demise. The general population doesn't know this, though, and the templars are happy to maintain the facade. Political power

now rests in the hands of the psions of the House of the Mind, who control young Atzetuk's mind.

Although the templars resent being under the control of the psions, their position has slightly improved. They are no longer under the control of a harsh ruler, even though they must now share power with the House of the Mind. They realize they are still important and necessary. They use their knowledge of reading and writing and the fact that only they can run the vast bureaucracy as bargaining chips with the psions. In the eyes of the population, the templars have lost none of their power. Although the population has not caught up to the fact that the templars no longer cast spells, the templars are afraid that if this knowledge were to become public, the whole society would crumble.

Duties

Templars have the right to read and write in Draj, though, and that's why the majority of them have retained their positions. The moon priests, as they are called, are still the administrators of the government. There is no joy in being a Drajite templar, though. It is a hard life physically, mentally, and emotionally. The only reward for entering the priesthood is to gain respect, the foundation of Drajite society. The moon priests participate in endless drills of combat, attend numerous religious ceremonies, and maintain the bureaucracy all at the same time. They also learn the tzalopin, the secret language of the templars. This secret language also helps to maintain an air of secrecy and mystique to the templars.

However, the population of Draj respects the templars for their devotion to the God-King Atzetuk.

The moon priests maintain a vast bureaucracy to administer the hemp and grain fields outside the mud flat. They supervise the farming of these fields, the collection of harvests, the processing of fiber and the distribution of grain to the population. The templars are also responsible for distributing the slaves that farm the fields.

The templars are also responsible for keeping Two Moon City clean. They supervise the slaves that scrub the plaza and streets. However, the Great Pyramid is left alone. Blood is never cleaned from the pyramid or the Great Skull Rack. Visitors to Two Moon City might find the stench of rotting heads from the Skull Rack unbearable, but the Draji are used to the smell.

The templars are a very visible presence inside Two Moon City. They are responsible for the temples, the grain silos, keeping the plazas clean, etc. Outside Two Moon City, in the artisan and merchant districts, the templars have a slightly visible presence, walking around, settling disputes if needed, collecting taxes. They are also the ones who haul wrongdoers into the prisoner pens or the arena.

People caught stealing or causing trouble, and who are not killed on the spot, are hauled off to prison cages located in the city. These cages are scattered here and there in Draj and are usually unguarded. As such, people have a good chance of being rescued at night, or with the Veiled Alliance's help. Prisoners are left to die in the cages or they are used as sacrificial victims on the Great Pyramid.

Becoming a templar

Parents dedicate a child at birth to become a templar and often invite the recruiting templar to a banquet in order to offer their child to the service of the king. If accepted the child is taken to the Great Pyramid where he is painted black and a string of beads called tlacopotli are hung from his neck. The parents believe the soul of the child is joined to the beads, therefore, the child is returned to the parents and the beads are left in the monastery as a pledge.

At the age of fifteen the child is returned to the Great Pyramid and becomes known as a tlamocazton. The young initiate is then educated in the strict and harsh routine of work, discipline, and abstinence. After a year, Tectuktitlay would choose which ones were acceptable to him to pursue their studies as templars. If successful, the youth is trained in priestly rites, taught how to

play the teponaztli, "wooden drum", and watch the stars.

Tectuktitlay personally oversaw the selection of new templars, and he governed his templars with relentless zeal. It was impossible for any spy to infiltrate the templatate. Tectuktitlay would spot and destroy spies within a week. Consequently, the people of Draj have faith in their templar's abilities, and the recent change to Atzetuk hasn't reduced that faith.

Since the change of rulership, though, it has become easier for spies to infiltrate the templatate. Anyone trying to infiltrate the templatate would have to start at the bottom of the ladder and work their way up, only becoming an influent templar after years of service. The pressure on the templars to perform their duties has relaxed somewhat under Atzetuk, but the young king believes in his legitimacy as Tectuktitlay's son and continues on with the traditions of his "father".

Templars cannot marry. Their devotion to the king takes up all their time. Tectuktitlay did not want his templars to be distracted by family matters, so they have been barred from marriage. They may have concubines, though.

Most templars live in quarters reserved for them in Two Moon City. This is where they eat and sleep. They usually receive their training in one of the two temple dedicated to Ral and Guthay. Higher-ranking templars have estates outside Two Moon City, where they sometimes own farms.

Ownership of property

Templars may own some property, but all their needs are provided by the state. Cooks will make meals in the templar quarters, beds are provided, and templars may appropriate funds from the treasury. Abuse of this privilege will put the templar in loads of trouble, though, so excesses are rare. Most templars have favorite weapons they carry around with them.

Education

Moon priests receive formal education in the Temples of Ral and Guthay. Particular emphasis is placed on agriculture and warfare, although templars are taught a variety of subjects. Astronomy is also an important subject for the Draji. Initiates who show psionic potential are sent to the House of the Mind to receive basic training in the psionic arts. All templars are trained in combat by Tectuktitlay's army of warriors.

Dress

Moon Priests dress in blue robes, with a yellow moon in front and back of their robe. Most templars carry weapons of some sort, from macahuitls or bone daggers, to more expensive weapons like steel swords. Templars also wear headdresses, like all Draji. However, they do not wear any feathers or lirr tails, for fear of being mistaken as common citizens. Moon priests will inlay gold or precious jewels in their headdresses.

Funeral

Dead templars are usually burned in funeral pyres. Again, following Draji belief, it is how a templar died that matters. The more violent the death, the better the funeral. Rather than die of old age, templars at the end of their careers will often offer themselves as a sacrifice to the elementals.

Ceremonies of higher-ranking templars involve bands of drummers and combat demonstrations. Long marches are held along Serpent's Way culminating in rituals in Jaguar Plaza. Sometimes a prisoner or citizen is sacrificed to appease the elementals or God-King.

The Psions

The psions of the House of the Mind now control the young king Atzetuk. They have forged an alliance with the templars, wanting to preserve order in Draji after King Tectuktitlay's demise. The

psions control the young King while the templars run the day-to-day operations of the city and maintain the vast agriculture infrastructure.

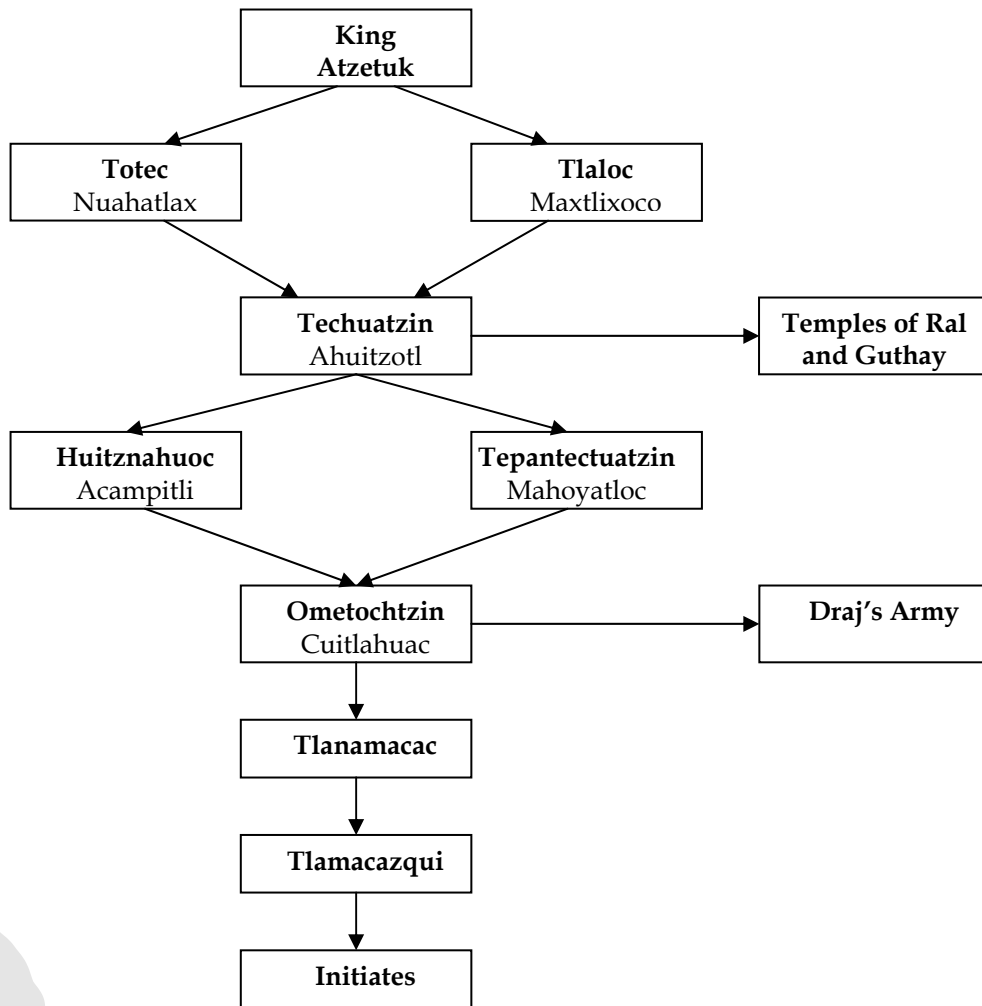
The psions are not content with running the city from behind the scenes. Their popular position has not changed, but they are now in a position to subversively turn popular opinion towards a more favorable opinion of the House of the Mind. Although their plans are not set in stone, they are working towards replacing the bureaucracy with psions.

The psions have agreed upon a plan to slowly discredit the templars and eventually replace them as the administrators of the city. They are attempting to split the templars into two groups, the warrior-types and the scholarly-types, and eventually abolish the templatate. They plan to give the warrior-types glory in the army, and send in a few psionic commissar types to watch them. They will encourage some to retrain in the House of the Mind with vague promises of advancement. They will keep some patrolling the city but have them report directly to psions instead of templars. The scholars will be used as librarians, scribes and bureaucrats. Above all, the psions will attempt to isolate the templars from each other and from the new young king.

Government Structure

Draji's government structure resembles that of other city-states. Upper levels of the hierarchy are composed of only one or two templars, while the lower levels have many recruits.

The two high templar of Draji, Maxtlixoco(M, Tem5/Mpr10) and Nuahatlax(F, Tem5/Mpr8), are under the direct orders of the king. They have complete authority over anything in Draji, though the House of the Mind (and its members) is off-limits. Under Tectuktitlay's rule, the high templars were unopposed in power in Draji. Now, due to the partnership with the House of the Mind to control the young king Atzetuk, most of the power rests in the hands of the psions, not the templars.



Under the authority of the high templars is the techuatzin, the priest in charge of religious affairs. The current techuatzin is Ahuitzotl (M, Tem8/Mpr3). He supervises all religious ceremonies and is the priest in charge of the sacrifices. He also oversees the two temples of Ral and Guthay, delegating daily operations to two subordinates. The two temples each have a priest in charge of the daily affairs. These two priests report directly to the techuatzin, but have no authority over the rest of the hierarchy. Consequently, only the techuatzin or the high templars can interfere in the affairs of the two temples.

Next in line, under the command of the techuatzin, are the huitznahuoc and the tepanteotuatzin. These two priests are responsible for the education of the initiates and the nobles.

The ometochtzin is the priest responsible for warfare in Draj. He (or she) oversees the training of Draj's army and the management of the tlacochcalco, the king's arsenal.

Draj's Army

Draj maintains an army of 2,000 warriors. These warriors, mostly human, are trained to defend Draj against enemies and attack all that would oppose the God-King. Warriors of Draj are proficient in 4 basic weapons: the macahuitl, which the Draji introduced to the Tablelands; the bow and arrow; the javelin and the spear. Macahuitls are made of agafari wood upon which razor sharp shards of obsidian have been attached. Likewise, the arrow, javelin and spear are all obsidian-tipped weapons.

Tectuktitlay maintained an arsenal of weapons, the *tlacochcalco*, inside the *pedal*. Atzetuk has continued to fill the arsenal with numerous weapons.

Warriors in Draj's army are divided in three groups: eagle knights, jaguar knights, and the arrow knights. Jaguar knights are the highest ranking knights in Draj's army, with the eagle knights of lower rank, and the arrow knights the lowest of knights. Jaguar knights are dressed in fierce combat regalia, with feathers of many colors and animal skulls on their heads. Eagle knights wear the heads of birds on the heads, and also wear a mantle of many colors. Arrow knights are elite archers, yet they are the lowest rank of the three orders of Draji knighthood. They wear bright colors, some wear scale armor, and always carry their bow and a quiver of obsidian-tipped arrows. The arrow knights are also proficient in the *atlatl and dart*, a precursor of the bow and arrow.



The Veiled Alliance

Draj's Veiled Alliance is one of the least capable of the Tablelands. Tectuktitlay oversaw the selection of his templars personally, and as such the Alliance was never able to infiltrate the templarate. Since Tectuktitlay's demise, Chimali's indecision has hampered any efforts to infiltrate

the templarate. The local chapter of the Veiled Alliance in Draj is very young, having only existed since the previous King's Age. Their headquarters are located under the Great Pyramid, unknown to the templars.

When Tectuktitlay built his Great Pyramid over five centuries ago, he built it on top of a smaller pyramid that he had built a long time before that. The smaller pyramid was forgotten, and no templar now knows about it. By chance, the Veiled Alliance was able to discover the entrance to this smaller pyramid and used it for their base of operation.

The current leader, Chimali Zaachila, is a minor preserver pretending to be more powerful than she really is. She bluffed her way to leadership of the Veiled Alliance when her mentor and former leader, Diatlaxi, died. Now only her friend Cocoton knows her secret. Cocoton is a big and muscular mul slave who also has abilities as a psion.

The Veiled Alliance in Draj is largely ineffective. Chimali is reluctant to condone plans that would expose her secret. They have never managed any real victories. They have managed to produce some rivalries within the templarate, but mostly these things would have happened anyway. They have no spies in high places, no active programs designed to thwart the King and his templars, and no long term goals. They do not even suspect the truth about Atzetuk's identity. The Veiled Alliance of Draj will extend services to other preservers in need, but rarely will they attempt anything that might expose them.

Races and Characters in Draj

Races in Draj

Draj has representatives of all major races, although the proportions vary. Humans are the most common, comprising 60% of the population. Dwarves and elves each represent another 15% of the population. Muls make up 5%, half-elves 3% and half-giants 2% of the population. A few halflings and thri-kreen can be found, though they are rare.

Racial tolerance in Draj is based on warrior ability. Thus dwarves, muls, and thri-kreen are the most respected of the non-human races, while elves are regarded somewhat suspiciously for their duplicitous nature. Regardless of race, anyone who has proven himself or herself in combat is respected. Half-giants receive some respect, but with their dull wits, are much less respected than the average human. Half-giants who prove themselves as capable warriors, however, are accorded the full respect they deserve.

Character Classes in Draj

Bards

Bards can sometimes be found in the elven market, but they are as rare as the rain on Athas. Noble families do not hire the services of bards, preferring to confront rivals directly. Nor do nobles entertain themselves with dancing, juggling or story telling, unless the bard is skilled at reciting war stories. However, a bard's service are always required, somewhere, by someone, so some bards can be found in Draj.

House Tsalaxa is well-known to hire bards for assassination. Though assassination is not a high-valued act in Draji society, the precision required by such an act is regarded with some respect.

Brutes

Brutes are quite common in Draj. In fact they can be found almost anywhere, in the company of anyone. The fighting ferocity of the brute is an admirable trait in a culture where the warrior ideal is pervasive, thus brutes are a natural occurrence in Draj. Brutes make excellent thugs and bodyguards, but they are mostly too undisciplined to serve as soldiers in the city's army.

Clerics

Being superstitious people, the Draji have a healthy respect for those who deal with the elements. Since the Draji often sacrifice people to appease the elements, clerics in Draj are slightly different than their usual city counterparts. Earth clerics are well received for their knowledge of agriculture and are often asked to perform small services to boost crop growth. Fire clerics are highly regarded, for their aggressive nature is rather typical amongst the Draji. Fire clerics visiting the city will find free shelter and food in Draj's fire temple, located at the eastern end of the Draj mud flat.

Druids

A few druids can be found in the fields surrounding Draj. Many tend the fields as their guarded land, helping the farmers to grow good crops. Inside the city, there is very little for the druid. Some druids tend the king's garden, but these druids are usually slaves.

Fighters

Fighters aren't hard to find in Draj. Virtually everyone has combat experience or at the very least weapons training. House Tsalaxa often hires mercenaries for their caravans, as do the other houses. Work can be found guarding noble estates or the king's fields. Soldiers in Atzetuk's army

must be native Draji, though. Strangers will not be hired by the templars.

Gladiators

Gladiators are renowned in the Tablelands for their fierce combat style. Raised since birth in a society that promotes the warrior culture, Draji gladiators display a ferocity in battle that rivals the wild beasts of the wastes. They're found in the arena or on clan estates, either fighting against opponents in games or training. Freed gladiators sometimes compete in arena games, while some prefer instead to show off their skills in the Flowery Wars or in the service of merchant houses.

Psions

The House of the Mind is the center of psionic activity in Draj. Psions and psychic warriors entering the city may find shelter and lodging in the House of the Mind for a small fee, or can even receive training in psychometabolic or psychokinetic disciplines.

Rangers

Rangers can sometimes find work in hunting expeditions the Draji undertake to kill wild lirr or other beasts. The warriors use the rangers as trackers to find their prey. Other than the occasional hunting expedition, there is very little use for rangers in Draj.

Rogues

Thieves should be very careful in Draj. They are considered the lowliest of scum, and anyone caught stealing is usually killed on the spot. The Draji have no respect for thieves. However, traders are recognized as necessary to sustain Draj's economy. They export Draji products and import certain goods from other city states that would be too costly or difficult to produce domestically.

Templars

Templars from other cities must declare themselves when entering Draj. They are usually shown some courtesy, but this courtesy is limited. Templars from other city-states cannot enter Two Moon City and are barred from participating in any religious event.

Wizards

Wizards in Draj receive much the same treatment as wizards in other cities, although the Draji are a bit more tolerant. Still, public displays of spell-casting will usually result in a mob attacking the wizard, unless the wizard can disguise his spell-casting as a priest's magic or psionics. Powerful wizards are respected for the power they wield. Merchants know the value of a spell-caster, and they will often hire a wizard on caravans or for some special service.

A Traveler's Guide to Draj

Approaching the City

As travelers approach Draj, they may notice sun-bleached bones lying half-buried in the sand on the side of the road. The bones are the remnants of slaves who tried to escape the city-state, but were too weak to travel far under the merciless sun. Weak and starved, these slaves did not go long before collapsing on the side of the road.

Travelers will notice the distinct shape of the Great Pyramid rising into the air, and the long stone bridge that connects the Draji mud flat to the main trade routes, spanning the large, thick mud that encircles Draj. Fields of crops also attract the eye, with toiling slaves working relentlessly under the sharp tip of a templar's whip.

The City Gates

Upon reaching stone bridge that spans the mud, there are no gates. At the end of the bridge, there are two small towers manned by templars and half-giant guards. The towers are small replicas of the Great Pyramid. It is here that visitors will be interrogated and questioned about their purpose in coming to Draj. The templars will ask about the business travelers are coming to do, what they plan to sell, or buy in Draj. Visitors may be searched for any reason at any time; possession of spell components is illegal and punished severely. Also, use of magic is strictly prohibited, so any magic-users must refrain from using their art or hide it well.

Templars typically charge 5 bits per leg for visitors. Thus, a dwarf will be charged 1 Cp, while a kank will cost 3 Cp.

Crossing the bridge will give access only to the mud flat; to enter the city, one has to go through Golden Moon Gate. A mud moat surrounds the city, and the only entrance is the Golden Moon Gate.

Where to Stay

If you have no connections inside Draj, the best way to find a place to stay is to head into the Merchant District. Of course, one is better off staying on a clan compound, but if travelers do not know anyone inside the city, the public inns are the place to stay. Travelers will find numerous inns in the Merchant District, run by local merchants or House Tsalaxa agents. Typical fare is 1 Cp per night at the inns, though the price may vary depending on the reputation of the establishment or the desires of the customer. Half-giant size sleeping accommodations are rare, though one inn, the Great Cleaver Inn, does have the capacity for a few larger-sized customers, who are charged extra. Most inns are located along the main entry road, making them easy to find, though a few of the shoddier places are off the main road in small alleys and dark places. The Snarling Jaguar is a well-known establishment in Draj, though travelers who don't want to attract the attention of templars should stay away from it. However, it is a good place to find many of the important and wealthy people of Draj. For visitors requiring less obvious accommodations, but still wanting good quality of service, the Dark Mirror Lodge can be found slightly off the main road, not far from Golden Moon Gate.

Where to Board Your Mount

There is a small mud flat in between the Draji mud flat and the mainland where travelers may leave their mounts. This small mud flat is connected to the stone bridge, and enables poorer travelers to leave their mounts outside the city and avoid paying the entrance fee. If the mounts are required inside the city, however, there is an animal pen not far from the entrance gate that charges by the day. Travelers must remember that no mounts are allowed inside Two Moon City.

Where to Find Something to Eat

Many places serve food in Draj. Their cuisine is renowned across the Tablelands, and anyone leaving the city without sampling its culinary delights is missing one of Draj's finest assets. Again, the Snarling Jaguar serves excellent meals, since the high-paying customers demand good quality food. For less expensive meals, but no less delicious, the Lirr's Tail can cook up a fine repast. They are known in Draj for making the best erdlu stew and steamed corn.

If visitors wish to eat less exotic meals (and less expensive), many bakeries can be found in the Merchant District. On every morning, when the sun rises, the smell of freshly baked bread triggers great rumblings in the bellies of hungry patrons.

Where to Shop

The Merchant District has most everything a buyer wants. Weapons are easily bought, though templars tend to hang around weapon shops. People looking for art should go into the Artisan District, where exquisitely crafted sculptures and tapestries can be bought, though they are expensive. Some custom artwork can be ordered, though the Draji tend to shy away from making any art that doesn't glorify war or violence in all its forms.

Where to Buy Magic Components

Bards and elves are the usual sellers of magic components in Draj. Some wizards and Veiled Alliance sympathizers also take the risk of selling illegal components. The rare elven tribes that settle in for a few weeks at a time brings exotic materials from all over the Tablelands, while the bards have made it a profession of dealing in illegal things. The Bard's Quarter stands at the edge of the Merchant's District, where the templars rarely venture unless they are in great numbers.

Where to Buy Poisons

Poisons are the domain of the bards, who have mastered the mysteries of extracting venoms and poisons from the most dangerous animals and

plants. Almost any kind of poison can be bought, from the simple love potion to complex poisons requiring multiple exposures. Bards are rare in Draj, but when elven tribes visit the city, buying poison is a lot easier.

Where to Find Work

Anyone wishing to find employment should look to either House Tsalaxa, or the artisans. House Tsalaxa often employs mercenaries to protect its caravans or guard one of its many outposts. Artisans often need help hauling stone blocks or carrying obsidian to be carved. Apprenticeships are also available for the various merchants and artisans, though the Draji are wary of outsiders. Should anyone be really down on their luck, they may sell themselves as slaves to work on the farms, though this may include many weeks or even years of service; this should be a last resort.



Where to Get Healed

The best place to get healed is the elemental temples. For a small “donation”, healing services are performed. The temple of Fire is the best place to get all sorts of healing services, since it has a much bigger retinue of priests than any of the other temples. The temple of Water is usually the cheapest place to get healed, though the services are limited. However, this temple is the closest to the main gate, being located in the Merchant District. The Temple of Earth also provides healing services, located just outside Two Moon City.

The new Temple of the Storms, devoted to the element of rain, provides some healing services, though the price is steep. Rugar Stormbringer, the head cleric, is less scrupulous about who he heals, and doesn't ask questions. People looking for some anonymity are better off paying the extra price and going to see the cleric of rain.

Where to Train

People looking for some combat experience are in luck in Draj. The Draji regularly hold training exercises, and nobles are quite willing to test their abilities against outsiders. The price is usually higher than what someone would pay in the rest of the Tablelands, but the Draji are natural warriors.

Clerics can find training at either the temple of fire, earth or water, though the water temple is not well funded and usually doesn't accept trainees. The temple of fire is the best place to get training. Imotec, the high priest, is a very competent cleric and has a large support staff.

Should any rain cleric come to Draj looking for training, he will be out of luck. Rugar isn't looking for any apprentices, though he will preach to anyone who listens.

Anyone wishing to participate in the Games is welcome to come to the arena. The templars regularly accept gladiators from other city-states, and pay relatively well for them to fight.

Dealing with Officials

The templars in Draj have great authority among the general population, though their powers in relation to nobles are less than in other city-states. But like other city-states, templars are not immune to bribes, and generally the same tactics that work elsewhere are just as effective in Draj. No templar will jeopardize the security of his city-state, nor will he bring any outsider inside Two Moon City at night, for any price.

The government employs telepaths at the city gates, and also during interrogations, so transgressors should be wary of mindbenders.

Local Customs

The warrior society of Draj does not have many rules or complex customs, though some visitors may find the war-worshipping aspect of its culture troublesome. Everywhere one looks, there are statues or tapestries or paintings glorifying death and war in all its horrible forms. The Draji value warrior prowess, and insulting a Draji's combat abilities bring swift retribution.

DM's Summary for the City-State of Draji

Draji

Capital of Atzetuk's (formerly Tectuktitlay's) empire. Natives are called "Draji" or "the Draji".

Who Rules

Atzetuk (NG male human Psi6) is the current ruler. He is worshiped and respected by his subjects.

Who Really Rules

Ixtabai the Blind (LN male human Psi12) is the leader of an alliance between the psions of the House of the Mind and the templars. The templars have lost all spell powers since the demise of the former king, Tectuktitlay. To preserve order in Draji, the templars and the psions agreed to pass on rulership to Tectuktitlay's "son", a young psion named Atzetuk. His mind was altered to make him believe he was Tectuktitlay's son. The affairs of the city are still run by the templars, who bow to the orders of Maxtlixcoco (LE male human Tmp5/Mpr10).

Population

15,000. Race: 60% human, 15% dwarf, 15% elf, 5% mul, 3% half-elf, 2% half-giant, a few thri-kreen and halflings. Class: 40% freemen, 60% slaves, very few foreigners.

Emblems

The ferocious jaguar is Draji's main symbol. Other symbols are a representation of the city's violent warrior culture: the feathered serpent, the smoking mirror, and various statues and obelisks representing death and war in all its forms.

Economy

Draji's main imports are livestock, slaves (who fetch a high price) and copper. Exports include wheat, rice (both of whom are sold for a healthy profit to other starving cities), hemp and hemp products, bricks, and expensive linens. Major trade routes exist to Kurn and Eldaarich (Draji is the only Tablelands' city to trade with these city-states), where the majority of Draji's trade is conducted since chaos overtook Raam. South, through the silt to Cromlin, is the only safe way to reach Nibenay and Gulg, and the rest of the Tablelands.

Armed Forces

Draji maintains an army of approximately 2,000 well-armed and well-trained troops. These troops are divided into three groups: the Jaguar knights, highest ranking; the Eagle knights; and the Arrow knights, elite archers but lowest-ranked troops. All troops are proficient in Draji's 4 main weapons: the macahuitl, the javelin, the spear and the bow and arrow. Troops are well versed in psychological warfare tactics, to scare the enemy or cause confusion. Draji rarely makes use of mounts in combat. All Draji citizens are proficient in at least one of the 4 main Draji weapons, and will willingly give their life for their king.

Availability of Equipment

Most everything can be found in Draji, but if it isn't produced locally, the price may be a bit high. Animals (livestock or mounts) will be expensive (at 2 to 3 times the base cost). Weapons will be regularly priced, and are easily bought. Good food is easy to find, Draji cuisine being excellent.

Notable Mages

- Chimali Zaachila (LG female human Pr5) is the current leader of the Veiled Alliance in Draji. She pretends to be much more powerful

than she really is, and her secret makes her reluctant to engage in any pursuits that might reveal her secret. As such, the VA in Draji is really nothing more than a secret club for wizards. (VA)

- Xaltotec (NE male human Wiz5/ArD7) is the government's most used defiler. Xaltotec has amassed himself a small fortune while doing the king's dirty work, and owns a small compound on the Draji mud flat. A tall, strong man, he knows his security is based on his anonymity, so he keeps his defiling practices well hidden.

Notable Temples

- Temples of Ral & Guthay; under administration of the templars. These two temples are situated inside Two Moon City, and house the young recruits to the templarate. Here is where the templars-in-training are taught to read, where they learn the secret language of the templarate and where they learn how to become templars.
- Temple of Earth, High Priestess Nahualixi (LN dwarf female, Ce10); the temple is located just outside Two Moon City, near the entrance gate. Nahualixi is a well-respect and aged dwarven priestess who supervises the clan fields and helps the nobility with their crops. She has been tending to Draji for over 100 years. Fifteen other priests study under Nahualixi at the temple.
- Temple of Fire, High Priest Imotec (NE human male, Cf16); the Temple of Fire is located on the eastern edge of the Draji mud flat. Imotec is a powerful priest who operates a successful temple in Draji's warrior culture. The temple is responsible for the cremation of the dead, when families wish so. Huge piles of oil and hemp are burned continuously in the Temple of Fire, creating a large cloud of smoke over the eastern edge of the Draji mud flat. When winds turn westward, the cloud of smoke can gather over the city, but it usually dissipates before becoming a nuisance. Approximately 25 priests can be found at any given time at the temple.
- Temple of Water, High Priest Tanuixtli (CG half-elf male, Cw10); Tanuixtli's temple is a small building located just outside the artisan

district of Draji. Tanuixtli usually works alone, helping those in need when he can. He rarely receives any visiting priests, and makes barely enough money to maintain his small temple.

- Temple of Rain, Rugar Stormbringer (NE male halfling, Clr8). This is a new temple in Draji, however it is rapidly gaining popularity

Notable Rogues and Thieves' Guilds

Thievery is anathema to Draji culture. No native Draji would stoop so low as to steal, as thieves are considered the worst kind of scum on the Tablelands. The penalty for stealing in Draji is death. Thieves caught stealing outside Two Moon City are either killed on the spot or brought to the cages in the city, where they will remain without food or water until they die. Thieves caught stealing inside Two Moon City are sacrificed as soon as possible on the Great Pyramid.

Notable Merchant Houses

House Tsalaxa is Draji's main trading house. Tsalaxa is aggressive and ruthless in its business practices, resorting to blackmail, kidnapping and even assassination to achieve its goals. They often sell their goods at reduced prices to undercut rivals, then drastically raising the price once the competition has been eliminated. Tsalaxa maintains cordial relations with the rulers of other city-states. Its symbol is a black banner bearing a pair of glaring, bestial yellow eyes. (DT)

- Yarsha Tsalaxa (LN human female Ari2/Rog15) is the new head of the House since her grandfather Ydris' death. A very intelligent woman, she has doubts about Atzetuk's legitimacy, but she keeps her doubts to herself. She runs Tsalaxa smoothly and efficiently, even though trade has suffered because of the chaos in Raam.
- Bartis (NE male human G17) is a former gladiator who has worked as a guard and military expert for House Tsalaxa for 20 years. His loyalty to House Tsalaxa is unbreakable.
- Kargash (CE human male D15) is Tsalaxa's chief schemer, master of spies and expert meddler. He is loyal to House Tsalaxa with an enthusiasm and relish that borders on the

diabolical. He may appear charming and friendly, but that is just an act. He uses people merely to gain more power or glory for himself or House Tsalaxa.

The Dedys Consortium. This alliance of three small houses (Terg, Voyan and Shakktur) has managed to survive in Draj despite Tsalaxa's unrelenting scheming. The consortium survives because of its extremely cunning nature and the generous assistance it receives from Tsalaxa's enemies, mainly House Wavir of Balic.

Other merchant houses. Only Wavir and M'ke maintain a small outpost in Draj, though M'ke's fortunes in Draj have been improving in the last few years. The other major houses have never been able to successfully maintain a physical presence in Draj.

Other Important Characters

- Maxtlxoco (LE human male Tem5/Mpr10), is currently the highest-ranked templar. Although he was once second in power only to Tectuktitlay, he must now obey old Ixtabai, since the templars lost their spell-casting powers when their sorcerer-king died. Having to bow down to another does not sit well with Maxtlxoco, and he schemes and plots to regain his former position of power.

- Chilocotec (LN human male Fig 8/Jag 5), Commander of the Army, takes his orders directly from the king. His loyalty to Atzetuk and the city is unquestionable, and the battle-hardened veteran prides himself as the most respected warrior in all of Draj.

Important Features in the City

Two Moon City: this is Draj's walled inner city. In it are located the Great Pyramid, the Palace of Gladiatorial Combat, the Temples of Ral and Guthay, Tectuktitlay's grain silos and the Jaguar Plaza. No beasts of burden are allowed inside the inner city.

Great Pyramid. This is where Tectuktitlay conducted all his business, and where sacrifices are held regularly. Standing over 200 feet tall, this is easily the most impressive building in Draj. Only templars and important and distinguished guests are allowed inside.

The Mud Flat. This is where the city-state is built. Draj has no city wall, the mud ensuring that the only way into Draj is the stone road spanning the mud. The Draji use the mud to create bricks that they use to repair their homes and sell to other city-states.

What Your Father Told You - A Draj to his son

This is a conversation between a Draj and his son, about Draj and its culture. This should be viewed as a biased view of Draj. The father is explaining to his son what Draj culture is and why it is better than those of other city-states.

Father, who are we?

We are the Draj, my son. We are the warriors of the Tablelands, subjects of the God-King, and we live here.

Tell me about Draj.

You have already seen much of the city, young one. We live on a vast mud flat, on the eastern side of the Tablelands. To the east of us is the endless Silt Sea, a large body of dust and death. To the west lie the Tablelands. Our closest neighbor is the decadent city of Raam. Stay clear from there, for they are a people that have descended into chaos. Anarchy and lawlessness are the norm; order is rare in that pestilential hole. Their leader dies and they fall in chaos; our leader dies and still we thrive!

North of us are the city-states of Kurn and Eldaarich, forgotten cities that we have rediscovered in the last decades. The stories from merchants say they are strange people, these northerners...

West and south of us are the city-states of Tyr, Nibenay, Gulg, and (ptah!) ... Urik. Beyond them are the Ringing Mountains. And beautiful Draj, my son, you have seen much of it. The Great Pyramid stands tall in Two Moon City, a testament to the greatness of our people and the God-King. We have brought you there many times to witness the sacrifices. You remember the crowds of cheering people? The screams of the dying? The sounds of the drummers? Remember these things my son. They are a part of who we are.

And you have seen the rest of the city too: the grandiose Palace of Gladiatorial Combat where

many of us hone our warrior skills; the temples of Ral and Guthay; the Jaguar Gate, the entrance into Two Moon City; and of course the merchant and artisan districts. The great fields of hemp, wheat, and corn that we grow provide our city with wealth. We trade these with our starving neighbors. They have neither the fields nor the will to grow such crops. As you see, Draj is the center of the Tablelands. The mud flat prevents invasion. Upon the vast fertile mud we grow our own food. This location is an example of the wisdom and cunning of Tectuktitlay.

And the Black Guards are one of our finest achievements. These monoliths of obsidian are proof of Tectuktitlay's power. That he could breathe life into huge statues of lifeless obsidian demonstrates the omnipotence of our late king.

Warriors?

We are warriors of the God-King, my son. We march in battle to face death and our enemies. Very soon you will learn how to properly behave yourself as a warrior. You will learn how to wield the bow and arrow, so that you may rain death on our enemies from afar. You will learn how to use the spear and javelin, to pierce your enemies' armor. And you will learn how to wield the macahuitl, our obsidian-tipped sword. Do not be deceived by its fragile appearance, my son. The macahuitl can cleave a two-foot cactus in two with a single blow, or just as easily cleave a mul in two halves. As a warrior, you will learn about death.

Death? What is there to learn?

Never fear death my son, for life and death are but two halves of the same reality. We live to serve the God-King. And we die for him when called upon. Death is not to be feared. It is better for you to die in battle, your enemy's sword piercing your entrails, than to rot away with some sickly disease. It is better to die with a spear through your heart than it is to wither away as an ignored, ignoble, toothless old man. So do not fear

death, my son. It is all around us. It is everywhere: the beasts of the Tablelands, the dark sun that beats upon our heads and the savageness of the barbarians in the other city-states. Death claims us all. Even mighty Tectuktitlay gave his life to save us.

Your own mother died while giving birth to you: a most honorable death. A new life is born and one is taken: a worthy sacrifice from your mother that she should die so you could be born. So when you march in battle, do not be afraid. March forth, your lungs screaming in defiance at the enemies of our God-King. Your sword, in hand, pounding on your shield will strike fear into the hearts of your enemies. The screams of your fallen foes will ignite your thirst for death. Be strong and brave. Cowardice is for the weak. And the weak are the bones upon which we climb to greatness.

Still not convinced my son? I will tell you a story that my grandfather told me when I was young. He once traveled to the city of Tyr, where he met a man and lived with him for a while. This man was afraid of death. He would always take a maximum of precautions, he ate as best as he could and he took the least amount of risks. He went to the temples regularly and drank all the life-giving potions he could afford. He lived only to go on living.

So what happened to him?

He died.

That is all?

What else is there besides death? We all die some time. When your grandfather told me this story, he no longer remembered the name of that man. All he remembered was that he had died. No one remembers the name of that man anymore. So when you march in battle, should you strike even one telling blow, at least you will have accomplished something. It is better to die this way than live old and never be remembered.

What is important in my life?

What is important? Much is important. The life of a warrior is important. Be bold and strong, my beloved son, for we despise the weak. Do not lie, or steal. You remember the lessons I taught you when you lied to me? The thorns of the Hunting Cactus are sharp. And should you lie to me again I will pierce more than your lower lip. Never stoop so low as to steal from your fellow Draj. Death is better than that.

The thief is the worst scum. He is too much of a coward to work for his ceramics, so he steals them. Sell yourself as a slave before you grovel and beg for food. Be ready for battle whenever the God-King demands it. You must be ready to give your life for him whenever he demands, whether it is in combat or in sacrifice to appease the elementals.

The Elementals?

Yes, the elementals. We must give sacrifice to appease the elementals. They demand appeasement in blood: the blood of people. Usually we sacrifice slaves or prisoners, but sometimes we must sacrifice from our own to appease them. Do not believe that we revolt when one of our own is chosen. I would gladly give my life to the God-King. We worship the God-King, but we also worship the elementals. The forces of nature are to be respected, as are those who devote their lives to them. The forces of Earth, Air, Fire and Water demand that we pay tribute in blood. You have seen the devastation caused by the Tyr-storms. The day our mighty king died the sky turned blue in respect to his sacrifice. And yet the great calamities that wrecked havoc upon our decadent neighbors did not affect us. We appease the elementals and they have spared us in return. The rivers of blood that pour down the Great Pyramid keep the storms at bay, my son. However, a new power has risen in the last year, the small Temple of Storms. What this new power means, I do not know, but it bears watching.

Believe in the strength of the God-King.

The twin moons of Athas are our guardians. Ral and Guthay watch over us when we sleep, assuring our well being. That is why we have two temples devoted to them.

What is the world like?

The world is a vast desert. Some places support life, but the best place is right here in Draji. People assemble in cities, like ours, but they cannot match the order and structure of our society. Cities like Raam and Tyr are descending into chaos and anarchy. In other cities you will find filth and decadence. Beggars will grovel and beg at your feet for a few ceramics or scraps of food. The allies smell of refuse and sweat and excrement. Look upon our city with pride, my son. There is nay a beggar to be seen in the streets, streets that are clean. We all follow the will of the God-King. Our society has even survived the death of Tectuktitlay. And have we descended into anarchy? No. Our society is strong. The will of the warrior permeates everything, ensuring that we are strong.

You will find vast plains of sand and scrubs outside of the cities. There is some life out there, but it is deadly. Wild beasts roam the Tablelands, and death comes from all sides, whether it is the sand cactus that drains your blood from under the ground, or the dune reaper that rips your flesh to shreds, or the sun drake that descends upon your head and swallows you whole.

You can see the vast Sea of Silt to the east. It is an endless expanse of dust and death. Storms of silt and dust form on the sea. Sometimes the storms reach inland and some silt falls on our beautiful city. Old men tell of volcanoes to the east. You have seen the rare ash clouds that fall upon the city, leaving their black marks on our beautiful buildings. Some rumors say that there is a vast land of gold and steel and water far east. These are just that, my son: rumors. Those are tales told by drunken old men who wish to get a bit or two for their story. There are no cities more glorious than our own Draji.

What kinds of people are there?

There are many different kinds of people, my son. But concern yourself most with those who live in Draji. Humans make up most of the cities. Elves sometimes live in cities, but many of them travel the Tablelands with their tribes raiding and

stealing and running all day long. They are duplicitous creatures, those elves. Be wary around those you don't know. They'll steal your hard-earned ceramics. There are crossbreeds, half-elves, muls and half-giants and also dwarves. And you have seen the insectoid thri-kreen. They make fierce warriors. But mostly there are two kinds of people: the Draji and foreigners. We take care of our own, even our slaves, and the foreigners can take care of themselves. Their slaves we do not care for. You might have seen them working in the mud outside of the city: they make bricks and tend the hemp fields. These slaves are foreigners from other cities that we have bought or caught. Slaves from Draji are citizens down on their luck who sell their services. They tend the hemp, corn, and wheat fields, or guard noble houses, or work as servants for the nobles. In time, they will have purchased their freedom and can re-enter society as citizens.

Nobles? Who else is there?

Nobles tend the lands on the Draji mud flat. They are responsible for growing corn and wheat for the king, and they also trade their surplus. They live on large clan estates, housing their own slaves and guards. They are mostly great warriors that have distinguished themselves in battle. You have seen them: they wear headdresses made of feathers. More feathers mean they have more distinction.

The artisans of Draji are among the best in the Tyr region. You have seen the beautiful statues of warriors that line Serpent's Way. The obelisks on Jaguar's Plaza are also the work of our artisans. But they also weave splendid hemp rugs, or make vases with the mud from the mud flat; not all are sculptors. The artisans wear headdresses decorated with lirr tails. They flash with all sorts of colors in the sun, from blue to red to shades of green. You have seen my headdress: although not overly big, I have still earned the distinction of artisan. My work is sold here in Draji and in far-off places like Nibenay.

Some of our people are merchants. Although they are not warriors and many bear little resemblance to warriors, they are a necessary part of our society. They are the ones who deal with

the foreigners, trading our goods and importing things like iron from Tyr or spices from Gulg, and even slaves from other cities.

What shall I become?

You have many options here, my son. It depends on where your *tonáli* (fate) will take you. You may choose to become a warrior and serve in the army, or you may choose to become an artisan, like me. There is also the templatate, devoting your life to serving the God-King. You may also choose to serve one of the elementals, although that will lead you to a life of deprivation if you travel among the wastes. If your mind is powerful, and you have the Will, you may even join the ranks of the mind-benders. Although I have no psionic powers and you have not shown yourself to have any, they might appear as you reach manhood. The House of the Mind trains the best psions in the Tablelands.

What is there in the templatate?

The templars are those who serve the God-King. They devote their lives to governing the city. They enforce the laws, they keep the city clean (even though they sometimes aren't clean themselves) and they take care of the sacrifices. You have seen the templars, my son. They dress in blue robes, yet they are usually unclean, do not wash often, and have scars all over their bodies from all the piercing and bloodletting they impose upon themselves. Yet you must show them respect, for they have given their lives to the service of the God-King. You may sometimes find

them harsh in their judgments, but remember that the strictness of our laws keeps our society together. In the face of adversity, we have survived the death of our king and the ascension of a new one, all while maintaining order, unlike our decadent neighbors. Those who do break the law are usually sentenced to death, either by sacrifice or by starvation in the prisoner cages. The prisoner cages are located inside the city. There the prisoners are put into cages and left there without food or water until they are either brought to the Great Pyramid for sacrifice or until they die.

Who are our enemies?

We have many enemies. We live in a savage and brutal world where only the strong survive. And the Draji are strong. We have survived the death of our king. The calamities of the Tablelands have not reached us and we are as strong as ever. Trust your own people and be wary of foreigners. There is one great evil in this world, and that is sorcery. Magic. Wizards drain the life out of plants to power their spells, an aberration of nature. Choosing the path of sorcery will lead you to a death worse than any you can imagine. There are many stories of wizards who die from the inside out because of a lifetime of sucking energy out of plants. After a while their bodies can no longer contain this energy and they are corrupted from the inside out. Be careful you do not choose this path. Although wizards hold promises of quick power, it is power with a price too high to pay.

APPENDIX

New Magical Items

Belt of Glory
King's Circlet

New Psionic Items

Jaguar's Tooth
Ring of Psionic Mindshielding

New Prestige Classes

Arrow Knight
Eagle Knight
Jaguar knight
King's Defiler
Moon Priest

New Regional Feats

Astrologer
Greater Psionic Fist
Greater Psionic Weapon
Jaguar Roar
Mekillothead

NPC Stats

Atzetuk (NG human male Psi6), King of Draji
Bartis (NE human male Gla17), House Tsalaxa
Chilocotec (LN human male Fig 8/Jag 5), Commander of the Army
Chimali Zaachila (LG human female Wiz5), Veiled Alliance
Imotec (NE human male Clr16), High Priest of Fire
Ixtabai the Blind (LN human male Psi 12), House of the Mind
Kael Stormseeker, (LE elf male Rog 3/Wiz 6/King's Defiler 5/Asn 1), King's bounty hunter
Kargash (CE human male Wiz15), House Tsalaxa
Maxtlixoco (LE human male Tem5/Mpr10)
Nahualixi (LN dwarf female Clr10), High Priestess of Earth
Rugar Stormbringer (NE halfling male Clr8), Priest of Rain
Tanuixtli (CG half-elf male Clr10), High Priest of Water
Tionaca (LN human female Drd8/Psi2), Queen of Draji
The Guardian (CE meorty female Wiz17)
The Nameless Sentinel (LE raaig male Ftr9)
Varoxil Rante (LE raaig male Clr10), Cleric of Rain
Xaltotec (NE human male Wiz5/ArD7), Government defiler
Yarsha Tsalaxa (LN human female Ari2/Rog15), House Tsalaxa leader

New magical items

Amulet of Arcane Insight: This elaborately carved elven bone amulet grants its wearer a +10 bonus to Knowledge (arcana) checks. *Caster level:* 5th; *Prerequisites:* [Craft Wondrous Item](#); *Market Price:* 2,000 Cp

Belt of Glory: This belt is made from interlocking hexagonal gold plates. It grants its wearer a +6 [enhancement bonus](#) to [Strength](#), [Dexterity](#) and [Constitution](#). *Caster level:* 18th; *Prerequisites:* [Craft Wondrous Item](#), [bull's strength](#), [cat's grace](#), [endurance](#); *Market Price:* 180,000 Cp

King's Circlet: This golden diadem depicting mighty warriors and jaguars grants its wearer a +6 [enhancement bonus](#) to [Intelligence](#), [Wisdom](#) and [Charisma](#). *Caster level:* 18th; *Prerequisites:* [Craft Wondrous Item](#), [charm monster](#), [legend lore](#), [foresight](#); *Market Price:* 180,000 Cp

New psionic items

Jaguar's Tooth: These +1 macahuitls are created at the House of the Mind for use by Draj's most important military officers. The bearer of a *jaguar's tooth* is immune to fear and compulsion effects, and benefits from a +3 resistance bonus to saves against telepathic psionic powers. *Manifester level:* 6th; *Prerequisite :* [Craft Psionic Arms and Armor](#), [negate psionics](#); *Market Price:* 12,315 Cp

Ring of Psionic Mindshielding: This ring functions as its magical equivalent *ring of mindshielding*, except it protects its wearer from psionic attempts at reading one's thoughts, not magical ones. (This assumes the "Psionics is Different" rule is in effect. If not, this ring functions exactly as its magical equivalent -

Table A-1: The Arrow Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Marksman
2nd	+2	+0	+3	+0	Longshot
3rd	+3	+1	+3	+1	Deadly aim
4th	+4	+1	+4	+1	Spot weakness
5th	+5	+1	+4	+1	Lethal shot

offering protection from both psionic and magical effects).

Manifester level: 3rd; *Prerequisites:* [Craft Universal Item](#), [nondetection](#); *Market Price:* 8,000 Cp

Prestige classes

Arrow Knight

The arrow knights (Ark) form Draj's corps of elite archers. Ranked third among the special warrior forces of Draj, these archers' might with the bow is perhaps unrivaled in the Tablelands.

Although they form an elite group, the arrow knights are the least respected of Draj's three elite warrior forces. As ranged attackers, they do not gain the honor that Draji culture places on hand to hand combat. However, their place in the Draji military earns them some measure of respect, and their military role's importance is unquestioned.

Arrow knights come exclusively from the ranks of single or multi-classed fighters and psychic warriors.

Hit Die: d10

Requirements

To become an arrow knight, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: [Point Blank Shot](#), [Weapon Focus: bow](#), [Weapon Specialization: bow](#)

Special: Must be trained in the army of Draj.

Class skills

The arrow knight's class skills (and the key ability

for each skill) are **Climb (Str)**, **Craft (Int)**, **Handle Animal (Cha)**, **Intimidate (Cha)**, **Jump (Str)**, **Knowledge (Warcraft) (Int)**.

Skill points at each level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: The Arrow Knight is proficient with all **simple** and **martial weapons**, **light armor**, and **shields**.

Marksman: Arrow knights go through rigorous training. Before moving on to long range archery, they must first master short range shooting. At 1st level they receive a +1 bonus to attack and damage rolls within 30 feet when using a bow, in addition to the benefits granted by the **Pointblank Shot** feat.

Longshot: Mastering long range archery makes an army archer even more deadly. While a company of archers is almost bound to hit something when they all fire at once, a company of experienced arrow knights will hit much more. From 2nd level archer knights ignore the first two points of penalty for range increment when using a bow.

Deadly Aim: An arrow knight's precision increases at all ranges. The critical threat range for bows doubles (i.e. from 20x3 to 19-20x3) when the arrow knight reaches 3rd level.

Spot Weakness: The arrow knight can use a move-equivalent action to study a target and identify a weak spot. The arrow knight's single next attack with a bow against that target ignores half of her armor and natural armor bonuses (both rounded down).

Lethal Shot: Executing a Lethal Shot is a standard action. A successful attack roll inflicts a nasty wound that in addition to normal damage will

continue to bleed for ten rounds if left unattended, inflicting one point of damage per round of bleeding. A **Heal** check DC 15 or application of a **cure** spell will stop the bleeding immediately. **Lethal Shot** can be used in conjunction with **Spot Weakness**. Creatures immune to bleeding effects, **critical hits** or **sneak attacks** are also immune to **Lethal Shot**.

Eagle Knight

The eagle knights are among the most brutal and fanatical Draj warriors. They are more than willing to charge headfirst into battle for the glory of Draj and their god-king. The eagle knights are ranked second among the elite warrior forces of Draj, surpassed only by the most supreme battlefield warriors – the jaguar knights.

Most eagle knights are fighters or brutes with a fanatical devotion to the God-king and their city, though eagle knights can come from any class. The majority come from the ranks of warriors, but an occasional fanatical bard or member of some other class is not unheard of.

Hit Die: d10

Requirements

To become an eagle knight (Eag), a character must fulfill all the following criteria.

Base Attack: +5

Feats: **Power Attack**, **Cleave**

Class skills:

The eagle knight's class skills (and the key ability for each skill) are **Climb (Str)**, **Craft (Int)**, **Handle Animal (Cha)**, **Intimidate (Cha)**, **Jump (Str)**, **Knowledge (Warcraft) (Int)**.

Skill points at each level: 2 + Int modifier

Table A-2: The Eagle Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Strength of Ral +1
2nd	+2	+3	+0	+0	Power of Guthay +2
3rd	+3	+3	+1	+1	Strength of Ral +2
4th	+4	+4	+1	+1	Power of Guthay +4
5th	+5	+4	+1	+1	Reckless

Class features:

Weapon and Armor Proficiencies: The eagle knight is proficient with all simple and martial weapons, all types of armor (light, medium, heavy), and shields.

Strength of Ral: The eagle knight adds the listed bonus to either attack or damage rolls, or distributes the bonus as he sees fit. How the bonus is distributed is declared at the beginning of the eagle knight's turn and cannot be changed until it becomes his turn again.

Power of Guthay: Affecting the fanatic eagle knight with mind-affecting powers becomes increasingly difficult. The eagle knight receives a +2 bonus against mind-affecting supernatural abilities, spells and psionic powers. This bonus increases to +4 at 4th level.

Reckless: At 5th level, eagle knights can fly into a reckless battle frenzy. When using the attack or full attack option, the eagle knight can subtract a number from his Armor Class and add this number to damage inflicted on successful attacks. This number may not exceed the eagle knight's base attack bonus. The penalty to Armor Class and bonus to damage last until the eagle knight's next standard action.

Jaguar Knight

The jaguar knights are Draj's finest elite warriors. They undergo intense training, learning to put fear into their opponents before they strike. Their skills as battlefield warriors are unrivaled in Draj, as they are immune to fear and can wade through vast amounts of foes, cleaving their way. Jaguar knights are flawless in their own and every other Draj's eyes - resistant against cowardly mental attacks and powerful enough to strike down any

foe foolish enough to stand in their way.

Jaguar knights come almost exclusively from the ranks of warrior classes or the psychic warrior class. Occasionally a particularly determined member of another class becomes a jaguar knight, but these characters are rare.

Hit Die: d10

Requirements

To become a jaguar knight (Jag), a character must fulfill all the following criteria.

Base Attack: +7

Feats: Iron Will, Power Attack, Cleave, Great Cleave

Class skills

The jaguar knight's class skills (and the key ability for each skill) are **Climb (Str)**, **Craft (Int)**, **Handle Animal (Cha)**, **Intimidate (Cha)**, **Jump (Str)**, **Knowledge (Warcraft) (Int)**.

Skill points at each level: 2 + Int modifier

Class features

Weapon and Armor Proficiencies: The jaguar knight is proficient with all simple and martial weapons, all types of armor (light, medium, heavy), and shields.

Know no fear: Jaguar knights are immune to fear-effects.

Supreme Cleave: The jaguar knight may take his 5 foot step before executing his **Cleave** or **Great Cleave** attack.

Smoking Mirror: The jaguar knight gains the benefits of the **Slippery Mind** ability (see PHB). Part of their intense training involves sharpening their mental defense capabilities against the

Table A-3: The Jaguar knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Know no fear
2nd	+2	+3	+0	+3	Supreme cleave
3rd	+3	+3	+1	+3	Smoking mirror
4th	+4	+4	+1	+4	Jaguar roar
5th	+5	+4	+1	+4	Jaguar strike

attacks of telepaths, and the result of this repeatedly painful exercise is an ability to shrug off mental attacks.

Jaguar Roar: A jaguar knight can demoralize enemies with a fierce roar, as per the Jaguar Roar feat. The jaguar knight may use the jaguar roar even if he does not meet the prerequisites normally required for taking the feat. If the jaguar knight already possesses the Jaguar Roar feat, the save DC increases by 2.

Jaguar Strike: The testament of the master warrior in Draj, the jaguar strike is legendary. When using the **Power Attack** feat, the jaguar knight multiplies the number subtracted from his Base Attack by 1.5, and adds this number (rounded down) to his damage roll. For instance, if he subtracts 4 points from his base attack, he adds 6 points to damage.

King's Defiler

The king's defilers are feared and powerful wizards traditionally in the service of the sorcerer-monarchs. They are often trained in the arcane arts by more powerful defilers in service of the king or queen, and sometimes even personally by the sorcerer-monarch. King's defilers can exert the same authority as templars within the boundaries of their monarch's city state. In cities that have lost their dragon kings, some defilers still serve the new rulers of the cities, either openly or in secrecy. Contrary to the templars, the defilers have not lost their spellcasting abilities. These defilers can attain powerful positions in the templar hierarchy and can achieve great personal power.

Hit Die: d4

Table A-4: King's Defiler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	King's library, secular authority	+1 spellcaster level
2nd	+1	+0	+0	+3		+1 spellcaster level
3rd	+1	+1	+1	+3	Bonus feat	+1 spellcaster level
4th	+2	+1	+1	+4		+1 spellcaster level
5th	+2	+1	+1	+4	Fear	+1 spellcaster level

Requirements

To become a king's defiler (Kde), a character must fulfill all the following criteria.

Feats: Any metamagic feat

Skills: 2 ranks in Intimidate, 2 ranks in Diplomacy

Special: Acceptance by King/Queen. Ability to cast 3rd-level arcane spells.

Class Skills:

The king's defiler's class skills (and key ability for each skill) are **Bluff (Cha)**, **Concentration (Con)**, **Craft (Int)**, **Diplomacy (Cha)**, **Disguise (Cha)**, **Gather Information (Cha)**, **Intimidate (Cha)**, **Knowledge (all skills, taken individually) (Int)**, **Literacy (none)**, **Profession (Wis)**, **Sense Motive (Wis)**, and **Spellcraft (Int)**.

Skill points at each level: 2 + Int modifier

Class features

Weapon and Armor Proficiencies: King's defilers gain no proficiency in any additional weapons, armors or shields.

King's Library: King's defilers have access to the King's Library, a vast resource of spells and magical knowledge. The king's defiler gains four new spells for every level gained in king's defiler (including 1st), rather than two at every level.

Secular Authority (Ex): Once per day per class level, a king's defiler can use secular authority within his city state. Depending on the ranks he has in the Diplomacy skill, a king's defiler can order slaves to do his bidding, enter the homes of freemen and nobles and have these arrested. Failure to comply with king's defiler's demands is usually sanctioned with fines, imprisonment, outlaw status, and possibly execution. This ability

works exactly as described in the templar class entry in the DS3 Core Rules, including rules for contests of Secular Authority.

Bonus Feat: At 3rd level the king's defiler gains a bonus feat that can be any metamagic or item creation feat for which the king's defiler meets the prerequisites. Alternatively, the king's defiler may select a feat that has Secular Authority as a prerequisite.

Fear (Sp): The king's defiler may use *fear* once per day as per the spell cast at her highest caster level.

Moon Priest

The moon priests are the high templars and administrators of Draj. They represent the upper hierarchy of the templatate, those who have attained great influence and political power in Draj. Dressed in blue robes, with a yellow moon in front and in the back of their robes, the Moon Priests are responsible for the administration of the Temples of Ral and Guthay, as well as being the lead organizers of the sacrifices on the Great Pyramid. The moon priests wield considerable power in Draj. Their ability to judge and sentence slaves and sometimes even nobles makes them a force to be reckoned with. Outside of Draj, the moon priests' influence is much less, and it is very rare indeed to find a moon priest outside of Draj, unless it is in one of Draj's client villages. For more than a thousand years, the moon priests have served Tectuktitlay, the king of Draj. With a new king in Draj, the moon priests have lost their spellcasting capabilities, but their mastery of rituals tied to their worship of the moons still

grant them substantial powers. Also, their knowledge of the inner workings of Draj make the moon priests invaluable in administering the city.

Hit Die: d8

Requirements

To become a moon priest, a character must fulfill all the following criteria.

Feats: Astrologer, Mekillothead

Skills: 8 ranks in *Diplomacy*, 5 ranks in *Intimidate*, 5 ranks in *Knowledge (Astronomy)*.

Special: Acceptance into the templatate of Draj.

Class Skills:

The moon priest's class skills (and key ability for each skill) are *Appraise (Int)*, *Bluff (Cha)*, *Concentration (Con)*, *Craft (Int)*, *Diplomacy (Cha)*, *Forgery (Int)*, *Gather Information (Cha)*, *Heal (Wis)*, *Intimidate (Cha)*, *Knowledge (all skills, taken individually) (Int)*, *Literacy (none)*, *Profession (Wis)*, *Sense Motive (Wis)*, *Speak Language (none)* and *Spellcraft (Int)*.

Skill points at each level: 2 + *Int* modifier

Class features

Weapon and Armor Proficiencies: Moon priests gain no proficiency in any additional weapons. They are proficient in light and medium armors and shields.

Moon Priest's Authority (Ex): The moon priests are feared and respected and they are

Table A-5: The Moon Priest

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Moon priest's authority	+1 spellcaster level
2nd	+1	+3	+0	+3	Guthay's revelation	+1 spellcaster level
3rd	+2	+3	+1	+3		+1 spellcaster level
4th	+3	+4	+1	+4	Ral's convergence	+1 spellcaster level
5th	+3	+4	+1	+4		+1 spellcaster level
6th	+4	+5	+2	+5	Jaguar presence	+1 spellcaster level
7th	+5	+5	+2	+5		+1 spellcaster level
8th	+6	+6	+2	+6	Feathered serpent	+1 spellcaster level
9th	+6	+6	+3	+6		+1 spellcaster level
10th	+7	+7	+3	+7	Eclipse	+1 spellcaster level

accompanied by an air of authority wherever they walk. Moon priests receive a +2 bonus to **Intimidate** checks. Moon priests also receive a +2 bonus to opposed **Diplomacy** checks with regards to contests of Secular Authority.

Guthay's Revelation (Sp): Through mysterious rituals conducted by the moon priests, the elite templars of Draj gain the supernatural ability to see what the eyes of ordinary men may not. The moon priest can use *see invisibility* once per day as per the spell.

Ral's Convergence (Su): The moon priests know better than anyone else how the moons influence life on Athas. Their study of the moons and the rituals they conduct eventually grant them the power to alter their own fate for better or for worse. Once per day, the moon priest may reroll one roll that he has just made. He must keep the result of the second roll, even if it's worse than the original roll.

Jaguar Presence (Sp): A 6th level moon priest has mastered horrifying rituals, and he may inspire fear in others merely by looking in their direction. Jaguar Presence functions exactly like the *fear* spell. The DC is 14 + the moon priest's **Charisma** modifier. A moon priest may use this spell-like ability 3/day.

Feathered Serpent (Su): The quatl, or feathered serpent, holds a key role in Draji mythology. Some scholars claim there exists a link between the silk worm and the quatl of legend, and elven tales would have it that the silk wyrms are born on the face of the moon of Guthay. Regardless of fact or fiction, at 8th level, the moon priest has mastered rituals that allow him to sprout massive feathered wings from his back once per day. With these wings, the moon priest may fly at his normal land speed with average maneuverability. If the moon priest would suffer from reduced land speed from wearing medium and heavy armor, or due to carrying capacity, his flying speed is also reduced. The wings disappear after 1 hour.

Eclipse (Su): Only a select few of the most powerful moon priests of all times have mastered the ritual of the Eclipse. Wrapped in secrets and elusive nature, the ritual is in itself is practically

impossible to extract from the minds of those who have mastered it. Their minds and very existence are cloaked by the shroud of the moons. 10th level moon priests are treated as if they had *mindblank* permanently cast on them. If Eclipse is dispelled, the moon priest can reactivate it as a free action.

Regional feats

Astrologer [General]

Astrologers play an important role in the societies of their cities. Noble families often employ their expertise to plan harvests and other projects, while caravan masters hire their services as navigators.

Regions: Draj, Nibenay

Benefit: You gain a +2 bonus to **Knowledge (astronomy)** checks and +4 bonus to **Survival** checks made to avoid getting lost when able to see the sun, moon or stars.

Greater Psionic Fist [General]

The Draji **psions** have used centuries to master the union of body and mind and perfected the **Psionic Fist** technique.

Region: Draj

Prerequisites: **Psionic Fist**

Benefit: As **Psionic Fist** (see **Psionics Handbook**), but pay 2 power points to inflict 2d4 extra points of damage.

Greater Psionic Weapon [General]

The psychometabolism and psychokinesis oriented Draji **psions** have perfected the **Psionic Weapon** technique.

Region: Draj

Prerequisites: **Power Attack, Psionic Weapon**

Benefit: As **Psionic Weapon** (see **Psionics Handbook**), but pay 2 power points to inflict 2d4 extra points of damage.

Jaguar Roar [General]

You can channel your strength and emit a terrifying roar that demoralizes enemies.

Region: Draj

Prerequisites: **Intimidate** 9 ranks, **Charisma** 13+

Benefit: You can, as a free action once per round, use the Jaguar Roar. All intelligent creatures within 30 feet who can hear the roar must roll a **Will save** (DC 10 + level + **Charisma** modifier) or become shaken (-2 **morale penalty** to attack rolls, saves and skill checks) for 2d4 rounds. A successful save means an opponent cannot be affected by the Jaguar Roar that day.

Mekillothead [General]

Your people are an obstinate folk known for stubbornness and ill temperedness.

Regions: Draj, Mul

Benefit: You gain a +1 bonus to **Will saves** and a +2 bonus to **Intimidate** checks.

NPC stats

Atzetuk, King of Draj, Human Male, Psi(telepath)6; CR8; Medium-size Humanoid; HD 6d4+30; hp 52 (76); Init +5; Spd 30ft.(40ft.); AC 26 (touch 26, flat-footed 20); Atk +11 melee (bronze dagger, 1d4+5; 19-20x2) or +11 ranged; SA Psionics ; SQ Psionics ; SV Fort +10, Ref +10, Will +14; AL NG; Str 19, Dex 20, Con 21, Int 20, Wis 22, Cha 23.

Skills and Feats: Concentration 9 (+14), Diplomacy 9 (+17), Gather Information 9 (+15), Knowledge (psionics) 9 (+15), Psicraft 9 (+15), Remote View 9 (+14), Sense Motive 9 (+15); Psionic Focus (telepathy), Psychoanalyst, Psychic Inquisitor, Speed of Thought.

Psionic Powers (4+d/2+d/1+d/d; PP 30); 0th - *catfall, detect psionics, know direction, missive, telepathic projection*; 1 - *charm person, conceal thoughts, disable*; 2 - *detect thoughts, suggestion*; 3 - *schism*

Equipment : *amulet of catapsi, boots of speed, +8 bracers of armor, +1 great dislocator bronze dagger, ring of spell turning, skin of the hero*, skin of iron, belt of glory**, king's circlet***

* Default active skin

** See New Magical Items section in the appendix

Background/Description: The young king of Draj began his life as an orphan under the care of the

House of the Mind. His parents were found dead in a back alley, with the young child being left for dead. An initiate of the House of the Mind found the boy, and brought him back to the compound.

Atzetuk was raised by the psions of the House of the Mind, being tutored in the Way at a young age. Although not possessing great innate abilities, the young trainee became a good psion through the years.

When the House of the Mind needed a replacement for Tectuktitlay, their young orphan was a perfect choice. With no family (other than the psions), there was no need to eliminate any source of contention, and the young psion was easily molded and dominated to his role. The psions entered his mind and made him believe he was Tectuktitlay's son. Atzetuk has complete faith in the House of the Mind, and readily accepts their counsel. However, the new king is starting to believe in his own divinity, which could pose a problem in the future.

Bartis, Human Male, Gla17; CR17; Medium-size Humanoid; HD 17d12+34; hp 150; Init +3; Spd 30ft.; AC 22 (touch 13, flat-footed 19); Atk +26/+21/+16/+11 melee (iron morning star, 1d8+9; 19-20x3) or +20/+15/+10/+5 ranged; SA Always Armed ; SQ Arena Guile, Improved Feint, See Weakness +3, Winning the Crowd, Bringing the House Down; SV Fort +12, Ref +13, Will +4; AL NE; Str 24, Dex 16, Con 15, Int 11, Wis 9, Cha 8.

Skills and Feats: Climb 5 (+12), Intimidate 13 (+12), Jump 10 (+17), Knowledge (warcraft) 10, Tumble 10 (+13); Cleave, Improved Critical (morning star), Improved Unarmed Strike, Medium Armor Proficiency, Power Attack, Power Lunge*, Quickdraw, Run, Sunder, Teamwork, Wall of Shields, Wall of Spears;

Equipment : +2 defending iron morningstar, +4 belt of strength, +1 breastplate, +1 large wood shield

* For those who do not own the accessory *Sword and Fist*, substitute Power Lunge with **Combat Reflexes**.

Background/Description: DSR2 *Dune Trader* p. 28: Since Ydris Tsalaxa was replaced as head of House Tsalaxa, Bartis has seen his importance in

the House diminish greatly. As a longtime loyal servant of Ydris, Bartis is seen as a small threat by Yarsha Tslaxa, the new head of the House. Bartis is well known by many in the House, and a quick demise would bring suspicion upon Yarsha. Regardless, his military expertise is still needed, and so Yarsha has decided to keep him at her side, albeit in a lesser role, until he is no longer needed.

Chilocotec, Human Male, Fig8/Jag5; CR 13; Medium-size Humanoid; HD 13d10+52; hp 128; Init; Spd 30 ft, AC 21 (touch 12, flat-footed 20); Atk +17/+12/+7 melee (macahuitl, 1d8+7, 17-20x2) and +16/+11 (large shield, 1d8+3; 20x2) or +14/+9/+4 ranged; SA Supreme Cleave, Jaguar Roar, Jaguar Strike; SQ Know no fear, Smoking mirror; SV Fort +14, Ref +4, Will +9; AL LN; Str 18, Dex 12, Con 18, Int 11, Wis 12, Cha 13.

Skills and Feats: Climb +10, Jump +14, Knowledge(warcraft) +16, Profession (siege engineer) +6, Ride +12; Cleave, Great Cleave, Improved Critical (macahuitl), Improved Two-Weapon Fighting, Iron Will, Power Attack, Shield Expert*, Two-Weapon Fighting, Weapon Focus (macahuitl), Weapon Specialization (macahuitl).

Equipment: +1 blinding fullplate, +1 bashing large shield, +1 parrying macahuitl, psionic tattoo of animal affinity

* For those who do not own the accessory *Sword and Fist*, substitute Shield Expert with Dodge.

Background/Description: Chilocotec is the long-standing commander of the Draji forces. After three decades as a soldier, and two of those as commander of the Draji forces, Chilocotec is well known in Draj. He commands the forces with strong discipline, and does not tolerate failure. He is quick to demote those that make mistakes, and yet slow to promote unless great acts of bravery and tactical precision are done.

Chilocotec was a firm believer in the divinity of Tectuktitlay. With the death of his Supreme Commander, Chilocotec's faith in the divinity of the ruler has been somewhat shattered, and he is beginning to suspect that Atzetuk is not who he claims to be. However, he would never dream of rising up against the ruler of his great city.

Chimali Zaachila, Human Female, Wiz5; CR5; Medium-size Humanoid; HD 5d4+10; hp 24; Init +1; Spd 30ft.; AC 13 (touch 13, flat-footed 12); Atk +3 melee (quabone, 1d6+1) or +3 ranged; SA Spells ; SQ Spells; SV Fort +3, Ref +2, Will +5; AL LG; Str 12, Dex 12, Con 14, Int 20, Wis 13, Cha 21.

Skills and Feats: Bluff 8 (+13), Diplomacy 4 (+11), Innuendo 8 (+9), Knowledge (arcana) 8 (+25), Scry 8 (+13), Sense Motive 4 (+5), Spellcraft 8 (+13); Craft Wondrous Item, Scribe Scroll, Skill Focus (Knowledge (arcana)), Spell Thematics (bright yellow globes surround targets and drumming sounds)*, Talented (control light).

Spells (4/4/3/2; DC 15 + spell level); 0th – cantrip, daze, detect magic, light; 1 – mage armor, color spray, erase, sleep; 2 – cat's grace, misdirection, shatter; 3 – flame arrow, hold person

Equipment : quabone, +2 headband of intellect, +2 cloak of charisma, +2 ring of protection, amulet of arcane insight**, spellbook

* For those who do not own the accessory *Magic of Faerun*, substitute Spell Thematics with Spell Mastery.

** See New Magical Items section in the appendix

Background/Description: DSR3 *Veiled Alliance* p. 43. Chimali is still the leader of the Draji Veiled Alliance, even though her magical prowess isn't as great as some of her subordinates'. Her magical power hasn't grown much over the years, as she has been too busy leading the small Veiled Alliance chapter, and in order to keep her lack of ability secret, she cannot experiment too much in public. She takes great pains to hide her secret, though the grumblings about her lack of magical display have gotten worse. However, no one has yet dared to challenge Chimali's leadership.

Imotec, Human Male, Clr16 (fire); CR16; Medium-size Humanoid; HD 16d8+16; hp 91; Init +0; Spd 30ft.; AC 23 (touch 11, flat-footed 23); Atk +13/+8/+3 melee (club, 1d4+1; 19-20x2) or +12/+7/+2 ranged; SA Rebuke undead, Spells; SQ; SV Fort +11, Ref +5, Will +15; AL NE; Str 13, Dex 10, Con 13, Int 12, Wis 18, Cha 15.

Skills and Feats: Concentration 19 (+20), Intimidate 9 (+13), Intuit Direction 1 (+5), Knowledge (religion) 19 (+20), Spellcraft 19 (+20);

Craft Staff, Dodge, Jaguar Roar, Leadership, Mekillothead, Maximize Spell, Quicken Spell.

Spells (6/7/7/7/6/5/4/4/3; DC 14 + spell level); 0th – *curse element, detect magic, detect poison, light x2, read magic*; 1 – *bless, burning hands*, cure light wounds x2, invisibility to undead, remove fear, sanctuary*; 2 – *augury, bull's strength, cure moderate wounds, endurance, pyrotechnics*, shatter, silence*; 3 – *bestow curse, continual flame, dispel magic, flaming sphere*, glyph of warding, magic vestment, speak with dead*; 4 – *blindscorch*, cure critical wounds, death ward, freedom of movement, sending, spell immunity*; 5 – *fire shield*, quickened divine favor, bear's heart*, quickened shield of faith, spell resistance*; 6 – *antilife shell, firestorm*, harm, word of recall*; 7 – *blasphemy, destruction, delayed blast fireball*, quickened protection from elements, resurrection*; 8 – *mass heal, maximized flame strike*, quickened divine power*.

Domains: * Domain spell; Smoldering Spirit (gain *finger of fire* power. can rebuke/command fire elemental creatures as a paraelemental cleric rebukes undead.), Wrath of the Fire Lord (when holding a burning torch in one hand, you gain the benefit of a large shield).

Equipment: *staff of fire, half-plate +3, spined shield, club*

* For those who do not own the accessory *Defenders of the Faith*, substitute *bear's heart* with *insect swarm*.

Background/Description: Imotec is an imposing figure. He stands six and a half feet high, with a strong muscular build. He is arrogant and self-confident, having risen to his position by careful maneuvering and hard work. Although in his forties, Imotec is well-respected by the population of Draj, and many heed his commands with a fear-born devotion. His young priests, although respectful of his power, resent his arrogant nature. They are rarely treated well, and Imotec does not bother to hide his contempt for his lesser-trained pupils. However arrogant and dour his nature, his devotion to the element of Fire is complete. Imotec runs the biggest temple in Draj, with many citizens coming to his temple for favors, and Imotec believes this is proof of Fire's superiority to the other elements.

Imotec's origins remain unclear. Although a Draji citizen, he does not have any family in Draj, nor has anyone ever been able to learn anything of his past. He does not discuss his life before the

temple, telling all that what he is now is more important than what he was or where he came from. Some speculate he comes from Ket, growing up in that small village, but no rumor has ever been substantiated.

Ixtabai the Blind, Human Male, Psi(egoist)12;
CR12; Medium-size Humanoid; HD 12d4+36; hp 67; Init +1; Spd 30ft.; AC 25 (touch 11, flat-footed 24); Atk +9/+4 melee (claws 1d8+3 or bite 2d8+3) or +7/+2 ranged; SA Psionics ; SQ Psionics, Psicrystal; SV Fort +10, Ref +8, Will +14; AL LN; Str 16, Dex 12, Con 16, Int 15, Wis 13, Cha 12.

Skills and Feats: Autohypnosis 15 (+18), Concentration 15 (+18), Gather Information 7 (+8), Intuit Direction 1 (+2), Listen 7 (+8), Knowledge (psionics) 15 (+17), Psicraft 15 (+17), Stabilize Self 15 (+18); Extend Power, Greater Psionic Fist, Persistent Power, Power Touch, Psionic Fist, Quicken Power.

Psionic Powers
(7+d/3+d/3+d/2+d/2+d/2+d/1+d/d; 80 PP);
0th – *burst, catfall, control shadows, detect psionics, elfsight, far hand, missioe, telepathic projection*; 1 – *biocurrent, control light, hear light, object reading*; 2 – *animal affinity, body adjustment, brainlock, detect thoughts*; 3 – *bite of the tiger, claws of the vampire, displacement*; 4 – *dissolving touch, inertial barrier, natural armor*; 5 – *ectoplasmic armor, energy barrier*; 6 – *breath of the dragon*

Power-up chain : *extended bite of the tiger (24 hours, PP 7), extended claws of the vampire (24 hours, PP 7), extended ectoplasmic armor (24 hours, PP 11), extended natural armor (24 hours, PP 9), persistent hear light (24 hours, PP 9)*

Equipment: *psicrystal (resolve), cloak of resistance +3, eyes of powerleech, psionatrix of psychometabolism, ring of psionic mindshielding**

* See New Psionic Items section in the appendix

Background/Description: Ixtabai, though advanced in age and blind, is a confident and very competent leader. He has been in charge of the House of the Mind for many years, and was the first to contact the templars about a new plan when he learned about Tectuktitlay's death. He is now the true leader of Draj, directing the new king, in coordination with the templars, on the affairs of Draj. He is confident that their plan can

work, but knows that chaos would ensue in the city if the truth were learned about Atzetuk's origins. Though he disliked misleading the population about Atzetuk, Ixtabai believed that it was the only way to protect his city from the death and destruction that happened in Raam when Abalach-Re died.

Ixtabai is a small man, standing a little over five feet tall, stooped, yet possessing a vitality that some young psions cannot match. Anyone thinking he is a helpless old man will be quickly proven wrong should that person try to challenge Ixtabai.

Notes: Ixtabai, though blind of age, sees perfectly through the use of the psionic power *hear light*.

Kael Stormseeker, Elf Male, Rog 3/Wiz 6/King's Defiler 5/Asn 1; CR15; Medium-size Humanoid; HD 11d4+22 and 4d6+8; hp 84; Init +9; Spd 40ft.; AC 21 (touch 15, flat-footed 16); Atk +13/+8 melee (elven longblade, 1d8+2; 15-20x2) or +12/+7 ranged (composite longbow, 1d8+1; x3); SA Death attack, fear, sneak attack +3d6, spells; SQ Evasion, poison use, secular authority; SV Fort +6, Ref +13, Will +11; AL LE; Str 13, Dex 20, Con 14, Int 18, Wis 12, Cha 13.

Skills and Feats: Appraise 4 (+8), Bluff 7 (+8), Concentration 14 (+16), Diplomacy 14 (+15), Disguise 4 (+5), Forgery 7 (+11), Gather Information 3 (+4), Hide 7 (+12), Innuendo 7 (+8), Intimidate 7 (+8), Knowledge (arcana) 14 (+18), Listen 7 (+8), Move Silently 7 (+12), Read Lips 7 (+11), Scry 9 (+13), Sense Motive 7 (+8), Spellcraft 14 (+18); Spot 7 (+8), Empower Spell, Expertise, Gravamen, Improved Disarm, Improved Initiative, Jaguar Roar, Power Attack, Scribe Scroll, Weapon Finesse (elven longblade).

Spells (4/5/5/5/4/2/1; DC 14 + spell level); 0th - detect magic, ghost sound, mage hand, slave scent; 1 - charm person, magic missile, ray of enfeeblement, shield, true strike; 2 - cat's grace, flaming sphere, mirror image, shatter, see invisibility; 3 - displacement, fireball, haste, hold person, slow; 4 - fire shield, polymorph other, scrying, stoneskin; 5 - empowered fireball, teleport; 6 - tensor's transformation

Equipment : +6 bracers of armor, +1 keen elven longblade, ironbands of Bilarro, hat of disguise, potionfruit of bull's strength, scroll: finger of death (level 13), scroll: empowered magic missile (level 9),

scroll: globe of invulnerability (level 7), scroll: arcane eye (level 7), trapped scroll (explosive runes), assorted poisons, spell book (black arcane tattoos), spell component satchel, composite longbow (mighty +1)

Background/Description: An imposing tall figure clad in black, Tectuktitlay's chief inquisitor and bounty hunter, Kael Stormseeker's mere name and presence demand respect and fear wherever he travels within Draj's boundaries. Kael is both respected and loathed by the citizens of Draj. Respected because he is cunning, ruthless and efficient; loathed for his spellcasting methods and arrogance. However, Kael has never backed down from a challenge or confrontation, which puts him in high esteem, and those who speak ill of him seldom live long. The elf's past is unknown, but rumors speculate that he was once part of the Shadow elf network, which he has contact with.

Upon receiving the word of his master's apparent death, the ambitious Kael approached the now powerless templars (at least as far as spellcasting is concerned) with an offer to become Draj's next king. The templars were unimpressed by the idea, and instead approached the House of the Mind, to Kael's annoyance. When it became evident that Tec's apparent son Atzetuk would be made King of Draj, Kael vanished from the surface, but chose to remain in Draj's shadows, passing himself off as an elven merchant. To his bitterness, the people have accepted Atzetuk as their new king.

Kael has observed that the House of the Mind, and particularly Ixtabai the Blind, has much influence over the King, leading him to suspect that there is more to the new king than meets the eye. Thus he has recently resurfaced, and offered his services to the new king, with hopes of finding out what is going on behind the throne. The templars and Ixtabai have advised Atzetuk against accepting the services of his "father's" former cohort, but the youth is intrigued by the elf who knew his father better than anyone else he has met. Thus it has come to be that Kael now serves Atzetuk, but in truth the elf seeks to find proof of manipulation by the templars and the House of the Mind to expose the alleged God-Son and usurp the throne.

Kargash, Human Male, Wiz15; CR15; Medium-size Humanoid; HD 15d4+0; hp 39; Init +1; Spd 30ft.; AC 15 (touch 11, flat-footed 14); Atk +7/+2 melee (dagger, 1d4;19-20x2) or +8/+3 ranged (dagger, 1d4;19-20x2); SA Spells; SV Fort +8, Ref +9, Will +14; AL CE; Str 10, Dex 13, Con 10, Int 19, Wis 12, Cha 17.

Skills and Feats: Bluff 18 (+21), Concentration 18 (+18), Intimidate 9 (+14), Knowledge (arcana) 18 (+22), Knowledge (religion) 18 (+22), Scry 18 (+22), Spellcraft 18 (+22); Craft Wondrous Item, Destructive Raze, Extend Spell, Jaguar Roar, Maximize Spell, Mekillothead, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell, Talented (catfall).

Spells (4/5/5/5/5/4/3/2/1; DC 14 + spell level); 0th – *detect magic, detect poison, light, read magic*; 1 – *feather fall, charm person, hold portal, jump, spider climb*; 2 – *extended mage armor, flaming sphere, fog cloud, invisibility, scare*; 3 – *fly, fireball, protection from elements, slow, vampiric touch*; 4 – *fear, ice storm, minor globe of invulnerability, stonesskin, wall of fire*; 5 – *animate dead, quickened shield, summon monster V, transmute rock to mud*; 6 – *circle of death, maximized vampiric touch, true seeing*; 7 – *limited wish, quickened haste*; 8 – *horrid wilting*
Power up chain: *extended mage armor (always active), stonesskin, true seeing*

Equipment: obsidian dagger, +3 cloak of resistance, brooch of shielding, spellbook (strings with colored bead patterns)

Background/Description: DSR2 *Dune Trader* p. 29: Kargash has been House Tsalaxa's chief defiler for many years, and continues to serve the House even through the change of leadership. Kargash will support any leader of House Tsalaxa, as long as his role isn't diminished. He is the main schemer of the House, responsible for planning and executing many devious plans. Although not trusted by anyone outside the leadership of the House, his devotion to House Tsalaxa borders on the fanatical, and his usefulness has never been in doubt. Though he sometimes uses his position for personal gain (as do most in such a high position), he remains an important member of House Tsalaxa.

Maxtlitxoco, Human Male, Tem5/Mpr10; CR14; Medium-size Humanoid; HD 5d8+10 and 10d8+20; hp 101; Init +5; Spd 30ft.; AC 21 (touch 11, flat-footed 20); Atk +13/+8 melee (macahuitl 1d8+3/19-20x2) or +11/+6 ranged; SA ; SQ Secular authority, Moon priest's authority, Guthay's revelation, Ral's convergence, Jaguar presence, Feathered serpent, Eclipse; SV Fort +17, Ref +9, Will +19; AL LN; Str 14, Dex 13, Con 15, Int 14, Wis 16, Cha 18.

Skills and Feats: Diplomacy 18 (+24), Forgery 10 (+12), Gather information 15 (+18), Intimidate 26 (+25), Knowledge (astronomy) 15 (+19), Sense Motive 18 (+21), Scry 12 (+14); Astrologer, Cleave, Improved Initiative, Jaguar Roar, Leadership, Mekillothead, Power Attack.

Equipment: +3 scale mail (ceremonial), +2 blinding small steel shield, +1 macahuitl, +4 cloak of resistance, templar sigil.

Background /Description: The high templar of Draj, Maxtlitxoco, is a very intelligent and cunning man. A middle-aged man, he maintains a well toned body that shows no sign of the pampered life he has built for himself.

Maxtlitxoco was presented to the templarate by his parents at a young age, and he took to the training like he had been bred specifically for this task. He rose quickly through the ranks of the templarate, establishing himself as a worthy opponent to all who would stand in his way.

The recent upheaval in his native Draj has shocked the high templar, bringing a lifetime's worth of scheming and planning to an abrupt end. Fearful of losing the city to chaos, and perhaps losing his life as well, Maxtlitxoco went to the House of the Mind with a plan to maintain order in Draj and install a new king. However, he now feels his power base crumbling beneath him, and Maxtlitxoco is planning to return the glory to the templars.

Nahualixi, Dwarf Male, Clr(earth)10; CR10; Medium-size Humanoid; HD 10d8+20; hp 68; Init -1; Spd 20ft.; AC 16 (touch 9, flat-footed 16); Atk +8/+3 melee (iron battleaxe, 1d12+1) or +7/+2 ranged; SA Rebuke Undead, Spells; SQ; SV Fort +9, Ref +2, Will +10; AL LN; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration 13 (+15), Knowledge (Religion) 13 (+13); Cleave, Extra Turning, Leadership, Power Attack.

Spells (6/6/6/4/4/3; DC 13 + spell level); 0th - *curse element, detect magic, detect poison, guidance, mending, resistance*; 1 - *cause fear, detect undead, doom, magic stone, sandstone*, shield of faith*; 2 - *bull's strength, cure moderate wounds, hold person, make whole, remove paralysis, soften earth and stone**; 3 - *bestow curse, dispel magic, meld into stone, stone shape**; 4 - *acid rain*, cure critical wounds, giant vermin, greater magic weapon*; 5 - *circle of doom, transmute mud to rock*, wall of stone*

Domains: *Domain spell; Dance of Decay (no age penalties or apparent aging, acid resistance 10), Forged Stone (Search check when within 10 feet of unusual stonework, such as traps or secret doors).

Equipment: iron battleaxe, large shield, shell armor, incense of meditation, stone of alarm, stone salve.

Background /Description: The long-standing head of the Temple of the Earth, Nahualixi is a well-liked presence in Draj. She runs the temple in typical dwarven fashion, with dedication bordering on obsession, but she serves her element well. Standing 4 and a half feet tall, she has the strong build of dwarves, and her body is rock solid, like her patron element. Hairless, like all dwarves, Nahualixi has a strong jaw, slightly drooping eyelids, and a tattoo of a fierce earth elemental on her skull. She also has piercings in her ears, with wooden rings, and a small spike of blue agafari through her nose.

Nahualixi oversees the fields and gardens of the nobility. She has been tending to Draj for over a King's Age, and has risen to her position through hard work and careful maneuvering. Nahualixi has tried to stay out of Draj's political scheming as much as possible, and she has built a reputation of being a fair and honest dwarf.

Rugar Stormbringer: Halfling Clr(rain) 8; CR8; Small Humanoid; HD 8d8+8; hp 47; Init +3; Spd 20ft.; AC 14 (touch 14, flat-footed 11); Atk +7/+2 melee (1d4/20x2, +1 shock small quabone) or +11/+6 ranged (1d3-1/20x2, small sling); SA rebuke undead; SQ -; SV Fort +7, Ref +7, Will +9; AL NE; Str 8, Dex 16, Con 12, Int 13, Wis 16, Cha

9.

Skills and Feats: Concentration +12, Diplomacy +9, Knowledge (planes) +5, Spellcraft +9, Listen +8; Leadership, Lightning Reflexes, Skill Focus (Diplomacy).

Cleric Spells Prepared (6/6/5/5/3; DC 13 + spell level): 0- *cure minor wounds, detect magic, inflict minor wounds, light, read magic, resistance*; 1st- *bless element, chill touch*, cure light wounds, eye of the storm*, magic weapon, obscuring mist*; 2nd- *bulls strength, enthral, hold person, gust of wind*, zone of truth*; 3rd- *bestow curse, cure serious wounds (2), dispel magic, enervation**; 4th- *air walk, ice storm*, poison*.

*Domain spell. *Domains:* Cold Malice (cold resistance equal to cleric level), Fury of Storms (turn/destroy conjured storms as an elemental cleric turns/destroys undead).

Possessions: +1 shocking small quabone, small sling, wicker backpack, blanket, one-gallon waterskin, spell component wicker bag, yellow piece of quartz worth 15 Cp

Rugar was exiled from his tribe when they learned he was worshipping the element of Rain. His tribe had long been associated with the worship of earth, and for Rugar to switch to an element such as Rain was unpardonable. When he left his tribe, Rugar wandered for many months until he found a perfect location to continue the proper worship of his element. He built himself a small shrine, in the foothills of the Ringing Mountains, and lived a solitary life until he heard of the Tyr-storms that were devastating the Tablelands. He then made his way to Draj, the first city to bear the brunt of the storms, and set up a small temple. He has been gaining many new followers in the two years he has been in Draj.

Rugar is of standard height for a halfling, standing just over three feet tall. He is covered with many colorful tattoos depicting storms, lightning and water all over his body. This crafty halfling doesn't have a long term plan regarding his stay in Draj, but if more people flock to his temple, he may decide to develop a more open, less secretive presence in Draj. For now, he is content to let the people come, as he awaits a spark of inspiration.

Tanuixtli, Half-Elf Male, Clr(water)10; CR10; Medium-size Humanoid; HD 10d8-10; hp 38; Init +2; Spd 30ft.; AC 16 (touch 12, flat-footed 14); Atk +8/+3 melee (longspear, 1d8+1; 20x3) or +9/+4 ranged; SA Spells, Turn Undead ; SQ; SV Fort +6, Ref +5, Will +11; AL CG; Str 12, Dex 14, Con 8, Int 11, Wis 16, Cha 14.

Skills and Feats: Heal 5 (+8), Knowledge (Religion) 13 (+13), Spellcraft 8 (+8); Craft Wand, Extra Turning, Mekillothead, Scribe Scroll.

Spells (6/6/6/4/4/3; DC 13 + spell level); 0th – create water x2, detect poison, light, mending, purify food and drink, virtue; 1 – bless element, command, cooling canopy, deathwatch, entropic shield*, obscuring mist; 2 – calm emotions, darkness, endurance, enthrall, glitterdust*, shatter; 3 – create food and water, curse of the choking sands*, remove blindness/deafness, remove disease; 4 – coat of mists*, divine power, inflict critical wounds, neutralize poison, restoration; 5 – atonement, raise dead, water trap*

Domains: * Domain spell; Desert Mirage (can use turn attempts for the day to dispel illusion, favored terrain: sandy wastes), Despair of the Drowned (armor and equipment penalties do not apply to swimming, as long as both hands are free; can rebuke/command water elementals).

Equipment: boots of striding and springing, wand of create water (caster level 1; 32 charges left), masterwork scalemail, longspear.

Background /Description: As the only member of the water temple in Draj, Tanuixtli works long hours, with little reward to keep his temple afloat. Like many half-elves, he prefers his solitude, and so has not taken in any pupils in the few years he has been in Draj. To be fair though, not many pupils have come knocking on Tanuixtli's door. His melancholy attitude does little to attract others.

Tanuixtli carries out his duties to Water with fierce devotion, taking the fertility of the region as a sign that Water is an important part of the world as the other elements. The people of Draj carry little respect for Tanuixtli, however, and convincing the population that Water is as powerful as Fire, for example, is a hard sell.

Tionaca, Queen of Draj, Human Female, Drd8/Psi(seer)2; CR10; Medium-size Humanoid; HD 8d8+0 and 2d4+0; hp 48; Init +1; Spd 30ft.; AC 15 (touch 15, flat-footed 14); Atk +8/+3 melee (quarterstaff 1d6+1/x2) or +8/+3 ranged (By weapon) ; SA Human racial traits; SQ ; SV Fort +6, Ref +6, Will +12; AL LE; Str 12, Dex 13, Con 11, Int 14, Wis 17, Cha 16.

Skills & Feats: Concentration 11(+11), Handle Animal 7(+10), Heal 11(+14), Knowledge(nature) 6(+8), Psicraft 5(+7), Spellcraft 11(+13), Wilderness Lore 11(+14), Gather Information 3(+6), Remote View 3(+5), Sense Motive 6(+9), Spot 11(+14), Listen 6(+9); Combat Casting, Extend Spell, Inertial Armor, Still Spell, Track.

Spells (6/5/4/4/2; DC 13 + spell level): 0 – create water, detect magic, detect poison, light, purify food and drink, read magic; 1st – entangle, goodberry, magic fang, obscuring mist, shillelagh; 2nd – flaming sphere, lesser restoration, resist elements, soften earth and stone; 3rd – call lightning, contagion, dominate animal, spike growth ; 4th – cure serious wounds, flame strike.

Psionic Powers (2+d/1+d; 4 PP): 0 – catfall, detect psionics, far punch; 1 – destiny dissonance, lesser concussion.

Equipment: none.

Tionaca is not a native Draji. In fact, her birth name is Niobe. Her parents were refugees from Balic, and she was raised in Raam. She was captured by Draji warriors, during one of the many wars between Raam and Draj, and brought back to Draj to be sacrificed on the Great Pyramid. Tectuktitlay saw the red-haired beauty among the prisoners of war and took her as his concubine. The sorcerer-king eventually married Niobe and gave her the name Tionaca meaning "Firelight". To the Draji she became known as the Flame Woman, but was not worshipped as a divine being such as Tectuktitlay. She was never a public figure and was rarely seen outside the Great Pyramid. After Tectuktitlay's demise, she was never seen in public again.

The official story is that Queen Tionaca took her own life out of grief for her husband's death, and that Atzetuk is her and Tectuktitlay's legitimate heir. The truth is that she rejected the templars' and House of the Mind's plan to program the unknown youth into a puppet king. The templars and the psions dared not kill her, though, fearing

a curse weaved by Tectuktitlay upon their wedding day, which dictates that “those who would seek to harm but a strand of hair on her head, pierce the skin of her body, or mentally do her injustice, be subjugated to never-ending burning pains, loss of sight and hearing, and frailty of the bones”.

Instead of killing her, the templars and the psions decided to imprison her and placed her in a secret chamber beneath the locales of the House of the Mind. There she is watched by a mul guardian whose name is unknown and whose tongue has been cut off. Tionaca holds the secret to Atzetuk’s ascendance to rulership, and the templars and the House of the Mind will go to extreme measures to keep her presence a secret.

The Guardian, Meorty Elf Female, Wiz17; CR21; Medium-size Undead; HD 17d12+0; hp 116; Init +3; Spd 40ft.; AC 23 (touch 13, flat-footed 20); Atk +10/+5 melee (Claws 1d6+2) or +11/+6 ranged; SA The Way; SQ Turn undead, DR 15/+1, Immune to mind-influencing effects, cold, electricity, enfeeblement, SR/PR 25, Create Spawn; SV Fort +7, Ref +8, Will +11; AL CE; Str 14, Dex 17, Con -, Int 23, Wis 12, Cha 20.

Skills and Feats: Bluff 20 (+25), Concentration 20 (+25), Diplomacy 4 (+11), Intimidate 10 (+15), Knowledge (arcana) 20 (+26), Listen 8 (+19), Scry 4 (+10), Search 8 (+24), Spellcraft 20 (+26), Spot 8 (+19); Combat Casting, Empower Spell, Enlarge Spell, Great Fortitude, Quicken Spell, Maximize Spell, Spell Focus (Evocation), Spell Focus (Necromancy), Still Spell.

Spells: (4/6/6/5/5/5/3/2/1; DC is 16 + spell level, necromancy and evocation 18 + spell level): 0 – ghost sound, mage hand, ray of frost (x2); 1st – cause fear, chill touch, mage armor, magic missile, ray of enfeeblement, ventriloquism; 2nd – blindness, darkness, fog cloud, ghoul touch, scare, see invisibility; 3rd – dispel magic, hold person, lightning bolt, slow, vampiric touch; 4th – black tentacles, enervation, fire shield, ice storm, phantasmal killer; 5th – empowered fireball, dream, greater shadow conjuration, mind fog, stilled contagion; 6th – antimagic field, chain lightning, circle of death, maximized fireball, shades, 7th – empowered cone of cold, finger of death, forcecage; 8th – horrid wilting, screen; 9th – wail of the banshee.

The Way (Sp): The meorty gains the following powers at will: *call cohort, clairvoyance/clairaudience, crisis of breath, dimensional anchor, dissolving touch, forced mindlink and teleport without error.* Powers in continuous usage: *anchored navigation* (fixed to the gate), *aura sight, body adjustment, body equilibrium, catfall, detect remote viewing, elfsight and psionic sense.*

Choking Death (Su.): The Guardian has a unique attack form usable 3/day. A single target within line of sight must succeed at a **Fortitude Save DC 23**, or fall unconscious as per the suffocation rules in the DMG, the result of an ear of corn stuck in its throat. The victim is treated as dying, unless someone can assist him (**Heal** check DC 15). The target remains unconscious, but is no longer dying. Executing the *choking death* attack is a standard action.

The Guardian, whose real name Tectuktitlay has erased from memory, is a meorty bound to the Jaguar Gate guarding Two Moon City. The spirit, incorporeal, can only manifest at night and guards the Gate with a relish. Its long centuries of isolation have driven it mad, and it can no longer distinguish between right and wrong. Its only hunger is to protect the Gate, feeding off the terror it enjoys striking into its victims. The Guardian has no form, being incorporeal, but if anyone tries to use divinations or scryings, the spirit appears as a dark, hooded figure with long, blood-stained talons. The meorty has the ability to infect the dreams of those who try to unmask the Guardian, turning their dreams into terrible nightmares filled with decaying corpses, sharpened blood-soaked talons, and laughing skulls.

The Nameless Sentinel, Raaig Human Male, Ftr9; CR11; Medium-size undead; HD 9d12+0; hp 64; Init +1; Spd 30ft.; AC 28 (touch 11, flat-footed 27); Atk +16/+11 melee (steel greatsword 2d6+8/17-20x2) or +10/+5 ranged; SQ Undead traits, DR 10/+1, fly 50ft. (good), immune to mind-affecting effects, *invisibility, tongues*, bound to area, code of honor; SV Fort +6, Ref +6, Will +5; AL LE; Str 21, Dex 12, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Climb +17, Craft +10, Jump +17, Listen +7, Ride +9; Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush,

Improved Critical(greatsword), Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Equipment: Full plate, small shield, +1 *frost steel greatsword*.

The Nameless Sentinel was once a proud warrior of the people living in the Forbidden Caverns, sworn to protect its waters from any outsider. The Nameless Sentinel will attack anyone coming close to his caverns, trying to ambush any adventurer before they know what is happening. The Nameless Sentinel cannot speak, and obeys only Varoxil Rante.

Varoxil Rante, Raaig Human Male, Clr10; CR12; Medium-size Undead; HD 10d12+0; hp 70; Init +3; Spd 30ft.; AC 28 (touch 11, flat-footed 27); Atk +9/+4 melee (steel heavy mace 1d8+1/x2) or +11/+6 ranged (By weapon); SQ Undead traits, DR 10/+1, fly 50ft.(good), immune to mind-affecting effects, *invisibility, tongues*, bound to area; SV Fort +7, Ref +6, Will +11; AL LE; Str 11, Dex 16, Con —, Int 16, Wis 18, Cha 19.

Skills & Feats: Concentration +13, Diplomacy +17, Heal +15, Knowledge (planes) +11, Scry +11, Spellcraft +16, Listen +6, Sense Motive +6, Spot +6; Combat Reflexes, Enlarge Spell, Maximize Spell, Quicken Spell, Silent Spell, Weapon Focus (heavy mace).

Spells (6/6/6/5/5/3; DC 14 + spell level):
 0 – *create element, detect magic, guidance, inflict minor wounds, light, read magic*; 1st – *bane, cause fear, doom, entropic shield**, *obscuring mist, sanctuary*;
 2nd – *desecrate, glitterdust**, *gust of wind, resist elements, silence, zone of truth*; 3rd – *bestow curse, curse of the choking sands**, *dispel magic, inflict serious wounds, magic vestment*; 4th – *coat of mists**, *discern lies, empowered bull's strength, ice storm**, *inflict critical wounds*; 5th – *control winds**, *greater command, slay living*.

Domains: *Domain spell; Desert Mirage (use turn attempts to dispel illusions), Fury of Storms (turn storms as a cleric turns undead).

Equipment: Full plate, small shield, +1 *unholy heavy mace*.

Varoxil is the protector of the springs of the Forbidden Caverns. He allows no one to venture near the springs, considering it his holy duty to

protect the sacred waters. Once a priest of a long-forgotten people, Varoxil believes that some of his people are still alive deep inside the caves, and will protect them at all costs. He cannot be reasoned with; defending the waters from thieves is his sole purpose.

Xaltotec, Human Male, Wiz5/ArD 7; CR12; Medium-size Humanoid; HD 12d4+24; hp 55; Init +2; Spd 30ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (puchik; 1d4) or +7 ranged; SA Spells; SQ Spells, Tainted Aura, Casting Time Metamagic 2/day, Painful Radius; SV Fort +7, Ref +5, Will +11; AL LE; Str 10, Dex 15, Con 14, Int 17, Wis 14, Cha 11.

Skills and Feats: Concentration 15 (+17), Disguise 15 (+25), Knowledge (arcane) 15 (+17), Knowledge (religion) 15 (+17), Scry 15 (+17), Spellcraft 15 (+17); Agonizing Radius, Craft Wand, Empower Spell, Great Fortitude, Path Sinister, Scribe Scroll, Silent Spell, Spell Mastery (dispel magic, improved invisibility, teleport), Still Spell.

Spells: (4/5/5/5/3/3/2; DC 13 + spell level; 0th – *detect magic, detect poison, light, ray of frost*; 1 – *illusory talent, mage armor, spider climb, unseen servant, ventriloquism*; 2 – *cat's grace, endurance, invisibility, see invisibility, spectral hand*; 3 – *empowered chill touch, haste, slow, tongues, vampiric touch*; 4 – *charm monster, fear, improved invisibility*; 5 – *magic jar, silent still vampiric touch*; 6 – *circle of death, silent teleport*

Power up chain : *cat's grace, endurance, mage armor*

Equipment: *chime of opening* (17 charges), *hat of disguise, scroll : illusory script, scroll : obscure object, spellbook, wand : enervation* (14 charges), *wand : ray of enfeeblement* (27 charges), *puchik*

Background /Description: As Tectuktitlay's main defiler, Xaltotec was responsible for many evil deeds and mysterious deaths. With the recent change in rulership, Xaltotec position has become even more important, since the templars have lost their magical abilities. He now performs many of the templars' former magical duties, as much as he is able to, in order to maintain the secret of the new King's rise to power. It is beneficial to Xaltotec to maintain this secret, however should he see an opportunity to advance himself, Xaltotec would easily divulge the secret if he thought it were to his advantage. He knows that the House of the Mind is watching him carefully, and so far

has not made any plans to betray the House of the Mind.

Yarsha Tsalaxa, Human Female, Ari2/Rog15; CR16; Medium-size Humanoid; HD 2d8+4 and 15d6+30; hp 113; Init +3; Spd 30ft.; AC 17 (touch 14, flat-footed 14); Atk +13/+8/+3 melee (iron handaxe, 1d6+1;20x3) or +15/+10/+5 ranged; SA Sneak Attack +8d6; SQ Evasion, Uncanny dodge (+2 against traps), Fast talking; SV Fort +10, Ref +15, Will +15; AL LN; Str 11, Dex 17, Con 14, Int 16, Wis 18, Cha 19.

Skills and Feats: Appraise 10 (+13), Bluff 20 (+24), Diplomacy 20 (+28), Forgery 15 (+18), Gather Information 20 (+24), Innuendo 15 (+21), Listen 18 (+22), Profession (trader) 15 (+19), Read Lips 14 (+17), Search 20 (+23), Spot 18 (+22), Sense Motive 20 (+24), Tumble 15 (+18); Dodge, Expert Tactician*, Expertise, Improved Initiative, Leadership, Quickdraw, Talented (detect poison).

Equipment: +1 vanishing studded leather armor, +1 brilliant energy iron handaxe, cloak of resistance +3

* For those who do not own the accessory *Sword and Fist*, substitute Expert Tactician with Mobility.

Background /Description: DSR2 *Dune Trader* p. 28 Yarsha Tsalaxa is the new head of House Tsalaxa, succeeding to the head after her grandfather died. Although some view the death as suspicious, no one would dare question the new leader, because retribution would be quick and deadly. Though not responsible for her grandfather's death, Yarsha had been planning for some years to take over the House, assembling a group of loyal advisors, maneuvering trusted servants in positions of authority and developing a network of spies, both within the House and without.

A tall woman, Yarsha is a highly intelligent and capable leader, as well as being an extremely good trader. Her success in business has also increased her value as leader of the House, and no one questions her competence as leader, though some may grumble a bit about how she got there.

Monsters

Jaguar

Large Animal

Hit Dice: 4d8+8 (26hp)

Initiative: +4

Speed: 60ft.

AC: 15 (-1 size, +4 Dex, +2 natural), touch 13, flat-footed 11

Attacks: Bite +6 melee, 2 claws +1 melee

Damage: Bite 1d6+4, claws 1d3+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d4+1

Special Qualities: Scent

Saves: Fort +6, Ref +8, Will +2

Abilities: Str 19, Dex 18, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +7, Climb +5, Hide +5, Move Silently +5, Spot +4

Feats: –

Climate/Terrain: Warm forests

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8HD (Large)

The jaguar is normally six feet long and weighs around two hundred and fifty pounds. This weight is evenly distributed throughout a muscular neck and shoulders, a barrel-like body and short, stout legs. Its powerful paws also pack a powerful punch. Its tawny coat shines like freshly coated paint. The golden hue of the jaguar becomes a brilliant red with the setting of the sun. Its chest, cheek and belly become a soft tan hue. This splash of color is offset by an irregular pattern of black markings across the animal's body.

Combat

Pounce (Ex): If a jaguar charges, it can make a full attack (including a rake attempt, see below) even though it has moved.

Improved Grab (Ex): If a jaguar hits an opponent that is its own size or smaller with its rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +11). If it gets a hold, it can use its rake attack in the same round. Thereafter, the jaguar has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the jaguar is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage and rake damage.

Rake (Ex): A jaguar that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d4+2 damage each. If the jaguar pounces on an opponent, it can also rake.

Skills: Jaguars receive a +4 racial bonus to Balance, Climb, Hide and Move Silently checks.

neck and relatively small head. They serve as patrol mounts by the Draj, who use them to patrol the sandy wastes around Draj.

These huge beasts are very hard to find, and it is unknown where the Draj capture them. They have a feeble mind and are easily controlled by psion handlers.

Combat

These beasts are too big to have many natural predators. They prefer to attack using their tail, and rarely use their bite unless pressed to.

Trample (Ex): As a standard action during its turn each round, korinths can trample opponents at least one size category smaller than itself. This attack does 10d10+22 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 41) for half damage.

Korinth

Colossal Animal

Hit Dice: 32d8+288 (432hp)

Initiative: -1

Speed: 20ft.

AC: 13 (-8 size, -1 Dex, +12 natural), touch 1, flat-footed 13

Attacks: Tail slap +31, bite +26

Damage: Tail slap 4d10+15, bite 2d10+7

Face/Reach: 80 ft./25 ft.

Special Attacks: Trample 10d10+22

Special Qualities: Darkvision 60ft., low-light vision, scent

Saves: Fort +27, Ref +17, Will +10

Abilities: Str 40, Dex 9, Con 29, Int 1, Wis 10, Cha 13

Skills: Listen +6, Spot +6

Feats: -

Climate/Terrain: Foothills

Organization: Solitary

Challenge Rating: 12

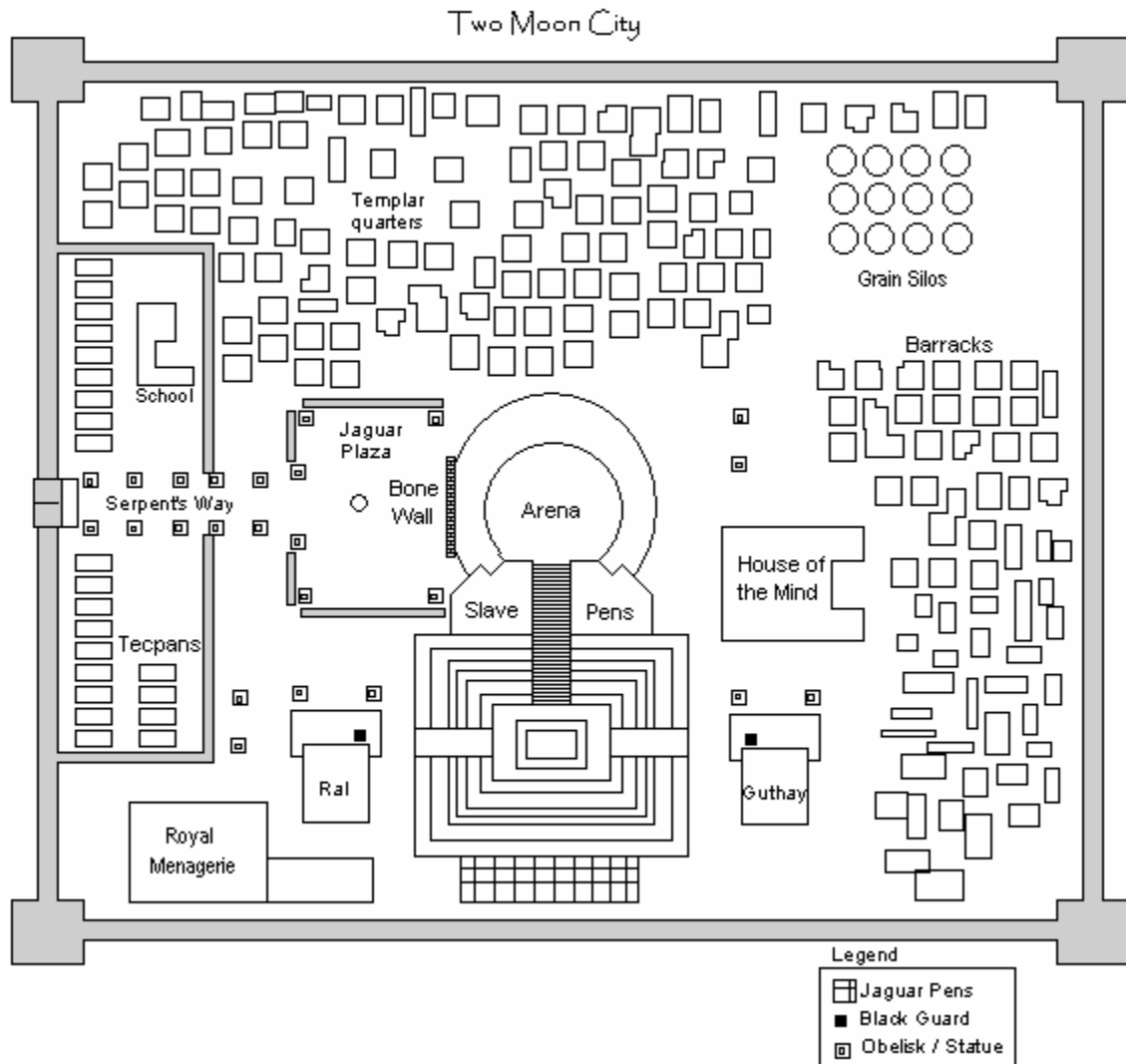
Treasure: None

Alignment: Always neutral

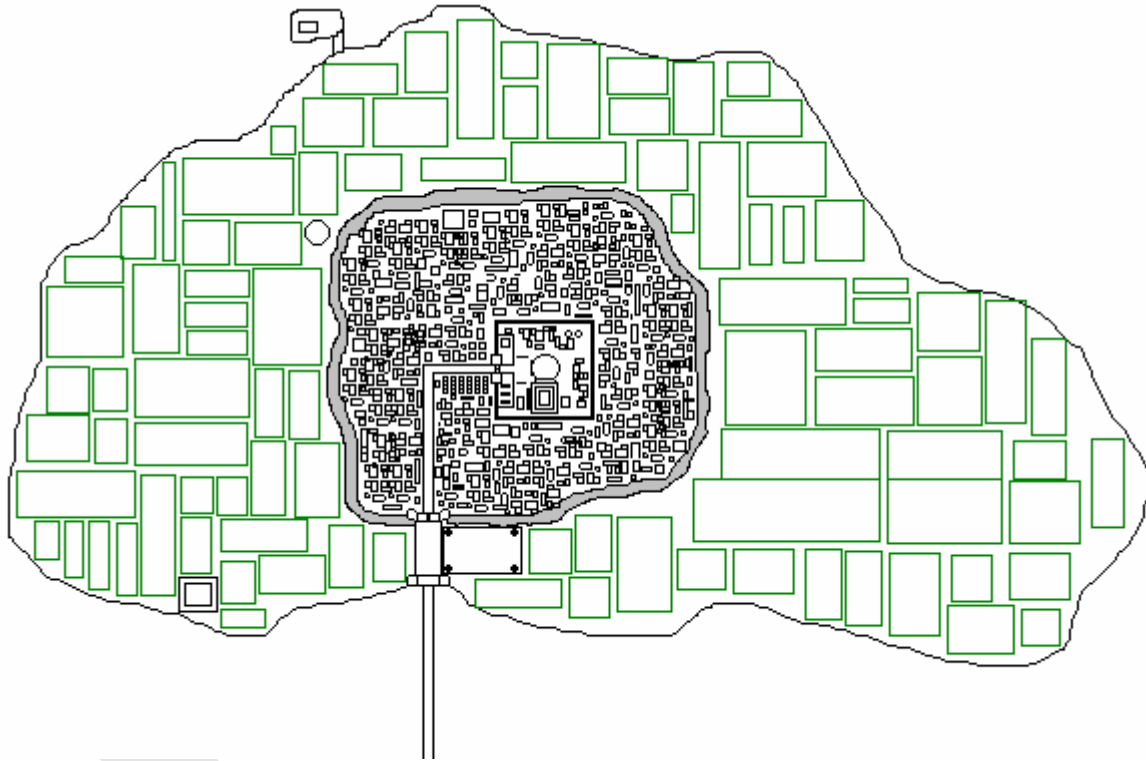
Advancement: 33-64 HD (Colossal)

Korinths are large, gray-colored lizards, with huge 25-foot high spikes jutting out from their backs. These hulking quadrupeds have a long

Map of Two Moon City



Map of Draj



Open Game License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.